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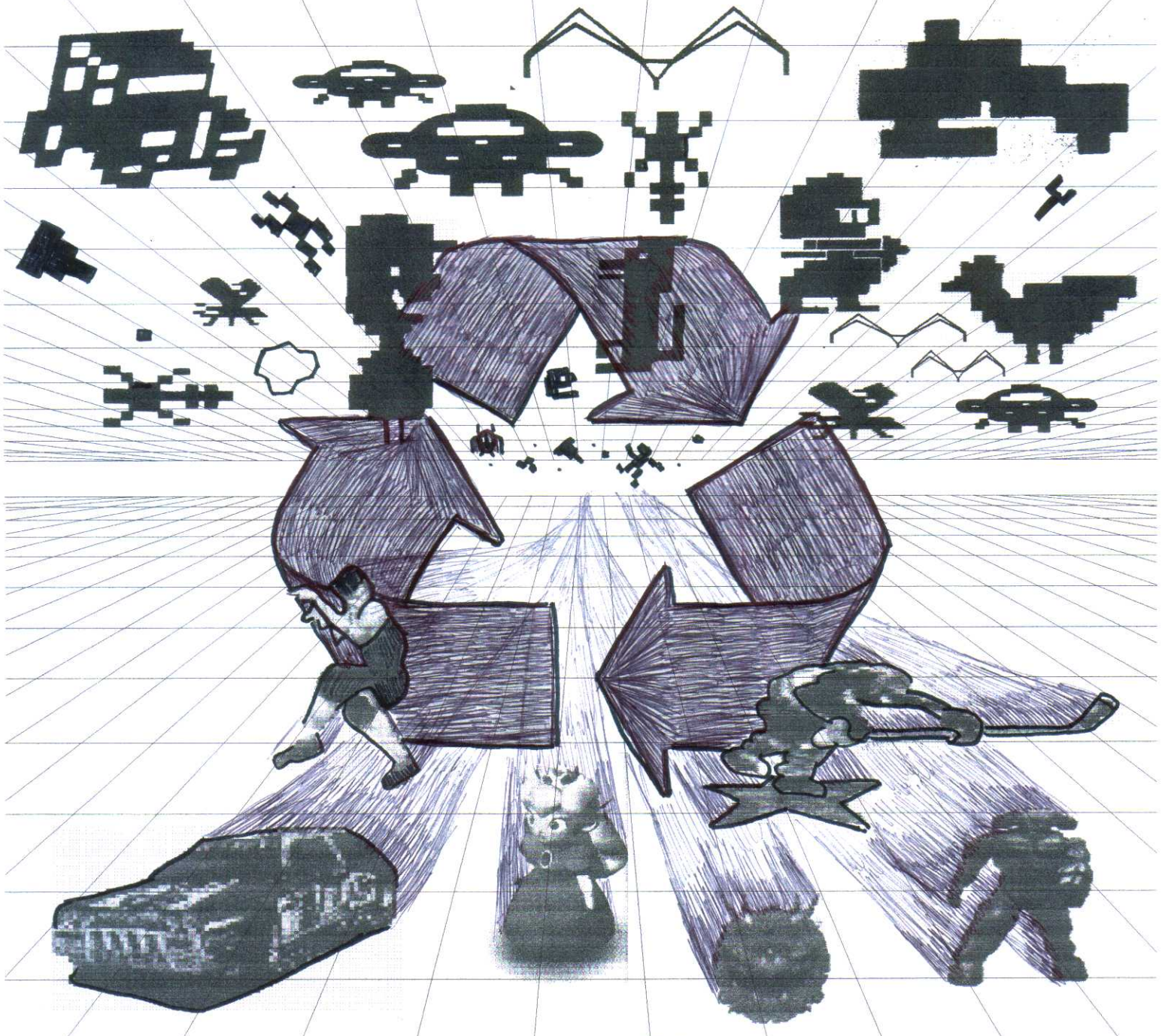

#28: Recycle.

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RECYCLE.

EDITOR'S BLURB by Joe Santulli

As I sit here after printing the last of this issue's 28 pages, listening to RAGE AGAINST THE MACHINE doing terrible things to their instruments and my tiny PC speakers, I can't help but think that just about everything electronic these days is merely an enhancement of somebody else's good idea. Creativity is at a premium, with data compression and flashy looks at the top of every producer's priority list. Where is the artistry? What happened to that feeling that I used to have that I was about to enter a new world when I flicked the power switch on? Where did the power switch go, anyway? It's been improved upon by a button that you merely have to pass your hand over. Seems like our involvement is less important than it once was, doesn't it?

Alright, maybe I'm being drastic about the whole thing. I really do love the new systems, and they *can* be equally engaging. I can spend hours in front of **Sega Rally** or **Tekken**. In fact, at a party here at DP HQ just before the new year, **Tekken** was running for three hours, with various "non gamer" picking up the controller and pounding away at each other. Talk about a conversation piece! And for many of them, experiencing an arcade-quality game on a television set for the first time, I could see that THEY were feeling the same rush that I used to feel when playing something brand new. Could it be that the games are just as much fun, just not nearly as original? I think so. I don't think anyone at that bash would have had as much fun with a game like **Reactor** (on the Atari 2600), which I'd still rather play than 75% of the games on the Playstation.

So if you haven't figured it out by now, this issue is dedicated to the theme that says "been there, done that, but here it is again anyway". Recycled games are nothing new. Even in the late 1970's, when there wasn't a whole lot you could do with a game, manufacturers were ripping each other off and creating "similar" games on their own systems. My favorite example of this was the theory that every system should have a **Space Invaders**-type game. Atari got the rights to the Taito classic, but Mattel countered with **Space Armada** for the Intellivision, Magnavox put out **Alien Invaders - Plus** for the Odyssey2, the Arcadia 2001 has **Alien Invaders** (without the "Plus"!)... even the lowly Fairchild Channel F has one, called **Alien Invasion** - the last release for that system before it's overdue demise. It's a pretty similar situation today, most obviously seen in the fighting game genre, but it IS understandable. Designers have to keep gamers happy. Today's player WANTS fighting games. Only five years ago, players WANTED vertical shooters, a genre that all but died and is recently making a comeback. During these "fads", players like myself who prefer a variety have to wait it out until the storm ends and a new attitude among the game playing community arises.

Man, this is a really serious "blurb", innit? You'd think I wasn't *enjoying* this anymore! My credit card bills will disprove THAT, I assure you. I'm going back to **Tekken** now. I hate it when a "non-gamer" whips my ass. Gotta practice.

THE '80's TIME-SPACE CONTINUUM
by Joe Santulli

Say what you will, but I believe there is an invisible dimension of video game ideas that was formed by the incredible rush of games in 1982. This anomaly re-appears frequently in modern games just about every day.

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prices going up...

Hi,

Just got the latest DPG. As we discussed before, I think that probably the rarity system may be the best for the guide since your specialty is in related game information, nostalga reports, etc.

I have been working on a pricing guide and cataloging systems and am about to release a beta version hard copy. As you noted prices are going up but worse than you appear to be aware of.

I have been able to buy very little lately, either for stock or even for my own collection. Prices on the prototypes sold only a few months ago have sored to over $100. I keep getting requests for the items and finally priced the very few that I got myself from Atari at $100 - $150. Most went in a week and I really don't want to let the few I have go.

I had two Tank Commands which I had to price at $99.95 because of what they cost me. The lasted less than two days! I have standing orders from some collectors for certain games with "buy" prices of $200 and above but can't locate or purchase when I do locate at this price..

I don't know if you are aware that there seems to be a group out of New York that is buying everything up. I have not been able to buy much of anything for the last 4-6 mos as they have been paying prices of up to $15 for items such as Pac-Man, 2600 in the box. Check with Lance and some of the others. They have tried to buy all his stock and basically are outbidding anyone whenever they find anything, including some very large quantities from Europe.

I have received one contact from them, wanting to buy my stamp and antique collections as well as the games though suddenly they backed off and have not gotten back to me for some reason.

The price guide I am working on focuses on all the ROM (and hardwired carts like the Odyssey1) games, including many of the computers such as CoCo, Atari 8 Bit, VIC-20, etc. I have developed a unique catalog numbering system and include many of the label variations. The guide will be available in beta copy for shipment on or about Dec. 1.

I follow the net closely and am trying to match the prices I am seeing in auctions, etc. and have developed some sophisticated software to track the prices, etc.

Though you may not believe it, I am not all that thrilled at the rapid rise of prices of the less common items. I foresee that in the near future the Auction and art/collectable houses are going to be running the hobby, or at least trying. Hopefully with some sort of independent guides like the price guide I am working on and the DPG there will be some guidelines to at least try to effect the current trends.

I can't blame it all on the dealers or speculators though. If you follow the net, you can see that collectors are squeezing the "gold mines" out of their finds. For example, the Intellivision test carts recently sold for $100 plus $54 in trade (at one half the current DPG value). Crazy Climber went for over $150, and Oddyssey1 complete with the 6 carts went for $225, a Coke wins in the box (yea, they were distributed in boxes!) went for about 400 worth of trade. I offered a fortune and was only 3rd highest bidder.

Oh well, enough, just wanted to touch bases with you and let you know what was going on at this end.

Jerry Greiner
Beaverton, OR

...if prices matter

Dear DP,

Get rid of the prices! I feel both very strongly about this and very qualified to comment, as a student of economics and a longtime hobbyist. The prices need to be eliminated, because quite frankly (with all due respect) they have no validity. A valid price can only be ascertained in an established market consisting of many buyers and sellers. Some points to consider:

1) Video game collecting as a hobby is in its infancy. C'mon, it wasn't that long ago that the 2600 was state of the art.

2) Video game collecting has not caught on yet with mainstream hobbyists. How often do you see an ad for video games in publications such as Toy Shop or Today's Collector? Almost never!

3) There are not enough buyers and sellers to consitute a fair market. Every town has coin shops, stamp shops, baseball card shops, and the like. These are legitimate businesses. But how many people do you think actually make their living "exclusively" by selling "collectible" video games? And as for collectors, I bet there are easily 1000 people who collect

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coins for every one who collects cartridges.

The bottom line: there is not enough substantial activity taking place on which to base a price guide. No rational consumer would give credibility to prices "determined" by a few select individuals.

I fully support the idea of rating the games according to their scarcity and suggest a scale of 1 to 10 with 1 being the rarest of the rare, and 10 being commons - such as pack-in games such as Combat.

I, for one, will not pay $19.95 each for the batch of 7800 games Atari dumped on Big Lots outlet store (retail price $1!) as I have seen many dealers charge. That ain't my idea of supply and demand.

A collector with some ingenuity can do quite well for himself. Some of my triumphs:

- I placed a low-cost classified ad in the newspaper looking for older, obsolete games. A guy called me and sold me a working 2600 with 20 carts for $8!

- At a flea market I bought 6 sealed in the box Microvision games for 50¢ each! I bought 30 Odyssey2 games with boxes and instructions in like new condition for $1 each! I bought a Starpath Supercharger and 10 cassettes for $25!

- At a local Goodwill store I bought a working Atari 7800 system for $3!

So as you can see, I am one who is not going to pay any attention to the prices in a Guide. I hope I have helped persuade you into eliminating the prices from Guide #4. Let each buyer and seller decide for themselves without any price guide to influence them as to how much a game is really worth.

Matthew Archambeau
Kalamazoo, MI

You have a lot of valid points, but my argument to the whole thing would be "so what". So what if every other hobby has set precedents? If our hobby is so small then it should be easy for those of us involved in it to model it the way we want. It is for this reason that I'd prefer to do away with prices. What concerns me, though, is that if the "hobbyists" can't create the price structure amongst themselves, we will almost certainly be beset by prices that dealers issue.

This will not only hurt the hobby (think about how unwilling a potential classic game collector would be to enter the hobby if he uses a dealer's prices as his starting point!), but also puts control in the hands of biased businessmen. By the way, the current prices weren't derived by just a few select individuals - we had input from our entire reader base (well over 400) and that even included mostly every "dealer" out there as well. Of course, many of the prices ARE outdated (see JerryG's letter in this column).

The dealers who are charging $19.95 for those 7800 games shouldn't have any customers at that price if the customers follow the guide prices, which list most 7800 games at $6. That may still be a long way off from the $1 you paid, but as the collector base grows and the inventory dwindles... well, you figure it out. You're the economics student!

Sorry if this whole response sounds bitchy. ***YOU, the collector are in charge! Execute your power of authority and STOP paying those damn ridiculous prices!*** *Thank you, and goodnight.*

which brain is which?

Joe,

I need your expert input if you don't mind. I came across a device for the 2600 called the Video Game Brain. I've never heard of this item before, so I decided to consult your guide. However, it was not mentioned anywhere among the 2600 "Non-Cartridge Items." Have you heard of the Video Game Brain, and if so, how does it compare with the Romscanner, Game Selex, etc. (have both) as far as rarity goes?

I also got my hands on a 128-in-1 Taiwan 2600 system. I would imagine that it's similar to the system listed in your guide, with the exception that it's an NTSC-compatible system! It's got some wierd games as well. In the instruction sheet, games such as "Chick Beset, Amoeba, Bomb Fish, Donkey Kong II, and Ocean City" were mentioned. Some are ripoffs, others I have no idea if they're original or not. Have any idea as to the rarity of this system?

One final inquiry: I have a Wico numeric keypad for the 5200. I guess it takes the place of the 5200 joystick's keypad when you are using the Wico joystick. Again, this item is not mentioned in your guide. Is it rare? I would imagine it is, since it must be at least as rare as its joystick counterpart. Any info would be appreciated.

Oh, and one more thing. Why in the heck didn't Wico allow any standard 2600-compatible stick to be compatible with the y-adapter that came with their 5200 joystick? Marketing, I guess. But I wished they could have done us a favor and made it work with any 9-pin joystick, though.

Regarding the Video Game Brain, I have one other comment. It's made by RGA International, which believe is listed in your guide as the Multi-Cart Interface. I guess it's the same thing, as the one I have is a "ROM Scanner-type device" as mentioned in your guide. Either RGA Int's had the same device labeled differently or we have the same thing. I also know that there's a different item called the Video Brain. I don't know what it is, but I've heard that it's a pre-2600 non-programmable system. Just didn't want to get you confused.....

Also, I need to give credit where credit is due. John Hardie (he's listed in your Collector's Connection) was the person that was kind enough to give me the extra copy of his Game Brain and the Taiwan NTSC 128-in-1 2600 system I didn't "score" the item at a flea market or anything like that. Just thought you'd like to know. He's quite the collector, having anomalities like a CX-5100 protoype system (pre-or-post 5200?) which is compatible with the 5200 but is similar in size to the 2600Jr.

Enough with my incessant ramblings. If you could offer any help to my confusion, I would greatly appreciate it.

Keita Iida
keitai@usa.pipeline.com

Not one bit of that seemed "incessant" to me, Keita! Thanks again for writing and sharing your findings with us.

OK first, about this ***Video Game Brain*** *thing. The device you own is the item listed in the DP Guide as* ***Multi-Cart Interface.*** *At the time of press, we didn't have a box or instructions to this thing, and couldn't properly identify it other than by its obvious generic function. It has been corrected here in the addendum. We noticed this on Peter Perpetua's "Live From Your Home" video segment and finally put the two together. The other item you refer to, The* ***Video Brain*** *IS a pre-2600 unit that plays cartridges. Some day we'll do a feature on it here. I own one (the cartridge "door" is busted but it still works like a charm), but it isn't very interesting. Most of the carts are educational or financial, the* ***Video Brain*** *was marketed with the family in mind and not the gamer, so I consider it more of an early computer project that happens to take cartridges than as a game playing machine.*

quickies

Hello DP Gang,

Two questions. 1) Was there ever a game for any of the classic systems where it was a first-person perspective and something looking like the Recognizer from Tron battles you? My brother swears there was. 2) Has anyone found a prototype yet of Data Age's Mr. Bill (of Saturday Night Live fame) Atari 2600 cart? I remember seeing an ad for it in an old magazine. I have a copy of the ad if you need proof. Thanks for your time.

John Kent
Philadelphia, PA

That sounds like ***Escape From the Mindmaster*** *to me, John. It isn't a 2600 cart, but it can be played on a 2600 with the Supercharger peripheral. Isn't it creepy that a game can stick with you for ten years? I can still remember the buzzing sound when you place the wrong sheped item into the holes in the wall. It always seemed to happen with just seconds left on the clock. Game over, man!*

The ***Mr. Bill*** *game never did make it, and no collector has even reported a working prototype. If you send me a copy of the ad, I'll print it in the next DP - I've never seen it, personally.*

new dad speaks out!

Dear Joe,

I've just finished reading issue #27 and as always, I've enjoyed it. I'm sitting here waiting for my son to wake up. He is 12 days old (that's why this isn't being typed on the computer). If only I could develop the spell-checker for a pen! Just a few thoughts (random at best):

On the price guide, how about including the more recent "dead" in the next one. Nintendo (8-bit), Turbo, SMS come to mind. I like the prices, but I also like the idea of a rating system. The rating system makes more sense if you include the newer systems. But that feeling of "I just got $75 worth of cartridges for $4" is hard to beat. Another thought would be to list only North American released carts in the main body with a sub-list or index for the foreign releases. This would keep the main index streamlined, but still allow the fanatic to have a reference. This would work for the European 2600 stuff as well as the Japanese NES, SMS. Another thought would be to include some other cartridge listings for the Microvision, Atari Computers, Commodore Computers, and APF (just so we could have a reference listing of them).

