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EDITOR'S BLURB

Welcome back! The first issue of DIGITAL PRESS appears to have been at least marginally successful, and to everyone who wrote in - thanks for the input! You'll see D.P. get better and better as we implement your suggestions.

The most common request was to include editorials from the panel members on each game. While that would take a tremendous amount of paper, we are incorporating comments (signified at the end of any column with a caricature), especially when one of us has a really different opinion than the rest. You'll get a better feel for what each of us liked or disliked - and that's the point of having a panel, right? Also note the new size. From now on, D.P. will come in this larger format. We play a lot, and eight pages isn't enough to cover two month's worth. Look for thirteen/fourteen pages in future issues.

I received good feedback on the cartoon as well. I have stacks and stacks of these, and I'll keep inserting them here for as long as you can stand my warped humor. Let me know when to stop!

Lastly, my testing of the Genesis control pads' durability is now complete. I found that when slinging the controller against a solid wall, the internal supports shatter and the buttons go limp. While this testing was purely accidental (whoops) it did uncover something of a discovery - the "Competition Pro" joystick by Happ. Purchasing one as a replacement for the original control pad, I found it to be sturdier, and complemented with optional turbo-fire controls for each button, as well as a slow-motion feature (which basically duplicates the action of pressing the start button rapidly). This controller is a real charm and has gotten me higher scores in games like *Thunderforce III*, *Batman*, and *Ghostbusters*. It costs about \$3 more than the Sega pad. Believe me, it's worth it. And now...

WHITHER COLECOVISION?: A FAN'S RETROSPECT

by Joe Santulli

To paraphrase: "It was the best of times, it was the worst of times." This passage is reminiscent of the heyday of Coleco's ColecoVision, the first "third wave" videogame machine and the powerhouse of the industry, which both amazed and frustrated its loyal



TARZAN

followers. This time period spanned only a few years (1983 - 1985), but during that time, no videogame system could measure up to it, not even its closest

competitor, the Atari 5200.

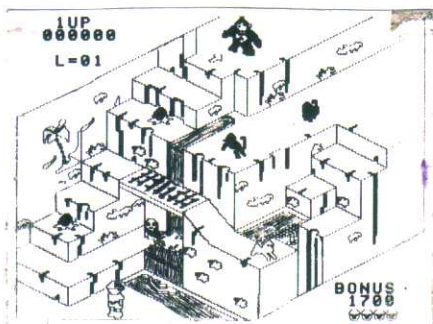
What set Coleco's "third wave" machine apart from the rest? First and foremost, it had state-of-the-art graphics and sound. Even their earliest efforts such as *Mouse Trap* and *Zaxxon* made the best of the Atari 2600 and Intellivision look drab. And when the video artists were doing original things like *Tarzan* and *Antarctic Adventure*, you really saw the graphic fireworks that the system was

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capable of. I can't say I was regularly impressed by the sounds created from the unit, but every once in a while, you'd get a treat. As weak as the game was, *Space Fury* exploded onto the screen with an alien commander's head and a magnificent space-age musical piece in the background.

The initial releases for the system were great ones. Most of them were based on "sleeper" type games (like those in our Closet Classics section) with few blockbusters scattered amongst them. Big names like *Donkey Kong* (which was packaged with the system), *Zaxxon*, and *Turbo* were the staple of every gamer's



CONGO BONGO

diet, with some really classic unknowns like *Ladybug*, *Venture*, and *Mouse Trap* coming into their own. Right from the beginning, owners became frustrated with Coleco's advertising policy, which promised cartridges and new hardware months before its release and occasionally failed to deliver. The sorest spot in my memory was the "Supergame" unit, which was shown in the earliest of catalogs. This advanced unit was to turn the videogaming industry on its ear, with more graphic power and memory. Needless to say, the "Supergame" module was never released. There were other no-shows, like the "Tunnels and Trolls" and "Dracula" cartridges (the former of which was only released as a demo), but the real annoyance was the delays on the games that DID finally come out.

As time went by, third party licensees Imagic, Activision, Parker Brothers, and Atarisoft helped round out the title selection, converting some of their earlier successes on the Atari 2600 to ColecoVision gems. Some of these titles are still the best versions to date: Parker's *Frogger* and *Q*Bert*, Activision's *River Raid*, and Atarisoft's *Galaxian*. As this was going on, owners began to see Coleco's own titles released even less regularly, with longer, unbearable waiting periods between them.

Around mid-1983 Coleco released their much-heralded ADAM computer, which was to

compete with the Apple and was also compatible with the ColecoVision. Coleco obviously wasn't prepared for the problems that followed. Their overpriced, bug-ridden machine just couldn't shake its bad reputation, and it cost the company dearly. By early 1985 the videogaming community was stripped bare thanks to an abundance of low quality software, and Coleco bowed out near the end. Their last few titles were barely seen in stores: *Illusions*, *Spy Hunter*, *Telly Turtle*, and *Tapper*.

At the time, computers - especially affordable ones like the Commodore 64 - were on the rise, and because of the multiple functions a home computer could provide, cartridge based systems like the ColecoVision seemingly disappeared from the face of the earth.

There's a happy ending, however. The confidence shown by Nintendo and Sega in the videogame market buoyed home arcade systems once again. This surge must have inspired Telegames USA, a Texas-based videogame mail-order store that not only continued stocking ColecoVision cartridges, but also marketed a compatible hardware system called the Telegames Personal Arcade. What's more, you can purchase this fine unit for under \$40 today! I have had my unit for nearly a year without fault. In fact, the controllers are superior to the Coleco version, closely resembling those of the NES.

For a dose of nostalgia, or to pick up an established system boasting over a hundred games, give Telegames USA a call. Here's where you can reach them:

TELEGAMES USA
Box 901
Lancaster, TX 75146
(214) 227-7694

Here are my top 10 ColecoVision carts:

1. Ladybug (Coleco)
2. Tarzan (Coleco)
3. Turbo (Coleco)
4. Burgertime (Coleco)
5. Frogger (Parker Bros.)
6. Montezuma's Revenge (Parker Bros.)
7. Tapper (Coleco)
8. Wing War (Imagic)
9. Pitfall II (Activision)
10. Mountain King (Sunrise)

COLECOVISION CHECKLIST, PART 1: MADE BY COLECO

The flow of ColecoVision cartridges trickled down and eventually died sometime in early 1986, despite the fact that this "third wave" machine sported some of the best graphics ever seen at the time. Below is a complete (?) list of ColecoVision software manufactured by Coleco.

