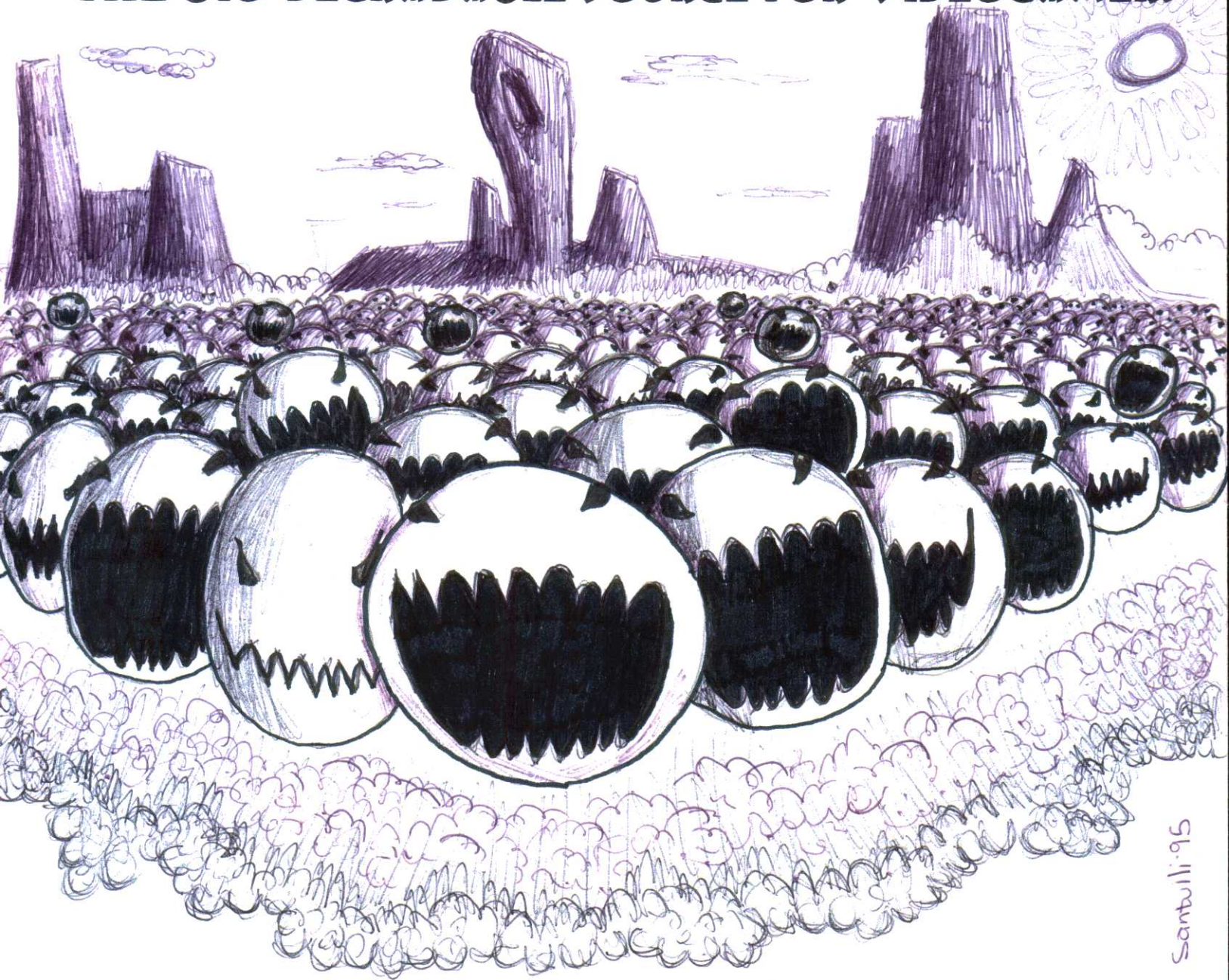


# DIGITAL PRESS

THE BIO-DEGRADABLE SOURCE FOR VIDEOGAMERS

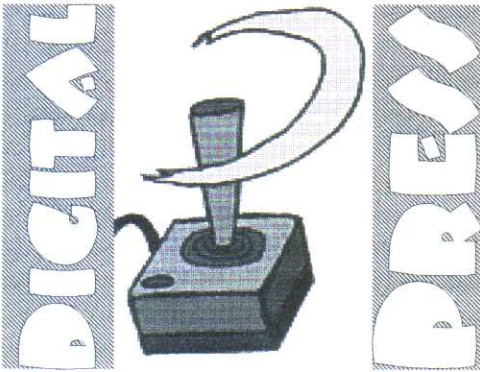


Santulli '95

#24:

Pac.





**DIGITAL PRESS #24  
MARCH/APRIL  
1995**

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**PAC.**  
**EDITOR'S BLURB by Joe Santulli**

What do we really know about the entity called Pac-Man? For a character that has such national recognition (some would say the "spokesperson of the classic video game era"), we really don't know much about who - or what - he is. Or do we?

We know that Pac-Man has reproductive organs. That's pretty obvious since we've seen Jr. Pac-Man and Baby Pac. There's also a Ms. Pac-Man to whom we can only assume is Pac-Man's wife, although there is also a Mrs. Pac-Man who shared the spotlight with him in on a pinball machine. This could mean that not only does he sport the reproductive, but he might be sporting a mistress as well. You could go a step further and ponder whether Jr. and Baby are really brothers at all or if they were spawned by separate female Pac-moms.

We know less about Pac-Man's digestive system than his reproductive. All members of the Pac clan seem to eat and eat but never appear to relieve themselves. It's possible that the dots are converted to some form of energy, but not likely since it is also possible for Pac to move freely without eating any dots at all and this for unlimited amounts of time. It is also possible that relief comes in the form of escape tunnels which inhabit the mazes of all Pac video games. Is this tunnel a place to purge the consumed dots? Let's explore this environment a bit more.

Although early Pac-Man traveled only through dungeon-like mazes, the more contemporary Pac has many more pastoral settings to choose from. Interestingly there was never really any "escape" from the maze environment, leading an observer to believe that this was the limit of Pac-Man's universe. Only later did we find that there existed a Pac-Land. It seems the only way to reach Pac-Land is through death in the maze. Is Pac-Land heaven? Hell? Perhaps the maze is the afterlife and the journeys through Pac-Land take place in a time before Pac-Man completed his adventures there. Or maybe both exist, on alternate dimensions?

This is what happens when you let a philosophy major think too long.

What really bothers me is that the Pac-Man genre died in the 80's. Maze games are still popular, but they're first-person perspective games, not "gobble-the-dots". Putting this issue together and playing a ton of Pac-Man with the gang makes me wonder why. The classics are every bit as addictive now as they were ten years ago. Maybe someone, someday, will try their hand at "Pac-Man Deluxe", and reincarnate this greatly missed style of gameplay.

Enjoy. And, happy 15th anniversary, Pac-Man!

**ON THE  
COVER**

**PAC-ATTACK**  
by Joe Santulli

Two things we know for sure about Pac... he's always hungry, and there's an infinite number of them in the universe. This couldn't possibly be a good thing. This one was fun to draw.

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## REFORMED BELGIAN

Hello Joe,

First of all my best wishes for a new year and I hope it will be as successful for you and DP as it was last year. A new year and maybe a new beginning? A lot of people are still a bit upset of the fact that we are so "pissy" to each other. Why? Well I don't know actually. You still haven't sent me a letter and from my side I can still live with that! Still it has no sense at all, I want to bury the past and start all over in a positive way. I think that will be a much better contribution for our hobby.

First, to start again in a positive way, you won't find any naughty jokes anymore in my letters to you and not even to others. Second, I just finished a videotape on Odyssey games that were never released in the US and I have put the following demos of games on it: Exojet (Jopac), Chez Maxime (Jopac), Tresor Englouti (Jopac "Swallowed Treasure"), Demon Attack Plus (Jopac, license Imagic), Syracuse (Jopac), Super Cobra (Parker), Frogger (Parker), Neutron Star (Videopac+), Fou Volant (Videopac+ "Flying Fool"), Killer Bees (Videopac+), Terrahawks (Videopac+).

So the video includes not only Parker and Jopac games, but also some Odyssey games with more detail in the background, released in Europe as Videopac Plus games. When they were played on a Videopac 7000 console, the games are equal to the Odyssey2, but when you put the same cartridge in a Videopac 7400 you had more detailed graphics and backgrounds. These were games developed for the not (in the US) released Odyssey3. When you take a

look at Killer Bees and especially Terrahawks you will be convinced that if the console market wouldn't have dropped suddenly, there would have been a great future for the Odyssey3. Although Terrahawks is missing the speech, it looks very, very colorful and detailed. It is a bit weird that Philips did launch the Odyssey3 (Videopac 7400) in Europe but never a speech module. The reason for this of course the different languages in Europe. Also Demon Attack Plus is a good example how the Odyssey3 games could have been and to be honest, you must admit that graphically they are much better than the 2600 graphics. The detail, e.g. in the cars of Frogger is even much better than on ColecoVision. There is no "flickering" on the screen and e.g. Super Cobra the colors are much brighter than in the 2600 version.

So Joe, if you like you can have a copy of this video. I'm sorry that it is in PAL. The problem is that I can play NTSC tapes on my home videom but I can not record in NTSC. So if you know a person who could transform the PAL to NTSC, it would be a pleasure to send you this video tape. It costs you nothing, not even the mail costs, let's call it a token of a new friendship. And maybe, if you could transform it to NTSC, you can copy it on your own demo tapes so other people can enjoy these too. Just give me a sign!

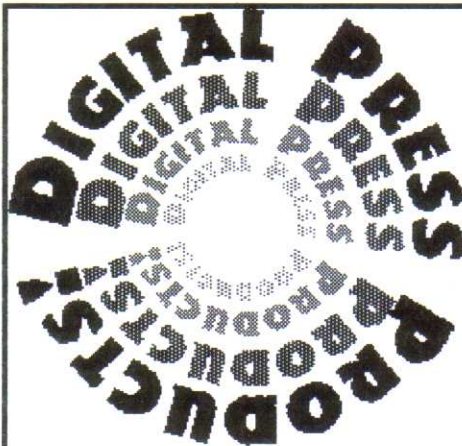
Werner Bleys  
BELGIUM

*Werner, I'm not good at this kind of thing (making a decision of any kind), so I'm going to let the readers decide. We'll let you know next issue what the verdict was. Gang, see the "LIFT THE BAN ON BELGIUM? Survey" later in this issue to vote.*

## ONE FROM HAZZARD COUNTY

Dear Joe,

My name is Michael Streib. I'm vice-president of "The Dukes of Hazzard Fan Club" in Aurora, IL. I got your address out of "Toy Collector Magazine" (Feb 1995). I'm currently trying to locate and purchase any "Dukes" videogame cartridges that might be available for sale. Would you please let me know what you might have for sale, or where I might be able to find them. I have some of the original 1983 Atari & Intellivision television commercials. If you have any of these games for sale, please call and



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let me know the price. I'd appreciate it!

Michael Streit  
Aurora, IL

*Good news and bad news. The bad news first. We don't actually sell video games, so you won't get either the Dukes of Hazzard ColecoVision cartridge (approximate value \$15) nor the Dukes of Hazzard Atari 2600 prototype (bootleg cart value \$20) from us directly. The good news is that there's surely someone out there who wants to sell them to you. First, check the classified section and get in touch with Polosky or JerryG or one of the collector's advertising games for sale. Second, we've placed your ad in the classified, so even if you just sit there like a horny toad on a ten dollar buckskin (I think I heard that on Dukes of Hazzard once), someone might still get in touch with you. Finally, if you still can't get the cartridges, write me again. I've given stuff away before for a good cause. Lord knows the Dukes fan club is as good as a cause can get. Ten four, good buddy.*

## THE GUY FROM SUPER PLAY

Dear Joe,

Now what was I saying about Digital Press? It's uncanny. Our cover artist Wil tried to convince us that he'd played Custer's Revenge many years ago, but his description of the game elicited naught but disbelief. Then along came DP to lay the foul eggs of truth in our gaping maws. Well blow me. Er, no, belay that order. Accept, instead, my sincere congratulations on a good issue well done.

Moan, grumble, complain. Have another couple of issues of our own efforts, though it pains me to see the quality falling every time. Seems we're being wound down already. Our Staff Writer isn't being replaced, our Editor's resigned to go freelance and we've been moved to an office half the size - we can't even fit our games desk and grabbing Mac in here. Our page count's going down too. Our publisher seems to think we should be concentrating our console magazine coverage on the Saturn and the Playstation, even though their European

release is nine months away and import machines can't be had for less than £600. Unfortunately he's now Flavour of the Month with the fat cigars upstairs because he's slashed the budgets of existing console titles; that it's achieved by doubling the workload of staff like me is neither acknowledged nor appreciated. I'm now looking around for other jobs, though it probably means moving to London and I'm not so keen on living there.

On another sour note, I was burgled recently. They took both the US and UK Super Nintendos and a stack of games, including some fingerprinted pre-prod carts. But they left the Jaguar that was sitting next to them, strangely. Make of it what you will.

