

Gaming E.R.

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Sujet de l'article : Nintendo 64

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GAMING E.R.

Busted game gear got you down? Fret not. Here's everything you need to know to keep your consoles—and yourself—in tip-top health.

It's a dangerous gaming world out there. Controllers break. Consoles overheat. Memory cards fail. CDs skip. And heck—that's just the stuff that can go wrong with your gear. Believe it or don't, gaming takes its toll on your bod, too. Play long enough and you might be stuck with strained eyes, cramped paws and a derriere too fat for your chair, among other achy, breaky health woes.

So the *EGM* editors decided to make the world a safer place for our fellow gamers. More importantly, we saw an opportunity to dress a hot model in a nurse's outfit. What follows is an eight-page guide to

saving your systems from the rigors of daily gaming. Why does your PlayStation skip? Why don't those Dreamcast launch games work? And do you really need to clean your N64 every month like the guy at the Funcoland counter says? Quit gawking at that nurse chick long enough to read the article and you'll find out.

We also talked to the docs and found out just how hazardous games can be to your health. But don't worry: You'll find plenty of free medical advice in this feature. Consider it a gamer's survival guide—one that'll help you play it safe while you play hard.



Photography By Raphael Fuchs



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+PlayStation

Customer Service: 1-800-345-7669

Warranty Period: 90 days

Diagnosis: Now entering its fourth year of service, Sony's PlayStation is the golden oldie among the systems in this feature. And, as you'd expect, the console's old age is its leading cause of some unhealthy hang-ups. If you own one of the ancient 1001-series PlayStations that launched in '95 or a slightly newer model, you may be living with these major malfunctions...

Critical conditions: Ch-ch-choppy cinemas. Sk-sk-skipping music. Familiar? We've gone through enough PlayStations to know that the older the system gets, the more it skips. So what's the d-d-d-deal? "The physical assembly that allows the CD-ROM eye to focus and glide back and forth on its track wears out," said Dan Kramer, an independent contractor for NYKO peripherals (he also repairs PlayStations and has worked on everything from radar systems to juke boxes). "There are some issues of heat reaching the CD mechanism, as well, but mostly it's just a matter of the track wearing out. And the more wear the CD mech gets, the more instances you get of the signal degrading as you lose data."

Kramer said Sony has made several improvements to the PlayStation since the original 1001 model, which was notorious for skipping. But just because you bought a more recent unit doesn't mean your shiny new console will be problem-free forever. "Most of this stuff is disposable technology," he said. "The CD mech is really a low-cost item. Sony clearly wanted a drive that wouldn't cost much but would give decent performance for the price."

Unfortunately, you don't have many options if your PlayStation's suffering a wicked case of the skips or ceases to load games. The wear and tear is already there. One short-term solution is to stand the unit on its side or even turn it upside down. "That makes it so the CD mechanism is running on the opposite side of the track that's not worn out," Kramer said. Of course, leaving your PlayStation inverted will eventually wear out the other side of the track, leaving you with a system that skips no matter which way it sits.



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That leaves you with the last-straw options of buying a new system or sending the unit off to Sony or someone like Kramer for repair. You'll end up spending about \$50 for the fix, unless you're still within the 90-day warranty period. Some mail-order outfits sell kits that help you fix the PlayStation on your own, but Kramer warns against any do-it-yourself deals. "You can replace the mech yourself," he said, "but the CD-ROM's output won't be adjusted electronically, so you'll have varied results."

Aside from worn-out CD drives, Kramer also sees plenty of blown controller-port fuses come across his workshop table. The culprit here: poorly made PlayStation controllers that draw too much current from the joystick port for vibration. "A lot of third-party peripheral manufacturers don't make licensed controllers and don't follow Sony's electrical specifications," he said. "Sure, you'll save a little money if you buy these controllers, but it may cost you more in the long run if you blow a fuse in your system."

Preventive medicine: We hit up Kramer and the tech-heads at Sony for the following list of PlayStation dos and don'ts:

- ✦ Sony insists that you can play your PlayStation as long as you wish and never worry about it overheating. We figure you're better off playing it safe and giving the thing a cool-down break every few hours.
- ✦ Don't leave your system lying on the floor. Carpet will clog the vents and cook it. Neighbors will step on it. Friends will spill booze on it.
- ✦ Turn your PlayStation off when you're done with it (a lot of people forget to do this). Better still, unplug the unit. The power supply inside stays warm as long as it's plugged in, so you'd might as well keep your system cool when you're not using it. You won't risk lightning damage, either.
- ✦ Never clean the CD drive's laser lens. You might scratch it. In fact, keep the PlayStation door closed as often as possible to keep dust out of the system's sensitive parts.
- ✦ You should, however, clean your CDs if they're dusty. Use a clean, soft cloth and wipe the CD from its middle to its outer edge in one straight motion.
- ✦ If you use third-party peripherals, make sure they're licensed by Sony (look for the official Sony logo on the box).

Finally—and pay attention here—never yank out your memory card when the PlayStation's busy saving a game. At best, you'll just erase a save. At worst, you'll corrupt the card and lose hours and hours of progress in all your games. That's certainly no way to impress our nurse.



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Gamer's First Aid Kit

Wanna lengthen the lifespan of your game stuff? Take two of these tools home and call us in the morning.



Data Deck and DexDrive: Both these peripherals pack features that can undo your worst memory card snafus. Got a corrupt card? Mad Catz' Data Deck'll fix most foul-ups. And Interact's DexDrive will recover PlayStation and N64 saves you accidentally delete.



Game Doctor: Just 'cause you backed over your copy of Soul Reaver doesn't mean the game is lost forever. Slap it in the Game Doctor (price: about \$35) and wind out the scratches.



Canned Air: Nothin' clears cobwebs from dusty systems faster than these little air blowers. At \$7 a pop, each can isn't cheap, so don't waste air blasting anthills to smithereens.



Bandages: Thumb blisters are an unavoidable consequence of hard-core gaming. We find that a simple Band-Aid, worn on the thumb, helps cushion the blow of rapid-fire tapping. Keep several handy when you tear into intense games.

+ Nintendo 64



Customer Service: 1-800-255-3700

Warranty Period: 1 year

Diagnosis: We're willing to bet good money that Nintendo's 64-Bit toy is the sturdiest system you can buy. After all, since it's a simple, cart-based machine—with no moving parts or motorized mechanisms—it has fewer bits that can break down. Nevertheless, some problems may arise, and believe it or not you're more likely to bring about these glitches yourself.

