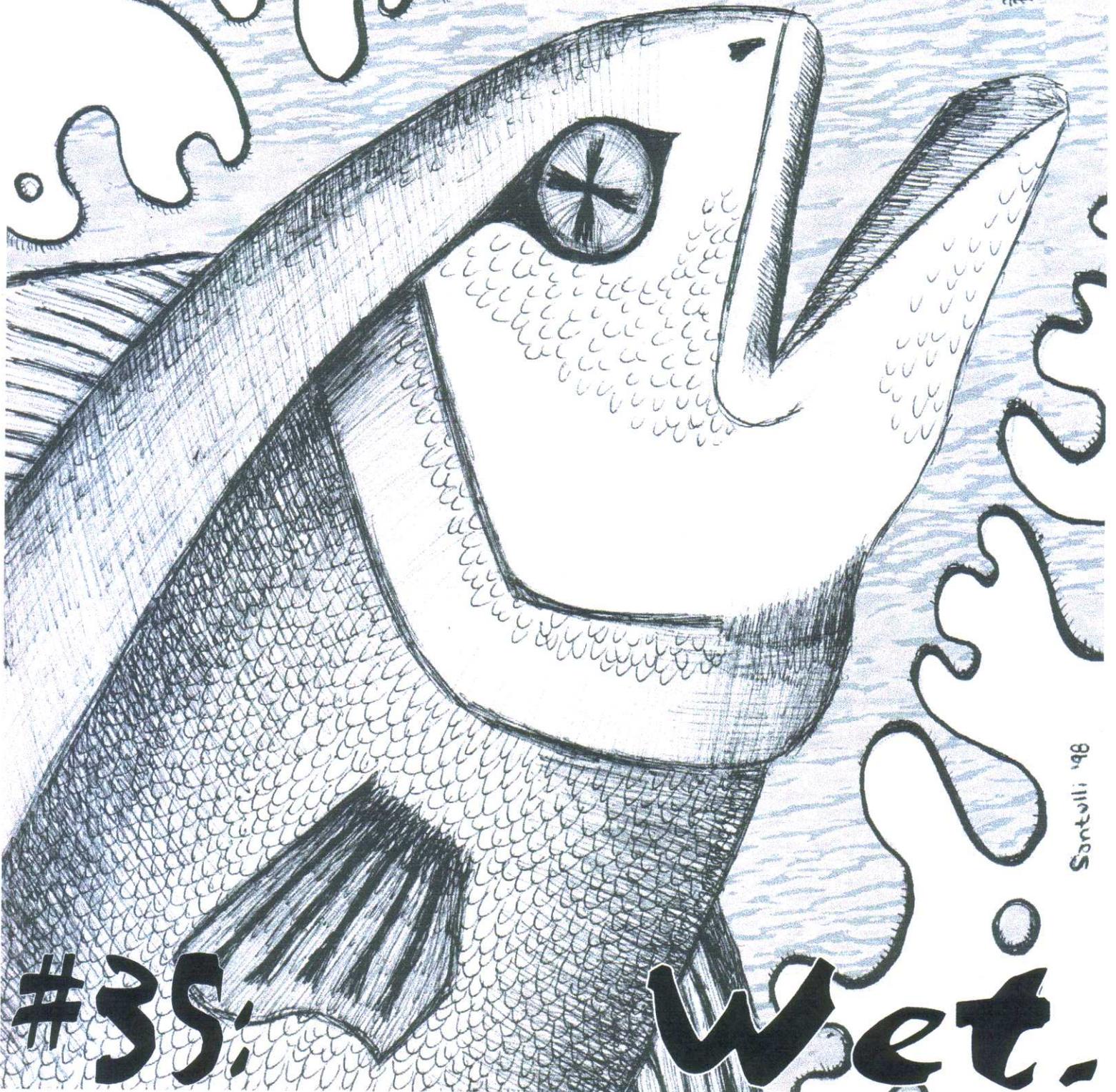


DIGITAL PRESS

THE Biodegradable Source for Videogamers



#35:

wet.

Santoli '98



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Wet.

EDITOR'S BLURB by Joe Santulli

This is where I try to judge your initial reaction to the issue, it's overall look, and its theme. And my guess is you're sitting there wondering what it is that possesses a person to draw a picture of a dead fish. Fair question. The theme was Al's idea, if memory serves... everyone on the team gets a shot at choosing one, and the suggestion was "how about games that take place in the water?". Always willing to meet a challenge, I agreed. Surprisingly, there were no objections from the rest of the gang, gamers to the end that they are. Issue #35 was underway, underwater.

The fish was my idea. It isn't especially clever, and you'd never know this issue had anything to do with video games if you hadn't already heard of Digital Press. But I wanted to get away from the tiny little characters that I typically draw and smack you in the face with the theme at the same time. Enter Zippy, the colder than dead (but also very dead) sea bass. Ah, these themes!

I really enjoy working with this staff because there's a chemistry here that makes the production of DP fun every time. If I told you how many potential writers I've turned away or submissions that I've had to return or file away over the years, you'd think I were a real dickhead. That may be true anyway, but it's moments like these - "let's all write about underwater-based games!" - met head-on without objection that reminds me I did the right thing being a little selective with our writing talent. I think as you read through this issue you'll see we're really enjoying ourselves. Fish! I've never had a job that was so much fun and paid so little... and I've definitely never had such an easy time managing, or such a wholly talented pool to work with. And why I'm kissing these guys' asses, I don't know, so I guess I'll move on.

I think the point I was going to make is that you may be surprised how many games involve fish, but even more surprised that the gang has put in another quality effort despite rather limited subject matter. And yet, this issue surfaced some of my favorite games (**Sub Hunt, Frogger, Shark! Shark!**) as well as some of the worst ever made (**Skin Diver, Airlock**).

Well, time is short... gotta get started on the *next* issue. Anchors away!



Another Sea Hunt Victim
Artwork by Joe Santulli

This issue is dedicated to my first pet fish, Zippy. I caught him in the lake near the house where I grew up while fishing. He was supposed to be dinner but I raised him like a son instead. He lived nearly two weeks and tasted absolutely delicious.

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Psychophile

Truly Fishy Classics

by Joe Santulli

PsychOphile is my eternal effort to document every classic title ever produced - specifically, to get on paper what my slightly psycho brain thinks whenever I play them. Take my comments with a grain of salt, or LIVE by them, it's your choice!

Air-Sea Battle (2600) - So many memorable moments came from this game that it actually brings a tear to my eye to think back to the days when Air-Sea Battle was the king of video games. Most everyone I talk to feels the same... didn't most of us cut our teeth on this game? Didn't EVERYONE own it? Also notable as the place where the 'ol "ship vs. plane" debate was finally resolved. Lots of variation despite

its primitive goal - and still a decent two player game. [Gr: 3, So: 3, Ga: 4, Ov: 4]

Airlock (2600) - Got... to.... find..... the hatch key..... In this inane game, your sub is sinking and you've got to find the hatch key. Well, there it is right on the screen, all you have to do now is leap over obstacles (who was the idiot that put the cement bricks in front of the exit?) and get to the door before the water rises. A game in which all of the thrills, chills, and spills end within the first 20 seconds, after which you can pack it away with your New Kids on the Block lunchbox. [Gr: 3, So: 3, Ga: 4, Ov: 4]

Aquattack (ColecoVision) - In what appears to be the Scooby Doo of video games, you travel down a strangely familiar river (the same scenery passes by over and over) fighting off a helicopter that drops bombs strangely reminiscent of Spy Hunter, and a tank that almost never misses. Get through that little jam and it's off to the skies in a hang glider! Ya gotta wonder what they put in their coffee at Interphase, the same guys that introduced us to a submarine-chasing sewer worker in Sewer Sam. [Gr: 7, So: 4, Ga: 3, Ov: 4]

Atlantis (2600, Intellivision, Odyssey2) - Was there ever a "lost city" of Atlantis? Well, I'm sure as hell not going to find out. That's why I choose to play this game and LET the bad guys win. One of my deepest fears is that the "lost city" will rise again, and the wet scaly denizens of

Atlantis will take over the world! That one, and the one where robots take over the world. Yes, those are my two greatest fears! As it turns out though, all "Atlantis" had were three crummy guns! How did they expect to defend their great empire with three crummy guns? Heck, we have more of them right here at 44 Hunter! Side notes:

plays like a cross between Missile Command and Space Invaders. The Intellivision version has lots of extra neat stuff. 2600/Odyssey: [Gr: 7, So: 5, Ga: 5, Ov: 6] Intellivision: [Gr: 8, So: 6, Ga: 8, Ov: 8]

Bermuda Triangle (2600) - This isn't the WORST Defender wannabe ever created (that honor has been reserved for Mythicon's Star Fox), but it ain't that great, either. What almost every homage to the Defender legacy misses, including this one, is it's "virtual" feel. Things are happening right where you're engaged in battle, but there's also stuff going on halfway-round the planet. Nothing is going on halfway-round anywhere here. Remember, Data Age didn't really put their customers at the top of their priority list. They just stuck Defender underwater, made the backgrounds constantly scroll by, then yanked out everything that made Defender fun in the first place... hey, it's Bermuda Triangle! Let's sell it to the masses! The funny thing is, this is one of Data Age's best games! [Gr: 6, So: 3, Ga: 3, Ov: 4]

Deep Blue (Turbografx) - At first glance this game looks like a video aquarium, but waitaminit... those fish are shooting at each other! Yes, it's

another shooter for the Turbografx-16 with a strange twist that's too strange to fit right here. Suffice to say that the twist isn't twisty enough to make you ignore its many flaws. The most glaring of which is that there are just too many enemy hits that are impossible to avoid. I'm quick, baby, I'm quick! But even I can't beat these crazy attack... fish... ships...? [Gr: 7, So: 7, Ga: 3, Ov: 3]

Dolphin (2600) - You control the title character, chased by an evil squid. You have to use sound cues to figure where your next break in the seaweed will be. Get tangled and you slow down. Isn't it just like life? Running from the evil squid, searching for that gap in the seaweed. Truly a metaphor on life itself. Highly innovative, addictive game. [Gr: 8, So: 7, Ga: 8, Ov: 8]

Fathom (2600, ColecoVision, Intellivision) - Part quest, part arcade game where you play a concerned fish-and-seagull tandem attempting to save mermaids from a prison at the bottom of the sea. Yep, I figure that kind of thing happens all the time down there - us landlubbers are just too blind to notice. Bright, colorful graphics are the highlight - the levels also get larger with each mermaid you save. [Gr: 9, So: 8, Ga: 7, Ov: 7]

Fishing Derby (2600) - One of the first batch of releases for renegade third-party manufacturer Activision, and to this day one of the best. Hey, there's something familiar about those fishermen... waitaminit... that's Kevin and I on the docks fighting for the big-point fish! Really, take a good look! I really wish Kevin were still around, we hated real fishing but spent hours outdoing each other's scores with this game.

Whenever I see that inane bumper sticker "I'd rather be fishing", I think of Kevin's comment "I'd rather beat Fishing Derby". A real classic. [Gr: 7, So: 5, Ga: 8, Ov: 8]

Frog Bog/Frogs N Flies (Intellivision/2600) - Unusual title where two frogs race to see which can catch the most flies in the allotted time. Very addictive, with some interesting effects like a slow nightfall effect and a fly that buzzes by after the match with a little "The End" sign attached to it (ever try to tie one of those little signs to a fly? Now that's entertainment!). [Gr: 9, So: 9, Ga: 7, Ov: 8]

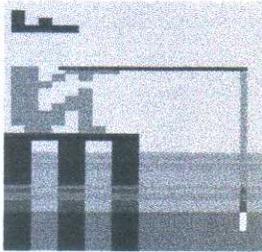
Frogger (2600, 5200, ColecoVision, Intellivision) - A game is automatically dubbed "classic" when it's re-released in an "updated" version ten or more years later. Yep, I just made that rule up. Deal with it. Frogger is one of those, and for good reason. It has charming graphics and music, a solid control system, and it actually lets you jump on a member of the opposite sex and ride her home to your pad! Er, lilly pad, that is. The ColecoVision version is the best conversion from the arcade game, and there are two versions for the Atari 2600 with the Starpath release being the superior of the two. Atari 2600 (Parker) version: [Gr: 6, So: 7, Ga: 8, Ov: 7]; Atari 2600 (Starpath), 5200 & Intellivision version: [Gr: 7, So: 7, Ga: 8, Ov: 7]; ColecoVision version: [Gr: 8, So: 8, Ga: 8, Ov: 8]

Frogger II: Threedeeep! (2600, 5200, ColecoVision) - No one has ever released Frogger II on a 16, 32, or 64 bit system, and probably never will.

Wanna know why? Because it isn't fun, that's why! Theoretically an improvement over the original, with new levels and things to hop on. Only THIS Frogger plays more like a top-down platform game than a "forge ahead" contest, the original's addictive element. Nice graphics and sound on all ver-

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sions, but a little sluggish especially on the ColecoVision. [Gr: 7, So: 7, Ga: 5, Ov: 6]



Harbor Escape (2600) - One of the better "clones" out there, this game is so close to Activision's River Raid that you'd swear River Raid was being completely ripped off! Oh yeah, it WAS being completely ripped off. Same sounds and gameplay, but with slightly different visuals - you're at the helm of a submarine instead of a plane. The real problem is that the backgrounds don't always give you a clear picture of when an enemy ship is going to head back in the other direction, and

the strange moving landmines never give you an indication of which direction they're going to start to move in. Oh, and the jet that passes over the backgrounds is missing here, too. Wait, did I say this was one of the better clones? Well, really it is - but that isn't saying much. [Gr: 4, So: 5, Ga: 7, Ov: 6]

Marine Wars (2600) - Before Konami got famous for a bazillion great Nintendo games (Castlevania may ring a bell), they produced a few non-famous Atari 2600 games. This was the least famous of them, a sort of "Space Invaders on the high seas". A strange 3D perspective actually hurts the game. There are a few surprises, however, hinting at what Konami would ultimately become. Gladly, they figured out that night missions where your enemy's bullets are invisible was not a good surprise. Just in time. [Gr: 7, So: 6, Ga: 7, Ov: 7]

Name This Game (2600) - Hidden beneath an interesting gimmick that never really reached its expectations is a fairly solid shooting game. At first glance it appears as if you're actually playing an Atari VCS game with a giant "boss" character! The giant octopus may be an illusion, but it's a damn clever one. My vote for the "Name This Game" contest was "How the Hell Did This Giant Octopus Get Into My Swimming Pool!", but I guess that was too avant-garde for U.S. Games' upper brass! [Gr: 8, So: 5, Ga: 7, Ov: 7]



Polar Rescue (Vectrex) - I'm in the minority of gamers that do not enjoy this game. I like the single-minded goal-oriented themes of the classics and somehow this one ain't one of them. Am I supposed to blow up enemy subs? Do I head for the distress call? Hey! I'm running out of fuel! There's just too much to think about, as if the game designers are trying to distract me from the matter at hand, which I'm never quite certain what it is. The graphics are top-notch for the Vectrex,

with a working radar screen and nice fade effects. Just not my cup of tea. [Gr: 9, So: 7, Ga: 5, Ov: 6]

Polaris (2600) - You'll often hear how today's games are indicative of the "me too" theory of design, with everything derivative of something else. Well, I hate to break it to the hardcore vets out there, but it's always been that way. For as long as there were unimaginative programmers, there have been unimaginative games. Here's another example. Smash Galaxian, River Raid, and Sea Wolf together and Polaris is the result. Nothing original, but still well-made. And there's lots of "pinging". You have to like that. [Gr: 8, So: 7, Ga: 6, Ov: 7]

River Patrol (2600) - It's all about making it down the river alive, and sometimes you can even save a drowning man. By the third "river", you'll have forgotten all about the drowning men and will be focusing solely on saving your own ass. A game of nerves, you'll have to navigate through some really tight spots while racing against the clock. The colors are really psychedelic, as is the theme song that plays repetitively. Kind of like Martin Sheen's river trip in "Apocalypse Now". [Gr: 7, So: 7, Ga: 8, Ov: 7]

Sea Battle (Intellivision) - Like many of Mattel's early offerings for the Intellivision, Sea Battle requires a friend to play. My best friend Kevin hated Intellivision, being a staunch supporter of the joystick controller.

