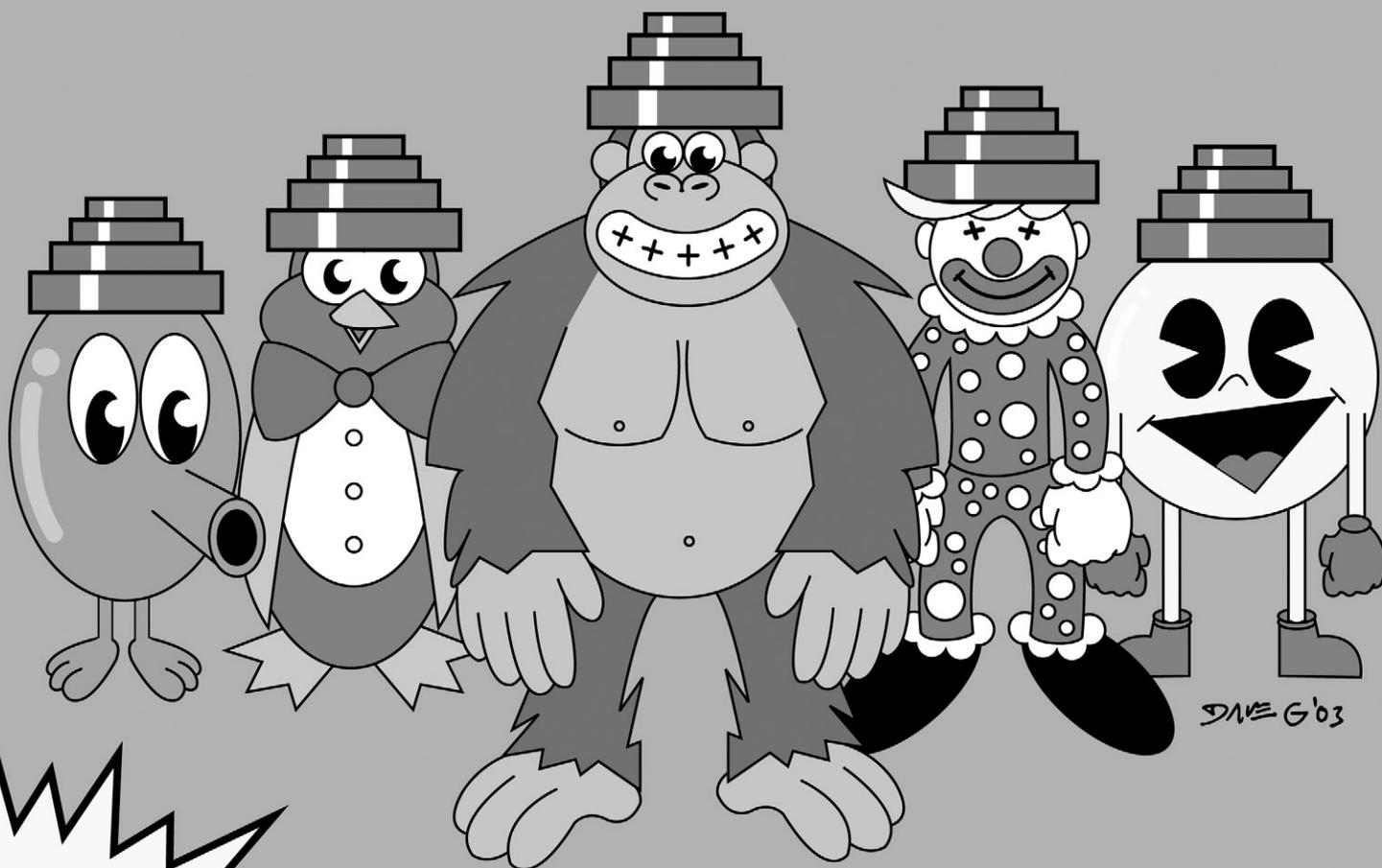


DIGITAL PRESS

THE Bio-degradable Source for Videogamers

LIKE, TOTALLY AWESOME RADICAL GNARLY TUBULAR, YOU KNOW

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Issue

51

totally.

Totally. Editor's BLURB by Dave Giarrusso



Like, this issue is TOTALLY about the 80s. Get it? Totally!

Yeah, I know what you're thinking. We're ALWAYS talking about the 80s. Some of us still pretty much think it IS the 80s. But see, we play EVERYTHING. So while it is true that we do love our 80s games and fashions and music, we do still dig stuff from all over the time/space continuum.

So for this issue, we decided to really focus on everything 80s and the way it intertwined with our favorite pasttime, playing video games. Since so many fantastic games were created during the 80s, you could argue that games are a major part of what the 80s is all about.

And you'd be right.

But we also had the Rubik's Cube, DEVO, Chuck E. Cheese Pizza Time Theaters, upturned collars, parachute pants, Alfonso Riberio's Breakin' Boogie Body Board, and big, hideous sunglasses. Not to mention Transformers (robots in disguise!), those annoying Smurfs, and an almost "normal" moonwalking, one-gloved Michael Jackson. Well, at least by his current standards.

So throw on an old VHS copy of "The Greatest American Hero," or "Square Pegs," turn on that Flock of Seagulls CD that you hide from your co-workers and put those neon colored fat shoelaces back in your shockingly white Nike hi-tops. It's totally time to kick back and relax with the ALL-80s issue of DP.



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ON THE COVER

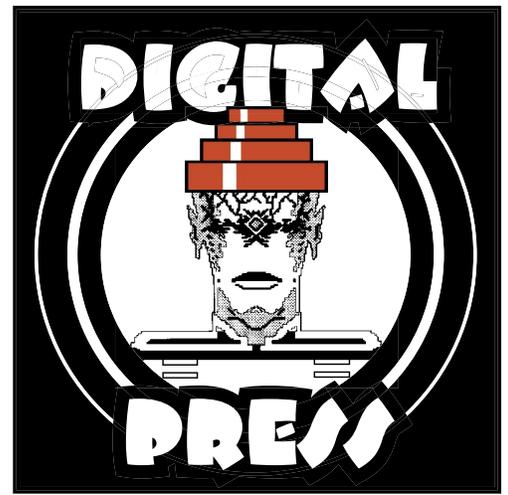
Are We Not Games? We Are 80s!
by Dave G

Q: What happens when you've been listening to even more DEVO than usual while planning, playing and preparing an all-80s issue of DP?

A: This cover.

"HA HA HA HA HA..."

PEEK-A-BOO!"



DIGITAL PRESS # 51 MAR / APR 2003

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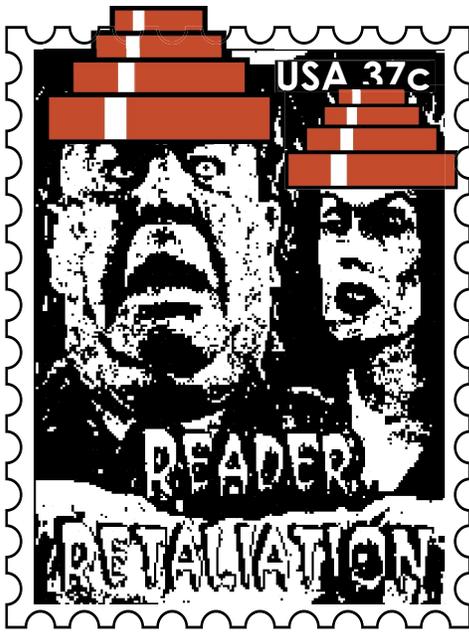
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Back Issues

A limited supply of back issues is available upon request if you're very nice, have loads of games to trade, or have lots of cash.

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DEAD END

Has anyone here been able to get the so called "good" ending in [Sega Saturn] **House of the Dead**? I have this game and I've played it with cheats for unlimited ammo and invincibility and I blow away everything and get to the end and no matter how many innocents I avoid shooting I still get the same "bad" ending. What's the deal? - Zaxxon



According to our pals at *Tips & Tricks*, you need to score 62,000 points or more in order to see the good ending. To display your score on the screen, start up a game, pause it, then hold down the L and R buttons and press the X button three times. Good luck!

CUBE QUANDRY

Dear Digital Press,

Ok - there's enough crap out there about what version of what game is supposedly limited or hard to find. So, here's my question: Of the two versions

NCAA Basketball 2K3, and **NCAA March Madness 2003**, which (if either) is the harder version to find? And then, for which platform - PS2, XBOX, GC? I have seen both of them all over the place here, so I wanted to know if any were worth picking up. Thanks, Steve Orrimarkko

Actually Steve, **NONE** of those titles are rare, but we've noticed that the GameCube version of **NCAA Basketball 2K3** shows up much less often than either the PS2 or Xbox version. Sega is rumored to have stopped production of this title for the Cube and has ceased producing new sports games for the Cube, so that might explain why it's in short supply.

STALKING SEGA CD

Dear Digital Press,

The online list for the Sega CD doesn't include a value for the unit itself. Can you tell me what a Sega CD in good working condition is worth (preferably Model 2)? I'm thinking of picking one up because I need another reason to get behind on my bills. - Bargora

According to The Boss (Joe): Loose Model 2: \$20-\$25. A good working model 1 higher, \$30-\$40. Naturally you want to go for the CD-X or the X'Eye, or better still, a Laseractive with the Sega module, but they're a bit pricier.

KAKUTO CACOPHONY

I heard that **Kakuto Chojin** (XBox) was being recalled and was even removed from the XBOX.com website. What's the scoop? - Adam

Hi, Adam! In Joe's words: I'd recommend jumping on these, but don't go nuts - The \$39.99 price tag is pretty steep, hunt around if you can. Even used is good at this point. The recall is "official". Whether or not certain stores choose to abide by this is irrelevant - the game will not be produced any more, and it's legend will surpass it's numbers in any regard. Bottom line: if you can get it for less than \$30, get it. See, the game isn't new enough to be one of those ultra-rare titles, and it's apparent that plenty were produced just judging from the

sheer number of people who have seen it at multiple locations around the country. That said, the game will



likely reduce drastically in an "opened" state. I was able to get a used one on Half.com for \$14.90 moments after I heard about the recall, and here's the good news - you're

not missing anything by not opening it! I didn't think it's as terrible as some people have said but it's not exactly a "keeper", either.

DREAMY GRAPHICS

Dear Digital Press,

I have a question for you. Since I am relatively new to being a Dreamcast owner, what game in your opinion best utilizes the DC's power?? I'm talking quality of game, and graphics etc. etc.?! I am just curious, because I want to get and play the best of the best for the DC, to see what it can do. I have heard before that **Soul Caliber** (sic) is the best graphics-wise, do you all agree? - Evil E.



We tossed this one around the office and generally agreed that **Soul Calibur** is still the best looking game on the DC, closely followed by **Jet Grind Radio** and **Ikaruga**. The great thing about the Dreamcast, Evil E., is that there are SO MANY top quality DC titles, it's almost tough to find games that aren't pretty. You also can't go wrong with a number of the 2D fighters, shoot 'em, ups, and of course, the jiggly **Dead or Alive 2**.

Got a gripe? Thinking of thanking us? Cooking up a question? Send all your screamin' e-mails to us at digitalpress@email.com. If we respond to your letter in a fantastic future issue, you'll be able to brag to all your friends and family!

TRON

by
**Roloff
 de Jeu**



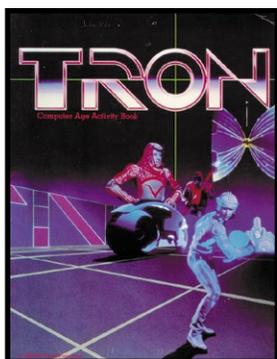
For most of us serious classic gamers, collecting is in our blood. Not only might we have inherited this from our folks, society stuffed it down our throats when we were innocent kids. Who doesn't have a collection or two on the side of nostalgia from the Seventies and Eighties? Silver-Age comics, lunchboxes, cartoon stuff, and of course movie memorabilia.

And after George Lucas put massive widespread movie merchandising on the map, many movies just had to follow and cash in on this new goldmine, no matter how odd the flick was. One such oddity is **TRON** and it's big line of merchandise and memorabilia, that was available in the early Eighties and new goodies that are being released right now. Here's a line-up of what's hot and what's not when it comes to collecting TRON. The competition in your search can be vicious – there are quite a lot of TRON die-hards out there.

One easy path for adults to start with is the paperware. Many magazines devoted pages full of pictures and info, and many cinemas donned lobbycards and posters. For those of you that would like to own some of the one-sheets and lobbycards, foreign ones from Germany or Spain are affordable, as



Cinefex, #8, April 1982.



TRON "Computer Age Activity Book." AKA, TRON coloring book.

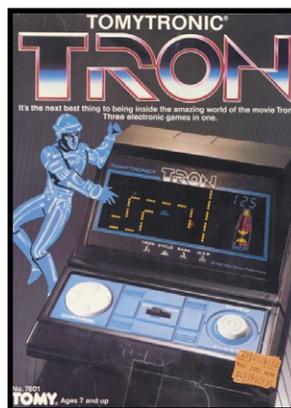
well as the Japanese cinema program. Also easy to get is a complete set of 66 Trading Cards by Donruss. Or pick up the discoparty favorite Read-a-long Story of TRON, the TRON the Storybook, Pop-up book (great cover), or the Rolling Stone issue #376, with Jeff Bridges interview, Starlog #59, 62 & 64 and Starlog's Photo Guide book of Special Effects Vol. 4 or American Cinematographer August 1982 (Vol. 62 #8). Harder to get are the following items: The Art of TRON (Little Simon div. of Simon & Schuster), the Cinefex Issue #8, April 1982, TRON & Silent Running (Don Shay / Cinefex) and a complete set US Lobbycards (8 sheets, 11x14").

If you wish to wear TRON, there are quite a few newly printed 20th Anniversary, glow-in-the-dark shirts available with great artwork. If you want original wear, go for a TRON cap, or try and get one of those ultra rare crew-shirts. Too bad we don't fit those wacky Halloween costumes anymore. If you want to be more modest, many pins, old and new, from Disneyworld US or Japan, are available. For bedtime there's a great spread and pillowsheet.

