


classic CONSOLE™

RETRO VIDEO GAMES MAGAZINE



SPOTLIGHT ON

ADVENTURE GAMES



Use with Joystick Controllers

Program & Audiovisual © 2014 CLASSIC CONSOLE MAGAZINE



VS.



FEATURED IN THIS ISSUE...

VECTREX

The Console Which Truly Brought the Arcade Experience Home

X-WING & TIE FIGHTER

Classic Space Combat Simulators Find Their Way to Modern PC's

Classic Console Magazine
PO Box 1519,
Montpelier, Vermont 05601
T: 802 552 8242
<http://classicconsolemag.weebly.com/>

MAGAZINE TEAM

Editor / Josh LaFrance
Deputy Editor / Amy Trinanés
Contributing Writer (PC) / Scott Crain
Contributing Writer / Brandon Poe

COVER IMAGE

Sonic image is a derivative of **Sonic the Hedgehog - Illustrator Test** by SuperSmash3DS used under **CC BY**

ADVERTISING

Advertising Director / Josh LaFrance
E: classicconsolemag@gmail.com
Free advertising space is available for non-profit organizations and PSAs. Inquire for more info.

SUBSCRIPTIONS

For subscription inquiries visit site:
<http://classicconsolemag.weebly.com/>

12 Issue Subscription USA / FREE
12 Issue Subscription Rest of World / FREE

Remember, Classic Console Magazine hates SPAM!
By subscribing you will receive each monthly issue in your inbox, but we will NEVER sell your email to anyone.

Distributed by-

Josh LaFrance
PO Box 1519,
Montpelier, Vermont 05601
T: 802 552 8242

DISCLAIMER

The publisher cannot accept responsibility for any unsolicited material lost or damaged in the mail. All articles and content (unless otherwise stated) is the copyright of Classic Console Magazine (Legal Entity- Josh LaFrance). Nothing in this magazine may be reproduced in whole or part without the written permission of the publisher. All copyrights are recognized and used specifically for the purpose of critic and review, protected under the "fair use" doctrine. Although the magazine has endeavored to ensure all information is correct at time of print, information is subject to change. This magazine is fully independent and not affiliated in any way with the companies mentioned herein.

Copyright © 2014 Classic Console Magazine (Josh LaFrance)

from the Editor...



■ **What is Retro?** What is Classic? In the last month we have received many letters from our readers (some of which are printed in this issue!), most with words of encouragement and to say thank you, more with requests for future content, and a few that had questions about the future of this publication.

So back to my original question, what is considered Retro? I received a few emails to this end, from people concerned about whether or not we will start including articles about modern systems and games.

Retro is defined as: "imitative of a style, fashion, or design from the recent past." For the purpose of this publication, recent past ends in 1999.

You can take solace in knowing that the only time we will cover recent systems or games is to cover reboots of classic franchises and retro inspired indie games.

As always we ask for you, the subscribers and readers of Classic Console Magazine to have a part in each and every issue. Make sure to send in your ideas for future issues, your requests for game reviews and more importantly your praise and/or critiques of the magazine. We want Classic Console to be a reflection of the whole retro gaming community and we aim to please all of you!

Josh LaFrance
Editor in Chief

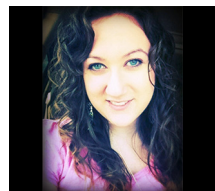
meet the TEAM...



Josh LaFrance

[@cconsolemag](https://twitter.com/cconsolemag)

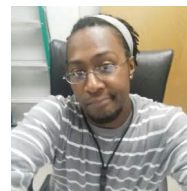
"The love you make is equal to the love you take."
-The Beatles



Amy Trinanés

[@mrstechie2](https://twitter.com/mrstechie2)

"How can we be expected to teach children to learn how to read, if they can't even fit inside the building?"
- Derek Zoolander



Brandon Poe

[@PaperBoyGaming](https://twitter.com/PaperBoyGaming)

"In our efforts to fight monsters we must ensure we do not become one in the process"
-Friedrich Nietzsche



Visit our sister site MRTECHIE.NET for technology and computer tutorials, news and reviews.



>>SEND US YOUR READER MAIL TO CLASSICCONSOLEMAG@GMAIL.COM, BE FEATURED IN THE NEXT ISSUE! <<

SUBSCRIBE NOW

and save **100%**

(HINT: It's Always FREE...)

Visit classicconsolemag.weebly.com



Press Space Bar to end mission.

T: 2x

X-WING & TIE FIGHTER

The Classic Space Sims Now Available for Modern PCs **38**

This issue of Classic Console Magazine is freely distributable under a Creative Commons license. You are allowed to share with everyone and anyone. (and we really hope you do!) However, if you paid for this issue you have been ripped off. Classic Console Magazine is 100% FREE. A summary of the license is below.

We recommend you visit creativecommons.org for more information.



Attribution-NonCommercial-NoDerivs 3.0 Unported

You are free:



to **Share** — to copy, distribute and transmit the work

Under the following conditions:



Attribution — You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).



Noncommercial — You may not use this work for commercial purposes.



No Derivative Works — You may not alter, transform, or build upon this work.

With the understanding that:

Waiver — Any of the above conditions can be **waived** if you get permission from the copyright holder.

Public Domain — Where the work or any of its elements is in the **public domain** under applicable law, that status is in no way affected by the license.

Other Rights — In no way are any of the following rights affected by the license:

- Your fair dealing or **fair use** rights, or other applicable copyright exceptions and limitations;
- The author's **moral** rights;
- Rights other persons may have either in the work itself or in how the work is used, such as **publicity** or privacy rights.

Notice — For any reuse or distribution, you must make clear to others the license terms of this work. The best way to do this is with a link to this web page.

SUPER NES SUPER SCOPE 6™



LaserBlazer™ Intercept



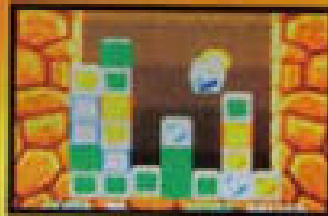
LaserBlazer™ Engage



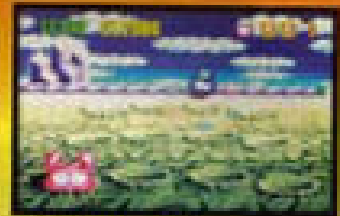
LaserBlazer™ Confront



Blastris™ A



Blastris™ B



Mole Patrol™

59⁹⁹*



INCLUDES 6 GREAT GAMES!

ZAP! Get the Nintendo Super Scope and SIX games in one game pak for under sixty dollars! Wipe out enemy forces with pinpoint precision in three different LaserBlazer™ games. Rotate and match up Colored Blocks in two variations of Blastris™ and zap some sneaky alien rodents in Mole Patrol™. With precision down to a single pixel, it gives you accuracy that you've never experienced before!

* Suggested U.S. retail price



Contents >>

12 KART RACER

What are the best Mario Kart tracks of all time you ask? Check out our list!

REVIEWS

- 18 GoldenEye 007
N64
- 19 Indy 500
Atari 2600
- 19 Dracula
Intellivision
- 19 BC's Quest for Tires
Computer (ZX Spectrum, C64 etc.)
- 18 Donkey Kong Country
SNES
- 25 Aaahh!! Real Monsters
SNES/Genesis
- 33 Minestorm
Vectrex
- 34 Pac-Man Friends
iOS/Android

- 35 Tilt Planes & Aliens
Android
- 37 Bucky O'Hare
Arcade
- 37 Caveman Games
NES
- 37 Basketbrawl
Atari 7800/Lynx



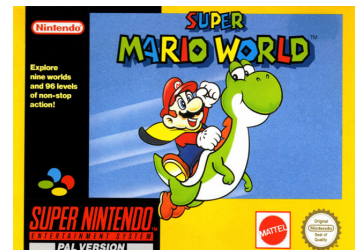
FEATURES



10 SATURDAY SUPERCARDE Memories of Cartoon Greatness



13 CHARACTER SHOWDOWN Three iconic game characters square off for retro gaming supremacy.



14 SUPER MARIO WORLD A review of the best Mario game on any system hands down.

17 RETRO GEAR



THE GUIDE TO ALL THE GAMING STUFF YOU'LL EVER NEED

26 ADVENTURE GAMES Spotlight on the adventure game genre.

VECTREX



30 VECTREX

This little console had the heart of the arcade and was one of the best of all time, so why did it fail?



36 Atari 2600 Homebrew

The best of the newest games to come out for the granddaddy of console gaming



40 Spread the Word

Retro Gaming Community, we need your help!



DOGS ON CHAINS
OFTEN CAN'T REACH
FOOD OR WATER.

BUT YOU
CAN REACH
THEM.

The Coalition to Unchain Dogs is dedicated to building fences and restoring hope for hundreds of chained dogs in our area. To learn more about our cause visit unchaindogs.org.





>>HAVE YOUR SAY! SEND TWEET TO @CONSOLEMAG<<

README >>

HEY RETRO GAMERS! TIME TO HAVE YOUR SAY...