Critical conditions: To clean or not to clean—that's the question clerks at used-game stores across the country have been popping into customers' noggins. Seems that employees at chains such as Funcoland are giving the hard sell for cleaning kits for cartridge-based systems. One clerk told us

we need to clean our system at least once a month to keep it in tip-top shape. But is all this console scrubbing really necessary? "On the one hand, having a clean system can't hurt," repair guru Kramer told us, "but the more you touch the cartridge slot, the more pressure you put on it, the more you can change the spring tension of the contacts and fatigue the metal." Poke around in the cartridge slot too much and you may weaken the contacts to

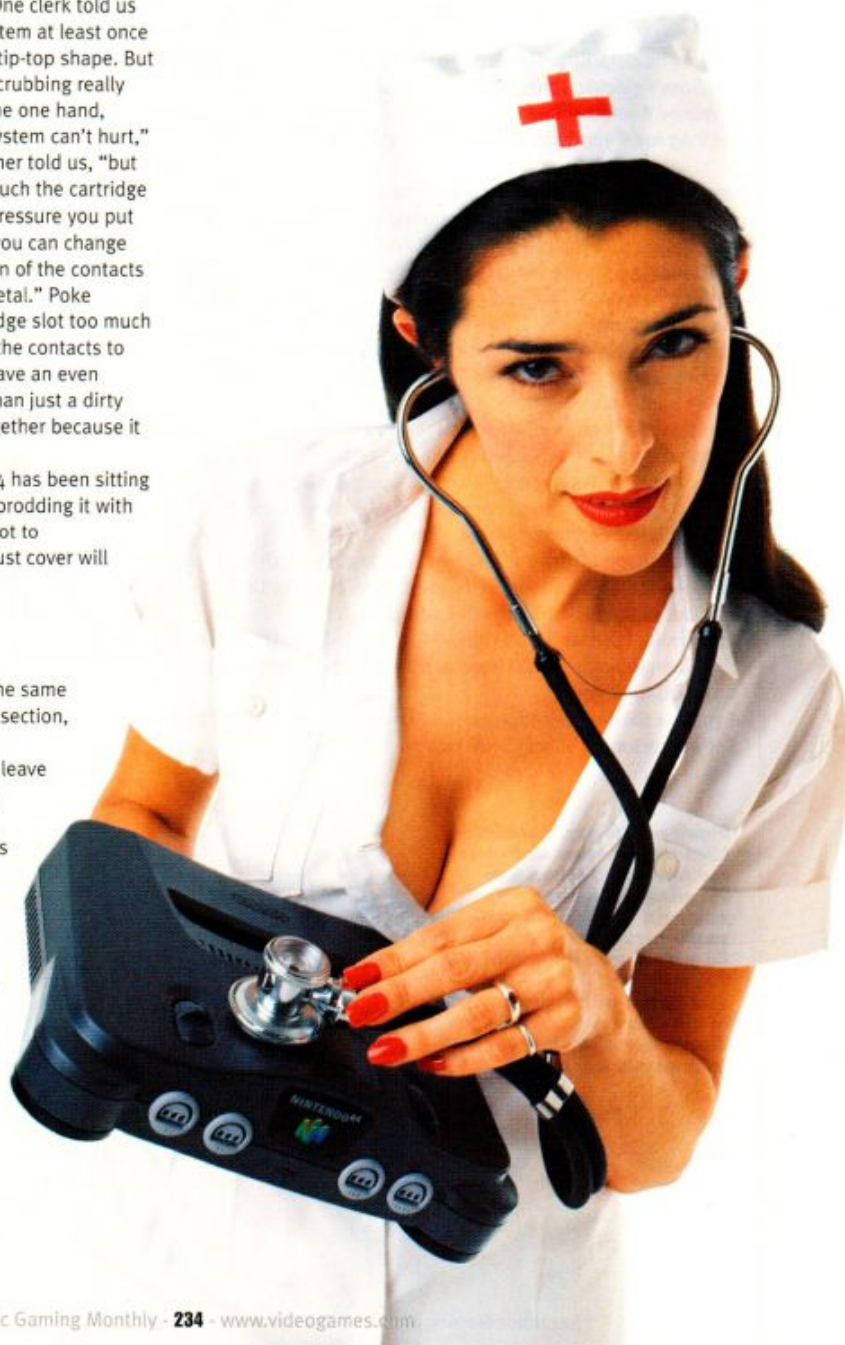
such an extent that you have an even bigger problem on your hands than just a dirty system: Your Nintendo 64 may break down altogether because it can't read data from the cartridge.

Our advice is simple—unless your Nintendo 64 has been sitting in grandma's dusty attic for a year, don't bother prodding it with a cleaning kit. You'll only subject the cartridge slot to needless wear and tear, and the system's own dust cover will keep its innards clean enough.

Preventative medicine: You'll see a few of the same handy tips here that we listed in the PlayStation section, but hey—great advice works for all systems...

- ✦ We never had an N64 overheat, so feel free to leave yours on all day. Running it for days at a time, however, ain't the best idea.
- ✦ Don't leave your system lying on the floor. Cats will chew on it. Kid brothers will spew on it. Relatives will trip over it.
- ✦ If you turn on your N64 and find that the joystick is out of calibration, don't bother turning the unit off and on to reset it. Instead, try this trick: Hold the left and right shoulder buttons simultaneously and tap Start, while making sure the stick is resting in its centered position. As if by magic, your joystick will be calibrated.

✦ Now here's the fun part: You can actually knock your controller out of calibration by leaning the stick off-center while holding the shoulders and pressing Start. Try this on pals in multiplayer games when they're not looking. Then check the looks on their faces when they find their on-screen characters mysteriously out of control. Of course, you can recalibrate the joystick to perfect working order by holding the shoulder buttons and pressing Start. (Yes, we know this trick in no way constitutes maintenance for your N64, but it sure is a great prank. Just don't let your friends bust your joystick in frustration.)



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+Dreamcast

Customer Support: 1-800-872-7342

Warranty Period: 90 days

Diagnosis: Sega's system is the scrappy new kid on the block, so we don't have much info on its reliability yet. Still, we're optimistic. Our Japanese Dreamcasts, now nearly a year old, have yet to give us maintenance headaches. The system packs the most advanced cooling system of the next-generation consoles. And Sega's previous console, the Saturn, had a better track record for working 'round the clock than the PlayStation. Right, so the hardware is healthy. Dreamcast launch software, on the other hand, is a different story...