As for gaming, we all know there are quite a few games available, mainly for the Intellivision and the Atari VCS. If you ever hit CGExpo and are

lucky, you can get yours signed by Dave Rolfe. If you like to take your eyes off a TV-set, there are coin-ops for those serious collectors, of which the cocktail and cabaret models are tougher to get. And if you have the space and cash, the **Discs of TRON** environmental cabinet is the best one to own. Parts and manuals for all of these are readily available. If space is less of an option, Tomy's little tabletop with VFD screen is great to have. If you want a challenge, get the Japanese one by Youngtronic – boxed. Ideal released an "Assault on the MPC" board game, and the Disney Channel magazine from december 1985 had a silly boardgame as a centerfold.

Then there are those typical merchandising nonsense products, that make great pieces of conversation, and might just tie your room together. Puzzles and jig-saws from Whitman, Air Freshener from Woodlets, Spanish Chiqui TRON velcro darts by Midena, Duncan's glow-in-the-dark Yo-Yo with Video Action, the Frisbee, Zoomdisc and holographic disc, the party napkins, cups and plates, the bendy doll from the UK, you name it, it was there, and some of it is still ready to be picked up. As for toys, there's another article in this issue devoted to the many action figures and light cycles that were released.



TomyTRONIC TRON game.



The TRON View-Master gift set.

For those that like to see TRON: yes, there is a View-Master set with 3 reels. The clamshell VHS isn't that much of a collectable, nor are the plain LaserDisc and DVD (1998) version. If

and light cycles that were released.

For those that like to see TRON: yes, there is a View-Master set with 3 reels. The clamshell VHS isn't that much of a collectable, nor are the plain LaserDisc and DVD (1998) version. If

you do have a laserdisc player, the Archive Edition is still worthy to pick up, although the new 2-disc DVD holds the same items. If you are more serious about film, of course there are still prints, but rarely available, on 16mm (CinemaScope even), 35mm (Scope, mono on LP Fujistock and stereo on LPP) and for those few that have a 70mm screening room set up (yes, I know a few), there's 70mm prints. And of course the 3 minute trailer and the shorter teaser.

If you have no space at all, just search the web and drool over the many pictures, scans and photos available.

Out Now/Coming Soon: Cindy Morgan at PhillyClassic4 (March 29th), April issue of Computer Game has a cover article of TRON 2.0. April/May issue of Cinefantastique (CFQ) is devoted to TRON. There may be a TRON-Con in On August 26 Disney Interactive will release TRON 2.0, the Game. For more news, check www.tron-sector.com



Discs of TRON arcade game flyer.



TRON read along adventure on book and 80s cassette.



TRON Magic Zoom Disc.



Original Tomy TRON Light Cycle. You can find the recent reissued version at a store near you.



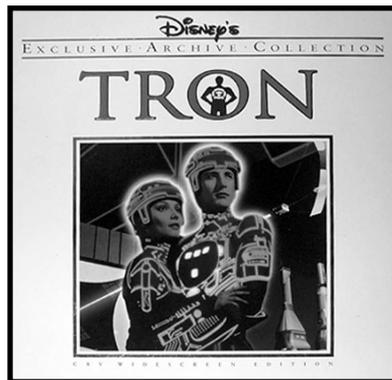
TRON. The Bally Midway arcade game. (Gnarly blacklight included).



TRON yo-yo. With "video-action." Seriously.



Original Motion Picture Soundtrack, music by Wendy Carlos with additional songs by, yup, you guessed it. Journey.



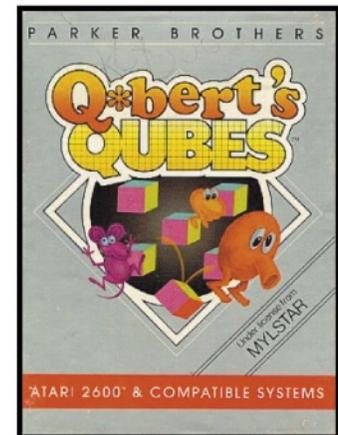
Archive Collection laserdisc version of TRON. The perfect accessory for your Pioneer LaserActive unit.

DP #50 ERRATA

Last issue we ran the second part of Al Backiel's interview with Alan Miller. The tail end of Mr. Miller's bio was inadvertently cut off (p. 26) and should have read:

"In 2001, Miller joined Skyworks, Inc., which was co-founded by David Crane and Garry Kitchen, and serves as Vice President of Business Development. Skyworks is the leading provider of advertising supported online games. Over 20 million Skyworks games are downloaded every month from client websites, which include Ford, Pepsi, Kraft, Nabisco, Microsoft, General Electric, and many other major companies."

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80's COLLECTIBLES

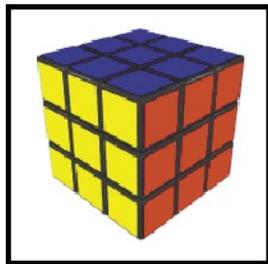
by Larry Anderson



You mean there's other stuff?

Yes friends, the 80's were about much more than videogames.

Shocking, I know. Now that you've fully recovered from the jolt, let's spend a little time sharing some fond memories about the nostalgia of leg warmers, big hair, zipper jackets, parachute pants... like, oh my god, a flashback!! The 80's were full of some great fads, videogames being just one among many (fortunately for the readers of this rag, videogames survived and conquered the Decade of Decadence). Classic games spawned a whole series of collectibles and memorabilia, a lot of which are cool in their own right. There was also some stuff borne of the decade that no sentient game collector would be found without.

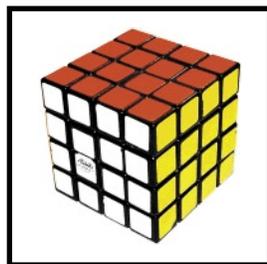


Erno Rubik's fiendishly addictive puzzle, Rubik's Cube sold a billion units.

Rubik's Cube – A simple toy conceived by a simple man named Erno Rubik. This Eastern European inventor concocted this fiendishly simple toy in the late seventies, and it was brought to the US mass market by our friends at the Ideal Toy Company in 1981. With this introduction, cube-mania gripped the nation for the next 3 years. There were competitions, clothes, TV shows (who doesn't remember the episode of "That's Incredible!" featuring the

world's fastest cubists? Or were you too busy drooling over Cathy Lee Crosby?), and a slew of follow-ons and knockoffs. Some of the more memorable items include:

Rubik's Revenge / Rubik's Wahn: These puzzles got increasingly more difficult by adding a fourth, and yes, even



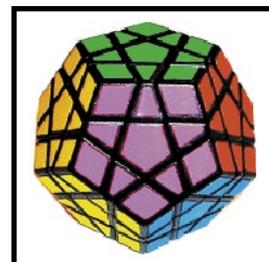
Rubik's Revenge. And you thought the original Cube was tough.

a fifth row of twisty-turny madness to the action. On those who truly had too much time on their hands and a penchant for pain dared attempt these bad boys of boggledom. For the simple minded among us, Ideal thoughtfully created the 2x2 Pocket Cube.

Whip-It: Oddly enough, commercials for this toy did NOT feature that icon of 80's music Devo. A pretty simple cylindrical puzzle that most people could pick up and solve within a couple hours. Based on the unexpected success of Whip-It, Ideal came out with a similar sliding puzzle called The Missing Link; four sides, four colored chains that you need to put in the right order by twisting and sliding sections around. For the completists among you collectors, Ideal also released a

Deluxe edition with the ever-popular Shiny Silver Sides™.

Pyraminx/Megaminx: Originally created by puzzle maven Meffert, Tomy brought these puzzles into kids hands during the height of Cube-mania. The Pyraminx was a snap to solve, and had the distinction of not fitting into your bag, coat or purse very easily. If you wanted a real challenge, you could try your hand at the 10-sided Megaminx. This author has one sealed on his display shelf, and has no intention of subjecting himself to the mind-numbing torture of scrambling and solving it!



The maniacal Megaminx. Because the Pyraminx is just too easy.

Branded cubes: Anytime something becomes popular, everyone wants to put their name on it. Marketeers cranked out cubes from the likes of The Police, Chex Cereal, Chuck E. Cheese, Apple Computer, and even McDonalds. You Deserve A Break Today, right?

Video Games: **Rubik's Cube** and **Atari Video Cube** for the 2600, available special order along side **Crazy Climber** in the pages of Atari Age. We all know that everyone ran right out and bought this, given the prices this game fetches when up for sale. Thankfully no one else tried to duplicate the thrill of twisting plastic on the small screen.

Iron – The definitive movie about videogames and the world inside

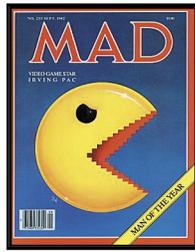


Rubik is still cranking out cube offshoots today. Dig this crazy Homer Cube. D'oh!

the computer had a wide range of promotional goods and branded material. While one of my colleagues will be covering the movie in depth elsewhere in this issue, I wanted to cover a couple items the savvy classic gamer might think are cool:



MAD got in on the 80s videogame action with these two covers from 1982.

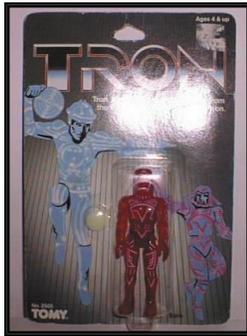


various scenes from the film. On the back of the stickers were tips about how to master the arcade game produced by Bally/Midway.

M-Network Special Pack: For you Atari 2600 fans, our friends at Mattel had the exclusive license to produce home games based on the movie. Through the M-

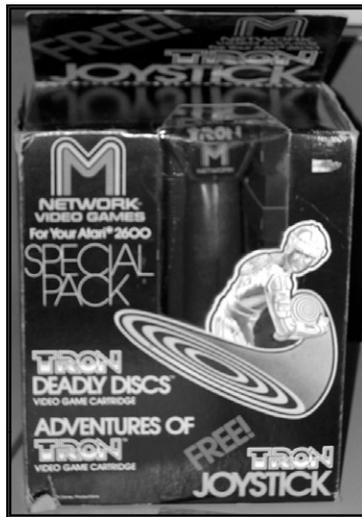
Network brand, **Tron: Deadly Discs** and **Adventures Of Tron** were brought to the system. These games were available as a pack-in along with a super-cool translucent blue M-Network Tron Joystick. Stay tuned to Tron; the wonderful folks at NECA are preparing the release of **Tron 2.0** action figures to coincide with the release of the PC game of the same title. Mmmmm.... Mercury....

Tomy Handheld: This neat little Vacuum Fluorescent Display (VFD) handheld was surprisingly fun to play. You had light cycles, disk battles, and a war with the MCP all wrapped into one. Interesting trivia bit: If you look inside the back of the case, you'll see a paper printed circuit board through the translucent plastic; the number printed on there was the model of the game designer's favorite motorcycle.



Got Sark? The original Tomy figures barely moved. Totally tubular.

Tomy Action Figures: For those of you who had to "play Tron", Tomy had, for your backyard amusement, a set of 4 poorly-articulated transparent action figures, each with their own complimentary glow-in-the-dark weapon (the Warrior with his staff just looked plain menacing). Also available were two ripcord-enhanced LightCycle toys that could screech across Mom & Dad's new wooden floor at 35 MPH, crashing into the wall and making a very satisfying thump. These figures and vehicles were recently re-released by NECA in conjunction with Disney's 20th Anniversary DVD re-release of the film.

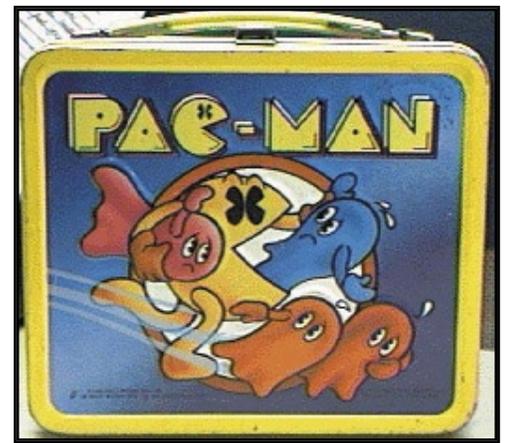


M-Network offered Atari 2600 gamers this radical TRON "Special Pack" containing two TRON Games and awesome TRON joystick!

More Game Stuff – Yes, even the venerable fads have venerable fads to go with them. Videogames were not immune to the march of tidbits to yank on your parents' pants leg about; there's plenty of swag to go around:

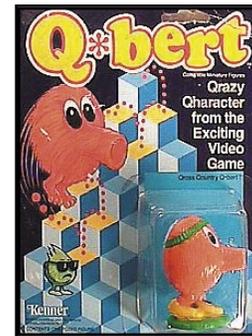
Pac-Man: Bumper stickers, belt buckles, lunchboxes, mugs, glasses, lamps, trashcans, nightlights... Heck, even soap on a rope was molded in the shape of our favorite dot-gobbler and his pals. If you're really interested, there's a book dedicated to Pac-Man collectibles; do a quick search on eBay, you're bound to find a few copies on sale from time to time.

Donkey Kong: Coleco did action figures, Topps did trading cards, Nintendo didn't do anything. It was not until 1986 with the introduction of the NES and **Super Mario Bros.** that Nintendo began to capitalize on our little plumber friend Mario to become mascot.



If you had this Pac-Man lunchbox, you were the coolest kid in school.