- [] Antarctic Adventure
- [] Baseball (Super Action)
- [] Blackjack/Poker (Ken Uston's)
- [] Buck Rogers
- [] Bump N' Jump
- [] Burgertime
- [] Cabbage Patch Kids: Adventures in the Park
- [] Cabbage Patch Kids: Picture Show
- [] Carnival
- [] Congo Bongo
- [] Cosmic Avenger
- [] Dam Busters
- [] Destructor
- [] Donkey Kong
- [] Donkey Kong Jr.
- [] Dukes of Hazzard
- [] Football (Super Action)
- [] Frenzy
- [] Front Line
- [] Gorf
- [] Illusions
- [] Ladybug
- [] Looping
- [] Mouse Trap
- [] Mr. Do!
- [] Omega Race
- [] Pepper II
- [] Roc N' Rope
- [] Rocky (Super Action)
- [] Slither
- [] Smurf Paint N' Play
- [] Smurf Rescue
- [] Space Fury
- [] Space Panic
- [] Spy Hunter
- [] Subroc
- [] Tapper
- [] Tarzan
- [] Telly Turtle
- [] Time Pilot
- [] Turbo
- [] 2010 Action Game
- [] Venture
- [] Victory
- [] War Games
- [] Zaxxon

In the next edition we'll list everything else - from Activision to Xonox. In the meantime, let us know if we left anything out!

THE WORST OF THE ATARI 2600, PART 2 OF 3

by Kevin Oleniacz

Continuing my list of memorably bad software...

9. KING KONG (Tigervision) - This probably sounds familiar: climb to the top of the screen where a nasty ape is holding your girlfriend. Avoid objects being thrown down from the gorilla. VERY familiar? Imagine the surprise, however, when gravity somehow reverses and the objects roll from the bottom to the top. How's that done then? Despite some really good carts from Tigervision (*Threshold* and *Polaris* come to mind), they were also capable of this pathetic excuse for a cartridge. This *Donkey Kong* ripoff sorely lacks the excitement of the original. It is challenging but lacks decent graphics and contains some of the worst sound effects ever heard over a television speaker. Unlike D.K., only one screen is available.

10. M.A.D. (U.S. Games) - This is like *Missile Command* without the nice graphics, game sounds, variety, and excitement. So what's left? This "action" game is MADdeningly dull.

11. OFF YOUR ROCKER (Amiga) - Yes, it's by the same company that later went on to create some really amazing computers, but they were in their early years when they released *Off Your Rocker*, right? This cart plays like the popular game *Simon*. Four objects light up in coordination with tones. You try to match the patterns by moving the joystick. Graphics are very plain and without detail. It provides a good memory challenge but after a few plays this cart gets stored away to collect dust. Make one error and the game is history.

12. PICNIC (U.S. Games) - This game has a simple but uninteresting concept: swat at flies attempting to reach your rather sad-looking sandwiches. The lack of variations and the fact that a paddle controller has to be plugged in to play

this dull game made it a shoe-in for this list. In fact, I'm hoping some poorly designed flies come along some day and steal my cartridge. I wouldn't try to stop them.

13. REALSPORTS SOCCER (Atari) - Following the basic rules of Soccer... except that there are only 3 players on a team... and they can only move in their own lane... and there are no goalies... come to think of it, it doesn't follow the basic rules of Soccer! Besides the poor graphics and sounds, it is too easy to accidentally switch control of the players when you only want to kick the ball, resulting in a steal and most likely (because you have to figure out who you are controlling) a point for the opposing team, shooting on an undefended goal.

14. SEA HAWK (Panda & Froggo) - Not one but TWO companies actually produced this terrible game, which has you shooting down hostile planes and ships. There seems to be no end to the enemy's air force and navy, they just keep coming without a break! The difficulty never changes from the first plane to the one-zillionth (if you care to destroy that many). Add to that the fact that the poorly constructed plane you fly is very difficult to control. A sore thumb, if not complete boredom, will end your game. Utterly pointless.

15. SEA HUNT (Panda & Froggo) - The good people at Froggo have once again brought us a timeless classic from the archives of Panda games. This deep-sea-diving-gone-awry game is practically impossible to play. The graphics will literally hurt your eyes and the sounds are equally crude. One cannot get to the second of two screens until all three "fish" are harpooned. Since the fish somehow come back to life after being speared, and the sluggish diver moves like a dead worm on a hook, I don't even know how good (or how bad) the second screen is because I've never reached it. I'm sure I haven't missed anything except for the few dollars I shelled out for this game.

16. SORCERER (Mythicon) - Reading the instructions which make the game sound too good to pass up is actually much more amusing than the game itself. If you purchased *Firefly* by Mythicon then you have already seen this game, covered up slightly with different graphics. If you bought both, you made two mistakes. You

know right away that this is a pointless game: on the first screen, you try to catch a floating disc. You are not penalized for missing it, you have an unlimited amount of time to catch it, and nothing is accomplished when you catch it other than going on to the next screen. More strangely, when you shoot one enemy, all of the enemies on the screen disappear. Weird stuff.



SANTULLI

"I have played that mystical second screen in *Sea Hunt*. It's almost as bad as the first, as you are attacked by what appear to be renegade Brillo pads in pink."

ATARI 2600 FANS!

Catch the *Atari 2600 Connection* published quarterly by Tim Duarte. This is an excellent 2600-only publication that should not be missed! Write to Tim Duarte, 14 Blackburn St., Fairhaven, MA, 12719-4334

DIGITAL DEPOT

by Joe Santulli

"Digital Depot" is a new column we want our readers to fill in for us. See details at the end of the article.

BROADWAY PHOTO & VIDEO

777 BLOOMFIELD AVE.
WEST CALDWELL, NJ 07006

Not just another video store by any means! Broadway covers a wide range of visual mediums: photo developing, videotape rentals and sales, and videogame rentals and sales. What sets Broadway aside from most videogame outlets is that you can rent practically any cartridge for every current system. Since purchasing my Genesis back in 1989, I have found this store to be the fastest in getting the new releases, and fortunately, at least one copy of the new games are put onto the rental racks as well. The racks are neatly organized by system, with Nintendo, Genesis, Turbografx, Sega Master System, Gameboy,

and Lynx with their own areas. Mega Drive and Japanese cartridges are alongside their U.S. counterparts. New releases can be found in a separate area. Broadway even buys back (and sells, to a lesser extent) your used cartridges and systems!

