PLAYERS GUIDE TO ARCADE COMBAT

electronic GAMES

Videogames · Computer Games · Stand-Alone Games · Arcades

DELL 04114

JULY, 1983 • $2.95

EG's First Annual STAND-ALONE PREVIEW

LAS VEGAS IN YOUR LIVING ROOM– THE VIDEO CASINO

HOW TO THROW A VIDEOGAME PARTY

EXPANDED VIC-20 GAME COVERAGE

0 07
71572 04114

Look what for your VIC 20.

Fast action. Complex strategies. Interesting characters. Superior sound effects. Multiple levels of play.

These are the things you want from your VIC 20.™

They're also the things you get from Tronix. From the people who brought you *Swarm!*, *Sidewinder* and *Galactic Blitz*.

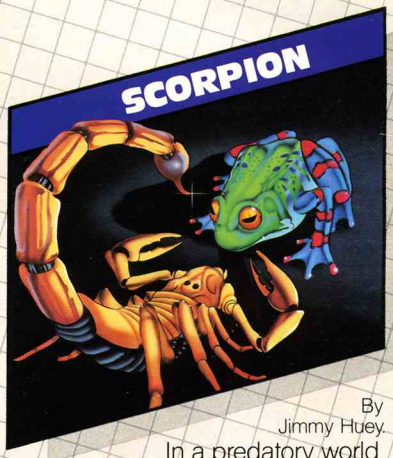
And now, there's more.

Now Tronix brings you the same rewarding rapid-fire excitement in three brand-new game cartridges.

Each one is something different. Something new. But they all have one thing in common.

They're all designed to bring out the best in your VIC 20.

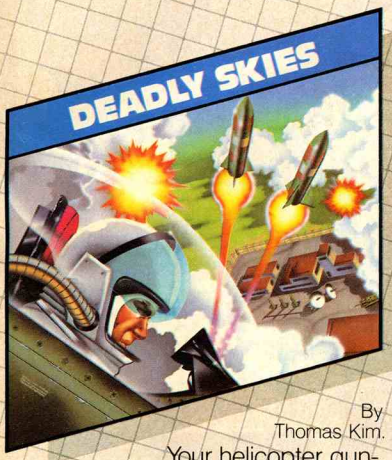
You shouldn't settle for anything less.



By Jimmy Huey.

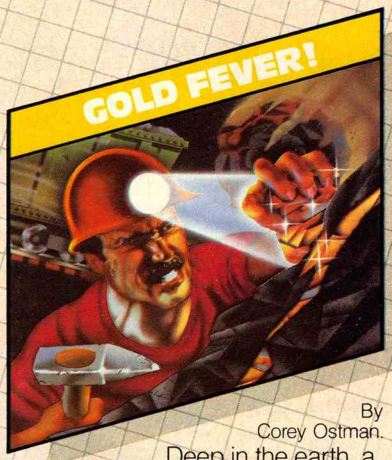
In a predatory world of killer worms, dragons, stalkers, pods and fly traps, the scorpion prowls the maze in search of sustenance. Frogs and their eggs mean survival to the scorpion. But they can also mean instant death! (Suggested retail $39.95)

we have in store



By Thomas Kim.

Your helicopter gunship hovers over the enemy's military bases and missile emplacements. Your mission is to destroy them. But as the sky fills with smart bombs and anti-aircraft fire, there's less and less room for a wrong move! (Suggested retail $39.95)



By Corey Ostman.

Deep in the earth, a fortune awaits. But the dark passageways are filled with peril as well as profit. Runaway boxcars. Crashing boulders. A claim jumper with murder in his eyes. Be careful. But be quick—oxygen is in short supply! (Suggested retail $39.95)

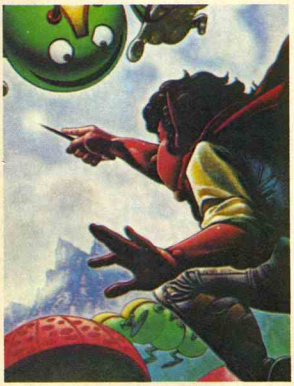
TRONIX™

8295 South La Cienega Blvd., Inglewood, CA 90301

Look for Tronix games in your nearest store. If you can't find them there, write to us.