I have recently crashed the 1000 barrier in my game collection. To someone like you, this may not seem like much, but is a major milestone for me. Now 27% of them are for the 2600 library, but that still leaves quite a few out there to find. I guess I'll have to set a new goal for 1996. But now that the kid is here, I'll have to put my buying rampages on hold for awhile. I guess its good that I got the Saturn & Playstation when I did.

Also, I am an owner of a Pontiac Fiero. My wife claims that it was "The Need for Speed" that prompted me to buy it. Who am I to disagree? It's a great car for running the highway back & forth to work.

Well, I'll wrap this up. Sounds like the kid is waking up. In a few months I'll get a joypad into his hands and all those 2-player games will get a workout. Best wishes for success of DP.

Fred Wagaman
Denver, PA

First, CONGRATULATIONS, POP! Wow, that must be some feeling. Have you found fatherhood more rewarding that getting to the 5x bonus levels in Missile Command? I'll bet it is! Sorry, I need some "high" to compare it to...

Fred, I liked your idea about splitting the European releases apart from the standard US releases SO MUCH that I'm doing it for the next Guide. Prototypes and "one of a kind" items will appear in a separate section as well, but each will appear under the specific system it was designed for. Thanks for your suggestion!

Check out the new TOTE board in this issue. We're not that far ahead of you, Fred - 1000 games is a tremendous achievement! Send us a breakdown by system and we'll continuously run your collection here in DP!

We love letters. Especially E-mailed ones, 'cause we don't have to type them in! But we're always interested in your opinions, your ideas, and your criticism. Digital Press was built to be a sounding board for game players. Let your sounds be... well... heard, I guess.

You know where we live...

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#15: SCARY: Creepy Classic Carts, Horror Games We'll Never See, Rare 'Ware: Compu-Mate, Fanzine X-ing with VG Experience.

#16: BRAWL: Six Intangibles of Videogames, Tournament Fighting Games Side-by-Side, The Perfect Fighting Game, Atari Jaguar First Impressions, Upgrading your Genesis, Fanzine X-ing with Zineophilia, Worst of Neo-Geo, pt I.

#17: BRATS: Jess Ragan's Land of Rare & Exotic Coin-Ops, Hollywood Looks at Videogames II, Classic Kids' Games, Jaguar Rebuttal.

#18: FOOLISH: April Fools' 1994 - purely for laughs.

#19: RUSH: Collectors: hobbyists or biddies?, Jess Ragan's Land of Rare & Exotic Coin-Ops pt 2, The GameLine System, Classic "Panic Games".

#20: ALTERNATIVES: Classic Videogame Board Games, SCES '94 Coverage, Videogame Trading Cards II, Classic Knick-Knacks, Name This Game Contest, Fanzine X-ing with The Laser.

#21: FAME: John Van Ryzin Interview, Ten Best and Worst Endorsements, Dealers vs. Bootleggers, Videogame Soundtracks, Classic "Endorsed" Games.

#22: REQUISITION: Adult Video Games, Fanzine X-ing with Infestation, Classic Favorites, Video Game Cartoons, Way of the Warrior Survival Guide, Sega Master System US Cartridge Listing, Tribute to the "Old" Atari, Guide Addendum 3.01.

#23: BRAIN: Top Ten Brain Games, ROMpage "Sega Hates Us", PsychOphile Brain Games, Guide Addendum 3.02

#24: PAC: Pac-Man Collectibles, Pac-Man Oddities, Pac-Man Reviews, Guide Addendum 3.03.

#25: SPORT: Unusual Sports in Video Games, Whatever Happened to Pleasant Valley Video Games?, ROMpage "Drought", Alternate Currents: Running Your Own Sports League, Guide Addendum 3.04.

#26: TRASH: Silicon of the Damned, The 40 Worst Classics, Bad Influences in Videogames, DP Staff Bottom 10's of All Time, Guide Addendum 3.05, Collectible Duds.

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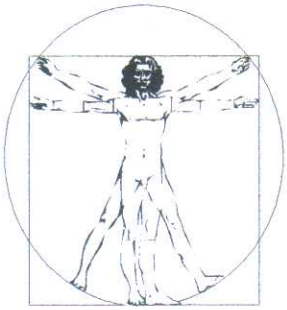


Out Of Gaming Experience

Everyone should get a shot at something free once in awhile. We're doing our little part by offering a FREE YEAR OF DP just for answering a question, and answering it better than anyone else. This issue's burning question:

Q: What game from the 1980's would you like to see "remade" in the 1990's, and what features would you add to make it more original?

Dane Stegman (Akron, NY):

The game from the 80's that I would like to see "remade" is BERZERK from the Atari 2600(VCS). I have seen an improvement in the Atari 5200 version. The features that I would add to make it more original, would be to make the robot's more in detailed, and your shooter could be a more detailed character. Also, the background could be a little brighter looking. I wonder what the Starpath company could have done with this game, if that had the rights to it, it would have been awesome game.

EDITOR: Good one, I'd like to see that too. Berzerk used to make me sweat in the arcades. Well it was either that or the fact that I don't wear any deodorant.

Jess Ragan (Petoskey, MI):

I don't know if the question for me is so much as the games I'd like to see revived for the '90's as it is the ones that actually HAVE. Call me crazy, but I thought Pac-Man 2 was a brilliant extension of the first game, and perhaps one of the most clever & original titles released for the Genesis... Namco wasn't kidding when they called it an "interactive cartoon"! I especially loved Pac-Man's various re-actions to given situations & the unique interface which allowed you to take part inthe action witout dominating it. The play's a little on the shallow side, but that's forgiveable since the game revolves more around Pac-Man's amusing antics than anything else. [A LOT OF STUFF SNIPPED HERE] My point is this - I'm not sure I'd want to think of ways to improve my favorite games from the Atari & Nintendo era's, especially since the resurrection of older themes is becoming increasingly popular in the industry, and the best game design firms can do a far better job of conceptualizing (and actually bringing to life) these titles than I.

EDITOR: No fair, you have to answer the question to win! Anyway, what makes you think "the best design firms" can do a better job than you, who have been playing games and considering their merit all of these years?

David Weinstein (Marlton, NJ):

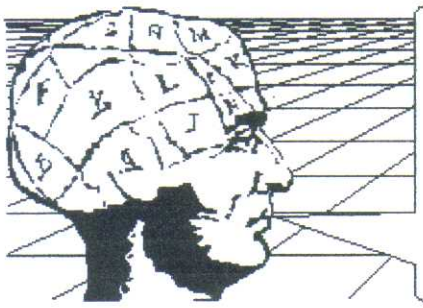
Probably a remake of Joust. This was the first game I played in the arcades. They could SGI render the whole thing and make it an action/RPG game. You still ride the Ostrich, but it wouldn't be mindless kill or be killed (although, there is nothing wrong with that). The gamplay would be similar to a Zelda game. You would be able to buy new jousting spears, armor, etc...Bounders would still be running a muck trying to kill you along with Hunters, and a few Pterodactyl to get in one's way. The Shadow Lord would be the head honcho. Of course there would be other enemies such as, undead riders and birds, magical knights, killer eggs (!?!?!) etc... They could use eggs, that one receives from killing an enemy, as currency (I can imagine the casher, "That'll be thirty eggs.", "Darn all I got are hard-boiled and scrambled!"

EDITOR: That's the one, boys! David, you're the winner of FREE YEAR OF DP. About your idea... what would you think about hand-to-hand combat after you dismount an enemy rider?

Joe Santulli (Pompton Lakes, NJ):

A favorite C-64 game of mine was Air Support (I think it was produced by Synapse, but I'm not certain). Part action, part strategy, the object was to use an air support 'copter to move troops along a vertically scrolling map in an effort to achieve various goals. Goals ranged from getting the enemy flag to preventing enemy units from reaching the bottom of the map. The action is fast, with ground-based cannons trying to pick you off as you move the troops. Strategy involves using the map terrain to your advantage, plugging up holes, and keeping unit objectives in order. The graphics are pretty weak in the C-64 version, with units being portrayed as tiny stick-men. The enemy is just a different color! I'd love to see this game on a high-end system. Imagine troops of varying strengths and skills (as well as the graphic differences)! Imagine screams of death as a troop "dies"? Picture the map in photo-realistic color! Does anyone remember this game or is it a figment of my imagination?

To win a FREE YEAR OF DP, answer this question for the next issue: What do you feel is the most UNDERrated game of all time? Why? How would you have advertised the game to get it better noticed?



The Wacky World of AL

RECYCLED NAMES

by Al Backiel

Sometimes not only the game is recyled. There have been occasions where the name itself wound up on a totally different game. This may or may not have been intentional. Often the original company is no longer in business or unwilling to go to court over the matter. This seems a far cry from the early days. Years ago, Parker Bros. sued Apollo Games over the use of the name "Lochjaw". They claimed it infringed upon their "Jaws" license. Apollo backed down and changed the name to "Shark Attack". As a result, the original, which had minor difference, is now a rarity.

I have tried to exclude from my list: generic sports/ game titles (e.g. Bowling, Grand Prix, Blackjack, Chess), names that were licensed and may differ greatly from system to system (e.g. Alien, Godzilla, Tarzan), names that are now in the public domain (e.g. Frankenstein, Dracula). What I was looking for in essence was the reuse of a title on a game that had no bearing whatsoever to the original. I have disregarded minor differences such a punctuation (e.g. "!") and abbreviations (e.g. "&"). Here's a comparison of some "same names games":

STAR FOX: 2600 vs. SNES

2600 (Mythicon) - A lame-o shooter which showed up on the bargain tables after the Crash of '84. This game and others of its ilk are largely responsible for Atari's downfall. This one also has the dubious distinction of making DP's All-Time Worst List.

NES (Nintendo) - A flight simulator using animal cartoon characters. This release was meant to showcase Nintendo's Super FX chip. There is lots of fighting action and background scenery using 3-D polygon graphics.

GAUNTLET: 2600 vs. NES/ SNES

2600 (Answer): A scrolling jungle-themed adventure. The objective is to dodge obstacles, jump logs, duck under items and score points. Sounds like Pitfall, but is closer to Riddle of the Sphinx.

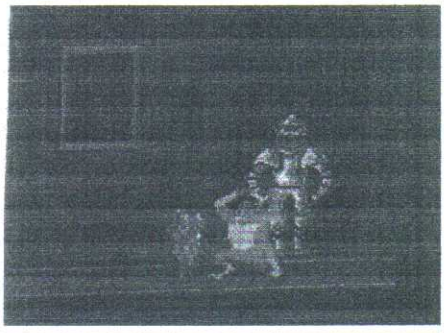
NES/SNES (Tengen, Mindscape): Medieval Castle Maze exploration adventure. The objective here is to fight off enemies and find the door to the next level. There can be as many as 100 levels, The game started out as a coin-op. It's now up to version IV on home systems.

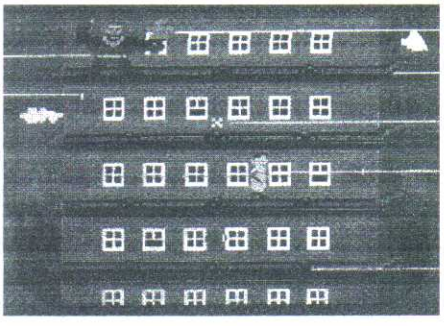
STREET RACER: 2600 vs. SNES

2600 (Atari) - A very early racing game which has a top view of two side by side race tracks. The cars look like the letter "I" and the screen scrolls vertically. The graphics consist of the other racers. There are a number of games variations (skiing, jets, etc.)

SNES (Vivid/Image) - The screen can be split to show views of 4 separate racers simultaneously. State-of-the-art graphics. Each driver has his own cartoon-like character and personality. There are a number of unusual game variations. One of which is soccer.

Hudson's Beauty & the *Beast for SNES* (top) and Imagic's *Beauty & the Beast* for Intellivision (bottom). Ten years separate the games, but the "beast" has gotten much prettier.





NO ESCAPE: 2600 vs. SNES/ GEN

2600 (Imagic) - A rather strange game with a Greek mythology theme. At least it deserves points for originality. You have to avoid the Furies' file and falling bricks from a temple roof. You can fire stones at the bricks so that they fall and knock out one of the Furies who are moving across the screen in a shifting column. You can also curve your shots. Clearing the bricks will get you to the next of 8 temples.

SNES/GEN (Sony): This title match is merely a coincidence. The newer game is based on the 1994 Ray Liotta adventure movie in which he plays an inmate who is trying to escape from a maximum security island prison (2022 A.D.). The characters have been computer generated from the movie. I don't know how it did at the box office, but the game has already been marked down to $19.99.

BEAUTY and the BEAST: INTV vs. NES/GEN

INTV (Mattel) - Obviously inspired by King Kong & Donkey Kong even though the Beast here is a human giant. The objective is to scale a building to rescue a damsel in distress. Let her go, you big ape!

NES/GEN - All the later incarnations of this game relate to the story line from the Disney animated movie. The origin of which traces back to a classic fairy tale.

STAR VOYAGER: 2600 vs. NES

2600 (Imagic - A space combat simulator. You score points by destroying enemy spacecraft which you line up in your cursor gunsight. Similar in play to Activisions's Starmaster.

NES (Acclaim) - A similar concept in that there is also a "view from the bridge", but with more sophisticated graphics and gameplay. There are 8 galaxies, 9 squadrons, space streams, asteroids and deadly black holes.

BREAKTHRU: 2600 vs. NES vs. SNES/GB

2600 (Atari) -Not an actual 2600 title, but a major game variation found on the Breakout cart. In this game version your shot continues and takes out more than one brick.

NES (Data East) - A war game. You drive an armored assault vehicle on a search and destroy mission. You travel through enemy territory and must watch out for snipers and land mines. Pick up supplies when possible.

SNES/GB (Spectrum Holobyte) - Another Tetris cline! this one is endorsed by Alexey Pajitnov, the Russian who created Tetris. It's like Tetris in reverse. You must break down an existing wall to reveal the picture underneath and finish the round.

SPACE ATTACK: 2600 vs. Arcadia 2001

2600 (M-Network) - Originally called Space Battle. Renamed and ported over from Mattel's Intellivision. There are 2 screens: a radar screen and a control deck view.

Arcadia 2001 (Emerson) - One of the long carts which was their interpretation of Galaxian.

STARGATE: 2600 vs. SNES/GEN vs. GB/GG

2600 (Atari) AKA Defender II. The sequel to Defender. This version differs in that it uses 2 joysticks, has Inviso (a cloaking shield to you Trekies) and has mountains instead of a cityscape.

SNES/GEN (Acclaim): a sci-fi adventure based on the 1994 Kurt Russell-James Spader movie. The Stargate is an ancient Egyptian artifact which becomes a portal to another dimension existing in another galaxy.

GG/GB (Acclaim): Remotely tied in with the movie. The handheld versions feature a puzzle game resembling Welltris, which is similar to Tetris, but with an overhead 3D-like perspective.

SPACE MONSTER: 2600 vs. Odyssey2

2600 (Funvision) - AKA Vulture Attack, Condor Attack - The best of this genre is the classic from Imagic - Demon Attack. My wife refers to Demon Attack as "Bird Doo".

02 (Videopac) - The European PAL version of Magnavox's Alien Invaders Plus, which is their rendition of Space Invaders.

STAR SHIP: 2600 vs. Vectrex

2600 (Atari) - One of the first 2600 titles. A space window shooter. An early attempt at scaling. Also contains Lunar Lander.

Vectrex (MB) - This title was used on the European versions of Star Trek: The Motion Picture (GCE). Probably because of licensing problems.

An interesting situation occurred with Artillery Duel. The Bally Astrocade and Xonox (2600/Coleco) games are close enough to be related. Yet there is no connection that can be made on eith the carts or packaging. The 2600 and 5200 versions of Gremlins are completely different games. Usually the larger system was the same game with better graphics. As more and more games are released we should expect to see more recycled names.

Here are a few near misses:
Mission Impossible (NES) vs. Impossible Mission (7800)
Subterranea (2600) vs. Subterrania (GEN)
X-Man (2600) vs. X- Men (many systems)
Omega Race (2600/Coleco) vs. Mega Race (300)
Bugs (2600) vs. Bug! (Saturn)
Adventure (2600) vs. Venture (2600/Coleco/INTV)
Breakaway (Arcadia 2001) vs. Breakaway IV (Sears Atari 2600)
Astro War (2600) vs. Astro Warrior (SMS)
Kid Klown in Crazy Chase (SNES) vs. K.C.'s Crazy Chase (02)
Warplock (2600) vs. Warlock (SNES)
Swordquest: Waterworld (2600) vs. Waterworld (VB)
Motorodeo (2600) vs. Moto Roader (TG-16)
Shootin' Gallery (2600) vs. Shooting Gallery (Channel F)

PRESS PROFILES '96: THE ISLAND

Readers and fellow faneds are constantly asking what kind of people we are - that we seem to be all business, too professional, or otherwise hide behind the Digital Press monolith. Well, we've done profiles, and we've poured our heart out... here's something new. I believe you can learn a lot about a person by asking this question: If you went to a desert island and could only bring ten things with you, what would they be? Any combination of CD's, video games, movies (they have CD players, VCR's and game systems there!), books, and one person you've never met count (had to revise the ole desert island question to suit our tastes! - see how much you know about me already?).