Critical conditions: It wasn't long after Dreamcast hit the streets that we all knew something nasty was going down—games weren't working. Blue Stinger wouldn't boot. Dreamcast browsers couldn't connect. Ready 2 Rumble was glitchy. *EGM* editor Dan Hsu went through four Sonic Adventures until he found one that worked. Launch-day chaos erupted as angry gamers lined up to return busted software. The main culprit: Sega claims one of its production plants churned out faulty GD-ROMS. And Midway games, reportedly, shipped with faulty drivers.

Fortunately, all these glitches were quickly fixed. If you're still stuck with a Dreamcast game that doesn't work, return it to the store for a new one. The words "Hot New" adorn box covers of the most recent versions of all Midway games, which should work fine now. Still haven't found a working Blue Stinger? Call 1-888-402-8951 for a replacement from Activision. And call Sega's

customer service for a replacement Web browser or to report problems with any of your games.

The only problem now lies with the third-party lightguns. They calibrate just fine on some TVs; we can't hit the broad side of a zombie's behind on others. As of press time, neither Mad Catz nor Interact have figured out the problem with their guns, so we're still in the dark about what to do. If your lightgun isn't calibrating properly, try it on every TV in the house and hope for the best.

Preventive medicine: You know the drill. Heed these tips to make your Dreamcast happy:

- + Feel that breeze blowing out the side of your Dreamcast? That's the cooling fan. Never block these vents, and be sure to give the system a few inches of open space on that side to blow off heat.
- + Don't leave your Dreamcast lying on the floor. Roaches will infest it. Raccoons will build nests in it. Just put the dang thing on top of a table or in an entertainment center, for crying out loud.
- + Remember all those rules we listed for the PlayStation? Well, they apply here, too: Never touch or clean the GD-ROM lens; turn the system off when you're done using it; clean your GDs when they're dusty, blah, blah, blah (these tips should be burned in your noggin by now).



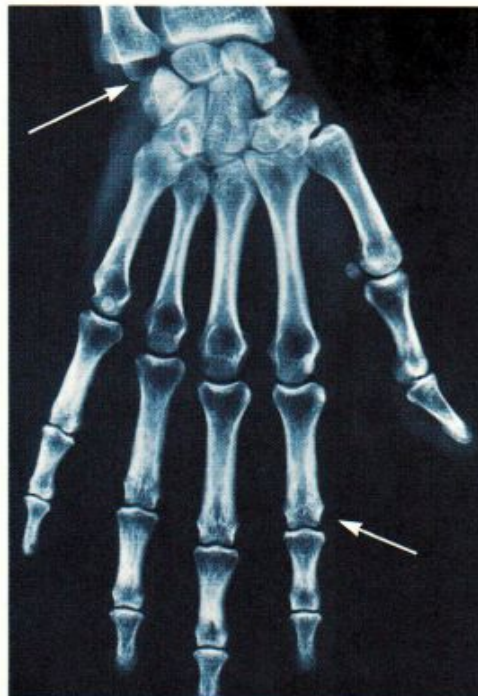
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+Can Video Games Kill You?

Top Docs Talk About the Health Hazards of Gaming

All in the Wrist

Human hands are nifty little things. Without 'em, after all, we'd never have slapped together tools, harnessed electricity and invented video games. But how's this for irony—playing video games can be hard on the very paws that invented them. "Stiffness, any numbing or tingling in the hands, things of that nature are the usual warning signs of repetitive strain injuries or muscular strain injuries," Dr. James Luck Jr., president of Orthopedic Hospital in Los Angeles, told us. Carpal Tunnel Syndrome (CTS)—a thickening of the hand and wrist ligaments commonly associated with pounding on the office keyboard all day—is a painful possible outcome of playing games too hard for too long. But dodging this condition isn't too tricky. "The best way is to have task variation," he said. "You should move from one style or type of game to another periodically. Most of the studies would indicate that for these types of intense tasks, about 30 minutes at a time is right, and then you should do something else." You should give games a break if you begin to feel CTS' numbing symptoms, and go see your family doc if the condition persists.



