Classic CONSOLE MAGAZINE

BASKETBALL GAMES:
Beginners to 8-Bit

GAME BOY
KING OF THE HANDHELDS

STREET FIGHTER II

SUPER MARIO WORLD™
HOW TO BEAT THE HARDEST LEVEL

DOT MATRIX WITH STEREO SOUND

SCORE
123545

LEVEL
11

LINES
113

Nintendo **GAME BOY**

B   A

SELECT   START

TEENAGE MUTANT NINJA TURTLES

**PIZZA POWER !
GAMES OF THE TMNT FRANCHISE**
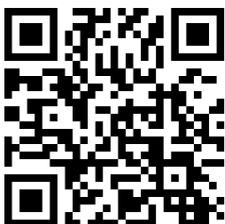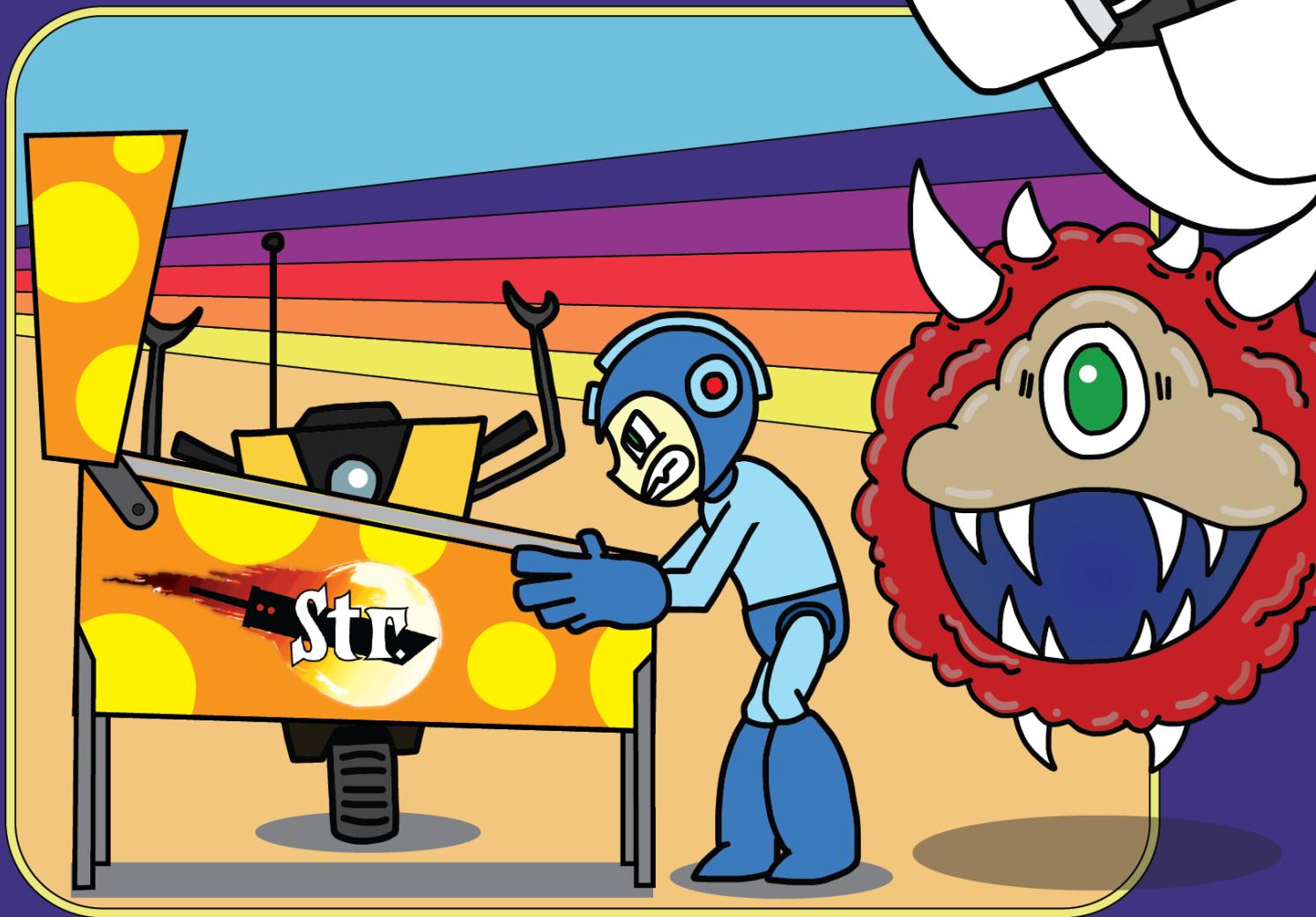
LOVE RETRO???

The Classic-Gaming Bookcast

Chris Federico

ATARI 2600

ATARI COMPUTERS

INTELLIVISION
MATTEL ELECTRONICS
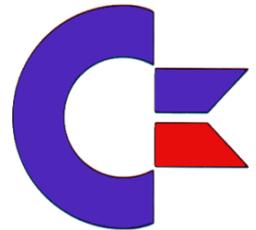
Commodore

The Classic-Gaming Bookcast is an entertaining book about old video games. If you enjoy what's commonly known as retro-gaming, you'll have a lot of fun reading these forty game-specific chapters. The prose is lively, provocative and often humorous. The book even contains strategies, insights and philosophies. Check out the book today!

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from the Editor...

Hello Again,

This month we take a look at one of the most beloved consoles of all time, the Nintendo Game Boy.

I think that many of our subscribers have fond memories of playing with handheld consoles, whether it be the Game Boy, Game Gear or Atari Lynx. How about the Neo Geo Pocket?

Handheld gaming started from humble beginnings in 1979 when Mattel released the electronic game 'Auto Race", and exploded in 1989 after Nintendo's release of the original Game Boy.

Handhelds offered on-demand gaming in an age where many families only had 1 television set. Gone were the days of having to wait for the TV to be free to play your favorite games. Let's not also forget how much better family roadtrips were with the ability to play your games for hours in the back seat of the car!

The Game Boy for me symbolized a true explosion of gaming into main stream consciousness. It suddenly wasn't just a toy for kids anymore. With the wide variety of puzzle games available for the system, parents and kids alike could try their hand at playing.

In the way that the WII revolutionized gaming for a generation, the Game Boy truly did the same thing at a time in the industry when it was surely needed.

We sincerely hope you enjoy this month's issue!

Josh LaFrance
Editor in Chief

Reader Mail

One question we pose to all of our subscribers on the website is the following question: "Is there anything you want to see in a future issue of the magazine?" Below is a collection of responses we have received from YOU, our subscribers!

Unknown facts about well known consoles, maybe some interviews with the developers, things like that.

-Francisco B.

Try to cover every obscure thing you can find. The more information that isn't always talked about, the more interesting the magazine will be.

-Chris E.

I would love to hear more about the Sega Saturn (which I've starting collecting for this past summer and love it) I'm also interested in hearing more about other failed consoles like the 3DO and the Jaguar.

-Ryan C.

Classic RPGs. Plus love and acknowledgement of the classic microcomputers. Commodore 64 and Atari 800 forever!

-Rufus L.

Bandai Wonderswan. More obscure add ons like the Mega Disk for the Megadrive etc Anything Japanese or import variations. 80/90s flashbacks. Using people's real home photos of arcades and gaming shops etc.

-Stephen L.

Highlights of obscure gems, any console.

-Jon I.

Atari 2600 hardware modding. I.e. modding classic 2600 and 7800 to fit current TV hardware with progressive / HDMI.

-Bradley V.

Love survival horror genre (32 & 64 bit) also a big DOOM fan, well id in general really.

-Jim C.

Spotlight on the Dreamcast or atleast the Many Homebrew games/underrated Gems on the console.

-Cael T.

Coverage on speedrunners and the speedrunning community.

-Brian H.

Any cheats or strategy guides like the old school game magzines! Maybe some posters or special inserts?

-George L.

What's in this Issue...

Gamer Memories

DO THE MARIO!

BELOW: LOU ALBANO, DANNY WELLS

Trivia Time: What TV show was responsible for a dance routine, contained segments with 2 different famous video game franchises and starred wresting superstar Lou Albano? If you guessed the Super Mario Bros. Super Show you are correct!

Produced by DiC Animation and airing on numerous TV stations via syndication, the Super Mario Bros. Super Show left an indelible mark on children of the late 80's and early 90's, even though it's original run only consisted of 1 season and 65 episodes.

Part of it's lasting influence is the fact that it was a ground breaking program. Consisting of a live action segment followed by a cartoon segment, the Super Mario Bros. Super Show was unlike anything else on television at the time.

With all it's craziness and corniness it is a show that is beloved by many, even if it seems dated today. This show could have only taken place when it did, as today this program never would have made it to the air.

STAR POWER

When announced in early 1989 as an upcoming show, part of the excitement behind the show was the inclusion of Lou Albano, famous at the time as a professional wrestler.

Lou Albano had a long and storied career in wrestling as a competitor, later becoming a manager and being involved in many early WWE storylines including some with (then) future superstar Hulk Hogan. After Lou's wrestling career came to an end, he started his career starring in TV and Movies as well as music videos, starring as the father in Cyndi Lauper's 'Girls Just Want to Have Fun" video.

Luigi was played by Danny Wells, a veteran voice-actor from Montreal, Canada. Danny, (born Jack Westelman) contributed his talents to 100 different projects, including TV, Film, Cartoons and Video Games.

Lou and Danny also contributed their voices to the animated segments of the show as well as singing the opening rap song 'Plumber Rap" and the closing number / dance sequence 'Do the Mario".

The Super Mario Bros. Super Show also was home to some famous guest stars. Vanna White, Cyndi Lauper and Magic Johnson amongst others appeared as special guests in the live action sequences, establishing the plot of the episode.

Of note is that not only does the live action sequence take place in Brooklyn (instead of the mushroom kingdom), but Mario and Luigi own a plumbing company and wear outfits far different than anything seen in the video games up to that point.

MUSHROOM KINGDOM

The 2nd segment of the show, the animated sequence, was based primarily on the video games out at that time. A transition takes place between the live action sequence and the animated world when it is shown during the theme song that Mario and Luigi were accidentally thrown into the mushroom kingdom after being sucked through a shower drain while on a plumbing job in Brooklyn.

Mario and Luigi's adventures featured characters, locations and storylines from the first 2 NES games, Super Mario Bros. and Super Mario Bros. 2.

Mario and Luigi, along with Princess Toadstool and Toad, must defeat the evil plots of King Koopa in each episode. Along the way, many hillarious pop-culture references and zaniness takes place, with our heroes triumphing in the end.

As it was a daily afternoon show, gamers could look forward to daily cartoon adventures of their heroes. Mario animated sequences aired Monday - Thursday, Friday was left for Link and the Legend of Zelda.

A HERO SAVES THE DAY

The Legend of Zelda cartoon ran on 13 Fridays in 1989 and was subsequently cancelled when The Super Mario Bros. Super Show ended. Unfortunately it did not re-air as much in syndication as the Mario segments of the show.