Joe Santulli's response: 3 CD's/2 games/2 books/2 movies + person

Okay, let's start with some music. I'd have to have **Ministry's "Land of Rape and Honey"** for certain. I've been listening to it for nearly ten years and it's still one of my favorites. I'd also have **Nirvana's "Nevermind"** there. I can't imagine life without songs like "Stay Away", "Breed", or "On A Plain" to listen to. Third, I'd take along **"Jerky Boys 2"** on CD, it's not music, but it IS hilarious. And I can listen to it over and over, rubberneck. Two movies I'd have to bring would be **"Reservoir Dogs"** (then I can run around saying "You wanna fuck with me? I'll show you who you're fucking with!" or "I don't want to kill anybody, but if you're standing in my way one way or another you're getting out of my way"), and **Kurosawa's "Seven Samurai"**, (can't quote it until I learn Japanese) which I've seen dozens of times. The video games would be **NHL '96** and **Streets of Rage 3.** They're all two-player games that I never get tired of. Imagine the stats I could accumulate on NHL '96 with only two other games in my collection? I'd wear out the battery! and although I'll admit SOR3 isn't the greatest game, it is always fun in an aggressive sort of way. I'd play them with "person I've never met" supermodel **Kate Moss**. My tastes in women may be questionable (in some of her pictures she really looks just plain UGLY), but she does make 2.5 million a year and has a brain. Then I'd bring along **"The Book of Questions"** to keep the conversations fresh just in case she isn't as smart as she seems on the few quick interviews I've seen.! Lastly, give me a book that teaches **Japanese,** then I'd be able to watch "Seven Samurai" without reading the subtitles and accomplish something in the process. I'm all set now. Pina Colada please.

Random reviews

The Incredible Wizard

Astrocade — Bally — 1981 — Arcade

WATCH YOUR BACK! I'm coming!

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	9	7		7	8	6
Sound	9	6		7	9	5
Gameplay	10	9		8	9	7
Overall	**10**	**8**		**8**	**9**	**6**

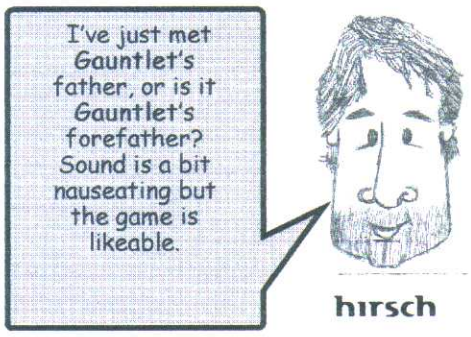
Simultaneous Multi-Play	Play Score Capture
Collectible Game Catalog	Multiple Arcade
Vehicle Skill Game	Non-Linear Gameplay

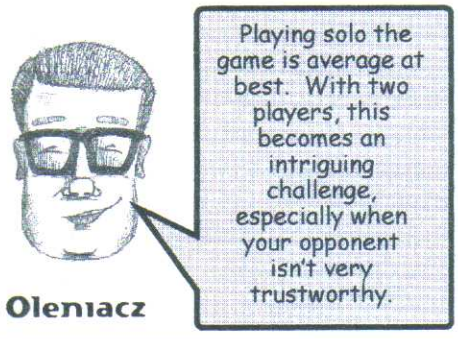
There have been very few games over the years that have shaped an entire video game generation (specifically, my circle of gaming friends). *John Madden Football* for the Genesis was one of them. *Rocky Super Action Boxing* for the ColecoVision was another. To a lesser degree *NHL Hockey* for Genesis and *TV Sports Football* (remember that one, Mr. Annick?) for the Turbografx-16 did the same. It doesn't take long to figure out that they're all sports games though. The only house-rocking NON sports game that I can truly say made us understand each other as gamers is this little ditty called *The Incredible Wizard*, or, as it was known in the arcades, *Wizard of Wor*.

NEVER TRUST SANTULLI became the new slogan amongst the Ringwood clan of video game players where I grew up. It was developed after several gamers, thinking they were involved in a cooperative match of worling slaying, were "inadvertently" shot in the back when they crossed my path. I developed this little strategy after realizing that other players were not only stealing MY points, but were worth more themselves than the denizens of the maze we were supposedly out to defeat. Even more importantly, I could ALWAYS predict where that other player was going to appear again after he died, and with five of them lined up to go that was five times that many points I could have in my till. Call me greedy, but that strategy eventually caught on with just about everyone else I ever played this game with, including recent friends who were introduced to this game in the past month while I was preparing this review. By the way, the "strategy" of using the other player as point-bait has stuck with me into my adult life. *Streets of Rage* and *Gauntlet* has shown a new crop of gamers a different side of me ("heh heh, deal with it!"). I am happy to say that my wife shares this strategy with me, and our game sessions together make the Civil War look like a carnival game.

I wish I could tell you how many different mazes there are in the game. I can't. It's not that I haven't tried to count them, there's definitely more than eight. It's just that we so rarely even get past the third screen blasting the hell out of each other that the other creatures in the maze become more of a distraction than a goal. The two-player strategy in this game can really get intense! Because you can only have one bullet on the screen at a time, you have to plan carefully where and when you want to execute the other player. Once done, you can lurk outside of his little cubbyhole where he will pop out for his next "life". He can wait there for ten seconds, leaving at any time, but is then forced into play by the computer. It's often that two or three more lives will be lost to the lurking player, but eventually one of those damn worluks will happen by and catch him off-guard, then it's out of the hole and back to the hunt. What a game. What a damn good game.

(Continued on page 15)





Collector Notes

This is THE system to find, buy, AND play this game on. The DP Guide #3 lists this game at $10, but it's really harder to find than that. Named "Best Multi-Player Game of 1982" by Electronic Games Magazine.

Power Users

The key to winning is to find a spot where your back is against a wall and you only have two directions to cover, and the shorter the distance between you and the wall ahead, the faster your rate of fire will be.

Origin

This is it! The original Bally arcade game Wizard of Wor was a Bob Ogden creation, and he also designed this home game for the Astrocade. May have drawn some inspiration from Stern's Berzerk.

Random reviews

PITFALL THE MAYAN ADVENTURE

Sega CD Activision 1994 Platform

Swinging into action with Kevin Oleniacz

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

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

Activision was the first "third party" home video game company and a giant of the industry during the classic era. Inversely, Activision is a minor contributor to the 16-bit+ market. The resurrection of a trio of their famous classic titles was originally announced: *Pitfall!, Kaboom!* and *River Raid.* Only *Pitfall!,* produced for multiple platforms, has been completed as of this writing. Since I'm a die-hard classic collector I eagerly anticipated this release. Although Activision had seemingly taken advantage of the Sega CD's audio and video capabilities, the final result is still an unremarkable platform challenge.

Pitfall Harry and his son, Harry Jr. set forth through the mystic Mayan jungles in search of ancient lost treasures. Guiding junior, the premise is for you to complete thirteen main levels, and four hidden bonus rounds, ending with the rescue of Harry Sr. The adventure will lead through forests, along cascading waterfalls, between treacherous mine shafts, within decrepit ancient cities, and near raging rivers. Bungee jumping, mine cars, vines, zip lines, skillful whip handling and the traditional running and jumping are the many means of transportation. At your disposal are a Mayan boomerang, the deadly Exploding Stone of Pecal, and your trusty stone slinging slingshot to dispatch the enemy.

Each level is chock full 'o surprises with hidden areas and treasure. Remnants of the old 2600 version are sprinkled in, such as the vine swinging, crocodile head jumps, disappearing and reappearing quicksand traps, and the bars of treasure and diamonds waiting around every corner. The complete 2600 version can be accessed via a code or by a hidden area in the Lost City of Copan (level 4). Note that this is just a small side trip which does not add to the score of the Mayan adventure (nit). My other complaint is that the controls seem to be ultra-sensitive when jumping on or off a vine. I don't recall encountering this problem on the classic 2600 cart.

The sound effects are a bit sparse but well orchestrated and add to the mood of each scene. The graphically detailed scenarios project the meticulous work of the programmers. Unfortunately, there is not a good deal of features to set it apart from hundreds of other platform games. The 2600 *Pitfall!* was a unique idea and with its enhanced graphics was set apart from the pack in its day. With so many cartoony gimmicks and poor rip-offs, *Pitfall! The Mayan Adventure* didn't get the recognition it would have received had it been one of the initial releases for another system. By the way, the Genesis and SNES versions are nearly identical to this, minus three levels.

Activision's throwback to the good ole days was a brilliant idea, but the glut of games already available for this genre leave Pitfall! mired in the very swamp from which it tries so hard to pull out of.

Aside from the full motion video introduction and the CD sound (Kevin also says three extra levels - must be late in the game), the game seems identical to the Genesis version.

hirsch

J Santulli

This game was BETTER than I expected it to be. You can tell that care was taken in many areas, especially the graphics, which are spectacular. Stay away from the SNES version.

Collector Notes

The Sega CD and Jaguar versions of this game are pretty comparable, but we still give the nod to the Sega CD for its full-motion video and slightly less jerky action. Get it used for about $20, it's a steal.

Power Users

2600 code: Title: DOWN, A(x26), DOWN. Tip: Exploring every inch of every level will prove rewarding, as hidden power-ups, treasure, and bonus screens can be found in every nook and cranny.

Origin

A no-brainer, really. This is the game Activision promised for over two years, "updating" Pitfall Harry's adventures onto the 16-bit platform. The Atari 2600 incarnation was one of the first "platform" style games ever.

Random reviews

LOADED.

Playstation **Sony** **Dec '95** **Shooter**

enter jeff cooper, guns a-blazing

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

Simultaneous Multi-Play	Data Save Feature
Continues (Infinite Credits)	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

If you can read, you've probably heard that **Loaded** takes its inspiration from **Smash TV**. What cracks me up is that practically no one has bothered to mention that **Smash TV** took its inspiration from the all-time classic **Robotron**. So I guess we are talking retro of retro--Loaded is **Robotron's** grandson. The problem is that something has been lost through the generations, but let me first describe the game.

Loaded is a classically simple game, and I like that. The idea is that you're unfairly stuck in prison and you've got to blast your way out. You move from room to room and hallway to hallway, blasting guards, collecting powerups, and finding keys that will advance you. It's all nicely straightforward: if it moves, kill it. You can even blow up things for no particular reason at all. Explosions are fun to watch, as the James Bond films have proven.

Loaded's graphics are also nicely done. Lighting and shading are employed effectively to create a dank, brooding atmosphere. When you blast a guy, you leave a pile of bloody guts behind. Excellent. Better yet, when you use the flame thrower, a pile of ashes are left where your enemy once stood. The game uses an overhead, three-quarters perspective, and the darkness, the atmosphere, and to some extent the action reminds me of **Doom** as much as **Robotron** and **Smash TV**. **Loaded** provides quite an adrenalin rush when you first start playing. Disgruntled? Instead of taking out your frustrations at your local post office, just load up Loaded, and start juicing or frying everything in sight.

Loaded has a lot going for it in the way of good old-fashioned blasting fun, but it is also missing something. As many people have noted, it does get repetitious after awhile. But the real problem, as another reviewer pointed out, is that the game lacks a certain urgency. For an experiment, I played a little 7800 **Robotron** for the first time in many, many months, and found that that game has more in the way of white-knuckled intensity. I think this has partly to do with **Robotron's** scenario: you're stuck in a room and you don't advance until you've blasted everything away. Some enemies shoot at you while others just charge you. One hit and you're history. **Loaded** isn't like this. Another thing missing from **Loaded** is an element of surprise. You more or less know what you're getting into as you move from room to room. In Atari 5200's **Space Dungeon**, another classic in the genre, you have no idea what is going to happen when you move through a door. Some rooms will be stone empty, other teeming wit enemies. **Loaded** is fun retrogaming, but I wish they had made it more of a graphically updated, flat out rip-off of **Robotron** and **Space Dungeon**, games which, for very good reasons, are genuine hall of famers.

MY overall rating for this game is a 7.

This is reminiscent of Smash TV, but with a less restricted playfield. Effective use of lighting provides a gloomy atmosphere.

oleniacz

A total adrenaline rush, especially with two players. I still prefer games like Smash TV, though - finding keys and roaming around "lost" shouldn't be part of an action game.

j santulli

Collector Notes

Not much to say about the new PSX and its games just yet - we suspect that **Loaded** will turn up used faster than most since it does become rather repetitious, so our advice: seek and ye may find (used).

Power Users

Pause the game. Hold L1/L2 for 10 seconds and hold it! For unlimited ammo, press down, right, circle, left, right, circle. Full health, press right, right, left, down, down, up, triangle, circlt. These new options will now appear on the menu.

Origin

Undeniably a descendent of the classic **Robotron:2084**, which inspired run 'n shoot 360-degree action. Also contains elements of **Gauntlet** (keys, being able to see into closed rooms, etc.).

Random reviews

Foes of Ali

3DO **EA Sports** **Dec '95** **Sports**

all the "dope", by joe santulli

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

Simultaneous Multi-Play	Data Save Feature
Cooperative Play Option	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

What a fabulous game! Essentially a "recycle" of the popular PC title *4D Boxing*, Electronic Arts once again redefines a video game sport with *Foes of Ali*. In this contest, you control one of ten boxers (Ali, Frazier, Norton, Chuvallo, Cooper, Wepner, Spinks, Ellis, Foster, and Liston) in an exhibition match, tournament, or "career" mode. Exhibitions are one-match games where you can choose the competitors and the arena. Tournaments consist of round robin matches with up to eight boxers in the pool. The career mode is limited to Ali vs. the competition. Notably absent from the list of Ali's "foes" are George Foreman and Larry Holmes, both of whom had classic confrontations with the greatest.

The options don't stop there, though, my fine friends. For exhibitions and tournaments you also have a wide variety of rules to select from. Do you want a physician to be able to stop the fight if the bleeding gets too profuse? Should a knocked down fighter be saved by the bell? How many rounds should the contest be? Just about everything from the scoring method to the amount of blood that will go spurting across the ring are adjustable. I really like adjustable.

Had I not seen such incredible displays of graphic power on the newer Saturn and Playstation recently, I would not have believed such graphics were possible on a 32-bit platform. They're very impressive, especially if you're a die-hard 3DO owner with no intention to buy another system. The action appears a little jerky (got that, fruitcake?) on some of the camera angles, but not only will you find angles that reduce this, but you'll get used to the motion in no time at all after playing the game a short while. On the subject of camera angles, there are 21 "selectable" ones, most of which work fine for one-player contests. There is a custom camera viewpoint for those looking for that perfect spot. Custom view allows 360 degree control as well as all areas above the boxer's midsection - even overhead - to position to. One or two of the pre-set angles are really silly, like the blimp view, which reduces the fighters to ants and the referee view, which jerks around so much your eyes will do silly little backflips. Otherwise, the variety is very nice indeed.

The fighters represent the real life counterparts both graphically and strategically. Their digitized bodies are pasted to the polygons pretty effectively. If you look at a fighter straight on, you can easily tell who it is, although from the side it can get a little tricky. It seems the fighters all have the same physique, which is really incorrect when comparing two fighters like Norton to Wepner. Still, it works - and each boxer's stance and style make each one decidedly different.

I have never played a boxing sim that didn't take some time to master the controls, *and Foes of Ali* is no exception here. The learning curve is pretty short, though, thanks to the intuitive interface of

(Continued on page 15)

The game really sets new standards for boxing sims, but there MUST be a problem with the two-player game. How can anyone stand up after being hit in the head with 100 punches? It happens.

youngman

A little jerky in movement. Controller response could use some improvement, too, but not bad otherwise. A worthy addition to the 3DO library.

hirsch

Collector Notes

Get it, 3DO owners! There isn't a better boxing game anywhere, and it truly shows off what the 3DO can do. Worthy of a purchase, and you'll be extremely lucky to find a used one.

Power Users

There is a special "cheat mode", activated by pausing the game, then pressing Lshift/Rshift, C. We know two codes: TEAM and PREBEG, but both are just pictures. More codes are certainly available.

Origin

Most directly related to *4D Boxing* (a PC game), with it's polygon fighters and familiar camera angles.

