

let (which grants temporary invincibility), and a pogo stick-like fork. Other items to grab include candy (for health, ironically enough) and coins (for use in bonus stage slot machines). *Mega Man* fans should enjoy *Panic Restaurant* to some degree, but it's short and easy to beat.

Paperboy

PUBLISHER: Mindscape. DEVELOPER: Mindscape. Mission-Based Racing, 1 or 2 players (alternating). 1988.

Based on the wildly popular 1984 Atari arcade game, which stood out thanks to amusing voice effects, unusual gameplay, and a handlebars controller, *Paperboy* for the NES has players riding a bicycle up a narrow pathway consisting primarily of a sidewalk and the left side of the road, throwing newspapers at houses lining the left side of the screen. Hitting the windows of non-subscribers nets points, as does hitting the porches and paperboxes of subscribers. There are other targets as well, such as bushes, tombstones, and garbage cans, but numerous obstacles (including motorcycles, tornados, breakdancers, dogs, and cars) make things difficult. Aiming is tough, due in part to the game's isometric perspective. The game plays okay, but is a huge disappointment visually, especially when compared to the more colorful, more detailed, more faithfully ported Master System version. The NES game does add a two-player mode, but it lacks the trio of difficulty levels found in the arcades and Master System. Also released for the Game Boy, Atari Lynx, Genesis, Nintendo 64 (remade in 3D), and other systems.

Paperboy 2

PUBLISHER: Mindscape. DEVELOPER: Mindscape. Mission-Based Racing, 1 or 2 players (alternating). 1992.

The console sequel to the arcade classic *Paperboy* (Atari, 1984), *Paperboy 2* features similar game-

play, but adds the following fresh wrinkles: new obstacles (including gargoyles, ghosts, and sewer monsters); new types of houses (including mansions, haunted houses, and kids' club-houses); the choice to play as a female cyclist; and, most importantly, obstacles and houses on both sides of the road. As in *Paperboy*, levels are set up like days of the week, with each level ending in a bonus round. If the player misses hitting the porch or paperbox of a subscriber's house, that house becomes a non-subscriber. If the player hits every subscriber house in a level, a former subscriber will re-subscribe. Hitting non-subscribers' windows, runaway baby carriages, burglars, and other such targets nets extra points. Also released for the Genesis, SNES, Game Gear, and Game Boy.

Peek-A-Boo Poker

PUBLISHER: Panesian. DEVELOPER: Panesian. Gambling, 1 player. 1991.

One of three adult games produced by Panesian for the NES (*Hot Slots* and *Bubble Bath Babes* are the other two), *Peek-A-Boo Poker* is a poorly programmed, hard-to-find strip poker simulator that lets players select



Paperboy is based on Atari's 1984 arcade game, but *Paperboy 2* was only released for home systems, including the NES.