It is a relatively small outlet, but packed full in every area. Where else can you preview a movie clip on a wide-screen display, have your weekend pictures developed, try out the new Super NES system, and rent "Citizen Kane" all in a lunch hour? For a store that specializes in more than one media, Broadway more than delivers in each. If you're traveling through northern NJ, check it out.

In future issues, we want YOUR input! What is your favorite videogame source? What makes it special? Are there any unusual features that make it stand out? Tell us about your favorite and send it to Digital Press - we'll publish it in an upcoming edition.

R A N D O M REVIEWS!

by DIGITAL PRESS STAFF

New, old, dull, or bold.

TITLE	JS	KY	BS	JA	KO	HH
BATTLETOADS	-	-	4	6	-	-
STAR CONTROL	8	6	7	7	8	7
SMASH T.V.	-	-	7	-	-	-
PETE ROSE BASE	10	-	-	-	9	6
BONANZA BROS.	4	-	-	6	-	-
FANTASIA	6	-	6	5	7	4

BATTLETOADS TRADEWEST, FOR NINTENDO

Teenage Mutant Ninja Turtles have been battling their way across arcades and TV screens for quite awhile now, and it was only a matter of time before more cold-blooded crusaders showed up looking for some action. *Battletoads* by Tradewest has three toads: Rash, Zitz, and Pimples - battling against the Dark Queen who has kidnapped Princess Angelica whom the toads have sworn to protect.

The premise of the game is interesting but that is where it ends. *Battletoads* is a very repetitious, boring game. All of the toads' opponents are either animals or robots which are relatively

easy to defeat. The background graphics are not very clear and take away from the characters and action taking place on-screen. At some points the toads seem to disappear and blend into the background. The most impressive graphics are found during the intermissions between levels, with the most entertaining level occurring when your toad gets to pilot a speed bike, jet turbo, or a speed board.

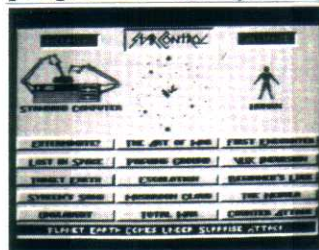
Battletoads is a game that started out with great promise but ended up in the "hopper" so to speak. If you're into raucous-raising reptiles, *TMNT* still seems to be the best bet, Cowabunga!

-Bill Schultz

STAR CONTROL BALLISTIC, FOR GENESIS

Simultaneous two-player action games seem to finally be coming back in style. We're seeing more of it on the Genesis with recent releases like *Alien Storm*, *Bimini Run*, *Blockout*, and *Star Control* by Ballistic. Games of this nature allow us to have a friend over and play together, just like when we were kids. You didn't have to take "turns" going in the sandbox back then, nor to participate in a little game of "kill the carrier" - and you never had to wait until your friends were finished playing the latest board game to get in on the action. Why is it then, that our games today are so geared toward the individual? It has become so common that you have to buy an additional controller for your Genesis just to have a friend join in.

Star Control breaks away from that particular fashion in a stylish way. One player is the good guys, the other player



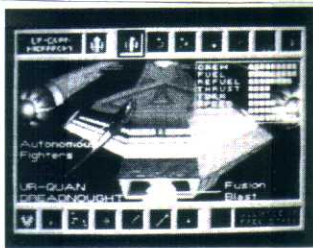
FULL GAME MODE

is the bad guys: just like when we were kids. The object is to defeat the enemy fleet using a wide array of alien vessels. Either side has seven types of craft, each very different from one another. There are three ways to play the game - practice (one-on-one combat), melee (pit all seven ships against the opponents seven, one at a time), or full game (where you select from one of fifteen scenarios). The full game approach also incorporates some war-game strategy, since you move your ships

around a "star field", jockeying for power.

The game correctly boasts being the first 12 meg game. Only months ago, the first 8 meg game was released, and that was a big deal at the time. I haven't figured out where all of that 12 meg is stored although the beautiful, hi-res screens used to depict each ship must gobble up quite a bit. The sound effects are a bit sparse, but very effective. Hearing the Ur-Quan ship (the toughest one in the game) bellow "LAUNCH FIGHTERS" or the Chenjesu D.O.G.I. weapon bark when attacking and yip when destroyed are truly fantastic.

The graphics are nothing to brag about (with the exception of the full-screen depictions mentioned earlier) but don't



THE UR-QUAN

harm the game, either. I felt that in many cases the ships were too small, and in most battles I still have to search around the star-dotted screen to find my tiny ship. Some of the special effects used

in the game are quite effective. One example that comes to mind is the cloaking device on the Ilwrath Avenger - rendering the ship invisible for as long as the commander wishes. One press of the button and the craft's image slowly fades away into the blackness.

Controls vary for each ship, but the general pattern is always the same, making it easy to handle. Naturally, it is a large and varied universe, and some vessels are extremely sluggish - don't blame the controllers!

Truth be told, this game is really a 16-bit, 12 meg, 1990's version of the Atari classic, *Space War!* Overall, this is a very enjoyable game. It was the two-player action that hooked me. I also admired the way the programmers incorporated a "personality" into each craft. Furthermore, the packaging is exceptional. The box contains well written documentation, a separate booklet describing the alien races and their ships (which is HIGHLY enjoyable and perhaps necessary to figure out what some of the ships are doing when they are attacking you) and an innovative advertising gimmick for Ballistic's games in the form of collectible cards. Check out *Star Control* - it's worth a good long look.

-Joe Santulli



YOUNGMAN

"Save for enhanced graphics & sound, this is no better than any of the similar games for older systems like Atari & Intellivision."

"While I am not one for wargames, This cart seems to be the exception, great for the strategist."



HIRSCH

**SMASH T.V.
ACCLAIM ENTERTAINMENT, FOR
NINTENDO**

What do you get when you cross "The Price is Right" with "Rambo"? You get *Smash T.V.*, Acclaim's NES version of the Williams' arcade hit. *Smash T.V.* has contestants competing for cash and prizes by literally blowing away numerous humans, humanoids, creatures and machines in the T.V. studio. There are various power-ups to aid contestants ranging from "Ninja Blades" which encircle and protect to "Scatterguns" which destroy enemies in all directions. This is important because opponents come at you from all four sides. *Smash T.V.* is lightning quick and relentless in its attack against contestants.