This posed problems for me so my experience with this game is limited to playing BOTH sides, left hand versus right. And damn, right hand was good. Left hand really had sucky aim and never used its mine layer. Right hand had creative solutions, sometimes hiding in the most unlikely spots on the map. No sir, left hand never really had a chance. Final analysis: great strategy game that has just the right amount of action, a rare find. [Gr: 7, So: 6, Ga: 7, Ov: 7]

Sea Hawk (2600) - Here's one that drives collectors crazy because to round out their collection they have to have all three manufacturers' versions of this incredibly awful game! Intended to be a game for Defender fanatics, you can shoot down planes or drop bombs on the ship below. If you can play for five minutes you can play forever, because the difficulty never increases. Yes, folks, it's "Land of the infinite enemy planes". An interesting option allows you to guide your downed pilot onto a friendly ship. Better off in the briny deep, I say. [Gr: 2, So: 5, Ga: 2, Ov: 2]

Sea Hunt (2600) - Like Sea Hawk, this game was ripped off more than once (Scuba Diver by Panda and Skin Diver by Sancho), for no apparent reason other than the fact that no one was actually going to fight for the rights of it. Boasting two different screens - both are templates for bad programming - you fight off sharks, squids, big pink fish, and other indistinguishable ocean creatures to get to the sunken treasure. Greed has never been this ugly. Davey Jones' locker is too good for this game! [Gr: 1, So: 1, Ga: 1, Ov: 1]

Seaquest (2600) - Activision almost always fired winning titles at the Atari 2600 crowd. Seaquest isn't one of their better titles, but it's just further proof that they could do almost anything with style. What always amuses me about the classic "underwater" games is that they invariably seem much more like playing in an aquarium, or a kiddie pool, or even a really big bowl of water than in the ocean. In this game, you pilot a tiny submarine around a bathtub, saving stranded divers from oddly-colored sharks and really really tiny enemy subs that look like they'd have to be manned by Barbie and Ken. And yet, I'm compelled to play another game... [Gr: 8, So: 8, Ga: 6, Ov: 7]

Sewer Sam (ColecoVision, Intellivision) - A plot that could ONLY be hatched in a video game: a sewer worker fights off bats, sharks, giant spiders, and alligators en route to a hidden submarine base. The two versions of the game are different enough to warrant playing them both, and both are pretty decent (although the sounds can get a bit grating). I can tell you I'll never go down into a sewer again without a gun! Not that I spend a lot of time in the sewer, mind you. [Gr: 7, So: 4, Ga: 7, Ov: 7]

Shark Attack/Lochjaw (2600) - A few subtle variations separate Apollo's original title "Lochjaw" from the more common "Shark Attack", but nothing that makes either significantly better. A Pac-Man wannabe by nature, this game suffers from the old "hidden sprite" issues that inexplicably cause you to get hung up on walls that you're clearly not touching. If that problem could have been avoided, this would have been a real winner. The graphics are superb, with nice detail and lots of animation. Shark Attack not only obeys copyright law but also fixes Lochjaw's added "hidden-sprite" problems. It's hard to believe Parker Bros. went to such trouble to deny Apollo the Lochjaw title (some legal crap involving their "Jaws" license), I guess they never played the game! Lochjaw: [Gr: 8, So: 7, Ga: 2, Ov: 3] Shark Attack: [Gr: 7, So: 7, Ga: 4, Ov: 4]

Shark! Shark! (Intellivision) - A long-time favorite 'round here at 44 Hunter, this highly original game is a cross between David & Goliath, an aquarium screen saver, and any other game that makes your thumbs hurt a lot. Eat little fish, avoid big fish, and mix it up with an angry shark to get points. There are unpredictable lobsters and super-human (hmm) sea-horses to boot. It's even more fun with two players, which earns it extra points. [Gr: 8, So: 7, Ga: 9, Ov: 9]

Sub Hunt (Intellivision) - Lay silent, lay low. One of the coolest effects in videogame history and a signature of the Intellivision was the "shaking apart" screen, which is used to great effect here (also see Star Strike). If

a depth charge explodes nearby, the entire video screen trembles. Get hit, and the whole thing goes cuckoo, baby! Excellent sim also has the distinction of playing the finest electronically-produced version of "Flight of the Valkyries" as a reward for wiping out the enemy fleet. Great game with the lights



Psychophile

out. [Gr: 7, So: 9, Ga: 8, Ov: 8]

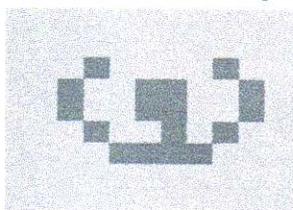
Sub Scan (2600) - Sega has always enjoyed success in the arcades, but have been "hit or miss" at home - here's one of those "misses". You pilot a ship above water, trying to bomb subs traveling at varying depths below. The best thing about this game is that you'll forget you ever played it once it's turned off. [Gr: 3, So: 4, Ga: 4, Ov: 3]

Submarine Commander (2600) - Sears produced two "original" titles for the Atari 2600 (the other was Steeplechase). While not a BAD game, it really lacks in depth... just your basic fire torpedoes at ships crossing your path. If any REAL war had this many boats just zipping around mindlessly, we'd probably still be fighting in it. As strange as this may sound, I don't like games where I can't "die". Shelf this one. [Gr: 3, So: 2, Ga: 4, Ov: 3]

Subroc (ColecoVision) - Sega arcade conversion that gets the general

idea but not the excitement of the coin-op. The arcade game (titled Subroc 3-D) seemed to have objects flying right off the screen at you. The home version has badly animated sprites that increase in size in stages, making it look like everything is "hopping" towards you. It's fast paced, and requires you to play on the water and in the sky... not a bad game but nothing special. [Gr: 5, So: 8, Ga: 5, Ov: 5]

Water Ski (7800) - I've found that the proportion of people who like this game is relative to the number of people who can figure out its controls. It's a pretty-looking game with a fair challenge ahead - use the same controller to both move the boat and the water skier attached to it. Atari 2600 players use the game company Froggo as part of their argument explaining the fall of video games in the mid 80's, but Atari 7800 players



saw quite a different side of the company. Although they only produced two games for this system, they were both original titles, worthy of the shelf space they took up. [Gr: 8, So: 7, Ga: 8, Ov: 8]

White Water (Intellivision) - How can anyone NOT like a game that has an angry river God? This often overlooked game never disappoints, it's tough to control the little raft as it spins and bumps its way down the river, but it's worth learning. I still get a sick feeling in the pit of my stomach when a little man falls out of that little raft and gets sucked down into the whirlpools. Gulp.

[Gr: 8, So: 9, Ga: 7, Ov: 7]

BUENO VISION

Aquatically Inclined Movie Reviews by Tony Bueno

I've always enjoyed reading the occasional movie review inside DP. For a change, I'll try to write something that pertains to this issue's theme. Here, in no particular order, is a listing of good and bad underwater movies and games.

CRIMSON TIDE: ****

WOW! Tony Scott is probably one of my least favorite directors. His credits include Beverly Hills Cop II, Top Gun, Days of Thunder, and The Last Boy Scout. True Romance was OK, probably because Tarantino wrote it, but allegedly Scott had to put an ultra-cheesy saccharine ending to that movie. Crimson Tide blew me away. Denzel Washington and Gene Hackman are at their best in this tale of mutiny and betrayal aboard a nuclear submarine. Tarantino has an uncredited hand in spicing up the dialogue (note the Silver Surfer reference and the radio repairman named Vossler, also on the fight marquee is Pulp Fiction, named after one of his roommates). Plus, the submarine happens to be named Alabama. Coincidence? A must-see!

THE HUNT FOR RED OCTOBER: **

Not a bad movie, but one you need see only once. Baldwin and Connery give fine performances but unfortunately the film is very slow and what little action is there isn't too spectacular. Some like it, though... Interesting to note that Connery's Scottish accent is constant whether he's playing an Irish policeman (The Untouchables), a British secret agent (Bond), or a Russian submarine captain (here).

LEVIATHAN and DEEPSTAR SIX: *

One plagiarizes John Carpenter's The Thing, the other Ridley Scott's (Tony's talented but definite hit-or-miss brother) Alien. A sea monster terrorizes the crew of DeepStar Six while the cast of Leviathan combat a deadly virus. Since the aforementioned original films are so much better, you'd be much better off checking THOSE out instead.

UNDER SIEGE: ***

Martial arts movies, like video games, have always appeal to me. Many of Seagal's films are detested by critics but I usually enjoy them nonetheless. This was, I believe, his highest acclaimed film ever, some have speculated because Nick Nolte and Tommy Lee Jones really steal the show (hard to believe no one mentioned Erika Eleniak, but that's besides the point). So what if it's really nothing more than Die Hard on a battleship? That doesn't detract from the enjoyment! Much better than the sequel. Just once (well maybe ALWAYS), I'd like to see the villain win in a movie.

HUMANIDS FROM THE DEEP: *** 1/2

Maybe I shouldn't write this review... it's been so long since I've seen this movie. As a youngster, it absolutely fascinated me. The story involves monsters from the ocean coming ashore to breed with human women. Why it appealed to me is still a mystery. Maybe I'm just a little sicko.

CREEPSHOW ("Something to Tide You Over"): *** 1/2

This 1982 horror flick is hands down the best anthology ever. While not as scary as "The Crate" and not as hysterically repulsive as "They're Creeping Up On You", this story really shines. Leslie Nielsen finds out that Ted Danson is sleeping with his wife. He then blackmails Danson to come out to his beachfront property where a surprise is in store for both of them. At gunpoint, Danson is forced to bury himself up to his neck in sand. What happens next is all-out terror with a healthy blend of humor thrown in for good measure. Don't miss it.

CREEPSHOW 2 ("The Raft"): * 1/2

A big letdown from George Romero. This story involves a couple of hard-up teens who travel to a floating platform in the middle of a secluded lake. Little do they know, a slimy, carnivorous, totally unexplained blob devours anything in its path. The one saving grace would have been the ending, which was given

(Continued on page 21)

ROMpage!

out of CONTROL

featuring
Sean Kelly

Where have I been?? In my annual scrounging for Christmas presents for my family (parents, brothers, and sisters - not wife and kids), I found myself looking into Playstation games for my brothers. Admittedly, I don't keep very up-to-date as to what's hot and what's not for the PSX, so I had to do a little reading to familiarize myself with what the hell is going on nowadays. It was almost as if I'd stepped into a time warp!

I grab a copy of the 1998 Videogame Buyer's Guide which is done by EGM with a hefty cover price of SIX BUCKS! Damn isn't it awesome to own a convenience store and not have to pay for your mags! So I start flipping through the pages and I see some fairly cool-looking games. I also notice that damn near everything seems to be done with polygon graphics. I've never been a big fan of polygon graphics. I remember the first game I ever played in which they were used and it was horrible! This is stretching the limits of my memory by about a factor of 10, but the title that comes to mind is **4D Boxing** for the Amiga. The fighters looked like something out of the 2600! Their movements were realistic and all, but the concept of polygon graphics was much more reflective of "rectangle" graphics at the time and it really didn't impress me much. Even the likes of **Hard Drivin'** at the arcade wasn't my cup of tea.

NOW I see what they had in mind way back when. I rented a copy of PSX **Fighting Force** the other day. Whoa!! All polygons and they can actually make shapes out of them now! The game rocked even though I finished it three days. If you were a **Streets of Rage** fan on the Genesis, you really need to snag yourself a copy of this game.

Anyway, while the polygon thing was something of a wake-up call, it wasn't much of one compared to what I would see as I got further into the mag.

I find myself more interested in information about classic games than the games themselves many times. While I do have a selection of favorites to play, I'm always up for a good story or background information or what not about most any game. For this reason, my collection of videogame mags from the classic era is among my most prized possessions. As sad as it may seem, I am constantly flipping through them reading the ads, looking for pictures of obscure hardware, reading the articles, you name it.

As I get to about the middle of this 1998 buyer's guide, I'm only glancing at pictures by now. Out of the corner of my eye this "thing" catches my attention. It looks kinda like a remote control of some sort, but I quickly realize that it's a joystick called the ASCII Grip. Now keep in mind that I'm much more "used to" flipping through my classic mags than I am this kind of thing. In "MY" mags, a revolutionary controller is the likes of the Joysensor or even Zircon's chrome-plated stick or the Le Stick

which used mercury switches to sense movement in thin-air. What the hell are these things?? The buyer's guide goes on for three pages with numerous pictures of controllers for various "modern" systems. All the while I can't believe how archaic my idea of a controller has become.

Controllers now have names like the Barracuda or the NitroPad or the Eagle. They all seem to have a minimum of 87 buttons on them and some, like the ASCII Sphere, have, well, a sphere sticking out of them. *I* was crying when Sega came out with their 6-button controller for the Genesis! In completing **Fighting Force** on the Playstation, I can't help but think it might have been a lot easier than it was if only I was able to master all the different buttons but I just couldn't get used to them. I gave up on the N64 long ago - two DIRECTIONAL controllers on the same joystick??

Never mind the names and functions given this "new breed" of controller, what's the deal with the shapes?? Have you seen the Eagle 64 by Nyko? The damn thing looks like a stingray! How about that ASCII Grip? This beast is intended to be used by one hand only. There are 10 buttons (that I can SEE in the one-dimensional picture) and the joypad. My God! I'd pay money just to watch someone that has mastered the use of that thing - it would be more fun than playing whatever game he/she is playing! That Barracuda controller I mentioned has not one, not two, but three joypads. While I realize (or should I say hope?) that no game would call for using all three at the same time, I can certainly see myself scrambling for the correct pad to make a drop-pass in **NHL '98**.

Now I don't mean to imply that these controllers don't have their strong points. Hell, just looking at them you can tell they're going to be a lot more comfortable than your standard Intellivision controller. I doubt I'd ever be able to get used to all the buttons and such on the standard N64 pack-in controller, but it's sure as hell easy to hold. Even the pack-in PSX controller is a whole lot easier on the thumbs than say the pack-in 2600 controller. Oh the endless hours of Activision **Boxing** on the 2600 with periodic "thumb breaks" - what memories. If only we could have plugged-in a PSX controller back then. We would have boxed for days and only have to break for food and bathroom.