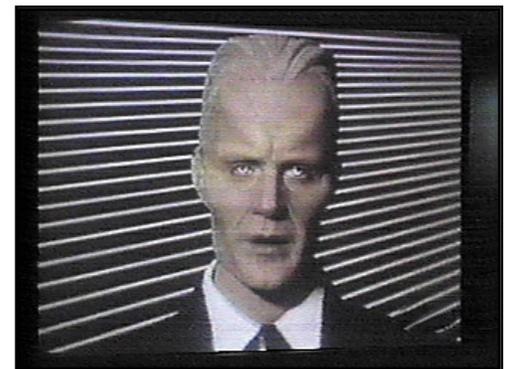
Q*Bert: Often forgotten about amongst the cadre of videogame super-stars, our mono-snouted, foul-mouthed fuzzy friend had a tabletop handheld, a cuddly stuffed doll and a line of children's book to his credit. Also, like many of the stars mentioned



Kenner made some wicked-neato Q*Bert pvc figures, including "Cross Country Q*Bert."

above, he even had his own Saturday Morning Cartoon™, which is the certain sign that your mass-market appeal is about to come to a screeching halt.

And so our little cruise through 80's cool stuff comes to a close for now... I've barely scratched the surface on 80's and gaming collectibles; like our virtual friend at Network 23 said, "St-St-Stay Tuned!!". Why didn't anyone ever do a Max Headroom videogame? S-s-s-seems like perfect material!



Remember Max Headroom? How we got a games based on "ALF" and "The Noid" but not ol' Max is anyone's guess.

RANDOM REVIEWS

ACTIVISION ANTHOLOGY

Activision
PlayStation2
2002



Joe Santulli actively analyzes Activision's anthology and assesses it adequately

Element	Joe	Russ	Dave
Graphics	4	6	5
Sound	4	8	5
Gameplay	9	8	8
OVERALL	8	8	7

Features:

- Classic 80s games
- Unreleased prototypes
- 80s TV commercials

Do you wanna know what really makes a classic gamer like myself get excited? Strippers. That's right, strippers. But when I can't get out to a strip club to receive a lap dance from my favorite asian honey, I whip out a different piece of hardware – my favorite video game system. And being the classic gamer that I am, a disc full of classic goodness almost makes me forget about those long silky legs, those perky breasts, and the way she keeps dollar bills pinned beneath her thong. Almost, I said.

Though Activision may not approve of what I stand for, I truly respect what they stand for. As the first third-party developer in the history of gaming, it's good to see Activision take a step back and examine their roots. There were a few missteps on the original PlayStation system in the forms of **Activision Classics**, featuring very poor reproductions of Atari 2600 and Intellivision games, but it seems they've unlocked the puzzle for creating truly quality retro-compilations. Activision Anthology for PS2 is IT.

Over 40 Atari 2600 games are crammed into the first 100k of this offering, and the best news of all is THEY GOT THE EMULATION RIGHT. This has been a sticking point on home emulation for quite some time, but no worries here! All of the button-mashing, swerving, edge-of-your-seat thrills are reproduced perfectly here. Of note

is that several of these Atari 2600 titles (**Beamrider, Bridge, Commando, Decathlon, Pitfall 2, Robot Tank, Space Shuttle**) have never been available on a home system SINCE the Atari 2600. There are also two prototype games, **Kabobber** and **Thwacker**,

which have been available on the internet for awhile but are released officially for the very first time here. An excellent collection of games from virtually every genre. Quality.

It's the 21st century now, however, so what's a developer gonna do to make their early 80's hits seem a little more contemporary? Not what you'd think! Activision

cleverly sets the entire game in

a room with a TV, a rack of cartridges, a wall plaque, and a boom box. It LOOKS like the 80's! The boom box has an eclectic selection of 80's tunes (though at 12 tracks they'll get a little repetitive before you know it) and you select a cartridge from the rack where you can glimpse the manual or box before plugging it into the console to play.

Another update to the games involve the unlocking of various surprises, awarded through good gameplay. In the 80's Activision offered patches through the mail to their high-scoring players, and that tradition lives on here. Do well enough and you unlock that game's patch. You can

also unlock various original television commercials and some very bizarre "effects" that you're free to use on any game. An example of this is the cloud layer effect, which makes the game appear as if it's under a fluffy layer of clouds. Oh-kay...

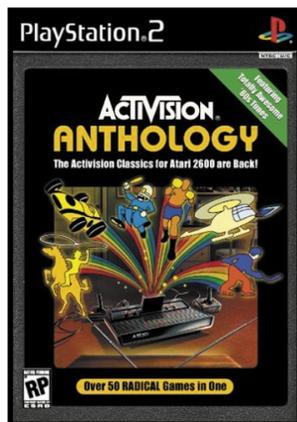
There are three areas that could have used improvement. The first is the music selection, which is fine as is but DOUBLE this many tracks might have been a little easier to take when playing over an hour on this game. The second is in the effects – I wish Activision had taken a cue from Nintendo's **Game & Watch Gallery** series and provided simple enhanced versions of their titles. The game engines don't need any tweaking at all, just a facelift to the graphics and sound would have been simply

marvelous. Finally, the "missing" games. There has been speculation that the empty slots in the onscreen cartridge rack are there to hold downloadable titles. Unfortunately, internet connectivity was scrapped with this release so we'll never

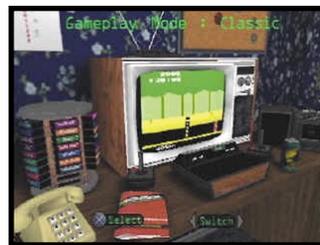
see the few missing Activision titles and are just short of having the full 2600 library as a result.

All in all, this is a fabulous title that everyone who ever played an Atari 2600 needs to add to their collection. You'll see why the game industry is still doing so well when you see this piece of the foundation it was built on.

Complete list of the unlockables follows on the next page!



The 80s are totally back on store shelves.



Note the 80s "woody" television and 2600 console.

Atlantis (Imagic - Koble)
Disco Mode = Score 30,000.

Barnstorming (Cartwright)
Barnstorming Commercial = Complete Field 1 in 33 seconds or less.
Patch = Complete Field 3 in 54 seconds or less.

Beamrider (Rolfe)
Patch = Reach Sector 14 and score 2500.



Boxing (Whitehead)
Corporate Commercial = Beat the computer opponent.

Chopper Command (Whitehead)
Motion-Blur Mode = Score 4,000.
Chopper Command Commercial = Score 6,000.
Patch = Score 8,000.

Commando (Reidel)
No unlocks.

Cosmic Commuter (Van Ryzin)
Has one unlock, we don't know what it is.

Crackpots (D. Kitchen)
Bungee Mode = Score 25,000.
Patch = Score 17,500.



Decathlon (Crane)
Bronze Patch = In single-player, score 8,000.
Silver Patch = In single-player, score 8,500.
Gold Patch = In single-player, score 9,000.

Demon Attack (Imagic - Fulop)
No unlocks.

Dolphin (Hubbard)
Warped Mode = Score 10,000.

Patch = Score 15,000.
Secret Society Patch = Score 25,000.

Dragster (Crane)
Patch = Race 20 times.

Enduro (L. Miller)
Patch = Drive over 2500 miles!

Fishing Derby (Crane)
Distortion Mode = Beat the computer opponent.

Freeway (Crane)
Freeway Commercial = Score 30 points on Game 1.
Patch = Score 10 points on Games 3 or 7.

Frostbite (Cartwright)
V-Hold Mode = Score 4,000.
Patch = Score 12,000.



Grand Prix (Crane)
Grand Prix Commercial = Track 1 in under 45 seconds.
Patch = Track 1 in 0:35, or Track 2 in 1:00, or Track 3 in 1:30, or Track 4 in 2:30.

H.E.R.O. (Van Ryzin)
Patch = Score 75,000.
Has another unlock, we don't know what it is.



Ice Hockey (A. Miller)
Ice Hockey Commercial = Score 4 points in under a 2 minutes against the computer.
Patch = Beat the computer.

Kabobber (Bradford)
Activision Commercial = Score 10,000.

Kaboom! (Kaplan, Crane)
Kaboom Commercial = Score 150.

Patch = Score 200.

Keystone Kapers (G. Kitchen)
Patch = Score 10,000.

Laserblast (Crane)
Laserblast Commercial = Simply play the hardest level, no score requirement.
Patch = Score 10,000.
1,000,000 Patch = Score 100,000.

Megamania (Cartwright)
Starfield Visualization = Score 5,000.
Megamania Commercial = Score 15,000.
Patch = Score 45,000.



Moonsweeper (Imagic - Smith)
Hyperspace Mode = Score 1,000.

Oink (Lorenzen)
Patch = Score 5,000 in Game 1.

Pitfall! (Crane)
Pitfall Commercial = Score 12,000.
Patch = Score 20,000.

Pitfall II (Crane)
Cube Mode = Score 45,000.
Patch = Score 99,000.

Plaque Attack (Cartwright)
Whirl Mode = Score 7,500.
Patch = Score 10,000.

Pressure Cooker (G. Kitchen)
Patch = Score 15,000.

Private Eye (Whitehead)
Patch = Play Case #3: "Dealing in Diamonds". No scoring requirement.

River Raid (Shaw)
Cloud-Cover Mode = Score 4,000.
River Raid Commercial = Score 8,000.
Patch = Score 12,000.

River Raid II (Lubar)
Ricochet Mode = Score 16,000.

Robot Tank (A. Miller)
Breathing Mode = Eliminate 37 enemy tanks.
Patch = Eliminate 48 enemy tanks.

Seaquest (Cartwright)
Patch = Score 35,000.

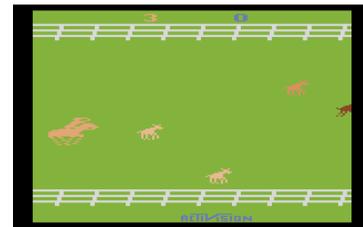
Skiing (Whitehead)
Skiing Commercial = Beat slope 1 in less than 35 seconds.
Patch = Beat slope 3 in less than 32 seconds.

Sky Jinks (Whitehead)
Patch = Complete field 1 in 37 seconds.

Space Shuttle (S. Kitchen)
Patch = Dock 1 times and land.
Commander Patch = Dock 3 times and land.
Actually if you just play Game 1 (you don't even have to land) for a short time you'll get both patches.

Spider Fighter (L. Miller)
Tilt-O-Vision Mode: Timer == 180 seconds
Patch: Timer == 300 seconds

Stampede (Whitehead)
Multi-Screen Mode = Score 1400.
Stampede Commercial = Score 1,000.
Patch = Score 1500.



StarMaster (A. Miller)
StarMaster Commercial: 120 second timer (game 1)
Ensign Patch: 300 second timer (game 1)
Leader Patch: 300 second timer (game 2)
Wing Commander Patch: 180 second timer (game 3)
Supreme StarMaster Patch: 220 second timer (game 4)

Tennis (A. Miller)
Tennis Commercial = Beat the computer opponent.
Patch = Beat the computer opponent.

RANDOM REVIEWS



Namco
PlayStation 2,
Gamecube
2002



Dave G plays mini games, opens mini-Tylenol package, feverishly writes this review

"I've got Pac-Man Fever... It's driving me cray-zay..."

So sang Buckner and Garcia over twenty years ago. And gang, believe me, no truer words have ever been said.

I'm a huge fan of Namco games. I'm a huge fan of **Pac-Man** games. And I'm a huge fan of crossovers in videogames. So you'd think I'd be a huge fan of **Pac-Man Fever**.

Wrong.

This game is just about the biggest train wreck in Namco history. No, scratch that. It's definitely the biggest train wreck in Namco history. Namco fans, don't sweat it too much – Namco only published this abomination, they didn't design it. An outfit called Mass Media is responsible for this pile of Pac-nonsense. Direct your complaints toward them, but keep in mind that Namco could have vetoed this project at any time before it hit store shelves. Why they didn't is a mystery.

Pac-Man Fever is one of those "party games" comprised of several "mini games" and plays like a "board game." Think **Mario Party** or **Sonic Shuffle** but with Namco superstars Pac-Man, Ms. Pac-Man, Reiko, Tiger, Heihachi, and Astaroth.

A mini game starts things off, players move ahead on the board based upon their performance in the mini game, and the goal is to be the first player to reach the final space on the game board. The back of

Element	Dave	Pac-Man	Heihachi
Graphics	6	5	5
Sound	7	5	5
Gameplay	2	2	2
OVERALL	3	2	2

Features:

- Pac-Man, Reiko, Heihachi
- Totally terrible mini games
- Nice music and intro

the box reads, "Compete in fun and challenging Mini-Games." And there's the problem.

The mini games are neither fun nor challenging. They just plain suck. Any of these mini game compilations are only as strong as their weakest mini game, and in Pac-Man Fever, every mini game is worse than the next. They're all too short, and the on-screen instructions often

leave important things out. For example, one of the games is "tag" and the object is to NOT be "it" for the longest amount of time possible. The only problem is that the instructions don't mention how to tell who is "it" when the game begins, and the only indicator of the "it" character is a white glow around their feet. So if you're playing for the first time, you can run around doing nothing oblivious to the fact that YOU were it the whole time. Then you lose. Fun!

The game is also guilty of cheating. Computer controlled characters always seem to hit the good spots on the board and human players always seem to hit bad spots. But never mind all that – almost everything in the game happens at random. You might as well be playing the slots in Vegas for all the skill required by Pac-Man Fever.

Control in the mini games ranges from fair to horrible. There's a whack-a-mole type game that has horrid control, and a **Track and Field** type game that has fair control, but here

the problem is that the speed of your button pressing doesn't really matter. The computer doesn't register the

button presses fast enough. You score one point for each button press, but despite pressing the button 500 times, you might only rack up 200 points.

PMF is almost one of the worst games out there. It's not bad enough to warrant a place on one of our

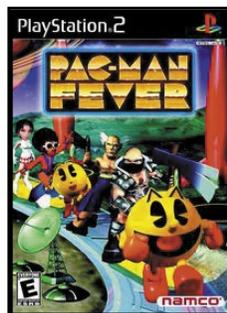
"worst of" lists because it does have some redeeming features. The game opens up with a cute little animated sequence featuring the "back lot" at Namco Studios. The graphics are pretty good too, although not as good as they could be – a quick comparison with **Pac-Man World 2** should give you an idea of how good PMF could look. Pac-Man Fever's music is also quite good.

