unplayed.
editor’s BLURB by Joe Santulli

To kick this off, I’d like to give a big hand to Leonard Herman for digging through his archives and making all of the incredibly cool marketing sheets you’ll see in this issue available to all of you. Leonard has been involved in this industry and with “the press” since the early years of electronic gaming, and the show that they now call E3 (Electronic Entertainment Expo) was once part of CES (Consumer Electronics Show). In his years he amassed quite a collection of press kits. When we got a look at what was in there, we were pleasantly surprised with the amount of unreleased games these companies were promoting. Most of them we had heard about and had seen pre-release pics in Electronic Games magazine, but many others were news to us. We’ve attempted to grab the images that caught our eye and plaster them into this issue.

In addition, we did the E3 thing again this year and are reporting back some of the events. These events are always such a blast—like a carnival where you can drink yourself silly. It’s also great to be able to connect with fellow DP staff members and mingle with the industry. Okay, who am I kidding... it’s mostly about the drinking.

This issue won’t have the typical jam-packed-into-every-nook-and-cranny verbal content, but I’m hoping to more make up for that with overall “wonder”. I mean... wow.... Wild Western for the 2600! Intellivision Mr. Do! The Ultrasound console! It was really a trip seeing this stuff, and I wish I could have included more of it, but I’m confident that I got the things that make DP readers get their panties in a bunch.

Next it’s off to the Classic Gaming Expo! Many of you reading this are already at the show, nice to meet ya. Those of you who didn’t make it... tsk, tsk, tsk.
Part One: Joe's Highlights

Video gaming events have always been like two separate but equally hedonistic activities: there's the giant carnival, where you feel like a kid in… well, in a carnival. And then there's the ensuing "bash" that can happen anywhere, for any length of time, involving immeasurable amounts of alcohol. This year's E3 was no different.

I traveled to the show which was held in Los Angeles on May 11, 12, and 13 with rookie staff member Kelly Solowsky (who has become a regular at our local gaming get-togethers). Kelly had never been to an E3, but plays with the best of 'em, so I invited her to join us. Due to heavy storms in our area, we actually had our flight cancelled and could not connect with the rest of the gang until a full day later. This, of course, meant that we had to "catch up" on the merriment when we arrived. And we did. Fellow DP staffers Larry Anderson and John Hardie were already in Los Angeles with E3 regular Don Rogers and renowned author Leonard Herman. That first night after we arrived was pretty much relegated to the hotel bar, where we proceeded to drink ourselves silly. Highlights included a noisy reporter from Seattle who thought classic games like MS. POKEMON (you're reading it right, folks) were lots of fun and who was hitting on Larry; John getting regular "heart attacks" as we swapped funny stories; a very nice bathroom looking not nearly as nice late into the night; and the most efficient doorman in the world continually locking us outside during "smoke breaks".

Everyone was in surprisingly good condition the following morning as we headed to the "carnival" that is E3. It was its usual glitz, flashy, overdone and overcrowded extravaganza. Just perfect, quick recap on the important stuff: Sony announced the release of the PlayStation 2 at the show (October 26). Microsoft "unveiled" their new system (X-box) with no gameplay but with some pretty impressive CGI demos. Nintendo did NOT have the Dolphin (a system they were expected to unveil) available for any kind of demonstration or press info. Sega stole the show with stage acts that were of Vegas proportions. Two games they were focusing attendees on throughout were Space Channel 5 (a very "stimulating" dancing performance) and Jet Grind Radio, where rollerbladers actually hit the half-pipes that were built into the stage. It was quite a party in the Sega area.

It's difficult to get to play everything on the floor at these shows and not feel like you're going to miss something somewhere else, but I got around enough to spot the games that I'm personally looking forward to playing when they're released. The Dreamcast has Shenmue, which is a difficult game to describe since it essentially mixes many genres together. It's one part RPG, two parts Dragon's Lair, one part Tekken, and a dash of Metal Gear. Don't ask how I came up with that, these are just the things that the game brought to mind as I played. When I was a kid I used to love the cartoon Wacky Races, and I was thrilled to see that the Dreamcast version of this game looks true to the show and actually played very nice as well. It had more options than I think I've ever seen in an "arcade" racing game, or the many kart-style games available today. Jet Grind Radio looks very nice, a skateboarding/rollerblading game that takes place across a huge landscape. The graphics are quite unusual for Dreamcast, taking a page out of Eidos' Fear Effect by making the main characters look like animation cells while the high-res backgrounds whiz by.