LAST ISSUE-



CONTACT INFORMATION

Use the following information below to get in touch:

Classic Console Magazine
Po Box 1519
Montpelier, Vermont 05601
T: 802 552 8242
E: classicconsolemag@gmail.com
<http://classicconsolemag.weebly.com/>

Classic Game Lover

I am not sure who reads this mail, but I have just recently started following you on twitter, and got this email from your facebook page. I am emailing you because I love your magazine. I have a special place in my heart for classic games, I play them all the time for nostalgia purposes from Chrono Trigger (which is hands down the best RPG game ever made EVER!!!) to Splatterhouse, to Ristar (many people do not remember this Sega classic) I have grown up loving videos games from the first time I got a NES with Super Mario Bros. and standing in front of the screen to kill the ducks with the big red gun that came with it, (cause it was a two in one cartridge). I wish you the best on your magazine and look forward to seeing your upcoming articles. -Brandon

Brandon! Thanks so much for the letter. I love Ristar, what a fantastic, original platformer. I hope you had a chance to read our feature last month on games to check out in time for Halloween. We covered Splatterhouse in that very article! So happy to hear from a fellow retro gamer. Nostalgia plays in important part in why we play classic games. It is always fun to relive a part of your childhood and play some favorites from days gone by. However, I will also say for me I play retro games as I enjoy the ability to play something more simple with fantastic gameplay. The ability to pick up an Atari or NES controller and just play for 30 minutes a quick game really endears me to the older systems. Look forward to hearing from you in future month's issues! -Josh (CCM Editor)



Above: Dragon Warrior US Box Art

Where is the Love?

Classic Console Magazine, fantastic first issue! However I have a small issue with your top 10 NES games list.. Yes, you included Zelda but how about some of the other fantastic RPGs that came out the NES? Some of these games changed the industry and many were my first introduction to RPG and adventure games and are titles I still return to even today. My favorite is Dragon Warrior! Seriously where is the love for this classic? -Greg

Hey Greg, I am glad you enjoyed the first issue. The unfortunate thing about doing a top 10 list (we even included 2 runners up) is that for the best consoles, (which the NES must be included as) there are like 50 games that deserve to be on that list. I am glad the list got people thinking about their favorites. Maybe in one issue we can do a reader poll and have you guys make the list. I absolutely love Dragon Warrior! I have fond memories of playing that game for hours and hours. -Josh



Above: Nintendo Power, our inspiration for Classic Console Magazine

Fantastic Read

What a fantastic read, felt just like an old issue of Nintendo Power, without the Nintendo-only limitation. Reading the cereal and Halloween sections made me feel like a kid again for sure! I'm seriously hoping you guys give Super Mario World some equal coverage as SMB3, that's a polarizing distinction! Looking eagerly forward! -Jason

Hi Jason, we are planning on doing a feature on Super Mario World very soon, perhaps even next issue. (update: it is in this issue, read starting on page 14) We are so glad you enjoyed issue 1. Do us a favor and share the magazine with all of your friends and family who also enjoy retro gaming and make sure they subscribe! -Josh

Great Job!

Hey guys! Great job on the mag! I love retro gaming and I love Funspot! Keep up the good work and let me know in the future if you need some help. -Ben

Great to hear from you Ben! -Josh

If anyone is looking to be a published writer, please consider sending in some content for CCM! We would love new members of our team. Unfortunately at this point we cannot provide any compensation for articles written, we all do it for our love of gaming!

Internet Arcade

Great start, really love the layout and the coverage. You and I would have been friends back in the day! Have you seen the internet archive lately? Amazing stuff in here, they just added 900 arcade games. Keep it up and let me know if you need anything! -Tom

Thanks for the email Tom! We really appreciate everyone who is subscribing to and reading the magazine. We are hard at work on Issue 2. (actually you are reading it right now!) We hope to grow this into something big! If there is ever any requests you have, or any ideas of things you want to see in future issues, let me know. -Josh

Ok, so I have to turn in my gamer card here.. when Tom sent that email I had no idea about the internet arcade that now exists on archive.org. When I went to check it out it made me do a double take, there are so many absolutely fantastic games available on there and most play great in a web browser.

They recommend Firefox as the browser to use (we here at CCM agree with that assessment), however we have tested it on Chrome as well and it works pretty good. Microsoft lovers, we have had less than stellar performance using IE. I would steer clear, at least for this application.

Favorites to check out include BurgerTime, Defender, Frenzy, Ghouls N' Ghosts and Out Run! However, I guarantee you can find something you love on the site, all of the favorites are there.



Above: Check out our friends at p1-start.com for awesome retro gaming coverage. Cheers guys!



Above: Retroid.net is your source for retro news and video game reviews. Check them out today!

FROM THE FORUMS (and social media)>>

I just downloaded issue 1 of the magazine and glanced through. It looks amazing! Can't wait to take the time to read through it. From glancing through, I can tell I like the content within.

TrekMD

Holy cow, I loved the first issue! Each page was a flashback to my childhood. You must keep including the old adverts, so cool to see that.

Carlos

Hey.. Nice job on the October issue. Of course I also love that it's free! I know these things are a severe pain to put together and I appreciate all the effort you put into it! Keep up the great work.

Chris

I recently subscribed to the retro gaming magazine "classic console" and I have got to say wow this is a brilliant read, really well designed and put together, it feels like something you might of read back in the day..

Ian

Hopefully Classic Console doesn't become, or morph itself into, another "mostly Nintendo" magazine.

Jeff

Issue one is out now (of Classic Console) and wow.. I am stunned by the quality..

zapiy



SATURDAY SUPERCADÉ—

Memories of Cartoon Greatness >>

■ **By Josh LaFrance**

October 4th, 2014 will live in infamy as one of the saddest days in American television history. For the first time in over 50 years, not a single network showed any Saturday morning cartoons.

There are many reasons that can be blamed for why this happened. Unfortunately for us here in the United States, there are very many restrictions on what can be shown on TV and when it can be shown. (Our readers in other countries enjoy more freedom in their TV viewing choices!) The FCC, which is the US government's agency overseeing television regulations, created a rule in the 1990s which required stations to carry more educational content in the morning. This resulted in many stations ending showing cartoons

in favor of live action shows such as Bill Nye the Science Guy.

Luckily for those kids watching American television on a Saturday morning between 1983-1984, there was a clear choice for gamers. That choice was a block of programming known as the "Saturday Supercade".

Saturday Supercade was an animated television series produced for CBS by Ruby-Spears Productions. Ruby-Spears was known for such cartoon classics as Thundarr the Barbarian, Alvin and the Chipmunks and of course, Dragon's Lair.

Each of the segments in the series was based on characters from the Golden Age of Arcade Games. The first season featured





Left: Still from one of Saturday Supercade's famous bumpers



Above Left: Q*Bert Title Screen

Above Right: Donkey Kong

Frogger, Donkey Kong, Donkey Kong Jr., Q*Bert and Pitfall Harry.

Season 2 retained Q*Bert and Donkey Kong, while including Space Ace and Kangaroo.

Q*Bert was set in a 1950's inspired world. Q*Bert is a teenager, and along with his girlfriend Q*Tee and his brother Q*Bit they live in

"MARIO MUST PLAY THE HERO AGAIN AND RESCUE HIS GIRL"

the town of Q*Berg. In their many adventures they deal with a gang of bullies known as Coily, Ugg and Wrong Way. Many scenes include block-hopping and "swear" bubbles, just like in the original arcade game.

Donkey Kong provided an interesting back story for the characters from the arcade classic. In the segment, Donkey Kong has

escaped from the circus. Mario and Pauline chase after the ape, and in many instances Donkey Kong grabs Pauline and runs away. In these instances, Mario must play the hero again and rescue his girl.

In many episodes criminals convince Donkey Kong to carry out their dirty work, and Mario must intervene. At this point

Donkey Kong realizes the error of his ways and the 3 (Mario, Pauline and Donkey Kong) team up together to defeat the evil plot.

Unfortunately, for those who want to watch these cartoon

classics, the only place available currently is on YouTube.

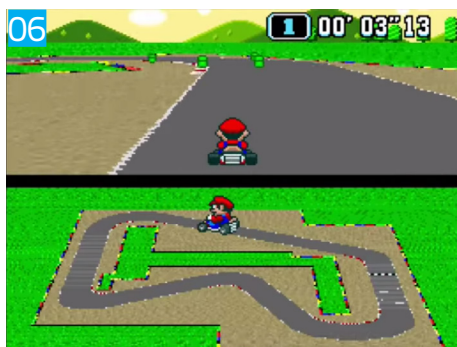
However, Warner Archive is working on plans to release Saturday Supercade in a DVD set. At the time of this writing, they are attempting to work out licensing issues to release the set. No official release date has been announced as of yet.

Stay tuned next month as we examine another video game related cartoon series, the Pac-Man / Rubik the Amazing Cube Hour!

(Have an idea for future month's Gamer Memories? Write us an email: classicconsolemag@gmail.com)

KARTRACER >>

THE 6 BEST MARIO KART TRACKS OF ALL TIME



06 // MARIO CIRCUIT (SUPER MARIO KART)

Mario Circuit is what every player cut their teeth on. As the easiest track in Super Mario Kart and the first one you encounter, many have fond memories of this course.

05 // YOSHI VALLEY (MARIO KART 64)

With so many twists and turns, Yoshi Valley was one of the more difficult tracks. There was nothing more rewarding than finding a shortcut to the finish line.



04 // DK'S JUNGLE PARKWAY (MARIO KART 64)

A river, a rope bridge and one of the shorter tracks in the game, Jungle Parkway is just really fun.

03 // WARIO STADIUM (MARIO KART 64)

This track reminds many of a motorcross course. You are racing inside a stadium and there are massive jumps and a working jumbotron was a cool effect.



02 // BOWSER'S CASTLE (SUPER MARIO KART)

This track is really tough to master, and is full of traps and pitfalls that you must contend with. Only a real expert can tame this beast.