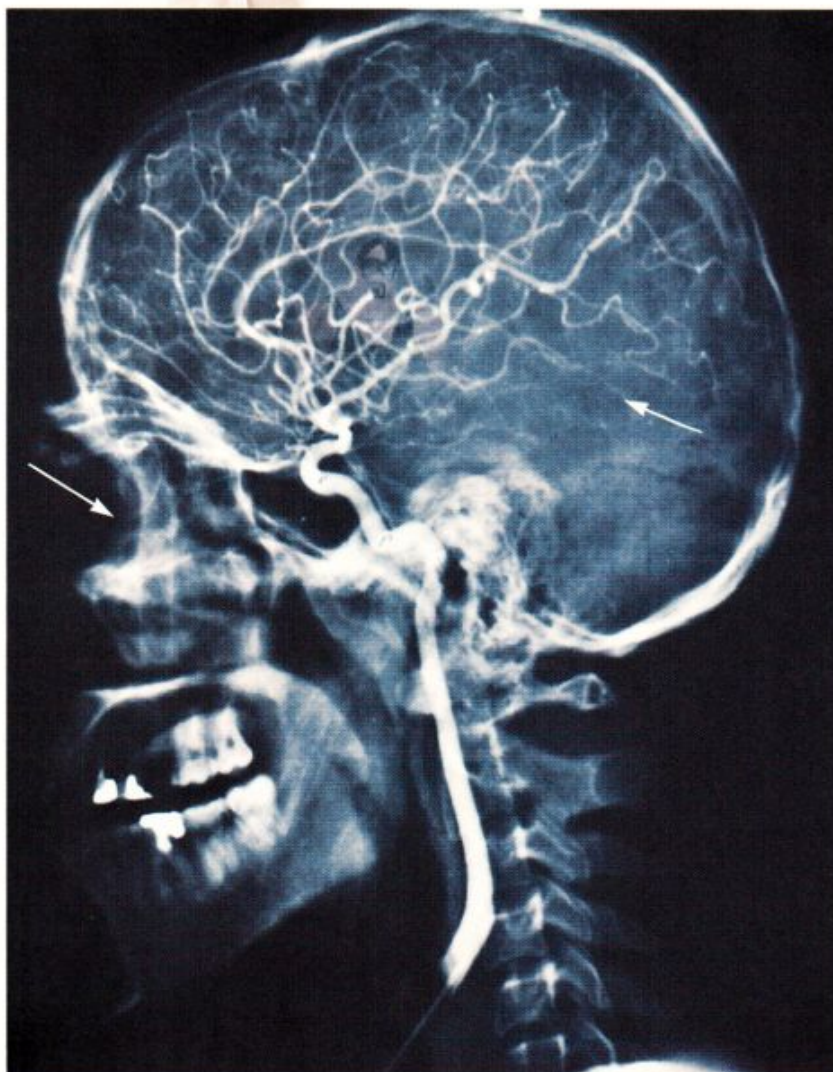
Maximus Gluteus

No, the act of playing video games won't make you flabby. But playing games morning, noon, night—and never lifting a finger otherwise except to flip Pringles into your pie hole—will turn you into a tub of lard faster than you can say John Popper. And don't think you're burning any more calories just 'cause you're bustin' out superhuman combos in *Soul Calibur*. "Sitting in front of a TV playing a video game isn't much different from sitting in a chair watching TV," said Dr. Charles Wibbelsman, author of *The Teenage Body Book*. In fact, Wibbelsman suggests you don't spend more than an hour a day playing games. At the very least, make sure you get outside and break a sweat once in a while—or you may wind up with worse problems than a titanic ass. "It doesn't take a rocket scientist to know that someone who weighs 300 pounds and is just playing video games is certainly at risk for heart attacks, stroke, all of that," Wibbelsman said. "Maybe they won't have a heart attack or stroke when they're 18, but you can be sure when they're 40 or 45, they'll weigh the same amount. If they're obese as adolescents, they usually don't lose it when they're adults."



Achy Eyes

Any game manual will warn you that the flash and flicker of fancy graphics can kick off seizures in a small percentage of gamers. But what about the myth that staring at video games for hours at a time will kill your eyesight? "That's not necessarily true," Dr. Ashish Mehta, a pediatric ophthalmologist, said. "What will happen if you're constantly focusing on the same thing is you'll just begin to feel uncomfortable. Your eyes may feel tired. You may feel it's more difficult to keep the object you're concentrating on in focus. But you're not damaging the eye. There's no good study that shows that sitting close to a television or playing games constantly will cause you to need glasses." Avoid sore peepers by taking a 10-minute break from the game every 30 minutes or so. "You'll be changing your focus, and that's the key," Mehta said.



Drain Bramage

Every doc we talked to agreed games can do more than just hurt wrists and tire eyes. This stuff, they say, can rot your brain. "We're really talking about an activity that's addicting," Dr. Wibblesman said, "and not only do you get out of shape physically—you get out of shape socially. These kids are building a wall around themselves." We're not so sure about that (four-player GoldenEye, we figure, brings folks together just as fast as team sports). But if we learned anything from the M.D.s it's that maybe putting the joypad down once in a while ain't a bad idea. "Games are wonderful. They're a great tool," Dr. Mehta said. "I think they certainly give kids confidence in their hand-eye coordination and things like that. But like everything else in life, moderation is a good thing." 🎮

THE

V.G.A.T.**Video Game Aptitude Test**

Name _____

OK, everyone—settle down, find a seat and clam up. Break out your number-two pencils. It's time to take the Video Game Aptitude Test. It's time to show just how much you know about your favorite hobby. Here's where we separate the console-history Einsteins from the gamer wannabes who don't know Street Fighter from shinola.

The editors of *Electronic Gaming Monthly* and www.videogames.com have donned their smart-guy caps and compiled this list of 160 questions, which cover everything from the Atari 2600 to the Atari Lynx, from the Nintendo Entertainment System to the Nintendo 64, from the developer of the very first video game to the developers of today's state-of-the-art blockbusters. Each question is crafted to test more than just your knowledge of games; you'll need to figure out relationships between the systems, games and designers who made them.

But before you dive in, heed these simple rules and guidelines:

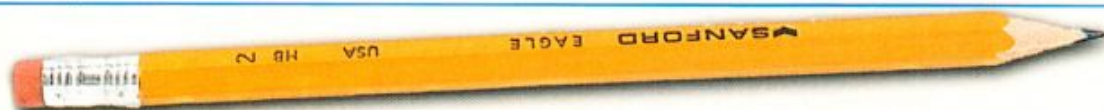
1. Don't cheat. Sure, you could scan through old issues of *EGM* or dig on the Net to answer the trickier problems, but where's the fun in that? The point here is to see how you stack up on our very first standardized game test. If you're ashamed of your score at the end, just lie about it to your friends.
2. Take your time. Unlike an SAT or other boring real-life exam, you can take as long as you need with the VGAT and even

stop for Soul Calibur breaks. Just don't bug your buddies for answers on the way to bathroom pit-stops (see rule #1).

3. Write your answers clearly in the space provided at the left of each question. If you're worried about marking up your *EGM*, Xerox the VGAT and scribble your answers on the copied version. Or you could just buy a second copy of this magazine and write in it (or not—we just figure that'd make our sales people happy).
4. Finally, when you're finished with the test, close the magazine and lay your head on the table. Or better yet, turn to the final page of this feature and check your answers against the answer key. Here you'll also find a guide to the scoring system, which rates your gaming wisdom using the conventional 1,600-point SAT scale.

So just what will a great score get you? Well, this isn't a contest. There's no grand prize or entry forms. We won't even send you a lousy T-shirt. Put simply, the VGAT is a test of your video-game IQ. Score well and you'll earn bragging rights as the biggest gaming know-it-all on your block. Score low and you'd better study up...we might just subject you to another VGAT next year.

Good luck.

For office use only.Test Number: **0157932**

Section I: Multiple Choice

Pick the best answer from the four options provided and write its letter in the space provided.