Zy Nicholson  
SUPER PLAY Magazine  
Bath, Avon ENGLAND

*Hey Zy, don't get so down on your mag! It's still better than most of your U.S. counterparts! Seems to me you've just had a run of bad luck. The careless attitude of the head honcho at SP, the long hours, the continued existence of your Jaguar in the office... but all of these things can be easily corrected. Hit the editor in the head with the Jaguar first thing tomorrow morning. Hey, have I got an answer for everything, or what?*

## MOTIVES OPERANDI

Dear Sirs:

First off, a few questions:

1) Since I am relatively new to this collecting business (since 1980), I have just now begun to realize how much worth that can be found in a 4-bit system like the Atari 2600. Strange as it may sound, I find myself playing it even more so than my Sega Genesis. My question is, why exactly did Atari stop production of the 2600 in 1984, and then suddenly re-release it in the wake of the Nintendo NES's release (nationwide, that is) in 1986?

2) Again, if Mr. Tramiel did not "believe in video games" after he bought Atari for \$240 million from Warner in 1984, then why did he even bother to re-release both the 2600 and the 7800 (which he

bungled matters even worse when he didn't release that system in 1984)?

3) What are these "demo carts" you guys at DP keep referring to? Are these games ones that (at the time) were soon to be released, but for some reason never were (Parker Brothers was notorious for that stuff - see James Bond and a few others)?

4) Finally (last question), I have been told that the maximum amount of memory (RAM) that each 2600 game cart can hold is 8KB (even with back switching). Why is that? And if that is true, then how can they cram so much good quality graphics and sound into an 8KB game (I am referring to Pitfall II by Activision and Smurf Rescue in Gargamel's Castle as prime examples)?

Paul Panks  
Paradise Valley, AZ

*Er, well... you definitely answered question #1 in question #2. Tramiel didn't think video games were worthy of his company's bucks. Computers seemed to be the way to go at the time, as I recall. Atari hung in there for awhile, too, against the then-powerhouse Commodore. Funny how things change. Neither Atari nor Commodore is a force to be reckoned with anymore, but in 1985, they were on top of the home entertainment world. When Nintendo's 8-bit game machine proved to be more than a fad, Tramiel decided to get a slice of the pie. Retailers were so burned by Atari that they really couldn't get their foot in the door, though. And we all know how Nintendo controlled the top retailers in those days.*

*Those "demo" carts, or prototypes are un-released games that were finished or partially finished but never commercially available. Eventually, these find their way into a collector's hands, and in most cases get copied with ROM burners. The copies are considered worthless to collectors but are in most cases still fun to own.*

*I really can't answer your last question. Atari decided that 8K would be enough for the games they would create. No one there had any idea the amount of sophistication game designers would*

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achieve and players would demand in just a few short years. I remember reading somewhere that most Atari programmers never figured on using more than 2K. Early games like *Combat*, *Outlaw*, and *Human Cannonball* were complex for their time. Over the years developers found ways to stretch the memory via bank switching or hiding additional chips inside of the cartridge itself (*Pitfall II* does this, as do CBS Games' *Tunnel Runner* and *Mountain King*)

Hey, thanks for the letter Paul. You've won "question of the month", and get a free Digital Press T-shirt! Oh, what's that? We don't have any T-shirts? Well, Paul, at least you've won "question of the month"...

## CURSED COLLECTOR'S GUIDES

Joe,

I loved reading the new collector's guide, but when I finally got around to transferring my checklist from the last edition I noticed that some of the pages were doubled or bound backwards. I remembered you saying that some of the early copies were mixed up by the printer. Would it be possible to get a corrected copy or corrected pages?

Paul Becker  
Milwaukee, WI

*Some Guides that were shipped were cursed - they have several pages that kind of repeat themselves (twice in the Atari 2600 section). Actually, that's ALL of the guides. Others are cursed, hexed, and damned to eternal peril.*

Those are the ones where pages are upside-down, sideways, or contain naughty pictures not suitable for children or adults with weak stomachs. If you have one of the CHD versions (cursed, hexed... you know), just send it back in an envelope with a pentagram seal and your name scribed in otter's blood and we'll send you another.

## OLD GLORIES UPDATE

Greetings from Italy.

Thanks, thanks, thanks for your wonderful DP Guide. It's a masterpiece, even if incomplete. You have given a second life to our club and to all our tired and depressed friends, subscribers and not. For the first time in ten years of dreams or rumours we have a complete guide to old systems!

Some notes about me and our club. I am 27 years old, my hobby are collecting cars (Alfa Romeo), console and computers until 1985, politics and skiing. I am married and at the moment, unemployed. I and some friends created in 1984 our first club Console Club and our actual number of subscribers is 213, medium age is 34. We have friends in all Europe and now also in East Europe where old systems like Atari 8-bit computers or C-64 are yet well supported. We do not have a room in which we have stock, but we have a data bank in which we have over 1000 addresses of persons or shops where we can buy some items from time to time.

There is to say that our subscribers and myself too are considered like old fashioned mad guys that phone and ask everywhere of systems that the mass

(and shops too) don't remember or don't know. A 85% of us has refused to upgrade to new consoles, and so our club is only now opening to Sega and Nintendo 8-bit (NES in Europe has never been well-supported and no more than 200 carts were distributed. Master System is present in Europe with more of 400 carts but it has always been considered a game for youngers because us old guard were upgraded to Amiga or PC.

We publish a fanzine called OLD GLORIES CLUB, bi-monthly, 12 pages, all printed with my ADAM, the only ADAM still functioning of the six in our club. Sometimes we translate 68000, French fanzine, and the same make them with us. We love all old consoles, and we collect all for every system. But, reading your three fanzines of DP arrived to me (17, 19, and 20) we arrive at the obvious conclusion that we have two ways of consider collecting. You live in the US, the same country in which old consoles were made, so even with some doubt or rumour you know all the titles created for every system, more you are a country of 250 million people and you have not problems to collect and to choose (for examples you give different values to games with or without box, overlay, instructions, you see different label colour and so on). More, you know exactly the reason of death of our loved systems that, after commercial death were still sold by other companies.

European friends have problems you can't imagine. An example for all, please don't laugh, in ten years of club rumours about Intellivision spoke of at least 800 titles for it. And I could envy a full list of all these titles... your DP guide is the

# DIGITAL PRESS BACK ISSUES: JUST \$1.75 EACH!

**#1:** Neo-Geo: Worth It's Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt I, Genesis Golf Side-by-Side.  
**#2:** Whither ColecoVision?, ColecoVision Checklist pt I, Family Tree: Shooters, Worst of Atari 2600 pt II.  
**#3:** How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of Atari 2600 pt III, ColecoVision Checklist pt II, Streets of Rage Strategy.  
**#4:** Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, Atari 2600 Rarities pt I.  
**#5:** Life of the Party Videogames, Channel F Checklist, Atari 2600 Rarities pt II, Gamepro TV Review, Scavenger Hunt '92.  
**#6:** Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, Atari 2600 Rarities pt III.  
**#7:** What If...?, Worst of Genesis pt I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side-by-Side, Atari 2600 Rarities pt IV.  
**#8:** The Darker Side of Gaming, Odyssey2 Checklist, SuperCharger pt I, PsychOpedia begins.  
**#9:** Ups & Downs of '92, Night Trap Solution, SuperCharger pt II, Intellivision Checklist pt I.

**#10:** Sequels, DP Style, Atari 2600 Rip-offs pt I, Intellivision Checklist pt II, ColecoVision A/V Inputs, New 5200 Prototypes Discovered!, Coleco Adam Feature.  
**#11:** DP Interviews Daniel Bass - Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-offs pt II.  
**#12:** Best & Worst of SCES '93, DragonStomper Adventurer's Guide, Atari 2600 Rip-offs pt III, DP Interviews Ray Kaestner - Intellivision Programmer, Scavenger Hunt '93.  
**#13: PERSPECTIVE:** Videogame Trading Cards, The Puzzy/Bit Corp, Real Videogame Madness, Genesis Baseball Games Side-by-Side.  
**#14: SCAVENGERS:** Scavenger Hunt '93 Contest Special.  
**#15: SCARY:** Creepy Classic Carts, Horror Games We'll Never See, Rare 'Ware: Compu-Mate, Fanzine X-ing with VG Experience.  
**#16: BRAWL:** Six Intangibles of Videogames, Tournament Fighting Games Side-by-Side, The Perfect Fighting Game, Atari Jaguar First Impressions, Upgrading your Genesis, Fanzine X-ing with Zineophilia, Worst of Neo-Geo, pt I.

**#17: BRATS:** Jess Ragan's Land of Rare & Exotic Coin-Ops, Hollywood Looks at Videogames II, Classic Kids' Games, Jaguar Rebuttal.  
**#18: FOOLISH:** April Fools' 1994 - purely for laughs.  
**#19: RUSH:** Collectors: hobbyists or biddies?, Jess Ragan's Land of Rare & Exotic Coin-Ops pt 2, The GameLine System, Classic "Panic Games".  
**#20: ALTERNATIVES:** Classic Videogame Board Games, SCES '94 Coverage, Videogame Trading Cards II, Classic Knick-Knacks, Name This Game Contest, Fanzine X-ing with The Laser.  
**#21: FAME:** John Van Ryzin Interview, Ten Best and Worst Endorsements, Dealers vs. Bootleggers, Videogame Soundtracks, Classic "Endorsed" Games.  
**#22: REQUISITION:** Adult Video Games, Fanzine X-ing with Infestation, Classic Favorites, Video Game Cartoons, Way of the Warrior Survival Guide, Sega Master System US Cartridge Listing, Tribute to the "Old" Atari, Guide Addendum 3.01.  
**#23: BRAIN:** Top Ten Brain Games, ROMpage "Sega Hates Us", PsychOphile Brain Games, Guide Addendum 3.02



first official source of news for us from overseas. Personally, I have been several times in the US, Key West, NY, LA, Detroit, Washington, there were not shops that had yet, or remembered old systems. In 1984 CBS Europe closed, Mattel began to sell Nintendo, Atari stopped distributing 2600 and 7800 to make a massive launch of 8-bit computers. 1985 left only one alternative to us, upgrade to computers Commodore 64 or Spectrum or begin to collect used carts for our dead systems. In 1984/85 I part time worked as a videogame tester for VIDEOGIOCHI the only all-Italian magazine of videogames, and in only five rows we informed our readers that consoles were dead, giving no more news. An era was passed.

So in this era of PC and 3DO or Sega and Nintendo 16 & 32 bit we continue to organize survivors to collect. We buy all that we meet in every state of conservation. There is to cry if you think that in May 1985, a month before our phone call, Mattel Italy destroyed in a rogue, their letter says 11000 carts, 800 consoles, 200 Lucky, 300 Aquarius computers, etc. They had to make place to the NES arriving from Japan. Same stories for all the distributors of the time in all Europe for all systems. NES, C64, MSX I, Spectrum were the new rivals!

There is also another difficult for us and our club. We know that Americans have the hobby of collecting football cards and other... Europeans not. We send all to the rogue. In Europe an owner of a PC 286 (I make you examples) don't exist, he is ashamed and he don't sell it, he destroys it. Here we have all 486 or Pentium, you can so imagine the difficulties to find an owner of Atari 2600. It would be impossible, and if you find him it will be a miracle to do a subscriber of him. "What? A club of old consoles... ah ah ah don't let me laugh... You are mad... You collect these merdate (things of shit) only because you do not have money for a Genesis or better". Personally, I have also a Genesis, a Super NES, a Pentium PC but for wargames I still prefer old computers or for shoot 'em up old consoles. You can so imagine

all the difficulties to maintain alive our club and we all hope in your help, better we make a good friendship.

Our next letter you'll receive will have a list of all games we are interested in for various systems and US dollars to pay your old copies of DP, the new you'll publish and your various expenses you could have. You'll also have copies of our fanzine and a list of games new sealed and used we have to sell/trade/buy. I'll envy also a list of games really created for systems like Arcadia and others like Creativision and Cabel never appeared (so it seems reading DP) in the USA. Remember that games you consider rare here are common.

We have new sealed various Coleco, Mattel, 2600 titles originals unsealed since golden era... various new X Rated games and thousands of complete kit Supercharger all new with all 12 original and sealed games on tape. Yet we have various multi-game carts new or used for a 2600/Gameboy/Genesis/Master System/NES/Super NES and so on. These arrive from Spain where we know a distributor, have ridiculous prices. Naturally not are originals and perhaps may not interest you.

Another thing, thanks for all to have published our address in DP. I think so because I received a letter from your reader Villalpando. For the moment we'll write only to you. In the past, before to hear of you, we were in relation with Polosky of Videomagic but he was only interested in money, not in friendship and collaboration. We are looking for these two things.

For the problems I have already told you with boring notes and after have talked with our North Italian group, the most important, we have decided to buy every cart in every state, with or without items like box overlays or instructions. We are interested also to buy copies (we have never supposed that existed a market of copies...) of all kinds.

We'll soon be connected to Internet, we do it only for two reasons: to have an immediate line with you and to see Vectrex games. We are also interested in photos, VHS videos and other... If you have envy, we can pay cash or Visa. We

are also interested in software for ADAM, C-64/128, Spectrum, MSX I, II, Acorn, Apple II, Atari computers, etc. When a DP Guide on ADAM and Lucky computers? We are also interested to buy all expansions for Coleco and Intellivision.

I hope to hear from you soon, in the meantime we prepare our list. Write us.  
Massimiliano Uanini  
Vice President, OLD GLORIES CLUB  
MILANO, ITALY

*Max, as you know I've responded to you personally. Feel free to use DP as your messenger. Most collectors are very interested in games produced overseas. You can help us all "bridge the gap" in understanding how and when things work in the wide world of Italian collecting. I've posted your stuff in the classified section as well, so you may get some more mail in the near future.*

## BUDDING FAN-ED

Hi!