01 // RAINBOW ROAD (SUPER MARIO KART)

Was there really any doubt? Rainbow Road holds a special place in many gamers' hearts and is the perfect mix of cool colors and challenging layout.

CHARACTER SHOWDOWN

3 ICONIC GAME CHARACTERS SQUARE OFF

TALE OF THE TAPE

■ By Josh LaFrance

First Game:

Donkey Kong

1st Appearance:

July, 1981

Units Sold:

210 Million

Top Sales Game:

Super Mario Bros.

Mario clearly rules as the king of sales and is a character that is every bit as recognizable as a pop culture icon such as Mickey Mouse. But, he isn't alone.. Millions of people also have enjoyed the exploits of a little blue hedgehog that wears tennis shoes or the nitro dodging antics of a much loved marsupial.

MARIO

Mario is the best selling video game franchise of all time.

Over 210 million units of Mario games have been sold on numerous platforms.

All three bring unique traits to table, but they all have one thing in common.. scores of devoted fans.

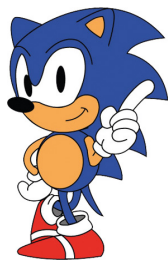
Like every monthly SHOWDOWN, we here at Classic Console Magazine provide just the stats of each challenger. It is up to the community to debate which of these is the true victor! (Write us your thoughts: classicconsolemag@gmail.com)



Above: Donkey Kong (1981)



Above: The World's Most Famous Plumber



SONIC THE HEDGEHOG

TALE OF THE TAPE

■ Sega's blue mascot was originally conceived as a rival to Mario. In each game, Sonic the Hedgehog fights against his rival Dr. Robotnik.

First Game:

Sonic the Hedgehog

1st Appearance:

June, 1991

Units Sold:

80 Million

Top Sales Game:

Sonic the Hedgehog 2

If Mario was all about coin collecting and hopping on enemies, Sonic is about collecting rings and pure, blazing-fast speed.

Sonic has appeared in a variety of mediums such as TV and comic books, the most famous being his hit cartoon series "The Adventures of Sonic the Hedgehog", where he was voiced by the actor who portrayed Urkel on Family Matters!



CRASH BANDICOOT

TALE OF THE TAPE

■ For most gamers back in 1996, the system you dreamed of owning was the Playstation, with the game that most wanted to play being Crash Bandicoot.

First Game:

Crash Bandicoot

1st Appearance:

September, 1996

Units Sold:

40 Million

Top Sales Game:

Crash Bandicoot 2

Crash Bandicoot took 3D platforming to a whole new level with fully immersive worlds filled with enemies and numerous crates to jump on (or avoid).

Just like Sonic and Mario, there have been multiple varieties of games in the Crash franchise such as racing and even an excellent party game called "Crash Bash".

Super Mario World

THE BEST MARIO GAME OF ALL TIME

GAME INFO:

Format: SNES
Developer: Nintendo EAD
Publisher: Nintendo
Country of Origin: Japan
First Release Date: 11/21/90 Japan
No. Players: 1-2

Right: Super Mario World Map



By Amy Trinanes

What can I say about Super Mario World? One of the best, if not the best platformers ever made!

Number 5 in the Super Mario series, and released in Japan in 1990, Nintendo created Super Mario World as a Pack-in launch title for the SNES (Super Nintendo Entertainment System). It was created by a group of 16 people, and took three years to make.

You may remember when Mario and Luigi saved Mushroom Kingdom back in Super Mario 3, and after all that hard work they decided to take a vacation to Dinosaur Land. Well little did they know Dinosaur Land was going to be another adventure all over again. This is where the infamous Yoshi was introduced, and he assisted Mario and Luigi in

their adventure to save Dinosaur Land from, you guessed it, Bowser.

Super Mario World was one of Nintendo's most successful games selling well over 20 million copies worldwide.

After Princess Toadstool gets kidnapped by Bowser yet again, Mario and Luigi wake up on the beach to realize she's missing. In order to save her they have no other choice than to defeat the hostile koopalings, and eventually Bowser in Dinosaur Land. In addition to the Princess, Bowser and his children are holding baby Yoshi's captive and it's Mario and Luigi's job to save them too.

The game has 7 worlds, with creative and difficult levels, some with secret exits that must be found before you can move on to the next. Use star road to

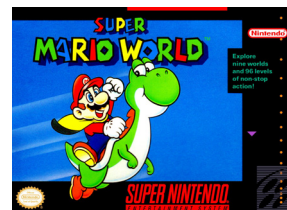
make traveling across the 7 worlds easier. Super Mario World is filled with secret levels, and secret areas that make playing the game that much more fun.

NEW STUFF: As I said previously, Super Mario World is where Yoshi was introduced. Yoshi is Mario's cute dinosaur companion, he can stomp on enemies, eat them, and depending on which color Yoshi you have, he can spit out fire or even sprout wings and fly. He can also protect Mario by allowing him to take a direct hit from any enemy, with the only downside being you will find yourself chasing after Yoshi to get him back.

There are four different colored Yoshis and each color has a special power. There's the green Yoshi, which is the normal one you will find throughout the game. Red Yoshi, which spits out fireballs no matter what shell he eats. Blue



Above: Drawing of Yoshi by Kassy under CC-BY



Above: Super Mario World North American Box Art

"ONE OF THE BEST, IF NOT THE BEST PLATFORMERS EVER MADE!"



GAME GENIE CHEATS

■ Already saved the princess? Have some fun and start over with infinite invincibility. Use the code- **DD32-6DAD**

Start the game with 99 lives- **14B4-6F07**

Extra life at 5 coins- **D964-A7D7, D967-AFA7**

Mega Jump- **DF2C-AF6F**

Extra Life with every Dragon coin instead of 5- **D2E5-A7AD**

Left: 1) Cape Mario flies through the level
2) Super Mario World Mario Sprites

Yoshi, who can fly as long as a shell is in his mouth, and last but not least, yellow Yoshi which can shake the ground he jumps on as long as there is a shell in his mouth.

In the beginning of the game where Yoshi is introduced, he gives Mario a brand new power-up, a cape feather. Unlike the racoon suit in Super Mario 3, If you work the controls right, the cape feather can make you fly through an entire level as opposed to only having a limited amount of time to fly. New jumps were also introduced, such as the spin jump which is used to break blocks underneath Mario. You will find yourself needing to use the spin jump to get to important objects, such as keys to secret exits and dragon coins.

Another amazing thing that was introduced was the reserve box, on the top of the screen in the center is a box containing a back up power-up should you get attacked by one of Bowser's evil children. There will be many occasions, such as when you are in battle with Bowser that you

will be thanking the great Nintendo Gods that you have the reserve box.

Dragon coins, seen only in Super Mario World, are coins that are worth extra points. There are 5 dragon coins dispersed around each level, some hidden in the clouds where you would need a cape feather to reach, and some easily attainable in plain sight. 5 dragon coins are equivalent to 100 gold coins, rewarding you an extra life.

Secret exits: Multiple levels have them, and it's your job to find out where they are hidden, otherwise you may not be able to move on. Throughout many levels you will notice there are a ton of dotted blocks that look like they need to be filled in, this is where the switch palace comes in, and are usually found by unlocking the secret exit in a neighboring level.

Super Mario world is my go to Nintendo game, it's fun and challenging. I highly suggest giving it a try if you haven't already.

Meanwhile, here are some tips and tricks to get you started! -

1) After finding the secret star in Star Road, you will find yourself in the secret Special World, these levels are more advanced and difficult to clear, complete the Special World and the game turns into an autumn colored theme. Enemies will also change into pumpkins, and Mask Koopas.

2) On the very first map (Yoshi's Island) you will start at Yoshi's house. There is a secret level inside Yoshi's house, you MUST have Yoshi for this, he makes it so you can jump high off of him. It's difficult at first but you need to climb on the block under the tree, and jump high off of Yoshi to land on the chimney. Go down the chimney, and it will lead you to a secret level where you are given a red Yoshi.

3) The Top Secret Area is located in Donut Plains, it's filled with free power-ups, unlimited Yoshis and free lives. To unlock this area you must find the secret exit to Donut Ghost House.

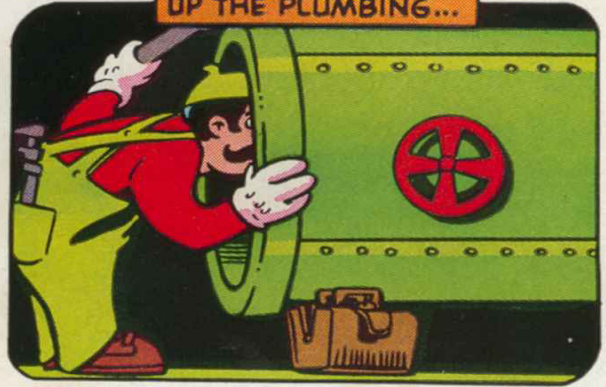
ATARI® PRESENTS MARIO BROS.*

* Another smash arcade hit brought home only by Atari for use with the ATARI® 2600™ Game, Sears Video Arcade† systems and versions exclusively for the ATARI 5200™ Super System.

EXCITING 2
PLAYER ACTION!