- _____ 1. The number-one selling video game in 1998 was:
A) Metal Gear Solid
B) GoldenEye 007
C) The Legend of Zelda
D) Gran Turismo
- _____ 2. Which company hasn't produced a handheld system?
A) NEC
B) Sega
C) Sony
D) SNK
- _____ 3. Who recorded sound effects for the original Quake?
A) John Romero
B) Tommy Talarico
C) Trent Reznor
D) Rikki Rocket
- _____ 4. A 256 Megabit cart is how much in Megabytes?
A) 256k
B) 8Mb
C) 32Mb
D) 128Mb
- _____ 5. Core Design's "mascot" game for the Wondermega starred what?
A) A Wonderswan
B) A Wondermonkey
C) A Wonderdog
D) A Wonderboy
- _____ 6. Which 8-Bit Famicom game was the inspiration for the Resident Evil series?
A) Sweet House
B) Sweet Horror
C) Sweet Jesus
D) Sweet Home
- _____ 7. On which Japanese game was the U.S. Super Mario Bros. 2 based?
A) Paca Paca Passion
B) Doki Doki Panic
C) Bishi Bashi Special
D) Doki Doki Pretty League
- _____ 8. Which one of the following was the first fully polygonal football game?
A) Madden NFL 97
B) NFL GameDay '97
C) NFL Blitz
D) VR Football
- _____ 9. Which one of these games was not developed by Treasure?
A) Light Crusader
B) McDonald's Treasureland Adventure
C) Alien Soldier
D) Gunner's Heaven
- _____ 10. Which one of these real Atari 2600 games featured nudity and adult themes?
A) Fast Eddie
B) Dark Cavern
C) Squeeze Box
D) Custer's Revenge
- _____ 11. Which of the following was the first system to be backward compatible with a previous game system?
A) Game Boy Color
B) Super NES
C) Atari 7800
D) PlayStation
- _____ 12. What year did Madden Football not come out for the PlayStation?
A) 1999
B) 1996
C) 1997
D) 1998
- _____ 13. What does JAMMA stand for?
A) Japanese Arcade Machine Manufacturing Association
B) Japanese America Machine Manufacturing Alliance
C) Japanese Amusement Music Manufacturing Association
D) Japanese Amusement Machine Manufacturer's Association
- _____ 14. Which of the following is not a real Pokémon?
A) CookiePuss
B) Dewgong
C) Ekans
D) Snorlax
- _____ 15. Who invented the first home video-game console?
A) Ralph Baer
B) Nolan Bushnell
C) Steve Russell
D) Willy Higinbotham

Section II: Identification

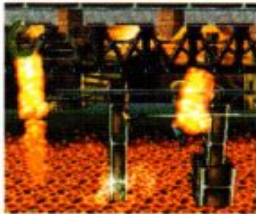
Examine the image and choose the answer that identifies it.

16. Name this peripheral:



- A) The Sensor
- B) UForce
- C) The Force Detector
- D) The Activator

17. Name this game:



- A) Contra: Legacy of War
- B) Contra: Hard Corps
- C) Contra III: The Alien Wars
- D) C: The Contra Adventure

18. Identify this character:



- A) Ryu from Street Fighter EX
- B) Jann-Lee from Dead or Alive
- C) Hanzou from World Heroes
- D) Akira Yuki from Virtua Fighter

19. This game is from which compilation:



- A) Namco Museum Vol. 4
- B) Konami Arcade Classics
- C) Arcade's Greatest Hits: The Midway Collection 2
- D) Arcade's Greatest Hits: The Atari Collection 2

20. Identify this system:



- A) Atari 2600
- B) Atari 5200
- C) Atari 7800
- D) Atari XE

21. Identify this game:



- A) Final Fantasy
- B) Final Fantasy II
- C) Final Fantasy III
- D) Final Fantasy Anthology

22. Identify this game:



- A) Crystal Castles
- B) Donkey Kong
- C) Kangaroo
- D) Congo Bongo

23. Identify this peripheral:



- A) Menacer
- B) Super Scope 6
- C) The Guncon
- D) The Devastator

24. What's the full name of this peripheral?



- A) Robotic Operating Buddy
- B) Nintendo 'Bot
- C) Robotic Operating Blaster
- D) Robot of Unusual Size

25. Name this game:



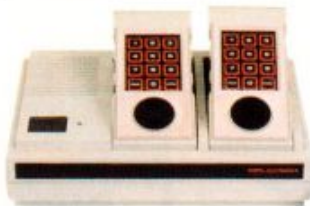
- A) Gradius
- B) Gradius III
- C) Life Force
- D) Parodius

26. Who's this guy?



- A) Shigeru Miyamoto
- B) Hideo Kojima
- C) Akira Nishitani
- D) Yoshitaka Amano

27. Name this system:



- A) Intellivision
- B) Intellivision II
- C) Intellivision III
- D) Intellivision IV

28. Name this game:



- A) Star Master
- B) Star Raiders
- C) Star Trek
- D) Star Voyager

29. Name this console:



- A) Odyssey
- B) Odyssey2
- C) Arcadia 2001
- D) Astrocade

30. Who's this guy?



- A) Andy Gavin
- B) David Perry
- C) Jason Rubin
- D) Ken Lobb

Section III: Analogies

Read each sentence then pick the appropriate word or phrase that best completes the sentence from the four options provided.

31. Mario is to the NES as Bonk is to the...

- A) ...Genesis
- B) ...TurboGrafx-16
- C) ...Atari 2600
- D) ...CD-i

32. Tommy Tallarico is to Aladdin as Koji Kondo is to...

- A) ...Super Mario Bros.
- B) ...Final Fantasy VII
- C) ...Streets of Rage
- D) ...Spyro the Dragon