Episodes of the Legend of Zelda did re-air occasionally as part of Captain N and the Video Game Masters in 1992. (More on that in future issues)

Each episode of the show follows the adventures of Link and Princess Zelda. The evil wizard Ganon attemps to take over the kingdom of Hyrule by capturing the triforce from Zelda. Unlike the video game where Link must save Zelda, for the most part Zelda fights right along side Link with her bow and arrows, although in the episodes 'Kiss N' Tell" and 'Hitch in the Works" Zelda must rescue the Princess from a terrible fate.

At the end of each episode the hero Link attempts to solicit a kiss from Princess Zelda. Whenever they are about to touch lips, something or someone interrupts them. This ends up creating a very funny and awkward moment for the main characters.

WANT TO WATCH IT NOW?

If you want to watch the Legend of Zelda and you live in North America you are in luck! NCircle Entertainment released the complete series on DVD in 2012 and copies can still be found online. Unfortunately there are no plans currently for a Region 2 DVD release. If you would like to see it and you live in the UK or Europe, you can find it for now on Youtube.

The Super Mario Bros. segments can be found in the same manner, both online and via DVDs. 2 versions of DVD sets were released, one containing the full series with special features and the other being bare bones with just the episodes. Unfortunately, Region 2 DVDs are a little more scarce. (Update: Since the writing of this article, it is now available via Netflix in the US)

Everyone has that one show on television and that one game that reminds them of being young again. For many, both the show and game that takes them back to childhood features 2 Italian brothers named Mario and Luigi and their adventures in the mushroom kingdom.

Have an idea for a future edition of Gamer Memories? Send us your ideas by emailing us: classicconsolemag@gmail.com

1942

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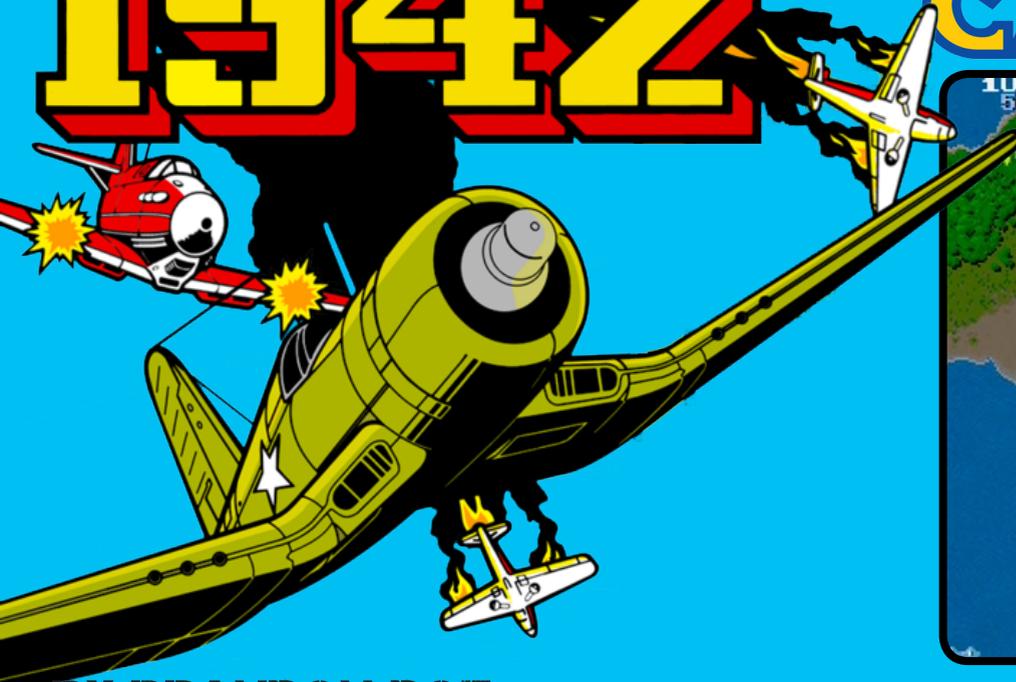
BY BRANDON POE

Each month in Retro Revisited, Classic Console's very own Brandon Poe picks one classic game to play. This month's classic: Capcom's 1942.

This month I decided to sit down with a game I really did not have much experience with. I had only heard of this game when I was younger but never really got the opportunity to conquer it, because that is the ultimate goal for me when I play games. (just being honest, you would be lying to yourself if you say you are playing games to have "fun") I mean what is more fun than conquering a game, but I digress.

I dusted off my old NES and found a working copy of 1942. Just a brief history of the game, it came out in 1984, at this point over 30 years ago. (Side Note: Us old school gamers are really getting up there in years!)

Designer Yoshiki Okamota who is also known for other titles like Final Fight and the super popular Street Fighter is credited with this little masterpiece.

The game is a vertical scrolling shooter. "1942" is the first game in the 19XX series and in my opinion is the beginning of a ton of frustrating games in the vertical scrolling shoot'em up genre. The game is set in the Pacific theater of World War II and the goal is to steam roll enemy planes until you reach Tokyo and dominate. Easy enough right?

I fired up this old school gem and my initial thought was the music in this game is terrible, it is the same drum solo over and over again. I guess I cannot be too disappointed it is an NES and arcade classic. Video games early on were not exactly known for their epic score with a famous composer donating his time to compose the right music for the right moment on each stage. The sound did however grow on me and I continued to destroy all the planes that kept getting in my way on my road to glory.

I thought to myself I am doing fantastic for my first time playing this game and then it happened.. A plane dropped a "power-up" cleverly named "Pow," I was hesitant at first as if it was a trick, but I grabbed it anyways and that is when the fun began.

I do not know how I was able to control all that power that was bestowed upon me, but the extra two bullets and increased fire rate was definitely a big help.

I continued through the game, stage after stage, never losing my power-ups and I have to say the game got better. The difficulty ramped up dramatically with each stage which made the game more engaging. My first initial thought was a Galaga remake with airplane skins. I quickly realized after stage two that my thinking was a big mistake.

The boss fights were entertaining and genuinely engaging. I even celebrated with a fist pump when I killed some of the bosses in the game because of how much of a challenge they were.

My overall opinion of 1942 went from bad to great because of the ramped up challenge after conquering each stage. I realized that the first stage was a "tutorial", the real fun is to be had when you get to the later stages. Your quick decision making and response time will be put to the test and I enjoyed every minute of it. I only regret having never played this title when I was younger. I would have loved to compare my old experience with the game with my new one. If you haven't played this classic you certainly should try it!

ROMSTAR/ CAPCOM

1942™
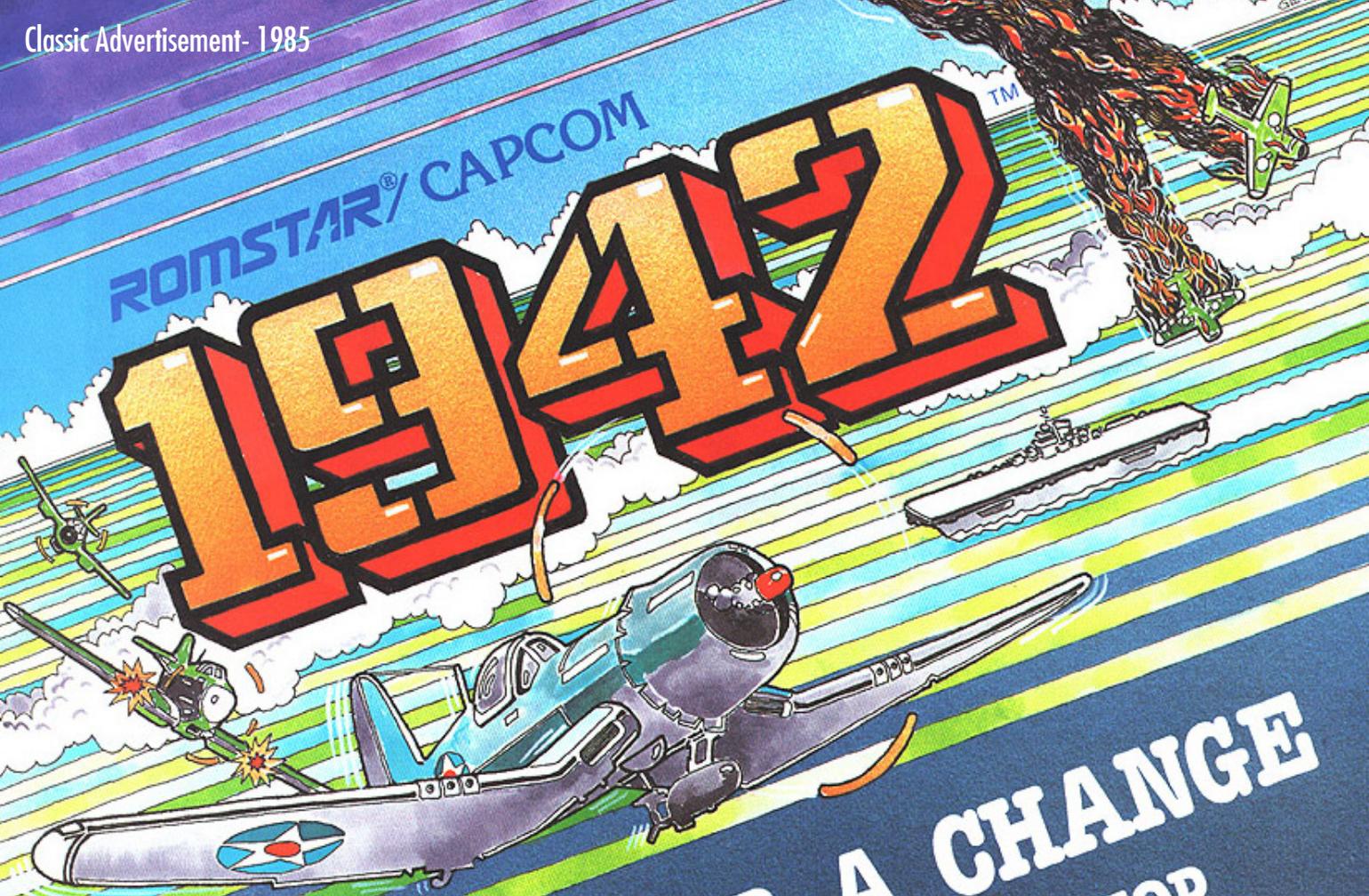
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STREET FIGHTER II

THE GAME THAT LAUNCHED A NEW ARCADE AGE IN THE 90'S
By Josh LaFrance

In the mid 1980's the once booming arcade industry was coming to an end. From 1981 to 1986 the arcade industry was cut in half, going from $8 million in revenue down to $4 million. By 1991, the industry was a shell of it's formal self only taking in $2.1 million. Arcades all over North America were closing by the hundreds and the thought was it was a dead industry. Numerous factors caused the decline to

take place, including the quality of home game systems. Why go out to the arcade, when you can stay home and have the same experience on your television?

In the early 1990's a genre of gaming was coming about that would lead to a resurgence of the arcade. That genre was one-on-one fighting games, and the game at the front of this new wave of arcade hits was Capcom's Street Fighter 2. Other games came along after as a result of Street Figher 2, such as Mortal Kombat and the King of Fighters, but Street Fighter 2 is timeless, with it's amazing hand drawn sprites and fantastic gameplay.