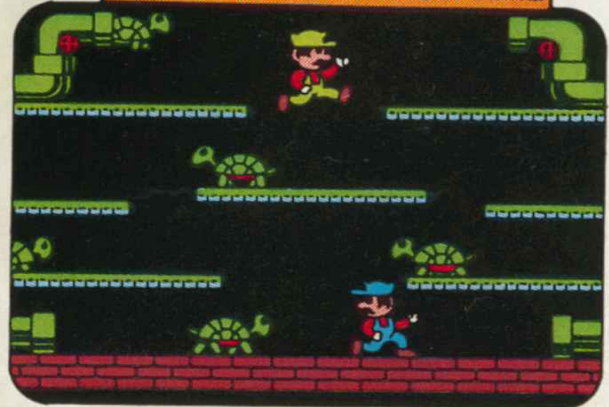
SOMETHING'S GUMMING
UP THE PLUMBING...



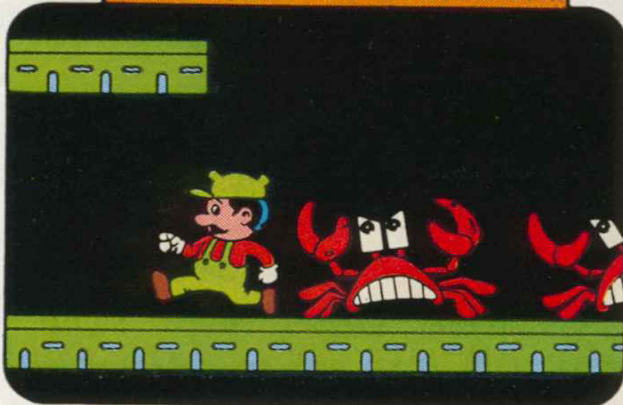
POOR LUIGI'S IN A BIND...



KILLER TURTLES OUT TO GET HIM...



GIANT CRABS ARE RIGHT BEHIND...



FIGHTER FLIES, HOLY CRIPES!
THEY'RE ALL COMING OUT THE PIPES!



MARIO BROS.*

ATARI®

© A Warner Communications Company

*Mario Brothers by Nintendo Trade Marks and © Nintendo 1983.

†Trademark of Sears, Roebuck and Co.

Power-Up Arcade Light Switch

■ Want to bring the arcade experience home? Check out this cool light switch! The best part is no wiring is needed, it just fits right over the existing wall switch.

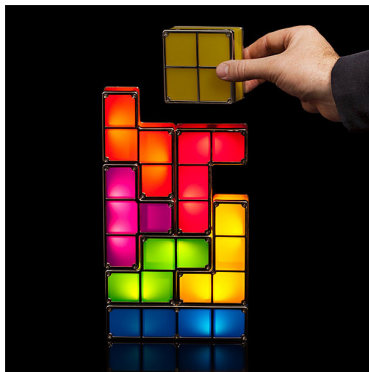
Pressing the joystick down turns the lights off, pressing the joystick up turns the lights

on. The red buttons activate arcade themed sound effects.

The onboard sound effects require 2 AA batteries, which is the only downside to this product.

<http://www.thinkgeek.com/product/ee57/>

PRICE: **\$14.99**



Tetris Stackable LED Lamp

■ Tired of boring old lamps? Put this Tetris lamp on your end table or desk.

Plug in the various pieces in whatever order you please and they all light up. Don't worry

the lamp doesn't disappear when you complete a row!

Set comes with one of each tetromino.

<http://www.thinkgeek.com/product/f034/>

PRICE: **\$39.99**

RetroDuo Portable

■ Play your NES and SNES game collections on the go!

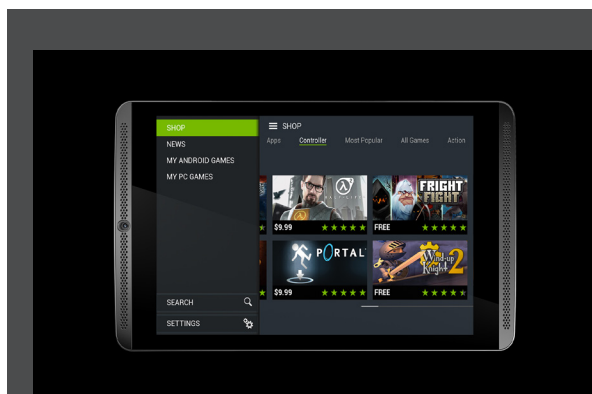
The one issue with this console is that it cannot (as of time of this writing) play PAL cartridges and has difficulties with a few select titles:

(720, Battletoads, Duck Hunt, Maniac Mansion, Paperboy, Rolling Thunder)

The RetroDuo is a fantastic option for road trips and for kids.

[Check Amazon, available through many sellers](#)

PRICE: **\$73**



NVIDIA Shield Tablet

■ This is a fantastic tablet for gamers. Maximum performance means that it can run all of the modern games alongside all of the emulators that you could possibly need to play all of your retro gaming favorites.

The Shield runs the Android OS which has a vast array of apps.

Price shown here is for the base model, however there is a 32

GB version for \$399. You can also buy a wireless controller that works seamlessly with the system, at a cost of \$59.

<http://shield.nvidia.com/gaming-tablet/>

PRICE: **\$299**

DATA BURST

Format:
N64
Developer:
Rare
Publisher:
Nintendo
Release Date:
8/23/97 (Japan)



GoldenEye 007

FOUR PLAYER SPLITSCREEN IS THE HIGHLIGHT OF THIS CLASSIC

■ By Josh LaFrance

There have been several fantastic first person shooters over the years and also quite a few that are not so great.

Luckily for all of us, GoldenEye 007 fits into the "fantastic" category! This is a game that many people can remember fondly playing at a party or with a whole bunch of friends.

The graphics may not hold up 100% today as with some N64 games, the 3D polygon based characters look blocky and a little dated. However, that really does not matter because the gameplay really does hold up well many years after it's initial release.

It is hard to imagine that GoldenEye's original concept was to be an on-rails shooter in the same vein as Sega's Virtua Cop. Although Virtua Cop is a good game, GoldenEye would have never

become the classic it is today, so we are glad they changed their mind!

The weapons are great, with a fantastic assortment ranging from pistols and submachine guns to bombs and grenades. The multiple weapons really bring strategy into the equation and it is great to be forced to use different tactics depending on what you are armed with. I mean come on, who doesn't love doing a deathmatch with your friends with nothing but throwing knives?

After GoldenEye there was a planned sequel which ended up becoming the game Perfect Dark. This in it's own right is a great game that we will no doubt review at some point but it still is not as good as its inspiration, GoldenEye 007 for the N64.



Above: Facility level



Above: A classic FPS

INDY 500

HIGH SPEED RACING FUN FOR THE ATARI VCS

DATA BURST

Format:

Atari VCS (2600)

Developer:

Atari

Publisher:

Atari

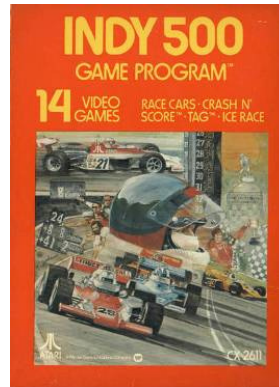
Release Date:

1977

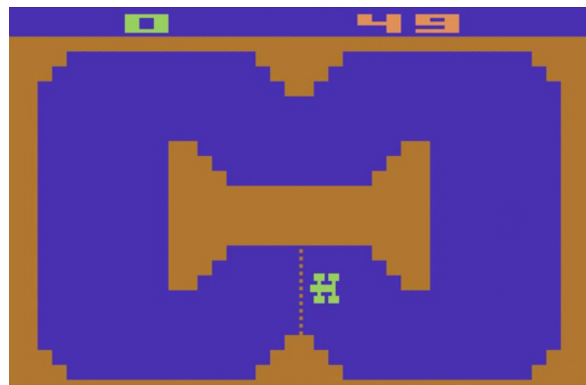
Although there are a large array of sports games for the Atari 2600, there are very few quality sports games. The same can be said for the racing genre. Very few actual quality racing games were released for the 2600. Some of the best were Grand Prix and Enduro by Activision and Night Driver by Atari. Indy 500 is right up there with the best.

Indy 500 made use of the unique driving controllers, which looked very similar to the paddle controllers but in reality were very different.

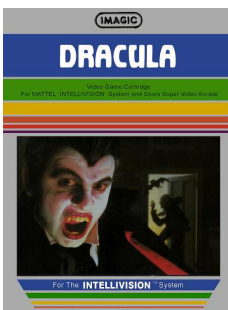
There are 14 different game variations: Standard Racing, Crash and Square (be the first to hit target on track and earn a point) and Tag. The most fun is the Standard Racing but on the ice track. The physics are actually quite good as you drift the car around the corners. This title is certainly worth a try and especially with friends!



Above: North American Box Art & Driving Controller



Above: In one of the various game variations, race against the clock



DRACULA

AN INTERESTING INTELLIVISION EXCLUSIVE

DATA BURST

Format:

Intellivision

Developer:

Imagic

Publisher:

Imagic

Release Date:

1983

This is a pretty cool game, and one that only came out for the Intellivision. This title was released by Imagic, who was known for some pretty unique and great titles on the Atari 2600.

As an early beat 'em up game, this one is still loads of fun to play. Stalk townfolk during the dark of night, while avoiding werewolves and the local constable.

There is some very unique gameplay in this title. You can turn into a bat and fly around, as well as turn folks into zombies. (which could then be controlled with the second controller)



BC'S Quest For Tires

POT HOLE JUMPING, TREE DUCKING ACTION GAME

DATA BURST

Format:

Computer (ZX Spectrum /C64 etc.)

Developer:

Sydney Development

Publisher:

Sierra On-Line

Release Date:

1983

In this unique game based on the comic strip B.C. by Johnny Hart, you play as the character Thor.