Over on the PlayStation 2 side, where Sony had an "underground" laser show highlighting their new system, there were less impressive titles. Armored Core 2 was the standout in my opinion. The PlayStation game series was always a lot of fun but not always so pretty to look at—AC2 is a gorgeous game with large, colorful characters and blistering game-play. Too bad for me my brief moments with this game were against someone who must have written the game—I had to use the "run away until the other guy gets tired of chasing me" strategy. I was really impressed with the concept and look of Dynasty Warriors 2, which wasn't getting much visibility probably because it needed some serious frame-rate fixes. The game takes place in feudal Japan and pits one or two Samurai against what appears to be an entire army. You have to fight battles against many opponents in a 360 degree play area. The sheer number of opponents on the screen at once in such detail was awesome to behold, bringing back memories of those old chop-sacky karate movies. They gotta fix the frame-rate though, because the extra characters and detail were causing some serious slowdown issues. Metal Gear Solid 2 was also being previewed, and it's jaw-dropping. Everyone is looking forward to this one!
There wasn't as much to look forward to on the original Playstation front, but there's certainly no shortage of games there either. Bust-a-Groove 2 was getting minimal exposure (it was actually hard to find it), but looks like a winner, expanding on what I think is one of the most underrated games ever. It's fun, it's catchy, two can play, and it looks and sounds great! Namco's Ms. Pac-Man Maze Madness takes the Pac-Man World "world", another step ahead. Ms. Pac MM isn't the sprawling platform adventure last year's Pac World was, concentrating instead on mazes and puzzles. Classic gamers are going to love it. Speaking of classic gaming, look for Hasbro's Breakout, which expands on last year's Pong universe a bit (your character in Breakout is the same as in Pong). They've also improved Frogger in its sequel, aptly titled Frogger 2 (though it has nothing to do with Threedeep, the classic systems' sequel).

I wish there was more to see for the N64, but it's apparent that Nintendo has only Pokemon on their minds for now. There was a pretty good looking new Zelda game, but the most interesting game for this system is the new Conker game. The gameplay was smooth, there was some politically incorrect (or at least Nintendo incorrect) dialogue and events, and the whole package just reeks of "classic". If you're going to try anything for N64 (besides Perfect Dark) this summer, do have a look at this one. Oh! Classic gamers, before I forget, there's a new Burgertime game coming out for the Game Boy Color... with the Flintstones license! I didn't get to play it, but it looked like our beloved Midway classic.

Those are the highlights, folks! And right on the heels of all this gaming goodness is the Classic Gaming Expo in Vegas. How much gaming can even a vidiot such as myself take? Answer: as much as you can dish out.

Part Two: a Newcomer's Take (Kelly Solowsky)

E3-A Gamer's Dream come true!

This was my first ever trip out to The Entertainment Expo, and I would have to say that it was the coolest experience of my 16-bit life! When I first walked in, my thoughts were "how am I going to look at all this stuff in only 3 days??" The best way that I can describe it is a huge carnival for adults based on video games. There was a giant Game Boy made out of Legos, a life-size Lara Croft Statue, and there were people walking around dressed as Video Game characters! I got my picture taken with Ms. Pac Man, Cat Woman, The Planet of the Apes, Duke Nukem, The Simpsons, the vampires from Buffy The Vampire Slayer, and tons more! I was like a kid in a candy store, I didn't even know where to begin!

There were so many games that looked great, my favorites that I got to play were Bust a Groove 2 and The Simpsons' Wrestling Game. The music for Bust a Groove 2 was even better than the first one if that's at all possible! The characters have been changed a little, and there is some new ones. There is a lot more going on in the background which makes it much more interesting to play! My girl Kelly is a cop, and is all grown up tearing up the streets with her smooth moves. She doesn't dance as good as The Real Kelly, but she's getting there! I can see that this game will be played until I have the songs embedded in my brain forever! The Simpsons Wrestling Game looked like it was going to be a lot of laughs. The sound effects were great, and the fact that you get to pick from so many different characters from the show is something I look forward to. It still looked like there was some bugs to be worked out, and I could tell that it wasn't done being developed yet, but I think this will end up being yet another one of my favorites in my Game Library!