On page 25 in DP #23 you mention Video Universe being discontinued, cause George is going to college. Before I heard of this, I sent him \$1.50 to order an issue. 3 months later I get my cash back with a pyramid/chain letter with it. It seems he wants \$5.00. I think if he truly wanted to please his readers he shouldn't try to scam us. What do you think?

I'm still waiting for a letter, does anyone care? Do you care? Luckily I have someone who contributes codes and art. Do you want an article or column in my fanzine? Does anyone want a column? Since I'm a new faned, I have some questions:

1. How many issues to you usually sell?
2. How much profit are you making?
3. What software do you use to make

Digital Press?

Greg Myers  
Editor, GAME MASTERS  
Laredo, TX

*Greg, as for the Video Universe situation, I don't know what to tell you. I'd just let it pass. George is a good guy.*

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I don't think he's trying to scam anybody. For you questions, I have answers.

Q: How many issues to you usually sell? A: I "sell" (that is, ship to paying subscribers) approximately 350 issues every other month. However, I also "give away" close to an additional 150 to friends, family, co-workers, magazine reps, video game reps, other fanzine editors, and of course one for the cat's litterbox. Q: How much profit are you making? A: None, when you look at the big picture - I charge \$1.75 for each issue, but that's watered down to \$1.66 for subscribers. It costs me \$0.52 postage for a 24-pager, and at \$0.03/page to copy another \$0.72 for production. That works out to about \$0.42 an issue, which of course evaporates into those freebies. And of course we do occasionally go over 24 pages which costs me. Then there's the time we all put into it, which (thanks again to my terrific staff) is free. Q: What software do you use to make Digital Press? A: I've been using Microsoft Publisher V2.0 for the past 11 issues.

## A BUBBLE BURSTS IN ARKANSAS

Dear Joe,

I've read the article in Toy Collector about Atari games and cartridges. I have two cartridges, one is Flash Gordon, 20th Century Fox - Games of the Century - Program and audiovisual copyright 1983 Sirius Software, Inc. and an Atari 2600 Ms. Pac-Man, copyright 1982 Atari, Inc. What are they worth? Also I have a chance to buy an Atari with 6 games for around \$10. Is this a good buy? I don't know the dates because I haven't seen them yet.

I also know a person who sells Atari

games and cartridges and Nintendo games and cartridges. Would it be wise to buy all his Atari products - he has about 50 to 60 cartridges and a few game holders. Will Nintendo become popular also someday? Thanks for your help. Please write back soon, I'd hate to miss a good buy!

Helen V. Morris  
Royal, AR

*Helen, if it's the investment you're looking for, this is not good news - both of the games you have now are very common. The Atari with 6 games for ten bucks is a good deal, but not uncommon. Your shopkeeper who has 50 to 60 games is the one shot you have at finding a real collectible. If you can get a list from him, we'll let you know which ones are worth picking up.*

*On the other hand, if gaming means anything to you at all, I would highly recommend buying that 2600 just for the thrills Ms. Pac-Man can deliver, as well as probably most of the six cartridges that come with the system. If you can figure a way to get all 50 or 60 cartridges at (or around) two bucks apiece you can't go wrong as an investment, and you'll probably be glued to your Atari for the rest of the year as well.*

## WHITHER INTELLIVISION?

Dear Joe and crew,

I have been an Intellivision owner and fan for several years, and can still remember taking part in the great Intellivision vs. Atari debates in grammar school (which have now been replaced by the SNES vs. Sega and Mac vs. PC wars, etc.). I own several systems, but I have always had a special attachment to my Intellivision,

and have 101 games to prove it!

One thing that has always bothered me about the Intellivision, especially in these "classic video game revival days", is the lack of Intellivision hacker information. I have seen page after page of hardware and software programming information for the Atari 2600, 5200, 7800, and 8-bit computers, but next to nothing for the Intellivision. Is someone hoarding all of the Intellivision information? Millions of units were sold, so you'd think I could find something. If you could point me in the right direction, I'd really appreciate it; and you could be sure I'd spread the knowledge everywhere I could <grin>.

As an aside, I also notice a definite lack of Turbografx-16 information in the sacred pages of the Digital Press 'zine. Yes, the unit is no longer marketed in the US, but a system that brought the world Bomberman and Lords of Thunder definitely deserves a little mention every now and then.

Steve Craft  
Voorhees, NJ

*You've brought tears to my eyes on this day, young Steven. You might like to know that there is an Intellivision FAQ on the Internet (oops, in case you didn't know FAQ is "frequently asked questions"), updated monthly by Larry Anderson (larry\_a@netcom.com) who you can also write to at 15 Gazania Terrace, Fremont, CA 94536-4478. Larry is a good guy, he'll probably send you copy for a self addressed stamped envelope. The FAQ has some programming info, as well as a complete cartridge listing and lots of other interesting tid-bits. Hey, he even has the interviews originally produced right here with Ray Kaestner and Daniel Bass (see DP #11 and #12)... how did that get in there?*

LIFT THE BAN  
ON BELGIUM?  
YOU DECIDE!

In yet another one of the silly contests that make a few strange people feel very proud of themselves, we - the staff of Digital Press propose a lift to the ban against Belgians (see the colophon on the inside cover), after a year embargo. This proposal comes in light of a rather out-of-character letter by the video gaming king of Belgium, Warner Bleys (see the Reader Retaliation entry "Reformed Belgian").

For a history of pre-ban communications, see the Reader Retaliation section of Digital Press #11 ("From Overseas"), #12 ("That Belgian Guy Again"), and #16 ("Death of a Belgian").

This should be really easy. Just answer YES or NO. YES means "Lift the ban". NO means "at least another year of exile" for the Belgian people. Here's your chance to make a difference in the somewhat shaky and most definitely tentative U.S.-Belgium relations. Please return it to us by April 30, 1995.

YES

NO

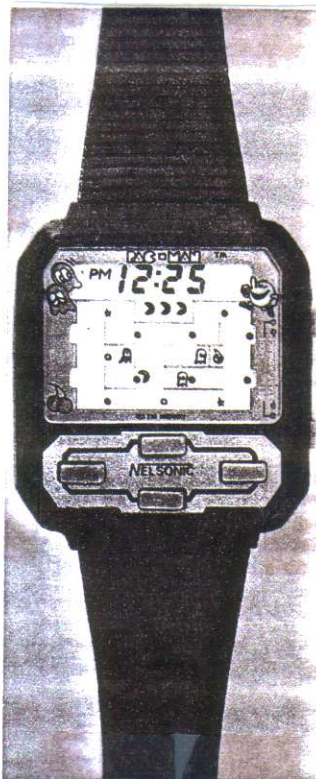




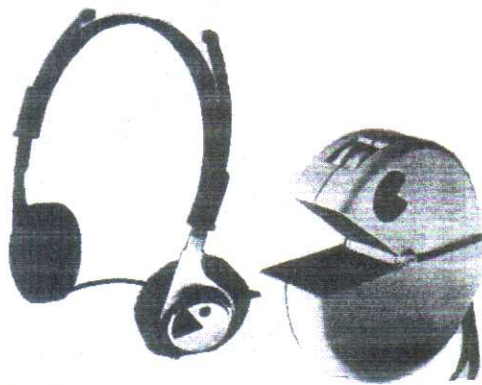
# PAC-MAN<sup>®</sup>

## Collectibles

BY JEFF COOPER



The *Pac-Man* Game Watch by Nelsonic



*Pac-Man* Radio and Headphones

**Pac-Man** was not just a videogame, it was a phenomenon. And part of the phenomenon was the merchandising. Videogames had been merchandised before--everyone remembers the **Space Invaders** T-shirt in the film *E.T.* But with **Pac-Man**, the merchandising reached a quantitatively new level that would remain unmatched until Mario came along in the late 1980s. Incredibly, **Pac-Man** was licensed to appear on over five hundred different products, prompting one marketing executive to gush, "I think we've found the Mickey Mouse of the Eighties." You name it, and **Pac-Man** was on it. The little yellow guy appeared on clothes, from shoelaces to T-shirts to pajamas. Then came the toys: wind-ups, board games, puzzles, puppets, dolls, dart sets, silly putty. A stroll through a department store would turn up greeting cards, paper plates, notebooks, candy, jewelry, napkins, towels, gumball machines. Specialty stores marketed lamps, radios, telephones, and even wallpaper. Obviously, this hardly scratches the surface.

Now **Pac-Man** is starting to become collectible. There is no major rush for **Pac-man** items: he's not old enough yet to draw much attention from most collectable toy dealers, and those that do carry the stuff are usually still pretty reasonable in their pricing. As is the case with classic videogame cartridges, an undetermined number of **Pac-Man** collectors are "out there." Many times I've asked flea market dealers for **Pac-Man** items, only to be informed that "I had some stuff but sold it all last week." On more than one occasion I've called dealers in response to ads only to find that the item was long gone.

Why collect **Pac-Man**? Who knows? Why do I collect all sorts of classic videogame cartridges that I know I will never play? It's mainly a nostalgia thing, and I guess the bug either gets you or it doesn't.

In several other respects, collecting **Pac-Man** is like collecting cartridges. You can find the stuff for next to nothing at flea markets, swap meets, and thrift stores, or you can buy it from dealers and often pay much more. Common items are available from the former. Big ticket items, or mint condition items in the original packaging (a crucial consideration in toy collecting) are usually only available from dealers. Because **Pac-Man** isn't yet a full fledged collectable, prices vary wildly. I once paid one dealer \$2 for a little plastic figurine and then the same day saw another (crackpot) dealer asking \$35 for the very same piece. Little things like dolls, pins, cards and hats generally cost a few dollars at most. "Major" items--radios, telephones, and wrist watches can cost anywhere from \$15 to \$75. Will **Pac-Man** stuff ever be worth a lot of money? I hope not. I'm a collector, not a dealer.

The lists below are based on my own collection. I probably have a couple hundred **Pac-Man** and **Ms. Pac-Man** items (not to mention **Donkey Kong**, **Q\*Bert**, etc.) But there are hundreds and hundreds of items I don't have. This hobby is open ended. There is all sorts of stuff out there that I don't even know about, and my collection will never be close to complete.

A final note. My collection would be but a fraction of what it is if not for friends--mostly fellow videogame collectors--who have sold, traded, and in some cases given away collectibles. The list is too long to enumerate, but special thanks must go to Kurt Stone, King of the Hand Held, and my **Pac-Man** trading partner, Rich Fenick.



## TOP TEN FAVORITE PAC-MAN COLLECTIBLES

**10. Pac-Man quart sized beer mug.** Pac-Man was enjoyed by adults, so you'll find him on things that don't feature Mario, like shot glasses, lighters, ash trays, panties . . .

**9. Pac-Man Rug.** A bright, colorful three-foot by five-foot item featuring the maze and the ghosts. Was this used in arcades?

**8. Pac-Man/Ms. Pac-Man cartoon animation cells.** From the Saturday morning cartoon show. A lucky find indeed.

**7. Pac-Man telephone.** About the size of a softball, you open up Pac's hinged mouth to dial and talk. These well-made phones sold originally for around \$50.

**6. Ms. Pac wrist watch--By Bradley.** Great portrait of smiling Ms. on the face. A different ghost on the 3, 6, 9 and 12. A tiny little Pac-Man at the end of the sweep second hand. Great.

**5. Super Pac-Man cards in arcade game dispenser.** The cards aren't that unusual. But the box that holds them--a miniature Super Pac-Man arcade machine--is way cool.

**4. Ms. Pac-Man kiddie sneakers--**these appear to be for a three-year-old. They come in a Pac-man box, but are wrapped inside in Ms. Pac wrapping paper.

**3. Pac-Man Christmas Special VHS tape.** Yes, the cartoons are corny, but this commercially released episode, unlike most of them, has something of a story line and a theme. Long out of print, a miracle find.

**2. Pac-Man rotating decorator lamp.** An eighteen inch plastic tube is placed over a light bulb. A slightly wider outer tube is placed over the inner tube. The heat from the bulb makes the inner tube spin, causing a Pac-man logo to sparkle, ghosts to run around, and so forth. An expensive item, but worth it.

**1. Pac-Man arcade machine.** The ultimate collectable, many have been turned into Ms. Pac-Man or something else. Increasingly difficult to find.

**7. Pac-Man wall clock.** From Paxxon. You try to tell time by determining where Pac's open mouth is relative to the circle of ghosts. A bright, cheery decoration, but you wouldn't want to run the trains by this "time piece."

**6. Pac-Man rubber Halloween mask.** A large round, yellow thing that you slip over your entire head. It's like donning a yellow basketball. You have to see it.

**5. Pac-Man Panties.** Believe me, you don't want to know the jokes Santulli made about these.

**4. Pac-Man latch hook kit.** Sort of like paint by number with yarn. If you use your imagination, the finished product looks kinda like the arcade machine. A real monstrosity.

**3. Pac-Man stained glass window.** Goofy Pac-Man has his enormous brown shoes on as he dances with the ghosts. Was this a kit? Did it hang in an arcade?

**2. Pac-Man Corn King wind-up.** Just like the familiar TOMY wind-up, except this golf-ball sized item has a professionally printed strip of paper glued to the inside warning us that "Corn King Pac-Man is coming." Huh? As best as I can tell, Corn King marketed margarine, bacon, and/or hot dogs. You fill in the blanks.