The original Street Fighter had been somewhat of a failure. Released in 1987, it failed to make a large impact on a games industry very much in trouble. In 1989 Capcom released the game Final Fight, which was a small success. This success led Capcom to concentrate primarily on fighting games. Next on their list was to make a proper sequel to Street Fighter. They knew that the concept for the game was great, but that they had failed on delivering the idea in an effective way.

The game took 2 years to develop, wth a team of 40 working on the project. The project was led by Noritaka Funamizu as producer with Akira Nishatini in charge of gameplay and Akira Yasuda handling character design.

Even for those who are not a fan of fighting games, Street Fighter 2 is a game every retro-gaming fan must try. The hallmark of the game is the fast paced fighting action, calling upon the player's memory of all the button combinations. Each character has a special attack: Guile can throw a burst of energy known as the Sonic Boom, Dhalsim can spit balls of fire and E-Honda's hyper speed slap attack is one of the most frustrating attacks for your opposition.

Each character has a unique set of skills and weaknesses, and it takes a skilled player to know who to select in various situations to ensure victory.

Which leads to the best thing about the game, playing against friends at the arcade or at home.

This game is made to be played against a real, live opponent. Although the AI is good, playing against the computer does not do the game justice. It takes competition in person, trash talk, and competing with friends that makes this game great.

You've got to be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.

Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.

Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.

In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583. Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

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THE TOP 5 RAREST GAMES FOR THE ATARI 2600

GAMMA ATTACK (1983)

This is the only game released by a company called Gammation. They appear to have been a one man company and had very limited advertising. Basically, you're in a UFO shooting at tanks down below. This game was recently listed on ebay for $500,000, it did not sell and the buyer has no intentions of re-listing it. If you are lucky enough to find one of the few cartridges that were ever made, then we want to hear from you!

AIR RAID (1982)

In this game, your job is to save Manhattan from enemy bombers that shoot at and destroy the skyscrapers. Considered to be one of the rarest Atari games known to man, Air Raid was created by a company called Men-A-Vision. Men-A-Vision released a very limited amount of games, and as a result Air Raid quickly became one of the most sought after games for die hard video game collectors. The most recent known purchase price was $33,000 in 2012.
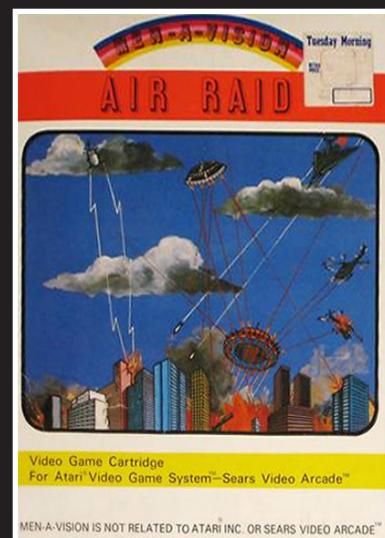
BIRTHDAY MANIA (1984)

This was a game where you blew out your digital birthday candles by shooting at them (think birthday Space Invaders), and had a personalized cartridge to go with it. This game was controlled using the paddle conrtollers. Distributed by Personal Games, it was advertised as "the perfect birthday gift". Unfortunately the trend of personalized video games didn't catch on too well, so there are only a couple known copies of Birthday Mania currently in existence.
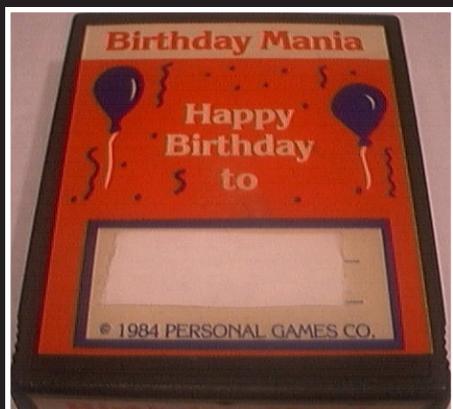
RED SEA CROSSING (1983)

This game wasn't made aware to the Atari community until 2007 when it was found at a garage sale. Being a Christian game, there was one known advertisement in a Christian Magazine. This game originally sold with a coloring book and audio tape but none have ever been found. The most recent purchase was for $14,000 but if it is ever sold with the coloring book and audio tape it will easily go up 2-3 times more in value.

GAUNTLET (1983)

Don't confuse this game with the arcade hit from 1985. In this game you are Sir Robert Whittenbottom trying to prove your manhood and join an ancient tribe by dodging enemies and obstacles. The character looks very similar to Indiana Jones, which certainly wasn't by mistake. Gameplay is a scrolling style shooter. The last known sale of this game was back in the early 2000's for $3,000.

10 FUN FACTS ABOUT

1. Atari was founded in 1972 for $500.

2. During the height of the company, annual sales reached $2 Billion dollars.

3. The first Pong machine used a milk carton as part of the coin mechanism.

4. The founders of Apple: Steve Jobs, Ron Wayne and Steve Wozniak all worked for Atari.

5. Atari invented the first exercise video game, years before Nintendo.

6. Atari's competitor, Kee Games, was secretly owned by Atari.

7. Nintendo almost partnered with Atari to bring the NES to America.

8. Bill Gates also worked for Atari and was fired by the company.

9. Atari was almost named 'Syzygy" instead.

10. Atari founder Nolan Bushnell also founded pizza restaurant Chuck E. Cheese's.

Bounty Bob Strikes Back!

GAME STATS:

Format:
Atari 8-Bit
Developer:
Big Five Software
Publisher:
Big Five Software
Release Date:
1984
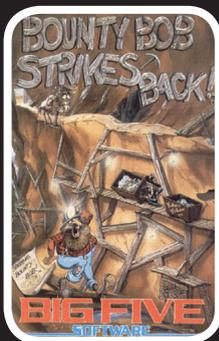
Bounty Bob Strikes Back! is the sequel to Miner 2049er and was originally released for the Atari 8-Bit series of computers. Gameplay is very similar to Miner 2049er. The character must navigate through a labyrinth of cavernous mines and inspect every platform while avoiding mutants. On top of trying to navigate the maze and avoid death by the mutant hordes, you must also do so within a set time limit. Watching the time count down at the top of the screen certainly adds a sense of urgency to each and every level.

Although the controls and levels feel right at home with most every other platformer, the gameplay, much like Miner 2049er is unique. Walking over each section of a platform colors it in and all areas of the level must be colored in. This forces the player to walk over each and every platform. No avoiding areas or doing speedruns here, you are forced to tackle each and every obstacle thrown in your way. By picking up numerous artifacts throughout the level, you are able to destroy the enemy by contact. (think Pac-Man on steroids)

Bounty Bob is an easier game than the original. If your player dies, sections that you already have covered remain colored in, as well as destroyed enemies not re-appearing.

This game was also ported to many other systems such as the Atari 5200, Commodore 64 and ZX Spectrum.

ANT ATTACK!

GAME STATS:

Format:
ZX Spectrum
Publisher:
Quicksilva
Release Date:
1983
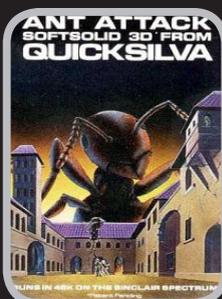
With fantastic isometric 3-D graphics, (groundbreaking for it's time) Ant Attack is one game you should certainly check out!

Avoid the giant ants that inhabit the city and rescue your significant other who has been taken hostage. Add the grenades you can use as a weapon and this game is lots of fun.

SONIC THE HEDGEHOG POCKET ADVENTURE

GAME STATS:

Format:
Neo Geo Pocket Color
Developer:
Sonic Team, SNK
Release Date:
1999

One of the only Sonic games released at the time for a non-sega system, (the other being the horrible Sonic Jam for Tiger's Game.com) Sonic Pocket Adventure is a fun little throwback to the earlier games in the series. Featuring graphics from Sonic 1 and 2 as well as music from Sonic 3, this game felt familiar yet different. All new levels and bosses await to challenge Sonic's speed and your skill.

SUPER TRASH TRUCK

"It's the year 20XX and video city is overrun with trash"

VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI® 2600™

super Trash Truck

@#!!!

The once idyllic streets of video City have become overrun with TRASH, the mayor can no longer afford the extortion rackets and the streets are filled.

Its up to you.......
Johnny Badbody one time boss of BADBODY Cleaning to jump into your 2000HP Super Trash Truck and clean up these filthy streets.

The #1 smash hit arcade game from SAIDAI games corporation is now on your ATARI 2600 home system, bringing great graphics, great sound and all the amazing gameplay.... No quarters required!

@#!!!

SAIDAI
GAMES CORP.

PIXELS AND PEACH BASKETS:

AN EXAMINATION OF BASKETBALL VIDEO GAMES, FROM BEGINNINGS TO 8-BIT CLASSICS
BY THOMAS SPYCHALSKI
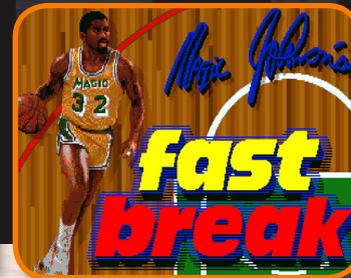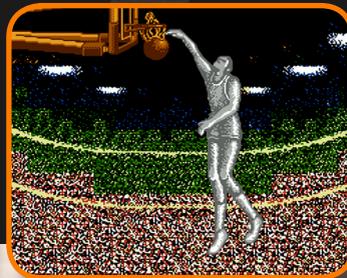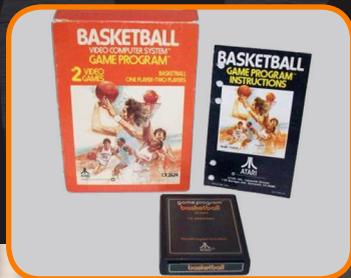
Basketball is a pure American creation, being the one major sport to have it's origins completely in the United States rather then being an altered version of a popular sport elsewhere in the world, such as baseball, which is derived from Cricket.

A simple game with simple rules but also a team game, which made it ample video game fodder from the earliest days of gaming, from the Atari 2600 to our modern high definition consoles.

Here we take a look back at the history of basketball video games over the years up to the end of the eight bit era.

Pixels and Peach Baskets:

Basketball was invented by Dr. James Naismith in 1891 as a winter sport to distract a rowdy class of athletes Dr. Naismith was in charge of at a YMCA in Springfield, Massachusetts. The early games were pretty raw compared to the modern game, with only thirteen rules and a peach basket with a solid bottom serving as the basket.

Early video game representations were just as rough around the edges, the first being Taito's Basketball arcade cabinet, renamed TV Basketball for the American market.

Released in 1974, it shared the stage with many other famous Taito arcade machines of the era and was a two player cabinet with a black and white display and mono sound, a far cry from today's lastest 2K and NBA Live entries.

Up next is Basketball for the Atari 2600 in 1978, which was also featured briefly in the cult comedy classic Airplane when NBA legend Kareem Abdul Jabaar was seen playing the game during the movie.

Unlike Taito's arcade machine this game was in color and the first home console version of the sport, although still enjoyable .

Atari Basketball is minimal and very dated today, but is still fun to play never the less.