There are four rounds in the game, each ending with a fearsome boss. Round one has Mutoid Man - half man, half machine. Round two features Scarface, a mechanized face which circulates around the T.V. studio. Round three presents contestants with the Cobra Twins, two mechanical snakes that slink around and put the bite on the players. Finally, round four has the ultimate challenge, face-to-face with the Game Show Host, a half-man half-machine master of ceremonies with one goal - to see the contestants lose not only the game but their lives.

All in all, *Smash T.V.* is a lot of fun to play and Acclaim deserves a great deal of credit for being faithful to the arcade version of the game. The NES version is so much like the arcade that gamers can opt to use two controllers - one to move and one to fire with - just like in the arcade. One hint before you play: remember your opponent's strength is in sheer numbers. Give *Smash T.V.* a try, you won't be disappointed.

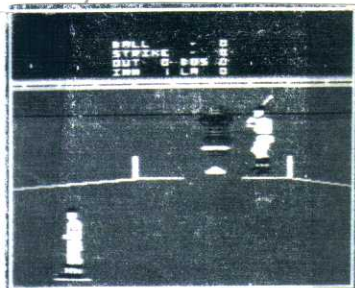
-Bill Schultz

**PETE ROSE BASEBALL
ABSOLUTE, FOR ATARI 2600**

If you're searching for an excellent sports simulation for your 2600, don't give up - *Pete Rose Baseball* should definitely be checked out.

This is a baseball game with some features never before seen on the 2600. The first unusual feature is the demo with a pitcher's view of home plate. Unfortunately, the batter never swings at the ball. Once you are ready to play ball, you'll start at this pitching/batting screen. There are also an unprecedented 5 action screens in addition to this one: left infield, right infield, and one for each outfielder.

Use your stick to move your batter up or down to swing at high or low pitches, or left and right to swing at inside or outside pitches. The batter automatically charges towards first when contact is made. All you have to do is use the stick and button to advance or hold your baserunners.



On defense, you can pitch inside or outside curves, fastballs, sinkers, screwballs, or changeups. The pitch variety is truly impressive. Fielding is very simple, as the screen will shift to show the area where the ball is headed.

This cart is probably the most realistic sports simulation designed for the 2600. All screens have an eye pleasing 3D effect. A small diamond displays the position of the baserunners. The crowd roars throughout the game. Even the infield fly rule is in effect!

Unfortunately, as this is the 2600 we are talking about here, the cart also

suffers some drawbacks. It takes too long for the runners to circle the bases. A player running the bases has no idea where the outfielders throw the ball, so you never know whether to go for the extra base or hold up. Both teams have exactly the same colors, so if you were watching a game you wouldn't know who was who. Finally, the most annoying aspect of all - the control of the infielders. They are very restricted in their up/down movement. Often I've had grounders headed right towards my shortstop only to stop just out of his reach. Then I had to activate the third baseman to run over and get the ball. Needless to say, this often leads to a hit for the batter.

Overall, this is an excellent and very enjoyable sports game which should be included in every 2600 gamer's library.

-Kevin Oleniacz

"The graphics and controls are good for this machine, however, the music and sound effects were found to be rather annoying."



HIRSCH



SANTULLI

"Despite the cart's tiny flaws, this is one of the ten best games ever produced for the Atari 2600."

**BONANZA BROTHERS
SEGA, FOR MEGA-DRIVE**

Now here's something we haven't seen much of on the Mega-drive or the Genesis: split screen simultaneous two player action. The question is, when is it going to be done right? Sporting some rather blocky, dull looking 8-bit style graphics, *Bonanza Bros.* looks and plays worse than *Xenophobe*, the game that it was obviously inspired by.

The object is to find several objects scattered among a building that you and a cooperative friend must explore. The mechanics of the game are just fine, but

the questionable 3D graphics and slow-motion action bog the whole thing down. To top it off, the soundtrack seems about five seconds long and repeats over and over and over.

Okay, every cloud has a silver lining. I must say I liked some of the "special effects" in the game. An attack dog that appears after several cleared buildings growls, barks, and yips when hit. It LOOKS more like one of those balloon doggies a bad magician would make to warm up his act, but at least it sounds good. There are a few other bells and whistles but the time spent to program them in would have been better spent working on the bland graphics.

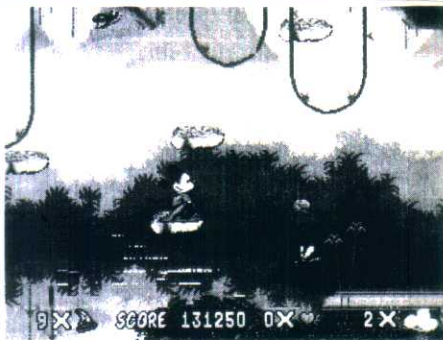
-Joe Santulli

**FANTASIA
SEGA, FOR GENESIS**

Usually when great movies are followed up by sequels, they do not live up to the standards of the original. The same holds true for the Genesis version of *Fantasia*, the sequel to *Mickey Mouse's Castle of Illusion*.

Playing the part of Mickey, you must search through four worlds in order to retrieve music notes whisked away by the wind. Traverse through Water, Earth, Air, and Fire World, while avoiding a collection of evil creatures. Stars replenish strength, flying books increase spell power, and crystal balls and other objects add bonus points to your score. Touch a fairy and Mickey will be transported to another scene within the same world. Search for hidden doors which lead to bonus rooms that contain stars and spell books.

This visually stunning game contains



MICKEY IN EARTH WORLD

fully detailed creatures and background scenery. Crystals, bottles and other objects displayed in the foreground project an

illusion of a 3-D effect. The audio and visual effects are also outstanding. Alligator's mouths widen and shut; platforms jolt under Mickey's weight when

he jumps; dinosaurs stomp their feet and shake the earth. The music is very good but can be choppy at times.

I would have rated this cart a perfect ten based upon the graphics. Unfortunately, great graphics do not constitute a great game. Some of the foreground graphics temporarily hide your enemies from view. If you do not accumulate the required number of points to complete a level, you must venture through the same level again. The most annoying aspect is the controls. You must hold the D button down to jump on top of enemies. Mickey does not have the same smooth control as in *Castle of Illusion*. He is also very sensitive when near an enemy. Sometimes he appears to have barely missed an enemy, and a strength unit is lost anyway. In certain areas when Mickey is caught by a creature, you have a fraction of a second to react or TWO strength units are lost. *Fantasia* is more fun to watch than it is to play.