Random reviews LITE

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

WWF WRESTLEMANIA ARCADE

ACCLAIM, FOR PLAYSTATION

7 Y'know, I'm not usually "into" these WWF games. I'm not a big fan of wrestling, although the weirdness of it all sometimes makes me pause on the remote while channel surfing past it. I also never look forward to the next wrestling video game, because there hasn't been any significant advances since Acclaim did **Super WWF** for the Super NES some three years ago. I happened to pass this game in the arcade a few weeks ago and was amazed at how similar to **NBA Jam** the game was, only to discover that it is, in fact, by the same guys that do **NBA Jam**. It's that same kind of "hook you into the lunacy" that makes **NBA Jam** fun, too. You don't have to like wrestling. You don't have to know the characters. What you have to be able to do is perform quick and sometimes complex button presses, and like doing it. It just so happens I do. The Playstation version is almost a perfect translation from the arcade, too. The characters are incredibly detailed. The look is definitely **Mortal Kombat** meets **WWF Raw**. The announcers go wild throughout each bout, and the sound effects are dead-on. There's not a lot to criticize if you like fast-moving arcade action that packs a punch. Well, maybe more than 8 characters would have been nice (I hear there's a secret character in there somewhere, too). Maybe a four-player option would've been nice too. Still, check it out. **WWF** is a killer of a game. - Joe Santulli

TWISTED METAL

SONY, FOR PLAYSTATION

9 Well, the themes may get more and more repetitious, but the technology behind the ideas improve, and thus, so do the games. I guess that's all I really care about. **Twisted Metal** is so familiar: you select a car armed to the teeth with machine guns, rockets, mines, and armor and take it to the streets with computer badguys who have essentially the same power - and intention - in mind. What's changed over the years in this concept is the level of reality and computer artificial intelligence. This game has the best AI I've ever faced in a shootem' up. Computer vehicles turn tail when they're injured. If they're built for ramming, dammit they ram you. Sneaky opponents lurk around corners to ambush you. Cars armed with rear-mounted missiles, oil, or mines seem to let you follow them, then unleash the motherlode in your path. Very cool stuff. As fun as this game is, the graphics could have used some cleaning up. Nowhere near as realistic as the cars in **Destruction Derby**, and with building backgrounds that look like they're lifted from a 32X game, everything has a grainy (the developers probably call it "gritty", instead), dark look. The only instance where this detracts from play is when you're up against a building an can "see" the other side of a storefront, which turns out to be a depth-less, almost cardboard facade! Graphics shine, however, in the explosions. Rockets firing all around, you can see the vapor trail in their wake. Impacts are impressive, with realistic fireballs surrounding the target area. The music is pretty good, but I wasn't as impressed with it as most of the pro mags have been. I like the option to turn the music down and the much preferred sound effects way up. TM is a seat-of-your-pants experience, alone or with a human opponent. Not a bad little effort, and definitely a step in the right direction for a genre I thought dead for sure. - Joe Santulli

DONKEY KONG

NINTENDO, FOR (SUPER) GAMEBOY

8 Not long before the Gameboy was created, Coleco struggled to cram in a palatable facsimile of the popular coin-op on the limited Atari 2600's memory. It was a dismal failure. The effort was improved dramatically on the ColecoVision (to an even greater degree on the ADAM, which included all of the arcade screens) and even Nintendo had a go at it on the 8-bit NES. The problem, it seemed, was that these consoles couldn't match the memory requirements necessary to include ALL of the game, and certainly not enough to IMPROVE upon it. Years have passed, and we find that not only are all of the arcade screens included in this tiny portable, but also a slew of original game screens, tacked on to make a complete mini-adventure out of this classic!

No one will be blown away by the graphics and sound effects, as they typically represent the Gameboy's 8-bit abilities. These are enhanced but still weak when played on the Super Gameboy. However, the "fun factor" cannot be denied. The original arcade game itself doesn't measure up to this level-packed "translation". The number of additional screens constitute a simple but challenging (and highly addictive) experience. It really does seem like the new levels pick up where the old ones leave off. THIS **Donkey Kong** translation packs quite a wallop, especially when you compare it to efforts past. - Kevin Oleniacz

DEFENDER/JOUST

NINTENDO, FOR (SUPER) GAMEBOY

This 2-in 1 game pack offers a double dose of nostalgia. The

ever-popular side-scrolling shooter Defender does not seem to hold up well on the portable, however. The contrast is poor and as a result I have some difficulty distinguishing between the lineup of various alien ships. This problem is rectified on the Super Gameboy, but I prefer spending my time with the nostalgic 2600 version, bloated graphics and all. I was never a dedicated fan of **Joust** but I believe it is the better half of this offering. The original **Joust** recreates its arcade ancestor extremely well. An even more challenging side-scrolling screen has been added into the "super" version of this game. I'd also reward Nintendo for replicating the original arcade tunes and Super Nintendo borders which exact the arcade borders. For classic gamers this cart will conjure up some fond memories. Younger players and cutting edge types will crave more. - Kevin Oleniacz

BATTLEZONE 2000

ATARI, FOR ATARI LYNX

It's been awhile since I fired up the ole Lynx. There hasn't been a new Lynx game in six months! I really didn't think there would be any more. I'm glad I'm wrong. **Battlezone 2000** is just your basic **Battlezone** complete with its trademark green vector graphics, and thrown in are some ammo/damage replenishments scattered on the battlefield. I really don't see where the "2000" part of the game is! Rumor has it that the complete "2000" mode is HIDDEN inside the game, and it features shaded polygons. I hope this is true, it can only make the overall game better and possibly boost its average rating. - Edward Villalpando

SUPER ASTEROIDS/ MISSILE COMMAND

ATARI, FOR ATARI LYNX

This new Lynx game features two of the most popular arcade games of all time: **Asteroids** and **Missile Command**. Each of them got souped-up for the '90's with power-ups and the like here. **Super Asteroids** is a let-down. Besides the fact that you no longer get killed with one hit (I like that), it is very basic. The "Jaws"-type music is missing, the shooting sound is familiar, and the graphics just float - I wish the **Asteroids** would rotate, as they did in the Atari 7800 version. To sum it up, it's not the best **Asteroids** conversion I've played. **Missile Command**, on the other hand, is a pleasant surprise. Atari updated the classic with upgradeable missiles and special weapons. After every fourth round, you go to a power-up screen which you can spend your money (based on how many cities and unused missiles you saved during the previous rounds) on bigger/batter/better missiles and/or special weapons. Some of the special weapons are cool. The problem with this one is that the standard missiles are way too slow, and there's not enough of that "launch" sound that I liked in the VCS version. It's kinda hard to tell if you've launched a missile during the heat of battle. Also, some different explosion sounds would have been nice. Otherwise, this game holds up well and with two in one, you really can't go wront with this Lynx cart. - Edward Villalpando

MISSILE COMMAND 3-D

ATARI, FOR JAGUAR

Missile Command lives again, this time on Jaguar. There are three games on this cartridge: original **Missile Command**, Missile Command 3-D, and Virtual Missile Command. All of them play decent, with the virtual version being the most interesting. The original mode lets you scale the entire screen in or out to see a different border (similar to the Super Gameboy border features): a TV, a Lynx, a generic arcade cabinet with a trakball, or a lighted background. This background option adds nothing to the game. In fact, to see the background fully, you have to scale the screen to its smallest form. The 3-d game is a blend of original and virtual modes. The main problem I have in this mode is that there is no launch sound, making it tough to get into a rhythm in this mode. I've played this the least of the three. The Virtual mode has you looking up in the sky around you (3-D mode plays this way as well), searching for enemy missiles and ships. Shooting enemy ships exposes power-ups which include upgraded lasers, city repairs, etc. You have three types of weapons: lasers (upgradeable), missiles, and smart bombs (when collected). Your main weapon is the laser. I don't like using missiles because once you fire one, it won't explode until it hits something or you manually detonate it by pressing the button a second time. This means that a sweep of missiles like the original game provides is impossible here. I think that was a bad call. Other than that, it's not a bad game. In fact, I keep coming back to it more and more (there are bosses, and they're tough). Jag owners should make this game their next purchase. - Edward Villalpando

TOTAL CARNAGE

MALIBU, FOR SUPER NINTENDO

Well, now. If there was EVER a recycle of a popular game without the name, this is it. **Total Carnage** could have been called Smash TV II. It happens to play just as well as the classic, but I fear that the extreme (and unadjustable) difficulty level puts it out of reach for many gamers just looking to blow stuff up.

The only difference between this and **Smash TV** is that you have a changing background. You're no longer locked in a room until you clear it. Here, you are nudged forward into a hostile environment loaded with the soldiers and mutants of a deranged dictator. Finish three "missions" and you can nab the dictator himself. There are the trademark deaths and power-ups all over the place, but there are more enemies than anyone could possibly handle. There is, fortunately, two-player simultaneous play, and that helps a little, but not enough. The action is so hot and heavy and without a break that the final showdown is almost anti-climactic. Thanks to the Pro Action Replay, I was able to reach the end - but you know what? You need 120 "keys" (pick them up during play) to enter the Pleasure Palace, a secret final level. Looks like I'll have to create another code! Excellent sounds, average graphics (but everything moves very smoothly), and mind-numbing play make **Total Carnage** a frantic, but difficult, experience. - Joe Santulli

(another view)

PITFALL: THE MAYAN ADVENTURE

ACTIVISION, FOR GENESIS

A favorite game of mine from the Atari 2600 days was the original **Pitfall** from from Activision. It was one of the few games that had a character (Pitfall Harry) that displays real human motion. For the 16-bit crowd, the game has been drastically updated. Instead of playing Harry, you play his son, Junior. Your mission is to rescue dad from captivity. That is the simple part, understanding the mission. You must then make your way through the jungle, battling enemies that are both natural and man-made. This is a great game, but very difficult at first. You die very quickly especially if you don't read the control configuration on the manual and play with a three button controller. My own ineptness didn't exactly help! **Pitfall:TMA** reminds me a bit of games like Renovation's **Earnest Evans** and Sega's **The Jungle Book**, with its many frames of animation for the main character. If you're good, you'll find the original Atari 2600 **Pitfall** in the game - of course, I suck at that as well, but it is exactly how I remember it. I rated this game based on its play value - it is definitely a quality title, something to check out even if you're leaving the 16-bit world behind. - Howie Hirsch.

Foes of Ali

(Continued from page 12)

the game. Button A throws a left, Button B throws a right, and Button C is your "bob and weave". The Left and Right shift buttons block with the respective glove. The type of punch you throw is controlled by how you use the directional. We've all seen this technique before, but usually at the expense of footwork... for how am I to punch when the directional also makes me dance? Somehow, EA Sports figured it out, though. There is never a moment when you feel like you're out of control.

Yes, there is a lot to like about this game, but what keeps it from being perfect is what seems to be missing. The historical mode really offers nothing but a very brief verbal summary of the actual bout. Where's the footage? Even a series of photos to correspond with the audio would have been nice. I would have liked the "create a boxer" option, too. You really can't get tired of the ten in the game, but you can only play career as Ali, leaving me yearning what it would be like if a brawler tried his hand against these guys. Or a bleeder. Unless there's some sort of code (which EA is very popular for), I guess I'll never know. I have other little nits, too, but nothing that really takes away from the game. I just want more of it!

3DO owners have been through some serious droughts over the past two years, and it always takes a game like this to get developers thinking again. I wouldn't have thought this game possible on this system, but it is a pleasant surprise and one that I can wholeheartedly recommend to every 3DO owner. - Joe Santulli

The Incredible Wizard

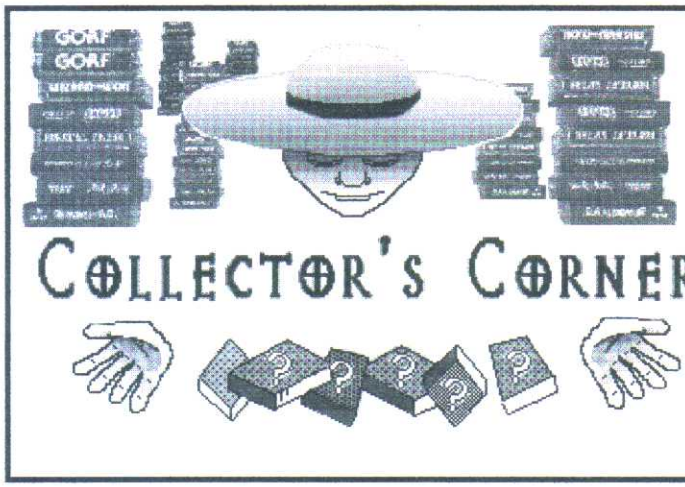
(Continued from page 9)

Oh yeah, *about* the game. Well, the premise might be clear by now if you haven't already played it. You and another player (there is a one-player mode, too) work to clear the maze of wandering Garwors, Burwors, and other creatures beginning with "wor". Once they're disposed of, a really fast Worluk darts around the maze trying to get out. You get a bunch of points for shooting it, plus the next level becomes double points. Randomly, the Wizard himself appears, fires a bullet, then disappears again. This repeats until he either kills or is killed by a player. There's a really cool flashing effect when you kill the Wizard, and an even cooler bonus (he's worth twice as much as the Worluk, and an additional double score multiplier goes into effect for the next level). In fact, this is one of those games that fairly awards points, so if you win, you're probably the better player and not just some lucky punk. For some reason, the Astrocade version awards points at 1/10th of the arcade value, so the Worluk is only worth 100 points versus 1000 on the arcade and other systems. The best score I could manage was 13790, which seems really low, but I *was* on the 13th board.

Here's the <u>really</u> amazing thing. The game was produced in 1981. 1981!! If nothing else, this game proves the superiority of the Bally Astrocade over its competition. You would never have seen graphics as good as *The Incredible Wizard* on an Atari 2600 game in 1978, and Odyssey2 NEVER reached this level. In fact, CBS released *Wizard of Wor* for the Atari 2600 a few years later, and although it is more colorful, it is also a flickerfest with bulkier and less detailed characters. The Astrocade version features subtleties that were largely ignored by most developers at the time, such as the recoiling of the gun when a shot is taken, the messages (GET READY/GO and ESCAPED appear in dramatic fashion), and the really wild sounds that top just about everything from the time. It wasn't until two years later, when *Wizard of Wor* appeared on the Atari 5200, that a <u>graphically</u> superior version could be played. But then, you have to work with those damn non-centering controllers - a real problem on precision maze games like this. Again, the Astrocade version reigns supreme. I suppose if the game wasn't as good as it is, even the two-player shootout that ensues might not have made it the showstopper it was.

The Incredible Wizard is one of my top ten "classic" games, so it gets the ever-so-rare TEN rating from me. Plugging it in again after years of dormancy didn't stifle the fun, the action, or the memories behind this gem. - Joe Santulli

SPEAKING OF PITFALL... Last issue, Robert Ferguson asked us if we'd ever seen the Pitfall arcade game, to which our illustrious editor stated that he might have been playing the Nintendo Play Station coin-op, with Super Pitfall in one of the slots. Not likely. What is more likely is that he was playing the arcade game Pitfall II, a short-lived Sega creation, circa 1985. Here's a picture of it. Thank you, Edward Villalpando, for the pic!

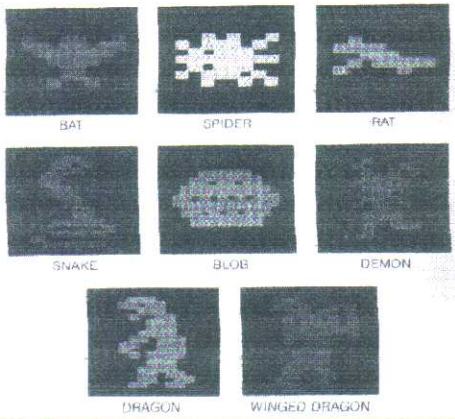


GOLDEN AGE RECYCLES

BY KEVIN OLENIACZ

One of the great injustices of the classic era of video games is that a great number of classics were not worthy of spawning sequels, let alone imitators. Many which were produced were based on arcade conversions. This issue's column addresses true sequels, not clones or cheap imitations which dominate the classic library.

First, some of the good stuff. Based upon the cult role-playing game, Mattel's **Advanced Dungeons & Dragons** for the Intellivision proved to be an intriguing translation. The success of this semi-role-playing game resulted in **AD&D: Treasure of Tarmin**, which offers more spells, monster slaying and three dimensional tunnel exploration. Starpath's **Dragonstomper** involves three stages: gather gold and slay monsters in the opressed countryside; purchase magical items; and traverse a booby-trapped tunnel and slay the guardian dragon. **Sword of Saros**, which was only available through a mail-order offer, borrowed many of the sprites from **Dragonstomper**! Combat takes place in confined rooms or mazes. Atari's **Swordquest** series was a dud from the beginning, but that didn't stop Atari from nearly finishing the set. The three installments: **Earthworld, Fireworld**, and **Waterworld**, each involve matching the correct combination of objects in bare rooms to obtain clues, with very little else to distinguish between them. A relatively hyped-up contest ended up as a farce, as the grand prize was never awarded. **Pitfall!** was a stuning, ground-breaking achievement on the 2600 but **Pitfall II: The Lost Caverns** was even better. An expanded playfield along with additional perils pushed the 2600 to its limits.



Are they the characters from Mattel's *Advanced Dungeons and Dragons*, or the Digital Press staff after a night of heavy drinking? Only our bartender knows for sure.

The forever popular arcade game **Pac-Man** and had *three* classic home incarnations. In this case, however, **Pac-Man** is a total dud that didn't capture the essence of the coin-op. Yet **Ms. Pac-Man** and **Jr. Pac-Man** closely resemble their arcade counterparts and received a warm reception from players and reviewers alike. ColecoVision's original pack-in **Donkey Kong** launched the system crisp graphics and superb replications of three of the arcade's four screens. An extremely inferior version appears on both the 2600 and Intellivision units. **Donkey Kong Jr,** however, succeeded on all systems. ColecoVision **Frogger** (by Parker Bros.) also became a game player's favorite. On the 2600, **Frogger** was produced by two different companies. Parker Bros' version is the blockier of the two, while Starpath's "official" **Frogger** utilizes smaller graphics and tinnier sounds but captures the look of the arcade. The sequel, **Frogger II: Threedeep!** provides multiple screens and an increased challenge but is lacking in the "fun" department.