As much as it pains me to say it, I can't recommend picking up Pac-Man Fever – unless you're really into other terrible video-board-games like **Sonic Shuffle**. It's just a horribly realized game with a lot of problems, not the least of which, is abysmal gameplay. Seriously, look at it this way: if you hated **South Park: Chef's Love Shack**, then you'll super-triple-whammy-deluxe hate Pac-Man Fever. Chef's Love Shack is **Grand Theft Auto: Vice City** by comparison.

Pass on this game and pick up the Buckner and Garcia album of the same name instead. And if you don't like the album, pick it up anyway. You'll still like it more than this game.



You don't even get to actually spin or stop the wheel. And then you'll land on something bad.



Don't judge this game by it's nifty cover.

Coleco
ColecoVision
1982

SMURF

RANDOM REVIEWS



Dave G hops, skips and jumps before sitting down and writing this review

"La la la la la, la la la laaaaa..."

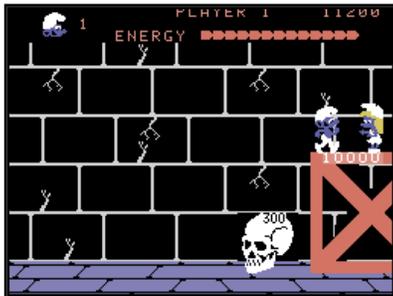
It would be impossible to do an all-80s issue of DP without mentioning the "Great Smurf Plague" of 1982.

Smurfs were - literally - everywhere. Television, records, lunchboxes, t-shirts, playground balls, notebooks, bumper stickers... you name it, there was totally a Smurf on it. Little blue gnomes who speak in an odd derivative of English that involves randomly inserting the word "Smurf" into any sentence

at any time, for any reason. Examples include "I Smurf those silly little Smurfs," or "I hate those silly Smurfin' Smurfs," or even, "I hate those Smurfy little shitheaps."

Even if you hated the Smurfs, there's still a very good chance that you played **Smurf Rescue in Gargamel's Castle**, the ColecoVision videogame starring those annoying yet harmless creatures. With Smurf popularity at fever pitch, pretty much every Smurfin' household that had a ColecoVision had this game.

The goal is to rescue Smurfette from the clutches of the evil Gargamel. Incidentally, neither Gargamel nor his un-Smurfy cat Azrael is actually



Not even a *gasp* SKULL can keep Smurfy Smurf from Smurfette. Hooray.



For advanced players only: duck underneath a bird, then jump over a white picket fence.

Element	Dave	Joe	Ian
Graphics	6	8	8
Sound	4	4	6
Gameplay	5	7	6
OVERALL	5	7	6

Features:

- Those lovable 80s Smurfs
- Smurfing Smurfocity
- Stripping Smurfette

in the game. Gargamel seems to be content with having finally caught one of the Smurfs, perhaps leaving his castle to take a celebratory vacation.

The player assumes the role of one of the numerous male Smurfs, maybe Vanity, or Handy, or Grumpy...

they all look the same in the game. Their distinguishing characteristics must be facing away from the camera.

Like the cartoon, not much happens in the Smurf game. You walk from the left side of the screen to the right side and jump over an

obstacle or two before moving on to the next screen where you proceed to do exactly the same thing. Obstacles include a picket fence, holes, hills, grass, stalagmites, spiders, hawks and bats.

The game is aimed at Smurfy children - even the higher difficulty settings are more annoying than difficult - you have to repeat the same

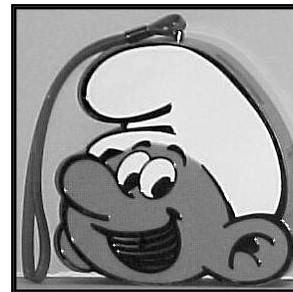
screen several times before continuing on to a new backdrop. Whee!

Smurf suffers a bit from a poorly implemented control scheme. Instead of using the two buttons to jump, you have to press up on the joystick. Further complicating matters is that there are two jumps to choose

from. The standard jump is performed by walking toward an obstacle and immediately pressing up on the stick. The "super-jump" requires the player to tap the joystick up twice in succession.

It's unclear whether or not Coleco chose this method of control in order to simplify the game for its target audience, but regardless, one button could have been used to jump and the other for the super jump. Maybe Coleco thought kids wouldn't be able to reach both buttons on the Smurfin' controller.

Smurf's audio-visual content is the highlight of the game. The graphics are cartoony and bright, very much in the spirit of the cartoon. The music



Tune in your favorite 80s station on this Smurf radio.

is well orchestrated and cheerful, and thankfully, does not include the theme song from the TV show.

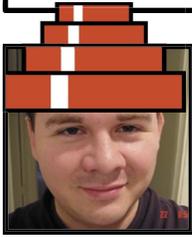
All in all, Smurf isn't a terrible game, just a little dull. It's fluff, a Smurfy little diversion for the younger crowd. Just

like the cartoon. And in the end, there's really nothing wrong with that - it's not like adults were buying the game expecting something along the lines of **Gyruss** or **Space Dungeon**. And if they were... Smurf 'em.

RANDOM REVIEWS



RockStar
PlayStation 2
2002



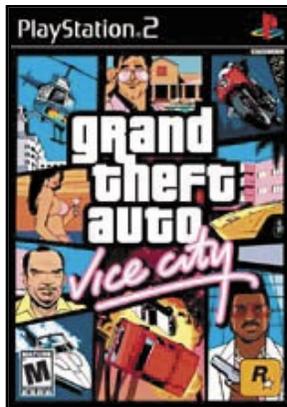
Tony Bueno
belongs to the
City...

Element	Tony	Ian	Joe
Graphics	9	8	9
Sound	10	10	10
Gameplay	10	9	10
OVERALL	10	9	10

Features:

- Incredible 80's soundtrack!
- TOTAL carnage!
- C64 load screen!

Last year's **Grand Theft Auto III** set new standards for playability and was indisputably one of the finest titles ever to grace a home console. Depicting the story of an enterprising law-breaker working his way up the underworld's corporate ladder, GTA III immersed players in an enormous virtual city in which to carry out missions for different criminal organizations. That morbidly fascinating yet highly entertaining title gave players unprecedented freedom to complete an enormously diverse variety of objectives. One could only expect Rockstar's follow up to carry on the same tradition of excellence.



GTA+1980s = go buy this game now. Simple as that.

As a prequel taking place in a mid-1980's Miami-type metropolis, our Italian mafioso anti-hero finds himself S.O.L. when a botched drug deal leaves him broke and without any precious collateral. Using street smarts and with only a few desperate contacts who need someone to do their dirty work, it's up to you to get back the boss' dough and merchandise while maintaining enough respect and reputation to make a name for yourself.

Game play mechanics in GTA: VC are practically identical to that of its predecessor. Player actions like stealing a vehicle, evading and engaging enemies, weapons handling, and vehicle controls are the same and easily executable. To those unfamiliar,

the rudimentary actions are so well structured that one can immerse one's self in all the decadent glory of Vice City in no time. With a larger selection of vehicles (including motorcycles, planes, and speedboats), more weapons, and characters, it's everything the originals were and more.

In addition to already stellar game play, the subtleties and attention to detail is simply mind-blowing. The tagline "Welcome to Vice City" appears to be underlined with white powder.

Mayan/Aztec-looking artifacts serve as hidden packages for weapons just like in the original, but look closely at one in your hotel room and you will find a broken artifact also filled with some sort of floury or salty substance. Sexual innuendo is, like, literally EVERYWHERE! Just a few obvious examples include the Cherry Poppers Ice Cream Factory, Pole Position club (a dual video game/fitty bar pun! Excellent!), and Hyman Memorial Stadium. The lights on the buildings are often illuminated in the shape of a cock and balls (just like Joe Camel's face). One of the large trucks is called a "Packer". The fictional hair band co-starring here are called "Love Fist." You get the idea.

Graphics and sounds are about as good as it gets for this system. Vehicles, characters, buildings, and weapons are beautifully illustrated and lavishly detailed. The entire game looks outstanding. The designers obviously

have a true affection for everything 80's, as evidenced not only through clothing, cars, and slang, but also in the game's soundtrack, which supplies some of the cheesiest yet grooviest top 40 hits from the era. Whatever they paid in royalties to get these songs was worth it. Effective sound effects and surprisingly good voice acting perfectly supplement the sordid onscreen action.

Grand Theft Auto: Vice City is a must-have title, and is certainly amongst the finest console games yet produced.

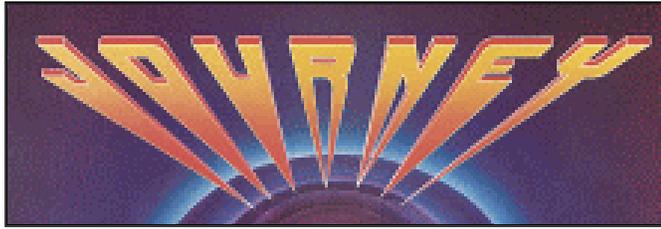


Put on your white hi-tops and your Weird-Al shirt and go kick some ass.



Put on your Don Johnson suit, don't shave off that three day stubble, and go ogle some ass.

Bally Midway
Arcade
1983



RANDOM REVIEWS



Dave G takes to the stage only to have his instruments stolen

Element	Dave	Joe	Scott
Graphics	6	4	-
Sound	7	5	-
Gameplay	6	7	-
OVERALL	7	7	7

Features:

- Steve Perry!
- SCARAB vehicle!
- Rockin' 80s tunes!

We've talked a bit about the music scene in the 80s, and you've already heard lots of chatter about Devo, Men at Work, and Tommy Tutone. But it's impossible to ignore another hugely popular band of the era that sold millions of albums and even starred in a PAIR of videogames.

Bandmates Neil Schon, Steve Smith, Ross Valory, Jonathan Cain and Steve Perry, better known to the world as Journey, practically BECAME the 80s. They even contributed a song to the Tron movie soundtrack, "Only Solutions."

Speaking of *Tron*, Bally/Midway opted to borrow from the success of the *Tron* game and go the "multiple games in one" route with the **Journey** coin-op as well. While the Atari 2600 **Journey:Escape** game is a repetitive scroll fest that gets awfully boring after a few plays, the completely different coin-op is a wonderful game and a neat little all-in-one package of 80s pop culture.

The game sums up the play perfectly: "Wild alien groupoids have seized Journey's electro supercharged instruments. Your mission is to help Journey retrieve their instruments from the dangers of the five galaxies. Trek through hazardous obstacles in quest of each instrument and then battle your way back to the SCARAB vehicle. When all five missions are completed Journey begins a spectacular concert at the galactic stadium. Journey plays their hit song [Separate Ways] while

Herbie guards the stage from frenzied groupoids who are trying to take the instruments."

Players choose one of the five "galaxies" and help guide the corresponding band member to reclaim their instrument and then use it to exit the level. Steve Perry, for example, must avoid the deadly touch of gates on the way to retrieve his microphone. Once he picks it up, he can use it to blast through the gates and back to the lifeline that leads to the waiting SCARAB vehicle.

The Journey game is notable for a few reasons, beyond the "first rock group coin-op" monicker. Originally, the game had nothing to do with the band and would have featured a camera (invented by the one and only Ralph Baer) that took a digital picture of the player for in-game use. Of course, human nature produced some rather "intriguing" photos and the idea was quickly scrapped.

With the digital photo technology at the ready, mugshots of the band Journey were taken and incorporated into the game. Sure, they're black and

white photos atop colored stick figure bodies, but who doesn't get a kick out of watching a digitized Steve Perry fall down and cry? Isn't that worth the price of admission all by itself?

The game also uses actual Journey music. When the player completes all five screens, they are whisked away to a concert where the "Separate Ways" tape loop plays. During the concert, the player assumes the guise of security guard Herbie, (named after band manager Herbie Herbert). Herbie must prevent the crazed groupoids from rushing the stage and stealing the band's instruments. The catch here is that the groupoids will ALWAYS eventually make it to the stage, and the whole game begins again with increased difficulty.

The brightly colored cabinet is based on the artwork from the band's 1982 LP, *Frontiers*. Playing this game always brings back memories of Starcade, black lights, roller skating and of course, the *Separate Ways* music video on MTV. Without simultaneously playing **Pac-Man** during a **Q*Bert** cartoon marathon at a Buckner and Garcia concert, I don't think you could get much more of the 1980s packed into one game. You KNOW you still love the 80s, even if you did touch and go your separate ways.



If you don't get Steve Perry safely back to the SCARAB, he'll cry.



Groupoids boogie to "Separate Ways." And then they rush the stage and steal Journey's instruments.

RANDOM REVIEWS

THE A-TEAM



Atari
2600
1984



Dave G escapes from a maximum security stockade to the Los Angeles underground

Selling a game based on the *A-Team* television show should have been a slam dunk. Mr. T. was at the height of his popularity during the 80s, riding high on the success of his appearance as Clubber Lang in *Rocky III*. He had his own Saturday morning cartoon show, a brief stint in the WWF, his own giant-sized action figure ("He has an arm that moves and a fist full of rings / you can pretend that Mr. T. is real tough and mean! Mr. T.!") and even his own breakfast cereal. Yup, Mr. T. had it all. Except for a starring role (his "Clubber Lang" was a supporting role in CV *Rocky*) in a video game. So, like what happened?

Acclaimed 2600 game designer Howard Scott Warshaw's last 2600 project was an unreleased three screen shoot 'em up called *Saboteur*. In 1997, Howard told DP's own Scott Stilphen, "I had pretty much finished a game called *Saboteur*... I left before completing it. Someone else took my *Saboteur* game and made a version based on the *A-Team* show."

Both games are identical except for the graphics. The opening screen of both games shows a rocket blasting off. In the *Saboteur* game, the rocket says "Saboteur," while in the *A-Team* version it predictably says "A-Team." The player controlled character was

Element	Dave	Joe	Russ
Graphics	5	7	7
Sound	4	6	-
Gameplay	6	6	6
OVERALL	5	6	6

converted from an alien type figure into the head of B.A. Baracus.