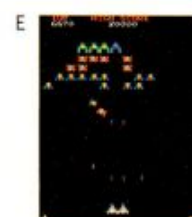
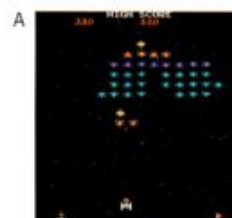
- 33) George Plimpton is to the Intellivision as Ice Cube is to...
- ...the PlayStation
 - ...the Saturn
 - ...the Virtual Boy
 - ...the Atari 7800
34. NCAA Football is to Madden NFL Football as NCAA GameBreaker is to...
- ...NFL GameDay
 - ...Quarterback Club
 - ...NFL Blitz
 - ...NFL 2K
35. The Super Famicom's Final Fantasy IV is to the Super NES' Final Fantasy II as Super Famicom's Final Fantasy VI is to...
- ...Final Fantasy: Mystic Quest (Super NES)
 - ...Final Fantasy VII (PlayStation)
 - ...Final Fantasy VIII (PlayStation)
 - ...Final Fantasy III (Super NES)
36. Gravity Kills is to Test Drive 5 as Sugar Ray is to...
- ...Revolution X
 - ...Road Rash 3D
 - ...WipeOut
 - ...N2O
37. Chun-Li is to Breath of Fire as Sonic is to...
- ...Crusader of Centy
 - ...Driver
 - ...Breath of Fire II
 - ...Looping
38. Nell McAndrew is to Lara Croft as Rhona Mitra is to...
- ...Nina Williams
 - ...Lara Croft
 - ...Chun-Li
 - ...Red Lotus
39. Altered Beast is to Genesis as Minestorm is to...
- ...Atari 5200
 - ...Vectrex
 - ...Intellivision
 - ...Colecovision
40. Pac-Man is to the Atari 2600 as K.C. Munchkin is to...
- ...the Intellivision
 - ...the Colecovision
 - ...the Vectrex
 - ...the Odyssey 2
41. "Genesis Does What Nintendon't" is to Sega as "Now You're Playing with Power" is to...
- ...Sega
 - ...Sony
 - ...Nintendo
 - ...Atari
42. Mega Drive is to Genesis as PC Engine is to...
- ...Atari Jaguar
 - ...Coleco Adam
 - ...Nintendo Entertainment System
 - ...Turbo Grafx-16
43. Coily is to Q-Bert as Evil Otto is to
- ...Crystal Castles
 - ...Berzerk
 - ...Gunstar Heroes
 - ...Gorf
44. Cool Spot is to 7-Up as Mick and Mack: Global Gladiators are to...
- ...Hardees
 - ...Burger King
 - ...McDonald's
 - ...Boston Market
45. Eternal Champions is to Street Fighter II as Freeway is to...
- ...Frogger
 - ...Pole Position
 - ...Tempest
 - ...Donkey Kong

Section IV: Matching

Choose the option from the left that matches the item on the right. Write the letters in the space provided. Use answers in each group once only unless otherwise noted.

Which old-school shooter is which?

46. Galaga
47. Gyruss
48. Galplus
49. Gorf
50. Galaxian



Match the game creator with the game he made:

- | | |
|------------------------|-------------------|
| 51. Yu Suzuki | A) Policenauts |
| 52. Steve Jobs | B) Marble Madness |
| 53. Hideo Kojima | C) Gauntlet |
| 54. Ed Rotberg | D) Populous |
| 55. Shinji Mikami | E) Dragon Warrior |
| 56. Hironobu Sakaguchi | F) Space Harrier |
| 57. Yuji Horii | G) Battlezone |
| 58. Mark Cerny | H) Breakout |
| 59. Ed Logg | I) Resident Evil |
| 60. Peter Molyneux | J) Final Fantasy |

Which button goes with which system's first-party controller?

- | | | |
|----------------|---|--|
| 61. Atari 2600 | A | |
| 62. Atari 5200 | B | |
| 63. 3DO | C | |
| 64. Super NES | D | |
| 65. TurboDuo | E | |

Match the silhouette to the game character:

- | | | | |
|-------------------|-----------|---|--|
| 66. Nina Williams | 74. Kenny | A | |
| 67. Abe | 75. Tails | B | |
| 68. Bomberman | | C | |
| 69. Blanka | | D | |
| 70. Lara Croft | | E | |
| 71. Bonk | | F | |
| 72. Pikachu | | G | |
| 73. Megaman X | | H | |
| | | I | |
| | | J | |

Which Castlevania game is which?

- | | | |
|--|---|--|
| 76. Castlevania: Bloodlines | A | |
| 77. Castlevania: Symphony of the Night | B | |
| 78. Super Castlevania IV | C | |
| 79. Dracula X: The Rondo of Blood | D | |
| 80. Castlevania III: Dracula's Curse | E | |

Section V: Pot Luck

Here's a little bit of everything—including some real oddball questions. Follow the directions for each.

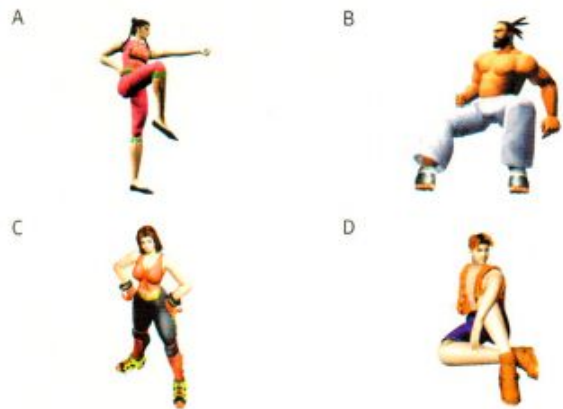
81. Fill in the missing parts of the infamous "Konami Code" sequence: Up, Up, Down, Down, __, __, Left, Right, B, A, and Start
- A) Up, Up
B) Left, Right
C) Right, Right
D) Right, Left
82. Which game uses a different display technology?

- | | | | |
|---|--|---|--|
| A | | B | |
| C | | D | |

83. One way to open the second quest in The Legend of Zelda for the NES is to enter _____ as your character's name.
- A) Link
 - B) Mario
 - C) Navie
 - D) Zelda
84. Do the math: Take the number of points you get when you eat a cherry in Pac-Man, and multiply it by the most number of fireworks you can get at the end of a level in Super Mario Bros. Take that result, and divide it by the number of bubbles required to make a "match" in Bust-A-Move. What do you get?
- A) 150
 - B) 200
 - C) 250
 - D) 300
85. Which game quote doesn't belong?
- A) "Come get some!"
 - B) "Groovy."
 - C) "Here we go!"
 - D) "Shake it, baby."
86. Which one of these is not a secret character from the Mortal Kombat series?
- A) Smoke
 - B) Ninjor
 - C) Noob Saibot
 - D) Jade
87. Each shot below is the actual screen size of one of the incarnations of the Game Boy. Which is the correct size of the Game Boy Color's screen?