One of the most basic games, **Breakout**, was later converted into an enhanced game called **Super Breakout**. Rotating rows of bricks, special power-ups, and extra balls are the features added (as well as a really impressive sound palette). Attempting to feed upon the film's success, Activision's **Ghostbusters** recreated several scenes from the movie. Drive around the city while avoiding the slime. Capture ghosts in random buildings and eventually you'll encounter the Sta-puft Marshmallow Man. **Ghostbusters II** by Salu thankfully never appeared on the U.S. market. Frustrating control is this game's most apparent flaw. An accelerated difficulty level complicates attempts to control your man as he swings down a shaft. Ben Hogue's **Miner 2049'er** I and II, released by Tigervision for the Atari 2600 offer the same exact gameplay, sounds, and graphics (the screens are different) across the two titles. This game appeared on just about every platform available at the time, including PC's. Not surprisingly, a sequel was made, but only for the Atari 5200, called **Bounty Bob Strikes Back**.

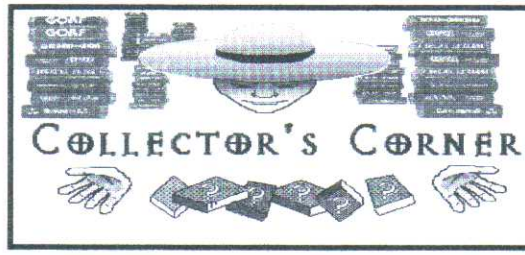
The Intellivision version of **Burgertime** was followed by an uncommon but equally satisfying game called **Diner**. A surreal identification with food is the motif in both. In these games, your chef is being chased by the very ingredients of his own profession.

the TOTE board

Name	City	ST	2600	5200	7800	intv	cloo	vect	odyz	emer	astr	chf	nes	sms	gboy	gear	lynx	vboy	gen	sgcd	tg16	snes	neo	32x	3do	jag	satn	psx	othr	tot
Santulli, Joe	Pompton Lakes	NJ	375	60	56	127	126	28	48	23	27	23	144	25	4	5	10	0	157	30	23	74	7	4	43	6	10	16	8	1459
Oleniacz, Kevin	Ringwood	NJ	500	71	58	52	59	0	49	0	11	8	18	7	3	0	0	0	91	34	20	37	0	0	21	0	0	3	0	1042

How To Use the TOTE Board

Ever wonder how a fanzine that's so geared towards collecting (er, that's us, in case you haven't been paying attention) could neglect to "brag" about our (and our readers') collections? Well, there's still time to change all of that. Here's an unofficial "count" of ours and our readers' collections. If you want to show the world your prowess right here, just send us a letter or postcard with a game count for each of your systems. We'll add it to the permanent board and show it each ish. Just a few rules we follow: **1) UNIQUE GAMES ONLY** (Spiderdroid and Amidar each count as one because the graphics differ. Defender II and Stargate count as one because they're the same game with a different title). **2) NO DEMOS. 3) CARTS & CD's ONLY** (no diskette-based games, but...) **4) SUPERCHARGER GAMES COUNT. 5) NO PROTOTYPES UNLESS UNIQUE** (in other words no copies). **6) XONOX TITLES EACH COUNT AS ONE** (i.e. Ghost Manor/Spike's Peak counts as two). **7) "OTHER" DOES NOT INCLUDE COMPUTER CARTS** (no Atari 800, Vic-20, C-64, etc.). There, that's pretty easy. The list is small so get your numbers in to us!



GOLDEN AGE RECYCLES

(Continued from page 16)

Perhaps the most sought after sequels are 2600's **Mr. Do's Castle** and **Q*Bert's Qubes**. These have been in very short supply in the U.S. while the original versions of each are very common. Salu's **Ghostbusters II** was released in Europe as the 2600 gasped its last here in the U.S. and it too is very hard to find. As mentioned earlier, **Sword of Saros** was only available through mail order, and although copies are flying all around the collector's circuit, the original tape is tough to locate. The 5200 title **Bounty Bob Strikes Back** was a rare gem until Best Electronics discovered a large shipment a few years ago. Following closely behind on the list of not-easy-to-come-by sequels are **Frogger II, Diner**, and **River Raid II**. They're in limited quantities but not impossible to find.

With few exceptions, the sequel is much harder to obtain than the original. The first release also provides more satisfying gameplay in most of these titles.

Recommended:
Jr. Pac-Man (2600)
Pitfall II: Lost Caverns (2600, 5200, Coleco)
Diner (Intellivision)

Beware:
Mr. Do's Castle (2600)
The Empire Strikes Back (Intellivision)
Ghostbusters II (2600)

PULP FICTION

I've noted that many of our readers, like us, are fans of the Tarantino classics Pulp Fiction and Reservoir Dogs. I had to share this letter with you!

This isn't video game related, but **Pulp Fiction** is one of my favorite films, too. In fact, it is amazing how intimately detailed the film is. Vincent Vega may have a brother, Vic Vega, from **Reservoir Dogs**. The briefcase's combination is 666. Butch's girlfriend, Fabienne, may be pregnant (remember the pot belly discussion?), which would tie in perfectly with the watch. Mr. Pink, who, in **Reservoir Dogs**, REFUSED to tip, is Buddy Holly, the waiter! Rosanna Arquette (Jody, I think), is really into body piercing, and note how her eyes light up when Mia is stabbed with the needle. Note that Jules leaves the life of crime after witnessing what he believed was a miracle, while Vincent blows it off and... well, you know what happens to him. And just what is in that briefcase??? Gold? Heroin? The holy grail? The diamonds from the **Reservoir Dogs** heist? Or perhaps a Do! Run Run prototype?

Probably the last option makes the most since. I know it'd make me say "is that what I think it is," even if I were an armed robber.

- Tony Bueno

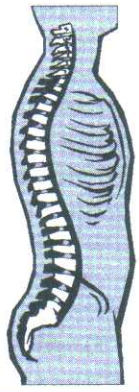
Bill Schultz' ALTERNATE CURRENTS

What I Did With My Sabbatical from Digital Press
or
How to Remove A Spine in Ten Easy Lessons

Hey guys long time, no see. Yes, rumors of my demise are greatly exaggerated. I am still alive and kicking... well maybe not kicking after a long, hard, rehabilitation from back surgery. This time out I'm going to focus on some of the noteworthy things going on outside the vidgame biz, but may be of some interest to you gameheads. I didn't get to play a hell of a lot of videogames over the past few months, since it is rather difficult playing from the prone position. I have recently been playing *NHL '96* from Electronic Arts and love it. I haven't played *Madden '96* yet, but have heard some good things. Before moving on let me state for the record that I think the Sony Playstation buries the Sega Saturn. *NHL Face-off* rules!!!! I can't support a company that puts out hardware (did someone out there say "is he talking about 32X or Sega CD"?), and doesn't support it. I'm starting to feel the same way about the 3DO. What's going on Trip? All right, I vented, I'm off the soap box, took a pain killer, so let's get down to business.

Let's start off at the box-office. I highly recommend the new James Bond flick, *Goldeneye*, and Disney's *Toy Story*. Goldeneye is the return to greatness of that superslick superspy, 007. After Timothy Dalton's lackluster, uninspired performance as James Bond, the producers of the movie got wise and cast Pierce Brosnan in the part. The man has got his act together, a combination of Roger Moore's wit and Sean Connery's hard-nosed edge. The most enjoyable part of *Goldeneye* isn't the gadgets, or the focus on the Bond girls (Famke Janssen is pretty intimidating as villainess Xenia Onnatop), but the simple fact that even though the world around him may change, Bond stays the same. It's a simple case of the sixties Bond thrown into the nineties. The result of this combination makes for some great fun and a helluva lot of explosions.

Disney's *Toy Story* was a big surprise to me. I went to the movie just to check out the computer animation. As it ends up that became almost secondary to the concept of the movie, which was what happens to toys when we're not playing with them. Tom Hanks as the voice of Woody the Cowboy and Tim Allen as the voice of Buzz Lightyear were awesome in bringing their live action talents to this flick. They made me believe these characters were real. I don't want to leave out Don Rickles as Mr. Potato Head. His sarcasm and wit just lent itself to the movie and played off Hanks and Allen. This flick made me think about my childhood and my old toys and all the fun I had in those days of no responsibilities. Disney has once again produced a quality piece of entertainment while bringing technology to the forefront. I think *Toy Story* is just the tip of the iceberg, we will be seeing more and more sophisticated computer animation on the big screen real soon. Take your wife, kids, girlfriend, anybody who will go with you to see *Toy Story*, you won't be disappointed. Check out the videogame (you knew there would be one) which is out as you read this.

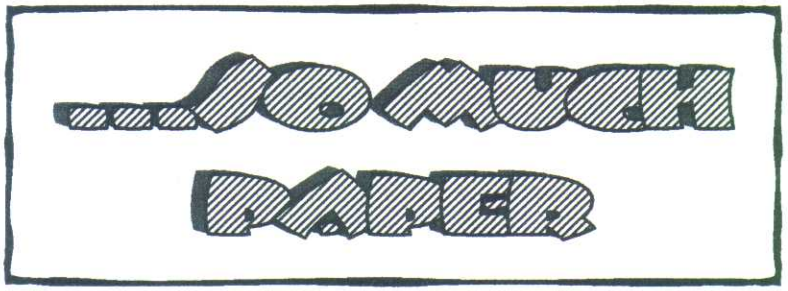


On the video front there are a few noteworthy things to check out. *Batman Returns* is out and if you didn't get a chance to check this film out over the summer, give it a shot. A lot of energy, some good fight scenes, Robin the Boy Wonder, and Nicole Kidman, what else can I say besides Michael who? *Judge Dredd*, another comic-book-turned-movie, starring Sylvester Stallone, got panned, but I liked it. Stallone got a bad rap, he plays Judge Dredd completely over the top, which is the way it should be played. Rob Schneider (of Saturday Night Live fame) was a hoot as Dredd's reluctant partner. You may not like it, but some good action and top special effects make this one worth checking out. Lastly, scan *Species*. This sci-fi actioner, which is a combination of *Aliens* and *Terminator*, was the surprise hit of the summer, with some truly horrific scenes and a descent story. Moral of this flick, never combine alien DNA with human DNA. Nasty results from that one. Good rentals, though.

Having spent the summer flat on my back, I got a chance to catch up on what's going on in the comic industry and there are a few things worth checking out. If you get a chance, hit your local comic shop and pick up DC and Marvel's cross-company team ups, *Spider-Man and Batman*, *Silver Surfer and Green Lantern*, which lead into the *DC versus Marvel*, where The Hulk clashes with Superman, Batman goes at it with Captain America, and everybody tangles with their rival company counterparts resulting in.....pick 'em up and find out yourselves, it's worth the time and effort. Also noteworthy for you comic fans out there is the news that Marvel is franchising out *The Hulk*, *Iron Man*, and *The Fantastic Four* to the guys at Image Comics in an experiment to see if they can make money without publishing the comics that made them famous. The only thing that can REALLY kill the Hulk is green and flat. Scary, isn't it?

Well troops, that's it for this time out. I hope you enjoyed your holidays and next time we'll take a look at some anime, those cool *Earthworm Jim* toys, and what's going on with the boob tube. Peace.

Bill's back, after surgery: doctors say they've only seen this kind of spinal posture in passive laboratory animals.



In 27 issues we have reviewed over 300 games. It's getting hard to keep track of all the paper and even harder to remember where specific reviews are! Since we've never provided this kind of index before, the top of the year seemed like a good place to put it. Note: "wrdp" is the "Write DP" issue from 1992, no longer available in single-issue format. "cc" is the old "Collector's Corner" column supplanted by Random Reviews Lite in 1993. Number represent average rating.

Alien	2600	dp21	6.0
Alien	2600	dp24	5.0
Chase the Chuckwagon	2600	dp22	3.0
Chuck Norris Superkicks	2600	dp16	7.0
Crossbow	2600	dp04	7.3
Cruise Missile	2600	dp26	1.0
Custer's Revenge	2600	dp22	1.0
Dragonstomper	2600	wrdp	cc
Dragonstomper	2600	dp12	8.7
Earth Dies Screaming, The	2600	dp07	4.7
Eggomania	2600	dp08	7.0
Eli's Ladder	2600	dp17	2.0
Fast Food	2600	dp19	9.0
Fatal Run	2600	dp27	7.0
Football	2600	dp25	2.0
Frankenstein's Monster	2600	dp01	cc
Frostbite	2600	dp22	7.0
Gopher	2600	dp10	7.8
Halloween	2600	dp15	5.0
Haunted House	2600	dp15	6.0
I Want My Mommy	2600	dp17	4.8
Jr. Pac-Man	2600	dp24	8.0
Klax	2600	dp23	6.0
Laser Gates	2600	dp02	cc
Lock 'N Chase	2600	dp24	8.0
Lost Luggage	2600	dp08	4.7
Meteor Defense	2600	dp19	4.0
Ms. Pac-Man	2600	dp24	8.0
Off the Wall	2600	dp19	6.5
Pac-Man	2600	dp24	3.0
Pete Rose Baseball	2600	dp02	8.3
Piece O Cake	2600	dp03	cc
Polaris	2600	dp02	cc
Quick Step	2600	dp01	cc
Road Runner	2600	dp06	8.3
Robin Hood	2600	dp11	n/a
Sea Hunt	2600	dp26	1.5
Shark Attack	2600	dp24	4.0
Ski Hunt	2600	dp12	7.0
Sneak 'N Peek	2600	dp17	3.5
Sprint Master	2600	dp03	6.3
Star Fox	2600	dp26	2.0
Strategy X	2600	dp10	4.3
Super Football	2600	dp25	5.0
Taz	2600	dp19	8.0
Texas Chainsaw Massacre	2600	wrdp	cc
Texas Chainsaw Massacre	2600	dp15	1.0
Towering Inferno	2600	dp21	8.0
Up 'N Down	2600	dp27	5.0
Video Chess	2600	dp23	7.0
Virtua Racing Deluxe	32X	dp27	7.8
Demolition Man	3DO	dp23	9.0
Dragon's Lair	3DO	dp16	7.0
John Madden Football	3DO	dp21	8.8
Need For Speed, The	3DO	dp27	7.0
Rebel Assault	3DO	dp23	7.0
Road Rash	3DO	dp21	10.0
Shadow: War of Succession	3DO	dp22	1.0
Shadow: War of Succession	3DO	dp26	1.0
Slam N Jam '95	3DO	dp25	7.0
Star Control II	3DO	dp22	8.0
Way of the Warrior	3DO	dp21	9.0
Wicked 18	3DO	dp25	8.8
Dreadnaught Factor, The	5200	dp06	8.0
Dreadnaught Factor, The	5200	dp22	9.0
Gremlins	5200	dp15	9.0
Meteorites	5200	dp19	6.2
Pole Position	5200	dp27	6.0
Qix	5200	dp23	5.0
Space Dungeon	5200	dp06	cc
Star Trek	5200	dp21	5.6
Zenji	5200	dp23	7.0
Alien Brigade	7800	dp19	8.5
Basketbrawl	7800	dp16	6.0
Desert Falcon	7800	dp04	cc
Double Dragon	7800	dp16	7.7
Food Fight	7800	dp05	7.8
Karateka	7800	dp16	2.0
Mat Mania Challenge	7800	dp13	4.5
Mean 18 Ultimate Golf	7800	dp25	5.0
Midnight Mutants	7800	dp08	cc
Midnight Mutants	7800	dp09	9.0
Ninja Golf	7800	dp09	5.0
Robotron: 2084	7800	dp19	9.0
Title Match Pro Wrestling	7800	dp13	6.8
Antarctic Adventure	CLCO	dp27	8.0
Evolution	CLCO	dp13	6.5
Frantic Freddy	CLCO	dp26	2.0
It's Only Rock 'N Roll	CLCO	dp11	2.3
Ladybug	CLCO	dp24	9.0
One-on-One	CLCO	dp25	7.0
Pepper II	CLCO	dp04	cc
Pepper II	CLCO	dp19	9.0
Slurpy	CLCO	dp26	3.0
Space Panic	CLCO	dp05	5.6
Tapper	CLCO	dp07	7.8
Wing War	CLCO	dp03	cc
Baby Pac-Man	COIN	dp24	6.0
Mr. & Mrs. Pac-Man Pinball	COIN	dp24	7.0
Mr. Do!: Do! Run Run	COIN	dp17	7.0
Ms. Pac-Man	COIN	dp24	10.0
American Football	EMER	dp25	5.0
Pac-Attack	GEAR	dp24	6.8
Aero the Acro-Bat	GEN	dp17	3.0
Alisia Dragoon	GEN	wrdp	cc
Arcus Odyssey	GEN	dp03	8.5
Arnold Palmer Golf	GEN	dp01	6.0
Barney's Hide & Seek	GEN	dp17	6.2
Beast Wrestler	GEN	dp26	2.7
Beauty & The Beast: Roar/Beast	GEN	dp17	6.8
Cal Ripken Jr. Baseball	GEN	dp10	n/a
Chakan: The Forever Man	GEN	dp10	6.5
Chester Cheetah: Too Cool to Fool	GEN	dp13	4.0
Chuck Rock	GEN	dp07	7.0
Coach K	GEN	dp25	8.0
Cyborg Justice	GEN	dp11	n/a
Deadly Moves	GEN	dp10	4.0
DJ Boy	GEN	dp01	cc
Earnest Evans	GEN	dp06	7.0
Eternal Champions	GEN	dp16	7.6
Exile	GEN	dp05	6.6
Fantasia	GEN	dp02	5.6
Fighting Masters	GEN	dp06	6.8
Fortune Builder	GEN	dp07	cc
Golden Axe II	GEN	dp04	7.8
Haunting, The	GEN	dp15	7.0
Jurassic Park	GEN	dp13	6.8
King's Bounty	GEN	dp01	8.3
King of the Monsters	GEN	dp13	6.0
Madden '93	GEN	dp09	10.0
Madden '95	GEN	dp25	5.0
Moonwalker	GEN	dp21	7.0
Ms. Pac-Man	GEN	dp24	9.0