There are several different prototype versions of the *A-Team* game. The most common version has the fewest changes from the original game. Other incarnations of the WIP feature additional *A-Team* graphics and text, but the basic gameplay remains the same.

As B.A.'s head, you must stop imminent disaster involving some sort of gigantic nuclear rocket weapon. A disco-dancing Bad Guy in a green suit with a matching green derby (looks an awful lot like Hannibal or Murdock. Perhaps a finished game would have also included Face.

In screen one, B.A.'s head is stationed in a central horizontal bar and can move left or right but not up or down.

Additional bars contain villains who are doing something to make the rocket launch (touching it) and B.A. has to try to shoot them before they reach the rocket. B.A. also has to try to protect Hannibal (?) from getting shot. Each time Hannibal (?) reaches the rocket ship it moves back down slightly. Prevent the rocket from launching and you'll rack up bonus points.

Which brings us to screen two:

dismantle the nuclear weapon. This screen is easily the best of the three. B.A.'s head must shoot at the Bad Guy.

Each time he hits the Bad Guy, a laser beam travels downward toward the nuclear weapon. **Yars' Revenge** fans will immediately recognize the sound of the laser

as the sound of the *Yars' Revenge* canon. Knock out the entire weapon before time runs out and you score more bonus points and start over on screen one.

If B.A. doesn't successfully dismantle the nuclear weapon before time runs out, it launches and there's one last chance to defeat it. Now B.A.'s head soars majestically through the air trying to shoot the nuclear weapon while avoiding its deadly touch. Shoot the weapon out of the sky and celebrate for a moment before starting over again on screen one.

A released version would have had better graphics but the existing gameplay is pretty darn good for an unfinished, retooled game. The only complaint I have is with the control scheme during the first screen – a dual joystick coupler device with the "one stick moves, one stick fires" deal would have been totally awesome.

If only the game had been finished and produced, 2600 fans would have certainly purchased this *A-Team* cart. Unfortunately for 80s gamers, this is one plan that didn't come together.



B.A. Baracus' head defeats the enemies, shoots the Riddler.



Head to head action: B.A. Baracus' head defeats the nuclear warhead. We hope.



Mr. T says DP is AOK!

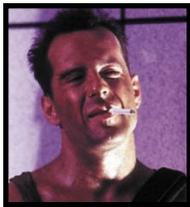
PSYCHOPEDIA

by Joe Santulli



psychOphile edition 51: The 80's.

Die Hard (NES): The movie is one of my top ten of all time, and Willis is my favorite "action hero" of all time. The game itself is a little flat, however. It's not without it's merits – there's a lot of area to fight through and the illusion of being inside of a skyscraper is pulled off pretty well – but ultimately the game is tedious. Ah, the world of movie licenses turned to video games... "Welcome to the party, pal!" Side note: the PlayStation release **Die Hard Trilogy's** first stage plays a lot like this game! [Gr: 7, So: 8, Ga: 6, Ov: 6]



"Yipee-ki-yay mutha fuh..."

Galaga '88 (TurboGrafx-16): OK I'm cheating a little here. Actually the TurboGrafx game is called **Galaga '90**, but let's face it, the game was designed and released in Japan in 1988. Brilliant update to the classic Namco arcade experience, and

a perfect "capper" to the 80's in general. Smooth, swirling objects, psychedelic explosions, twitch action. Mmmm. One of the best



Galaga '88. A fantastic update of the classic 1981 Namco shooter.

games ever, really. And I can say that even when I'm completely sober. [Gr: 8, So: 8, Ga: 9, Ov: 9]

GTA Vice City (PS2): Here's a game that's a real throwback to the 80's, when murder and mayhem were

really quite socially acceptable. You! Old woman! Prepare to be sliced up by a machete! Hey copper, how about a molotov cocktail! Ambulances?! Sure, I'll steal one of those... does it have that new wave radio station playing? See. It's all in good fun. The most anarchic game of 2000 gets a facelift in 2002 and it's really a stunning game in almost every aspect. Who HASN'T played GTA Vice City? [Gr: 8, So: 10, Ga: 9, Ov: 9]

Journey Escape

(Atari 2600): Somewhat loosely based on a very entertaining coin-op, the home game really throws out all of the cool stuff like

the digitized band members' heads and mini-game mentality and instead goes with a dodge-the-obstacles challenge. It's really not terrible, but Steve Perry would surely cry anyway. [Gr: 7, So: 7, Ga: 5, Ov: 5]



Journey Escape: on the endless list of things that make Steve Perry cry.

Rubik's Cube (Atari 2600): Stop laughing for a second, this infernal device was so popular at one time that they even turned it onto a character and made a Saturday



Rubik's Cube on the 2600. More puzzling than the Cube itself.

morning cartoon out of it! So in this electronic version of the puzzler, you run a little man around the edges of the cube, twisting and flipping the thing around until you win. You may now resume laughing. [Gr: 3, So: 2, Ga: 3, Ov: 3]

TRON Deadly Discs (Intellivision): By far the best game among the TRON console titles (none of these compare to the most excellent coin-op), in this one, various electronic monkeys throw feces at you. Avoid the feces or catch them in your bag o' feces. The only way to destroy the monkeys is to throw feces

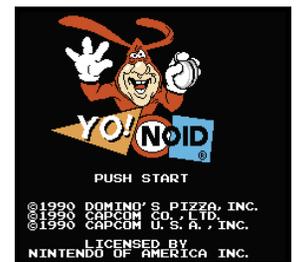


Tron Deadly Discs: Keep punchin' those monkeys! Seriously though, the game is outta sight.

back at them! If you get really good, they'll stop throwing them at you and instead attempt to maul you with their golden shafts. It's true, that's what's happening. [Gr: 7, So: 9, Ga: 8, Ov: 8]

Yo! Noid (NES): It's not bad enough that kooky demons walk among us, screwing up our pizza... now we have to pretend we LIKE them as we go on silly quests to protect New York from a greater peril.

I gotta tell you, there are very few things in life I hate more than pizza stuck to the top of the box, the possibility of a destroyed city isn't one of them. I'm not really very fond of platform games either, so even the "cute" graphics and tunes don't work for me. Cheesy. [Gr: 7, So: 6, Ga: 5, Ov: 5]



Annoying ruiner of pizzas, the Noid. Not that you could make a Domino's "pizza" much worse.



Digital Press hasn't had a proper "Puzzle Page" for, well, a while! Big Al decided it was about time that we do one, so make sure to give us your feedback. Like it? Love it? Loathe it? We wanna know! Are the puzzles too tough? Too easy? Just right?

This crossword puzzle contains a few obscure words, some foreign words, and even a variant spelling. We'll have the "Only Solutions" for these puzzles printed in the next issue, but if you're completely stumped, you can e-mail Awesome Al at albackiel@aol.com for hints. Game ON, gang!

You collectors out there might just wanna photocopy the pages before filling 'em in. Gotta preserve your DP library!

ACROSS

- 01. & 05. Pond game (INTV)
- 08. Walking pace
- 12. Chinese monk
- 13. In the style of
- 14. Weird (var.)
- 15. Russian sea
- 16. Atari arcade conversion (2600)
- 18. Many _____, Warner VP who got Atari
- 20. End of game
- 21. Asian wild ox
- 23. Nothing
- 24. Tigervision room shooter (2600)
- 28. Serenaded
- 31. Past time
- 32. Video game subdivision
- 34. ___ Baseball (NES) abbr.
- 35. Money owed
- 37. Comic book hero game (2600)
- 39. Yes, in Paris
- 41. Sicilian volcano

- 42. Homebrew falling block game (2600)
- 45. Imbeciles
- 49. Gary Kitchen shooter (2600)
- 51. Small leak
- 52. Sioux Indian tribe
- 53. Before
- 54. ___ the Dolphin (GEN)
- 55. Pac-___ (Lynx)
- 56. Popular video game system (abbr.)
- 57. Famed political cartoonist

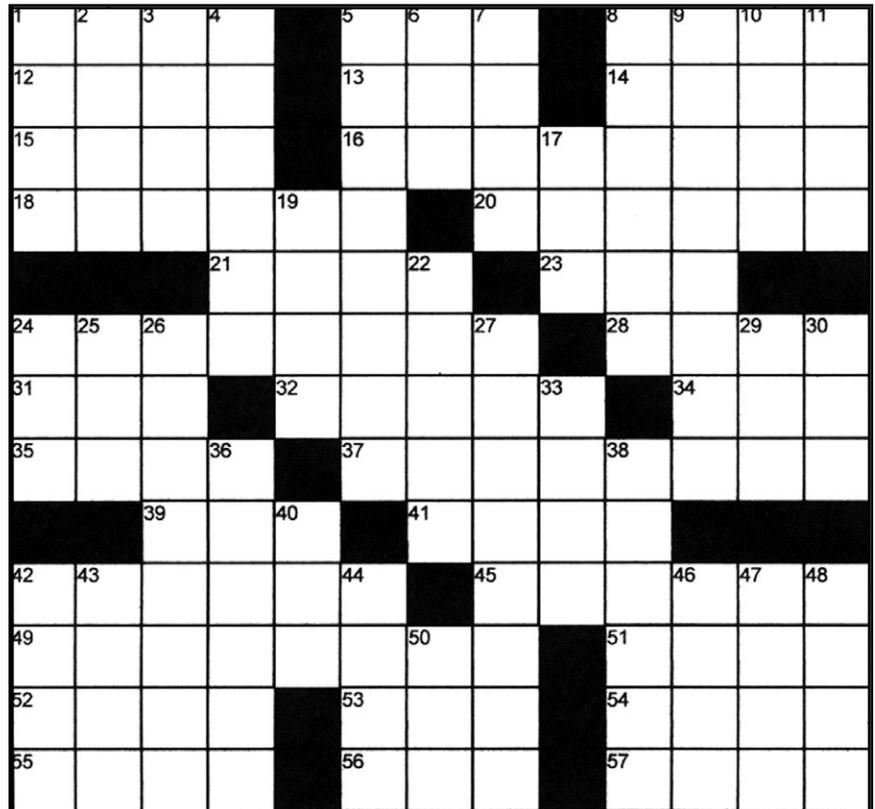
DOWN

- 01. ___ Capture (2600)
- 02. Software company (NES)
- 03. Actor Sharif
- 04. Arcade space game (7800)
- 05. Fighter game (NES)
- 06. Bullfight cheer
- 07. Type of hook

- 08. Activision sports title (2600)
- 09. Space fighter game (VB)
- 10. City in Russia
- 11. Car part in England
- 17. German numeral

- 19. M. Bison in Street Fighter movie
- 22. Type of Broadway musical
- 24. US Games shooter (2600) abbr.
- 25. See 43 Down
- 26. _____ : 2084 (7800)
- 27. Gex and Godzilla
- 29. ___ Jam (SNES)
- 30. Alcoholic beverage
- 33. Lease
- 36. Moved joystick left or right

- 38. MK fighter or Jaguar shooter
- 40. Three in ancient Rome
- 42. Environmental study (abbr.)
- 43. & 25. Maker of Airlock (2600)
- 44. Man's name (Swed.)
- 46. Killer whale
- 47. Nervous twitches
- 48. Video game character from 7UP
- 50. "all your base ___ belong to us." (sic)



MOVIE QUIZ!

Match the movie description with the movie that has the same name as a classic video game. Remember, the movie and game are related by name only. Keyword **hints** are in **bold** type.

Write the corresponding number in the space to the left of each letter:

- | | |
|------------------------------------|----------------------------------|
| _____ A. ACE OF ACES (7800) | _____ K. FRENZY (Coleco) |
| _____ B. ADVENTURE (2600) | _____ L. JAWBREAKER (2600) |
| _____ C. ALTERED STATES (GB) | _____ M. LASERBLAST (2600) |
| _____ D. BEAUTY & THE BEAST (INTV) | _____ N. OFF THE WALL (2600) |
| _____ E. BERZERK (2600/5200) | _____ O. PHOENIX (2600) |
| _____ F. BREAKOUT (2600) | _____ P. PITFALL (2600) |
| _____ G. COMMANDO (2600/7800) | _____ Q. RUSH HOUR (2600 proto.) |
| _____ H. CRASH DIVE (2600) | _____ R. SOLARIS (2600) |
| _____ I. DEATHTRAP (2600) | _____ S. STARGATE (2600) |
| _____ J. FREEWAY (2600) | _____ T. TEMPEST (JAG) |

01. Joan Crawford stars as a circus owner plagued by a killer gone **crazy**.
02. Ray Liotta as a debt-plagued **Arizona city** cop who plans a heist.
03. Charles Bronson is hired to **free** Robert Duvall **from** a Mexican **prison**.
04. Dick Powell's extramarital fling gets him into a **trap** with wife, Jane Wyatt.
05. Alfred Hitchcock thriller about a necktie strangler running **amok** in London.
06. Kiefer Sutherland and Reese Witherspoon. A serial killer and a runaway hit the **road**.
07. Arnold Scharzenegger as a **special agent** forced out of retirement by daughter's abduction.
08. Tyrone Powell and Virginia Mayo are lovers in this **sub adventure** noted for its S/FX.
09. Michael Caine as a playwright who would commit **murder** to steal a Christopher Reeve play.
10. Recent George Clooney flick that did not receive a **sunny** reception by moviegoers.
11. John Barrymore film about the **stormy** Russian Revolution.
12. Rose McGowan, Julie Benz & Marilyn Manson are in this not-so-**sweet** black comedy.
13. Kurt Russell and James Spader unlock a **cosmic portal** leading to another dimension.
14. Disney animated cartoon about a **pretty** young girl and her **ugly** suitor.
15. Jackie Chan and Chris Tucker as cops out to stop criminal **traffic**.
16. Low-budget sci-fi film about a kid who finds and uses an **alien ray** gun.
17. William Hurt and Blair Brown delve in **mindbending experiments** in sensory deprivation.
18. Paul Sorvino, Rosanna Arquette in **bizarre** comedy set in a Tennessee prison.
19. 1933 film with Richard Dix and Ralph Bellamy about a WWI **top fighter pilot**.
20. Comedy **escapade** with Clark Gable, Greer Garson and Joan Blondell.