**1. Pac-Man disco key chain.** Yes, it has Pac-Man on it and it says "disco." The manufacturer also made a key chain with a ghost lying on a couch talking to a psychiatrist. Anyone who is this much into Pac-Man needs a good shrink.



**The machine that started it all, the original Pac-Man coin-op by Midway.**

## TEN MOST DESIRED ITEMS

(missing from my collection)

**10. Pacmania book.** This is an eight inch by twelve inch spiral bound booklet that contains a complete history of Pac-Man, news stories about the craze, articles, and lots of photos of Pac-Man memorabilia. It's not all that uncommon, but I have not come across one yet.

**9. Pac-Man shot glass.** This would smooth things out nicely when using the quart-sized beer mug.

**8. Pac-Man cartoons.** I've only seen the Christmas special and would like to see more, including Saturday Supercade, which featured, Q\*Bert, Donkey Kong, and Pitfall Harry.

**7. Ms. Pac-Man drinking glasses.** Other than the board game, Ms. Pac items are quite difficult to find. I've been too lazy to write to the collectable glass dealers.

**6. Pac-Man and/or Ms. Pac-Man gumball machines, complete with gumballs and refill box.** These small plastic items are not hard to find empty. The gumballs have ghosts on them.

**5. Talking plush Pac-Man toy.** Battery operated, this stuffed Pac-Man lights up and says "Waka Waka Waka." I've only

## TEN MOST BIZARRE PAC-MAN ITEMS

**10. Home made 3-D wall "plaque."** This thing is made out of plaster. It looks like someone painted a misshapen bowling ball yellow, sliced a mouth out of it, and painted on eyes. A very formal piece, mine hangs over the mantel in my living room.

**9. Pac-Man pasta.** Purchased new in a supermarket in 1993. Apparently manufactured in the mid-1980s. Would you eat it?

**8. Pac-Man silly putty.** A Yellow plastic egg with eyes on it. It doesn't look anything like Pac-Man. What the hell?



seen it in pictures.

4. **Ms. Pac-Man clock.** From Paxxon, essentially the same as the Pac-Man clock, but apparently harder to find.

3. **Pac-Man store or arcade displays.** I've seen great signs and displays in old photos of arcades. I wonder if any of them are still hanging around.

2. **Giant Pac-Man poster.** Around five feet by six feet. Come on Kurt. Don the pith helmet, and venture into the attic.

1. **Pac-Man ice cream bar/popsicle.** Probably the only truly unobtainable Pac-man item. Anyone got one in the freezer?

## BEGINNERS START HERE: TEN MOST COMMON PAC-MAN ITEMS

(most of these items excite me about as much as an Atari 2600 Combat cartridge)

10. **Pac-Man Fever album.** A great item, but quite common. Plenty of these are still around in used record shops.

9. **Pac-Man sleeping bag.** Pac-Man clothing (T-shirts, etc.) is hard to find. But lots of people seem to have kept their

sleeping bags. I've had to turn down quite a few.

8. **Pac-Man kiddie books.** Very common, some of these come with records or cassettes.

7. **Pac-Man snack tray.** Another cool item. They turn up all the time at flea markets and thrift stores.

6. **Pac-Man drinking glasses.** Lots of people collect character drinking glasses, so people hung on to these. I think I have every Pac glass/coffee mug ever made, about 25 different ones, many in duplicate. Ms. Pac is another story.

5. **Pac-Man wind-up.** Manufactured by TOMY. They were a big hit, and there are lots of them still around. Nice item, but common.

4. **Pac-Man stuffed toys.** Cute little dolls with slogans on them like "Score With Me," "Eat You Up" and "Hungry For You."

3. **Pac-Man board game.** Anyone out there who hasn't seen one?

2. **Pac-Man regular-sized beer mug.** Also enormously popular in the early 1980s. Very common.

1. **Pac-man metal lunch box.** These turn up all over the place. Often people produce some bent, rusted piece of junk and act like they've got a chunk of gold bullion. "That's a collectable Pac-Man lunch box! I'm asking twenty but I'm willing to go down to fifteen." Pleezee. After collecting a half dozen or so, I stopped buying.



## I'M BORED.

First things first. Gotta take care of a little business here before we get down to the nitty-gritty. The title of my article on Vectrex **Dark Tower** in the last issue was misleading - I did NOT discover **Dark Tower**. It was located by a guy named Mike Hoffberg here in Illinois. His brother had worked for GCE way back when and has had this prototype all along. Mike knew this and finally got around to getting a hold of it. I had an appointment set up with Mike to go down and copy the data off the chips, but he figured out how to read them himself and made the data available. Joe put the title on that article and, probably because of it's content, assumed I was the one that found the prototype.

That aside, let's get into ROMPAGE. It's funny the way this column has evolved over the past year or so. It started out as a place for me to rant and rave about what's right or wrong with the videogame scene and it's sort of turned into something more of a retrospect of late. This hasn't been intentional, but I find myself wondering where this industry is headed more and more these days. Rather that bitch about it, I seem to be more inclined to make others aware of my observations. I haven't quite decided whether or not this is a bad thing, but what I am doing is just kind of going with the flow. Sort of letting my fingers do the walking so to speak and typing whatever is on my mind when I sit down to write this column. If I've got something to complain about - you're gonna hear it. If I'm more complacent at the time, I'll just see where that takes me.

Something I noticed the other day that was pretty disheartening was that there is dust on the power switches of both my SNES and Genesis. I honestly can't remember the last time I played a game on either of those systems. That's not to say I've been burning up the old 2600 either as it's even worse off, but the thing that bothered me was that I USED to have a lot of fun with those two systems and I seem to have lost that somewhere along the lines. I'm pretty sure I know what the problem is and it doesn't do anything to ease the pain. The videogame scene has grown BORING!

What I'm wondering is if this is just my problem or one that I'm sharing with others. It's not like there hasn't been any good new software released or anything. The long-awaited **Phantasy Star 4** is either out now or very close to being released. **NBA Jam Tournament Edition** is out and supposed to be a pretty decent game. **Donkey Kong Country**, while not exactly new anymore, is still fairly hot. Sega just released it's **NHL All-Star Hockey**. There new stuff out there and it's not all crap, but I just can't muster up the desire to play anything new.

Life without videogames is kind of a scary thought to most of us so many of you might be sitting there picturing me in this cob-web infested room just kind of blobbing out in front of Oprah or something. That couldn't be further from the truth and my life is not lacking videogames in the least. Lately I've been enjoying computer games more and more and a lot less



interested in what's new for the consoles. Maybe I'm just too sophisticated for these lowly consoles anymore - YEA RIGHT! But I've been getting heavily into computer games lately and judging by the software selections at the local computer "superstores" and the new ones popping up all the time, I'm not alone.

Computer games have been around just about as long as console-based games, but computer games have evolved a little quicker in my opinion and are much more varied in topic and detail than console games are. Data storage on computers is far less limited than that of console games thereby giving programmers the ability to take their games to "the next level" without adding much to the cost of the game. Graphically computers are capable of displaying full-motion video and real people as opposed to cartoon characters and the keyboard allows for a far greater level of interactivensness than a 6 or 7 button controller.

Piracy has been where the consoles have had the advantage until the last couple of years and the introduction of the CD-ROM. A CD-ROM can hold up to 660 megaBYTES of data which, if full, would require 471 1.4 meg floppy disks to copy the data onto. This makes piracy impractical and less of a problem for the software producer. Even games that would fit on floppy disks without too much trouble are being put on CD's now just to scare off potential pirates. Papyrus' **Nascar Racing** for the IBM is an example of this. The data on the CD, when compressed, fits just fine on five floppy disks - just seven megabytes of data put on a 660 megabyte CD? Sounds kind of fishy if you ask me.

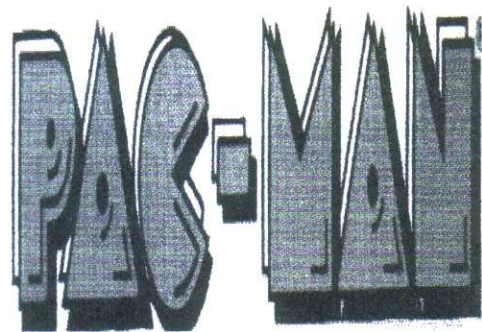
Another problem computer software publishers have had to worry about until recently is just how many potential buyers are out there. A recent Newsweek poll had 45% of all Americans using computers and 75% of those that don't, wanting to know how. Needless to say, there are plenty of people out there to sell computer games to now.

Consoles always will beat computers in one area - price. You can spend less than a hundred bucks and get a Genesis or SNES or you can plunk down two grand for a good computer system. Not too tough a choice if you're just looking to play a

few games. However, we have that 45% number to deal with again. Just how many people are already using computers? What reason would they have to buy a console when they already have a machine that is quite capable of playing top-quality videogames?

The evolution process of console systems has to be sped up considerably to avoid losing the market to computers. Console manufacturers are aware of this and evidence can be seen in the popularity of CD attachments or systems designed specifically to compete with computer offerings. The Panasonic 3DO is even coming out with a IBM compatible card that will allow players to use 3DO software on their PC's. I have mentioned Commodore more than once in this column, but I believe the designers working for that company were truly visionaries. Their CDTV system which was comparable to the Philips CD-I was essentially an Amiga 500 computer hidden inside a console system. Keyboard, mouse, & disk drive attachments were available to transform your console into a full-fledged computer system. This type of transformation of console systems is not what I see as the benefit, mostly because systems that "can be" computers are often limited and the bottom of the line compared to systems that were meant to be computers, but the versatility of the GAME system once it had the added peripherals can't be extremely beneficial.

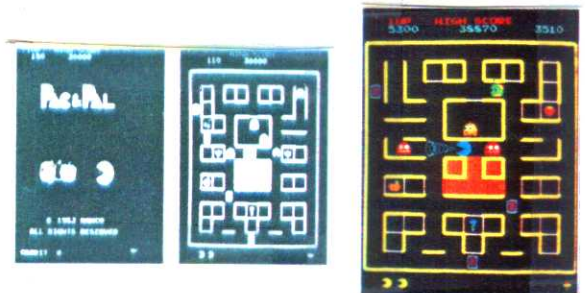
In order for console systems to remain competitive in an increasingly computer-aware society, their systems need to be up to speed with the more complicated and/or sophisticated games computers are able to play. Something along the lines of a infra-red computer keyboard (or even a corded one) and floppy disk drive attachments. Allowing the user to purchase the type of system that best suits there gaming preferences and making software available to take advantage of the enhancements is crucial. Gamers could then purchase their base system and purchase add-ons as funds would allow and end up with a system that could compete with computer systems without having to take out a loan to buy it. Sega, Nintendo, Sony, Panasonic, etc. should all take a good hard look at what Commodore's design department (definitely not their marketing department!) was trying to accomplish and follow suit to keep their customers from getting bored and moving on to computer games.



# ODDITIES



**Here's some weird stuff Edward Villalpando found in his royal archives: *Puck-Man* coin-op seen in Japan circa 1980 (left); Several screen shots from *Pac N Pal*, another Japanese coin-op, circa 1983 (below)**





# Pac-Man

**Atari 2600**

**Atari**

**Maze**



BY JOE "PAC-ELVIS" SANTULLI

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	3	4			3	
Sound	2	3			3	
Gameplay	4	3			3	
Overall	3	3			3	

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

There are many mysteries that have yet to be solved by mankind: the statues at Easter Island, the existence of extra-terrestrials, and the Atari 2600 release of **Pac-Man**. Whereas in my opinion the first two mysteries solve each other, I can't even begin to understand the latter. Were the game designers rushing things a bit? Had they ever actually played **Pac-Man** in the arcades? Perhaps extra-terrestrials created the game and slapped an Atari sticker on the mold. There's surely an explanation to why this game was released the way it was, but whatever it may be, it was a grave disappointment to the Pac-loving community.

For starters, the graphics are just plain awful. At a time when third-party developers had seemingly unlocked the mysteries of 2600 game design, Atari turned around with this effort that looked

like it belonged in the first wave of carts, right along with **Breakout**, **Outlaw**, and **Slot Racers**. But no - this was 1981, more than three years after those titles! There is some serious flickering going on when ghosts get close together which varies depending on how many of them there are in the area. Mighty distracting, I'll tell ya. Then there's the missing bonus items suspiciously replaced with a "vitamin tablet". No cherries, strawberries, etc... Just that tablet. A square, orange tablet. Complements the square "dots", square maze pattern, and squared-off Pac and ghosts. This game is squarer than the squarest thing you ever saw.

Then there's the sound, which consists of some unusual "clang" sound that would have been great in a shooting game but doesn't fit in place of the dot-gobbling sound **Pac-Man** is supposed to

make. The death sound and maze intro tune are pretty good, though. But it's mostly clanging while you play **Pac-Man** and that doesn't sit right with me.

You could almost forgive Atari if they had just tried to simulate the arcade game in gameplay, but they failed there as well. The layout is completely different and the blocky walls and oversize dots completely miss the mark. A huge scoring display and boxes that represent "number of Pac-Men left" add to that non-Pac feel.

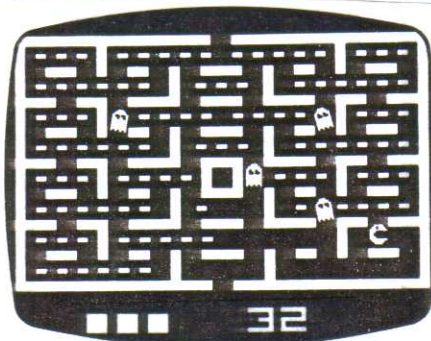
One good thing about the game is the control - I had fewer problems "missing the turn" on this than on the other Pac-games, probably because the openings are so large and the game plays so slow you really can't miss!