-Kevin Oleniacz



HIRSCH

"This cart is an unworthy successor to *Castle of Illusion* in controls, music, and overall gameplay."

"Great graphics, but difficult controls make *Fantasia* somewhat aggravating to play. Not as good as *Castle of Illusion*."



SCHULTZ

**SENGOKU
KING OF THE MONSTERS
BLUE'S JOURNEY
SNK, FOR NEO-GEO**

I'm not assigning number ratings to these games, because as I wrote in the last issue, Neo-Geo games really aren't a practical home entertainment medium. So instead, look at these reviews as arcade

game reviews (where they can be seen as well) and their value as quarter-munching contests instead of home offerings.

Sengoku, the best of the three, really offers nothing new by way of gameplay. You've seen it before: punch, kick, and slash your way through level after level of relentless enemies and bosses until you reach the princess whose life you've sworn to protect, at the end. Quite frankly, I'd rather play Sega's terrific *Streets of Rage* at home. Why? Because in *Sengoku*, although two can play at once, the players cannot interact with each other (ie. cannot harm each other, jump off of each other's shoulders or anything). By defeating certain enemies you can grab power-up capsules that increase your strength, add a weapon to your arsenal, or allow you to "change" your warrior into another persona. This "change" takes effect for a few seconds, but is a nice touch. Overall, the gameplay is intense, highlighted by tremendous sound and music (the Neo-Geo's best feature), but it won't leave a lasting impression on you.

Since that was the best of the three, you can imagine how I felt about the other two. *King of the Monsters* seemed like a great idea to me at first. Pick one of six gigantic creatures, play side-by-side or against a friend, and sack some of Japan's major cities in the process. Truth be told, it felt like (once again) I was playing something I'd played before, disguised by "monster" graphics. If you've played any of the wrestling games currently in the arcade, you've spent your quarter more wisely. *King of the Monsters* really offers nothing new, other than some unusual characters and background graphics.

It may seem like I'm Neo-Geo-bashing here, but as I move on to *Blue's Journey*,

which turns out to be a super-charged version of *Super Mario Bros. II*, I realize that very few of SNK's games are at all original. How many games have you played where you pick up vegetables and throw them at your onscreen foes? I only got through a couple of levels of this game, got hopelessly bored, and moved on. I just wanted to squeeze it in here for Nintendo fans. This will seem more like a sequel to *SMB II* than *SMB III* was!

-Joe Santulli



SCHULTZ

"*King of the Monsters* has good graphics and is a fun game to play. It's a cross between all those hokey Godzilla movies and Championship Wrestling."

RESEARCHERS NEEDED

We're building an encyclopedia of the pre-Nintendo video era and would like your input! Needed: title, manufacturer, system, # players, # levels, # screens, game genre (ie. sports, maze), a brief (3 sentences max) description, and a numerical rating from 1-10 on a) graphics, b) music/sound, c) gameplay, and d) overall. Send as many as you like. Ask for free materials for additional research. All contributors will be credited on final product. No computer software!

PRESS PROFILE: KEVIN OLENIACZ



NAME: KEVIN W. OLENIACZ

AGE: 25

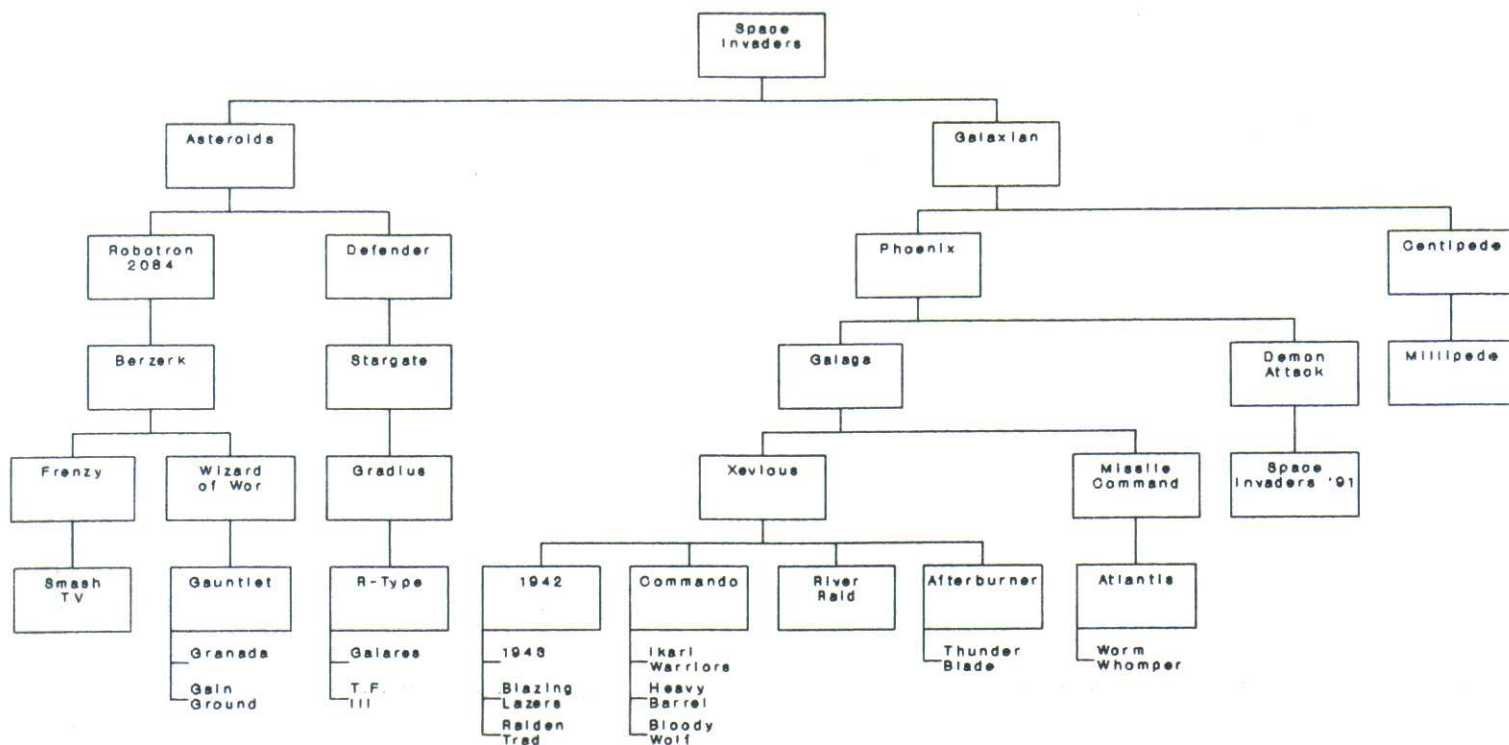
OCCUPATION: PAYROLL ADMINISTRATOR

DATA: Kevin has a degree in accounting, but even more daunting, a huge 2600 library (over 300 carts), and has recently gotten into the 16 bit revolution by purchasing a Sega Genesis. His present addiction is *King's Bounty* by Electronic Arts.