88. How many copies of a game need to sell to make it a Nintendo "Player's Choice" title?
- A) 10,000,000
 - B) 1,000,000
 - C) 500,000
 - D) 100,000
89. Do the math: Take the total number of playable warriors in the original Street Fighter II and add it to the number of punch buttons used in that game. Now take that result and add it to the number of different characters you can play as in Golden Axe.
- A) 10
 - B) 12
 - C) 14
 - D) 18

90. Which character doesn't belong?



Section VI: Multiple Choice



91. Which one of these games did Rare not develop?
- A) Mario Kart 64
 - B) RC Pro Am
 - C) Donkey Kong Country 3
 - D) Battletoads
92. What was to be the original name of Pac-Man?
- A) Puck-Man
 - B) Disc-Man
 - C) Pack-Rat
 - D) Man-Eater
93. John Madden is to EA's NFL Football series as Brett Favre is to?
- A) Midway's Blitz
 - B) 989 Sports' NFL Xtreme
 - C) 989 Sports' GameDay
 - D) Acclaim's Quarterback Club



94. Which of these peripherals was never designed?
- A) Le Stick: A one-handed Atari 2600 controller that you operated by leaning it in the desired direction.
 - B) Mindlink: Worn as a headband, this prototype Atari VCS controller read electrical impulses in a player's noggin and turned them into game commands.
 - C) Intellivest: Players wore this rare Intellivision peripheral and moved their arms to control on-screen characters.
 - D) Power Pad: You stomped on colored circles on this mat that plugged into your NES.
95. Famicom stands for:
- A) Fantastic Microcomputer
 - B) Famous Micro Machine
 - C) Family Computer
 - D) Something Japanese not meant for English translation
96. Which was the first console system to offer licensed sports games?
- A) Atari 2600
 - B) Intellivision
 - C) NES
 - D) Sega Genesis
97. What was the name of the first interactive computer game?
- A) Pong
 - B) Space Invaders
 - C) Spacewar
 - D) Gunfight
98. Spider-Man didn't appear in which of the following games?
- A) Marvel Super Heroes (Saturn, PlayStation)
 - B) Punisher (Game Boy)
 - C) Marvel vs. Capcom (Arcade)
 - D) X-Men vs. Street Fighter (PlayStation)
99. Which of these characters is not an end-game Boss?
- A) M. Bison
 - B) Mike Tyson
 - C) Sniper Wolf
 - D) Mother Brain
100. In which Neo•Geo game did a villain utter the infamous phrase, "I am destined just to die."?
- A) Crossed Swords
 - B) Cyber Lip
 - C) Samurai Shodown
 - D) Magician Lord
101. At the end of Soul Edge (Soul Blade on the U.S. PlayStation), who walks away with the Soul Edge?
- A) Mitsurugi
 - B) Cervantes
 - C) Siegfried
 - D) Li Long
102. Which home system had a version of R-Type first?
- A) Nintendo Famicom
 - B) Sega Master System
 - C) Super Nintendo
 - D) PC Engine
103. How many games total were released exclusively for NEC's Supergrafx system?
- A) Five
 - B) Eleven
 - C) Thirteen
 - D) None Of The Above
104. Which Famicom game in the '80s housed every major and minor Konami character in one cartridge?
- A) Parodious
 - B) Konami World
 - C) Easter Island Panic
 - D) Konami Wild Scramble
105. Who is Golgo 13?
- A) Dutch Torgo
 - B) An elite agent from Japan
 - C) A cop who always gets his man
 - D) A freelance assassin with a custom M-16

Section VII: Identification

106. Name this peripheral:



- A) The VR Hoop
- B) Activator
- C) Slam Man
- D) The Body Sensor

107. This cartridge is for what system?



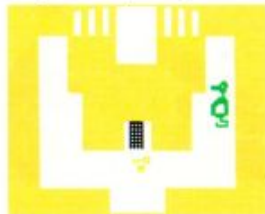
- A) Atari 2600
- B) Neo•Geo
- C) Master System
- D) Genesis

108. Who's this guy?



- A) Bernie Stolar
- B) Leonard Herman
- C) Dave Perry
- D) Nolan Bushnell

109. Identify this game:



- A) Adventure
- B) Haunted House
- C) Advanced Dungeons & Dragons
- D) Quest 64

110. Identify this character:



- A) Tifa
- B) Rinoa
- C) Selphie
- D) Aeris

111. Identify this peripheral:



- A) Starpath Supercharger
- B) Colecovision Expansion Module #1
- C) Intellivoice
- D) PDP-1 Computer

112. Name this system:



- A) 3DO
- B) CDTV
- C) Neo•Geo CD
- D) CD-i

113. Name this game:



- A) Centipede
- B) Millipede
- C) Slither
- D) War of the Bugs

114. Who's this guy?



- A) Shigeru Miyamoto
- B) Yu Suzuki
- C) Ken Kutaragi
- D) Hajime Nakatani

Section VIII: Matching

Match the silhouette to the handheld:

- _____ 115. Original Game Boy
- _____ 116. Original Atari Lynx
- _____ 117. Milton Bradley Microvision
- _____ 118. TurboExpress
- _____ 119. Nomad

A



B



C



D



E



Match the character to the collectible/pick-up:

- _____ 120. Bonk
- _____ 121. Sonic
- _____ 122. Gex
- _____ 123. Crash Bandicoot
- _____ 124. Popeye
- _____ 125. Pitfall Harry
- _____ 126. Ape Escape's Spike
- _____ 127. Tomba
- _____ 128. Chris Redfield
- _____ 129. Pac-Man

- A) Lunch Box
- B) Green Herb
- C) Musical Note
- D) Cookies
- E) Remote Control
- F) Wumpa Fruit
- G) Gold Bar
- H) Meat
- I) Strawberry
- J) Gold Ring

Match the Street Fighter joystick motion to the move (note some answers may be repeated):

- _____ 130. Ryu's Fireball
- _____ 131. Sakura's Hadoken
- _____ 132. Akuma's Gou Hadoken
- _____ 133. Sagat's Tiger Punch
- _____ 134. Ken's Fireball

- A) $\blacktriangleleft\blacktriangleright\blacktriangleup\blacktriangledown$
- B) $\blacktriangleleft\blacktriangleright\blacktriangleup\blacktriangleleft$
- C) $\blacktriangleleft\blacktriangleright\blacktriangleup\blacktriangleup$
- D) $\blacktriangleleft\text{(hold)}\blacktriangleup\blacktriangleleft$
- E) $\blacktriangleleft\blacktriangleright\blacktriangleup\blacktriangleup\blacktriangleleft$

Match the designer with the character he created:

- _____ 135. Shigeru Miyamoto
- _____ 136. Moru Iwatani
- _____ 137. Kenji Eno
- _____ 138. Toby Gard
- _____ 139. Yuji Naka
- _____ 140. David Crane
- _____ 141. Akira Toriyama
- _____ 142. Tetsuya Nomura
- _____ 143. Doug TenNapel
- _____ 144. David Siller

A



B



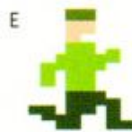
C



D



E



F



G



H



I



J



Match the feat with the score below:

- _____ 145. Eating the fourth ghost in a row in Pac-Man
- _____ 146. Reaching the tippy top of the flag pole in Super Mario Bros.
- _____ 147. Beating Dr. Wily at the end of Mega Man
- _____ 148. Destroying the large flying saucer in Asteroids
- _____ 149. Jumping a barrel in Donkey Kong

- A) 5,000 points
- B) 200,000 points
- C) 100 points
- D) 200 points
- E) 1,600 points

Section IX: Multiple Choice

- _____ 150. What was the name of the kidnapped girl in Vigilante?
 - A) Marion
 - B) Jane
 - C) Madonna
 - D) Selene
- _____ 151. From what storage medium did the Starpath Supercharger load games into the Atari 2600?
 - A) Video Cassettes
 - B) Compact Discs
 - C) Audio Cassettes
 - E) 5.25-inch Floppy Disks



152. Which one of these games was a pack-in cart for the Super NES?

- A) Killer Instinct
- B) Yoshi's Island
- C) Neither of them
- D) Both of them

153. Hey—who farted?!

- A) Abe from Abe's Oddysey
- B) Boogerman
- C) Toshinden's Fo Fai
- D) All of the above

154. What is Mega Man called in Japan?

- A) Ultraman
- B) Blueman
- C) Rockman
- D) Wonderman

155. This Star Wars game is running on what system:



- A) Nintendo 64
- B) 32X
- C) PlayStation
- D) Super NES

156. On what date did Resident Evil 2 take place?

- A) July 5, 1998
- B) July 17, 1998
- C) Sept. 29, 1998
- D) Sept. 17, 1998

157. A character named Cid appears in which Final Fantasy game?

- A) Final Fantasy II
- B) Final Fantasy III
- C) Final Fantasy Tactics
- D) All of the above

158. Which of these games never used a rollerball?

- A) Millipede
- B) Rampart
- C) Rollerball
- D) Marble Madness

159. Which one of these is not a real gaming magazine from the 1980s:

- A) VideoGames and Computer Entertainment
- B) Videogaming Illustrated
- C) Electronic Gaming Fun
- D) Electronic Games

160. Which one of the following baseball games doesn't have an MLB license?

- A) Baseball 2000
- B) Triple Play 98
- C) High Heat Baseball 2000
- D) Bottom of the 9th

You've completed the Video Game Aptitude Test

Please close your answer booklet and lay your head on your desk.

Video Game Aptitude Test – Answer Key

Congratulations—you finished the test. Now it's time to see how well you've done. We figure the easiest way to do that is for you to tear out this page and compare its answer key side-by-side with the answers you've written on the test. Tally up all the answers you got wrong and multiply that number by 10. Then subtract that number from 1,600 to get your final score and see where you fall in the rating scale below: (For example, if you got 43 answers wrong, multiply that by 10 to get 430. Then subtract that number from 1,600 to get your VGAT score of 1170.)

0-490:

A score within this range indicates that you have successfully completed the Video Game Aptitude Test, but that's about it. Since you've only succeeded in answering a small percentage of the questions correctly, you must either have a casual attitude toward games or lack experience.

500-890:

You demonstrate a noteworthy knowledge of gaming history if you scored within this range. Because you answered about half the questions on the test correctly, your experience with gaming is presumably limited to a particular genre or time period.

900-1090:

By answering more than half the questions on the VGAT correctly, you have demonstrated a fundamental knowledge of games, including the past and present state of the industry and its personalities. You are an experienced gamer, but not necessarily a compulsive one.

1100-1290:

This score means you correctly answered the majority of questions on the VGAT and hold a thorough knowledge of video gaming. The fact that you missed a small quantity of answers suggest that you are particularly familiar with several genres. Well done.

1300-1490:

Your acute familiarity with the entire scope of the video gaming industry is evident if you scored within this range. A handful of errors merely indicates that your expertise does not necessarily border on obsession. Outstanding.

1500-1600:

This superlative score demonstrates your overwhelming experience with games—as well as your immovable resolve to remain perfectly in tune with the industry at all times. Although you may have missed the occasional question, in answering the vast majority correctly, you have indicated that any margin of error on your behalf is purely coincidental. Amazing. Ever think about working for EGM?

Still in a test-taking mood? Click on over to www.videogames.com, where you'll find an online version of the VGAT in the Features Section. Here you'll find 160 new questions and the option to print out a certificate of merit to show off your score.

1. B	41. C	81. B	121. J
2. C	42. D	82. B	122. E
3. C	43. B	83. D	123. F
4. C	44. C	84. B	124. C
5. C	45. A	85. C	125. G
6. D	46. E	86. B	126. D
7. B	47. B	87. A	127. A
8. B	48. D	88. B	128. B
9. D	49. C	89. C	129. I
10. D	50. A	90. C	130. A
11. C	51. F	91. A	131. A
12. B	52. H	92. A	132. A
13. D	53. A	93. D	133. A
14. A	54. G	94. C	134. A
15. A	55. I	95. C	135. D
16. B	56. J	96. B	136. C
17. D	57. E	97. C	137. A
18. D	58. B	98. D	138. I
19. D	59. C	99. C	139. B
20. B	60. D	100. D	140. E
21. A	61. B	101. C	141. G
22. D	62. E	102. D	142. F
23. A	63. A	103. A	143. J
24. A	64. C	104. B	144. H
25. A	65. D	105. D	145. E
26. A	66. I	106. B	146. A
27. B	67. J	107. D	147. B
28. A	68. F	108. D	148. D
29. C	69. B	109. A	149. C
30. C	70. A	110. B	150. C
31. B	71. C	111. C	151. C
32. A	72. H	112. D	152. D
33. B	73. E	113. B	153. D
34. A	74. G	114. C	154. C
35. D	75. D	115. D	155. B
36. B	76. E	116. A	156. C
37. A	77. C	117. E	157. D
38. B	78. D	118. C	158. C
39. B	79. B	119. B	159. C
40. D	80. A	120. H	160. D