The game is on a four minute time limit to see which of two players on the court can reach the higher score. Movement of the player on the virtual court was very limited by the console technology of the time and the player could only face the basket he was shooting at or his opponent he was defending.

EA Sports Gets in the Game:

If there is one game company that was involved in almost every part of basketball video game history, it is Electronic Arts. Today known for the NBA Live series of games, they also produced the first basketball video game to feature real NBA players in 1983's Dr. J and Larry Bird Go One on One.
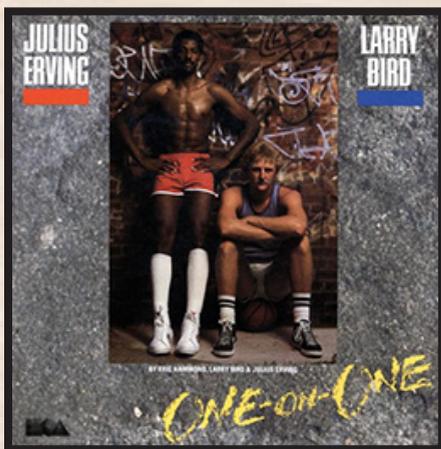
Released across most of the home computer platforms of it's generation as well as the Atari 7800 home console this game was the first to make major strides in game play with matches that could be set to a certain score or time limit and plenty of new features like spin moves and blocked shots.

It also featured a breakable backboard which would be swept up by an animation of a janitor with a broom and was the first game to feature fouls for aggressive play.

A bit later in 1988 a revised version of this game was released featuring Michael Jordan in place of Dr. J and saw releases on such notable platforms as the Nintendo Entertainment System (NES), Commodore 64 and the Sega Genesis.

This game also allowed players to join in a slam dunk contest with Jordan or a a three point shoot out with Larry Bird, a first for the genre. Some elements of this style of one on one game play would be brought back for EA's NBA Live 2000.

Another big name game company, Konami, tipped off in the basketball genre with Super Basketball, an arcade cabinet produced in 1984. In color and featuring some great graphics for it's period, it had a marked difference in the usual game play.

Rather than trading baskets for two and three points as in the real sport, the player would have a computer opponent who already held the 'high score,' which it's human opponent had to top before the time ran out. The game also featured some early examples of digitized voice in a video game.

The NES Power Dunk:

Konami would take what it had learned with Super Basketball and apply it to Double Dribble, which appeared in the arcades in 1986 and then hit the at home market between 1987 and 1990, most notably the NES in 1987 and the Commodore 64 and Amiga computers in 1990.

This time the graphics included cut scenes for when your player attempted some slam dunks or jump shots and was among the first video games to use cut scenes during game play.

The arcade version also featured the American National Anthem during it's attract mode used to draw in players to the cabinet and also used a unique style of paid play. If the human player was losing after a minute of play, another credit was required to continue. However, if the Human player was ahead of it's CPU opponent a free minute of play was awarded.

Although this game did not have any official connection to the NBA, many of the team names were takes on their real life counterparts, such as the Chicago Ox or the Los Angeles Breakers, a play on the Chicago Bulls and the Los Angeles Lakers, respectively.

Not forgetting how popular the voice sampling was in Super Basketball two years earlier, Double Dribble also became somewhat fondly remembered for the voiced over title screen in which the words 'Double Dribble!" was etched into the brains of many arcade goers and NES owners alike. Voices were also used for the jump ball and for fouls.

A sequel was released for the Sega Genesis in 1994 titled Double Dribble: Playoff Edition, which had 15 teams instead of the original four, allowed up to eight players as long as you had a multi-tap peripheral for the Genesis and also featured a tournament mode, a precursor to the later season/playoff modes that would become commonplace.

Additionally, a Gameboy version was released in 1991 called Double Dribble: 5 on 5.

By this time the NES and video games were so popular the world over that other basketball related titles started to appear on the shelves.

The next entry was Magic's Johnson's Fast Break by Aracdia Systems in 1990 (it had also appeared on various computer platforms in 1989).

This game pretty much stuck to the same sort of side scrolling game play that had been in place since Super Basketball with the addition of Magic Johnson's smiling mug appearing and giving various forms of text based praise for good play as well as when a foul was called.

It featured a four player mode for the NES Four Score and also was the first basketball game to have outside advertising in game as Pepsi was displayed along the sideline of the court. Despite Magic Johnson's involvement no NBA teams or logos are used.

Next up is a game that is still very playable and at the time was a respectable title in both the arcades and the NES, Arch Rivals by Midway.

The game itself is great fun and is the first of the more 'arcade' style of play later replicated in Midway's NBA Jam and EA's NBA Street. Funny animation sequences interrupts the action on the court to show coaches fuming on the sideline, cheerleaders rooting for their teams and referees calling fouls.

Owners of the arcade version could also alter team and player names to better represent the popular NBA teams and players of the day.

The arcade version featured better graphics then had been seen in many of

the games mentioned above but took a step down or two for the port to the NES in 1990, one year after it's arcade release. The NES version is not as fun nor as fluent as the arcade version but did take a page from Magic Johnson's Fast Break's playbook when they had an ad for British Knights on the sidelines, a popular brand of athletic shoes at the time.

A port was also made to the Sega Genesis in 1992, which had improved graphics and game play but still did not hold up to the visual and fun of the arcade, which would finally make it to home consoles when it was emulated in three of Midway's arcade compilations on the PlayStation 2, X-Box, PSP and Gamecube.

Like the evolution of the game itself, from a YMCA gym to multimillion dollar arenas, basketball video games evolved as the gaming world itself changed with the times and advances in gaming technology.

As time has gone on, basketball games have become more and more realistic. You can almost smell the scent of hardwood floor and stale popcorn through your TV!

So that is it for the original basketball video game all stars, find one of these classics, grab a buddy and go shoot some virtual hoops!

Of course basketball video games did not end in the eight bit era of gaming and next month we will be exploring the sixteen bit entries in basketball games and follow it's progress into the current gaming generation.

As our feature this month on early basketball video games illustrates, many titles with very limited resources and very basic graphics were able to provide the player still with a pretty fun and realistic basketball experience. Unfortunately for Mattel, Intellivision Basketball (also sold as NBA Basketball, 1980) sorely misses the mark.

Intellivision was well known at the time with it's advertising campaigns for pointing out the realism of it's sports games in comparison to Atari. Most of the Intellivision sports titles were outstanding games and far superior to what else was on the market at the time.

So what is wrong with Intellivision Basketball?

The answer is pretty simple: Controls.

Although it boasts some pretty great graphics and a realistic 24 second shot clock, that is unfortunately where the fun ends.

Gameplay is very slow and clunky. In order to pass the ball you must press one of nine buttons on the keypad, with each corresponding to an area on the court. It makes for a very complicated game for the beginner, and downright impossible if you bought the game without the overlay.
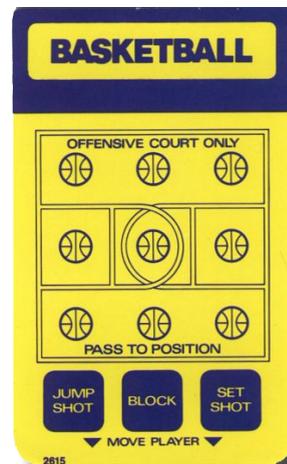
DOUBLE DRIBBLE ™

THE ULTIMATE BASKETBALL GAME

KONAMI ®

SUPER MARIO WORLD™

Ridiculously hard, want to throw the controller across the room levels..

Every game has one, and that means there is no exception for Super Mario World. If you're talented enough to make it to "Special World" in Super Mario World, then you've most likely had the misfortune of coming across the dreaded level called "Tubular".

Don't let it's awesome 90's slang fool you (go 90's kids!). It's hard, it's tedious, and move your eyes away for a split second and Mario is a goner.

Before you start, make sure you have a Cape Feather to help you out.

The first part of the level is the easiest with different height pipes that Mario needs to jump over all while dodging the Jumping Piranha Plants and Chargin' Chucks. You can do this part, we have faith in you.

After you cross the pipes is where it becomes a nightmare. There is no ground, just two pipes spaced far apart for you to land on if need be. The way to beat this (the right way) is to find the three Power Balloons (the ones that make you float) hidden in the ? blocks and float your way to the end.

If you've never played this level you may be saying to yourself "Okay, that doesn't sound too hard, float to the end and you're golden" You're wrong. Just plain wrong. First of all, you need to be very strategic as to where you float to make sure you get to the next Power Balloon before it runs out, all while avoiding an army of enemies that with one hit, will make you fall and die.