VIDEOGAME FAMILY TREE: SHOOTERS

by Joe Santulli

You know that strange feeling when playing a game, that you've played it somewhere before? De`ja Video? It's probably because most games have evolved from something else. In many of my reviews I find that I compare a new game to something very much like it. Here is a chart which we use at DIGITAL PRESS to track back the evolution of "shooter" type games. More details follow the chart:



At the top of the list is *Space Invaders*, the "Father of all Shooters". Less than a year later, we saw two variations on the attack-from-outer-space theme: *Asteroids* and *Galaxian*. *Galaxian* showed us the aliens had more brains, plunging down from their formation. In *Asteroids*, we saw the enemy coming from ALL directions. From that point, most of the progression seems natural. We cite the first side-scrolling shooter (the most popular style at present) as *Defender*, and the first vertical-scrolling shooter as *Xevious*. We've seen some styles in this genre practically end, such as the "protect" theme seen in *Missile Command*, *Atlantis*, and (ugh) *M.A.D.* Similarly, you will rarely see games where your persona is trapped at the bottom of the screen, firing up at advancing enemies like *Demon Attack* (although *Galaga '90* and *Space Invaders '91* repeat the theme).

In the next issue we'll explore the path of jumping and climbing games. Bet we don't have to tell you where that all began...

STAFF:

EDITOR: Joe Santulli

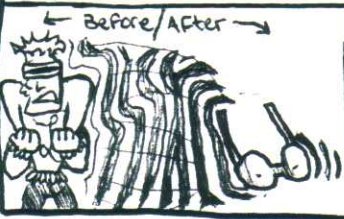
WRITERS: Kevin Oleniacz, Bill Schultz, Karl Youngman, John Annick, Howard Hirsch

O.O.M.P.H. (ORDER OF MARGINALLY POWERFUL HEROES)

While browsing through a radiactively-charged lingerie department, Roger Guppy is endowed with strange powers...



By merely shaking his fists and wiggling his hips, **ACE LACE** is able to transform himself into any article of women's intimate apparel...



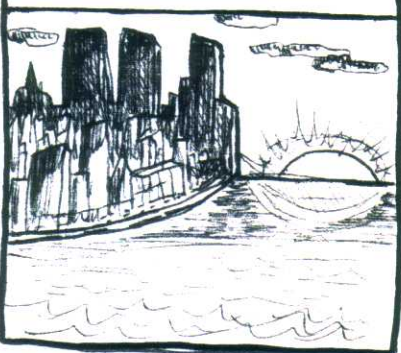
In the never-ending struggle against crime...



ACE LACE lends his unwavering support!



MANHATTAN, GARMENT DISTRICT. AFTER HOURS.



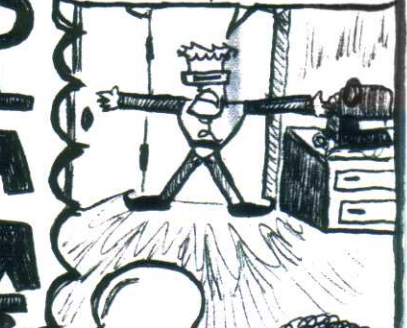
Ha! By removing the pockets from these HOSPITAL overcoats, we can have enough fabric to start our own line of criminal clothing!!



Our Factory will then produce easy to carry sacks for thieves to tote their goods!



HOLD IT RIGHT THERE YOU SHADY SEAMSTERS!



Get him, Mungo!



ha-HAAAA!!



AAAAARGH!



FEEL SAFE, CITIZEN!
FOR WHEREVER PANTIES AND GARTERS CAN PREVAIL OVER EVIL, **ACE LACE** SHALL BE THERE!

FIN

Santulli '91

CLOSET CLASSICS, VOL. 2

by Joe Santulli & Kevin Oleniacz

Here are this issues entries in the "sleeper" category: those games that receive(d) little attention despite the hours of enjoyment we had with them:

1. **Utopia** by Mattel (for Intellivision) -

In the early 80's, it was very rare to find unique strategy games on the homefront. Mattel really broke ground with this game, which was undeniably modeled after the popular computer game *Emperor*. The object is to be the better ruler, with two players simultaneously controlling their own continent. You have many options: do you play peacefully, and try to win by out-ruling the opponent, or aggressively, by smashing his fishing boats and sending rebels to destroy his land? Simple but adequate graphics and some very unique sound effects (the rainfall effect is one of the best for this system) combined with challenging gameplay puts *Utopia* in a class all its own.

2. **Laser Gates** by Imagic (for Atari 2600)

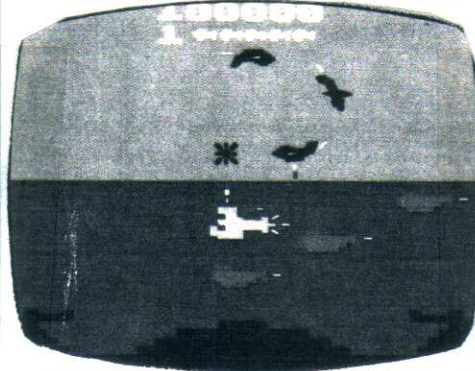
- In this very addictive shooter, your goal is to seek and destroy a detonator while flying through a side-scrolling cavern. Along the way, one must blast away or avoid flashing, moving, or fixed forcefields, radar mortars, homing missiles, bats, and other weird creatures. Pick up energy pods to replenish your waning energy. After 10,000 points your shields are returned to full capacity. A third on-screen indicator displays the amount of time you have to find the next detonator. If any one of these indicators run down to zero your game is over.