I guess this is progress but it's kinda hard to tell in my opinion. How much fun can a game that requires you to rotate a sphere be? If you need the "14 programmable buttons" that are included on that Barracuda controller, you've got one seriously demented game on your hands in my opinion. I can just see these programmers sitting back laughing their asses off.

"What if we made people press 7 buttons at the same time with their right hand while rotating a sphere with their left hand and their chin on an analog pad?! THAT would be hilarious!"

"No...no! I have a better one! We pack-in the one-handed ASCII Grip controller with our game and require that they buy a second one in order to do the REALLY cool moves. Then we'll have some ass sitting there with both arms outstretched trying to manipulate 20 buttons and two pads at the same time. Friends would be able to come up and throw shit at him or spit on him or whatever they wanted and the poor schmuck would have to sit there and take it."

I bet you didn't know that THESE are really the types of things discussed behind closed doors at Capcom or whoever. The really funny part is that some people would do it too!

An area that has seen some nice progress is the driving/flight controller department. There are four of this type of controller mentioned and all look pretty damn cool except two out of the four still get a bit carried away in with the buttons. The Hot Wheels Ultimate Racing Wheel, for example, has 11 action buttons, the wheel, two foot pedals, and a joystick bundled together. I don't think my real car has that many buttons! The ACT Labs RS wheel looks nice and simple however. You get a stylish wheel with a FEW buttons and a set of foot pedals. It almost makes me want to run out and get a game that's compatible with one of these just so I can rationalize buying the controller. All of these put my meager ColecoVision Turbo controller to shame.

What's the deal with these "big-base" controllers still hanging around? You know, the ones that you have to set on a table because if you dare set them on your lap they'd leave indentations in your legs that wouldn't go away for three weeks. I understand that they're trying to give more of an arcade feel to the games, but it doesn't work. Can we please get on with our lives?

My take on the controller scene:

- Attention to ergonomics is a good thing. Nobody should need a hand massage after playing a few games.
- Attention to aerodynamics is a ridiculous thing. These folks are just trying to make something that looks pretty in order to catch your attention. We're playing games here....not launching a stealth bomber from our palms.
- Buttons are getting WAY out of hand boys and girls. There needs to be more paperwork required of companies that intend to release a controller with more than 8 buttons.
- I SUPPOSE I can stand for non-standard controls like spheres. This type of controller should be limited to a pack-in with a game that specifically takes advantage of it though.
- Multiple joypads/sticks are definitely not kosher! Yeah, yeah, there MIGHT be a game or two for which this would come in handy, but let's set the absolute maximum at two please!
- A COUPLE programmable buttons is acceptable. Game companies are always seem to find a need for more buttons than the standard controller has so these might come in handy. Seventeen of them is certainly out of line though.

There's a quote from who the marketing manager of InterAct controller company that sums up a lot of what I have had to say here. Jason Herskowitz says: "Because this is what we do, InterAct can concentrate on something as small as the spring tension of a joystick."

Jason, my man, it's time you seriously sought-out a life.

OK, a quick DP CD-ROM status note here. The CDs are about half-gone now. If you've been sitting around waiting for one to bite you on the ass like you always do, it's not gonna happen and you'd better get up now and go get that checkbook. You know you'll be crying if you miss-out on the CD!

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Coop De Grace

Our resident teacher Jeff Cooper gives us yet another lesson on videogaming
3DO: OK.... NOW!

Most of us gamers meet the news of a system's death with mixed emotions. Remember when the ColecoVision died? No more new games, end of an era . . . that was all so depressing. But before long, tons of old ColecoVision games and even newer releases became available at wildly discounted prices. Those who didn't own the system had a chance to get one - with plenty of games - very inexpensively.

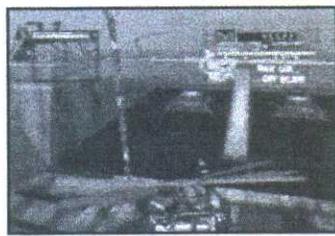


Way of the Warrior: the answer to the MK2 craze

Most people couldn't care less. They dismiss or even despise the 3DO, and won't even consider picking up a system and games, regardless of the price. I think the attitudes behind that response need to be examined.

The 3DO failed for many reasons. First, and most obviously, it was ridiculously priced. In pricing the console at \$699, 3DO immediately eliminated kids, teenagers, and college students from the market. How much of a market is left after that? I own every system ever made, but never even considered buying a 3DO - in short, it was out of range for even hard core video nuts like me.

Okay, I'll take some of that back. I did consider the 3DO. Usually, I first decide whether I want something, then I decide if I can afford to buy it. 3DO so botched the release of their system that I never got to the second stage - that is to say, I never really even wanted a 3DO. Here's the scenario. I walk into Bababages in 1993 and I'm being asked to part with a cool \$700 for the newest technology. Man, I think, this thing must rock. It must play the coolest, most revolutionary games. But what games were available? At first practically nothing. Nothing much I'd ever heard of. 3DO certainly didn't have the name recognition of Nintendo, Sega, or even Atari. I'm a sucker for anything new, but none of the first games looked so great that I really had to have them. In fact, as more software began coming out, the library seemed like a collection of really bizarre shit: those *Putt Putt* kiddie games, the ESPN sports instructional videos, maps and almanacs, stuff about birds. "What the hell is this thing, I thought. For this huge amount of cash I'm expecting a killer game system. But at one point I looked over the software on the shelf and a majority of the titles weren't even games!



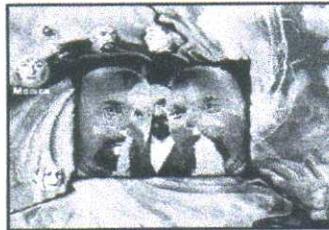
Games like Bladeforce made you realize the power of the 3DO system.

Lost amidst all the hullabaloo in the last year over the Playstation and N64 has been the rather quiet death of the 3DO.

Well games started coming, but the media was not kind to the 3DO. In hindsight, they didn't seem to approach the games in terms of whether they were fun to play, or whether they were an

advance over anything out there. Rather, they said, "For a \$700 system, this game better absolutely blow me away." If early titles like *Escape from Monster Manor* or some of the golf offerings had appeared on the SNES, the reviewers would have been blown away. But in light of the 3DO's price tag, the games didn't cut it, or at least that's the sense I got from the mags.

Other problems became greatly magnified by the 3DO's price point. A few games came out that genuinely stunk. That's the case with every new system, but the existence of bad games on a \$700 console seemed all the more outrageous. And then word got out that the controllers sucked. I'll bet that even now if you took a poll among non-3DO-owning gamers, most would tell you that, as best as they know, control is a problem for many 3DO games. I think lots of people - like me - became hardened against the 3DO, and refused to consider buying one even as the price for the console dropped and dropped and dropped. With its absurd cost, the flubbed release, the bad press, the initial batch of crappy games or non-games, the 3DO was indelibly stamped as the *Heaven's Gate* of the videogame world.



Psychic Detective is an entertaining FMV (you read that right) game.

Nevertheless, once the 3DO matured, over a million units were sold worldwide. And that (admittedly limited) success came because of problems the 3DO did NOT have: contrary to popular perceptions, the hardware is advanced (at the very least a huge leap over the 16-bit systems), and there is no shortage of good 3DO games. Indeed, aside from the important and obvious fact that it's a dead system, just about all the problems associated with the 3DO

are now gone, and for the giveaway prices involved, 3DO is one of the best bargains around on the videogame market. Let's look at specifics.

The Price: The unit once cost \$700. Games typically ran about \$55 each. You can now pick up a working 3DO with a sizeable batch of games on the internet for \$150. Hell, I saw a 3DO system with forty-seven boxed games (most of them good ones) go for \$110. That's better than you're gonna do buying used NES! That deal was a fluke, but systems are available from dealers for around \$70 or less: see www.vglq.com, which also has a vast supply of new games that range in price from \$3 to \$12. (A DP staffer is picking me up a new 3DO for \$39, but I don't know where he's getting it). Again, you can do real well if you buy a package deal off the net. Though you may be too late, Wal-Mart is blowing out games all over the place, new for \$5. I don't know if Funcoland has any 3DO left, but they were basically giving games away over the summer.

The Library (Game Quantity): For the longest time, 3DO own-

(Continued on page 23)



Skin Diver

Atari 2600

Sancho

Action



One soggy review by Joe Santulli

Element	Joe	Russ	Clint	Scott
Graphics	1	3	2	4
Sound	1	3	4	5
Gameplay	1	1	7	3
Overall	1	2	4	4

<input type="checkbox"/>	Multi-Player, Same Time	<input type="checkbox"/>	Data Save Features
<input type="checkbox"/>	Decent Game Ending	<input type="checkbox"/>	Hidden Stuff
<input type="checkbox"/>	Variable Skill Levels	<input type="checkbox"/>	Non-Linear Gameplay

Skin Diver does to faulty game design what the Leaning Tower of Pisa did for faulty architectural design. Slight difference: this game doesn't so much "lean" as it does topple into a huge pile of rubble. And there are people underneath when it happens. And they're orphans. Handicapped ones. Some will question why I would spend the time to sit down with this game, explore it thoroughly, and report back to the masses my findings. Why - they will wonder - for such a complete and utter piece of trash. And that, my friends, is precisely the reason why I'm doing it. To provide one final warning to anyone who may not have already spent \$1.00 on this game to save your hard earned buck and buy yourself a packet of Pez refills instead. For this game is perhaps the worst history has ever witnessed.

The concept is fair enough: collect treasure beneath the sea by harpooning exotic (and deadly) fish or snagging a really valuable prize protected by sea monsters at the ocean's floor. The concept. Ha. That's where the thrills end and the problem begins... that's about one second after you press reset to start the game.

You see, there's almost no redeeming features to Skin Diver, and I tried really hard to find one. The graphics are just awful - you're supposedly underwater but its more like a crowded fishtank. The

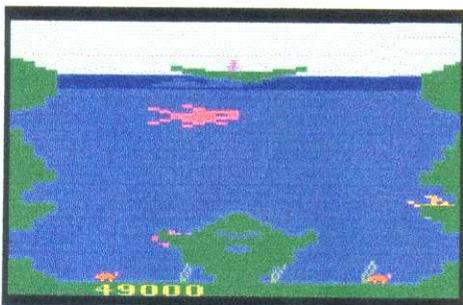
huge fish take up too much of the screen, leading to design flaw #1: it takes too long to find a "safe spot" in the water to jump into. The diver automatically sinks a third of the way into the ocean outside of the player's control. If a fish touches you during this time, you die. You can wait for that perfect moment, but it doesn't make any sense, since you're not losing points or air - just your own precious time! To add to the poor graphics, there's poor animation - mostly everything has exactly two frames of it. The designer tried to add some scenery by putting turtles at the bottom of the ocean but instead of moving they "blink" in and out of place, much like Samantha from Bewitched.

Fortunately, all televisions have a volume knob so it's pretty easy to remove the grating theme song and unrealistic game sounds. It's so very bad. For example, when you are killed by a fish there's a huge explosion! What, the fish set off a bomb inside its stomach? Now THAT would be a game! So Skin Diver gets a big fat ONE in the sound category, which is ONE better than the rating would be if I were to score it on with the volume turned on. Get my point?

Last, and least, is the gameplay itself. Wow... it's really hard to relate just how bad it is in words alone. There are so many problems. There's that thing where

you have to wait to dive off into a clearing in the ocean, mentioned earlier. The sprite collision always works against you - if you're even CLOSE to a fish, you die, but if your harpoon is ONLY close to a fish, it passes harmlessly through. The scoring system is insane. You never HAVE to go for the big prize. Just clear the first screen of fish, position yourself at the bottom, and hit new ones as they appear on the screen (one every five seconds or so). When air is getting low, collect your points. Repeat as often as necessary - until you fall asleep, basically. The first screen is really easy if you're patient. The second screen, where the sea monsters and big treasure are, is much harder since you don't have a weapon and there's a badly designed "maze" to negotiate (complete with more sprite collision problems). This thing was definitely slapped together.

Sancho, then Panda, then Froggo all released this game under the titles Skin Diver, Scuba Diver, and Sea Hunt respectively. It's a complete piece of crap under any name. If you're a collector, find the Sancho version then bury it somewhere where you'll never accidentally play it. Then calmly and quietly check off the game in your DP Guide and move on. I can only hope you didn't have to pay too much for ANY version of this lame title!



The music fanfare when you turn on the power is the only thing that brings me back.



Stone

russ' advice

This game sucks. In fact, I almost like it less than the Mythicon games, probably because the Mythicon games seem more like a joke than a serious effort, meaning the programmers didn't fail as badly at producing a decent game. Trust me, collect this game if you must, but don't torture yourself by playing it. Avoid also Sea Hunt or Scuba Diver, as they are both the same game.

Jaws



Nintendo 8-bit

Bandai

Action



Just when you thought it was safe to go back to Joe Santulli

Element	Joe	Scott		
Graphics	8	4		
Sound	3	4		
Gameplay	5	4		
Overall	4	4		

	Multi-Player, Same Time		Data Save Features
X	Decent Game Ending		Hidden Stuff
	Variable Skill Levels		Non-Linear Gameplay

I can remember the first time I saw the movie Jaws, because it was the first "R" rated movie I was allowed to see (more about my folks' liberal decision making a bit later). In a packed movie theater in Jersey City on a Saturday afternoon, I watched the classic thriller unfold, hoping it would never end. The suspense! The horror! A leg floating to the bottom of the sea! What more could a young boy want? Well, as it turned out, quite a lot of video games. But Jaws - the movie - certainly held me over for a long, long, time. I've seen the movie dozens of times since that day but I always think back to my first encounter with the killer shark on the big screen that Saturday.

While recently playing the Bandai game Jaws for the Nintendo Entertainment System, I felt a similar tug from the past. Yes, this is exactly the way I remember the game. I remember spending days trying to beat it, then taking a completely different approach and whipping it unexpectedly. The game doesn't attempt to follow the movie script: you spend most of it hiding from the big guy until you're powerful enough to take him on. You get tougher by traveling from port A to port B, and of course in-between you are attacked by various denizens of the deep. In the game's climax, you face Jaws mano-a-shark. Not terribly exciting.

Maybe I was expecting the original movie, starring Richard Dreyfuss, Robert Shaw, and Roy Scheider. What I got instead was the fourth movie, starring the woman who played Roy Scheider's wife in the original movie.

It's one of gaming's strange phenomena that certain titles can survive the test of time and ultimately be called "classics", while others lose their charm over time. Although Jaws came to us sometime in 1987 the experience was somewhat "fresh" to me at the time. Today, however, it is readily apparent that the game simply combines several proven formulas and slaps a big movie license on top. When I recently dusted it off to play for this review what sprang into my head was "Seaquest meets Air-Sea Battle in the land of Shark! Shark!" (OK, so odd things often spring into my head). I don't know why I didn't look at it that way in 1987, maybe it's because there weren't all that many "Seaquest meets Air-Sea Battle in the land of Shark! Shark!" games around. Or maybe it's because this Jaws game was fun to play. Or maybe it's just the movie license thing, which wasn't looked down upon as much back then but has a miserable history today. How things have changed.