NBA Live '95	GEN	dp22	9.0
NHL '95	GEN	dp22	7.0
NHL All-Star Hockey	GEN	dp25	6.0
Outlander	GEN	dp10	n/a
Pac-Mania	GEN	dp24	7.0
PGA Tour Golf	GEN	dp01	9.3
PGA Tour Golf III	GEN	dp25	7.0
Quackshot	GEN	dp04	7.0
Road Rash	GEN	wrdp	9.2
Rolling Thunder II	GEN	dp05	8.6
Rugby World Cup '95	GEN	dp25	7.0
Shanghai II: The Dragon's Eye	GEN	dp23	9.0
Splatterhouse 3	GEN	dp15	8.0
Splatterhouse II	GEN	dp07	7.0
Sports Talk Baseball	GEN	dp06	8.2
Star Control	GEN	dp02	7.2
Stimpy's Invention	GEN	dp17	9.0
Street Smart	GEN	dp16	3.0
Streets of Rage 2	GEN	dp09	n/a
Streets of Rage 3	GEN	dp21	8.0
Subterrania	GEN	dp19	7.4
Super Monaco GP II	GEN	dp08	6.8
T2	GEN	dp09	n/a
Taz-Mania	GEN	dp07	8.0
Terminator, The	GEN	dp08	7.5
Thomas the Tank Engine	GEN	dp17	8.0
TMNT: Tournament Fighters	GEN	dp16	8.3
ToeJam & Earl	GEN	dp03	8.0
Tony LaRussa Baseball	GEN	dp11	8.0
Two Crude Dudes	GEN	dp05	7.2
Warrior of Rome II	GEN	dp23	7.3
Warsong	GEN	dp07	cc
Winter Challenge	GEN	dp05	5.5
World Series Baseball '95	GEN	dp25	9.0
X-Men	GEN	dp11	6.0
Knock-em Out Boxing	HAND	dp25	5.0
Commander Keen	IBM	dp17	3.0
Veil of Darkness	IBM	dp15	6.5
Warlords II	IBM	dp13	7.7
Diner	INTV	dp08	cc
Dracula	INTV	dp15	7.8
Las Vegas Roulette	INTV	dp23	4.0
Microsurgeon	INTV	dp04	8.8
Pinball	INTV	dp07	cc
Reversi	INTV	dp23	6.0
Shark! Shark!	INTV	dp06	cc
Turbo	INTV	dp27	8.0
Utopia	INTV	dp02	cc
Utopia	INTV	dp23	7.7
Worm Whomper	INTV	dp01	cc
Worm Whomper	INTV	dp19	9.0
Alien Vs. Predator	JAG	dp22	9.0
Checkered Flag	JAG	dp26	2.0
Club Drive	JAG	dp27	5.0
Cybermorph	JAG	dp16	3.0
Tempest 2000	JAG	dp19	8.7
Wolfenstein 3-D	JAG	dp21	6.0
Baseball Heroes	LYNX	dp12	6.0
Basketbrawl	LYNX	dp16	4.0
Battle Wheels	LYNX	dp13	8.0
Double Dragon	LYNX	dp16	7.0
Dracula	LYNX	dp12	8.0
Pinball Jam	LYNX	dp12	9.0
Pit-Fighter	LYNX	dp12	8.0
S.T.U.N. Runner	LYNX	dp04	7.0
Bonanza Bros.	MD	dp02	5.0
Golden Axe 3	MD	dp16	7.6
Outrun	MD	dp27	7.0
Annet Again	MDCD	dp26	3.0
Silpheed	MDCD	dp13	7.6
Blue's Journey	NEO	dp02	n/a
Fatal Fury 2	NEO	dp13	9.0
King of the Monsters	NEO	dp02	n/a
Sengoku	NEO	dp02	n/a
Back To the Future Part III	NES	dp04	2.0
Battletoads	NES	dp02	5.0
Captain America and the Avengers	NES	dp05	6.0
Darkman	NES	dp03	6.4
Freedom Force	NES	dp05	cc
Guerilla War	NES	dp05	cc
Hydlide	NES	dp17	2.0
Mike Tyson's Punch Out!	NES	dp21	9.0
Pac-Man	NES	dp24	6.0
Phantom Fighter	NES	dp16	7.0
Rad Racer	NES	dp27	6.0
RBI Baseball III	NES	dp03	5.4
River City Ransom	NES	dp16	9.2
Smash TV	NES	dp02	7.0
Star Wars: The Empire Strikes Back	NES	dp07	7.3
Super Pitfall	NES	dp15	3.0
Tag Team Wrestling	NES	dp26	2.0
Tecmo World Wrestling	NES	dp05	cc
Three Stooges, The	NES	dp21	7.8
Vice Project Doom	NES	dp04	8.0
Yoshi	NES	dp08	4.7
I've Got Your Number	ODY2	dp17	4.0
KC's Krazy Chase	ODY2	wrdp	7.7
Killer Bees	ODY2	dp11	5.7
Power Lords	ODY2	dp12	5.7
Ridge Racer	PSX	dp27	7.8
Daytona USA	SATN	dp27	8.0
Dragonball Z	SF	dp16	7.0
Super Famista	SF	dp25	8.0
B.C. Racers	SGCD	dp27	7.0
Batman Returns	SGCD	dp12	7.8
Night Trap	SGCD	dp09	6.7
Prize Fighter	SGCD	dp16	7.0
Rage In the Cage	SGCD	dp16	5.0
Rebel Assault	SGCD	dp22	8.0
Road Avenger	SGCD	dp10	n/a
Slam City	SGCD	dp25	5.7
Time Gal	SGCD	dp12	5.8
Tomcat Alley	SGCD	dp19	8.3
Bank Panic	SMS	wrdp	cc
Monopoly	SMS	dp04	cc
Parlour Games	SMS	dp03	cc
Rampage	SMS	dp11	8.0
Alien 3	SNES	dp12	8.4
Aliens Vs. Predator	SNES	dp15	4.3
Clay Fighter	SNES	dp16	8.2
Contra III: The Alien Wars	SNES	dp06	7.8
Death and Return of Superman, The	SNES	dp22	8.0
Family Dog	SNES	dp26	2.5
Final Fantasy II	SNES	dp04	8.8
Final Fantasy III	SNES	dp22	9.0
Final Fantasy: Mystic Quest	SNES	dp10	n/a
Final Fight	SNES	dp03	7.3
Home Alone 2	SNES	dp21	2.0
Ken Griffey Jr. Baseball	SNES	dp25	6.7
Liberty or Death	SNES	dp23	5.7
Magic Sword	SNES	wrdp	5.8
Mechwarrior	SNES	dp10	6.7
Monopoly	SNES	dp22	6.0
NFL Challenge	SNES	dp13	6.8
Pac-Man 2	SNES	dp24	6.0
Q*Bert 3	SNES	wrdp	8.7
Shanghai II: Eye of the Dragon	SNES	dp11	n/a
Simpsons, The: Bart's Nightmare	SNES	dp08	7.8
Soul Blazer	SNES	dp09	6.7
StarFox	SNES	dp11	9.8
Street Fighter II	SNES	dp07	8.8
Street Racer	SNES	dp22	8.0
Stunt Race FX	SNES	dp27	8.0
Super Mario Kart	SNES	dp09	7.8
Super Off-Road	SNES	dp04	7.6
Super Punch-Out	SNES	dp22	8.0
Super Smash TV	SNES	dp05	8.4
Super Soccer	SNES	wrdp	7.0
Super Star Wars	SNES	dp09	n/a
Super WWF Wrestlemania	SNES	dp05	7.6
T2: The Arcade Game	SNES	dp21	7.0
Tiny Toons: Buster Busts Loose!	SNES	dp11	n/a
Toys	SNES	dp12	6.4
WWF Royal Rumble	SNES	dp12	9.0
Y's III: Wanderers from Y's	SNES	dp05	7.0
Zombies Ate My Neighbors	SNES	dp15	8.0

Cadash	TG16	dp04	8.3
Champions Forever Boxing	TG16	dp03	8.0
Cratermaze	TG16	dp02	cc
Moto Roader	TG16	dp27	7.5
Moto-Roader	TG16	dp08	cc
Pac-Land	TG16	dp24	4.0
Vigilante	TG16	dp16	4.5

Armor Attack	VECT	dp03	cc
Bedlam	VECT	dp12	7.0
Fortress of Narzod	VECT	dp06	cc
Pole Position	VECT	dp27	8.0
Star Castle	VECT	dp06	7.8
Food Fight	XE	dp13	5.0

PSychOphile

Recyclus ad infinitum

by Joe Santulli

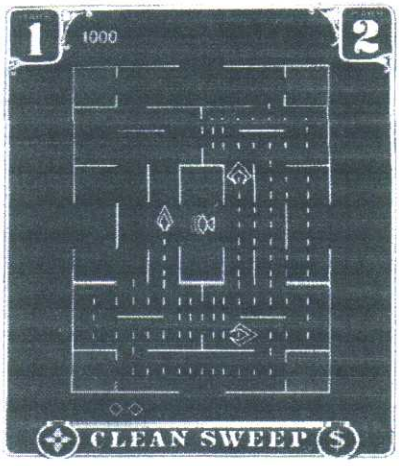
DISCLAIMER: Please forgive any of my opinions that may be construed as facts, which PsychOphile doesn't necessarily conform to. It is in my humble opinion that certain games were derived from certain others. Game designers may not agree, but let's face it - a great deal of today's gaming has its roots in the games of yesterday. Here are the grand-pappies of videogaming recyclables:

Adventure (Atari, for Atari 2600) - This seemingly generic game is still fun to play. Killer dragons that look like ducks, a sword made out of an arrow, a bridge that appears to be the logo for every popular sequel in history ("II"), and a protagonist that no one will identify with (he's literally a square) only add charm to this classic. [Gr: 2, So: 1, Ga: 10, Ov: 9]

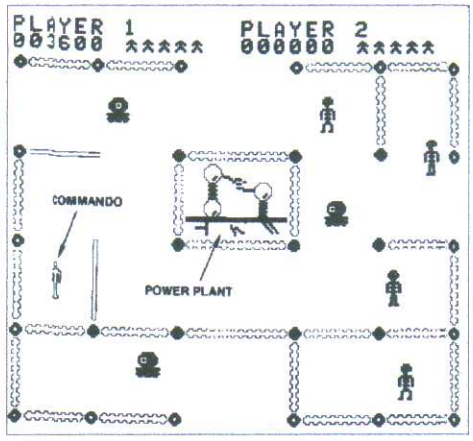
Alien Invaders - Plus! (Magnavox, for Odyssey2) - Still not certain where the "plus" comes in, but this is a solid derivative of Space Invaders. The "plus" could be the little man that runs around trying to find his shield once the ship at the bottom is hit. Decent graphics and fast, frenzied gameplay - unlike many others of this ilk. [Gr: 7, So: 7, Ga: 7, Ov: 7]

Asteroids (Atari, for Atari 2600/7800) - The point-busting, rock-bashing, run 'n shoot offensive blastathon that put "vector graphics" on the map and made a ton of cash to boot. Amazingly simple: blast rocks and UFO's, while avoiding collisions yet strangely addictive. The 2600 version added a feature that was first seen in the arcade's Asteroids Deluxe (shields) as well as the ability to flip 180 degrees. The 7800 version added nicely detailed spinning 3D asteroids and simultaneous two-player action. Both are as addictive as the coin-op. 2600: [Gr: 6, So: 7, Ga: 7, Ov: 7] 7800: [Gr: 8, So: 8, Ga: 7, Ov: 8]

Filling the maze-game void for Vectrex owners with *Clean Sweep*.



Berzerk (Atari, for 2600/5200, GCE for Vectrex) - What was one of the most intense arcade experiences of the early '80's translates fairly well on the home systems. Evil robots pursue you in a maze whose walls are electrified. Now that's what I call just plain berzerk! The coolest boss (maybe even the FIRST boss) of all time, Evil Otto, is a smiley face who happily bounces across the screen and fries your sorry ass! Good clean fun. 2600: [Gr: 6, So: 7, Ga: 7, Ov: 7] 5200: [Gr: 8, So: 9, Ga: 8, Ov: 9] VECT: [Gr: 5, So: 5, Ga: 7, Ov: 6]



***Frenzy Berzerk*'s worthy sequel.**

Cat Trax (Emerson, for Arcadia 2001) - Here's a game that bypasses imitation of Pac-Man and goes straight for an imitiator in itself, Exidy's Mouse Trap. YOU'RE the cat this time, the bad guys are the dogs, and when you get the power up, its a dog catcher's truck you change into. Yeah, that seems different enough to pretend it's not the same game. Good clone anyway. [Gr: 8, So: 7, Ga: 8, Ov: 8]

Clean Sweep (GCE, for Vectrex) - There are so many Pac-Man clones in the "golden age" library that it makes one wonder how far they could take it. Not very far here, on a system that really didn't need to have a maze game this seems like a "token" to appease Pac-Man fans. You're a vacuum cleaner, and when the bag gets full you have to unload it in the center. The usual baddies and turn-the-tables power ups are here too. Not bad but not necessary. [Gr: 5, So: 4, Ga: 6, Ov: 5]

Combat (Atari, for Atari 2600) - commonly used as a doorstop across the homes in the US, Combat is widely considered the most likely game to turn up in a box of VCS games. Outstanding in its simplicity, it's mano-a-mano in tanks, jets, or bi-planes with changing physics accessible by game options. Break it out and play it again - you may be surprised at how much fun it still is. [Gr: 3, So: 6, Ga: 7, Ov: 6]

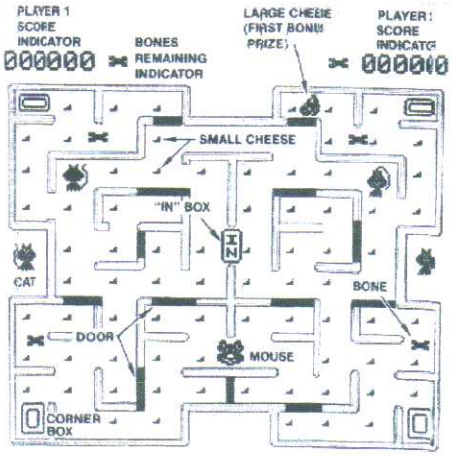
Crossbow (Atari, for Atari 2600/7800) - Help your "friends" across various

fantasy (mainly medieval) landscapes by shooting obstacles and critters that cross their path. A video shooting gallery, still one of the best ever made. Plays remarkably well on both Atari systems, retaining most of the arcade's original levels. [Gr: 9, So: 8, Ga: 8, Ov: 9]

Defender (Atari, for Atari 2600/5200/Intellivision/ColecoVision) - The daddy of all side-scrollers, and the first arcade game to really throw a lot of controls at a player. Shines on most systems, with enemies that actually have their own personalities! [Gr: 8, So: 8, Ga: 7, Ov: 8]

Donkey Kong (Atari, for Atari 2600/7800; Coleco, for Atari 2600/ColecoVision) - This title not only launched the platform game genre but also Nintendo's reputation as a video game designer. Mario's first romp is still fun to play, with four screens of unique objectives and colorful graphics. The 2600 version has only two screens, ColecoVision and 7800 three. The conveyor belt level turned up later on the ColecoVision ADAM computer version of the game. 2600: [Gr: 7, So: 6, Ga: 6, Ov: 6] 7800/CLCO: [Gr: 8, So: 7, Ga: 8, Ov: 8]

Frenzy - (Coleco, for ColecoVision) - Stern Electronics' sequelized their hit Berzerk two years later in the arcades, and as unpopular as it was in arcades, Frenzy was a hit on the ColecoVision. Better graphics, new wall characteristics (you can now bounce shots off some and shoot through others), more bullets flying at once, and special rooms with big bonuses... but all hiding behind the same concept that made Berzerk a hit. [Gr: 8, So: 8, Ga: 7, Ov: 8]



80's gamers couldn't get enough Pac-Man imitators. *Mouse Trap* was a good one.