ANAGRAM FUN!

Change a letter and anagram to get successive entries. Some answers may be more than one word or require punctuation. The first answer has been provided.

01. Nintendo Game & Watch title
02. Late video game magazine
03. Capcom anime hero with many sequels
04. Tony LaRussa in T.L.'s Baseball (GEN)
05. Activision monster destruction hit (2600)
06. Sean Kelly's column
07. What George Plimpton wanted you to do
08. NES racing title with toy cars
09. A video game is actually a computer this
10. Current all-system video game magazine
11. Chase HQ (GB) or Gangster Alley (2600)
12. Tigervision handheld system w/stylus

01. FLAGMAN

02. _ _ _ _ _
03. _ _ _ _ _
04. _ _ _ _ _
05. _ _ _ _ _
06. _ _ _ _ _
07. _ _ _ _ _
08. _ _ _ _ _
09. _ _ _ _ _
10. _ _ _ _ _
11. _ _ _ _ _
12. _ _ _ _ _

Bonus 80s videogaming and pop culture trivia question!

A popular music video that played on MTV during the 80s featured a kid playing a classic 1980 arcade game. Can you name the band, the single, and the 1982 album? Answers will be printed next issue!

DIGITAL PRESS FUNNIES

BAR TOONS SCRIBBLED ON COCKTAIL NAPKINS BY REAL ALCOHOLICS!



Digital Press is pleased to present a comic by internet mastermind, M the Mordant. You can find many more hilarious BarToons online at www.entertainment-cocktail.com. These 'toons are especially funny if you like to drink AND play video games. Especially if you like to drink.

While you're there, drop M the Mordant a line telling him what you thought of the BarToons and of BarToon mainstay, Happy McBooze. Tell M (seen below) that DP sent ya.

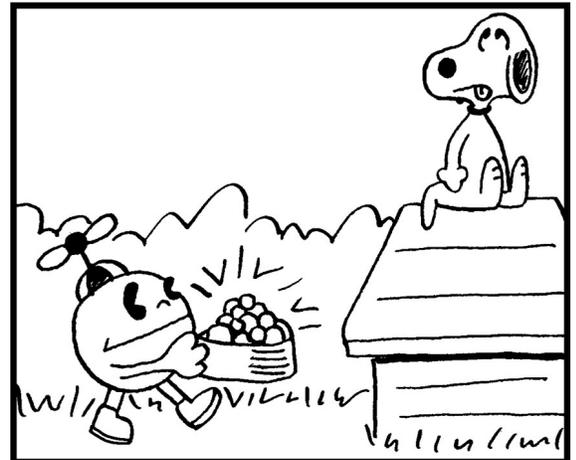


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BY MTHE MORDANT

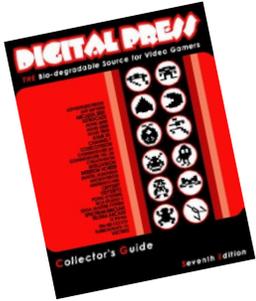
ARCADE ANTICS

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Some video game publications pride themselves on being there "first". We're a little different. Since Digital Press readers consist primarily of multi-system owners of hundreds (some of us thousands) of game cartridges and discs, our world has become one where time is meaningless and being "first" doesn't count. Atari 2600 and PlayStation2 games can be reviewed on the same page. We are fans of gaming, not of any particular system. Do you have a constant desire to play? Then JOIN US - subscribe now! It's STILL just ten bucks for six issues.

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@WOMMINGS touch

by Monique Trulson



Monique tantalizes us with a Tale of Two Dragon's Lairs...

Ah, yes - the Eighties. This issue's theme conjures up so much for me, personally - it made me browse through memories of junior high and high school, and the horrific photos I'm now trying desperately to lose of my "Madonna" phase - I think I still have my big "cross" earrings and dozens of black rubber bracelets! I remember spending my afternoons with friends at the mall, buying 45's ("Mommy, what are those big black CDs for?") and, on occasion, being treated to a few hours at the local arcade.

Oh, sure, we had our video game systems at home, but there was something almost sinful in the excitement generated when my parents agreed to take us to spend a few dollars

playing games at The Arcade. It felt like some sort of meeting place for a secret society - an arcade SO cool it was at the mall, but could only be entered from the outside - I wish I could remember the name - "Aladdin's Castle", or some other such exotic title. Quarter after quarter pumped into these machines, alternating between playing the games ourselves and cheering our friends on, hanging over their shoulders to watch them as they annihilated those annoying ghosts or shot down those missiles, thereby saving the world - or so it seemed for

those few minutes. My parents never understood the attraction - I think they tried, but to them, the games were over so quickly, the demands for quarters never ceasing ("Please, mom, just ONE more!"), therefore a repeat visit was hardly ever in the cards for quite a while. I think that in this respect, my kids are pretty lucky - yes, they have to fight mom and dad for video game time here at home, but it's a shared passion - and to this day, the visit to the arcade generates as much excitement for us as it does for them, so their visits are a bit more frequent, and last a LOT longer than mine ever did.

Flashback to one visit in the early eighties - a group of kids standing around a bright and shiny new machine. The excitement was palpable, it sucked us over and we melded with that group, standing on tiptoes to see what was behind all this - and got our first glimpse of the latest video game, **Dragon's Lair**.

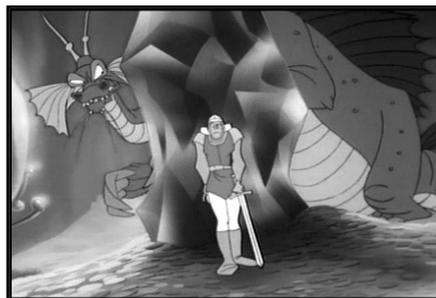
It was simply astounding - a video game that actually WAS

"a video",

a cartoon under your direct control, how cool was THAT. The temptation to play was overwhelming, as evidenced by the line of people that always seemed to be waiting for their turn to play. It was a cruel game, though, tempting us to sacrifice both our limited arcade time and our seemingly meager collection of quarters, as we waited for our turn to spend TWICE

what other games cost - a shocking .50 - only to die in a matter of moments - or at least that's what always happened to me. See, Dragon's Lair was all about reflexes. You didn't control the character so much as you made snap decisions at predetermined moments in the game. The basic storyline, for

those who don't know, was that you were Dirk the Daring, a bumbling so-called knight, and you had to rescue the beautiful, and therefore OBVIOUSLY scantily clad, Princess Daphne, who was captured by an evil



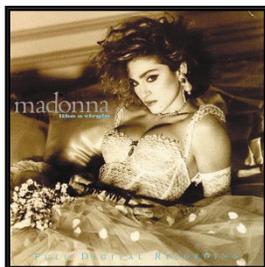
Dragon's Lair was - and still is - astounding.

wizard and a rather grumpy dragon. You'd watch scenes of Dirk running through the castle, and then get to a point where a portion of the screen flashed, at which point the pressure was on. Do you jiggle the joystick up, down, left or right? Do you hit the attack button now? Yes, I'll grudgingly admit that hand/eye coordination has never been a strongpoint for me, so maybe this wasn't the game I should have focused on, but I wanted - no I NEEDED - proof that valiant knights

still braved dire situations for their damsels. Problem was, my mom quickly dubbed this game as "a waste of time and money", so sadly I never got the proof I sought.

Fast forward a decade or so, and I had my own

apartment, my own PC, and lo and behold, my own copy of Dragon's Lair, which limped along on my sad little 386. The graphics were definitely



Like a Gamer... Monique admits to a Madonna "phase" in the 80s. So where's the problem?



Daphne. Also astounding. Mr. Bluth was asked about "reference material" during the Dragon's Lair keynote at CGE2K1.

NOT in the same league, after all, the graphics cards of the early 90s could not compete with the crisp laser-disk delivered graphics of the arcade machine, but who cared, it was Dragon's Lair! I had a second chance! Guess what - I never made it past the entrance to the castle. I'd run, the blocks would flash, I'd try to direct Dirk in the manner which he deserved... and every time he'd fall through, meeting yet another grisly death at my hands. I almost began to feel guilty, and eventually the game joined several others at the bottom of a box - now that I think about it, I probably still have it in my basement somewhere. Dragon's Lair became a fond memory

for me, as I never bought any of the other incarnations - I do remember seeing the Game Boy Color version on the shelves at one time, and trying to share my excitement with my kids, but they were never captured by it.

Two years or so passes between that trip to the toy store where the kids were more interested in Pokemon than Dirk, and we're browsing the video game selections, and there it is again, peeking out at us from behind a variety of fighting, racing and sports games - **Dragon's Lair 3D** for the GameCube. By this time, the good folks here at DP had already decided on the 80's as the next theme, so the frugal (a.k.a.

CHEAP) side of me - you know, the one that says "We don't NEED another game right now!" - was quickly overridden by the hidden kid inside me who STILL wants to see the end of this game - and guess what! This time I had an EXCUSE! "But wait! I NEED this game, to do *ahem* research for my next column!". We snapped it

up, completely surprised by the price - at least \$10 cheaper than any of the other new games out. To be honest, I worried that this did not bode well for the quality of the game - only crappy games are cheap, right?

I'm here to say that my worries were unfounded. Dragon's Lair 3D - Return to the Lair is truly a pleasure to play and to watch. Because many of the members of the original design

team were part of this new version, the story premise is the same, however it's been revamped a bit to make it longer. The environment and the characters have gone completely 3D, other than the opening scene which is presented in the original 2D animation, a new movie hand animated by Don Bluth. The graphics are still the beautiful animation we've come to expect, with the popular cel shading technique adding a more modern touch to the overall atmosphere of the game. The movement

of the characters is incredibly fluid - Dirk has 150 animated sequences which flow seamlessly, adding to the overall feeling of playing a cartoon. The full control of Dirk is the biggest and most noticeable change - every move is determined by the player,

in a somewhat complex set of controls, allowing Dirk to walk, run, somersault, scale ladders, swing from ropes, view things in first person view, use a variety of weapons and magic, and, of course, die several different sorts of

ghastly but humorous deaths (or is that just when *I* play?). It does take a while to get used to the controls - I

can't tell you the number of times I've forgotten to put my sword away, only to jump and fall because Dirk wouldn't grab the rope I NEEDED him to grab, his hands too busy holding on to the stupid sword! Combat is not the only focus of the game, however - there

are a great deal of puzzles to challenge the mind, combined with my all time



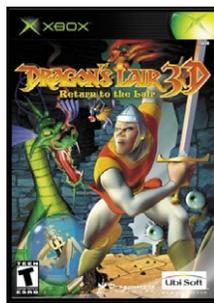
Dragon's Lair 3D: offers gamers total control of Dirk AND new animation created by Don Bluth!



Dragon's Lair 3D action figures. Totally awesome.



Dragon's Lair 3D, currently available on Gamecube and Xbox. Coming soon for PS2.



favorite (oh wait, you can't hear the sarcasm here, can you...), lots of jumping. I hate jumping. How is it possible that my lack of grace can translate into how I play video games? Ah well...moving on...camera controls are easy and acceptable, and the voice acting is fun and very close to the original. The game has several extras as well, including support for Dolby (tm) Surround Sound, widescreen ratio, video clips showing the history of the game and interviews with the creators, as well as original music pieces.

But the best part of this game, other than the fact you get unlimited lives for a one-time payment of \$29.95 as opposed to three for .50 a piece? It has to be the way it is 100%, no questions asked, absolutely, positively GUARANTEED to make me giggle when Dirk walks into a wall and bumps his head. Ah, physical humor...you can't beat it.



You want some o' this? Come get some.



Tron

20th Anniversary
Collector's Edition
Distributor: Disney, 1982.
Director: Steven
Lisberger

Aspect ratio: 2.20:1

Sound: Dolby digital 5.1
(Canadian Region 1 disc, 2002 is
reviewed here)

Plot: Programmer/Arcade Champ gets sucked into the corporation's mainframe and has to fight his way out of this virtual insanity. More importantly, this milestone movie was the first to use extensive computer animation, and had the most VFX shots of any movie until recently. It also achieved a cult status after it's semi-flop release, and has kept quite a large fanbase ever since.

Commentary Track: The commentary track is taken from the session done for the Archive Edition LaserDisc from 1995. It features Lisberger and other pioneering crew members. Their love and passion for the movie are very apparent, and not only do they give anecdotes from the filming process, but also of the whole brave new era in which it was made.

Other Extras: It had to be the 20th Anniversary when Disney finally did the math, and released a full-blown DVD version of TRON. However, most of the extras were taken from the Archive Edition LD. Apart from the famous two missing scenes are animation tests, showreels, photo galleries and concept art. Added is a new documentary of a whopping 88 minutes featuring many of the wizards involved in the making of the film, and the processes they used. Also included are two

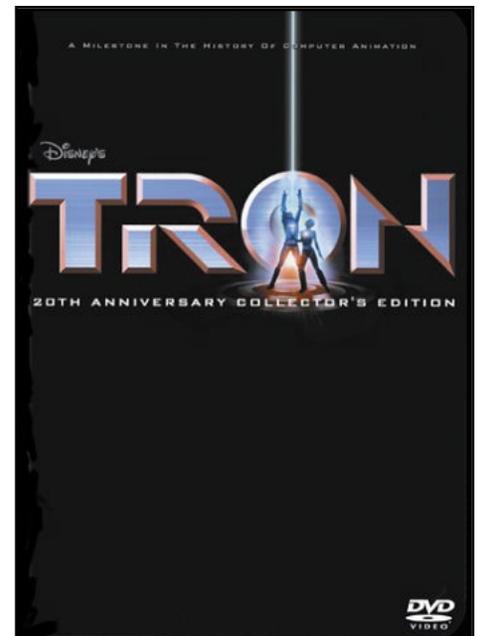
compositions of synthesizer-goddess Wendy Carlos. Sure enough the many little features make you appreciate the craftsmanship and artistry in the film so much more.