Compared to other games of its time, Jaws still packs some graphic power. They're terrific - everything looks like what it's supposed to, there's lots of color and just enough animation. There are several different challenges thrown at you - collect sea shells (they're like money) by harpooning jellyfish, stingrays, and small sharks; get extra shells by scoring on the challenge stage (which plays like an Air-Sea Battle boat stage); chip away at Jaws' power. The final stage is where you get to impale Jaws with the bow of your ship. The controls are tight, no complaints there either.

The problem I have with this game NOW is that it's just plain dull. It takes way too long to build up enough power to take on Jaws and by that time you won't be interested anymore. Every time your diver is killed by a lucky jellyfish your power level goes back to the bottom, which is like starting over. During this long quest you are forced to listen to a terrible droning tune. No option to turn it off. Come to think of it, there are no options for anything at all.

I wouldn't rate Jaws lower than the ocean's floor, but it's definitely sleeping with the fishes in my collection.



I borrowed this game from Mark once..... just once..... dreadful!



Stone



The dramatic death of Jaws...



Aquaventure

Atari 2600

Atari

Action



Clint Dyer's fish tale

Element	Joe	Clint		
Graphics	7	5		
Sound	2	2		
Gameplay	6	5		
Overall	5	4		

Multi-Player, Same Time		Data Save Features
Decent Game Ending		Hidden Stuff
Variable Skill Levels		Non-Linear Gameplay

This ultra-rare prototype seems finished, though after playing it, it's easy to see why it never reached the store shelves. There's just simply not enough here to make this game a competitor on the 2600 market. Ahhh, but I'm getting ahead of myself.

The premise to the game is simple. You play an underwater explorer that must reach the depths of the ocean and pick up something (heck, how am I supposed to know what it is, it looks like a little city or something). Each screen of the ocean is filled with fish that swim back and forth at random and each level has more ocean "scenes" downward, narrower corridors and faster fish. After getting the "whatever it is", taking it back to the top of the ocean will cause a mermaid to appear. Touch the mermaid, and you will escort her to the top of the screen (above the water!?) and onto the next level. Throughout each ocean scene, your air meter (a turtle, actually – yeah, you heard me right. It's a turtle!) is crawling towards the "air" sign and if you don't make it back to the top before the turtle reaches it, you die. Putting aside the little stupid things, like going to the bottom of the ocean to pick up something that has nothing to do with a mermaid, the air meter being a turtle, etc., this game still doesn't have a leg to stand on.

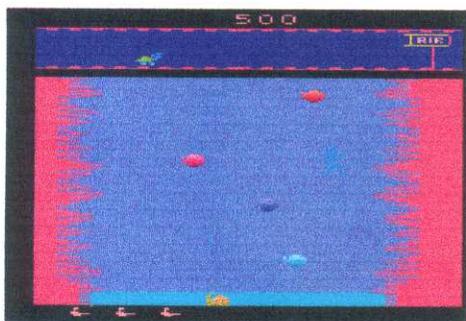
Gameplay is extremely repetitive. Each ocean scene contains one sort of fish or another that you must avoid or shoot to get to the bottom of that scene. If you shoot a fish, another faster fish replaces it, but you have a few seconds to get out of the way and continue on your mission. The problem, however, is exactly that. There is NOTHING more to this game! After 3 levels, I had no desire to play anymore and was actually starting to fall asleep. Though, falling asleep isn't an option you'd expect with sounds as annoying as ones in this game are!

By far, the worst thing about this game are the sounds. There is this constant sonar ping "bing bing bing bing", "bing bing bing bing", "bing bing bing bing" that would probably drive you to act like Sean Kelly if you listened to it long enough (yes, it's that torturous). Above and beyond that, there aren't very many sounds in the game - maybe two or three - one for dying, one for picking up the "whatever it is" and touching the mermaid and one for shooting a fish. Certainly, the 2600 could have handled twice as much as this game tries to give it, and sound wise, there are hundreds of games that are better.

Graphics in the game are plain. The fish are brightly colored, and at least I

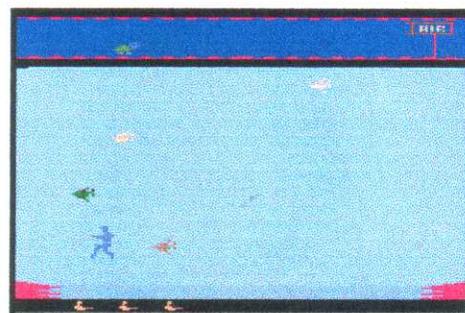
could tell that it was a mermaid and turtle, but that's where the positives end. The main character looks like he's running through the water, not swimming (though, in fairness, I guess it would have been hard to make it look like he was swimming). The graphics on the sides of the screen (the boundary, which you have to avoid touching or die also) are lines that don't look like anything that you'd see underwater. Straight lines with bends in them would have been a better choice for ocean walls, but I guess those wouldn't have been as scary as the jagged lines that poke out at you. The background colors are standard 2600 colors, nothing to get excited about, although certainly not the worst I've seen. Overall, graphically, the game is a disappointment to say the least.

With a few changes, this game could have been a lot better. Change some (ok, most) of the graphics, add a sideways ocean scene where the fish came up and down (ala **Vanguard**) and add a few more gameplay elements and this wouldn't be half bad! In short, having an original of this prototype would be a rare treat, unfortunately, playing it isn't.



beating it

Don't shoot the fish on the way down. Moving through the faster fish is more difficult, so wait until you come up again to shoot the fish. Also, try to go up and down as close to the middle of the screen as possible. It seems that the fish are never at the middle, so that will help you get ready for the next scene.



Dolphin



Atari 2600

Activision

Action



Clint Dyer describes his Friday night dinner:

Element	Russ	Al	Clint	Scott
Graphics	7	7	9	7
Sound	5	5	9	7
Gameplay	7	6	8	7
Overall	6	6	9	7

Multi-Player, Same Time	Data Save Features
Decent Game Ending	Hidden Stuff
Variable Skill Levels	Non-Linear Gameplay

This game, designed by first time designer, Matthew Hubbard is one of the most technologically astonishing games on the 2600. You play the part of a female dolphin (one of the first games that allowed you to control a dolphin), being chased by a squid, both swimming from left to right on the screen. If the squid touches you, you lose a life and start over at the beginning. You start the game with the squid well behind you and the object of the game is to avoid being touched by the squid. To achieve your goal, you must avoid obstacles that slow your progress.

Every so often, there is a line of seahorses that goes from the top of the water to the ocean floor. This line of seahorses has one of the seahorses missing. You must guide the dolphin through the hole in the seahorses to avoid being slowed down. To help you tell where the hole is going to be, the game gives you a sonar audio queue (audio queues, such as this, are another first in the video gaming world). If the pitch is low, then the opening will be on towards the bottom, the higher the pitch, the higher the opening. Learning the sound queues is a major part of success in this game, because running into a wall of seahorses slows you down quite a bit and brings the squid ever closer.

In addition to the seahorse line, waves, in the form of arrows, come from the right and

left of the screen and move to other side of the screen (if coming from the right, they go all the way to the left of the screen, etc.). If the arrow points to the left, when touched, it slows the dolphin or squid down. If it points to the right, when touched, it speeds the dolphin or squid up. Learning to avoid the "bad" waves and hit the "good" ones is another key to success in the game. In addition to the good waves, there's one more helper for the dolphin. Every so often, a bird will fly across the sky portion of the screen (you can tell when the bird is coming by another audio queue and the squid will change color briefly). If the dolphin jumps out of the ocean and touches the bird, she will earn points (varying as to how many times you've touched it before), become invincible and the squid will run from her. Catch the squid and you earn 1,000 to 8,000 points (depending on the difficulty level of the squid) and start over again at the next difficulty level.

The squid itself is probably the most intriguing aspect of the game. It seems as though it's randomly controlled by the computer, but occasionally, you can "lead" it and make it hit a bad wave, or conversely, make it miss a good one. In addition, throughout the "levels", the squid will change colors, which determines his "level of difficulty". The more color changes, the smarter and harder to avoid he gets. Overall, though, the squid really seems to be

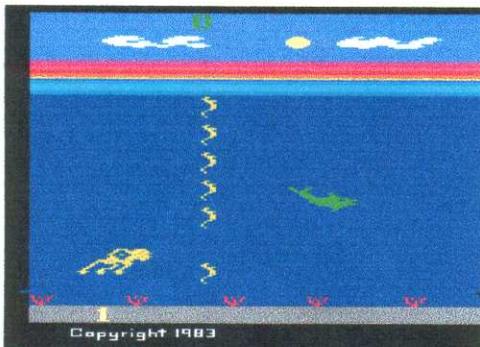
acting like a real squid chasing it's prey. For a system with not very much power, I'd say that's an accomplishment and a half!

The game does have a rather steep learning curve, in that it takes a long time to get used to putting all the aspects of the game together and playing well. At first, making the dolphin fit through the tiny hole in the line of seahorses is difficult, but once you get the sonar sounds memorized, moving the dolphin through them isn't too difficult. Learning the little things, like when the seagull is coming and the squid trick (in the box below) takes time and patience. Once you get those skills down, although the game is never easy, it is one of the more addicting games I've played for the 2600. The patch requirement for this game is 80,000 points, which doesn't seem very much until you start playing. I'd be willing to bet that they gave out very few of these patches, due to the difficulty of the game.

Graphically, this game is second to none. The colors are bright, especially the skyline that the VCS is famous for and the animation on the squid and the dolphin is superb. Each uses 3 or 4 cells of animation, which makes the movement through the water smoother and more lifelike. The dolphin could have been drawn better (it's a little flat), but other than that, graphically, this game is superb!

flashback

Russ Perry: "Fun little game, and an interesting idea using sound clues to play. Of course, me and my brother Dave found that we could get much higher scores by jumping OVER the blockades rather than through the open hole. We never did get to the "Amazing!" twice in one game, but we got within 100,000 points of it (ie we scored over 500,000 points)."



beating it

If the squid is close to the dolphins tail, wait for the squid to hit a "good wave", then turn the dolphin around and head the other way. The squid can't turn around and chase the dolphin during this time, which gives you time to put some room between the dolphin and the squid. After that, keep playing normally (only reversed) until the squid hits a bad wave and do the same thing, and the squid will be all the way towards the back of the screen and the dolphin will be well ahead of him.

Fathom

Atari 2600

Imagic

Action



Jacques Cousteau could have learned much from Clint Dyer if only he knew!

Element	Joe	Al	Clint	Scott
Graphics	8	7	5	6
Sound	4	6	4	6
Gameplay	7	7	3	6
Overall	7	7	4	6

Multi-Player, Same Time	Data Save Features
Decent Game Ending	Hidden Stuff
Variable Skill Levels	Non-Linear Gameplay

Fathom is an interesting title, if nothing else. The goal of the game is to rescue the imprisoned Neptina (Neptune's daughter) from her underwater entrapment. To achieve the goal, you have to find stars located on different screens, both underwater and in the air. Which leads to the main catch. You get to play a dolphin (what is it with me and dolphins in this issue???) and a seagull, a first for a video game (playing two different characters).

You start the game as a dolphin and have to swim down the screens, avoiding enemies that take points away from your "score", while picking up seahorses. Picking up enough seahorses will reveal a bird icon at the bottom of the screen, which will allow you to turn into the bird. In one of the screens, if you pick up all the seahorses, a star will appear and give you a piece of the trident that is needed to rescue Neptina. All the way at the bottom of the water screens is Neptina, waiting to be rescued. Going all the way to the top of the water scenes and jumping out of the water, will allow you to turn into the seagull (if you've picked up enough seahorses, of course).

As the seagull, you fly around to different sky scenes, where you touch pink clouds. Touching all the pink clouds in a specific scene will make a star appear. If you take too long in this task of picking

up the stars, the clouds will turn gray, causing points to be taken from your score when touched. Black birds also fly through the scenes that you have to avoid, or more points will be taken from your score.

The score in the game isn't really a score at all, more like a life meter. If it reaches zero, the game is over, no continues, no extra lives, that's it. Extra score can be gained in the air by touching pink clouds on scenes that have previously been cleared, or touching seahorses in the underwater scenes.

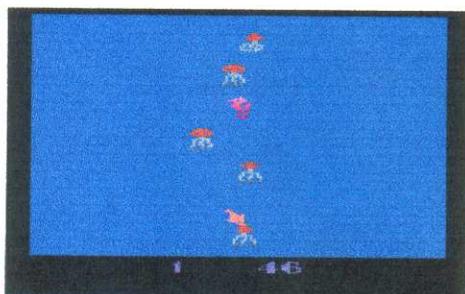
My main problem with this game is the control. As the dolphin, you press the button to swim, but instead of the fluid motion of **Dolphin**, you get this clunky dolphin that doesn't react very well at all, which makes it hard to accomplish your tasks of avoiding the enemies and picking up the seahorses. In the air, you press the button to flap the seagull's wings, the more times you press it, the faster the seagull will fly. While I don't have a problem with that, I do have a problem with the fact that the bird keeps going and is all but uncontrollable when you aren't flapping your wings. Control, overall, leaves a lot to be desired.

Graphics in the game are not as impressive as some of Imagic's other games. The animation of the dolphin (which looks more like a fish than a dol-

phin) and bird is poor and the colors overall are bland and unexciting. If it weren't for the graphically impressive "cell" in which Neptina is trapped and some semi-impressive landscape (volcanoes), this game would be a total dud, graphically. And while on the subject of duds, the sounds in this game are some of the worst sounds I've heard in a 2600 game. Not that there are a lot of them (maybe 2 or 3 different sounds), but the ones there are poor in comparison to a game like **Dolphin**.

Gameplay, while intriguing, is rather repetitive. It's nice that new scenes are opened up through each of the levels, but it's not nice that they're basically the same old thing. As a child, I never made it past level 3 of this game, and replaying it again to write this review, I know why. I was bored with it! In addition to the repetitiveness, the game increases in difficulty like climbing a cliff! The first level is pretty easy, the second level is much more challenging and the third level is just about impossible (as I remember from my childhood). I can only imagine the difficulty on the fourth, fifth, sixth and seventh levels.

Overall, the title isn't horrible to play. Play **Dolphin** (or just about any other game) and you'll have more fun than playing this poorly done game.



A good game, but not the great game I'd expect from Imagic. I liked the TI computer version of this game much better! "Capture another seahorse..."



Stone

I agree with most of Clint's review, except the part about the graphics. Let's remember what system we're playing here: I don't discount the animated fish, erupting volcanoes, and overall sprite detail so quickly.