Red circles indicate location of Power Balloons in level.
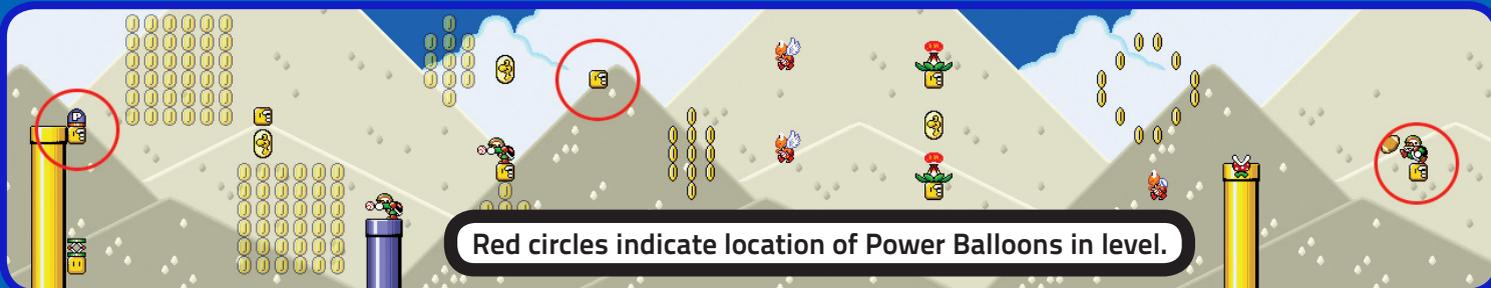
Hurry, you only have the usual 300 seconds to get to the Giant Gate and it goes by fast. As you get towards the end of the level, your last Power Balloon begins to runout. Here is the fun part. You must spin jump down to the last pirahna plant before the gate while avoiding it's fire.
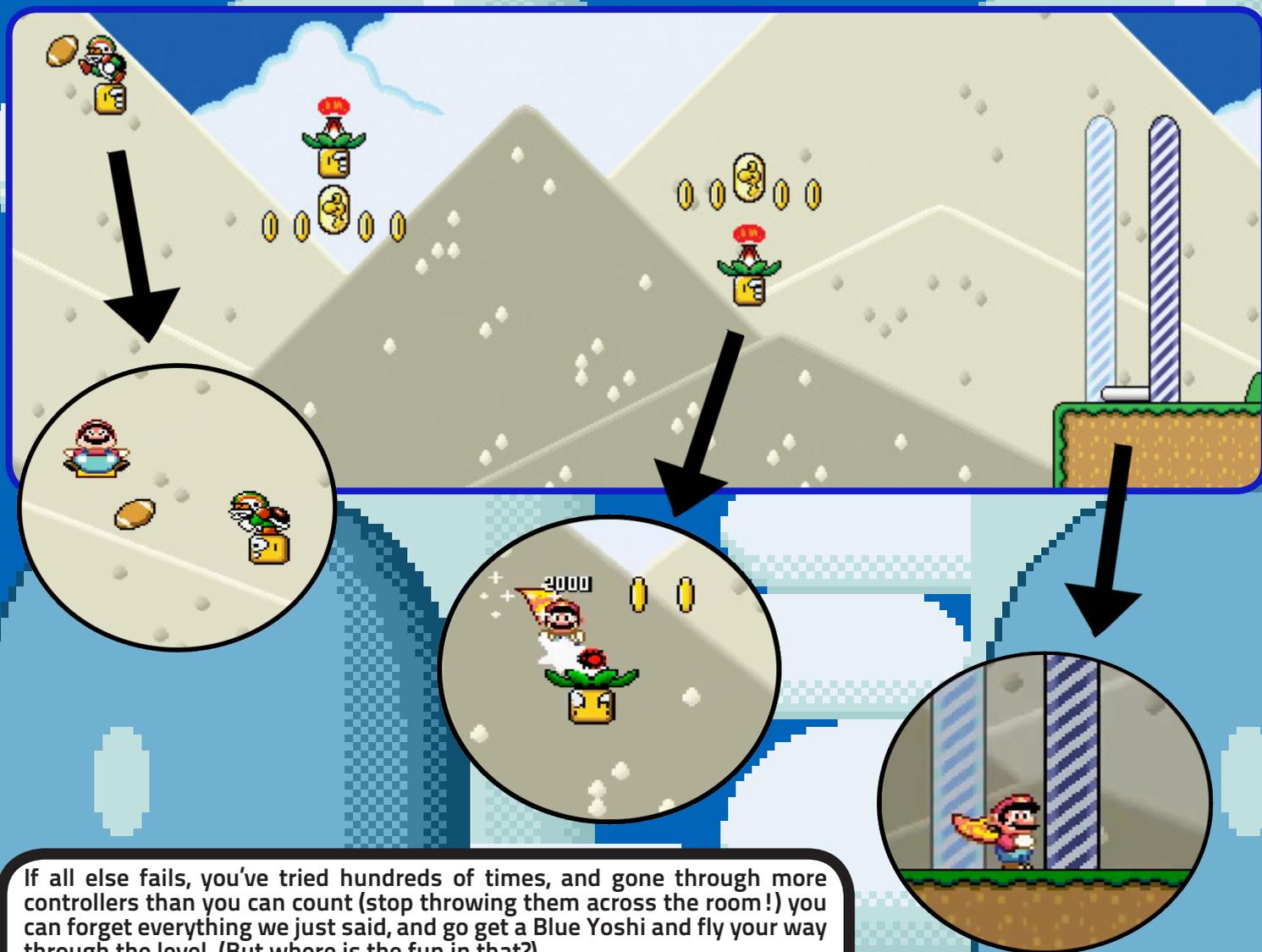
If all else fails, you've tried hundreds of times, and gone through more controllers than you can count (stop throwing them across the room!) you can forget everything we just said, and go get a Blue Yoshi and fly your way through the level. (But where is the fun in that?)

BONUS: You can find a baby Blue Yoshi in the Star Road 2 stage.

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TECMO BOWL

TECMO'S FIRST ATTEMPT AT AMERICA'S GAME STILL STANDS TALL AFTER ALL THESE YEARS

There is no denying it, American football is the sport of choice in the US. Millions upon millions of dollars are bet each year on the outcome of games and the Super Bowl is practically a national holiday. For that reason it is quite surprising that the first real great football video game didn't come out until 1989's TECMO BOWL for the NES. (Tecmo released arcade version in 1987)

There were other American football games previous to Tecmo Bowl but none were able to accurately capture the excitement of the sport and do so with controls that were fun to play. Many titles on early systems such as the Atari 2600 and Intellivision fell short with football, with horrible controls while offering good representations of other sports such as hockey, baseball and soccer (or football for all of our friends outside of the US!)

Part of this is just the fact that American football is a complicated game, which it made it hard to condense to animated sprites on your television screen. Like rugby's strange second cousin, there is a lot going on during a play in an American football game, and with 11 players on either side of the ball there was a lot that needed to be graphically represented too.

Tecmo was able to take the essence of the sport and simplify it in a way that makes sense for the home console. Instead of a compicated playbook of offensive and defensive plays to figure out, Tecmo limited your selection to 1 of four different plays, with plays being either run plays (ball is handed off to player who runs with it) or pass plays (ball is thrown by quarterback to receivers.)

On defense you have to select which one of the plays you think your opponent will most likely select. If you are correct your defense will the cover the play better, making it less likely for a score or big gain of yards to take place.

The simple control scheme is what made this game genius. The controls feel very fluid and smooth and it all works really well with the NES controller.

Tecmo also made the decision to graphically represent only 9 players on a side, but you really don't notice it and it doesn't detract from the gameplay.

Tecmo Bowl was the first game to have a real roster of NFL players, but it did not have the official team names (LJN's NFL held the rights). All of the 12 city names and rosters from the 1988 NFL season are present, and that's enough to make the game seem real.

TECH TALK: Cleaning, Repair and Care of Retro Game Cartridges

By John Meadows

In each month's Tech Talk, one of our resident experts will give all of our readers their knowledge on a particular subject pertaining to the manufacture, repair and care of classic video games and systems. This month features contributing writer John Meadows from the podcast The Gamer's Lounge explaining how to properly clean, repair and care for all of your game cartridges. This is a simple overlooked thing that should be done to ensure the life of your retro gaming consoles and help avoid frustration.

With the RetroN5 released to the masses, there is a renewed interest in grabbing game cartridges of old. Many of us go to Yard Sales, Flea Markets and Thrift Stores hoping to score that great game at a great price. But there is one thing you should really do with any cartridges bought before you place them in your console. Clean them, the right way.

For those who listen to our podcast, you know that Erik loves to go to yard sales to find great deals on great games. Recently he found someone selling a pile of Gameboy and Gameboy Color games for $.50 each. The only problem was they had no idea if they all worked. After buying all 9 of them he brought them home to find only 2 or 3 worked and one had a dead battery. After having a conversation about how easy it was to clean them he decided to mail them all to me and have me clean them since he didn't have everything to do it himself. Now when I say clean them I don't take a Q-Tip with some alcohol on it and clean them, I completely break the carts down and clean them fully inside and out. A clean cart is a happy cart.

I know there are a ton of people out there that do this and there are a ton of different things and ways people clean their games. I want to start off by saying this is the method I have used for 10+ years and I have always brought games back to life. There are a few ways out there that I just can not recommend. First is rubbing alcohol diluted with water. My problem with that it still has water in it, which is bad. Brasso is another product I have heard people use. It is brass polish, it really doesn't clean it just makes things shine. It will not remove corrosion and will make it worse. Also if you use too much of it, it will remove the copper off the boards and it will ruin pins in your system.

I also do not recommend Windex, WD40, or Magic Erasers. There are three things I use to clean carts. Denatured Alcohol, a brush or soft toothbrush and a common eraser.

Most people have never heard of denatured alcohol but for many years I was a cell phone repair tech for Sprint and we used it to clean phones that had corrosion and carbon build up in charging ports with great success. Be warned, it is highly flammable and poisonous, keep away from children and open flames.

One thing you will want to buy is a Steel 3.8mm Security Bit for removing the screws in the carts. I recommend the steel ones that are silver, they do not tear up the screws.

As you can see below I have taken apart Pokemon Blue that Erik sent that was not working.

There was clearly something spilled on the game. There is heavy corrosion on the front at the top by the battery and on the back of the chip. So much so that it is stuck to the back housing of the cartridge. With so much heavy corrosion the toothbrush is needed.

I dipped the toothbrush into the denatured alcohol and lightly scrubbed the entire cartridge front and back. What makes denatured alcohol the best is that it will evaporate almost instantly and leave no residue. I like to lightly blow on the chip while scrubbing, this helps with the evaporation. Next I take the back housing and wash it in warm soapy water and clean all the corrosion off it. I do take a damp wash cloth and clean the front housing being careful not to get the label wet. Then as the housing is drying I take my eraser and clean the carbon build up off the contacts. I use a little pressure but not too much to damage the cart!

Erik also sent a copy of Pokemon Silver that was working but would not save the game. I decided to clean the game first before replacing battery. Once I opened the game I noticed there was corrosion all over the back of the game. Once again someone had spilled something on the cartridge.

This looks like Coke as you can see in the picture above there is some brown sticky substance. Also on the back of the housing someone had used a magic marker to write

their initials on it. I use the denatured alcohol to remove this as well on all my carts. Using the same method as before I complete cleaned the game but this time I also removed the battery and replaced it.

For something like this you need a simple soldering iron you can get at any hardware store or hobby shop and the batteries can be purchased from Amazon or eBay. I won't go into much detail but I will say it is a very simple thing to do and does not take much soldering skill but if you have never used an iron and are not comfortable using one do not do this part yourself. You can destroy a game very easily or hurt yourself.

Also keep in mind that some games use different batteries. For Silver, it used a CR2025, where as some of the others used a CR1616. The way to tell is on the top of the chip where the battery is located it will have printed what battery is needed.

Many of the other games he sent had corrosion or heavy carbon build up and each

of them I cleaned using the method. I am happy to say that each game now works as good as new, even the Pokemon Blue that was so heavily corroded. To clean every game and replace two batteries only took four hours or less. This is what I do every time I bring home a new game from NES to N64.

I never risk damaging my systems without first cleaning my games. Many of your nicer local stores that do repairs will clean their games before placing them on the shelf but it does not hurt to check them yourself before you put them in your console.

I have included to the right pictures of both Pokemon games cleaned (blue, then silver)so you can see the finished product. I was so proud of Blue that I have kept it for my own collection. I know everyone has their own method and may not agree with mine but I have used it for many years with perfect results. I hope you find this article interesting and helpful. It's not hard to do and is worth the time it takes. If you have

any questions feel free to email me john. meadows@the-gamers-lounge.com.   I'm happy to answer any questions I can. Also be sure to subscribe to our weekly podcast where we talk gaming news and more!

ATARI MILLIPEDE

As a sequel to 1981's Centipede, Ed Logg's Millipede is the better game of the two.

Millipede introduced many new gameplay mechanics and it's pace is much more frenetic compared to the original.

The game is played with a trackball (in the arcade version) and the job of the player is to shoot at the various insects on the screen as well as the millipede, preventing them from reaching and thus killing the player. Mushrooms and various other objects on the playfield serve as obstacles for the player to shoot around or through (mushrooms can be shot and destroyed, flowers are indestructible).

Instead of 3 insects in Centipede, Millipede has 7 enemies which can be shot. These

consist of the Earwig, Bee, Spider, Inchworm, Beetle, Dragonfly, Mosquito and DDT Bomb.

Each enemy posesses different patterns of movement as well as different results from being shot. The DDT bomb for instance, wipes out all enemies and mushrooms within it's blast radius. This comes in very handy when the action gets faster paced.

In 2004 Donald Hayes of New Hampshire, USA set the world record high score for Millipede scoring 10,627,331 points!