Picture: The transfer is sharper, crisper and richer than any of the other releases, and is as lush as it can get (until the HD-DVD is released). The only artifacts are the little inconsistencies in the rotoscope work of the Asian artists and an element that was out of alignment in the original composite.

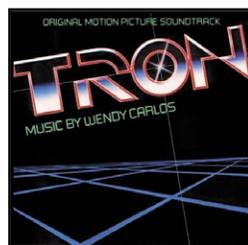
Sound: A "new" 6-channel mix was made (although the original 70mm release had one as well of course, and this mix could just be derived from it). The DVD's Dolby Digital LFE channel gives the mix just a little more oomph. Not a lot of effect surround wise, but if that's how the original was, why tamper with it? Many of the 35mm release prints were mono even!

Overall Feel: A lot of work was put into this DVD to make it look good and be complete, and the production team did quite well. Hats off to Disney for finally recognizing TRON as a work of

art and giving it the release it deserves. If you don't have the Archive Edition LD set, this is the definite release to have. Watch and enjoy, over and over again! That is, until **Tron 2.0** (the game) hits the shelves August 26th, and you have to play that... over and over and over again!



The 20th Anniversary edition of Tron on DVD makes all other incarnations obsolete.



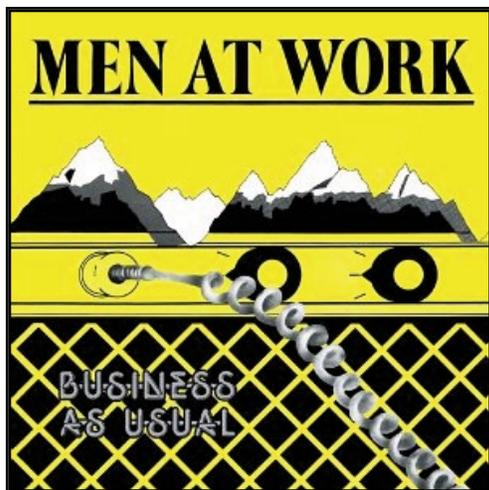
The TRON Soundtrack LP still pops up every now and then, so if you TRULY want to experience the soundtrack as it was meant to be heard - on VINYL - pick it up. If that's not your bag, like, don't get your panties in a bunch, you can always pick it up on CD. CDs were born in the 80s, so "it's casual."

Other awesome Tron stuff includes this gnarly M-Network "arcade styled" joystick for use with the Atari 2600 Tron games. The arcade game was never ported to any home console, but that didn't stop them from manufacturing the stick. Black light not included.



◀ 1980 S CD AUDIO AVE.

by Dave
Giarrusso



BUSINESS AS USUAL (remastered).
Men at Work. Columbia/Legacy
Records, 1981/2003
Overall: 7

"Here they come, those feelings
again!"

When someone mentions "The 80s" I immediately think of two things. The first thing, naturally, is "video games." The other thing is "80s music." You know the stuff. Fluffy, guilty-pleasure, pop nonsense by bands that helped launch the fledgling MTV: A Flock of Seagulls, Devo, Wall of Voodoo, The Vapors, The Go-Gos, Tommy Tutone, Billy Squier, Pat Benatar and of course, those guys from Down Under, Men at Work.

To say they were "big" in the 80s is an understatement. Their first release, 1981's *Business As Usual* went multi-platinum and spent fifteen straight weeks at the number one spot on the Billboard chart. BAU also yielded two number one hit singles. By 1982 when they picked up their Best New Artist Grammy, many people were thinking that they were the biggest thing since the Beatles. Or at least, since the Monkees.

Alas, the Men worked hard and

burned brightly for a few years only to disappear almost as quickly as they had hit the scene, or so it would seem. Colin Hay (lead vocals and songwriting force) has since called the Best New Artist Grammy the "Kiss of Death Award." Judging by the careers of other recipients of said award (including Living Colour in 1989 – a stellar band who, incidentally, is staging a comeback album as I type this review) he just might be right.

Fortunately, 80s music fans (are there fans of "80s music"?) have the digitally remastered Men At Work debut album *Business As Usual* to remember the band who had all of America asking about Vegemite sandwiches. And you know what? It's quite good.

I never considered myself a Men At Work fan, but there's really no denying that the tunes these guys cranked out are quite catchy. I still wouldn't go so far as to call myself a fan per se, but I must admit, this CD has been spinning on a fairly regular basis since I bought it a couple of weeks ago in preparation for this issue of DP. In addition to the original album's ten tracks, four "bonus tracks" are included on this release.



The Men kept
working hard and
delivered Cargo.

So what of the CD then? How does it sound? Next to the original LP, there's just no comparison. The disc sounds much cleaner, and nothing gets lost in the mix. If there's any complaint about the new disc, it could only be that it almost sounds TOO good. I mean, if we're trying to recreate the early 80s experience here, we need the vinyl version to produce all those pops and hisses.

The songs are pure 80s: fun, enjoyable fare that, along with a

game of **Pac-Man**, a slice of pizza, and a romp around the roller-skating rink, completes the picture of 80s bliss. The two mega-hits, "Who Can it be Now?" and "Down Under" are as catchy as ever – it's nigh impossible to listen to either of these tunes and not have 'em stuck in your head for the rest of the day.



Men at Work's third
album *Two Hearts*
was too little, too
late. The Men quit
working shortly after
its release.

Other standout tracks, include "Underground", and "I Can See it in Your Eyes." Listening to the disc in 2003, the only real misstep might be track 5, "Helpless Automation," which sounds a bit more dated than the rest of the album.

The "bonus tracks" on this release include live versions of "Who Can it Be Now?" and "Underground," both recorded at a 1996 show in Brazil featuring only two of the original members, Hay and sax player Greg Ham. The other two bonus tracks are non LP B-sides "Crazy" and "F-19", the latter of which is a fine little instrumental, and a fitting way to end the CD.

If you're having the gang over for a night of all-80s gaming and you're looking for an album to help score the shenanigans while you score on Pac-Man, you'll definitely want to pick up the newly remastered *Business as Usual* disc. At ten bucks, you really can't go wrong – just put back that PSX "bargain" title you have in your hand and purchase this disc instead. It's money well spent, and ultimately, this CD is much more satisfying.

And hey - if a funny, yellow, disc shaped video game character can endure and be loved for over twenty years, is it really so strange that a funny disc with a yellow cover can do the same thing?



ON THE PROWL

with Ian Baronofsky



80s Gaming in Brazil

The Eighties means different things to different people. It's nice to reminisce

about what it meant to our video game past, thinking that's all we did, but being in high school in The Eighties was actually kind of lame. I was gangly and unfocused, with questionable friends and limited motivation. I had a hundred crushes on a hundred girls. I had no armpit hair most of the time. Skateboarders were still outcasts who wore lame clothes (and I was the lamest). Video games were on their way out and in again. There were too many computer formats, and whichever one I had didn't have the best games (damn you Apple!) We reminisce about the bronze age of video games as though all of these things never happened. And now I overcome any of the frustration I may have had by acquiring every format and every game from that time. Video games of the eighties recall a certain innocence for classic gamers. A trip to Toys R Us to pick up your holiday indulgence. The first time you saw your

2600 in your parents car trunk. Pouring over catalogs and wishing for every game. Having friends over to play two player games for eight hours straight. Fortunately, that's what we think of, especially when we sit down to play our favorite classic system.

Let's take a trip...

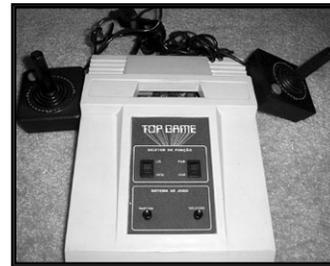
To my friends in Brazil, there are different memories, albeit just as fond. The first video game consoles to hit Brazil were not surprisingly pong systems, around 1977. The Philco-Ford Telejogo (three games) and later the Philco-Ford Telejogo (ten games) were two of the earliest consoles to be released in Brazil. At the same time that cartridge systems were being released in the US, pong systems were the only video games available in Brazil.

The first (non-imported) Atari 2600s only came to be sold in Brazil around 1983. "When you guys were living in the CRASH, we were living in the BEGINNING," says Sergio Charin of Sao Paulo. The first cartridge system released officially in Brazil was the Philips Odyssey. Since there was no [US] Odyssey 1 released, they didn't need to call it the Odyssey 2.

Although it was somewhat popular, with release of pretty much all of the US and European library, the 2600 soon blew the hapless Odyssey out of the water. Actually, the blowing had begun well before the release of the 2600. When I say release, I mean the widespread pirating of 2600 hardware

and cartridges that began in 1984. By 1983, companies like Dynacom had already begun to produce Atari 2600 cartridges for the small import market

for North American systems. By late 1984, Odyssey releases were tough to find because the system was already on it's way out.



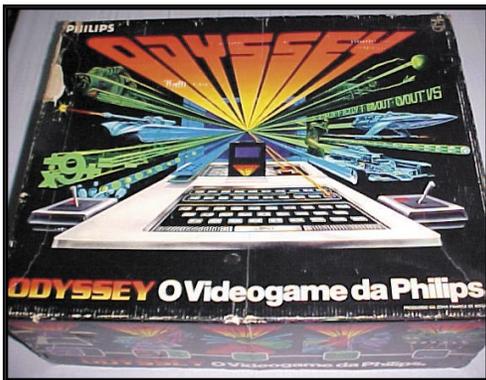
Top Game by Bit Electronica. Brazil's first Atari 2600 machine.

Although it's somewhat controversial who

released the first 2600 console in Brazil, my sources indicate that the Top Game console by Bit Electronica was the first to the market. Their console, an angular beige unit with hardwired joysticks and power cable was a 2600 clone with a twist. The cartridges were of a proprietary format (at least because of their shape.) They didn't release any unique games, and it seems they created the proprietary shape either in response to legal hesitancy or to combat piracy. It wasn't a very popular system, and it was soon followed by widespread console and cart releases from Dynacom, Dactar, Dismac and Polyvox. Polyvox was the only licensed manufacturer of Atari items in Brazil, but was probably responsible for much less than half of the market share.

Har, pirates abound

In The Eighties, video game piracy wasn't merely prevalent, it was government mandated. In 1982, the Market Reserve Law was passed to protect Brazilian computer commerce, and secondarily negate any copyright



Get out your scorecards: the US Odyssey2 console is simply called "Odyssey" in Brazil.



issues that would impede piracy. As a result, large companies and video store backroom techies dove headfirst into copying every ROM they could get their hands on. Polyvox, under the auspices of Warner, at one point resorted to litigation to protect their intellectual property. Warner even went as far as sending lawyers to help in Polyvox's defense.

Interestingly, Polyvox was unable to prosecute because they were in fact in violation of the Market Reserve Law by paying royalties to Warner (a non-Brazilian company) for licensing the Atari 2600 technology.

Many pirate companies who got into the market early have the most widespread libraries. Several companies have label variations that span more than a decade, not unlike our own US Atari releases. Companies large and small created innumerable pirated carts. Later in the 2600 lifespan, many cartridges were made to order, often as multicarts, with the gamer's choice of titles. ROM sizes were an indication of expense. Some companies labeled their carts as Sergio Charin describes below:

“Série Prata (silver series): 2k-4k, like **Mr. Postman**, **Pac-Man**; Série Ouro (golden series): 4k, like **Smurf**, **H.E.R.O.**; Série Platina (platinum series): 8k or more: **Montezuma's Revenge**, **Raiders of the Lost Ark**; and Série Diamante (diamond series): perhaps a designation of even greater value, and likely corresponding to 8k carts or multicarts.”

2600 cartridges weren't sold exclusively in department stores or electronics chains. Innumerable video

stores had video clubs that rented video games. The video clubs not only rented and sold games, but often served as a focal point for game players to gather and discuss games. Several of my Brazilian friends are most nostalgic about this communal aspect of Brazilian gaming in The Eighties.



Four 2600 club games.

For the collectors in all of you, I will try to summarize the general rarity of Brazilian 2600 titles (below). Every company has its compellingly unusual and valuable titles, but for the most part, you shouldn't have to part out your grandmother's fortune to get into Brazilian 2600 cart collecting. Many carts are readily available in Brazil, and some manufacturers are exceedingly common, despite their apparent rarity in the US.

There are innumerable companies that released carts that I'm not listing for brevity's sake. Nevertheless, from the collectors perspective, I value few 2600 carts at greater than \$10. Some are worth more to an individual with a fetish (for example, carts with **X-man** on them are very valuable to the Dutch.)

I personally am amazed at the variety of case shapes and label variations that come out of Brazil. Even companies that seem to be of small to medium caliber had their own cases made. Some cases are unusual and elaborate (such as **Tron** and **Video Grow**) making them particularly creative solutions to the quandary of

housing video games.

televisão inteligente

The 2600 had a generous lifespan in Brazil, lasting into the 1990s, and didn't really allow for its competitors to make a serious dent in its market. Intellivision was licensed by Digiplay, and a significant portion of the Intellivision library made it to Brazil, with unique Portuguese boxes, instructions, and in some cases, overlays. Remarkably, several third party titles were also released, always in standard Intellivision cases. The lifespan of the Intellivision in Brazil was actually long enough to

merit the release of both the original Intellivision and the Intellivision II. The consoles are mere badge variations, although I suspect that there may be slight differences in the plastic materials used in the construction of the Brazilian Digiplay Intellivision. Intellivision was not immune to the widespread piracy of cartridge software of the



Shock Vision Intellivision pirate carts with Shock Adapter (right).

time. Shockvision, a company who also pirated 2600 carts, apparently released its own versions of Intellivision cartridges. I haven't yet seen official looking packaging for these titles, and the carts are of an unusual nature. To use a Shockvision cartridge with an Intellivision console, a Shock Adapter must be used. The carts are of a proprietary shape, as well. I have heard rumors of more Brazilian Intellivision pirates (specifically by a company called Intelligame). I cannot confirm that these carts exist.