Thor is a caveman, and in an effort to save his girlfriend who has been kidnapped by a dinosaur you ride across the land on your stone unicycle.

In the process you must jump over pot holes and duck under tree branches. In later levels you even get carried by a bird over a lava pit!

Although this game is fun, it gets old quick due to repetitive game play.



NOSTALGIA MOMENT:

DONKEY KONG COUNTRY™

GAME INFO:

Format: SNES
Developer: Rare
Publisher: Nintendo
Country Origin: UK
Release Date: Nov. '94

By Brandon Poe

As modern day gamers, we sometimes forget where the ideas for some of the games we play today come from. I tend to sometimes jump back in time and play all the games that I can remember playing when I was younger. The drive to play those games usually comes from something reminding me of the game and thinking, "Man I would love to go back and play that now."

I had one of these moments a couple days ago and the game I absolutely had to play was Donkey Kong Country for the SNES. I am sure many people have played and remember this game fondly, but I have learned that my memory of games is completely different from the actual experience. Now in saying that let me describe my memory of Donkey Kong Country. I remember starting up the game and enjoying the soundtrack, just seeing an older monkey turning an old-timey record player, while monkey noises were being made in the background. I immediately fell in love with the opening song as soon as the baseline hit. I used to think, "Omg this is going to be awesome." When I took control of Donkey Kong (one of the games protagonists) I admired the fluid game play and how he responded to my every command.

Jumping, rolling, tossing barrels, collecting bananas, I was in heaven and this game was the best thing ever.

Now fast forward many years later and I thought about my fond memories and wanted to see if I would have the same impression this day and age of the game as I did back then. First impression was exactly how I remember it. The fantastic soundtrack immediately had me excited to play the game.

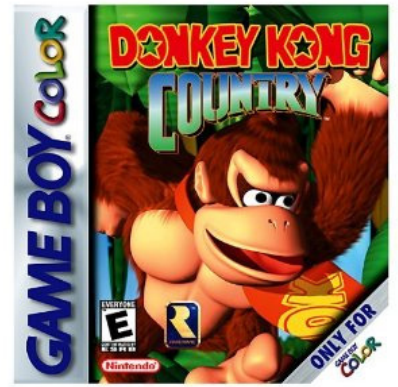
The memories came flooding back like a tidal wave of emotions that had long been forgotten, but immediately felt familiar. As soon as I made it halfway through the first stage it became very clear why my memories did not mirror what I was currently experiencing. As I said earlier we tend to forget the bad things about good memories, and the bad thing about this memory was how freaking hard this game was. I do not know if this game was as difficult back then as it is now or maybe I was a better gamer back then but needless to say this game was brutal. The more I played and conquered each level the more difficult the game became. It was very challenging, but for some reason I loved it. I feel modern day games "hand-hold" in a sense by giving you tutorials

DONKEY KONG COUNTRY HANDHELD PORTS-

■ Donkey Kong Country did not come out just for the SNES. It was also ported to 2 handheld systems, for the Game Boy Color in 2000 and the Game Boy Advance in 2003.

The Game Boy Color version still has the same smooth game play of the original but sacrifices a lot in the graphics department, featuring traditional 2d graphics instead of the 3d pre-rendered models of the SNES original.

The Game Boy Advance version is much closer to the SNES in terms of graphics but still is a little lacking compared to the original. If you had to pick one handheld version to play the GBA version is the one to get.



Above: Donkey Kong Country for Game Boy Color

and in-game guides on how to do things as they come up. Back then there was no such thing you simply had to push buttons and figure out what did what and hope for the best.

The thing I would also like to mention that really stuck out to me about re-visiting this classic is the graphics. It really goes to show how powerful the SNES was and how well designed this game proved to be. By today's standards this game looks absolutely beautiful from the background of the stages to how each scene transitions to the next without losing its beauty. Even on the stages that move you from one side to the other very fast; the game was able to keep up with no problems. It should be noted that this game is the first to use ACM for the character and background detail.

Advanced Computer Modeling (ACM) is the technique used by RARE to create pre-rendered 3D models for Donkey Kong Country. This technique had a fundamental change in how game art was created.

Aside from the above average ratings the game received back in its prime, even today with the re-release on the Wii, it still receives high praises landing it a 8.5 out of 10. In my personal experience I think it deserves a much higher rating because of the replay value

and simply how fun this game still is all these years later.

Did I also forget to mention how far Donkey Kong has come, going from being one of the most hated barrel throwing villains for then an unknown plumber, to a breakout star in his own titled games. What an awesome way to change your image you lovable simian!



TOP TEN >>

DREAMCAST GAMES OF ALL TIME



10 // CRAZY TAXI 2

Deliver your fares to their destination on time while avoiding traffic and doing crazy tricks and jumps. A fine sequel to the arcade original and one that stands the test of time.



09 // IKARUGA

A shoot 'em up with a unique twist, Ikaruga is high octane space battle action. Switch your ship's polarity at will and absorb enemy fire.



08 // CHU CHU ROCKET

Online puzzle gameplay that keeps you busy for hours, guide the mice onto your rocket while at the same time avoiding the mean cats.



07 // POWER STONE 2

Frantic multiplayer action with destructive environments and multiple weapons to use, this game is great at a party.



06 // JET SET RADIO

Funky cel-shaded graphics and a great soundtrack, this game is a blast. Skate around the city while covering up rival gang's graffiti with your spray paint.



05 // PHANTASY STAR ONLINE

As mentioned in last month's Dreamcast feature, the Dreamcast was the first to do online gameplay right. Many people had their first MMO experience playing this title.

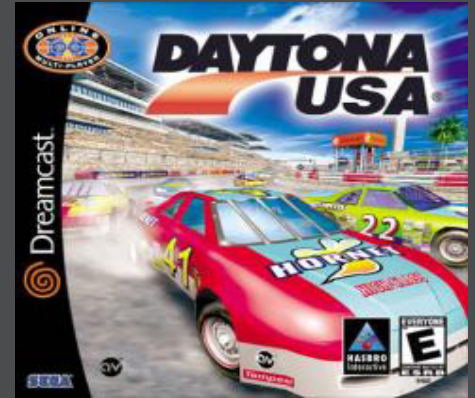
RUNNERS UP

11 // SAMBA DE AMIGO

Before Guitar Hero, Samba De Amigo was the best option for a rhythm game at its time. This game has an awesome soundtrack.

12 // DAYTONA USA 2001

With better graphics, more tracks and more realistic handling than the original, Daytona USA 2001 is an arcade racer's dream.



04 // SOUL CALIBUR

Soul Calibur sets the standard for weapon-based fighting games. This is a great example of how awesome arcade ports are on the Dreamcast.

03 // SKIES OF ARCADIA

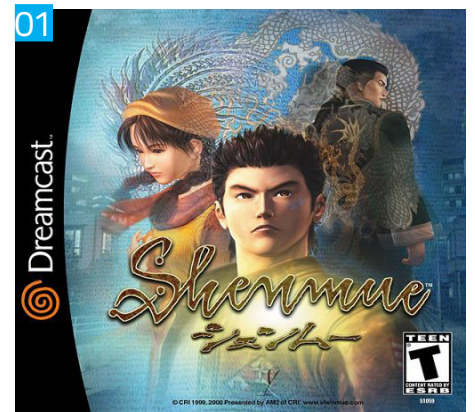
A fantastic RPG, Skies of Arcadia could of easily made it higher on our list. With an addicting mix of real time exploration and turn-based battle sequences, this is one to try.

02 // SONIC ADVENTURE 2

Although Sonic Adventure was a great game, this took everything to the next level. One thing that stands out is the vastly improved Chao System. It is a lot of fun to hatch and raise a Chao to full size!

01 // SHENMUE

By far the best game on the Dreamcast, and one of the best Action-Adventure games of all time. Shenmue has it all.. fantastic graphics, sound and gameplay, it is a classic.



JOIN TODAY AND BE THE HERO.

HELP LOCAL KIDS.



extra life
Play Games. Heal Kids.



BENEFITTING Children's Miracle Network Hospitals

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.



KONAMI®
MegaVideoGameFun
 Original Nintendo Seal of Quality

Konami® is a registered trademark of Konami Co. Ltd. Teenage Mutant Hero Turtles® and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios. Exclusively licensed by Surge Licensing Inc. Turtles in Time™ is a trademark of Konami. Distribution: Bandai UK Ltd. (UK), Unit 26/27, Fareham Industrial Park, Fareham, Hants PO 16 8XB

DATA BURST

Format:

N64/Genesis (Mega Drive)

Developer:

Realtime Associates

Publisher:

Viacom

Release Date:

8/15/95



Aaahh!!! Real Monsters

NICKELODEON'S CARTOON CLASSIC COMES ALIVE ON YOUR TV SCREEN

■ By Amy Trinanes

If you're a 90's kid, or just really enjoyed Nickelodeon cartoons, then you probably remember Aaahh!!! Real Monsters. Aaahh!!! Real Monsters the game was released in 1995, two years before the show went off the air.

Well, the show may be gone but Ickis, Oblina, and Krumm still live on in this Sega Genesis game. The game follows closely and pretty accurately to the TV show. The trio attends Monster Academy and the object of the game is to scare people in order to pass their exam. You start off in the sewer, and work your way up to the human world. Ickis, Oblina, and Krumm all work together. You can switch through the characters to take advantage of their individual abilities. Ickis can fly for a short period of time, Oblina can jump high and reach items, and Krumm

can use his detachable eyeballs to see things the other monsters can't see.