A truly forgettable experience. In fact, forget you even read this review and get on with your life.

Is this the best Atari could muster with the world-famous arcade game? Atari obviously rushed this project as Ms. Pac-Man & Jr. Pac-Man were vastly superior.



Oleniacz



L Santulli

This one is really tough on the eyes. Ghosts flicker, Pac-Man chews even when there's only thin air in front of him... even the colors are wrong.

## Collector Notes

ONE OF THE MOST COMMON ATARI 2600 CARTS OUT THERE. EVEN THE HISTORICAL VALUE OF THE GAME DOESN'T ELEVATE IT'S COLLECTIBILITY. BETTER USED AS A DOORSTOP.

## Power Users

THERE ARE SOME WEIRD GLITCHES THAT MANIFEST THEMSELVES WHEN YOU JIGGLE THE JOYSTICK WHILE PAC IS IN THE ESCAPE TUNNEL. WATCH HIM DASH STRAIGHT OUT OF THE TUNNEL, RIGHT THROUGH ALL OF THE WALLS AND BACK INTO THE OTHER SIDE!

## Origin

THE COIN-OP VERSION OF THIS GAME FIRST APPEARED IN JAPAN UNDER THE NAME "PAKU PAKU". "PAKU" IN JAPANESE MEANS TO OPEN THE MOUTH AND TO GOBBLE. NOT TO BE CONFUSED WITH "FUKU", WHICH MEANS TO SHUT THE MOUTH AND DO SOMETHING ELSE.



# Pac-Land

**Turbografx-16**

**NEC**

**Platform**



BY KEVIN  
OLENIACZ, MAN  
ABOUT TOWN

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	5	5		5	6	
Sound	5	4		4	5	
Gameplay	2	4		4	4	
Overall	3	4		4	5	

Simultaneous Multi-Play	Seven Dots to Gait
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

There's no doubt that *Pac-Man* left its mark in the early stages of video game history. Growing up, I spent many hours gobbling up dots with the pathetic 2600 version, and later with the improved *Ms. Pac-Man* and *Jr. Pac-Man* sequels. I wondered how one of the *Pac-Man* games could be redesigned in a 16-bit format (as an 8-bit cart should be enough to mirror most of the coin-op classics). Turbografx-16 owners will never know, as NEC converted *Pac-Land* into a very ordinary platform contest where completing the end of the level without gobbling up dots is the main objective.

The game contains eight levels, each of which is divided into four rounds. However, you are treated to eight extra-tough pro levels once the initial levels are successfully completed. During the first three rounds of each level you must take the fairy princess back to Fairy Land. In round four, travel back to your family. The main obstacle is to avoid *Pac-Man's* longtime nemesis, the ghosts. These souls float, ride buses, use pogo sticks, or utilize other means

of transportation.

There are six distinct backgrounds: the Monster Mansion houses dead end passageways along with keys to open doors. Deadly water spouts shoot up between gaps in bridges. Ghosts hide within treetops. Logs float and fall from above within mountain passes. Ghosts hide in windows and drop mini-ghosts like missiles. A springboard allows *Pac* to jump over lakes and avoid quicksand in the desert. There is indeed much variety in this platformer.

Bonus points are awarded by picking up stationary fruit, by jumping up and down at the right location before the end of the level, or by gobbling up the famed "power pill" (1 per round) which turns the table on the ghosts. Special items can be obtained which can grant extra points, invisibility, or invincibility. Options only consist of the controller operating mode or initial level selection (1-5). This game is designed only for solo play.

The graphics exemplify the standard in Turbografx-16 carts, with solid sprites but flat,

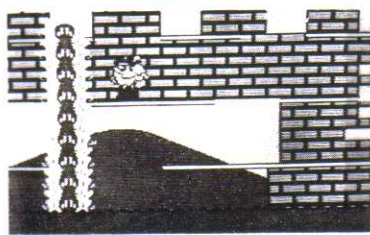
two-dimensional backgrounds. Only the bare essentials for a platform game are present here. For a 16-bit entry it rates at the bottom of the ladder, as Genesis and SNES games have a good deal more depth. Compared to other Turbo titles, this one is still weak, especially in comparison to similar platform style games like the *Bonk's Adventure* series.

There isn't a smooth transition with regards to difficulty levels, either. Level one thru three are way too easy; four and five are fine, while six thru eight are practically impossible. The greatest contributor to this game's difficulty is the control. *Pac-Man* does not stop on a dime as you would expect, and "slides" even when you tap the pad to turn him around. This is very deadly as you're required to have perfect timing in certain spots and there is no room for error - or "sliding". The final analysis proves that *Pac-Man* is more adept at gobbling up dots and ghosts than he is at jumping around. Bring back the maze genre!

I'm not a big fan of platform games, and I don't like games that mistakenly assume you'll enjoy them simply because the character is a "proven" success. A loser of a game.



J SANTULLI



YOUNGMAN

If this game didn't have *Pac-Man* in it, everyone would have forgotten about it already. And I bet I wouldn't have been reviewed in these pages, either.

## Collector Notes

TURBOGRAFX-16 CARDS ARE GETTING SCARCE! JUST A FEW MONTHS AGO THESE WERE LYING ALL OVER THE PLACE AT \$10 EACH, BUT I'M BEGINNING TO SEE A TREND. SNATCH 'EM UP (EVEN THIS ONE) WHILE YOU CAN!

## Power Users

TIP: TAKE YOUR TIME AND MAXIMIZE YOUR POINTS. SEARCH FOR HIDDEN ITEMS. THE TIME BONUS IS A VERY SMALL CONSOLATION PRIZE IN COMPARISON TO THE AWARDED BONUS FOR SPECIAL ITEMS.

## Origin

BASED ON THE ADVENTURES OF *PAC-MAN*, EXCEPT IN A PLATFORM SETTING INSTEAD OF A MAZE. LOOSELY BASED ON THE CARTOON SERIES, WHERE THE GHOSTS AND FRIENDS OF *PAC-MAN* HAVE PERSONALITIES.



# Pac-Man 2

Super NES

Namco

Action



BY JOE  
SANTULLI 2

I must admit, **Pac-Man 2** is not what I expected. After getting their mascot on just about every platform over the course of the past five years, Namco began a series of original titles featuring the little yellow bastard beginning with last year's **Pac-Attack**. In the first action-style game of this resurgence, I expected a **Pac-Land** style game (which it very much resembles on the box). Thank the Ghost Witch that isn't the case.

**PM2** calls itself an "interactive cartoon", and I'd say that's a pretty accurate label. You don't actually control Pac with the pad. Instead, you're in charge of a crosshair, similar to games like **Operation: Wolf** or **Lethal Enforcers**. You're thinking "in a Pac-Man game"? and that's natural, but the ammunition isn't bullets and the weapon isn't a gun. It's a slingshot, and a hit doesn't necessarily kill... or even hurt, for that matter. You use the slingshot to hit various objects in Pac-Man's environment

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	7	6		5	7	
Sound	7	6		6	6	
Gameplay	6	7		5	5	
Overall	7	6		5	6	

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

to trigger a sequence of events. The only other control button is an "influence" button, which when used in conjunction with the directional, can get Pac to "look" in that direction. It all takes a bit of getting used to, but it does work... most of the time.

The graphics are charming, albeit a bit tame by SNES standards. Like **Pac-Land** for the TG-16, the environment is very cartoonish, with bright colors and bold sprites. This game has far more detail than **Pac-Land** did, though. Even Pac-Man is full of new animations, including a score of moods (these swing freely throughout the game). He can be seen thinking, cheering, yelling, stomping around, marching happily, etc. The various characters and backgrounds in **Pac-Man 2** are fairly well drawn as well.

The music which plays throughout is reminiscent of Pac-Man games of the past, juiced up a little and lengthened into full

pieces. Complementing this are tons of sound effects, all of which are very well done. We even hear Pac-Man "talk" in this game (unintelligible, or another language, I can't be sure)!

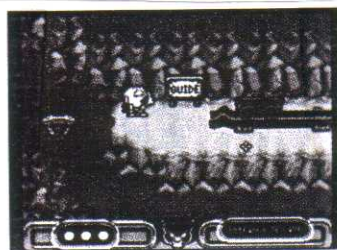
The game consists of four adventures of increasingly greater difficulty and length. Tiny sub adventures lurk about, including a trip to the arcade, where you can play the original arcade versions of **Pac-Man** and **Ms. Pac-Man** (the first time these have been available on the SNES), and some way-too-difficult action challenges where you guide Pac on a hang-gliding flight or through a mine shaft on a cart (similar to Sega's **Taz-mania** mine cart level).

It won't set new standards for gaming, but **Pac-Man 2** is a good start for Namco's revival of everyone's favorite "classic era" character.

This is an interesting creative twist for the family of dot-eaters. However, the pace is much too slow for my taste.



Oleniacz



L. Santulli

I found the controls to be frustrating. You have to hold the button for a second before releasing a shot and too often I was misfiring. Pretty good otherwise.

## Collector Notes

MOST PAC-MAN GAMES BECOME collectibles at some point. This game has been out for about six months and already it's hard to find in stores. Is this some kind of plot? Our recommendation: buy it used if you see it.

## Power Users

YOU CAN SKIP THE PAC-MAN 2 GAME and jump straight to Ms. PAC-MAN by ENTERING THE PASSWORD MSPCMND. OR, if you prefer, skip to the last level of the game with password [PAC symbol first]6FJ18.

## Origin

WE CITED INSPIRATIONS DERIVED FROM SEGA'S **Taz-MANIA**, EXIDY'S **Crossbow**, AND NAMCO'S EARLIER **Pac-Land**. Still, **Pac-Man 2** IS VERY ORIGINAL IN EXECUTION.



# Jr. Pac-Man

**Atari 2600**

**Atari**

**Maze**



BY JOE  
SANTULLI'S  
YOUNGER TWIN  
BROTHER

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	7	7		6	7	8
Sound	8	8		8	8	8
Gameplay	9	9		7	8	9
Overall	9	9		7	7	8

Simultaneous Multi-Play	Extra Data to Cart
Equivalent Games Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

To date, my favorite Pac-Man style game has been **Jr. Pac-Man**. It has all of the elements of the original and **Ms. Pac-Man** (except the exit tunnels, oddly enough) and puts them on a gigantic playfield (roughly three times what you see at one time), giving you the feeling of being a Jr. indeed. To top it off, there are seven mazes which beats **Ms. Pac-Man's** four. All this, and some interesting strategy elements as well. Now that's what I call... **Jr. Pac-Man!**

Few will remember **Jr. Pac-Man** in the arcades, for it came at a time when we were craving something different, and for the die-hards, **Ms. Pac-Man** could never be topped. There was **Pac-Man Plus**, where the ghosts had funny hats and followed a more random pattern, then there was **Super Pac-Man**, where you not only had the power pellet to turn the table, but you could also grow to five times the size of the non-super Pac and really do some damage in the maze. These were

somewhat successful in my local arcade, but Jr. never came around. There were just too many maze games, I suppose.

Jr. sports the same elements of earlier Pac games, including the dots to be cleared, the power pellets, the ghosts, and the bonus items. The items (called "toys") move about like they do in **Ms.**, but they affect things in their path. When a toy passes over a dot, it transforms it into a giant dot, worth 50 points instead of 10. If it comes in contact with a power pellet, both the toy and the pellet are destroyed!

The speed of **Pac-Man** and **Ms. Pac-Man** were affected when eating dots, although very little. In Jr., there's a similar loss of speed when eating regular dots, but a substantial decrease when gobbling giant dots. This is important in the game when running away from a pursuing ghost - they'll catch you every time if you've got nothing but a path of giant dots ahead of you.

The graphics are far superior to the anemic **Pac-Man** for this system, but about par with the terrific **Ms. Pac-Man** game.

Jr. wears a little cap, the toys are recognizable, and the screen scrolls around rather smoothly. You get a different tune every other maze, and unlike **Ms. Pac-Man** where you had to clear each maze two or three times before switching to a new one, Jr. changes with each screen cleared.

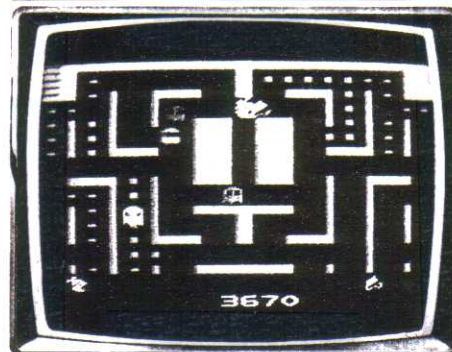
You can choose from four difficulty levels which respectively determine the number of ghosts in the maze. What the manual doesn't tell you is that you can choose the starting maze - just look at the icon at the bottom right of the screen while pressing select.

**Jr. Pac-Man** will always be on my top twenty Atari 2600 games. If you've haven't been drawn into the world of maze games, this is a great place to test the water.

I'll admit that this game is addictive, but I'm not as crazy about it as the Santulli's are. Joystick games like these seem outdated. I'd like to see a '90's variation.



YOUNGMAN



Hirsch

Takes me back to the days when I would pump quarters into the machine until there were no quarters left.

Not even now.