Millipede was ported to numerous systems including the Atari 2600 and Atari 8-bit computer line.

A dual cartridge containing Centipede and Millipede was released for Game Boy.

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IF CENTIPEDE™
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NEW ATARI® MILLIPEDE™
IS SURE TO RAID
YOUR BRAIN.

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You're deep in a mystical forest outside of time . . . you've got to defend yourself from hordes of larger-than-life insects. The bugs keep coming . . . all kinds.

The challenge continues. The intensity increases. Armed only with bow and arrows, you—as the "Archer"—must fire through a field of colossal mushrooms to hit the giant Milli-

pede who steadily advances toward you. Single heads shoot out from the sides! Spiders, earwigs and beetles appear to wreak their own special havoc! Suddenly the screen is filled with waves of bombing bees, dragonflies and mosquitos! Your only chance is to explode one of your DDT bombs!

Are you ready to battle the bugs? Remember you risk the sting of defeat . . . but to escape the challenge is unthinkable. Arm yourself. **Ask for Millipede where you play coin video games.**

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CHRIS SHRIGLEY

Ross Sillifant brings us yet another great interview this month with the amazing Chris Shrigley, co-founder of Eurocom. During their discussion we learn about what it was like to be involved with the creation of games for the SEGA-CD, especially the fantastic title Batman Returns, among other interesting topics.

Right: Chris Shrigley

Ross Sillifant: I'd like to start with your time at Gremlin, something I know you've already talked about in depth on previous interviews, but i'm wondering if you can shed any light on the ATARI support Gremlin gave (i went from an Atari 800XL to a C64, bought and loved Bounder, Future Knight, Footballer of the year etc..)

Chris Shrigley: I only worked on one Atari game and that was the Atari 400/800/XL/XE conversion of Footballer of The Year. A lot of my code was used as the Atari was 6502 also. Simon Hulbert did most of the typing and hardware stuff, but I did spend a fair few hours sitting, figuring stuff out too. That really was my first and last involvement with anything Atari at Gremlin.

We started doing some Atari ST stuff up in Sheffield, like Corporation, just before they opened the Derby office and we started working down there. There were a few ST versions of games like Dynamite Dux being worked on, but I was off in C64 land, and only worked on the ST at night in my bedroom, on my own little demos and projects.

RS: So, were you 'involved' with any of the Atari 8 Bit Micro versions of Gremlin's releases? and if so how did you find the hardware in comparison to the C64? and what did Gremlin, as a publisher think of the A8 range and the way Atari handled it?

CS: I worked on the Atari 400/800/XL/XE versions of Footballer of the Year. As I mentioned, it was really just a port, using the C64 code, but there were definitely a bunch of hardware differences between the machines. Another coder did most of the heavy lifting on the hardware parts, but I do remember trying to get the weird full screen height sprites working, and wrangling raster interrupts.

If by A8 range you mean 8-bit range, I wouldn't really know Gremlin's thoughts on that. I wasn't privy to publishing decisions, just being a minion programmer. I think it was a fairly simple business decision though. If the machine had a viable market and had the potential to make X amount of money, and it would only cost Y amount to create, manufacture, distribute, etc. then it was a go.

RS: What about Atari's 8 Bit consoles? thinking of the XEGS and 7800 here. C+VG claimed 7800 would be getting a conversion of Technocop, swear someone said Future Knight was headed to A8, might even of been the XEGS. Was there ever any talk of supporting either the XEGS and/or the 7800?

or did Gremlin have it's sights set firmly on the big 3? (ZX Spectrum/CPC and C64). If they did have XEGS and 7800 projects in the works, any idea what became of them?

CS: I really have no idea. All my time was spent working on Commodore machines at Gremlin. My exposure to Atari was limited to 1 game, and my own personal interest in the Atari ST.

RS: I would like to move onto the Sega Mega Drive era. Ex-Mutants was your 1st MD title, that seemed to come out of nowhere, nothing too flashy in terms of audio/visual stuff, but I couldn't stop playing it. How did it feel to be working on the Megadrive and any 1st game nerves?

CS: Ex-Mutants was a mixed bag for me. Making the game was really challenging, and a lot of fun, but that time was all mixed up with a bunch of major life change kind of stuff, like moving my family from England to the USA. I was busy working at Eurocom when I landed the job at Acme in California. I talked my Wife into going on this huge adventure on the pretext it would only be for 18 months and then we'd come back home again. It's now 23 years and counting, so it was obviously a good move.

Bob Jacob handed me a photocopied

Sega Genesis manual at my job interview, and told me to learn it and get ready to jump in with both feet. I spent the next couple of months deciphering the mostly Japanese manual without any hardware to test my assumptions on, and preparing to move to California.

After a traumatic few days of planes, trains and automobiles, I found myself sat at a desk, surrounded by Americans, looking out of a huge window onto a beautifully landscaped duck pond. There were strange smells and sounds and it was all very, very exciting and interesting.
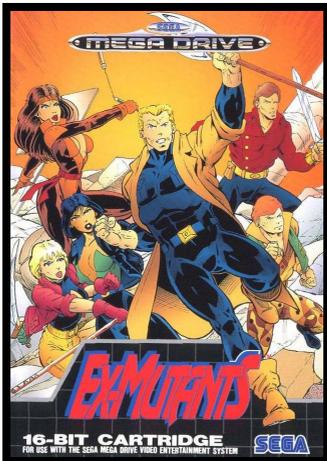
That was the first time I actually got to look at the hardware, and I quickly realized the stuff I'd imagined from the dog-eared manual on my desk, was only half the story. I started working on Ex-Mutants almost straight away, so my life was a blur of design meetings, getting to know people, setting up bank accounts, finding a place to live, getting social security numbers, and a million other things that happen when you transplant your life to another country.

The actual work, exploring the Genesis, figuring stuff out, and starting to piece together my own game engine, was the easy part. It was the stuff that I understood and knew and enjoyed. I wasn't nervous or worried, I just methodically worked my way through each problem and solved it. I was really in my element to be honest. It was all the other stuff that was stressful.

RS: Mega CD 'Batman Returns' simply blew me away.. I'd paid £270 for the device, sat and waited for the 'Killer-App' titles to appear, watched in horror as Sega thought FMV on a machine with so fewcolours on display was THE way forward, rather than use the hardware scaling and then came THIS. The most mind blowing scaling outside of the arcades and then some. How on earth did you get such wonderous visuals from the MCD? Did the hardware make it easy, with the extra CPU, custom chips etc, or, did you have to learn a whole new set of coding routines etc?

CS: Batman Returns was pretty exceptional and really pushed the Sega CD hardware to the limits. John O'Brien was the coder who did all the hardware trickery and figured out how to push the hardware like we did. My involvement on the game was called 'The Shell", which was all the stuff that wasn't the driving or platform game. I did the CD loading and streaming, how the game sat on the CD (optimized for loading and playing music), and the code that handled going between the 2 games, which was really the only hard stuff I did. I also did all the cut scenes, the titlepage, the end credits, and stuff like that. I used John's scaled sprite functions to do all the fancy cut scene effects. By the way, I recently found the source code for the project, and will be releasing it soon as part of my source code archive on my website.
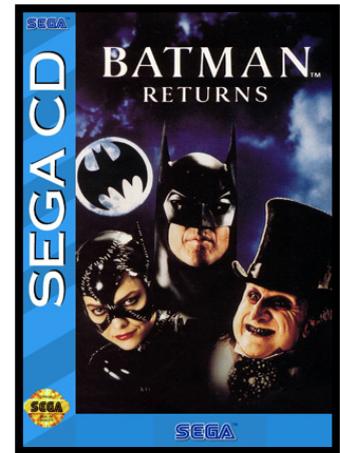
RS: Just how hard would you say the (stunning) 3D sections of Batman Returns 'pushed' the MCD hardware and did it 'frustrate' you that SEGA didn't go the upgraded cart game path, like they did with Batman Returns, on other existing MD games? Also, you, along with Core Design were one of the very few coders i saw to ever really use the MCD hardware scaling to great effect (you did the 3D sections inCliffhanger as well I believe) Why on earth were Sega SO keen toignore the rich potential the hardware had to offer?

CS: It was all down to money. The hardware wasn't making money, so projects weren't being funded, so slowly the platform was abandoned by developers, which just made things worse. Game development wasn't about the love of games back then. It was about squeezing the most $$ out of an IP or franchise or system while you could. That hasn't really changed, apart from you have indie games now which kind of go against that model.

As far as being frustrated goes, not really. The reality is I worked on whatever came across my desk at any given time.

As a coder, I was always interested in the next thing anyway, and I was already looking away from the Genesis towards PC and the PS1. I did do a couple more Sega Genesis games of course, but the Sega CD was always regarded as a bit of a dead end, with the new hardware coming out.

RS: As coders got more and more familar with the Mega Drive hardware, we saw games like Red Zone, Contra, Gunstar Heroes, Ranger-X etc doing the sort of fancy effects we were previously told you'd need a MCD to be able to do, do you think games like these 'harmed' the MCD? or had the FMV dross simply ruined it's chances far earlier on?

CS: The Sega CD was pretty much doomed by it's low consumer uptake, and developers abandoning the platform. The FMV crap certainly didn't help, but hardware was moving fast and there were a bunch of new systems on the horizon with the promise of new and shiny things to play with.

The Genesis was lovely hardware when you come down to it, and was one of the last platforms that had a long enough lifecycle for programmers to really push it and squeeze everything out of it. The Genesis was certainly my favorite platform out of all the ones I've played with over the years. By my final game (Gargoyles), I was incredibly comfortable with the system and architecture. When you get that comfortable, you get a little bit of breathing space, and room to experiment and play more.

That's how tricks are discovered and envelopes pushed, slightly bored programmers looking to entertain themselves.

RS: Moving onto the Xbox era, Full Spectrum Warrior, this had strange origins did it not, originally commissioned by the US Army as a training tool for future infantry troops, to learn how to deal with combat situations in urban enviroments, but turned into a commercial product.. I have to ask how it switched to commercial product, were the US Army not bank rolling it well enough? or did Pandemic see an opportunity to get 2 products for the price of 1?
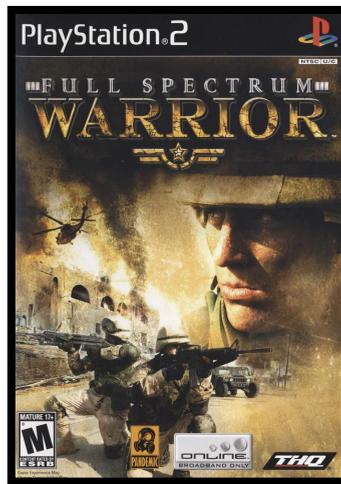
CS: I don't have any insight into that as I only worked on the port from XBox 360 to Playstation 2, and I certainly wouldn't want to speculate on their motives. The project was very interesting though, and we got to play the US Army version as part of the project, and had full access to the original dev team and resources.

RS: So, you were you involved with the PS2 conversion of FSW. Did it frustrate you, having to work within the confines of restricted hardware (not just PS2 with it's split Ram, but MCD with limited colours, slow CD drive, PS3 with Split ram again etc) or did you welcome a challenge?