Throughout each level you need to collect trash, and monster manuals. You use your trash you collect to throw it at your enemies, and the monster manuals to scare your enemies off. The enemies come in the form of monsters, adults, kids, and some animals.

The game is very well animated, and you can give credit to the Nicktoons animators for that, but before you rush off to buy a copy we should discuss the not so great parts of this game.

Unfortunately the designers didn't put much thought into keeping the game entertaining, or fun. The first 20 minutes of gameplay are awesome, it's like stepping

back into 1995. The downside is that after 20 minutes, it gets old and repetitive.

The levels are long and start blending together after a period of time. If that's your style, then go for it, you will love this game. But sadly if you need change up the adventure you will get tired and bored as the game goes on.

I always like to try everything, even if it doesn't get amazing reviews, so try it out and form your own opinion! If you are a collector i recommend trying this game out, and keeping it for your collection! You never know when you will want to show your grandchildren the weird things that you used to call entertainment in the 90's!

Score: 108 of 158

Sound: on



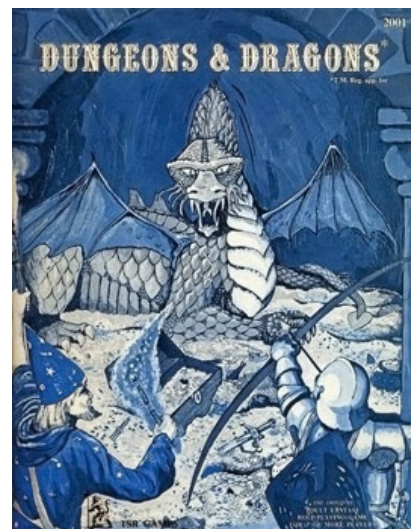
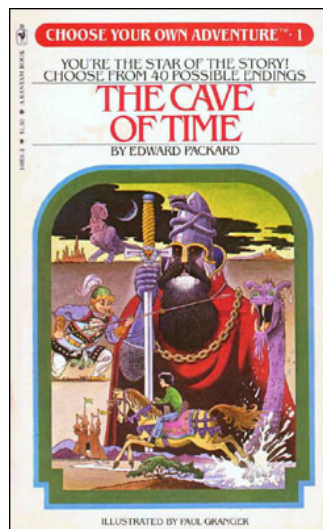
"WE ARE ABLE TO PLAY THE HERO, THE EXPLORER OR SOMETIMES EVEN THE VILLAIN."

CHOOSE YOUR OWN ADVENTURE?

■ Although not a video game (or even on a computer in its native form) we would be remiss if we didn't mention the Choose Your Own Adventure series of books. Creator R.A. Montgomery passed away this month at the age of 78.

Choose Your Own Adventure (CYOA for short), was many children's introduction to fantasy and adventure gaming, with sales over 250 million books! For that reason we are going to include it here.

Also while we are at it, we should mention the other juggernaut of non-electronic adventure gaming, Dungeons and Dragons. With decades of loyal players and a global fanbase, D&D inspired many video game creators.



Above: The Cave of Time, the 1st CYOA book & Dungeons and Dragons Rule Book

SPOTLIGHT ON

ADVENTURE GAMES



Use with Joystick Controllers

Program & Audiovisual © 2014 CLASSIC CONSOLE MAGAZINE

Whether it is fighting a dragon, escaping the dungeon, exploring the cave or rescuing the princess, adventure games have always done a great job of capturing our imagination.

While taking us on a journey which would otherwise not be possible we are able to play the hero, the explorer or sometimes even the villain.

Adventure games go back a long time and many of the earliest computer adventure games draw their experience from the table top and book form games of generations before.

In **1976** the game **Adventure** (not to be confused with the Atari VCS title of the same name), also known as **Colossal Cave Adventure** was released. Based on the real life adventures of programmer and creator Will Crowther, this game was an accurate recreation of what it is like to explore the Mammoth Cave in the state of

Kentucky (USA). Being a text only game, it relied on very detailed descriptions of the surroundings. So detailed was this game that an actual caver who had played the game was able to navigate the real cave by using the descriptions she learned from playing.

Zork (1980) is probably the most famous text based adventure game on the planet. Having taken some inspiration from the few games that came before it, the developer Infocom was able to create a highly sophisticated text parser. In other words, instead of saying "chop tree" you might be able to now say "chop down tree with magic axe" and the game would be able to interpret exactly what you are saying.

While many were content with playing text based adventures on their computers, there was a whole market of video gamers ready to

play an adventure game with color graphics on their home console.

In **1979** a 2nd title named **Adventure** was also released, but this time for the Atari 2600. It had very rudimentary, simple graphics but it showed enough to establish the story and help take players on a journey that had up to that point not really been experienced.

Originally conceived as a graphical version of **Colossal Cave Adventure**, this game added more objects and characters into the mix. The goal of the game is to find the stolen enchanted chalice and return it to the gold castle.

Along the way you must avoid or kill 4 dragons (you can only kill a dragon if you have found the sword), stay away from the item stealing bat and collect various keys that will get you into where you need to



Above: Beginning of Maniac Mansion (1987)

go. There is also a magnet that will help attract items to your character.

The replayability of Atari's **Adventure** is really quite outstanding considering the player is nothing more than a dot!

In **1980**, On-Line Systems (later known as Sierra) entered the market with a game called **Mystery House**. With very minimal vector graphics the game was able to keep players on the edge of their seat exploring a spooky house that contains a murderer on the loose!

However, Sierra On-Line is much more well known for its **King's Quest** franchise, with the first installment coming in **1984**.

King's Quest: Quest for the Crown was the first in a long lived series of games and was responsible for moving the whole genre forward in an exciting direction.

The basic premise of the game is as follows. The Kingdom of Daventry has been suffering through a serious case of bad luck. Playing

as Sir Graham, you must scour the country side looking for various treasures which will ultimately end the bad luck and result in Graham taking over the throne as king. This is a fantastic title and highly recommended. In fact most of the King's Quest games are regarded as favorites amongst fans of the genre.

Soon after and based on the success of **King's Quest**, Sierra was able to launch multiple successful Quest franchises such as **Police Quest, Space Quest** and **Hero's Quest**.

No adventure game feature would be complete without mentioning LucasArts and their SCUMM games. SCUMM is the game engine that LucasArts created for point and click adventure games.

Maniac Mansion released in **1987** was LucasArts' first release. In the game you play as teen Dave Miller as you enter into a creepy mansion to save your girlfriend from the evil scientist. What makes this game so fun is the humor and B-movie references scattered throughout.

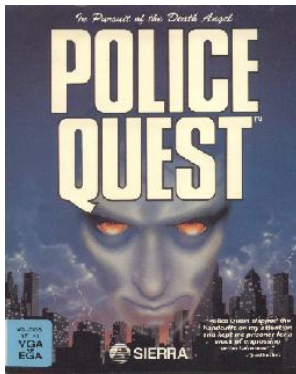


Above: Mystery House (1980)

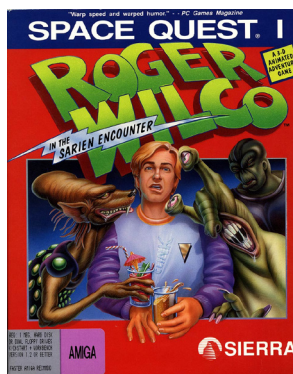
MYSTERY HOUSE

■ Although role playing games had been using graphics for a couple years, **Mystery House** is thought to be one of the first true adventure game to contain graphics. GamePro named it the 51st most important game of all time.

Right: Police Quest Box Art



Far Right: Police Quest (1987)



Left: Space Quest Box Art

Far Left: Space Quest (1986)

The gameplay is fantastic as well, chock full of puzzles you must solve to progress further.

There are so many fantastic adventure titles this article could have taken up all of the pages of Classic Console Magazine this month and we would still run out of room. (If we missed some of your favorites and you want to let us know email to: classicconsolemag@gmail.com)

The final entry in this month's spotlight on adventure games has to be Cyan World's game **Myst**. This game was a product of the

Below: Myst (1993)



early 90's and the explosion of CD-ROM technology on computers.

By using pre-rendered 3d graphics and a first person immersive "steampunk" environment this game was truly groundbreaking.

You were thrown into an alien world unlike anything you had ever

endings dependant on the player's choices throughout the game.

Myst was completely different than anything that had been seen before it, and really breathed new life into a genre that was starting to fade away.

In modern times, gamers can

"MYST WAS COMPLETELY DIFFERENT THAN ANYTHING THAT HAD BEEN SEEN BEFORE IT"

seen. As the "stranger" you use a book to travel to the island of Myst.

Throughout the game you use other books that you find to allow you to travel to other worlds known as "ages".

In these other worlds are clues which must be discovered and used to solve various puzzles and mysteries that stand in your way.

For most people the game was extremely difficult, but very rewarding once it was mastered. Also, this was one of the first games to have several different

play many of these adventure games either through emulation (SCUMMVM works great for the LucasArts games) or through authorized re-releases from the original publishers.

If you love adventure-style games stay tuned. In January we will be doing a spotlight on RPG games with a seperate spotlight on JRPG games in the coming year as well.



Vectrex:

Arcade Magic in your Home

In 1982, General Consumer Electronics brought the vector display arcade experience home with their amazing little console>>

■ By Josh LaFrance

In 1982 arcades were still big business. Over \$7 billion was spent by arcade obsessed gamers that year, a quarter at a time. The Vectrex was an example that with a little ingenuity the vector graphics experience of arcade games such as Armor Attack could be brought into the home.