Santulli

POLAR RESCUE



Vectrex

GCE

Action



Review by Al "el capitan" Backiel

Element	Joe	Al	Clint
Graphics	9	8	7
Sound	7	6	6
Gameplay	5	7	7
Overall	6	7	7

Multi-Player, Same Time	Data Save Features
Decent Game Ending	Hidden Stuff
Variable Skill Levels	Non-Linear Gameplay

The 'Polar' part of the title was probably inspired by the nuclear submarine USS Nautilus, when it made headlines for successfully completing a voyage under the North Pole (Aug. 7, 1958). The 'Rescue' part of the title was probably inspired by the fate of the USS Thresher which sank with all aboard (Apr 10, 1963). At the time a rescue was impossible. If it happened today, the crew might have a better chance. History tends to repeat itself and both of these events were later subject to *deja vu*.

Polar Rescue is the best submarine simulation I have ever played. The 'pinging' sound of the radar gives the game an eerie feeling of solitude. The line graphics are nicely drawn. A few game elements are similar to the **Star Trek** cart such as the launch (submerging) and the docking (rescue) sequences. In this case, the docking is with an escape pod to "rescue the survivors of an ill-fated expedition". The manual does not provide any other explanation. We could be talking about another submersible, a space capsule or even an all-terrain vehicle, that fell

through the ice. The radar scope is reminiscent of **Robot Tank** (2600). In that you basically have to keep circling so that enemy subs can not draw a bead on you, but you can line up your shot. If you are directly facing an enemy sub, it is almost always fatal unless you luck out and intercept his torpedo and even then there's the concussion. I don't feel it is worth wasting your torpedoes on ice chunks or mines. It is better to dodge them by diving under them since firepower is scarce. Seek out subs instead, because when you destroy them, you pick up whatever oxygen or torpedoes they have left. Besides I think you have to destroy x number of subs in order to get to the escape pod.

From the start of each round you should keep diving deeper and deeper, doing battle when feasible. Don't worry about the needle facing north unless you are close to a rendezvous. At this point the regular display will switch to crosshairs which must be lined up together in the center. A successful docking completes the round and replenishes your supplies. If you have trouble docking, try

slowing down and maintaining a steady speed. If that still doesn't work try diving below the pod and come upwards again. There are several handicaps I feel I should warn you about. You can be forced into battle mode if you take too long to dock. Also just like in **Doom** you can be attacked from behind, so you have to watch your butt. The needle sometimes goes into a wild spin and you have to work your way out of it by going into battle or trying to slow it down. As far as resources, try not to let your oxygen dip below half full or your torpedoes go below a dozen. If you hear a thumping sound, you are scraping an ice chunk. Dive down to escape. A maelstrom can be waited out to escape. Bubbles are harmless. Mines are very deadly and should be avoided at all costs.

All in all this game is difficult to master due to the intentionally limited control



Instrument Panel:

Left Register = torpedoes
 Left Gauge = oxygen
 Center = sonar
 Arrow = pod indicator
 Mode Display = Battle/Docking
 Right Register = damage points
 Right Gauge = speed
 Left = reverse (surface)
 Center = no movement
 Right = forward dive
 Subs = lives remaining

Damage Points:

0-10 = No damage
 10-19 = Loss of upper left torpedo tube
 20-29 = Loss of upper right torpedo tube
 30-39 = Loss of lower left torpedo tube
 40+ = Impossible to dock (Just like life!)
 40-49 = Loss of lower right torpedo tube
 50-59 = Loss of arrow indicator
 60-69 = Loss of sonar display
 70-79 = Loss of speed control
 80-89 = Loss of engine (Wave bye-bye!)
 90-99 = Loss of sub

Joystick:

Up = dive
 Down = surface
 Button 1 = pause/no. of players
 2 = reverse thrust/skill level
 3 = forward thrust
 2 + 3 = maintain present speed
 4 = torpedo fire

Scoring:

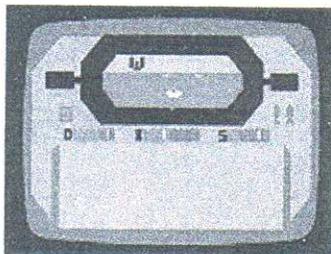
Docking = 5,000
 Destroying an enemy sub = 1,000
 Destroying an enemy torpedo = 750
 Destroying a mine = 500
 Destroying an ice chunk = 275
 Bonus sub at each 25,000 scored.

given to the sub and the tricky docking maneuver. It also requires patience since you have to seek out both friends and foes. I recommend checking out the excellent sub flick, *Das Boot*, to put you in the mood. This is one of the rarest carts from the final days of the Vectrex. It has been placed in the public domain via the Internet and can be found on certain multi-carts like Sean Kelly's.

SUB HUNT Mattel, for Intellivision

8 Alone in my room... lights out... volume up... press the start switch... and... IT'S DANCE PARTY USA! Dance! Dance little sister, dance! Then, finally, sweating... panting... one more shot of JD... and on to **Sub Hunt**. This was the scene

most Fridays during my adolescence. Yeah, I was that unpopular kid - mainly by choice but never daring to find out otherwise - who would spend most weekends alone in my room, with my "virtual" friends Intellivision and Atari VCS. One of the most believable of my high school acquaintances was this submarine warfare simulation by Mattel. For its time, the A.I. was right off the scale. We were all used to "random" events in gaming, and even more used to patterns, but **Sub Hunt** has a little of



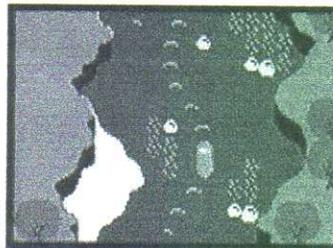
both with a surprise in every game. The basic goal is to wipe out the enemy's naval vessels with your lone submarine (sound like an early 60's war flick?), avoiding their depth charges and ultimately winning the war.

The graphics are pretty standard for Intellivision, with a rather limited concept of the ocean. You'll never actually "see" anything underwater except flak. The enemy destroyers loom larger as you approach, the view shakes as depth charges explode, and water color changes with your depth. The sounds are superb, from the explosions that get louder the closer they are (nice touch) to the sub's engine roar, to the terrific end game theme ("Flight of the Valkyries"), everything adds to the experience. The gameplay is really where it's at, though. Loads of strategy as you find a good approach route, try to surprise the enemy fleet, line them up and time your torpedo salvoes, all while avoiding getting yourself killed.

Laying silent and laying low was never so much fun. Seek out this highly underrated game and see for yourself. - Joe Santulli

White Water Imagic, for Intellivision

8 As I queried in my entry to the DP Guide's "PsychOphile", how can you not like a game that features an "Angry River God"? **Imagic** was really into the mythical entity thing for awhile if you think about it. Besides the Angry River God, they also featured a longbow-wielding Norse God who protects the oppressed caribou in the game **Ice Trek**. The only real problem I see with this is that the appearance of an angry God does not necessarily mean you are going to die. I can just imagine the



raucous this must have created at the monthly "greater than thou" meetings in Valhalla. "Do we punish the mortals for this injustice?", Loki must have asked, "No, that won't be necessary - they're about to be

introduced to the Intellivision Computer add-on peripheral. That's punishment enough", Odin replied.

The game is all about being greedy, which gives it some points. Your goal is to raft-ride down a raging river, stopping at various points to snag treasure. You can't just take it, or the Angry River God gets especially angry. Instead, you have to play a game of take one or take two (I'm sure there's a real name for this game) with a native. If you lose the game, HE walks away with the trophy and you go back to the raft empty-handed. That river is a real bitch to navigate. There are rocks that cause members to fall into the water, shoals that your raft gets stuck in, and whirlpools that wreak havoc on your control. The raft riding is really the meat of the game - the trophy collecting is just a sub-game, in my opinion.

White Water also features some of the most suspenseful moments in classic gaming history. When a rafter gets thrown into the water, you can chase him down with the raft. Catch up, and he rejoins the rest. If you've played the game, can you ever forget the feeling of chasing down a rafter, getting stuck on some shoals and then watching him disappear down the river as you fight to get free? Or worse, watching him drift into and get sucked down a whirlpool? Gulp. It really makes you feel personally responsible, and the possibility of getting back a life that you're probably supposed to lose really adds depth to the game.

This is one of those games you may have never heard of, but if you own an Intellivision, I urge you to seek this one out, even if it's just to piss the Angry River God off. - Joe Santulli

MERMAIDS OF ATLANTIS A.V.E., for NES 8-bit

8.5 I've often thought that it might be therapeutic if someone would develop a puzzle in which each falling piece represents another **Tetris** clone. Fit all the pieces together properly, and all the **Tetris** knock-offs disappear from the screen. Still, American Video Entertainment's **Mermaids of Atlantis** stands out a bit in the terribly overcrowded genre that draws its inspiration from **Bust-A-Move**, **Columns** and, of course, **Tetris**.

The main screen features a Mermaid at the bottom of the sea; clusters of colored bubbles float out from behind her and rise to the top of the screen (my wife demonstrated her maturity by teaching our three-year-old that the mermaid suffers not from gas but flatulence). Each cluster consists of four bubbles of varying color combinations, the clusters also appear

in varying shapes. Your task is to rotate and maneuver the clusters to create combinations of at least four bubbles of the same color, in order to make them disappear. If you mess up, air pockets form (sort of like the spaces in *Tetris*) and the game ends when the screen fills up.

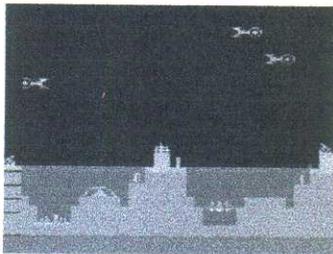
Yes, the game sounds exactly like a million others, but when you actually play it, you see that it does have some new wrinkles that make it worthwhile. For example every so often a letter bubble floats up; after you collect the letters to spell *MAGIC*, you win a magic bubble which can be saved and used later to remove all air pockets on the screen. Like the best of this genre, it's pretty easy to pick up yet hard to master in a hurry. A relatively late release in the life of the NES, *Mermaids* sports relatively advanced, colorful graphics and a choice of several musical tunes; the game also features colorful intermissions that describe the history of Atlantis (but what will the people who made the Bible NES games think of such dangerous superstition?).

In all, this is a game I can recommend with some confidence. I had the game for over a year before finally trying it out, and I was pleasantly surprised. Like several of the AVE releases for the NES, this one is tough to find and quite collectable. It doesn't hurt that it provides quite a bit of simple (if highly derivative) fun. - Jeff Cooper

ATLANTIS

Imagic, for various systems

6 ATARI 2600: This game could just as easily have been another space shoot-em-up. The inspiration for this game, however, is the legendary lost city of Atlantis. This is another "defend-the-city-against-aliens" game in the classic *Missile Command* mold. In this case, there is no bomb-sight, but you get to fire from 3 fixed land positions (left, right & center). There are seven sections within the underwater city which must be protected in order to survive. There are various types of spaceships that scroll across the screen in both directions. Shoot the fastest and you kill the rest. If the center cannon is knocked out, the rest of the city is vulnerable. There are four descending lanes each



ship takes. If a ship makes it to the bottom, it zips across the screen firing a death ray. There are three different 1-player variations and a 2-player co-op one. The only tip I can offer is stick with one gun at a time. There is really no time to switch back and forth. There is a tie-in in the story line with *Cosmic Ark*. Both have similar endings, a flying saucer (escape pod?) flying across the screen. The 2600 edition is my personal favorite and it also seems to be the most colorful one.

There is a clone called *Ocean City* which has

changed graphics. The spaceships and the various city elements are totally different, but the game play is the same. Another interesting clone has surfaced on PAL multi-carts. Since I don't know the name, I call it *Atlantis III: Birds & Bats*. If anybody knows the actual name, let me know. The spaceships have been replaced by birds which flap their wings, and bats which just soar across the screen. The city has been replaced by various people and things. This clone has no visible water level. It has been eliminated. The game play may have been tweaked a bit, it's hard to tell.

5

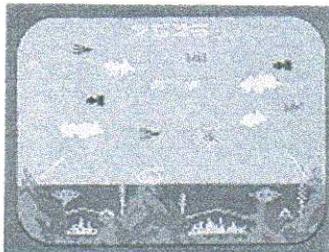
ODYSSEY2: The O2 version has the most primitive graphics and what looks like a 1-player only mode. There are 4 levels to choose from easy to expert. There are only two gun emplacements.

Come to think about it, you really don't gain much with the central cannon. You lose a lot waiting for the ships to cross your firing range. You can take out more with the left/right cannon's diagonal fire. The spaceships are the largest of any system, but overall the graphics are considerably lacking. There are only 6 segments to defend now and there is no flying saucer ending. This was obviously a quickie conversion.

7

INTELLIVISION: This system has all the bells and whistles. The graphics are the most detailed even though they are on the blocky side. There are 15 sections of the city that must be defended, 3 skill levels and 1 or 2 player versions. The

spaceships now have more freedom and can move up and down or stop and start. Now, time-of-day is a factor. Each round is a day consisting of daylight, dusk and night screens. The night is the most difficult due to restricted vision. You can only see the ships when they cross the wandering searchlight beams. This version is also the most flexible since a gun sight has been provided. The



central command post

contains a drone which can be launched once per round. The drone has the ability to fire left and right, so it is very useful to nail ships that you keep missing. The side cannons work as usual and the flying saucer ending is back. - Al Backiel

LOCHJAW

Apollo, for Atari 2600

3

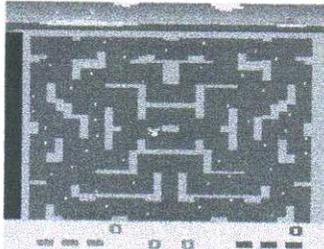
"It's deja vu all over again." -Yogi Berra.

This game was reviewed previously under its newer title *Shark Attack* by Kevin Oleniacz way back in the Pac-Man issue. Kevin hated it and gave it a '4'. I tend to agree. So what's the point? The

point is that *Lochjaw* is slightly different. That's what I actually wanted to talk about and also to say that *Lochjaw* is actually worse. It has many bugs, hence

Random Reviews
Lite

Life Random Reviews



the '3'. If you have a copy of **Lochjaw**, try this on any game variation. At the start, go right. Come straight up alongside the L-shape and bump your head on the overhanging projection on the right side.

The collection register will go crazy and you will be permanently trapped. There are other spots where this will happen especially if you try to gobble a dot from beneath it. This annoyance plus a lightning fast shark and the fact that the walls act like flypaper results in a very frustrating game. I had forgotten all about the escape caves found in each corner until I started replaying this game. The only positive thing I can say is that it is an interesting **Pac-Man** clone with amusing variations. This game teaches a moral lesson as well. Don't be greedy!