Galaxian (Atari, for 2600/5200/ColecoVision) - Technically an improvement over Space Invaders, which it is obviously drawn from, but really an innovation in itself as the attacking aliens are really coming at YOU. Who can forget the sound of dive-bombing baddies from this game, or the thrill of hitting that formation of three in the right order and getting the big bonus for the first time? Works well on all systems, but shines on the ColecoVision. 2600/5200: [Gr: 7, So: 7, Ga: 6, Ov: 6] CLCO: [Gr: 7, So: 8, Ga: 8, Ov: 7]

Ladybug (Coleco, for Intellivision/ColecoVision) - In this writer's opinion, Ladybug is to Pac-Man as Korbel is to Shop Rite beer: both get the job done but there's something classier about one of them. Ladybug, like Mouse Trap, allows you to alter the maze layout, but in Ladybug there are many more combinations. There are also special bonuses for collecting letters on the playfield, and one of them leads to a special bonus round. Bonuses are this writer's best friend. One of my faves, looks and plays much better on ColecoVision. CLCO: [Gr: 9, So: 6, Ga: 10, Ov: 10] INTV: [Gr: 7, So: 6, Ga: 7, Ov: 7]

Mine Storm (GCE, for Vectrex) - An obvious Asteroids derivative but - gasp - a bit more fun to play. Mine Storm not only contains the point busting, rock blasting, run 'n shoot offense that made Asteroids a hit, but also has levels. Levels! New, tougher enemies appear each stage until you just can't match their speed. The grid-lined overlay gets in the way (I usually play without any overlay at all), but otherwise a solid game. [Gr: 7, So: 8, Ga: 8, Ov: 8]

Mouse Trap (Coleco, for Atari 2600/ColecoVision) - One of the better spin-offs from the Pac-Man genre of games, Mouse Trap allows the player to alter the configuration of the maze by pressing one of three colored buttons (er, just one on the 2600 stick). There's also a bad guy who's worse than the rest of the bad guys, a vulture, who is indestructible. I hate it when that happens. Very good graphics on both systems, but the music will either stick with you for years or drive you nuts in minutes. [Gr: 9, So: 9, Ga: 8, Ov: 8]

Night Driver (Atari, for Atari 2600) - One of the real relics of the coin-op world (I'm not even sure it was called Night Driver in the arcades), this game was the first of the "view from behind the wheel" driving games. It was tremendously realistic in its day. Now, it just looks like some crap moving around the screen. Oh, is that a car? Hm. Next, please! [Gr: 2, So: 3, Ga: 4, Ov: 3]

Pac-Man (Atari, for Atari 2600/5200/Intellivision) - Rather than describe this game that everyone knows, here's a list of games that "borrow" some of Pac-Man's ideas: Alien, Amidar, Bank Heist, Burgertime, Cat Trax, Clean Sweep, Jr. Pac-Man, KC Munchkin, Ladybug, Lock 'N Chase, Mouse Trap, Ms. Pac-Man, Muncher, Oil's Well, Pac-Mania, Pepper II, Pirate's Chase, Spiderdroid, Tunnel Runner. Now that's what I call *homage*. 2600: [Gr: 2, So: 3, Ga: 3, Ov: 3] 5200: [Gr: 7, So: 8, Ga: 8, Ov: 7] INTV: [Gr: 6, So: 7, Ga: 5, Ov: 6]

River Raid (Activision, for Atari 2600) - Activision could have really scored in the arcades if they put out high-end versions of games like River Raid. It is quite possibly the first vertical shooter with true interactive backgrounds. Look at more recent vertical shooters like Raiden, then look at River Raid, and I think you'll find.... that they're completely different and that River Raid sucks by comparison. Look, I'm nostalgic, not stupid. [Gr: 8, So: 8, Ga: 8, Ov: 8]

Robotron: 2084 (Atari, for Atari 2600/7800) - Looking over the time line, you'll find that Robotron: 2084 was released two years after Berzerk in the arcades. Both feature the same human-hating robots, and a gun-toting hero. Similarities end there, however, for it is Robotron: 2084 that inspired such games as Smash TV, Gauntlet, Total Carnage, and the grown at home Loaded. Fast, relentless, and a blast to play. [Gr: 8, So: 9, Ga: 7, Ov: 8]

Slither (Coleco, for ColecoVision) - This game was packaged with the trak-ball, but would have sold just fine even without it. It's a Centipede "recycle" using snakes instead of the familiar character. The desert replaces the mushroom field (cactus replaces the mushrooms). Coleco didn't bother with rehashing the classics, relying instead on "sleeper" arcade games to be a hit on the homefront. Here they got both - Slither was actually an arcade game! [Gr: 8, So: 7, Ga: 8, Ov: 7]

Space Armada (Mattel, for Intellivision) - You didn't think Mattel was going to sit back and let the feeble 2600 steal all of the market share of Space Invaders fans, did you? Well, this not-too-impressive "recycle" tries to be Space Invaders, but the sluggish controls (even left-right movement doesn't work very well with the disc) hamper the game. [Gr: 4, So: 6, Ga: 6, Ov: 5]

Space Invaders (Atari, for Atari 2600) - The arcade game is the father of just about every shooting game made today, and in its own unique way, it's still fun. The Taito classic holds up very well on the 2600 with over 100 game variations. The two player simultaneous modes are the best! [Gr: 5, So: 7, Ga: 9, Ov: 8]

Space Vultures (Emerson, for Arcadia 2001) - Phoenix enjoyed tremendous success in the arcades, yet oddly it was not done to death on classic systems. The unlikely Arcadia 2001 provides a really solid variation of the game, although it *is* missing the mother ship stage that probably makes Phoenix fans like Phoenix in the first place. Never mind, I guess it's not that great after all. [Gr: 7, So: 8, Ga: 6, Ov: 6]

DP GUIDE ADDENDUM 3.06

Collector's Guide Update by Joe Santulli

with help from many very cool collector-types

Here's where I prove once again that I'm NOT a good businessman by updating your Guide (third edition) with new entries and changes to old ones. Sometime in ht every near future there will be a fourth edition that will incorporate these changes (as well as bazillions of PsychOphile entries, new essays, anecdotes, and price updates. Until that time, add these pages to your current Guide, and live by them!

ATARI 2600

❒ 4 Game In One ..... Taiwan D ..... ???
This import's titles include Ice Hockey (Ice Hockey), Phantom UFO (Spider Fighter), Spy Vs. Spy (Chopper Command), and Cosmic Avenger (Starmaster). #PGP210, #PGP212, #PGP213, #PGP214.

❒ Basis-Angriff {E} ..... Taiwan D ..... ???
Taiwan release with black label and original artwork. Picture label says "VIDEO GAME" over the title. The English translation is "Base Attack/Assault". We haven't identified the US counterpart yet - probably Base Attack or Assault.

❒ Das Raumschiff (E.T.) {E} ..... Taiwan D ..... ???
Taiwan release with black label and original artwork. Picture label says "VIDEO GAME" over the title. The English translation is "The Spaceship", but the best part is that the picture itself shows E.T. holding a banner that reads "E.T. GO COME". #SP211.

❒ Der kleine Bar {E} ..... StarSoft ..... ???
Taiwan release with black label and original artwork. The English translation is "The small bear". We haven't identified the US counterpart yet - probably Crystal Castles or Smurf.

❒ Dolphin (Ungeheuer der Tiefe) ..... Activision 5.00
Named "Best Audio-Visual Effects (Less than 16K ROM) of 1983" by Electronic Games Magazine. Scoring over 80,000 points could get you a "Friends of Dolphins" patch, and 300,000 points the coveted "Secret Society of Dolphins" patch by sending proof to Activision. Designed by Matthew Hubbard. © 1983. # AX024. REPLACES DPG3 ENTRY.

❒ Donkey Kong Jr. {E} ..... HES ..... ???
Re-release manufactured in Australia. © 1982.

❒ Eddy Langfinger der Museum-
sdieb (Fast Eddie) {E} ..... StarSoft ..... ???
Taiwan release with red label and original artwork. The English translation is "Eddy Longfinger, the museum thief".

❒ Eggomania {E} ..... Carrere Video ..... ???
Re-release from Europe. © 1983. #USC2003.

❒ ET: The Extra-Terrestrial (Das Raum-
shiff) ..... Atari 2.00
This is the game that is believed to have initiated the videogame crash of 1984. Shipped to stores en masse and riding on the popularity of the movie, there were so many ET cartridges left over that thousands of them were destroyed. Designed by Howard Scott Warshaw in just four months. # CX2674. REPLACES DPG3 ENTRY.

❒ Fast Eddie (Eddy Langfinger der
Museumsdieb , Mr. T) {E} ..... Sirius-Fox 10.00
Designed by Mark Turmell. © 1983. #11003. REPLACES DPG3 ENTRY.

❒ Im Reich der Spinne {E} ..... StarSoft ..... ???
Taiwan release with black label and original artwork. The English translation is "In the empire of the spiders". We haven't identified the US counterpart yet - probably Spider Fighter or Crackpots.

❒ Marspatrouille {E} ..... StarSoft ..... ???
Taiwan release with black label and original artwork. The English translation is "Mars Patrol". We haven't identified the US counterpart yet - probably Asteroids.

❒ Raumroboter (Space Robot) {E} ..... Taiwan D ..... ???
Taiwan release with black label and original artwork. Picture label says "VIDEO GAME" over the title. The English translation is "Space Robot". #SP203.

❒ Robin Hood/Super Kung-Fu ..... Xonox ..... ???
Unusual combination double-ender must have been produced after Xonox lost the license to Chuck Norris' name (and we thought Telegames started the Super Kung Fu title).

❒ Space Robot (Raumroboter) {E} ..... Dimax 50.00
REPLACES DPG3 ENTRY.

❒ Ungeheuer der Tiefe (Dolphin) {E} ..... StarSoft ..... ???
Taiwan release with black label and original artwork. The English translation is "Monster of the thieves".

NON-CARTRIDGE ITEMS

❒ Video Game Brain ..... RGA International .. 20.00
Allows six cartridge input, with the ability to switch between them. A bit like the ROM Scanner (below). #RGA-1360. REPLACES DPG3 ENTRY "MULTI-CART INTERFACE".

ATARI 7800

The European edition of the Atari 7800 has Asteroids as a built in game.

❒ Title Match {E} ..... HES ..... ???
Overseas release in plain black cartridge with white lettering.

❒ Wico Joystick ..... Wico 20.00
ColecoVision.

INTELLIVISION

❒ INT'L Demo ..... ??? ..... ???
This demo cartridge was discovered overseas. The opening screen (and a small top label) says 1982 and there are four games displayed: Soccer, Space Battle, Tennis, and Basketball. The computer runs these games for approximately one minute, followed by title screens (but no demo) for Astrosmash, Skiing, Frog Bog, Lock N Chase, Boxing, and Star

Strike. After that it returns to the opening screen. © 1982.

ODYSSEY

- ❒ Air Battle! + ... Philips 30.00
  European release for Odyssey3 counterpart Videopac G7400. #58.
- ❒ Blobbers! + ... Philips 25.00
  European release for Odyssey3 counterpart Videopac G7400. #56.
- ❒ Catch the Ball!/Noughts and Crosses! ..... Philips 30.00
  European release for Odyssey2 counterpart Videopac G7000. #19.
- ❒ Chess Module! + ... Philips ..... ???
  Add-on for chess fanatics.
- ❒ Chez Maxime! ..... Jopac 40.00
  European release for Videopac G7400. #A08.
- ❒ Demon Attack Plus ..... Jopac 40.00
  European release for Videopac G7400. #C07.
- ❒ Exojet Plus ..... Jopac 40.00
  European release for Videopac G7400. #C05.
- ❒ Helicopter! + ... Philips 30.00
  European release for Odyssey3 counterpart Videopac G7400. #59.
- ❒ Killer Bees! + {V} ..... Philips 25.00
  European release for Odyssey3 counterpart Videopac G7400. #52.
- ❒ Looney Balloon! + ... Philips 25.00
  European release for Odyssey3 counterpart Videopac G7400. #54.
- ❒ Neutron Star! + ... Philips 25.00
  European release for Odyssey3 counterpart Videopac G7400. #55.
- ❒ Nightmare! + ... Philips 25.00
  European release for Odyssey3 counterpart Videopac G7400. #53.
- ❒ Norseman! + ... Philips 25.00
  European release for Odyssey3 counterpart Videopac G7400. #57.
- ❒ Super Bee! ..... Philips 30.00
  European release for Odyssey2 counterpart Videopac G7000. #50.
- ❒ Syracuse ..... Jopac 40.00
  European release for Videopac G7400. #A07.
- ❒ Terrahawks! + (Attack of the Time-lord!) {V} ..... Philips 25.00
  European release for Odyssey3 counterpart Videopac G7400. #51.
- ❒ Trans American Rally! + ... Philips 30.00
  European release for Odyssey2 counterpart Videopac G7400. #60.

NON-CARTRIDGE ITEMS

- ❒ *Odyssey2 w/built in screen* ..... NAP ..... $$$
  Very rare item, an O2 with built-in black and white monitor. #G7200
- ❒ *Odyssey3* ..... NAP ..... $$$
  Odyssey2 compatible but plays "+" titles released by Jopac. Very very rare, but seen by more than one collector. #G7400.
- ❒ Videopac G7000 ..... Philips 60.00
  Same as Odyssey2, but with slight physical differences: the Videopac is flatter and has no on/off button.
- ❒ Videopac G7200 ..... Philips ..... $$$
  The European version of the Odyssey2 with built-in B/W screen. Very rare!
- ❒ Videopac G7400 ..... Philips 200.00
  The European version of the Odyssey3, slightly less unique than its American cousin. The Videopac G7400 is also Odyssey2 compatible but plays "+" titles released by Jopac.

VECTREX

- ❒ Cosmic Chasm ..... GCE/MB 15.00
  Designed by Bill Hawkins. # 3101. REPLACES DPG3 ENTRY.
- ❒ Dark Tower ..... GCE ..... $$$
  Discovered in 1995, the prototype seems complete with an ending. At 12K, it's the largest of any Vectrex game. A manual and overlay have been proven to exist as well. Inspired by the Milton Bradley board game. #3307. REPLACES DPG3 ENTRY.
- ❒ Flipper Pinball (Spinball) ..... MB 50.00
  European release with a different name. Label has bolder "Vectrex" logo, and states "cassette" instead of "arcade system cartridge".
- ❒ Scramble ..... GCE/MB 10.00
  Designed by Paul Allen Newell. # 3103. REPLACES DPG3 ENTRY.
- ❒ Soccer/Football (Heads-Up Soccer) ..... MB 80.00
  European release with a different name. Label has bolder "Vectrex" logo, and states "cassette" instead of "arcade system cartridge".
- ❒ Solar Quest ..... GCE/MB 15.00
  # 3104. REPLACES DPG3 ENTRY.
- ❒ Star Ship (Star Trek: The Motion Picture) MB 20.00
  European release with a different name. Label has bolder "Vectrex" logo, and states "cassette" instead of "arcade system cartridge".
- ❒ *Vectrex Multi-Cart v2.0* ..... GCE 75.00
  A newer version of the Multi-Cart adds a menu plus Dark Tower and four more demos: Lenny Carlson's Greatest Hits, The National Anthem, Bonnie, and Daisy.
- ❒ Web Warp (Web Wars) ..... MB 50.00
  European release with a different name. Label has bolder "Vectrex" logo, and states "cassette" instead of "arcade system cartridge". Box and manual variation shows Web Wars as title.

GET A YEAR FREE OF DP!
CHECK OUT PAGE 6 FOR DETAILS

SCAVENGER HUNT III

It's that time again - time to dig through your attic and collections. Time to bother the neighbors. Time to scan through previously unscanned areas of life. It's Scavenger Hunt III! Find as many items on this list and mail them to DP headquarters before ***February 28th, 1996*** *and WIN!*

FIRST PRIZE: A complete, working Vectrex unit in its original box, $100 cold hard cash, a lifetime subscription to Digital Press, and the envy and admiration of gamers everywhere.
SECOND PRIZE: $50, ten randomly selected videogames from our collection, and three free years' subscription to Digital Press.
THIRD PRIZE: $25, ten randomly selected videogames from our collection, and three free years' subscription to Digital Press.
Better get started - time is running out... join Hall of Fame winners of past Scavenger Hunts Russ Perry Jr, Jeff Cooper, and Dane Galden on your quest for glory!

NOTES: "Video game character" means that character originally appeared as a video game character, not ultimately wound up as one. For example, Mario and Luigi, Sonic and Earthworm Jim are video game characters. Spider-man, James Bond, and Bugs Bunny are not.
Items marked with a (*) do not have to be sent - a reasonable facsimile (a photograph or other proof) will be accepted.
That's because we're not sending this stuff back. The winner's package will inherit most of it.
We reserve the right to print in a future issue, any non-copyrighted material from your entry.
DP Staff are not eligible to participate (unless it's just for fun, of course).

☐ An **article of clothing** (shirt, hat, gloves, etc) featuring a video game character.

☐ An **ad from a dealer** advertising a cartridge at a price at least twice as high as the price listed in the DP Collectors' Guide.

☐ An **arcade token** with a videogame character on it.

☐ A printed **store receipt** for the purchase of a new videogame for one of the following systems: Atari 2600/5200/7800, Colecovision, Intellivision.

☐ A piece of memorabilia or a **"spinoff" product** from Super Mario Bros. III.

☐ A **photograph** of yourself holding at least 15 Saturn or Playstation games (the EB and Babbages people will love you!)

☐ A commercially manufactured 5 1/4" **computer disk** or **computer cassette** of a game that also came out for the Atari 2600.

☐ A **poster** for a 32-bit or 64-bit videogame.

☐ A videogame **label** with a skull on it (*).

☐ The box or label from a **food product** featuring a video game character.

☐ An Internet **Usegroup posting** where someone gets flamed for enjoying an Atari 2600 game. Posting must include header (to/from/subject/thread etc) for authenticity.

☐ The **box** from a video game rated a four or lower "overall" by any DP staff member (*).

☐ A published **easter egg** or "cheat" for a ColecoVision game.

☐ The cover of a **repair manual/owner's guide** for a pre-1984 arcade game (*).

☐ Any piece of **memorabilia** (excluding carts, instructions, etc.) inspired by Space Invaders (*).

☐ A **classified ad** in which video game cartridges are referred to as "tapes".

☐ A piece of commercially manufactured **Pac-Man memorabilia** that was not licensed by Bally/Midway (*).