The concept for the Vectrex began with an idea by John Ross of a company known as Smith Engineering. Along with his colleagues Mike Purvis, Tom Sloper, and Steve Marking, John took a 1" cathode ray tube and a few parts from a television set and created a working vector display. (for those who are wondering what a Vector display is, think of the graphics to a game like Asteroids)

During the development of the console the idea of what form it should exactly take changed multiple times. In the beginning the thought was

to create a hand held device called the "mini-arcade" with the project changing form after they all settled on a tabletop unit with a nine inch screen.

One of the main things that set the Vectrex apart from the competition was it's aforementioned vector graphics. In order to acheive this effect the display was built right into the unit and it did not require being plugged into a TV. It also came with a built in speaker that supplied the sound. Controllers were made of a very durable material and were detachable.

One of the coolest parts about the Vectrex was that for each game a custom overlay would be affixed to the screen, allowing for immersion in the game and a complete arcade experience.

Once the demo unit was shown off to execs from various electronic companies, General Consumer Electronics (GCE) acquired the license to produce the

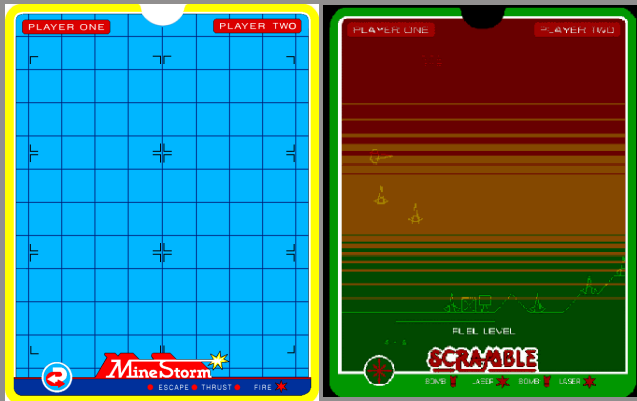
console. At the Summer Consumer Electronics Show in July the console was revealed to a very excited public and praise from the media. It was stated that the Vectrex would be the hot electronics item of the year and intial sales were very strong. The Vectrex sold for \$199 at the time of it's release (close to \$500 dollars in today's money)

Sales were so strong in fact that toy company Milton Bradley bought out GCE. Milton Bradley took the Vectrex to Europe and even worked out a licensing deal with Bandai to release the unit in Japan.

So with fantastic intial sales, a small but strong library of games and positive reviews from game critics, what went wrong? Why is the Vectrex not more famous? Outside of retro



VECTREX <<



original concept way back at the beginning of a mini arcade unit. The release and success of the Nintendo Game Boy, however, axed any plans for that and the entire product line was put into the public domain.

Even though discontinued after a short life, all is not lost! A strong fan base and the advent of social media means that the Vectrex still lives on. A very dedicated following provides new third party controllers, custom overlays and fresh homebrew games that are being released every year.

Like other consoles throughout gaming history (Dreamcast anyone?), the Vectrex has its place as a console that was ground breaking, exciting and changed the way that people viewed home video games. It is for that reason that it is so loved by those who own one and it has been able to enjoy a second life even years after being discontinued by the company that made it. Because of that the Vectrex should not be considered a failure, but rather a big success for us classic game fans everywhere!

game enthusiasts and a small but very devoted base of Vectrex fanatics, it is not a well known machine.

The answer to that question is the North American video game crash of 1983. Due to a variety of factors (that will no doubt deserve an article of their own at some point) the video game market tanked in North America in '83. As a result the Vectrex was marked down to \$150 and then \$100 before it was yanked from the market in early 1984.

The Vectrex is unfortunately the sad story of what might have been. If the timing had been different this writer is convinced the Vectrex would have gone on to be one of the best selling game systems of all time. I mean, who wouldn't want a mini arcade cabinet that sat on a table and you could play from the comfort of your own home?

Prior to the console's end a sequel was being planned with a full color display. When that didn't happen the rights reverted back to the original rights holder, Smith Engineering. Smith Engineering were beginning to plan the release of a mini handheld Vectrex much like the



Vectrex
GRAPHIC COMPUTER SYSTEM

THE HIGH PERFORMANCE MACHINE



EXCLUSIVE BUILT-IN SCREEN
Portable—No TV Set Needed!



VECTREX 3-D IMAGER™
Real 3-D... In Color!



VECTREX LIGHT PEN
A Unique Learning Tool!

Now there's a graphic computer system that can truly be called "High Performance." Vectrex has the look, action and power that leaves the others in the dust!

Only Vectrex has its own built-in screen so it's portable—pick it up and play almost anywhere! For unbelievable realism, put on the new Vectrex 3-D Imager™ accessory. Get ready for a *real* 3-D experience—in *color*—that will surround you and draw you into the action like no other video game, home or arcade.

The new Vectrex Light Pen accessory makes learning fun! You'll interact directly with the built-in screen to create brilliant graphic effects, compose music, play educational games, even create animation!

Vectrex has a large and expanding library of "High Performance" games, including popular arcade classics like Pole Position*, Scramble** and Berzerk†. All Vectrex cartridges are ready to challenge you and transport you to the stars... and beyond!

Vectrex
GRAPHIC COMPUTER SYSTEM

™ Trademark of General Consumer Electronics, Inc.

*Pole Position™ is created and licensed by Namco. © 1982

**Trademark of and licensed by Konami Industry. © 1981

†Trademark of and licensed by Stern Electronics Inc. © 1980

© 1983 General Consumer Electronics, Inc. Santa Monica, CA 90401. All Rights Reserved.

MINESTORM

VECTREX'S BUILT IN GAME

DATA BURST

Format:

Vectrex

Developer:

General Consumer Electronics

Release Date:

1982

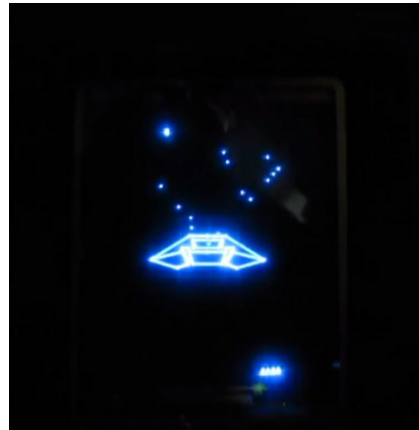
THE VERDICT

A very capable clone of Atari's game Asteroids. Certainly worth trying out.

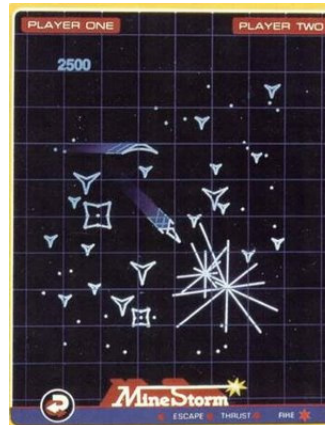
■ Every console has launch titles. Back in the early days this was a much smaller number than what now launches with modern consoles. In the case of the Vectrex it's launch title was a game actually built into the machine.

Minestorm is a pretty good game, very similar to Atari's Asteroids. The game begins with a super cool animation of an enemy ship dropping mines onto the playing field. You must destroy all mines by shooting at them with your ship to pass on to the next level.

Your ship has 4 lives and there are 4 different types of mines worth increasing amounts of points. (Floating, Fireball, Magnetic and Magnetic Fireball)



Above: Beginning animation of ship dropping mines



Above: Minestorm with overlay

 An advertisement for Adopt-A-Manatee. It features two manatees, one larger and one smaller, facing each other. The text 'Together...' is at the top. Below it, 'Let's Protect Them' and 'This Holiday Season, Adopt-A-Manatee®'. At the bottom, 'Call 1-800-432-JOIN (5646) savethemanatee.org'. A logo for 'Save the Manatee' is on the left. A small photo credit 'Photo © David Schirchle' is at the bottom.

Together...

Let's Protect Them

This Holiday Season, Adopt-A-Manatee®

Call 1-800-432-JOIN (5646)
savethemanatee.org

Photo © David Schirchle



Pac-Man Friends

New Pac-Man game features original characters but changed gameplay

There are just some classic characters and games that transcend gaming and are pop-culture phonemonons. Pac-Man is one such character and game. So naturally, when new games come out with the same yellow "puck man" that we are used to in it, all of us classic gamers get excited and want to at least try it out.

Although the gameplay has changed drastically and uses touch controls, this Pac-Man adds some unique twists that makes it seem fresh and exciting. Different colored friends with different abilities help you to get through the various levels and mazes, and through some unique level design it becomes less of a game of arcade action and more of a strategy type game, as you plot the moves you are going to take to get through safely.

This game had the potential to be really good, but it is ruined a little by the addition of a life timer and tons of ads.

GAME INFO:

Format: iOS / Android
Developer: Bandai/Namco
Publisher: Bandai/Namco
Country Origin: Japan
Price: FREE
Release Date: Oct. 2014
No. Players: 1



Above: This is a fresh new look for a Pac-Man game

We mean tons! Press start on the main screen, you get an ad. Select a level, get an ad. Complete a level, get an ad. The game is free and it is understood that there needed to be a way to monetize it, but this is too many ads. It equates to an ad every few seconds and it ruins the flow of an otherwise great game.

Of course, you can avoid this by paying for it with an in-app purchase and turn off all the ads. They could have fixed all

of this by going the Candy Crush route and give you less ads and more play, and then make you pay for further levels and power-ups. Get them hooked first on the game and then ask for money! We wish every mobile developer understood this..

RATING **75%**

Good game, needs to get out of it's own way.