Here are the most visible differences between the 2 games:

Lochjaw: Palm trees wave back and forth

Shark Attack: Palm trees do not move

Lochjaw: Large cloud is over first palm tree

Shark Attack: Large cloud is out to sea between isle & ship

Lochjaw: Stern of ship overlaps edge of maze

Shark Attack: Ship has drifted left, no overlap

Lochjaw: Diver is not underlined at start/end

Shark Attack: Diver is underlined at start/end

Basically what happened was that they took out some of the fluff and fixed the bugs. I would much rather play **Shark Attack** any day. Since I don't have to worry about what I can and can not do to avoid getting stuck. This second version came about after Parker Bros. threatened to sue Apollo over the name **Lochjaw** because they claimed it infringed upon their **Jaws** license. So consequently the original version is considerably rarer today. - Al Backiel

River Patrol

Tigervision, for Atari 2600

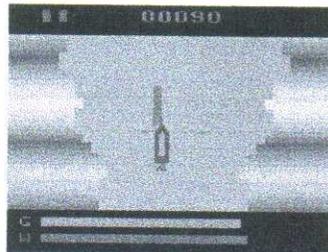
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Do you remember **River Patrol** from the arcades? Did you even know that it was a coin-op game by an obscure Japanese company called Orca? (It was distributed in the U.S. an equally obscure company named Kersten.) Apparently unable to compete with the likes of Parker Brothers, Coleco and Atari in obtaining licenses to hit arcade games, Tigervision went to Japan and procured the rights to such offbeat coin-ops as **Espial**, **Polaris** and **River Patrol**.

In this game, you take control of a tug that is streaming merrily down a jungle river. Along the way, obstacles such as rocks, crocodiles, logs, whirlpools and other boats conspire to prevent you from reaching the dam at the end of the river. The player also must keep an eye on the water meter, because your boat takes in water and there's only so much it can take before sinking! For bonus points,

you can also rescue the drowning folks in the river who occasionally turn up on the screen. Plucking them out of the water is a simple matter of passing your boat through them.

The graphics for the game are representative of first generation 2600 effort but are colorful and clear nonetheless. The accompanying cheeky tune that plays throughout the game is bound to relax any player who just finished a tough round of **River Raid**. While it may never be a main staple in any gamer's daily 2600 diet, **River Patrol** is nevertheless a ser-



viceable action-simulation which possesses enough unique features to make it almost as enjoyable to play as it is to own (consider yourself among the elite if you own this cartridge.) - Keita Iida

TURBO SUB

Atari, for Lynx

5

"What's the best traditional 2-D shooter on the Lynx?" I keep being asked. "Fuck knows," is my typical response. I'm like that. The thing is, though, while **Zarlor Mercenary** has the graphics, **Gates of Zendecon** has the killer scrolling, and

Raiden has the, er, branding, none stands heads and shoulders above the rest.

So, then, does **Turbo Sub** offer the complete package that its portable peers lack? Sadly not. A few notable attempts at innovation are made, however. You take the helm of the **Turbo Sub**, a flying and diving aquatic killing machine. In each level, you have the choice to fight in the air or underwater. Get past the round, and you get to load up your sub with extra fuel, additional ships and upgraded weapons with the gems you have gathered in the course of the game. Other than that, **Turbo Sub** is your run-of-the-mill shooter, with your main objective to blast everything in sight.

As is the case with other Lynx shooters, **Turbo Sub's** scaling and scrolling effects are terrific. The graphics are simple but attractive, but the music and sound effects leave a lot to be desired. The biggest shortcoming rests in the blurriness of the screen. As you'd expect, the passive-matrix display has difficulty in keeping up with the fast scrolling of the game. Curiously, **Raiden** doesn't suffer from the same blurring problem. If you must have a shooter on your Lynx, then go with **Raiden**. But a better bet would be to pick up a TurboExpress. It has a brilliant active-matrix screen and a prolific library of shooters. - Keita Iida

TNN Outdoors Bass 1996 for Genesis



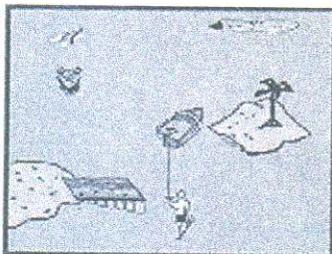
Grab a banjo and a six-pack because you'll need them to make this piece of work even remotely interesting. Yes, I AM saying that it sucks, and that doesn't happen very often. From the dull gameplay, to the annoying background music (which cannot be muted) to the sound of the motorboat (more like the sound of someone breaking wind), it's bad all over. Sure, you can choose different lakes and get into a tournament, but so what? The game is dull and not very pretty to look at, so the tournaments are just more of the same. I got more entertainment value from watching my washing machine spin than "playing" this simulation. - H. Hirsch

Water Ski

Froggo, for Atari 7800

Ok, so it's not an underwater game. It is an above water game, and when you crash (which is often), your boat and skier fall under the water, so that's close enough in my book. The concept is simple enough, you guide your boat through the water avoiding obstacles and pulling your skier through obstacles also. You control the skier in a backwards motion, if your boat goes right, the skier goes right, etc. However, that's where the simplicity ends.

Control in the game is simply put, terrible. Trying to navigate through obstacles while trying to keep your skier from running into things is next to impossible. You can also make your skier jump ramps, but doing that, because of the horrible control, almost always ends in your boat crashing into



the ramp and your skier ending up in that all too familiar underwater area. To add to the difficulty (WTF?!), they've placed hidden (YES, HIDDEN!) rocks and sand bars all over the place, so you'll be going along and hit nothing, but die anyhow. You can control the skier with the left and right buttons of the 7800 joystick, but I found that even more difficult than just controlling him with your boat. The manual actually says it all: "It is possible to live to a very ripe old age without ever seeing level three." They don't mention that it's possible to turn the game off when I want to, or hit it with a really nice hammer, but that's another story. ;-) This could have easily been a 2 player game, where one player controls the boat and one controls the skier and it would have been 200% more fun.

Graphics in the game are nothing special. They aren't horrible, but not up to the level of some other 7800 games. I suppose I'm being harsh, but the boat isn't very detailed, the skier looks too much like a blob, the ramps don't look like ramps at all (I didn't know they were ramps until I went over one by accident) and the rest of the graphics are just blah. I

guess I'm expecting too much from a game by Froggo.

All this being said, however, this is one of those games that's fun enough to be considered almost addicting, and if the control were better, it would be incredibly addicting! Another major thing that stops this from being one of those addicting games is that when you crash, you have to start over again at the beginning. This takes away from the fun of any game, though, if nothing else, you learn slowly how to get through each little portion of the specific level. I suppose it's fun in it's different concept - I mean, how many other water skiing games have been made? The concept alone is reason enough to own this game, just don't expect to be playing it every day. -Clint Dyer

FROGGER

Sega, for Game Gear

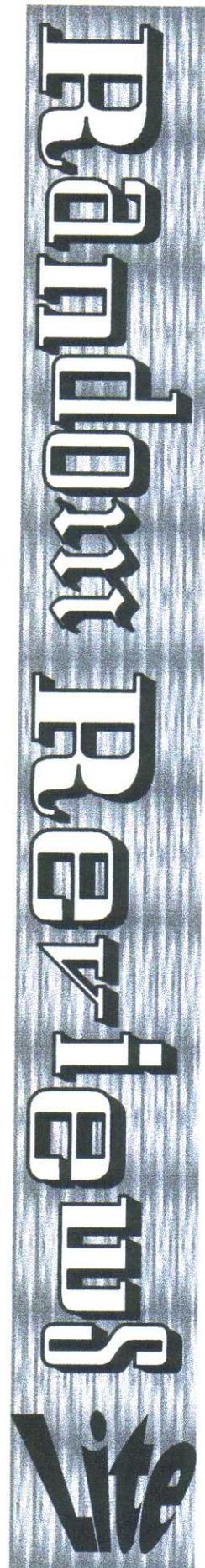
This unreleased Game Gear game was discovered by me when I worked at Sega, about 3 years ago. It was one of my better finds while I was at Sega, and honestly, one of the better games for the Game Gear! For those classic fans, it isn't "original" in it's concept, but for those who like good games, this beats most other classic conversions hands down! The concept of the game is to move your frog through various obstacles (cars/trucks that speed up and slow down at random, lilly pads, turtles that fall into the water and come back up, logs, water areas you can only cross in specific places, etc.) in each level and pick up the stranded frogs located throughout the level, then bring them back to the beginning, where they hop into your home. Rescue all the frogs in a level and you move onto the next level.

The levels are much more challenging and more varied in their design in this version. You'll have to cross a log portion first, then there'll be a car level, then there'll be a lilly pad level, then another car level, etc. The varied obstacles really add a lot that was missing in the original **Frogger**. In addition, **Frogger** can now use his tongue to reach out and grab bugs or items for additional points, which adds yet another level of variety to this title!

Graphics have also been improved, in spite of the small screen they are displayed on. Everything is so crystal clear and the animation/graphics are so well drawn that it looks like you're playing a cartoon instead of a video game. Just about the only thing missing that would make this game perfect is animation sequences between the levels. Other than that, there aren't many faults with this game!

Sounds are great in the game. They took the original **Frogger** music, which, at best was annoying, beefed it up and made different music titles and it turned out wonderfully! Sound effects are average for the Game Gear, which in itself isn't a bad thing, but could be a bit better. It's not enough to take away from the gameplay and with the music playing, it's hardly noticeable.

The game, despite needing a few bug fixes, seems complete and I'm not really sure why this game wasn't released, perhaps because of licensing



Random Reviews

problems, perhaps because SOA didn't see any specific reason to release it (SOA has a tendency to not look back, or at least had until they released Sega Ages). It plays well, despite the pesky bugs, looks good and is, as I said before, one of the best games for the Game Gear. Whatever the reason for it not being released, it's a shame that everyone can't buy a copy of this game! - Clint Dyer

Cobra Triangle

Rare, for NES 8-bit

8

Welcome to the world of radio-control! Welcome to the world of **Cobra Triangle**! This game was designed by RARE Ltd. along with so many other great games and licenced by Nintendo. You may also remember other RARE made games for Nintendo such as: **R.C. Pro-Am**, **Pinbot**, **Anticipation**, and **Slalom**.

All of these games are highly playable and I have to say **Cobra Triangle** is no exception.

Your object is to race your, you guessed it, remote-control speedboat through many rivers and lakes filled all sorts of bric-a-brac. You are also able to obtain one of 5 power-ups by collecting pods. Depending on which pod you collect, your power scale will increase by one or two units. Hitting your select button will activate the item on the power scale which is flashing, be it turbo, fire, speed, missile, or force.

CT is much more than just a race, it is level after level of obstacle courses in which programmers had the heart to throw in a boss creature every 7 levels or so. These bosses are your typical water-fare such as a serpent, crab, squid and finally the dreaded shark. As mentioned before, there is bric-a-brac filling these levels which must be avoided at all costs! Enemy speedboats, logs, UFO's and shirlpools are some of the many obstacles you must traverse in order to survive each level.

You might find controlling your speedboat a challenge at first, but if at first you don't succeed, PRACTICE! Soon, you will be controlling your boat as if it was a natural extension of your body. I'm not kidding! **Cobra Triangle** has an easy learning curve so you can at least get though a few levels consistently

before you die. On the other hand, it can be viciously difficult in the later levels, where every move must be a good move.

I personally love the way this game plays when I have turbo and speed at full power, my finger on the gas and my speedboat skipping along a straightaway... WOW what fun! If you don't already have **Cobra Triangle**, FIND IT! You'll be proud to have such a challenging game on your shelf. - Scott Stone

SUPER SUBROC

Coleco, for Coleco ADAM

7.5

Released in the public domain, **Super Subroc** is the promised update to the ColecoVision release **Subroc**. Everything you saw in that cartridge is here, and more. As the game begins, you are underwater. When I first played this, I thought "what

the heck is with the GREEN water?". After shooting a few attack subs, I attempted to surface, but there was a net preventing me from doing so. After a few more kills, I was able to climb to the surface and found that things looked just like the ColecoVision game there. Submerging again later, I found a mine field. Don't get caught in one of these, or you'll see a giant mine explosion.

The cartridge version of **Subroc** has one boss, the command ship. There is an additional one in this game but to get to it, you must first destroy an aircraft carrier that is surprisingly agile. It launches fighter planes at you, so if they can't shoot you down, they'll go kamikaze on your ass! If you defeat the carrier, you'll get an on-screen status report instructing you to dive, where you'll meet the second boss, a mechanical octopus. It spits out a big black cloud of black ink, blocking out your vision as well as your firepower. Survive, shoot out its legs, and it's history.

The enhancements make this version much better than the ColecoVision cartridge, which was a little disappointing. I enjoy this much more, thanks to Coleco's tradition of adding screens that the arcade game didn't even have (similar to the FIVE screen **Super Donkey Kong Jr.**). - Edward Villalpando

DP Classic Videogames Collector's Guide, 4th Edition

WHAT'S THERE:
200 pages of listings and information for all of our favorite cartridge-based systems, long forgotten by contemporary publications but long-cherished by gamers: Atari 2600, 5200 and 7800, Intellivision, Coleco-Vision, and AdventureVision. Arcadia 2001, Astrocade,

Vectrex, Studio II, Odyssey II, Sega Master System and Turbograft-16.

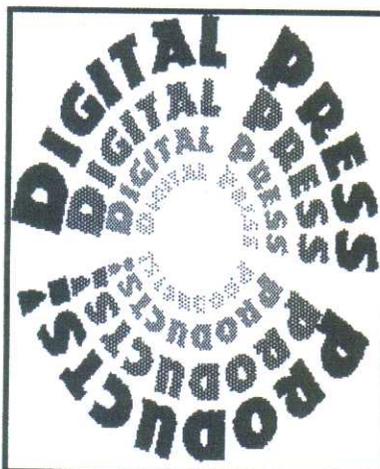
WHAT'S NEW:

- * 3.01 thru 3.07 additions are all here, "Addendums" as printed in Digital Press.
- * Brand new Collector's Connection, over twice the size of the last Guide.
- * Hundreds of product additions, corrections, and updates.
- * New section for AdventureVision, RCA Studio II, Sega Master System, PC Engine, and Turbograft-16
- * Trivia section.

- * Copyright dates have been added in some areas to help chronology buffs.
- * PsychOphile entries provide the editor's capsulized views on hundreds of games.
- * Magazine ratings of the games have been included where applicable.
- * The scarceOmeter tells you how hard each game is to come by.

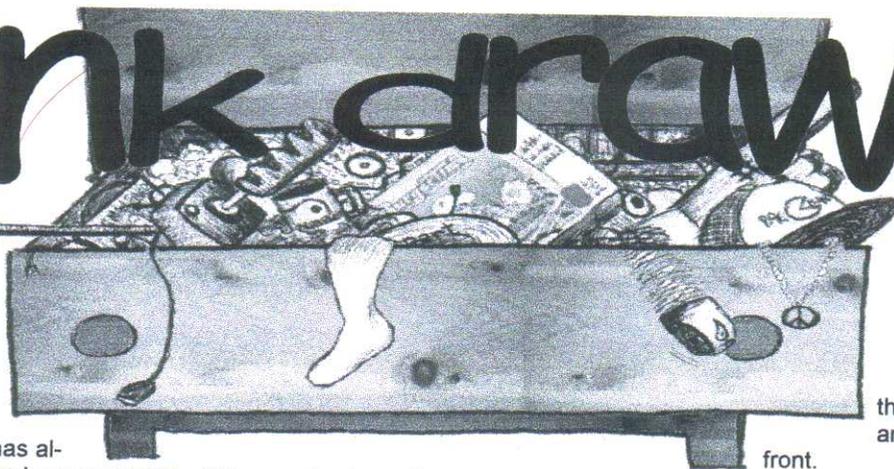
WHERE TO GET IT:

Only here. Send us \$15, made out to Joe Santulli. Don't be the last on your block to have one!



junk drawer

junk to some...
treasure to many



this edition
by Clint Dyer

Paraphernalia (not the drug kind, so get that out of your mind) has almost been around for as long as games. It is as natural an advertisement method as TV commercials and magazine print-ads and costs are absorbed by the company that pays you to use your brand or characters name and/or likeness. However, this type of merchandising wasn't really popular until **Pac-Man** came along. **Space Invaders** may be the game that "started it all" in terms of game popularity, but **Pac-Man** can lay claim as the character that started the "paraphernalia boom". As you see these articles in each month's DP, you'll probably end up seeing more **Pac-Man** toys and goodies than you will anything else. This issue, however, I'm going to concentrate on non **Pac-Man** items and concentrate on the more off beat characters and items.