It's a non-stop action game that starts off challenging but not at an impossible level. The graphics are flashy and colorful. The gameplay is fast-paced and the creatures and forcefields pop up at random. Another nice feature is the point values, which are displayed whenever a creature is shot. This cart will keep gamers entertained for hours.

3. **Polaris** by Tigervision (for Atari 2600) -

A brilliant air-sea shooter which incorporates a touch of strategy. In this multi-screen game, you control a sub

on a mission to destroy enemy planes and subs. On the first screen, bombers drop depth charges from above while enemy subs prowl beneath the surface. Occasionally a destroyer will sail across the screen, dropping more depth charges. After the



high-level bombers are destroyed, a dive bomber will swoop down and unload guided torpedoes. The third wave challenges you to navigate

undersea channels complete with drifting mines.

Overall the graphics are above average and the sounds are excellent, especially the sonar ring heard throughout the game. It also provides a favorable challenge with plenty of tight areas to navigate. It would have been nice if there were more of a variety of objects to avoid in the caverns, but *Polaris* is indeed a classic, realistically paced shooter for this system.

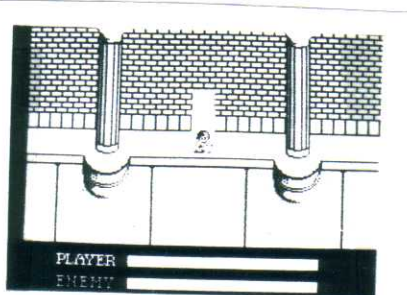
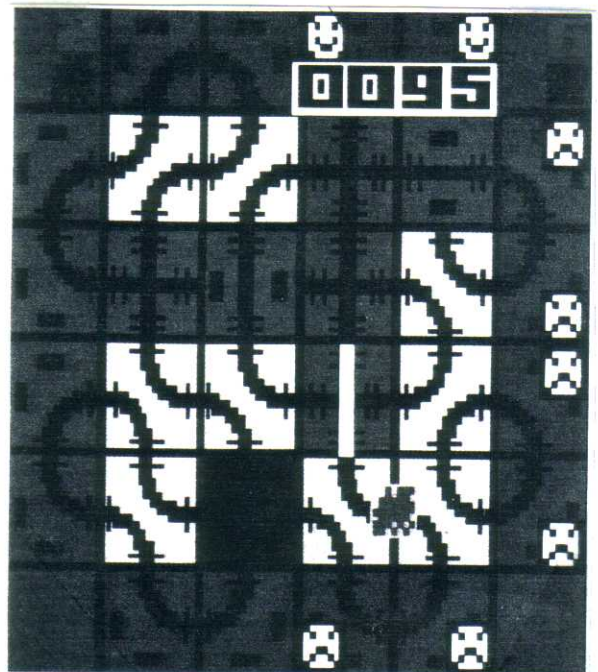
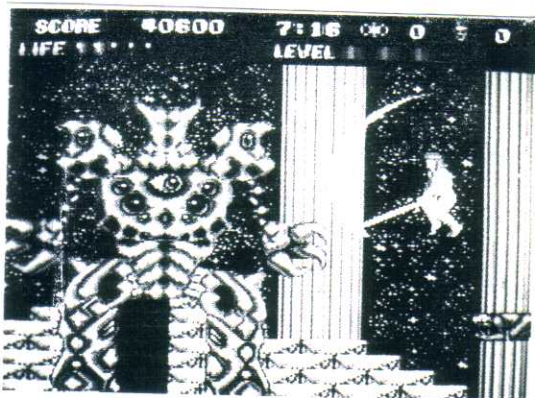
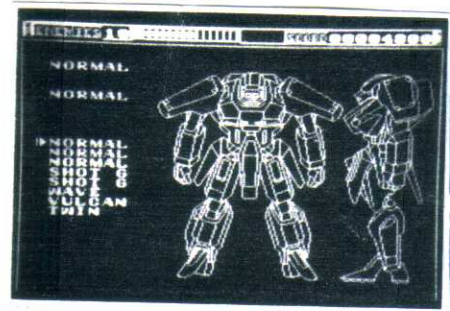
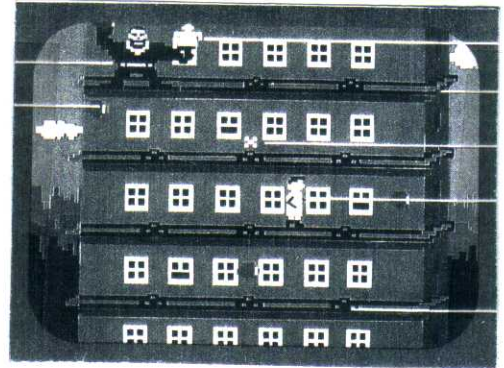
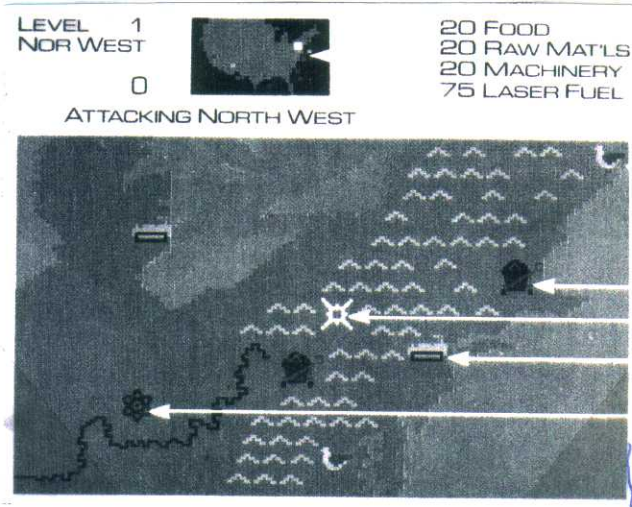
4. **Cratermaze** by NEC (for Turbogرافx-16)

- Why this maze-chase game didn't catch on I'll never understand! Loaded with different mazes and multiple skill levels, this sharp-looking card should have been a big hit for both young and old. Considering the fact that maze games like *Ms. Pac-man* are still being converted for the new systems (like the Lynx and Genesis), this one adds a fresh new look and feel.