## Collector Notes

This game was released during the 2600 revival of the late 80's. (About the same time Culture Club was popular) The Digital Press Guide 3 lists this one at \$8.00, a very good game at that price even if you're not a collector.

## Power Users

Each ghost has its own parameters for chasing you down. Learning them is the key to winning. High scores can be achieved by allowing the toys to travel as far as possible without destroying a power pellet.

## Origin

Loses the elements of **Super Pac-Man**, but keeps everything from **Ms. Pac-Man** and adds from there. Most **Ms. Pac-Man** fans like this one too.



# Pac-Attack

## Game Gear

## Namco

## Puzzle



**BY THAT GUY  
THAT ISN'T JOE  
SANTULLI**

Think about how many **Tetris** clones we've seen in the past five years! **Dr. Mario**. **Yoshi**. **Wildsnake**. **Columns**. **Klax**. **Blockout**. **Dr. Robotnik's Mean Bean Machine**. **Wario's Woods**... some of the clones even have sequels! It's truly amazing how this genre has caught on, so it should be no surprise to see a **Pac-Man** game with the same mechanics.

**Pac-Attack** is just such a game. Pieces fall from the top of the playfield, consisting of any combination of blocks, ghosts, or **Pac-Man**. The idea is to create a horizontal column of blocks, which then disappear, awarding points and dropping the rest of the pile down one level. Ghosts get in the way of the blocks, but they can be cleared when a **Pac-Man** appears (naturally). Pac follows the laws of physics here: when he hits the pile, he moves in the direction

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	5	7		4	5	
Sound	5	6		5	5	
Gameplay	8	8		7	6	
Overall	7	7		7	6	

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

he's facing, dropping down every time there's a gap below him. He'll gobble any ghosts in his path, and he'll do a 180 when he hits a wall. If he runs into a block, he disappears. It's that simple.

But, as is typical with the **Tetris** clones, the game is simple in theory but more complex when the action heats up. Actually, **Pac-Attack** has less strategy than games like **Dr. Robotnik** and **Wario Blast** because there are only the three elements. Unlike those games, you don't have to worry about matching colors - just get the blocks together.

Like the game itself, the graphics and sound are rather simple. The background music is fun for about twenty seconds, then you'll be looking for the volume dial. The familiar sound of the **Pac-Man** feeding ritual is completely intact. There is a distracting image superimposed behind the playfield that

should have been left out of the Game Gear version. It's hard enough to see those tiny little objects without some massive graphic blob to further complicate things.

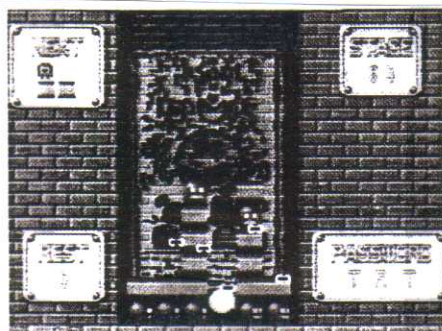
Besides the standard one player game, two can "gear up" and play simultaneously. When one player completes a row, a seemingly random number of ghosts drop down onto the other player's screen. There is also a "puzzle mode", which features a hundred different screen layouts. You are challenged to clear the screen with a set number of Pac-Men. Fortunately, there is a three character password so you can pick up where you left off. This adds to the game's depth, although without it there would be no depth at all.

**Pac-Attack** is a decent entry for the **Tetris** addicts out there, although there are better and more original spin-offs to choose from.

We've now seen Pac-Man in a maze game, a shooting game, a platform game, and now a Tetris game. Is he trying to catch up with Mario or what?



L. Santulli



Oleniacz

This is one of the more palatable Tetris clones on the market. Very fast-paced, challenging and addictive.

### Collector Notes

Available for many platforms including Super NES, Game Gear and Game Boy. Perfect game for a portable - we recommend a purchase here.

### Power Users

In the puzzle game you can change the direction Pac moves by pressing the 2 button. Don't bunch ghosts together - especially on top of each other. Keep them in a straight path. It's OK to cover them with blocks as long as there's a way for Pac to get in

### Origin

Derived from the Russian game **Tetris**. A no-brainer.



# Random reviews

# LITE

...WHERE WE PRESENT REVIEWS WITH THE SAME GREAT TASTE AND ONLY HALF THE CALORIES!

## ALIEN

20TH CENTURY FOX, FOR ATARI 2600

5

The video game adaptation of the hit movie somehow wound up as a *Pac-Man* clone. The dots are "eggs". You are being chased by aliens instead of ghosts. The control, as far as turning, is much smoother than in the 2600 *Pac-Man*. There are energy pills (pulsars) to turn the tables on the aliens and a flamethrower which repels aliens momentarily. There is a bonus screen in which you have to

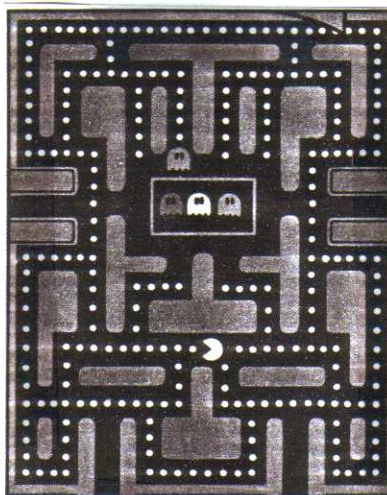
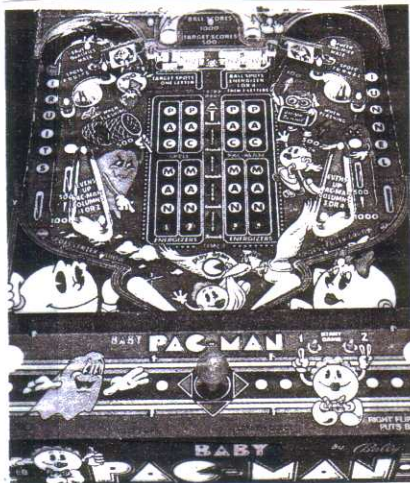
make your way across some heavy alien traffic. This screen should have been done without the time limit. But what really ruins this game is that in the later rounds the aliens are so ridiculously fast. In my view the closest thing to the movie within the 2600 library is Atari's *Xenophobe*. - Al Backiel

## BABY PAC-MAN COIN-OP

6

Containing both pinball and an actual video screen, *Baby Pac-Man* was the first game to attempt a merger of the two most popular genres in arcade history. A noble idea that would try to capitalize on the amazing success of *Pac-Man*, *Baby Pac* suffered from fundamental flaws that prevented the game from being as addictive to arcade players as its daddy.

*Baby Pac-Man* is composed of two elements that are supposed to be interconnected: a simplistic *Pac-Man* style video game, and a pinball game, in which you seek to win power dots to use in the video game. You must be very good at pinball to get power dots, because they don't make them easy to obtain. Also, you must become very good at playing *Pac-Man* without power dots, since you don't have any to start with. The ghosts are very much more intelligent than in the original *Pac-Man*,



thus making your attempts at clearing and your race to the bottom gates to escape to the pinball game harrowing. The pinball has little to recommend it; even by the standards of the time it features few gizmos and gadgets. The ridiculously wide opening between the flippers makes it very difficult to play long enough to get a power dot. On the positive side, the challenge of trying to get enough power dots to clear a maze can be fun, for a time, and when you lose your ball on the pinball, you don't lose a turn - you just go back to the video game (although the gates to the pinball are locked so that you cannot return).

Ironically, *Baby Pac-Man* is less successful in capturing the mood of *Pac-Man* than *Mr. and Mrs. Pac-Man* pinball, which contains no video screen at all. *Baby* is an interesting novelty that's fun to play a few times. It's still around here and there at some of the giant arcades, and it's worth seeking out. The cabinet and glass is very cute, as is the pinball playing field. But with so many other arcade classics available, it is hardly a top level machine that you'd want for your game room. - Rebecca Cooper

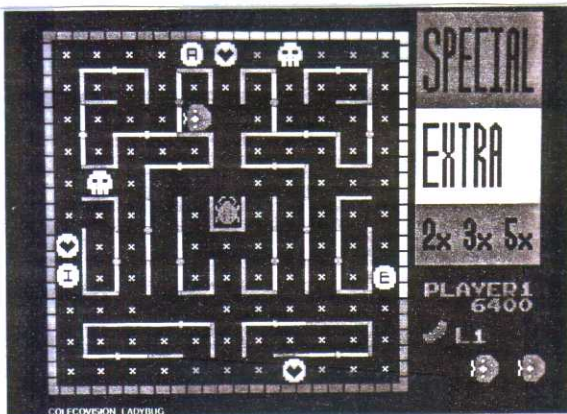
## LADYBUG

COLECO, FOR COLECOVISION

9

Now here is a well-constructed (top notch!) *Pac-Man* clone. This was just a sleeper at the arcades, but a top ten ranking for many ColecoVision owners. There is more than enough intense action, strategy, and variables to make this more than just another dot-gobbling maze chase. Special items litter the playfield, including score multipliers and bonuses. Collect letters to spell EXTRA and gain an extra life. Collect SPECIAL and you'll be transported to a bonus vegetable (the real point-earner in this game) harvest. Touch a stationary skull causes instant death to your ladybug as well as the antagonists, deadly insects all. Strategy is employed in the form of turnstiles which are stationed all around the screen. Use these to trap your foes and change the whole structure of the maze. This is about as good as a maze game can get. I have never actually seen the





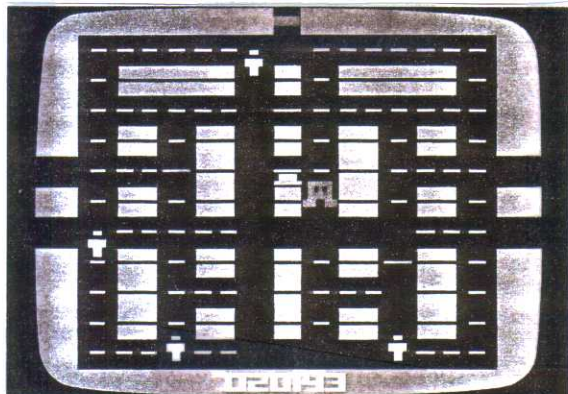
arcade version, but I can't imagine this being much different in its ColecoVisi incarnation. - Kevin Oleniacz

and other Pac-related goodies, you earn "moves" in the maze. After you've built up at least six moves, you shoot for the slots on the upper left and upper right of the play field. If you make it, the playfield shuts down and the maze lights up. At this point, the left flipper button cycles through and lights up four arrows that allow you to choose your direction. The right flipper button makes you move. Each move lights a light, and the object, for extra balls and big bonus points, is to "clear" by lighting every light in the maze. A "ghost" (red light) also blinks its way around the maze sort of randomly; obviously, you seek to avoid it. After you run out of moves, the playfield lights up and it's back to pinball to earn more points and more moves. This pin talks, plays the *Pac-Man* theme song, and even offers a selectively removable waka-waka sound. The art work is fabulous. The large back-glass features Mr. and Mrs. Pac walking down Main St. in Pacville, and is just fantastic. The machine really creates that *Pac-Man* feeling. Good game, fabulous collector's item. - Jeff Cooper

## LOCK 'N CHASE M NETWORK, FOR ATARI 2600



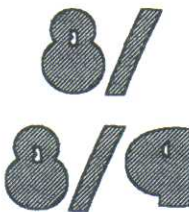
Originally designed for the Intellivision, this clone is actually superior to the weak 2600 version of *Pac-Man*. The graphics are a bit sharper and it offers more in terms of flexibility. Power pellets were removed but the number of escape tunnels doubled. Random treasures appear in the center of the screen. As the thief, you set up barriers to trap the pursuing cops for a hefty bonus.