I've always been into the paraphernalia aspect of gaming. My favorites to collect are the off-beats, such as **Q-Bert**, **Donkey Kong**, **Frogger**, etc. that never got the attention that **Pac-Man** got, which in my opinion, makes those items more special to own. Which brings up another point. Value or rarity is something that is very hard to judge. A lot of paraphernalia is rare and hard to find, but how rare and how hard to find? It's next to impossible to tell. Overall, though, mostly stuff made by big corporations (Milton Bradley, etc.) tends to be more common than the stuff made by "fly-by-night" operations. Some of the rarest items come from companies that most people hadn't heard of before and haven't heard from since, such as Ben Cooper among others. Another thing that determines the rarity of paraphernalia is the fact that there are a smaller number of people who actively collect it, which tends to lower the prices on all but the most "famous" items. Sure, certain items can fetch hundreds of dollars (mostly **Pac-Man** related items), but overall, this is a cheaper hobby than collecting the actual games. It does have it's downside, though. Much like the games that created it, sometimes even more-so, this stuff takes up a lot of space! But, if you have the room to store or display it, the hobby can be very rewarding!

Some of my favorite items are the stuff based on **Q-Bert**. **Q-Bert**, although very popular in the arcades, wasn't very big among companies seeking to release a cereal with his name (though, come to think of it, having marshmallow "coillies" and "wrong ways" would be pretty cool!). Some of the items released for **Q-Bert** include:



BANK (pictured - 2 different sizes known to exist)

These items, made of hard plastic are exact replicas of **Q-Bert**. They are hard to find with the button that covers the bottom (so

the money doesn't fall out)
and the sticker on the

front.

BOARD GAME by Milton Bradley

This board game is fairly common to find. Perhaps the hardest thing to find is one with the instructions. It plays remarkably well and uses all the characters from the game!



BOOKS

As far as I know, only 3 books were made about **Q-Bert**. *Adventures of Q-Bert*, *Q-Bert's Qwazy Questions* and a coloring book (pictured).

CARD GAME by Parker Brothers

This card game isn't too difficult to find in good condition. The object is to build a pyramid with the cards of the highest point value. This game is missing some of the characters from the original game (like *Wrong Way*), but does use **Q-Bert**, *Coily*, the red and green balls.

COLORFORMS Playset by Gottlieb

I think everyone knows what Colorforms are. Although, not as hard to find as some other items, it is certainly harder to find this piece in un-used condition.

FRISBEE

This is an ultra cool frisbee, not so much for how it works, but it's got **Q-Bert** riding on top of it, and the frisbee is shaped like the discs in the game!

HALLOWEEN COSTUME

I've never seen this, so I don't know what it looks like. I would imagine (from other costumes I have seen) that the plastic mask is of **Q-Bert** and the "body suit" has some sort of design, most likely the pyramid with an arcade like scene on it.



HANDHELD by Parker Brothers

This is one of the best handheld games ever made. It is relatively common, and is also missing some of the characters from the original game, but for play value, not much can beat this game!

HANDHELD WATCH (pictured) by

Nelsonic

This very cool watch gives you the ability to play **Q-Bert** on your wrist! The game isn't as detailed or colorful (it's lcd, of course) as the game by Parker Brothers, but for a watch game, it's great!

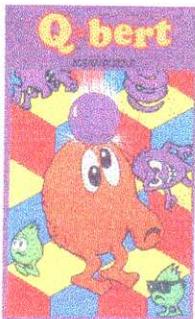


LUNCH BOX (pictured) by Aladdin
This lunchbox comes molded in yellow plastic and has a picture of **Q-Bert** and the other characters on the front. It also came with a plastic thermos, which is harder to find than the lunchbox itself.

METAL SNACK TRAY This is about half the size of every other tray I've seen (**Pac-Man**, **Ms. Pac-Man**, etc.) and seems to be much tougher to find than the **Pac-Man** version. A picture of the pyramid and **Q-Bert** with some of the characters is on a blue background.

NITE LIGHT

A **Q-Bert** nite light to brighten up even the darkest nights.



PUZZLES

I've seen three different puzzles with three different pictures on them, all made by APC. Two of the three are 250 piece puzzles (pictured) and one is 551 piece puzzle. The two smaller puzzles have pictures of a close-up of **Q-bert** with the pyramid and characters in the background and a further removed picture with **Q-Bert** on a disc and the pyramid and characters in the background. The bigger puzzle is similar to the later picture, with different characters.

PVC FIGURES by Kenner There were several different characters made in this series.

SLIDING PICTURE PUZZLES

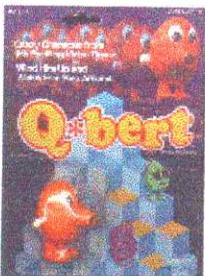
by American Publishing Corp
These are your typical sliding puzzles, where you can mess up the picture and then have to put it back together again by sliding the picture pieces. There are at least three different colors available, with three different pictures on them.

STUFFED DOLLS

These dolls are exact replicas of **Q-Bert** (as far as I know, none were ever made of the other characters), some with squeaky noses and some bigger than others.

TRASH CAN

I've never seen this item, but it is metal, white in color and has the **Q-Bert** design on both sides.



WIND UP TOY

by Kenner (pictured)
Much like the PVC figures, there were different characters made in this series. These are basically plastic figures with white knobs that allow you to wind them up, then they hop about.

By no means is that a complete list. It's just most of the stuff that I know exists by either having or knowing someone who has the items.

BUENOVISION

Pretty Fishy Movies

(Continued from page 5)

away in the previews. There ought to be some kid of law against that.

THE ABYSS: ** 1/2

A lumbering, if well-intentioned movie with a message from James Cameron. E.T.'s (with a remarkable resemblance to the T-1000 in Cameron's **Terminator 2**) are discovered underwater and seemingly exist solely to show us humans the error of our ways. An extended version is available on laserdisc, but this movie wasn't interesting enough for me to check out the cut footage from this already overlong flick.

WATERWORLD: **

Some call it "Kevin's Gate". Others have deemed it "Fishtar". Either way, this movie wasn't the movie megaton bomb everybody feared (and hoped) it would be. Still, I don't see how in the world it cost 300 million to produce. Basically, this is **Mad Max** on the high seas. Point to ponder: if water covers the whole Earth's surface, why does everybody look dirty? Some people liked this movie, I didn't, but didn't hate it either. See the **Road Warrior** instead.

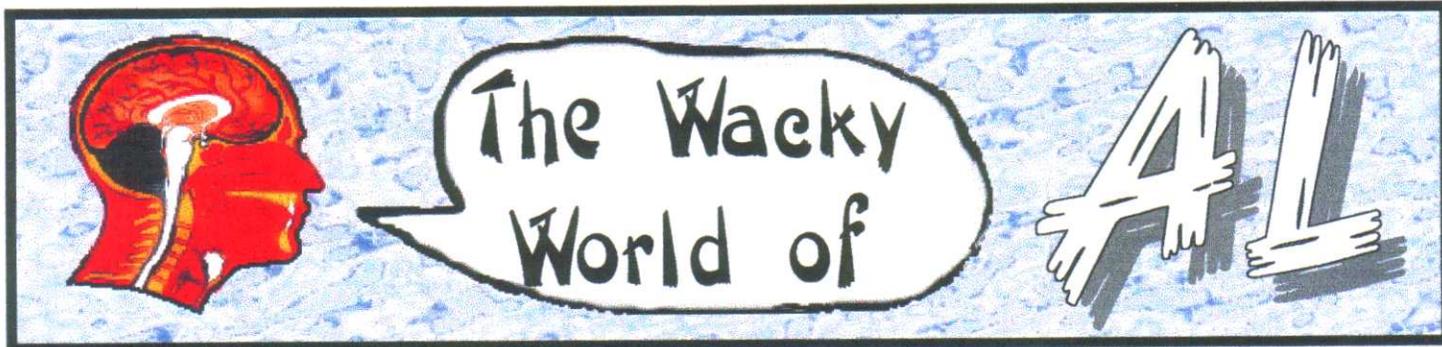
As for videogames, the underwater scenario has always appealed to me, as it generally allows a lot of freedom of movement and a variety of challenging obstacles.

I think it was Joe who doesn't like **Seaquest** for the 2600 very much [editor's note: I think you mean **Sea Hawk**. *Sea Quest* is "okay" by me!], but in my humble opinion it's one of the system's best offerings. **Crash Dive** is an over/underwater shooter I enjoy as well. Santulli was 100% correct with his **Sea Hunt** review. This has got to be one of the most Christ-awful games ever created! I vividly recall playing it on a multi-cart. A game is in big trouble when the art of diving in just to start playing results in death. Enough said about this putrid piece of garbage.

Other seafaring offerings include **Red October** on NES - a difficult, often frustrating navigation contest. **Turbo Sub** is a passable first-person shooter for the Lynx which is almost identical in premise to **Crash Dive**. Too bad it's so easy, though! **Ecco the Dolphin** on Genesis is a lovely game graphically, but awful gameplay makes it a loser. **Toobin'** was a superb coin-op, but I can't testify to the quality of the NES version having never played it. Battle kids, fishermen, cavemen, eskimos, terrorists, aliens, bandits, punks, undead serial killers, Satan, wizards, dragons, dinosaurs and bears in locales including (but not limited to) the sewer, forest, Alaska, Hell, Crystal Lake, Egypt, Mexico, medieval Europe, the Amazon, and Martian canals. One of the most fun, original games ever made.

Perhaps the boat sequence in **Spy Hunter** on Midway Collection 2 (plug) and the swimming portions of **Jungle Hunt** and NES **Battletoads** are worth mentioning, as all of those titles are highly recommended. **Super Mario Bros.** and **Sonic the Hedgehog** also have swimming levels, although they were usually really easy and the **SMB** underwater levels are just plain silly.

This genre seems to have more incarnations on past systems than today, although it is by no means "dead" as **In the Hunt**, **Critical Depth**, and **Treasures of the Deep** prove.



Hollywood Looks at Video Games #5

by Al Backiel

MORTAL KOMBAT ANNIHILATION (1997, Robin Shou, Talisa Soto, NR) The MK sequel was #1 at the box office during its first weekend, but seemed to have faded fast. I hope they made out. It looks like an expensive effort with all the special effects and exotic locations like Jordan and Thailand. This time the villain is Lord Rayden's evil brother, Khan. Like every true villain, he cheats. The portals to the underworld were supposed to remain closed for another generation, but Khan breaks ranks with the Gods. He threatens to capture the world in 7 days (Biblical twist). He sends his henchman, Scorpion to kidnap Princess Kitana in order to force a showdown. Liu Kang, Jax, and the luscious Sonya Blade come to the rescue. Johnny Cage gets killed off early on in this version. Sonya Blade looks a lot like Lara Croft, which was obviously intentional. There is a new Lord Rayden. Apparently, Christopher Lambert opted out this time. A lot of the other MK characters put in an appearance. There's Sheeva, Motaro, Sub-Zero, Smoke, Night Wolf, Jade, and Queen Sindel. All look terrific in their makeup and costumes. The special effects, especially the morphing (man to monster e.g.) are a little over the top this time around. You could expect anybody to turn into anything. In one scene, it looked like Godzilla vs. Ghidrah. I don't know if that one was intentional or not. There is also a lot of crashing around and set damage during the fight scenes. So much so that the title trailers (which seem to last forever) contain the disclaimer that no damage was done to the national monuments depicted (Petra? Angkor Wat?). This movie is very fast paced, perhaps too much so. I did like most of the techno/heavy metal music which was done by numerous artists. A lot of the martial arts are done in slo-mo so you don't miss a trick. All in all, I still like the original better. The acting seems a little cornier in the sequel, perhaps it's the script.

VIDEODROME (1983, James Wood, Deborah Harry (Blondie), **) Woods plays a cable TV program director who is scouting around for new programming. He is interested in anything sensational that will boost ratings. A video pirate shows him a program called Videodrome which has sex and violence. It produces a hypnotic effect on the viewer and eventually hallucinations. From there on the movie gets very strange. On the top of his TV one can make out the boxes and the carts of the 2600 games Air-Sea Battle and Combat, and 2 joysticks. An Atari 800 system sits on the video pirate's workbench.

101 DALMATIANS (1996, Glen Close, Jeff Daniel, **1/2) The Walt Disney full length cartoon classic adapted to live action. Jeff plays a video game designer who is suffering from writer's block. On his current project, he can't seem to come up a suit-

able villain. Into the picture steps Cruella De Vil. Cruella is an evil furrier who wants to make a coat out of the family's Dalmatian puppy dogs. Hey! I blame her parents. Naming her Cruella, what do you expect? She kidnaps the dogs, but gets her comeuppance before the curtain closes. Jeff's videogame is completed and becomes a best seller and everybody is happy. There are several scenes of the Dalmatian adventure game under construction throughout the movie. In the real world, a computer CD-ROM was released based on the movie. I'm not sure if it was ported over to any of the dedicated game systems.

MARS ATTACKS! (1997, Jack Nicholson, Glenn Close, Martin Short, Pam Grier, **1/2) Bubble Gum cards from the sixties becomes fodder for a movie. Pam Grier plays a bus driver in DC. She spots her two hookey-playing sons in a video arcade. She stops the bus, jumps out and gives them hell. They were playing a shoot-the-alien game which looked like it was made for this film. It had a pinball machine cabinet with two orange pistols attached by wires. The pistols look like one of those third party peripherals for the NES or SNES. In the background, I can vaguely make out Stunt Cycle. Later on in the movie they are playing the "home version" of the shoot-em-up.

BLINK AND YOU'LL MISS IT DEPT:

CRUMB (1995, R. Crumb & his dysfunctional family, ***1/2) In this biography, there is a scene where The Fritz the Cat creator is watching his daughter Sophie play Game Boy.

FOREVER YOUNG (1992, Mel Gibson, Jamie Lee Curtis, ***) Man returns to life after being cryogenically frozen since WWII. Quick view of two kids playing Mario Kart on the SNES.

AIRPLANE (1980, Robert Hays, Julie Haggerty, Leslie Nelson, ***) In this non-stop Tour de Farce there is a scene where two traffic controllers are huddled over a radar screen playing 2600 Basketball (Atari).

THE LOST WORLD: JURASSIC PARK (1997, Jeff Goldblum, Julianne Moore, **1/2) In one of the scenes in the sequel, Jeff tells his daughter that he is going away for a while and that he wants her to stay with a new nanny.