You get to open and close doors, pick up powerup weapons, and unlike the power-pill method of terminating the enemy, you can turn the tables on them in a number of particularly vicious ways: bury them alive (neat), blow them away with bubbles, turn them into ice cubes, smash them with a deadly yo-yo, or leave a time bomb in their path. This game is fun. The graphics and music are crisp and enjoyable, and the mazes change with every screen (60 of them!), keeping a healthy dose of strategy in the picture at all times. No maze game fan should be without it.

HISTORY POP QUIZ #1

How good are you at identifying game screens, even when they're Xeroxed to death? Try your hand at this quiz. Below are pictures of several different carts, varying in years and systems. Next issue, we'll publish the answers and hit you with another quiz...



CLASSIFIED

FOR SALE: Carts (over 80!), 2600's, controllers, Starpath games, Amiga Joyboard, Exus Footpad - many other items. Also Lynx games and 800XL w/software. Most items in box, like new.

WANTED: Submarine Com., Rubik's Cube, Fun w/Numbers, Concentration, Circus Atari, Adventure, Home Run, Pele's C.S., Sorcerer's App., Snoopy, Gravitar - all must be the ORIG. release. Looking for '84 catalogs, Video Game Brain/Romscanner, and old Atari systems (pre-2600) any condition. Willing to trade - Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643 or call (717) 388-2824.

WANTED: Games for Intellivision system. Send me your list of games and prices. Write: Mrs. Marty-Marie Lockie, 6435 Clifton Forge Circle, Baltimore, MD 21228.

WANTED: Microvision, APF MP1000, Emerson Arcadia, various handhelds and dedicated TV games; Kid Vid and Compu-mate; 2600 games: Crazy Climber, Cubicolor, Custer's Revenge, Gameline Master Module, Gamma Attack, Harem, Gas Hog, Music Machine, Lockjaw, Rescue Terra I, Rush Hour, Slot Machine, Snowplow, Submarine Commander, Tapper, Video Life, Wings, 2-Tack, many others; many carts for other systems. Send list to Russ Perry Jr. 5970 Scott St. Omro, WI 54963 (414) 685-6187.

WANTED: Hand-held electronic games. Buy, sell and trade. Many game items to trade. Kurt Stone, 2325 E. Rock Creek Rd., Arnold, MO, 63010. Phone (314) 282-2449.

WANTED: (for Atari 2600) Porky's, Subterranea, Roc 'N Rope, Tomcat F-14, Super Cobra; (for Intellivision) Worm Whomper, Dreadnaught Factor, Happy Trails. Tim Duarte, 14 Blackburn St. Fairhaven, MA, 02719-4334, (508) 997-1983.

Looking for pen-friends into gaming - computer games etc.

Write to: Mark Krischak, 2611 Yorba Linda Blvd. #301, Fullerton, CA 92631.

WANTED: Sega Master System carts. Dale Winograp, 25305 Letchworth Rd. Cleveland, OH 44122 (216) 464-7743 after 6pm.

FOR SALE: Intellivision B-17 Bomber, Space Spartans, Lock n Chase, NHL Hockey, Night Stalker, Star Strike, \$5 each. Also Intellivision musical keyboard (\$30). **WANTED:** (for Atari 7800) Xenophobe. (for Intellivision) Safecracker, Shark! Shark! (for ColecoVision) Spy Hunter. Write or call: Joe Santulli, 29 Cupsaw Avenue, Ringwood, NJ, 07456-2919 (201) 962-7438.

WANTED: In good condition: Coleco's Telstar Tank Combat, also Spider-man for the Atari 2600. Contact: Howard M. Hirsch, 45 Red Twig Trail, Bloomingdale, NJ, 07403-1204 or call (201) 838-3580.

FOR SALE: Over 60 Atari 2600 carts w/ instructions - send for free list! Atari XE: Gato (new - \$7). Atari 7800: F-18 Hornet and Super Skateboardin' (new - \$10). Commodore 64 games also available. **WANTED:** C-64 disk New York City, 2600 carts: Mangia, Master Builder, Sinistar, Frogger II, many others. Write or call: Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ, 07456-2919, (201) 835-8156 after 7pm weeknights, anytime on weekends.

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

WANTED: (for Atari 2600) Starship, Miniature Golf, Video Chess, Slot Machine, Fun with Numbers, Hangman, Road Runner, RealSports Basketball, Krull, Good Luck Charlie Brown, others. (for Atari 5200) Missile Command, Space Invaders, Galaxian, Centipede, Vanguard, Pole Position, Tempest, Kangaroo, Space Dungeon, Pengo, others. All must have box & instructions. Contact: Nick

Thurn, 1025 S. High St. Columbus, OH 43206.

WANTED: Atari 2600 Tunnel Runner and power supply. John Senovich, P.O. 134, Waynesville, MO 65583

WANTED: (for Atari 2600) "The Power Stick" joystick by Amiga. I will pay \$20 and up. Brian Stout, 704 St. Martin, Cahokia, IL 62206-1760 or call (618) 337-6866 M-F after 5pm Sat & Sun anytime.

FOR SALE: Coleco "Gemini" game system (compatible with Atari 2600). Best offer. John Erickson, 5793 Blue Sea St. Las Vegas, NV 89110 or call (702) 459-8964.

WANTED: Atari 5200 joystick or compatible. David Olesen, 116 Ketcham Rd. Hackettstown, NJ 07840 or call (908) 850-5645.

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

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- ColecoVision checklist ctd.
- Family Tree: Jump/Climb/Quest
- The worst of Atari 2600 pt 3
- Streets of Rage strategy page
- "Closet Classics", "Random Reviews", and more

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10/25/91



From the desk of

AL BACKIEL

Here is what I have presently for sale or trade. I would gladly trade or pay for anything I need. The problem is I have already about 550-600 ATARI 2600 games. Plus all the VECTREX. The only thing I need in systems is ADVENTURVISION by ENTERTAINMENT. I like your newsletters, ^{especially} when you deal with the older classics. You appreciate them and respect them, as I do. You also know BAD. Re your article, the worst of ATARI 2600. You are pretty perceptive. I am inclined to agree on most counts. Are the following included on your worst lists?: SLOT RACER, FOOTBALL, 3-D TIC TAC TOE, KARATE, HOME RUN, KRULL.

Enclosed \$6 per 1 year subscription. Please include first issue (I have ~~2ND~~ ISSUE NOV/DEC '91)

Yours Truly,

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07450