Clear the screen and exit at the top to complete a level. This intriguing challenge is quite intense and addictive. Turning corners

can be a bit frustrating at times, but nevertheless this rates as one of the more pleasing *Pac-Man* ripoffs, but not a "must have". - Kevin Oleniacz

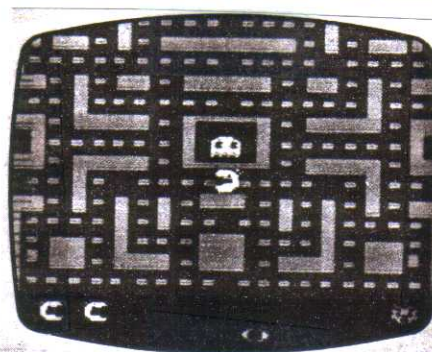
## MS. PAC-MAN ATARI, FOR ATARI 2600/5200/7800



Those of us on the inside know that ever-so-politically-correct Atari named their systems after well-endowed female employees. They dubbed the 5200 Pam. They called the 7800 chip Marie, I think. *Tank* was named Bertha, and *Stuntcycle* was named after someone notorious for bedroom gymnastics. As you can see, Atari generally treated its women right (not), and it's pleasing to see that they created excellent translations of *Ms. Pac-Man*

for all of their consoles. Relative to their gruesome 2600 *Pac-Man*, 2600 *Ms.* is a marvel. It features multiple mazes, bouncing fruits, and colorful ghosts--one of Atari's best 2600 arcade translations ever. The 5200 version is even better, bright, colorful, musical, and much closer to the coin-op. It even features the intermissions. The problem, as you might guess, is the 5200 joysticks. Regardless, why would you ever

play the 5200 cart when the 7800 version is far superior? 7800 *Ms.* was encoded by the same individual who encoded the Bally-Midway coin-op. While it's not exactly arcade quality, it's pretty damn close. 7800 *Ms. Pac-Man* is a superb version of a great game. Like its arcade relative, it's as



fun to play today as it was many years ago. Talk about addictive! It alone is worth the price of a 7800. - Jeff Cooper

## MR. AND MRS. PAC-MAN PINBALL COIN-OP



What's this, a pinball review in DP? What's next, Mr. Editor, Pachinko? Seriously, *Mr. And Mrs. Pac-Man* is a good pin and a great collectible. Released in 1982, it obviously lacks the incredible bells and whistles of today's machines. But it's really distinctive insofar as it nicely integrates some *Pac-Man* gameplay with pinball action. What distinguishes the machine is the *Pac-Man*

"maze" feature. The maze does not appear on a video screen a la *Baby Pac-Man*--it simply consists of several rows of lights in the middle of the play field. By hitting ghostly drop targets

## MS. PAC-MAN TENGEN, FOR GENESIS

Yes, I played *Ms. Pac-Man* in the arcades during my teens. I kept on playing until I was out of quarters. When Tengen released its home version for the Genesis, I was thrilled. When I first plugged it in, I was in for a pleasant surprise. The



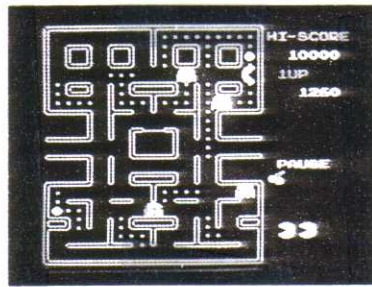
**9** cartridge in my opinion is a pixel by pixel translation of the machine, without the quarter feeding I had been so accustomed to - and then some! Like the original, you can play two players, however, you can play simultaneously (one as Pac and one as Ms.). You can also select from a variety of mazes, a few difficulty settings, number of lives, and you can play with a new "turbo" feature, eliminating a need for a sequel, *Ms. Pac-Man Turbo Edition*. All of these things are more than welcome enhancements. As for the down side of the cart... er... uh... well, those ghosts are pretty hard to evade. This game retails for about \$20, and it's easily worth twice that. - Howie Hirsch

### MS. PAC-MAN COIN-OP

**10** Unlike most reviews, this one doesn't need a game description because everyone knows *Ms. Pac-Man*. That fact alone speaks volumes about the quality of the game. What some people may not know is that *Ms. Pac-Man* is the most popular arcade game in history. I've verified this with several arcade game distributors. After thirteen years, it still takes in a respectable number of quarters. My guess is that few would say that *Ms. Pac* is their favorite game ever. But virtually everyone agrees that it's great. Why is it great? That's a tough one, but here are a few ideas. Given the success of *Pac* and *Ms. Pac*, I'd have to say the maze genre is great, and *Ms. Pac* is the best of the genre. As we all know, *Ms. Pac* does not rely on patterns, which makes it fundamentally different from *Pac-Man* and gives it more lasting play value. I would also argue that the difficulty of the level is close to perfect. There isn't much luck involved; generally your score reflects your performance--period. Because the mazes and fruits keep changing, you're motivated to push deeper and deeper into the game. And while it gets pretty difficult by the banana screen (I usually bite it soon after that one), every so often you'll bust that awesome game that seems to go on forever. The game is also noteworthy for its great popularity with women. It's simple, whimsical, cute, colorful, and very challenging. *Ms. Pac* may not be "perfect," but six billion quarters can't be wrong. If this doesn't deserve a 10, then what does? - Jeff Cooper

### PAC-MAN TENGEN, FOR NES

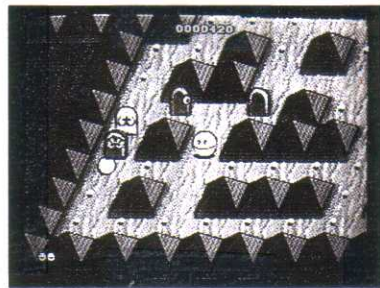
**6** Tengen's NES *Pac-Man* isn't a bad game, really, but I was never able to get too excited about it. Part of the problem is obvious. If any game requires a four-directional joystick, it's *Pac-Man*, and the NES pad just doesn't cut it. The graphics are good (though *Pac-Man* himself is a little too large), and thankfully Tengen recreated a faithful, vertical version of the maze. Even with the cheery graphics and an NES joystick, though, this one doesn't feel as much like coin-op *Pac-Man* as the 5200 version (providing you have the Masterplay interface, which allows the 5200 to accept 2600 sticks). I'm more interested in Tengen *Pac* as a



available to this day at Toys R Us for around twenty bucks. A flea market dealer told me that he sold an NES *Pac-Man* in the box a few weeks ago for \$45. Collectible or not, somebody got fleeced royally! - Jeff Cooper

### PAC-MANIA COIN-OP/ TENGEN, FOR NES/GENESIS

**9/10** I'm a big fan of the arcade version of *Pac-mania*. As most readers know, *Pac-mania* is a 3-D version of *Pac-Man*. Packie is a smiling yellow ball rather than a flat dot and the four different mazes he roams through appear in a three quarters perspective from above. Only a fraction of the maze appears on the screen at any given time in this update if the classic, and *Pac-Man* can actually jump right over a ghost when you hit the fire button. A great part of the attraction of the arcade machine is the crisp, colorful 3-D graphics. They really add personality to *Pac-Man* and those goofy ghosts. The first maze is constructed out of red, white, and blue LEGOs, and is especially nice. The gameplay is solid too; the jump button really adds a new dimension to the task of maze clearing. The music and intermissions are wonderful. The Tengen NES translation is surprisingly faithful. Much is lost in the graphics, an important consideration for a game that relies on visuals to set the mood. But the game looks better than I expected, and the gameplay is right there, even with a joypad. I think the Genesis is capable of producing



graphics which are as good as arcade *Pac-mania's* (or at least close to it) and so I was disappointed to see visuals in the 16-bit version that were only a couple notches above those of the NES. The game does not play especially well with the Genesis joypads, but is great fun with Sega Master System joysticks. Both the NES and Genesis versions offer simple arcade enjoyment. Plug it in, start clearing, and start jumping! By the way, Funcoland considers each member of the *Pac-Man* family a rare, high-demand item. Used NES *Pac* goes for \$19, NES *Ms.* for \$35, NES *Pac-mania* for \$30, and Genesis *Pac-mania* a whopping \$50. - Jeff Cooper



## SHARK ATTACK APOLLO, FOR ATARI 2600

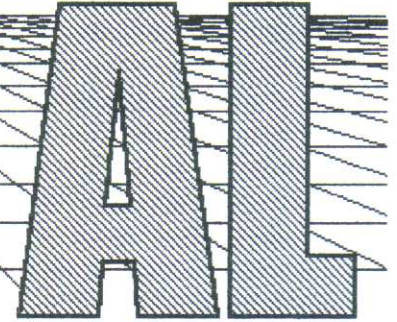
# 4

Originally entitled *Lochjaw*, Apollo was involved in a legal dispute and decided to attach a generic title to this game and drop the (now highly collectible) initial title. What severely detracts from the gameplay in this one is the frustrating controls. There are numerous tight spots and it's quite easy to get stuck on a wall of kelp. A shark cage offers

protection from an invincible shark but no area is safe from the Loch Ness monster, who appears randomly. Collecting diamonds and safely returning to the shark cage is your goal. Leading Nessie to one of the four tunnels at the corners of the playfield is your only hope of escaping from this persistent nemesis. Totally generic in nature, *Shark Attack* does not hold up very well against others in this genre. The sloppy controls alone are enough to leave this one 20,000 leagues under the sea. - Kevin Oleniacz



# The Wacky World of



## HOLLYWOOD LOOKS AT VIDEO GAMES, PART III

BY AL BACKIEL

The gaming public has already been treated to 3 movies which were based on hugely successful video games. The biggest hit so far has been *Street Fighter*. More are on the way. *Mortal Kombat* and *Doom* are still in production, with release dates of Spring '95 and beyond. Here are the most recent:

**Super Mario Bros.** (1994, starring Bob Hoskins, John Leguizamo, and Dennis Hopper. Leonard Maltin rates this \*\* out of four.) Did not do as well as expected at the box office. Being released about the same time as *Jurassic Park* did not help matters. The plot is about two plumbers from Brooklyn who set out to rescue Luigi's girlfriend Daisy, who is being held captive in an alternate dimension. This is the world ruled by King Koopa. A toxic wasteland that he plans to escape by merging both dimensions. Also found in this world are rocket boots (for jumping), Goombas (Italian, perhaps?) and Yoshi, the dinosaur who looks like a stray from JP.

**Double Dragon** (1994, starring Robert Patrick [the villain in T2], Mark Dacascos, and Scott Wolf. \*\*) Probably no better nor worse than any other martial arts flick. This one at least had a huge budget to play with. Two brothers try to prevent a warlord from obtaining the second half of a mystical Chinese medallion. Completing the medallion would give the owner unlimited powers. The best part of the movie is the futuristic recreation of Los Angeles after the big earthquake. The streets are now all canals. You float past all the sights like the Hollywood sign and Graumann's Chinese Theater.

**Street Fighter** (1994, Jean-Claude Van Damme, Raul Julia. \*) The "muscles from Brussels" has the lead as Col. Guile. Raul Julia, in his final screen appearance, is Gen. M. Bison the Nazi-like military dictator. He does get involved in some nasty business like taking civilians hostage, extorting, and brainwashing Blanka (with a virtual reality machine) to kill Guile.

Sagat has a role as a sinister arms dealer. Chun Li is a reporter who is seeking revenge against M. Bison. Every character from the game is somehow accounted for in this movie. The film was financed totally by Capcom.

Virtual Reality continues to be a hot subject for movies. The more recent VR movies are:

**Disclosure** (1994, Michael Douglas, Demi Moore. \*\*) Michael Douglas sues his boss Demi Moore for sexual harassment. Is he crazy? Seems like a fringe benefit to me. The whole idea is about as far-fetched as Robert Redford having to pay for sex (again involving Demi Moore [Indecent Proposal]). Both work for a hi-tech computer firm where they get to use the prototype VR database known as "The Corridor".

**Arcade** (1993, Megan Ward, Peter Billingsley. \*½) High school kids get to test-market a VR game called "Arcade". The game consists of seven levels which are inhabited by "screamers". Any contact is fatal. The problem is that the game winds up playing them instead of vice-versa. One by one the kids start disappearing by being literally "caught up in the game".

**Ghost in the Machine** (1993, Karen Allen, Wil Horneff.) There is a short scene in which a VR game is played. The majority of the plot is about a computer virus that was generated as the result of a freak electrical storm. It appears as a bit-mapped killer that is running rampant through the circuitry of a computer network and murdering the users. Not exactly what you'd call User-friendly. A hacker is enlisted to defeat the evil force.

A CD-ROM game called **Brainscan** is also the title of a movie (1994, Edward Furlong [another T2 alumni] and Frank Langella. \*\*) A young computer and video game buff receives a CD-ROM game in the mail. The first-person perspective has him in the



role of a serial killer, stalking his victims and dodging police. Since the kid has a dark side, the game appeals to him. That is until similar real-life crimes are also happening and an evil Beetlejuice-like holographic character called "The Trixter" starts invading his life and egging him to play on.

Nintendo was involved in the movie **Hudson Hawk** (1991, starring Bruce Willis and Danny Aiello. \*\*). They had hoped to cash in on their exclusive licensing deal. Unfortunately, the movie bombed at the box office. I must have strange taste, because I thought the movie was hilarious and entertaining. The plot concerns a mad millionaire's attempt to find the missing pieces of Michaelangelo's magic crystal which can turn lead into gold. The pieces are hidden inside artifacts scattered among the world's museums. Bruce Willis plays Hudson Hawk, an expert cat burglar. Here are a few game related excerpts:

DANNY AIELLO (to Bruce Willis, just out of prison): *Now that you're born again, what do you want to do? Statue of Liberty? Entertain some ladies? Broadway tax? Seduce some women? Play Nintendo?*

BRUCE WILLIS: *What's Nintendo?*

Shortly thereafter, Bruce is recruited by two gangsters to steal art treasures from the world's museums. The two gangsters are known as the Mario Bros. (not Mario and Luigi this time, but rather Caesar and Anthony). Near the end of the film...

BRUCE WILLIS (to Andie McDowell in a love scene): *Anna? Andie: Yes, Hudson?*

BRUCE: *Can I ask you something?*

ANDIE: *Sure.*

BRUCE: *Will you play Nintendo with me?*

ANDIE: (playfully) *I can't think of anybody I'd rather play Nintendo with.*

### BLINK AND YOU'LL MISS IT DEPT.

**Strange Brew** (1983, Rick Moranis, Dave Thomas. \*\*½) The feature length movie based on the old SCTV skit featuring the McKenzie brothers. There is one scene where hidden messages are contained on the high score board of a pseudo-arcade game called "Galactic Border Patrol". Overrated, in my opinion. What the heck is a hoser, anyway?

**Desperate Hours** (1990, Mickey Rourke, Anthony Hopkins. \*\*½) Prison escapees take refuge in a randomly selected home and invariably wind up terrorizing the entire family. One of the few things they allow the youngster to do is play *Mike Tyson Punch-Out*. An underrated movie, in my opinion.