It was exciting to check out games that are still in development and not released to the public yet! I felt like a Spy, or a CIA Agent on a mission to play as many games, and collect as many freebies as I could carry in the short 3 days I had. By the end of the show, my arms and legs felt like I had carried around a small elephant strapped to my back for a month! It was so worth it though, this trip was by far the coolest experience of my young life, and I look forward to making this a tradition for years to come!
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ATARI 800/800
IBM PC JUNIOR

TIGER ELECTRONICS INC.
909 ORCHARD, MUNDELEIN, IL 60060

Super Crush is a trademark of Orca Corp.
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Tigervision, Inc.
TANK BRIGADE

High Command has assigned your tank the impossible job of guarding a remote command outpost. Suddenly, an entire enemy tank brigade attacks. Being the only tank close enough to save the outpost, you accept the mission with bravado. Destroy all the tanks and be the hero; get destroyed and lose the command post and maybe the war.
4 Skill Levels — One or Two Players

GALACTIC INVADERS

You are the lone Star-Fighter. Your mission—destroy the galactic invaders at the moon before they get by to attack earth. Action abounds as you go blasting away to save the earth for another day.
24 Levels — One or Two Players

SPACE CANYON

Your Turin Advanced Weapons Tank (TAWT) was out on a routine patrol cruising through Sigah Canyon when an ambush from every direction forces you to make a stand and fight. Alone—cut off! Enemy tanks to the front and behind you. Enemy craft attacking from overhead. High Command has written you off. But you know better as you fight for your life.
24 Levels — One or Two Players

BASEBALL

The National Pastime—take me out to the ballgame. Now you are the players—be anybody you choose. Hit, run, pitch, catch, steal bases. Get an opponent and butt heads in this fast-action, color graphic, two player game. Knock a grand-slam homer or pitch a no-hitter. It's up to you.
Two Levels — Two Players Only
MARINE WARS

You are a captain of a warship.

Avoid the torpedoes that enemies shoot indiscriminately. Refuel your warship when it is out of fuel. At night, see the enemies using light bombs. As airplanes are so fast, be careful not to be puzzled.

1. Escape from the enemies by operating the joystick. Enemy warships will move horizontally. Your own ship has three kinds of speed which you can change by moving the joystick downward the moment a supersonic plane just below your warship.
2. In case of refuelling or taking light bombs, be careful to not hit the joystick down.
3. You have three lives per game. If shot down three times, your warship will sink.
4. When your score is 5,000, you will advance to the next stage.

SUPER SCRAMBLE

This exciting game is the 3-D version of the popular amusement video game "SCRAMBLE" and the player can enjoy a feeling as if he were in the cockpit of the fighter plane.

Take off from the aircraft carrier.

Control your fighter plane and attack the enemy's territory to destroy their headquarters!!

Get ready for enemy missiles, anti-aircraft guns, and enemy formation flights.

Breakthrough all the enemy's attack using powerful missiles and machine guns.

And then, come back safe to the aircraft carrier.

SUPER SCRAMBLE is a trademark of Konami Industry Co., Ltd.
TUTANKHAM™

Players wander King Tut’s tomb in search of fabulous treasure. Keys are used to unlock the passageways to the treasure. But snakes, griffins, and beetles will guard the tomb at all costs. With lasers and flash bombs, players try to defeat the protectors of the tomb to escape with the loot.

TUTANKHAM is for use with the Atari Video Computer System™ and the Sears Video Arcade.™

1 or 2 players.

No. 5340.
Item size: 7/2 x 5/2 x 15/16. 5.5 oz.
Pack Ct.: 6 units. Master Ct.: 48 units.
Pack Ct. size: 8 x 6/8 x 6/8.
2 cu. ft. 2.3 lbs.
Master Ct. size: 26/1 x 13/8 x 8/8.
1.7 cu. ft. 17.6 lbs.
Shrink wrapped. Box bottom game description.

G.I. JOE™

This fast-paced action game features exciting graphic effects. In a nearly impossible mission, the G.I. Joes take on their arch enemy in the form of a giant COBRA snake that looms over the G.I. Joe base. Different game variations let you command COBRA’s attack or defend the G.I. Joe camp.

G.I. JOE is for use with the Atari Video Computer System™ and the Sears Video Arcade.™

1, 2, or 3 players.