For more on Intellivision pirates, see "The Splicevision Factory" next page...

The Colecovision also made its appearance in Brazil, although elusive. The only pirate console that I can confirm is the Splicevision console from Splice. The console is a beige unit that looks nothing like the original Colecovision console, except for the controllers, which vary only slightly in the presence Splicevision insignia. Marcus Garrett told me that in his youth in Sao Paulo, he thought that the Splicevision system was a myth in Brazil. Nevertheless, there are at least three different companies that made

General rarity of Brazilian 2600 titles by manufacturer

COMMON:	RARE:	VERY RARE:	EXTREMELY RARE:
CCE	Cosmovision	Genus	Video Grow
Polyvox	Atari Mania	Tigervision	Video Tiger
Dactar	Tron	Canal 3	Zgames
	Dismac	Intellivision (unrelated to the game system)	Video Arte (likely easier in Argentina)
UNCOMMON:	Star Game	Microdigital (Microsoft)	Hobby
Dynacom	Fotomania	Datasoft	Top Game (original release proprietary carts)
Digitel	Imagic Brazil (unrelated to the US company)	Super Game	Splice
Digivision	VGS/VCS	Top Game (regular shaped carts)	
Applevision (most releases very similar to Dactar)	JVP	Tecmagic	
Taiwan releases	JF	Shockvision	
	Star Game		
	Robby		

pirate Colecovision cartridges in Brazil, suggesting that there was an import market for Colecovision consoles. Unfortunately, the Colecovision cost three times as much as the least expensive 2600 clone, making it much less popular.

Gone But Not Forgotten...

The erosion of the Brazilian market for classic consoles had been occurring nearly since it's inception. The Market Reserve Law propagated piracy for 8-bit computer systems as well as consoles. The Apple II, TRS-80, CoCo, and Sinclair all made their appearances in the Brazilian home computer market as clones. The MSX computer, released initially in Brazil by Gradiante (the parent company of Atari 2600 licensee Polyvox) was very popular, and may have contributed to the limited popularity of comparable expensive game systems like the Colecovision. The Atari 5200, Commodore VIC, Commodore 64 and Vectrex never made it to the Brazilian market.

In 1989, TecToy licensed and released the Sega Master System, which was nearly the death knell for classic systems in Brazil. The Master System was widely popular in Brazil, and many of those gamers who could afford to upgrade at that time did. 1989 was also the year that the first Famicom clone was released in Brazil, which was much less popular than the Master System. Tec Toy benefited from limited piracy, and many unique Master System titles were released exclusively in the Brazilian Market. Tec Toy also managed to release several unusual variations of the Master System, such as the Master System Girl and Master System Super Compact. Both were handheld consoles that broadcast or connected to a nearby TV. Tec Toy went on to release most of Sega's later consoles, including the Mega Drive, Saturn and Dreamcast. Pirated Atari 2600 hardware and software was still being produced well into the 1990s in Brazil, mainly to meet the gaming needs of limited budget gamers, not unlike the Atari 2600 in the US in the late 1980s.

The NES eventually made it's official appearance in Brazil in 1995, with official release of the NES

toaster style console by Playtronic, a division of Gradiante. Before the official release, numerous clones were released in Brazil, some with both 60-pin and 72-pin cartridge connectors to increase compatibility with a variety of pirated software. Famicom clones were recently still available, newly manufactured in Brazil.

The current video game market in Brazil is hampered by widespread piracy of CD and DVD format games, making many companies reluctant to sell their consoles in Brazil. The Playstation is widely popular, particularly with the use of pirated software.

Brazil is a particularly exciting market to explore for the classic game collector. Without the intense marketing and legal involvement we see in the US video game market, video game platforms can persist for years as pirated consoles and software. Playstation 2 games are still being sold next to Famicom games, in order to cater to all gaming preferences and budgets. The rash of piracy also resulted in the release of exclusive titles for several platforms, such as 2600 import and prototype games, and numerous Tec Toy Sega Master System games. Multicart variations were released officially for numerous systems. All systems are nearly compatible with US systems, because the differences between PAL-M and NTSC are limited to color mismapping and occasional sound problems.

I am very excited to find out where the next unexplored video game market will be. There must be dozens of countries with a video game history as unique and exciting as Brazil.

Multigame ON! !Tenha o divertimento!

Special thanks to Luiz Bonnacorsi, Sergio Charin and Marcus Garrett for sharing their knowledge and personal experiences to make this article possible.

The Splicevision Factory and Shockvision

My friend Luiz Bonnacorsi fondly recalls a trip that he made to the Splicevision factory in his youth. "I heard about some strange Intv titles available in Sao Paulo, and then I got the phone number of the Shockvision factory, [I don't remember where.] I made a phone call, and then I got all the information about how to reach the address and then I decided to go there. [The Shockvision factory was in a] small building, and the factory was located on the second floor, very small. [They did not have a store], since it was a pirate item / company, they prefer to stay hidden – I guess. It was a very simple place [not a very sophisticated operation], because I could see the cart cases lying around the room.

When I arrived in the store it was lunchtime, and I was received by a woman [secretary] who told me that the office was closed due to the lunch. But then I told her about my crazy trip [remember, I was a small kid, and made this trip alone, with the school uniform], and she called another guy who made the carts in about fifteen minutes for me. It was an exclusive production to me of about six Shockvision carts plus their adapter.

At that time, money was very scarce to me. I guess I spent about eight dollars for each one. It's very difficult to determine [the price] now, but this is my best guess, because I imagine that I couldn't spend much more than this on that occasion. The price to buy directly from the factory was small. And because the adapter [decreased manufacturing costs], the price of each cart was cheaper. No box [was included and there were] only type written instructions in Portuguese on small a sheet of paper. [It was a] very poor and simple presentation. In the factory there was only a list of the available games, and that's it.

It was a very important trip for me, because I made it alone, and then I was able to "launch" some new Intv titles here in Rio de Janeiro [where I lived. Subsequently,] I made a deal with Intelligame who was contacted by my old boss [at a video game rental store that I worked at] and they copied the ROMs of my carts, and then gave me some original games in exchange."

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THE VAULT OF VHS VIDEO

featuring Dave Giarrusso

Joy Sticks (aka Video Madness), 1983 Jensen Farley Pictures

OVERALL: 4 (out of 10)

"Totally awesome video games!"
(Actual totally awesome lyric from the *Joy Sticks* theme song.)

Words can't even begin to describe the travesty that IS *Joy Sticks*. Let's put it this way: you'd think that a movie ABOUT video games complete with plenty of boobs AND fart jokes galore thrown in for good measure would have to be good, right?

I would have thought so too.

Joy Sticks manages to take that "can't lose" formula, nukes it with a ten-megaton bomb and then flushes it down the toilet. It's a train wreck of the highest order featuring a horrible screenplay with dialogue that's as natural as a singing rectum and horrible acting that's unmatched in cinematic crappiness.

But you'll still watch it. Probably even more than once.

Because in the end, *Joy Sticks* still takes place in an arcade. And since you're a die hard gamer, you'll want to waste an hour and a half of your life just to take in the sights and sounds of a "real" game room. Even if it's only a "real" Hollywood game room where players have no clue how to play the games they're busy

"playing". (e.g., rapidly press fire to win at **Super Pac-Man!**)

The arcade featured in the movie is actually pretty cool. Besides featuring a ton of classic coin-ops and a loaded snack bar, River City's arcade features a combat area known as "The Arena." In The Arena players match their skills at podiums with three foot tall, red ball (basketball size) joysticks. How cool is that, at least in theory? In reality, the sticks would make gameplay unnecessarily cumbersome, but it would have been easy enough to adapt the basic Arena premise shown in *Joy Sticks* to a real life setting.



If you have the video, look closely at the screen (above) to see a subliminal message the artist snuck into the image.

Joy Sticks' basic storyline goes like this: A local arcade owned by Jefferson Bailey's Grandfather becomes the subject of controversy. Bad Guys want the seedy arcade shut down. Good Guys want the peachy-keen arcade to stay open. Let's meet the cast of zany characters:

Grandfather Bailey: Dirty old man who owns the arcade but is currently out of town. He shows up near the end of the flick for no good reason. He's supposed to be funny. He's not.

Jefferson Bailey: Runs his Grandfather's arcade. Jefferson's

supposed to be the Cool Guy, but he's totally a dork. However, he's about the only guy in the flick who really looks like it could be 1983, so at least he's got that going for him. Despite having a grandfather who owns an arcade, Jefferson NEVER plays the games. *GASP!* But WHY? You'll have to stick around until the end of the flick to find out. I wouldn't want to spoil the Big Surprise (yawn) for you.

Joseph Rutter: The Bad Guy. Businessman who hates the arcade. Also has Napoleon syndrome. The audience is led to believe that Rutter's own joystick doesn't work properly. Could this fact be the true reason behind Rutter's hatred of the arcade? The world may never know. And definitely won't care.

Mrs. Rutter: She appears to do nothing but sleep, take prescription pills, and have sex with strange (and filthy) men without stopping for a moment to wake up. I'm only mentioning her here because you probably know her better as the voice of The Baroness from the old *G.I. Joe* cartoons.



Eugene and Dorfus first meet near Pac-Man.

Patsy Rutter: Valley Girl poster bimbo and Rutter's daughter. She talks like a freak that even other Valley-Girls would beat the living crap out

of. She also likes video games. She also wants to get it on with Jefferson Bailey. If she'd shut the hell up for five seconds, he probably would have let her.

Jonathan Andrew McDorfus: AKA Dorfus. Dorfus went from being the high school Class President to being a third rate Belushi impersonator who forgets to bathe all because of... VIDEO GAMES! He's supposed to be Jefferson's best friend. All he does in this movie is eat, play video games, and fart. So to answer your question, yes, we're jealous. In one of the few memorable moments in this flick, Dorfus calls Eugene a "poonis." It might interest you to know that John

Belushi rose from the dead, kicked Dorfus squarely in the balls and returned to his casket.



Eugene Groebe: Eugene is supposed to be

The Nerd. Eugene starts working at the arcade on the same day that Rutter gets his shorts in a wad over it. Eugene later spouts out a lame soliloquy near the end of the flick about how Dorfus LIVES video games, but by then you'll have forgotten he was even there.

Max and Arnie: Rutter's idiot henchmen. In a brilliant scheme to invade the arcade incognito, Max dresses up like Madonna and thinks he looks like Ms. Pac-Man. Arnie dresses up like an Amish hippie. I guess their infiltration of the arcade was meant to be funny, but it only leaves the audience wondering just how many drugs the cast and crew were on when they filmed this disturbing scene.

Lola and Alva: The resident boobs in this movie. And by that, I mean - literally - boobs, not like Keystone Cops or anything. They play "strip video" with Jefferson in the back room of the



"Streaking" is used for a titillating game of strip video. Oooh! Clever. *cough*

arcade. Gamers will note that the game they play during this scene is none other than uber-turd **Streaking**, the only game that the producers could find that was more boring than this film.

King Vidiot: Wanna-be punk who is completely non-threatening and possibly gay. He loves video games and the thought of owning his own coin-op almost sends him to the emergency room with cardiac arrest. He eventually joins forces with resident Bad Guy, Joseph Rutter.

King Vidiot's Subjects: King Vidiot is the leader of a group of seriously scary looking girls who run around with him while making random "video game" type sounds. Sometimes they appear to be humming the themes from **Pac-Man** series intermissions, other times they just randomly bleep and blip. But on the plus side, at least they could pass for chicks who actually lived during the 80s.

Sandy: Sandy is Jefferson Bailey's long lost girlfriend. Or something. Basically she's just another excuse to throw in some T and A. The problem is that by the time she shows up you'll probably be fast asleep.

Tough Guy: There's a scene where Max and Arnie encounter a Tough Guy. He looks like Lyle Alzado's retarded grandfather and would have had a hard time trying to intimidate

Michael Jackson, but somehow he scares the bejeezus out of the bumbling Rutter henchmen. Tough Guy pulls out a switchblade and the two idiots practically drop dead on the spot. Tough Guy could have pulled out a combination pitbull-flamethrower that urinated acid and it wouldn't have

frightened my grandma. She would have kicked his ass in two seconds.

Opening Credits Chick: During the opening credits of the movie we see a standard bleach-blonde bimbo type who's supposed to be playing **Solar Fox**. Shots of her mugging for the camera are interspersed with the following game screens (in order of appearance): **Pole Position**; **Moon Patrol**; **Gorf**; **Naughty Boy**; **Ms. Pac-Man**; **Stargate**; **Millipede**; **Pooyan**; **Scramble**; **Stargate**



Opening Credits Chick. She's "playing" **Solar Fox**, but concentrates much more on tossing her hair around.

(again); **Jungle King**; **Front Line**; **Pole Position** (again).

Okay, so long story short: Rutter employs a variety of schemes to get the arcade shut down which culminate in a meeting with the Mayor of River City. The meeting is supposed to decide once and for all whether or not the arcade remains open. The meeting is a complete waste of time since: A) The Mayor agrees that the arcade can remain open and B) Rutter and Jefferson still agree to let the fate of the arcade rest upon a battle of videogames. Whatever.



Lola and Alva try to get at Eugene's joystick.

Honestly, **SwordQuest: Earthworld** makes more sense than this movie, but somehow, I enjoyed *Joy Sticks* much, much more than *SwordQuest*. I know it's a total piece of crap and a waste of time, but I can't help but focus on the

games and the arcade ambiance, and also on the fact that the flick is completely harmless in every way. Sure, that doesn't make for a particularly interesting movie, but I've had worse times sitting through films.

It sure isn't highbrow entertainment, and it's not trying to be. The problem with *Joy Sticks* is that it even fails at being lowbrow entertainment. It's a whopping failure, and judging by where the careers of nearly everyone involved with this film went, they were unable to wash that stink of failure off. It's probably for the best.