CS: At the time, I was working for Mass Media, who won the contract to make the Playstation 2 version of the consumer game. The project was very, very challenging, and going from the Xbox 360 to the PS2 was like squeezing an elephant into a shoebox.

We used a great deal of the game code, but all the underlying engine and systems stuff, including graphics rendering, shaders, audio, and I/O, was all custom written for PS2. We started by pretty much stubbing out every function in the XBox code, and then we slowly brought each system, sub-system and function back online, line by line, file by file.

At the same time, all the PS2 hardware specific code that managed assets, loaded stuff from disc, rendered graphics to the screen, managed memory, everything, had to be built to make the game logic actually work and show stuff. In fact, we had the game running with a blank screen first. It's an interesting way to work, as there's nothing to see and nothing works for a very long time, and then all of a sudden, probably within the span of a week, you have the game running and rendering, albeit a little clunky and broken.

All the assets had to be re-processed and manipulated with custom tools to make them compatible and work on PS2, audio had to be re-processed, 3D models had to be optimized and re-exported, shaders had to be written, almost every asset had to be touched in soe way. And all of this was being done as the XBox version was being finished, so our target kept changing and moving.

Probably 1/3rd of the project schedule was just getting the game to run at our target frame rate on

PS2, with massive amounts of optimization to assets and code. It was an incredibly complicated project. And then we did Full Spectrum Warrior 2, which was completely different again.

RS: Another Xbox title I loved, yet others seemed to over look was Metal arms. I fear less than stellar sales killed any plans for a sequel?

CS: I loved that project, and had a blast working on the game. Again this was a conversion from Xbox 360 to the PS2, and the process was very much like the one I described for FSW. The company I worked for, Mass Media, specialized in this sort of work, and over the 10 years or so I worked there, I worked on a whole bunch of conversions, including FSW 1&2, Metal Arms, Saints Row 2, Stuntman Ignition, and even stuff like Starcraft 64, Rock and Roll Racing, and The Lost Vikings.

Every project was hard, and every solution we came up with was creative and very technical.

For more information on Chris or to check out his source code archive, go to:

http://shrigley.com/

Look for a new interview from Ross with a gaming luminary next month!

A Selection of Chris Shrigley's Game Credits-

Tetris Evolution **(2007)**
Full Spectrum Warrior **(2004)**
Metal Arms **(2003)**
Pac-Man Fever **(2002)**
Star Trek: Deep Space Nine **(2001)**
BassMasters 2000 **(1999)**
NHL 98 **(1997)**
Gargoyles **(1995)**
Blackthorne **(1994)**
Cliffhanger **(1993)**
Rock and Roll Racing **(1993)**
Batman Returns **(1992)**
Ex-Mutants **(1992)**
Magician **(1990)**
Gauntlet II **(1986)**
Bounder **(1985)**

EX-MUTANTS

GAME STATS:

Format:
Genesis / MD
Developer:
Malibu Interactive
**Publisher:**
Sega of America
Release Date:
1992

This game is based on the comics published by Malibu Comics featuring the superhero team known as the Ex-Mutants. (Many consider them Malibu's answer to Marvel's X-Men)

On first glance, the title looks like a run of the mill scrolling platform brawler. But don't let looks deceive you, there is a lot of fantastic game play packed in this title.

Set in a post-apocalyptic world where most mutants are evil, you are humanity's last hope (at least what is left of it).

Heroes are equipped with a normal attack and a long range attack. Controls are fantastic and feel very crisp.

The variety of stages make this game what it is. In addition to the platforming stages, expect mine cart and log riding stages.

MALIBU INTERACTIVE

TEENAGE MUTANT NINJA TURTLES

TURTLES IN TIME

KONAMI®

FOR 90s KIDS, TMNT: TURTLES IN TIME WAS THE ULTIMATE IN SIDE-SCROLLING BRAWLER ACTION

By Josh LaFrance

Growing up in the 90s in a very rural state in Northeastern United States, we didn't really have much for arcades in my area. Yes, there was the one tiny one tucked into the corner by the food court in the mall, and we did also have an arcade at the mini-golf place (shoutout Pizza Putt!) but that consisted of mostly redemption games and some air hockey.

It was very hard to get any sort of playing time on real, bonafide, arcade classics. Most of my experience playing games such as Dig Dug, Pac-Man and Galaga came from playing the home ports as s child, not the original arcade cabinets.

At that same time, I was a huge fan of the Teenage Mutant Ninja Turtles. (known as Teenage Mutant Hero Turtles to our European friends) I had all of the action figures, read the Archie comic books, watched the movies and loved the cartoon.

One fateful night, my brother and I went out to eat dinner at a place called the Ground Round. It was the local family restaurant. You ate popcorn while you were waiting for your food, the menu was filled full of kids favorites such as chicken nuggets and spaghetti and meatballs, and there twas a giant TV showing children's cartoons right in the dining area. Needless to say, it was a somewhat noisy place, and not the ideal restaurant to eat at if you want a quiet night out.

On our way out of the restaurant at the end of the meal, my ears suddenly heard a familiar tune. It was the song "Pizza Power" by the Teenage Mutant Ninja Turtles! I whirled around to spot an arcade

cabinet in the corner of the room over by the coat racks. After begging and pleading with my parents for a dollar in quarters, I was able to try my hands at one of my now favorite arcade games of all time, Turtles in Time.

Released by Konami in 1991. (ported in 1992 to the SNES) This game is your basic side-scrolling beat 'em up, but it is not generic by any means.

This game is well known for it's graphics, which very closely matched how the characters all looked on the television series, the ability for 4 players to play simultaneously (also available in the original TMNT arcade game) and the addition of power attacks.

If you hit an enemy multiple times in a row with your character you had the ability to pick up that enemy to slam into surrounding enemies on screen, or to throw the enemy right through the play screen and out of play. This effect was acheived by making the enemy look as if it was flying right at you, the player. I swear some little kid must have ducked at some point playing this game, thinking that the character flying at the screen would break the glass!

The levels in this game are tons of fun. As the name suggests, the turtles must travel through time to stop the evil Shredder. Early levels see you fighting in the streets of New York City, as levels later in game see you traveling back to various different historical eras. At the end of each level, players are faced with the task of fighting a boss and all of the characters from the movies and TV show are represented here.

This game certainly passes the test of time as an arcade classic. The hand drawn art style certainly helps it not seem dated. This is a must try for all 90s kids!
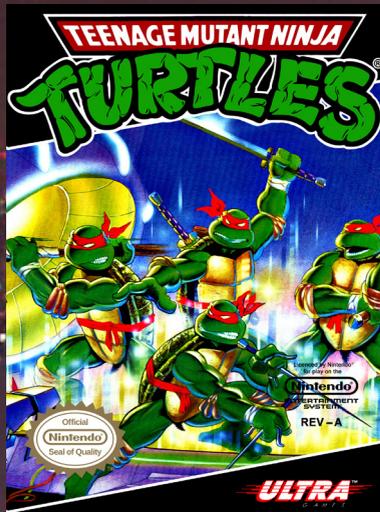
Teenage Mutant Ninja Turtles (NES)

Released by Konami's Ultra Games inprint in 1989, Teenage Mutant Ninja Turtles stands out as a very different game from games released later in the franchise. Part of the game is spent navigating the world through an overhead map view. Enemies can attack the player while in this overhead view.

Once the player has entered a sewer or a building, the bame switches to a side-scrolling platform view. This game is much less a brawler and much more a classic NES platformer. (Think like a mix between Contra and Castlevania) The player has the abiilty to switch between turtles at any time and once your current character runs out of health, that turtle is captured, which in essence gives the player 4 lives.

TMNT- The Arcade Game

Konami's first arcade entry in the turtle franchise, TMNT- The Arcade Game (known as Tīneiji Myūtanto Ninja Tātoruzu: Sūpā Kame Ninja in Japan) is a classic, as well as a great example of how Konami was at the top of their game at this time.

This game was released in 2 variants, a 2-player version which allowed each player to choose their character, and a 4-player version where each player controlled a different character.

This game was also ported the NES. The NES version is a pretty faithful rendering of the game, although obviously graphics and audio were really dialed back due to hardware limitations.

TMNT- The Hyper Stone Heist (Genesis)

The first turtles game release for the Sega Genesis / Mega Drive. The Hyper Stone Heist was heavily based on Turtles in Time with similar controls. (although dash is now a button on the Genesis controller vs. a certain movement with the joystick in the arcade) Also different is that you cannot throw enemies towards the screen.

Levels are a combination of levels from the first arcade game, Turtles in Time and new levels created specifically for this game. As the turtles you battle through New York City, A Ghost Ship, Shredder's Hideout, The Gauntlet and a level known as the "Final Shell Shock" As there are fewer levels in this game, the levels are longer and seem a little more difficult than previous turtles beat-em'-up titles.

New. For your **SUPER NINTENDO** *ENTERTAINMENT SYSTEM* New. For your **SUPER NINTENDO** *ENTERTAINMENT SYSTEM* New. For your

The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder.

GAME BOY

Classic Console Magazine Examines the Handheld That Took the Gaming World by Storm

Before the Game Boy existed, handheld games by and large consisted of very simplified graphics, most times made up of dots to reperesent the action.

Some early examples of these sorts of games were released by Mattel, Coleco and Tiger Electronics. It required far more imagination on the part of the player as it was not real clear what was going on in the game. Forget amazing musical soundtracks as well. Sound for the most part consisted of beeps and buzzing. Not that there was anything wrong with this sort of gaming, (in fact some of these games are brilliant and tons of fun) but the fact remains that the games of the arcade and home consoles were getting far more complex. This resulted in players' attentions shifting to a different type of video game experience.

With the dawning of a new age of video gaming, and children in households everywhere playing their favorite franchises on the NES, the question was how could you take this gameplay experience and condense it onto a handheld device.

Nintendo had played around with making handheld devices previously. In fact, the Game Boy would actually be Nintendo's 2nd line of handheld games they released.

In 1980 Nintendo had released the beginnings of their Game & Watch line which consisted of LCD screen games, with one title per device. The Game &

Watch also featured a clock and an alarm, hence the name.

Nintendo was looking to create a device that would allow users to play mutliple games, an actual handheld console. Development on the Game

Boy began a few years before release, led by Gunpei Yokoi and the Nintendo Research and Development 1 team.

This team was not a stranger to tackling large projects. They were also the same staff responsible for the Game & Watch line of 1980 and several titles on the NES.

Critical reception was fantastic for the Game Boy and Nintendo had finally dominated a market that they desperately wanted to be a part of, the female gamer. Studies showed that 46% of Game Boy players were female. Compare this to 29% of NES players being female and worse still 14% of SNES players being women and you can clearly see why Nintendo was so overjoyed with the sales and performance of their little handheld. Sales had topped over 64 million units in 1997, which was before the release of the Game Boy Color. Estimates now place worldwide Game Boy sales at over 118 million units! (this includes sales of the color)

The Game Boy was not the only console in this new wave of handheld gaming. Others companies followed suit, such as Sega's Game Gear and the Atari Lynx. Both the Lynx and Game Gear had better graphics and a full colored screen. (see our very first issue for more info on these Game Boy Challengers!)