☐ A **reference or quote** about video games found in a newspaper article.

☐ A **music video** with an arcade game in the background.

☐ A photo or ad of a videogame related **telephone**.

☐ The **autographs** of three video game collectors who own at least 400 different Atari console titles (see TOTE board rules in this issue) and at least 100 different ColecoVision titles.

☐ A photo of a **pinball machine** whose theme is that of a video game character.

☐ A **stuffed doll** of a video game character that doesn't appear in a Genesis or Super Nintendo game.

☐ A quart-sized video game glass **drinking stein** (*).

☐ A page from a magazine or catalog showing **a photo** of a game that was ultimately released with a different name than the one listed on the page.

☐ A **paperback book** that is not video game related but has the title of a video game related character.

☐ A **game review** from any magazine, book, or newspaper where the reviewer states the painfully overused "If you liked [game title], you'll love [game title]".

☐ A **pin** featuring a video game character or title.

COOP DE GRACE

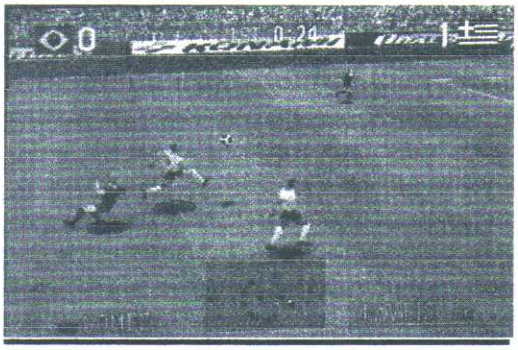
The Last Word In Gaming from academist Jeff Cooper

A Sportsman's Paradise?

Sports gamers ought to be in 32-bit heaven. Consider the reviews of some of the latest sports offering that have appeared in the Prozines. **World Series Baseball** for the Saturn has been hailed in review after review as the greatest baseball game ever developed. **Worldwide Soccer** for the Saturn has been praised to the hilt; one reviewer could find "nothing" about the game to criticize. **In the Zone**, the new basketball game for Playstation, was rated a 10 in one Prozine. The reviewer described it as the greatest sports title ever, for any system. **FIFA '96, PGA Tour Golf, NFL Gameday**--you name it, and it has gotten ratings at least in the mid-90s.

I hate to rain on a parade, but there is some sort of mass hysteria going on here. These games are good, but they are ONLY good. Most of them deserve to be rated about a seven. Most of these games scream "initial effort for a new system." They cry out, "first generation." They bellow, in some cases, "rushed to market."

Let's look at some specifics. **Worldwide Soccer** for Saturn: the graphics are great, and graphics, for me at least, are far more important in sports titles than they are in other sorts of games. The visuals in **Worldwide Soccer** really draw you into the game, and the gameplay is pretty solid, too. So what's the problem? Well, there are seven-year-old soccer games that include features missing in **Worldwide Soccer**. You cannot create players or trade players. You cannot move players of varying ability around in position. There are all sorts of other options included in older games that are missing. No flaws? Is this a joke? What about the goals I've given up because I've had to tap a button five times before the proper player would activate? What about the fact that when I dribble into the penalty area, my man freezes for a split second just as I'm about to unload a shot--just long enough for a defender to sweep the ball away? Why can't you hook or slice your shots, as in most other soccer games? Why iclude headers if it is nearly impossible to score with them? Why do certain passes always end up in a goal being scored?



***Goal Storm* Looks aren't everything**

World Series Baseball for Saturn: I saw one review for **Worldwide Soccer** (and only one) that gave it only three stars and called it a near miss. **World Series Baseball** confuses me because the praise has been universal. Why? Admittedly, the graphics and sound are amazing. They so draw you into the game that I don't know if I'll ever be able to go back to 16-bit baseball. You really feel as if you are playing in Fenway or Wrigley. The gameplay is also pretty good. But the problem, again, is depth. Sure, the game has some statistical tracking and so on, but in general it lacks all sorts of features included in the Genesis version. (Don't be misled. **World Series Baseball** for Saturn is simply a renamed version of a Japanese game called **Greatest Nine**. It is NOT an update of the Genesis game). You cannot create or trade players, and there is nothing innovative offered in gameplay. It's just generic. Homeruns are replayed, but beyond that, there is no instant replay--astonishing in a 16-bit game like **Ken Griffey** for SNES, unforgivable in a 32-bit game. Baserunning is over complicated. And worst of all, you can hit a ball off the wall--410 feet from the plate--and MOST OF THE TIME you'll be thrown out at second base by ten feet. Many older games offer more options and better gameplay depth than this one.

Playstation games have also been overhyped. **PGA Tour Golf** is much closer in design to the unpopular SNES version than it is to the popular Genesis version. The Babbages salesman warned me that it didn't have much in the way of options, and he was correct. But what really wrecked it for me was the flight of the ball. Once you hit it, it zooms of the screen in an instant. The angle then reverses and you see the ball unrealistically jerk to a halt. Part of the fun of video golf, like real golf, is watching your shot--watching it soar though the air, letting the tension build as you wonder just where it's going to land, how far it's going to roll, and how well the shot is going to turn out. This game robs you of that pleasure, completely disrupting the rhythm of golf. The good news is that the game zooms along at twice the normal pace, but why not include various "ball cam" options, like other golf games?

NFL Gameday is marred by the fact that time and again passes are tipped and then intercepted. Didn't anyone notice this during game testing? **In the Zone** has nice, smooth graphics and decent basketball gameplay, but almost nothing in the way of options--you can't even substitute. The same sorts of general criticisms apply to **Goal Storm**.

One large irony is that most of these games offer arcade-style action, and I PREFER arcade style action. I don't like complicated sims that take three months to figure out. Problem is, even as arcade games most of these entries are flawed. Moreover, there is no reason why a sports game can't offer both great arcade gameplay and lots of options. The proof is in the game that I think emerges as the real winner of the sporting wars: **NHL Faceoff** for Playstation. I popped this baby in, and within five minutes, although I wasn't playing all that well, I knew what I was doing. The graphics are great. The gameplay is great. And it has depth and options out the wazoo. It has lots of features I'll never use. But that's the point of options--they're optional. No, it isn't perfect. Like most hockey games, I have little sense that I can aim the puck toward a specific part of the net when shooting, and the graphics, though outstanding, will probably be even better in the inevitable sequel. But this one really does deserve a nine.

The great news is that even the so-so sports games are still pretty good. I've seen the future of sports games and it is going to be impressive. Right now, the graphics are wonderful, the gameplay requires tweaking, and options need to be added. But these problems are easily rectified. For now, I'm going to stick to Playstation hockey and the Saturn driving games. And I can't wait until the sports sequels arrive.

Classified Section

BUY/SELL/TRADE GAMES for all classic and modern systems. I have, and collect, for Atari 2600, 5200, 7800; Colecovision; Intellivision; Vectrex; Odyssey; Texas Instruments TI-99; Microvision; Fairchild; Bally; Arcadia; Atari & Commodore computers; Sega Master System; Nintendo; SNES; Genesis; Turbografx; GameBoy; Game Gear; and others. I have over 1000 carts, systems, and peripherals available, including some very rare items such as NES Tengen Tetris, the Intellivision test cartridge and Diner, Atari Q-Bert's Qubes and Crazy Climber, extra Vectrex units, etc. Some are for sale, some are strictly for trade. I'm mostly looking for classic games for the first 7 systems on the above list. Send me your list of what you have and what you're looking for, and let's see if we can work something out! (or feel free to drop me a line!) Jeff Rothkopf, 20985 SW 84 Avenue, Miami FL 33189, (305) 378-6133.

FOR SALE: Sega CD $20 each or 2 for 35: Black Hole Assault, Cobra Command, Dracula Unleashed, Heimdall, Jaguar XJ220, NFL's Greatest: SF vs. Dallas, Robo Aleste, Monkey Island, Star Wars Chess. WANTED: 2600 Mr. Do's Castle, Demolition Herby, carts by Bomb, Homevision, and Technovision; ColecoVision Alcazar. Kevin Oleniacz, 96 Buena Vista Drive, Ringwood, NJ 07456.

FOR SALE: 2600 Custer's Revenge,box,inst: $10.00; 2600 Custer's Revenge: $8.00; 2600 Spiderdroid,sealed,box,inst: $8.00; 2600 Steeplechase: $7.00; 2600 Racquetball: $5.00; 2600 Blueprint: $5.00; 2600 Congo Bongo: $4.00; 2600 Quick Step: $4.00; 5200 Dreadnaught Factor: $6.00; 5200 Super Cobra: $5.00; 7800 Double Dragon,box,inst: $8.00; GEN NHL '95,box,inst: $15.00; IBCD Playboy Screen Saver,Mature version,inst: $15.00; INTV Nova Blast: $6.00; ODY2 Quest for the Rings,some pieces missing,box,inst: $15.00; VECT Armor Attack,box,inst: $12.00. **WANTED:** Intellivision boxes: Dreadnaught Factor, Learning Fun I and II, Swords & Serpents, Dragonfire, Microsurgeon, Pinball, Super Pro Decathlon, Truckin', Blockade Runner, Sewer Sam, Spiker Super Pro Volleyball, He-Man, White Water, Donkey Kong Jr, Turbo, Centipede, Atlantis, Bowling, Pac-Man (Atarisoft), Reversi, Skiing, Sharp Shot, Motocross, Mr. Basic, Beamrider, Fathom, Tropical Trouble, Q*Bert, Venture, Zaxxon. Will buy the game in box if the price is right! Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

FOR TRADE: ATARI 2600 (sealed): California Games, Demon Attack, Solaris, Star Wars: ESB. (w/inst, box): Dig Dug. (w/inst): Battlezone, DK Jr, Double Dunk, Joust, QBert, Radar Lock, Space Invaders, Super Baseball. (cart only):Armor Ambush, Artillery Duel/Chuck Norris, Asteroids, Berzerk, Gorf, Home Run, QBert (worn label), Target Fun, Star Trek (label written on), Tomarc (bad label), Video Olympics. Starpath Frogger, Killer Satellites. Atari Force DC Comic #5 (has stamp on cover and inside, overall fair condition). ATARI 5200 (cart only) Berzerk, Dig Dug, Frogger, Galaxian. ATARI 7800 (sealed) Asteroides, Ballblazer, Choplifter, Dark Chambers, Dig Dug, Fight Night, Pole Position II, Xevious. ATARI XE (cart only) Blue Max, Bug Hunt, Fight Night, Flight Simulator II, Hardball, One on One. Atari XE keyboard, light gun. ARCADIA 2001 (w/inst, box in bad cond.) Space Attack. COLECOVISION (cart only): Donkey Kong, Lady Bug, Subroc, Zaxxon. C-64 (w/inst, box): Zenji. INTELLIVISION (w/inst, overlays): Astrosmash, Safecracker. (w/inst): Frogger, Las Vegas P&BJ, Space Battle. (w/ overlays) Burgertime. ODYSSEY2 (w/inst): Attack of the Timelord, Monkeyshines, Speedway/Spinout/Cryptologic, War of Nerves. (w/inst): Bowling/Basketball, Dynasty, Electronic Table Soccer, Hockey/Soccer, KC Munchkin, Matchmaker/Logix/Buzzword, Pocket Billiards, Turtles. (cart only): Alien Invaders Plus, Baseball, Cosmic Conflict, Football, Out of this World/Heli Rescue, Quest for the Rings, Showdown in 2100 AD, Thunderball. MICROVISION (w/inst & poor box) Mindbuster. (w/fair box) Sea Duel. NINTENDO (cart only) Double Dragon II. VECTREX console (sound but no picture). BOOKS: Basic programs for the Atari 600XL and 800XL (120pgs, 1984). Computes First Book of VIC-20 (212pgs, 1982). The Official Turbografx Encyclopedia (254pgs, 1990). Matthew Archambeau, PO Box 50189, Kalamazoo, MI 49005-0189.

FOR SALE: Games for Atari, Vectrex, ColecoVision, Intellivision, SMS, NES, others. Systems also available. Write for current lists. **WANTED:** VCS 2600 Up N Down, Quadrun, Miner 2049'er II. ColecoVision Sector Alpha, Zenji, Spectron, Threshold, 2010. SMS Pat Riley, Slap Shot. Odyssey2 Popeye. Edward Villalpando, 13525 Utica Street, Whittier, CA 90605.

WANTED: Original manuals - Sega CD: Sol-Feace, Sherlock Holmes Consulting Detective, and Sega Classics Arcade Collection. Genesis: Sonic the Hedgehog, Virtua Racing. Also need a switchbox with cables for the Intellivision II, and original cases for: Sega CD: Sega Classics/Arcade Collection, Sherlock Holmes Consulting Detective, Hot Hits/Rock Paintings. Also need back issues of Game Force, Paradox, Video Game Review, and Video Universe (fanzines). Also need back issues of Super NES Buyers Guide, Sega Visions, Mega Play, Game Players, EGM, and EGM2 (v1#1, v1#2). Brian Clark, 13201 Mercier, Southgate, MI 48195. (313) 285-3815.

WANTED: Games for Atari 2600, Atari 65XE, Atari ST, ColecoVision, Intellivision, NES. Send lists to Wayne Modjeski, 461 Wilsie Street #2, Winona, MN 55981.

FOR SALE: Atari 7800 (unit, but no wires); Atari 2600 (unit, no joysticks). Atari 2600 games: Baseball, Asteroids (Telegames), ET, Football (Telegames), Missile Command (Telegames), Target Fun, Night Driver, Pac-Man, Combat (w/box), Space Invaders (w/inst, box), Star Wars Jedi Arena, Shootin' Gallery (w/box), Frogs N Flies (w/inst, box), Circus Atari (w/inst, box), Dragster, Barnstorming (defective) , Megamania (defective). Empty boxes for Othello, Ice Hockey, Reactor, Swordquest Fireworld, Swordquest Earthworld. John O'Connor, 2755 Reservoir Ave, Bronx, NY 10468.

COLECOVISION PROTOTYPE Porky's cart with prototype instructions - best offer close to $200; ColecoVision prototype of Wing War - best offer; Sears Video Arcade II in box complete with controllers $40 post paid; Spitfire Attack cart w/Flight Commander Controller and Instructions, all in excellent condition $50 post paid; Super Famicom carts, cases modified to fit SNES without adaptor $5 to $10 each; Sega Mega Drive carts & adaptors $5 to $10 each; custom-made 5200 joysticks and others plus a variety of hardware & classic carts, most for 50% of Guide price. Prices negotiable, trade offers welcome. I collect Atari 5200, 7800, ColecoVision and I'm interested in Prototype copies. Call or write for free price list. REMEMBER, Hawaii is 2 hours earlier than California. Call after 3PM. D. Rucker, PO Box 1813 Kailua, HI, 96734. (808) 263-8495.

FOR SALE OR TRADE: prefer to trade. For Vectrex: Web Wars, Melody Master, Art Master. Vectrex console $65 plus shipping. For Colecovision, Frogger II, Word Feud, Linking Logic, many others. For 2600 Room of Doom, Strategy X, Tape Worm, Pooyan, Raft Rider, London Blitz, many others. For Intellivision: I have nearly a hundred different games in the box--send your want list. I also have dozens of 2600 games in the box, mostly common and semi-common stuff, but cheap. I'm looking for harder-to-find carts, cart boxes, and video memorabilia. Jeff Cooper 2205 W. 9th Ave. Stillwater, OK 74074

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NOTE-worthy

SANTA CLAUS MEETS JOE SANTULLI

In one of the most startling events of the holiday season, Santa Claus, the so-called "saint Nick", challenged editor Joe Santulli to a drinking contest at the Willowbrook Bar & Grill in Wayne, New Jersey only a week prior to his "big day", December 25th. Santulli, never turning down a challenge, accepted. In this picture we see a beaten Claus taking a corner seat while victor Santulli drinks yet another Molson Ice, this time in celebration. Onlookers noted: "I never thought anyone could drink Santa under the table". This event follows an interesting pattern that started in 1991 when Santulli took up the role as Digital Press' editor. He has been challenged by such notable fictional characters as Blind Pugh from Treasure Island, Ichabod Crane, and even the St. Pauly Girl herself. Santulli stated after the victory: "Santa who?", but he had a bit too much to drink at this point.

I'M X-BANDED

One of the coolest gifts I received this X-mas was a Genesis X-band modem from my most excellent co-partner in DP, Kevin Oleniacz. I haven't received my official go-ahead to sign on (you can pay by automated bank debit - how cool is that?), but should be ready to go by February. My "handle" there will be - can you guess - Digital Press. Let's try something. I'll hook myself up with NBA Live every Sunday in February at 8pm. "Challenge" Digital Press and let's see what you're made of! If this little experiment works, maybe we can get a bunch of people together at scheduled times. Imagine - Bill Schultz vs. Russ Perry Jr! Liz Santulli vs. Rebecca Cooper! I'll post the results of the February match-ups right here next issue. Stay tuned!

Your Input for DP Guide 4

Most DP readers have the DP Collector's Guide #3, and I've received loads of excellent suggestions for future editions. If I haven't heard from you yet, now's your chance. Here's what's planned so far, besides the obvious updates: Copyright dates for chronology buffs, PsychOpedia entries for 75% of the titles, improved breakdown of US releases vs. Foreign vs. Prototypes, and new Master System and Turbografx-16 sections. Any more MUST HAVE ideas? Let me know!