No. 5920.
Item size: 7/2 x 5/2 x 15/16. 5.5 oz.
Pack Ct.: 6 units. Master Ct.: 48 units.
Pack Ct. size: 8 x 6/8 x 6/8.
2 cu. ft. 2.3 lbs.
Master Ct. size: 26/1 x 13/8 x 8/8.
1.7 cu. ft. 17.6 lbs.
Shrink wrapped. Box bottom game description.

REVENGE OF THE JEDI™

GAME I

Game play based on exciting scenes from the popular movie “Revenge of the Jedi.”

REVENGE OF THE JEDI GAME I is for use with the Atari Video Computer System™ and the Sears Video Arcade.™

No. 5060.
Item size: 7/2 x 5/2 x 15/16. 5.5 oz.
Pack Ct.: 6 units. Master Ct.: 48 units.
Packs Ct. size: 8 x 6/8 x 6/8.
2 cu. ft. 2.3 lbs.
Master Ct. size: 26/1 x 13/8 x 8/8.
1.7 cu. ft. 17.6 lbs.
Shrink wrapped. Box bottom game description.

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Without Getting Burned

Hot Video Game Profits

CBS Electronics
GORF
A Bally/Midway Arcade Game. Four unique space challenges in one game! The evil Gorlian empire has launched an all-out attack. Repel the invasion, mount a countereffensive and confront the enemy flagship!
ATARI® 2600™
ATARI® 5200™
INTELLIVISION®

KICKMAN
A Bally/Midway Arcade Game. Fast reflexes and dexterity are needed to unicycle back and forth to catch falling balloons on your head. If you miss one—Quick—kick it back up and try again. Challenge Rochs, too!
ATARI® 2600™

K-RAZY ANTIKS
A multi-level maze game in which you must defend your ant hill against an onslaught of enemy ants! If they don't get you, their exploding eggs might. Watch out for the anteater's sticky tongue and the rainstorm, too!
ATARI® 400/800™
COMMODORE VIC-20™

K-RAZY KRITTERS
You're in charge of the Command Ship and it takes fast thinking to blast the Alien Attackers and save the Star Base. Fail, and you'll be carted off to the Intergalactic Junkyard! 10 levels of challenge!
ATARI® 400/800™

OMEGA RACE
A Bally/Midway Arcade Game. Endurance, skill and luck! Navigate your Fighter Ship past Droid Ships, Vapor Mines, and spinning Death Ship! Sinister Omegans waste no time sending new challenges.
ATARI® 2600™ with RAM PLUS™ Chip
ATARI® 5200™
INTELLIVISION®
ATARI® 400/800/1200XL™

Satan's Hollow
A Bally/Midway Arcade Game. A devilish new battle game! Stop the swarming gargoyles. Build the Bridge of Fire. As night begins to fall, cross over into the valley to defeat the Master of Darkness!
ATARI® 2600™
ATARI® 5200™
ATARI® 400/800/1200XL™

Solar Fox
A Bally/Midway Arcade Game. Speed your Starship through 28 pulsating and perilous solar-cell matrixes with fireballs hot on your trail! Only precision timing will enable you to unlock the hidden code word!
ATARI® 2600™
ATARI® 5200™
INTELLIVISION®
ATARI® 400/800/1200XL™

TARG
An Exidy® Arcade Game. With skill and stamina, you save the city from the marauding Targ ramships. Targs can ram you unless you destroy them first! The longer you last, the more threatening the Targs become!
ATARI® 2600™
Some video game publications pride themselves on being there "first". We're a little different. Since Digital Press readers consist primarily of multi-system owners of hundreds (sometimes thousands) of game cartridges, our world has become one where time means nothing. Atari 2600 and Sony PlayStation games can be reviewed on the same page. We are fans of gaming, not of any particular system. Do you have a constant desire to play? Then join us - subscribe now! It's just ten bucks for six issues.

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NOTE-WORTHY

E3 goods

Hey, we picked up some really cool goodies at this year's E3. I tried to get as much stuff on my coffee table as possible for this shot. Highlights: the Neo-Geo Pocket carrying case (upper right), The Pokémon goodies which included a hologram card and an actual metal coin (lower right), the Ms. Pac-Man Maze Madness demo (upper left), the Shenmue press kit (lower middle), the passes to get into Imagine media's party (dead center), and the Frogger 2 umbrella (mid-top center).

Digital Press is dedicated to the memory of my best friend and DP co-creator, 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.