Ultimately the Game Boy won the battle of the handhelds selling far, far more units than Atari Lynx and Sega Game Gear combined. The reason for Game Boy's dominance is comprised of 3 reasons: A better game lineup, affordability and battery life.

The lineup of games for the Nintendo Game Boy was stellar. Having the timeless Tetris as a pack-in title with the unit was a stroke of genius and certainly helped sell more of the machine. (more on game titles in a little bit..)

The Game Boy sold for under $100. Which was a huge deal. The Game Gear in comparison was introduced at $150. Game cartridges were also cheaper for the Game Boy than it's competitors.

Battery life was a big selling point back in the day as well. Unlike the Game Gear which could run from 4-5 hours on six AA batteries, the Game Boy took four AA batteries which would give the player more than 30 hours of gameplay.

The Game Boy now lives in infamy as one of the most famous consoles of all time. You could literally walk up to any group of adults aged 18-55 and have most in the group positively identify the device if you had it in your hand.

The design of the Game Boy is part of it's charm. It just feels right, like it is made to fit in your hand. It's light weight made it easy to play without tiring quickly. The Game Boy's controls seemed very familiar to anyone who had held an NES controller in their hands before, a directional pad on the left side, with B and A buttons repectively on the right. Below those buttons in the center are the select and start buttons.

One of the charms of the Game Boy was it's various addons and accessories. Many wax nostalgic about the Game Boy Printer, a small thermal printer accessory released by Nintendo in 1998.

Pictures could be taken with the Game Boy camera, which allowed for very low resolution 256x224 pictures. Many a gamer kid would have half a room full of pictures taken with the camera and printed with the printer covering their walls.

The Game Boy made many long, boring family car trips more bearable by allowing for hours of entertainment on the go. Parents everywhere rejoiced at reclaiming their television sets. Seeing large groups of children on the playground playing their Game Boys and trading games was a common sight.

So what are you waiting for? Go and take our your Game Boy again, play it in bed or play it in the car. (Just dont be driving at the time!)

BEST SELLING GAME BOY GAMES

Tetris- 1989
35 Million Sold
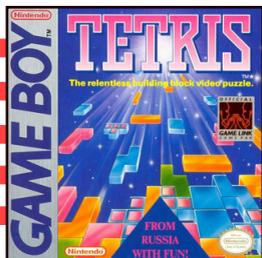
Pokemon Red- 1996
23 Million Sold

Super Mario Land- 1989
18 Million Sold

Link's Awakening- 1993
6 Million Sold

Dr. Mario- 1990
2 Million Sold

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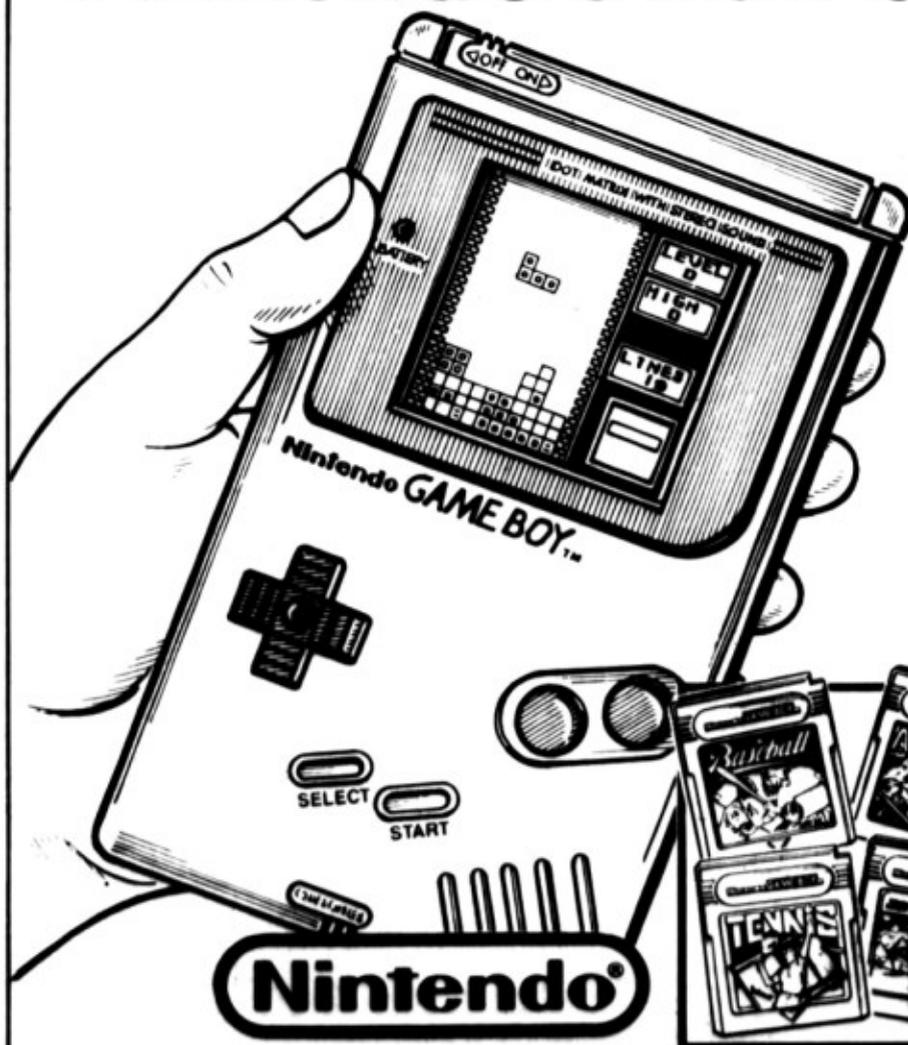
BEST GAME BOY TITLES

The Nintendo Game Boy boasts a large library of games. According to 2 sources we here at Classic Console checked, 733 titles were released for the Game Boy. This does not take into consideration any Game Boy color titles. Compared to Nintendo's other 8-bit system, the NES, with it's library of 713 licensed games, you can see how impressive the Game Boy library really is.

Out of the 733 Game Boy titles released, hundreds are quality games. We could dedicate an entire issue of the magazine to going through and reviewing each and every gem and even then it would reach probably over 100 pages !

Let's take a quick glance at some of what we, the staff here at Classic Console Magazine, think are the best titles for the Game Boy. No doubt we are going to miss some of your favorites, so if you want to voice your opinion send an email to: classicconsolemag@gmail.com !

building / battling and card trading mechanics, the game is very addicting and hard to put down.

Gameplay consists of the player traveling from village to village, collecting cute little monsters known as Pokemon and building their team. Along the way you encounter other Pokemon you must battle as well as other Pokemon owners who will challenge you, helping you level up your Pokemon. The ultimate goal is to beat the leaders at 8 different gyms in order to win the game.

responsive controls this game certainly deserves it's place in this list.
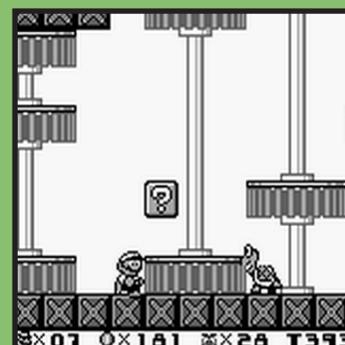
Mario must journey his way through 6 different zones, (Tree Zone, Space Zone, Macro Zone, Pumpkin Zone, Turtle Zone and Mario Zone) defeating a boss at the end of each zone to collect one of 6 coins. Collecting all 6 coins allows Mario the chance to fight Wario and complete the game. Lose all your lives and all of the coins get returned to where they came.

Released in 1996 & 1998 respectively, Pokemon Red/Blue and Yellow were a smash hit.

As a mixture of RPG team

The second game in the Super Mario Land series, Super Mario Land: 6 Golden Coins was released in 1992. This game is fantastic and very different than other games in the Mario universe. With imaginative level design and

Many people think of Kirby's Adventure on the NES as the first game in the franchise. It certainly is the most well known game from that era. However, 1992's Kirby's Dream Land for the Game Boy is the first game in the Kirby series and serves as the introduction of

that cute little pink character that we have all grown to love.

For those who are used to Kirby's gameplay mechanic of taking over an enemy's special attack by swallowing them, this game does not include that ability.

For some that would be a deal breaker, but we highly recommend you try this game. The levels are well thought out and all of the other familiar gameplay mechanics such as Kirby floating and inhaling and spitting out enemies are present in the game.

Kirby's Pinball Land not only is a great game in the Kirby Universe but a fantastic pinball game in it's own right.
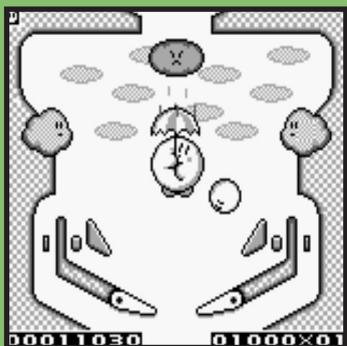
Not only does the game offer some of the same bosses and enemies as other games in the franchise, spread throughout three seperate pinball tables. (referred to as lands in the game)

Each table is made up of three seperate screens that Kirby can move between. Controls feel very familiar for a pinball game. The control pad operates the left flipper and the A button controls the right flipper. Ball movement is smooth and the physics are great.

Honorable Mentions:

Mario Picross (1995)
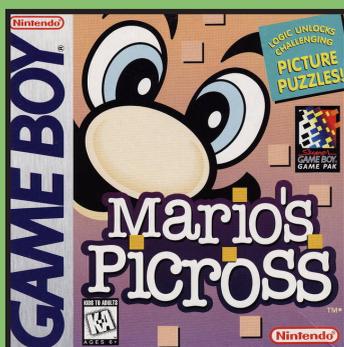
Donkey Kong (1994)

Gargoyle's Quest (1990)

TETRIS

By Josh LaFrance

Everyone loves Tetris. It is easy enough to pick up and play, but yet challenging enough to send you into a rage when you make a mistake.

The rules are simple. A random sequence of shapes, known as "tetrominos" fall down the screen toward the bottom. The player's job is to manipulate these shapes by moving to the left or right and/or rotating them to create horizontal lines of blocks without any gaps.

Released as a pack-in title for the Game Boy, this game was the sole reason for Game Boy's early and sustained success. If any system has ever had a killer app, this certainly has to be right up there in the list with Super Mario Bros. to the NES and Sonic to the Genesis. This game helped move sales of the console, plain and simple.

The game plays just like any other Tetris port, however it just feels more at home on a handheld device. It is the perfect mixture of fast paced action and pick up and play fun, without requiring hours of gameplay, that makes this game ideal for the console it was released on.

A colorized version of this game was released for the Game Boy Color under the title Tetris DX.
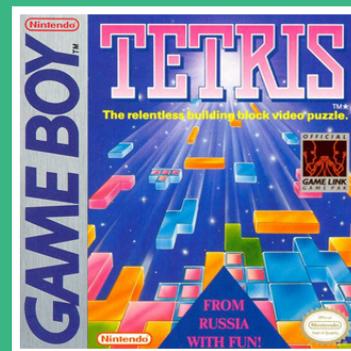
Final Verdict: This game is a perfect version of Tetris and probably the best title on the Game Boy.