**Poetic Justice** (1993, Janet Jackson, Tupac Shakur. \*\*) An inner city drama that touches on crime and personal relationships. Some relationships work out and others don't. There is one scene in the movie where two young hoods are playing the arcade game *Street Fighter II Champion Edition*.

# DP GUIDE ADDENDUM 3.03

## MORE UPDATES FOR YOUR COLLECTOR'S GUIDE BY JOE SANTULLI

### EMERSON ARCADIA 2001

Red Clash.....Emerson.....40.00  
*Cart #12, part #1020.*

Spiders.....Emerson.....40.00  
*Cart #24, part #1024. REPLACES DPG3 ENTRY.*

### ATARI 2600

Air Wolf (Barnstorming) {E}.....Taiwan A .....25.00

Barnstorming (Air Wolf) .....Activision .....7.00  
*Scoring below 33.3 on game 1 or below 51.0 on game 2 could get you a "Flying Aces" patch by sending proof to Activision. Designed by Steve Cartwright. # AX013. REPLACES DPG3 ENTRY.*

Bobby Is Going Home (Bobby Geht Nach Hause, Jumping Jack, Labyrinth) {E}.....Puzzy/Bit .....25.00  
*Puzzy/Bit games have German and English instructions and labels, but the boxes are all German. The box for Bobby Is Going Home reads either "Bobby Geht Nach*

*Hause" or "Bobby Geht Heim". # PG206. REPLACES DPG3 ENTRY.*

Bugs Bunny .....Atari .....75.00  
*Incomplete but playable prototype. 1983.*

Holey Moley {KC!}.....Atari .....75.00  
*1984.*

Jumping Jack (Bobby Is Going Home) {E} .....Dynamics .....25.00  
*Children's game with 8 scenes, "What a Friend" & "Home Sweet Home" melodies.*

Keystone Kapers (Wachroboter Jagt Jupy) .....Activision.....5.00  
*Received an honorable mention for "Video Game of the Year (Less than 16K ROM) 1983" by Electronic Games Magazine. Scoring over 35,000 points could get you a "Billy Club" patch by sending proof to Activision. Designed by Garry Kitchen. # AX025. REPLACES DPG3 ENTRY.*

Laser Gates (Laser Volley).....Imagic .....20.00  
*A picture of Laser Gates appeared in Videogaming*



Monthly labeled "Inner Space", and touted as the sequel to VentureVision's Rescue Terra I. Designed by Dan Oliver while he was at VentureVision, and purchased by Imagic. # 03208. REPLACES DPG3 ENTRY.

- Mindlink/Bionic Breakthrough.....Atari.....75.00  
A special peripheral may have been in the works as the game is rendered unplayable with conventional controllers. 1984.
- Monster Cise {KC!}.....Atari.....75.00  
An incomplete prototype. The game screen displays monsters doing jumping jacks or nothing at all. 1984.
- Peek-A-Boo {KC!}.....Atari.....75.00  
Inspired by Jonas Salk, this was specially designed to teach color and object recognition to infants. A working prototype is all that's ever been seen. 1984.
- Phantom Tank {E}.....Goliath.....50.00  
Cartridge #3 for Goliath 2600 Game System
- Picnic {P!}.....US Games.....15.00  
Originally titled "Catch the Fly" in its prototype days, later released with this title. # VC2004. REPLACES DPG3 ENTRY.
- Super-Ferrari {E}.....Taiwan A.....35.00  
Seen often on bootleg "multi-game" cartridges or foreign multi-game systems, but exists as a single cart as well.
- Wachroboter Jagt Jupy (Keystone Kapers) {E}.....StarSoft.....25.00
- World End {E}.....Star Soft.....35.00  
Seen often on bootleg "multi-game" cartridges or foreign multi-game systems, but exists as a single cart as well.

### COLECOVISION

- Frogger.....Parker Bros.....10.00  
# 9530.
- Motocross Racer/Tomarc the Barbarian..Xonox.....75.00  
The rarest of all possible Xonox combinations, we've (collectively) only seen this one once. This is the only double-ender manufactured for the ColecoVision.

### INTELLIVISION

- Family Budgeting {C!}.....Mattel.....85.00  
One of the "Basic Program Series", for the original prototype Computer Module. Extremely rare.
- Space Armada.....Sears.....12.00

### RUADOR MILL

#### ATARI 2600

- Escape From Argos.....Imagic.....n/a  
This title became Imagic's "No Escape". REPLACES DPG3 ENTRY.
- Family Feud.....Great Game.....n/a  
The "Great Game Company" catalog of proposed games is strangely similar to the ones Gametek produced for 8, 16, and 32 bit systems for years afterwards. Also similar are the companies' locations - both in Miami, FL. REPLACES DPG3 ENTRY.
- Mad Netter.....CompuMagic.....n/a  
REPLACES DPG3 ENTRY.
- Wheel of Fortune.....Great Game.....n/a  
The "Great Game Company" catalog of proposed games is strangely similar to the ones Gametek produced for 8, 16, and 32 bit systems for years afterwards. Also similar are the companies' locations - both in Miami, FL. REPLACES DPG3 ENTRY.

### INTELLIVISION

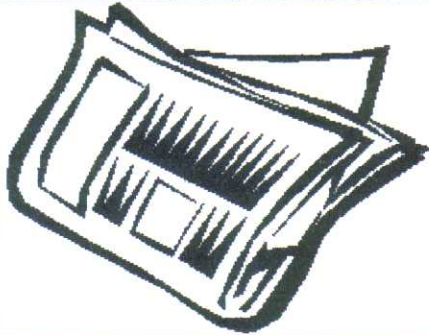
- Program Builder {C!}.....Mattel.....n/a
- Song Writer {C!}.....Mattel.....n/a
- JK Lasser's 1980 Federal Income Tax Preparation {C!}.....Mattel.....n/a
- Stock Analysis {C!}.....Mattel.....n/a
- Jack LaLanne's Physical Conditioning {C!}.....Mattel.....n/a
- Guitar Lessons & Music Composition {C!}.....Mattel.....n/a
- Jeanne Dixon Astrology {C!}.....Mattel.....n/a
- Speed Reading {C!}.....Mattel.....n/a
- Dr. Art Ulene Weight Loss Program {C!}.....Mattel.....n/a
- Conversational French {C!}.....Mattel.....n/a

### COLLECTOR'S CONNECTION

LAST	FIRST	STREET ADDRESS	CITY	ST	ZIP	A26	A52	A78	COL	CHF	INT	ODY	VEC
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# Classified



# Section

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

**FOR SALE:** Creative Labs SoundBlaster Pro w/speakers, like new, \$50; Trilobyte's The 7th Guest for IBM PC/CD-ROM, still sealed \$25; SNES Mortal Combat II, still sealed \$40; Vectrex Berzerk with overlay \$15. EA's NHL '95 (Genesis) barely used \$20. Women of Playboy CD-ROM Screen saver (Mature version) \$15. Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

**WE BUY/SELL/TRADE** software and hardware for Atari 2600 /5200 /7800 /Atari computers /Intellivision /Lucky /Aquarius /ADAM /ColecoVision /Odyssey Videopac /Creativision /Arcadia Hanimex /Vic 20 /Commodore 64&128 /Sega computers and 8 bit consoles /NES 8-bit /and others of the golden age /Arcades and various european connections, send us a list of sell/buy/trade items. Club Vecchie Glorie/Old Glories Club, c/o Massimiliano Uanini, Via G. Keplero, 10, 20124 Milano, Italy.

**FOR TRADE:** Nice xeroxed instructions for any 2600/5200/7800 for xeroxed instructions of ColecoVision and Intellivision games I need. Let's trade lists! Will also trade my 2nd ColecoVision/Intellivision overlays for your 2nd overlays. I believe one is better than none! Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450.

**FOR SALE:** Games for Atari 2600/ 5200/ 7800/ Lynx/ XE, ColecoVision, Vectrex, Intellivision, Fairchild, others. Systems also available. Write for current lists. **WANTED:** Intellivision Congo Bongo, Body Slam Wrestling; Odyssey2 Super Cobra, Popeye, Frogger, Q\*Bert, Videopac games; Vic 20 Super Cobra, Tutankham, Fathom, Atlantis, Wing War, Tac Scan; PC Jr Demon Attack, Microsurgeon, others; ColecoVision Alcazar, Rock N Bolt, Boulder Dash. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.

**PACKAGE DEAL - 172 DIFFERENT ATARI 2600 GAMES PLUS** brand new kid's controller in box; keyboard controllers; booster grip; video touch pad; set of driving controllers; Super Charger unit; games include Air Lock, Alpha Beam Ernie, Bank Heist, Bridge, Bump N Jump, Chuck Norris/Artillery Duel, Frankenstein's Monster, Frostbite, Gyruess, King Kong, Masters of the Universe, Mogul Maniac, Outer Space, Piece O Cake, Raquetball, Raft Rider, Shootin' Gallery, Snoopy & Red Baron, Star Wars Arcade Game, Stellar Track, Strategy X, Super Cobra, Zaxxon and 149 more! Whole shebang: \$365 (includes postage). Mr. William Galbraith, RD #1 BOX 481, Connellsville, PA 15425-9103.

**WANTED:** ColecoVision Dukes of Hazzard, Atari 2600 Dukes of Hazzard prototype or copy. Wanted by vice-president of the "Dukes of Hazzard" fan club. Please write Mike Streit, 1011 N.

Lake St., Aurora, IL 60506-2415. (708) 892-5181.

**WANTED:** Atari 2600: Spy Hunter, Mr. Dol's Castle, Q\*Bert's Qubes, Tutankham, Raft Rider, Klax, Ikari Warriors, Skate Boardin', Star Wars: Arcade, Star Wars: Death Star, Tapper, Frogger II, Popeye, Moonsweeper, SwordQuest Waterworld, Gremlins, China Syndrome. Paul Panks, 4856 East Cheryl Drive, Paradise Valley, AZ 85253.

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**ATTENTION 2600 OWNERS:** Send for a sample issue of the 2600 Connection, the newsletter for owners & collectors of the Atari 2600 VCS. Send \$1 to: The 2600 Connection, c/o Tim Duarte, 8 Jenna Dr., Fairhaven, MA 02719-5123 or send an email to: [tduarte@umassd.edu](mailto:tduarte@umassd.edu)

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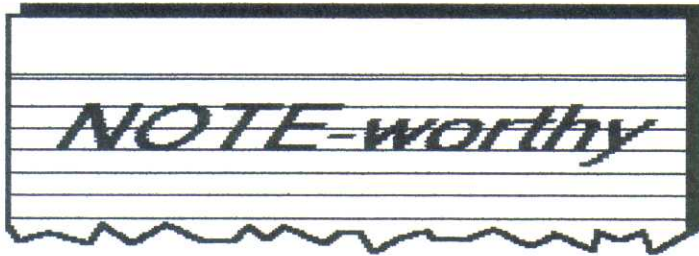
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### THE GOLDEN CHILD

DP Staffer Jeff Cooper and wife Rebecca recently announced the birth of their 7 pound, 6 ounce baby boy, James Fenimore Cooper III. James was born on February 23rd at 11:53am in Westerly, RI Hospital. Jeff told us shortly afterwards that he tried for Jr. Pac-Man but was bounced. Congratulations, mom and pop Cooper!

### UNIVERSAL VIDEO AND SOUND

A new product on the market should make life a little easier for most of us who own multiple game systems and are tired of switching wires around before getting started. Video Vision Technology, Inc. of Huntington Station, NY recently developed the UVS-1, which enables a player to plug four different game systems in at once. RCA, Super VHS, and audio left/right plugs are all compatible. You can even "daisy-chain" them together and expand even further. There are no buttons or switches to press - just turn on the system you want to play and the UVS-1 does the rest. Works with SNES, Sega, 3DO, Saturn, Neo-Geo, Playstation, Jaguar, and CD-I. Sounds great, don't it? The only problem is that Video Vision didn't give us a price! So you'll just have to ask 'em yourself. Tell them you read it here and that we're fumin' mad! Video Vision

Technologies, Inc. 44 East 14th Street, Huntington Station, NY 11746.

### GETTIN' CLOSE TO ANOTHER VIDEO (DEADLINE!)

We're not joking! We just got all kinds of cool new equipment so the next DP video should look better than the kind you would buy in a store! So send us your video! Why not schedule some time this weekend to record a little videogaming session? Let's see your collection, your diamond in the rough, your wife's unmentionables if that's what you're into... some of us are! Talk about your favorite games! Reminisce with some old friends! We'll add your stuff to our already lengthy production. This will be the greatest video-game related video tape in the universe! Huff, huff, huff... have I hyped it enough? Send your VHS-compatible tape to us before **March 31st, 1995 for a FREE copy** of the final product, or before April 15th, 1995 for a \$5.00 discount. Hey, we don't wanna make any money on these things... we just want to bond with you! You know where we live. What are you waiting for?

### SEAN KELLY'S MULTI-CART-O-RAMA

Resident ROMpager Sean Kelly is playing mad scientist again. This is a great opportunity for new "classic gamers" to quickly build their library. Sean is selling multi-carts! The Vectrex multi-cart contains all of the Vectrex games (except Animation) and four working demos for just \$50. The Atari 2600 128-in-one allows you to pick from a list of 250+ games and create your own collection for just \$100. Recently available is the ColecoVision multi-cart, containing either 32 16k games or 16 32k games, again - you select. For a listing of available titles, you can write Sean at 5789 N. Milwaukee, Chicago, IL 60646.