Tilt Planes & Aliens

Game Boy Inspired Shooter

When we saw the pictures from this game on social media, everyone here at Classic Console Magazine got really excited about it. Upon installing the game on our Android device and starting the app, we were blown away with the sound and graphics. Flipside Games got the original Game Boy feel perfect. It really transports you back to playing a game during a road trip with your parents. For the nostalgia alone we wanted to give it a score of 100.

Shoot wave after wave of alien ships with various planes. Every enemy you hit earns you money which can be spent on unlocking the next plane.

Our only issue with the game was in the controls department. We get that there needs to be incentive to keep playing and earn the better planes in the game, but playing with the initial few tiers of aircraft is just brutal.

For some the difficulty could be a turn-off, but we played it for quite some time and got several levels into the game. Once you get better planes it does get a little bit easier, but there is still something a little off with the tilt controls. It just feels a little too loose and unfortunately for that this game loses some points.

However, we do want to say that it is a pretty good game and certainly worth a play. With a little refinement this could become a favorite for every retro gamer. We are very excited to see the future for Flipside games and the titles they will make down the road, as this is a very encouraging sign of some great retro-inspired games coming our way!



GAME INFO:

Format: Android
 Developer: Flipside Games
 Price: FREE
 Release Date: Out Now
 No. Players: 1

"TRANSPORTS YOU BACK TO PLAYING A GAME DURING A ROAD TRIP WITH YOUR PARENTS"

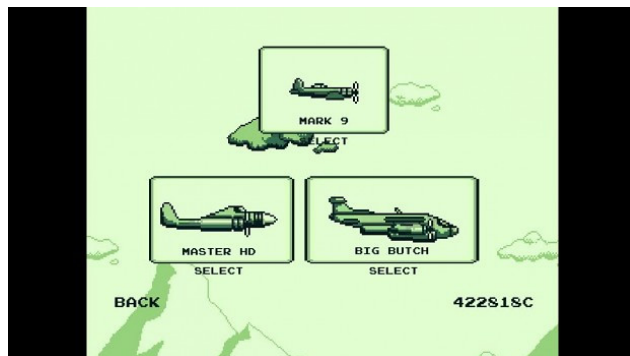
Below: Download for FREE in the Android market



Above: Game Boy Cartridge Mock-Up



Below: Great designed planes are throughout the game



RATING 75%

Fantastic concept, needs refining, certainly worth trying.



2600 HOMEBREW

THIS MONTH: SHARKSTORM BY NEO GAMES

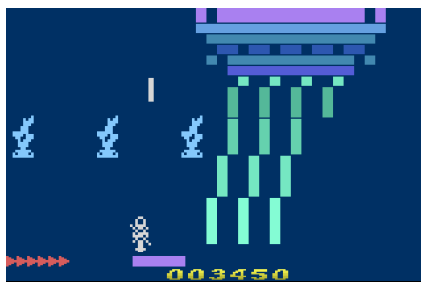
This month we are featuring an awesome game loosely based off the SyFy movie Sharknado called Sharkstorm.

This game is so many levels of b-movie awesome it is almost criminal!

The description straight from Neo Games: "When a freak hurricane swamps Los Angeles, nature's deadliest killer rules sea, land, and air as thousands of sharks terrorize the waterlogged populace. As sharks and debris rain around you, fly close enough to the storm to toss bombs in so the explosions will equalize the pressure and neutralize the twisters."

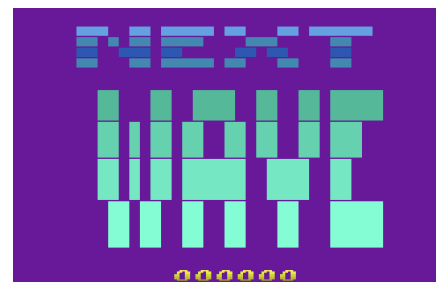
The player controls the helicopter at the bottom of the screen. You fire at the twister while avoiding anything that could potentially damage the aircraft.

This game is tons of fun. We tested out a review copy on the Stella emulator



Above Left: Here comes another shark wave!

Above Right: Seeing this screen will make you really happy



and had a blast. You face an onslaught of wave after wave of sharks all of varying sizes. Throw in the twister and debris that slowly is moving down the screen toward your helicopter and this game gets pretty challenging quickly.

This is not a bad thing though as the game never gets frustrating. It is just challenging enough to keep you on the edge of your seat without getting bored. It is the perfect mixture of action

with short little breaks once in a while to rest your soon to be tired hands.

The graphics are also very well done, the sprites for the helicopter and shark is great.

Available in cart form very soon. Check Atari Age for more info!

Bucky O' Hare

DATA BURST

Format: Arcade
Developer: Konami
Publisher: Konami
Release Date: September 1992

Based on the cartoon "Bucky O' Hare and the Toad Wars" this game is set on an alien planet. You play as Bucky or any one of his side kicks as you fight your way through wave after wave of enemies. This game plays very much like a beat 'em up, however you are armed with a laser pistol so it could also be considered a scrolling shooter.

Gameplay is fun, but what you see is what you get. It is pretty much your standard Konami beat 'em up style game. We certainly recommend trying this, but ultimately X-Men or the Simpsons are going to be a better choice, unless you are a fan of Bucky O' Hare's 90's cartoon. There are cut scenes that feature the voice actors from the show, so that is a neat touch.

THE KNOWLEDGE

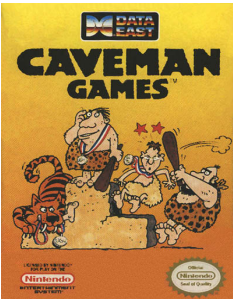
There is an NES game of this title but it plays completely differently so we didn't include it here.



Above: Up to 4 players at the same time



Above: Interplanetary fighting action



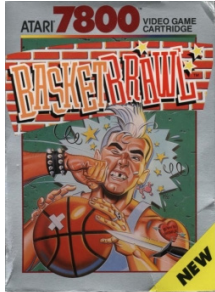
CAVEMAN GAMES

Who knew throwing your partner could be such fun?

DATA BURST

Format: NES
Developer: Dynamix
Publisher: Data East
Release Date: 1988

This game is hilarious, participate in multiple caveman "olympic-style" games. Saber Race, Dino Vault, Clubbing.. all your favorites are there. The best however is mate toss which is a hammer throw style event where you get to throw your wife/husband as far as they will go. Makes us laugh every time!



BASKETBRAWL

If you can't shoot a free throw, just knock out your opponent

DATA BURST

Format: Atari 7800/Lynx
Developer: Atari
Publisher: Atari
Release Date: 1990

This is a weird one, a beat 'em up style sports game? You know what it really can't be classified, so let's just explain it. You play a game of street ball where you can resort to beating up your opponent to win the game. This game is boring in single player mode, but playing multiplayer is awesome fun. For that reason stick to the 7800 version.



X-Wing and TIE Fighter

>> Classic Space Sims now Available Digitally!



By Josh LaFrance

When I think of space combat simulators I think of two franchises, Star Wars X-Wing and TIE fighter games and Wing Commander. I am not sure which I like better and that changes month to month (perhaps the topic for a future showdown?), but what I do know is that Star Wars X-Wing was a game I played tons and tons of.

Up until recently there really wasn't a good way to play this game on modern PC's other than emulation. That has all changed now. I think all of the Star Wars fans in the room questioned if Disney buying LucasFilm was the best

thing for the Star Wars universe. If this is a sign of things to come, then perhaps it was a good move for us Sci-Fi fans.

To pick a platform such as GOG.com to re-release a special edition of both the X-wing and TIE fighter games was a great move. GOG has proven to be a fantastic partner to distribute retro and classic games and digital really makes tons of sense with the way the games industry is heading. The price of 9.99 per game is awesome as well!

So, I don't know about you but I plan on picking up all of them. Star Wars X-Wing was the beginning of space sims for many people. It had it all, a fantastic universe to be set in, great spacecraft to pilot and an interesting range of missions to fly.

There are moments in this game where you see epic battles take place with thousands of laser blasts (or so it seems) heading in your direction. In that moment it may seem impossible to ever win the battle, and when you do you know how sweet victory tastes. When you are defeated you know you must try again, and try again you will because this game is super addicting.

Game Tip: When going up against a Y-Wing make sure you stay behind them. They are slower and easier to track but if you make a mistake and get in front of one, it packs quite a punch and can make quick work of your craft.

If you have never played this game before but enjoy

"EPIC BATTLES TAKE PLACE WITH THOUSANDS OF LASER BLASTS"

space combat, give it a shot. It is \$10 well spent!



SHARKNADO for the Atari 2600 from

NEO GAMES



Dear Readers!

The overwhelming response from you all has been nothing short of amazing and certainly not what we expected by any means. However, we still need your help. If you enjoy what you read here and want to see more for years to come we need you to spread the word. Let your friends and family that enjoy retro gaming know how much you enjoy this publication. It will always be free for all of our loyal subscribers. Again we are looking for more writers to help join us in this endeavor so if you are an aspiring writer let us know. This will be the last time a letter will appear at the end of the issue, thanks so much for reading and being the great fans that you are!

If you have a subject you would like to write about, or if you have an idea for a future review or feature in the pages of this publication, I ask that you send us an email to classicconsolemag@gmail.com.

We hope to hear from all of you soon,

Josh LaFrance

Editor-In-Chief

Next Month's Issue:

Top Ten Worst Games of all Time

Gamer Memories

2600 Homebrew

Monthly SHOWDOWN

Christmas Retro Gamers Wish List

Much, much more!