Daughter: "I don't even know this woman."

Jeff: "What are you talking about? It's Carrie! You've known her for 10 years."

Daughter: "She doesn't even have SEGA. She is such a troglodyte."

Jeff: "Cruel, but good word use."

FIRESTARTER (1984, Drew Barrymore, David Keith, George C. Scott, **) The movie adaptation of the Stephen King novel is about a little girl with the ability to set objects on fire using her mind. Government agents kidnap her for observation. To calm her down they give access to a ColecoVision. It looks like what she is playing is Subroc.

ROCKY III (1982, Sylvester Stallone, Talia Shire, Burt Ward, **1/2) This is the one with Mr. T as the challenger, Clubber Lang. Rocky's brother-in-law Pauly gets drunk and walks into a video arcade. He walks past people playing Crazy Climber, Space Encounters, Astro Fighter, Star Castle, Space Invaders and a few others I couldn't make out. Then he sees the Rocky pinball machine. In a fit of jealousy, he throws a whisky bottle at the backflash (showing Rocky in the victory pose) and smashes it.

SOYLENT GREEN (1974, Charlton Heston, Leigh Taylor Young, **) Chuck Heston is a cop in overcrowded NYC in 2022 AD Miss Young plays a mistress who is presented with a gift of a Computer Space by her boyfriend. This was the first commercial arcade video game and it can be seen in a few scenes, both off and on, in this sci-fi/cult movie.

THE SURVIVORS (1983, starring Walter Matthau & Robin Williams,**) Robin becomes obsessed with guns and enrolls in a paramilitary survival course. Convinced that society is going into a deep decline, he tries to convince Matthau and his daughter Candace to join him.

Robin: "Is the air getting better?"

Candace: "That's true."

Robin: "The economy? The Middle East? Arts? Literature? Television? U.S. Presidents? Improving?"

Matthau: "Anyone can nit-pick."

Robin: "Sonny, name one thing that has gotten better in the

last 10 years."

(no answer)

Robin: "See..."

Candace: "Video games!"

Matthau: "Video games, there you are!"

Robin: "All right, I acknowledge that, but you have to admit society eventually is going to deteriorate."

That's the latest update to this series. Quake and Resident Evil are being discussed as possible future movies. Thanks to Retrogames (UK), the 2600 Connection and Scott Stilphen for some of the movies tips.

A lot of video games have some underwater sequences. Most of the Mario games. The new Zelda 64 does. Some Sonic. A few games use a flood scenario to end the game, e.g. Sorcerer's Apprentice, Airlock, Flipper Slipper.

Current video game magazines devoting at least one page to retrogaming:

Next Generation

Game Informer

Computer and Video Games (UK)

Electronic Games Monthly (at least the last few issues)

Further Notes on CHEX QUEST: The Rice/Corn/Wheat Chex cereal free CD-ROM game promotion appears to be over. There are still a few stores that have the older boxes. I found one as late as 12/97 mixed in with the new. If anybody absolutely can't find it and has to have one, don't go crazy. Email me at Albackiel@aol.com. I have a few extra for sale at a nominal fee for postage. Ralston Purina has a website (<http://www.chexquest.com>) which offers a free second adventure if you have the first.

non-issue.

Game Quality: I recently went through hundreds of mags dating from 1992 to 1996, to see what they had to say about 3DO titles. The initial reception was quite cool. The problem, as I've indicated, was that, considering the system's price, the mags expected the games to be flawless and revolutionary. Few lived up to those expectations. According to the reviews, some were downright mediocre. Some, like a lot of the FMV stuff, were experiments that flopped. But, as we would expect, the quality of 3DO releases improved over time. Eventually reviewers began to give most new titles very solid (if not spectacular) grades.



A few stellar sports titles graced the 3DO, such as Slam N Jam '95

And the reviewers were so impressed by several games that they described them as "don't miss" titles and "system sellers" - even when the 3DO console was still going for \$300-\$400! Few gamers listened, but when all was said and done, many fine games appeared for the 3DO and remain available.

The bottom line is the bottom line - that is, money. A 3DO with a dozen games at \$1,300 was a travesty, one of the great absurdities in the history of videogames. But today, a 3DO with a dozen carefully-chosen titles packs a lot of fun for \$125-\$150. And if you wish to expand your library to 30 or 40 titles, you can do so for a song - and you'll still be buying entertaining games. Start shopping around!

Coop De Grace

(Continued from page 8)

ers suffered the same fate that Jaguar owners did: they had a cool, expensive console, but little to play on it. This is no longer a problem. I don't know how many games were made for the 3DO, but the 3DO library is large and diverse. Whether you want sports titles, shooters, space games, driving contests, fighting games, or tests of strategy, you'll find good software for the 3DO. No, the library does not even approach the size of the PSX's. And the games are not as "advanced." But you're not paying \$50 a pop, either (you can get eight to ten 3DO games for the price of one Playstation game), and most DP readers understand that games can still be a lot of fun even if they're "old."

The Controllers: I have a Panasonic 3DO model FZ-10, one of the later ones; I imagine they may have redesigned and improved the controllers over time. Regardless, I have had little trouble with the pads. Moreover, joysticks, a flightstick, a driving controller, a light gun, and a wide variety of third-party pad controllers were eventually released for the 3DO. I bought a 3DO/SNES controller adapter from www.swapusa.com, and it works great. Some of these items are tough to locate, but in general good controllers are readily available and really inexpensive. The "controller problem" (if it indeed ever existed) is a

FOR SALE: Atari 2600, 7800, and Intellivision cartridges; some with instructions. Please call or write: Richard Feroli, 88 Ettrick St, Brockton, MA 02401-5802. (508) 587-1146.

WANTED: APF-MP1000 system/cartridges. Intellivision cartridges Fathom, Swords & Serpents, Tropical Trouble, White Water, Diner, Dig Dug, Body Slam Wrestling, Learning Fun I & II, Spiker! Volleyball, Triple Challenge, Turbo, Ladybug, Worm Whomper, Super Cobra, Tutankham, Sewer Sam, Congo Bongo, Demo Cart 1983, Int'l Demo, Test Cart. No copies please! Send condition and asking price to: Michael Roode/95A1187, PO Box 4580, 6100 School Rd, Rome, NY 13442-4580.

FOR SALE OR TRADE: Atari VCS Supercharger w/Phaser Patrol, Bugs Bunny, Monstercise, Great Escape; ColecoVision Illusions, Aquattack, Roc N Rope; Virtual Boy Virtual Fishing, 3D Tetris, V-Tetris, Nester's Funky Bowling; Master System Montezuma's Revenge, Phantasy Star, RC Grand Prix; Intellivision Draughts, Fathom, Crosswords (computer); SG1000 Sokoban, Zoom 909, Hockey; Handhelds/tabletops Look Alive Football, TRON, Thundering Turbos, Lion. Many more games and systems available. Write for list. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.

WANTED: Q*Bert, Pac-Man, & Frogger memorabilia: Write: Rich Fenick, 1081 Merilone Ave, Westbury, NY 11590.

WANTED: Atari 400 games wanted! I am looking to buy or trade for atari 400/800 games. I have many 2600, 5200, and intellivision games for trade. A list can be seen at <http://pilot.msu.edu/user/reicher6/2600.html>. If you have any games for trade e-mail me at reicher6@pilot.msu.edu.

VIDEO GAMES: buy, sell and trade for all system write to Po Box 242 Shermansdale Pa 17090 or e-mail me at to get on mailing list. katom96@aol

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FOR TRADE: NES Tengen Pacman licensed with box and manual R; Magician with box and manual ER; Tombs and Treasures with box and manual ER; Treasure Master with box and manual ER; Tengen Tetris with box ER; Quattro 4 in 1 Arcade with box ER; Pool of Radiance with box and manual R; Galaga with manual R; Pyramid with box and manual ER; Star Wars Empire Strikes Back R; Snow Brothers R. **WANTED:** Looking for old Ultima and Infocom computer games mostly. Will consider cash offers. Please email me for specifics on the computer games. Email: TomMage@aol.com

WANTED: all types of HANDHELD and TABLETOP games. Also: GALAGA upright or cocktail arcade in the nyc area. send list to:

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SELL YOUR VIDEO GAMES ONLINE! join the asapmall at www.asapusa.com - low start-up price, minimal maintenance. leave mail to larry@asapusa.com for further information.

WANTED: Magazines! I'm looking for any home videogame and/or arcade-related magazines dated prior to 1986. If you have any available for trade or sale, please contact me at skelly@xnet.com or mail me at: Sean Kelly, 5789 N. Milwaukee, Chicago, IL 60646. Thanks!

FOR SALE: 3DO Microcosm (w/jewel case) - Instructions, \$5; 5200 Congo Bongo - \$5; 7800 Desert Falcon - Instructions, Box, \$7; 7800 Hat Trick - Instructions, Box, \$7; 7800 Super Huey - Instructions, Box, \$8; AT26 Blueprint - \$3; AT26 Bridge - Instructions, \$5; AT26 Keystone Kapers (blue label) - Instructions, \$6; AT26 Megamania (blue label) - \$5; AT26 Mogul Maniac (no end label) - \$8; AT26 Racquetball - \$5; AT26 Revenge/Beefsteak Tomatoes - \$5; AT26 Solaris - Instructions, \$4; AT26 Spiderdroid (sealed) - Instructions, Box, \$8; AT26 Suicide Mission (Cassette) - Instructions, Box, \$6; AT26 Tax Avoiders - Instructions, \$4; CLCO Burgertime - \$3; CLCO Carnival - \$3; CLCO Centipede (damaged label) - \$3; CLCO Cosmic Avenger - \$2; CLCO Defender - \$6; CLCO Donkey Kong Jr. - \$3; CLCO Expansion Module #1 (plays VCS cartridges) - \$12; CLCO Ken Us-ton's Blackjack & Poker - \$3; CLCO Ladybug - \$4; CLCO Looping - \$3; CLCO Mouse Trap - \$3; CLCO Mr. Do! - \$3; CLCO Omega Race (damaged label) - \$4; CLCO Pepper II - \$3; CLCO Popey - \$4; CLCO Smurf - \$3; CLCO

Space Fury - \$3; CLCO Space Panic - \$3; CLCO Spy Hunter - \$5; CLCO Super Action Baseball - \$3; CLCO Time Pilot - \$4; CLCO Venture - \$2; CLCO War Room - \$9; CLCO Zaxxon - \$2; GEN NHL '95 - Instructions, Box, \$15; IBCD 7th Guest (sealed) - Instructions, Box, \$10; IBCD Playboy Screen Saver (mature version) - Instructions, \$9; IBM Sound Blaster Pro w/Speakers - Instructions, Box, \$20; INTV Beauty & the Beast - Instructions, Box, \$3; INTV Blockade Runner - \$7; INTV Pinball - Instructions, Overlay, \$5; N64 Star Fox - Instructions, Box, \$20; NES Spy Hunter - \$8; ODY2 Quest for the Rings (some pieces missing) - Instructions, Box, \$15; SMS Afterburner - Instructions, Box, \$4; SNES Mortal Combat II (sealed) - Instructions, Box, \$10; TG16 Aero Blasters (with CD case) - Instructions, \$8; TG16 Final Lap Twin - Instructions, \$5; TG16 Neutopia (with CD case) - Instructions, \$10; TG16 R-Type - Instructions, Box, \$10; TG16 Splatterhouse (sealed) - Instructions, Box, \$7; VBOY Galactic Pinball - \$5; VBOY Golf - \$5; VBOY Mario Clash - \$5; VBOY Mario Tennis - Instructions, \$5; VBOY Red Alarm - Instructions, \$5; VBOY Teleroboxer - \$5; VBOY Vertical Force - Instructions, \$5; VECT Armor Attack - Instructions, Box, Overlay, \$12. **WANTED:** Virtual Boy Waterworld, Bomb Jack. Write: Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442 or email: digitpre@ix.netcom.com.

FOR SALE: Sega Saturn Games: Legend of Oasis, Clockwork Knight, Impact Racing, Skeleton Warriors, Star Fighter, Toshinden URA, Sega Rally Championship, NFL Quarterback Club 97, Shinobi Legions, Astal, Alone in the Dark, Battle Monsters, Virtual On, Virtua Fighter Kids, and NHL 97. All are in mint condition w/box & instr. All are \$15.00 each and that includes shipping. Email me at ssurmick@aol.com or write me at: Shawn Surmick, 25 Truman Court, Boyertown PA 19512.

WANTED: 2600 Q*Bert's Qubes, Quadrun, Halloween. dtgiarru@omlaw.com

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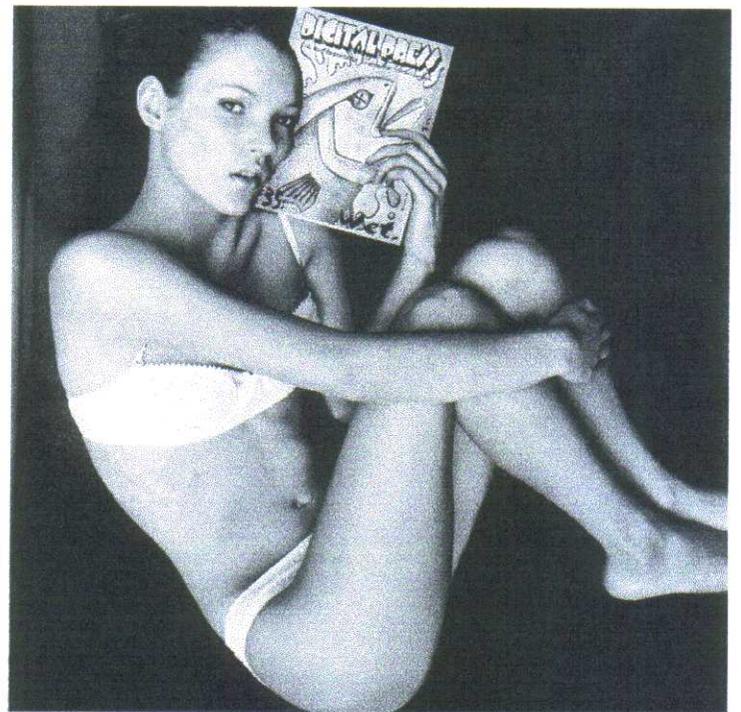
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NOTE-WORTHY

is kate moss **FINALLY** promoting digital press?

We were both shocked and delighted to find Kate fondling the latest cover promo of Digital Press for a test photoshoot with a major advertising firm. She has been, after all, the unofficial spokesmodel of this publication for five of our seven years, it's about time she started giving something back. When we tried to contact her for comment, her agent informed us that she was presently residing in London, promoting the latest CK fashions and searching for PAL versions of late Atari 2600 cartridges.

Kate, if you're reading this, Jerry Greiner has already been there. Better move your search elsewhere. Call us!



Digital Press is dedicated to the memory of my best friend, Kevin Oleniacz. Kevin's spirit will be with us through every homing missile fired, knockout punch delivered, UFO destroyed, and finish line crossed.

Play recklessly. Think positively. Live **EVERY** moment to the fullest.