VIC 20™ is a trademark of Commodore Electronics Ltd.

electronic GAMES



FEATURES

The mighty mites of electronic gaming strut their stuff as our stand-alone maven takes us on

EG'S 1983 STAND-ALONE PREVIEW 24

Videogames on board an aircraft carrier?! We call it

34 **THE FLAT-TOP ARCADE**

Arcade-combat games, one of electronic gaming's most venerable genres has a new lease on life. Join the front lines in

THE PLAYERS GUIDE TO ARCADE COMBAT 47

SWITCH ON!.....6
HOTLINE.....8
READERS REPLAY.....20
PROGRAMMABLE PARADE.....38
INSIDE GAMING.....62
COMPUTER GAMING.....68
STRATEGY SESSION.....76

ARTICLES OF WAR.....82
INSERT COIN HERE.....88
TEST LAB.....110
Q&A.....112
COIN-OP CLASSROOM..114
STAND-ALONE SCENE....116
READER POLL.....124
NEXT ISSUE.....126

Get out your favorite games! Invite all of your friends and

60 **THROW A VIDEOGAME PARTY**

Las Vegas in your living room! It's

THE VIDEO CASINO 94

102 *Help your games live longer with* **THE BIG CHARGE BATTERIES**

ELECTRONIC GAMES (ISSNO730-6687) is published monthly by Reese Communications, Inc., 460 West 34th Street, New York, NY 10001. Application to mail at second-class postage rates pending at NY, NY and additional mailing office.

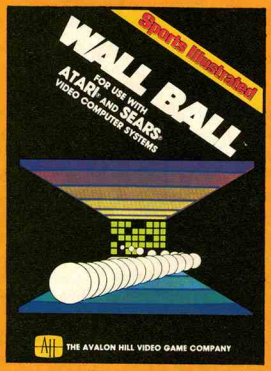
© 1983 by Reese Communications, Inc. All rights reserved. © under Universal, International and Pan American Copyright conventions. Reproduction of the editorial or pictorial content in any manner is prohibited.

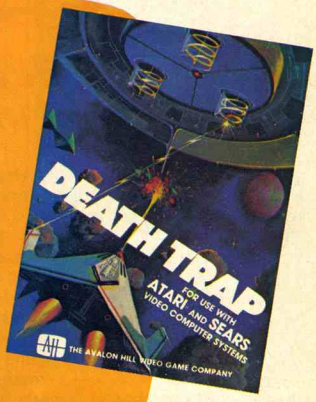
Single copy price, $2.95. Subscription rates: one year (12 issues) $28; two years (24 issues) $48; Canada, one year $32; foreign, Air Mail only, one year $64. Address subscription orders and correspondence to **ELECTRONIC GAMES**, P.O. Box 1128, Dover, NJ 07801. Change of address takes 60 days to process; send old address label, new address and zip code. All material listed in this magazine is subject to manufacturer's change without notice, and publisher assumes no responsibility for such changes. Printed in the U.S.A.

POSTMASTER: Send form 3579 to ELECTRONIC GAMES, P.O. Box 1128, Dover, NJ 07801

"AH!"

Finally, Video Games that really defy boredom!





Enter the world of bomb disposal with LONDON BLITZ. This thinking man's game sets new standards for VCS game logic and graphics.

Put away all those old flat bouncing ball games. A new dimension is here! WALL BALL . . . in 3D.

DEATH TRAP—An innovative space showdown with a touch of strategy. The best video gameplayers will be challenged.

The most respected name in bookshelf games
explodes into the video game market
with 3 hot new titles . . . and more on the way.
All compatible with Atari and Sears systems.
Unique challenges and strategies that defy boredom.
Avalon Hill Video Games. Worth the wait. Worth getting excited about.

At finer video, toy & hobby stores everywhere!

The AVALON HILL Video Game Company

4517 HARFORD ROAD, BALTIMORE, MARYLAND 21214 (301) 254-5300

Is There a Games Glut?

By ARNIE KATZ

A look of supreme distaste swept across the face of Bill Kunkel as he looked at the evening's fourth **Pac-Man** clone. I doubt that my own facial expression was significantly more pleasant. There is nothing like test-playing a batch of utterly unimaginative videogame cartridges to set an editor's critical teeth on edge.

"Do you think maybe there are too many new games?" I asked this magazine's co-founder as we sat in front of the television set like some arcading version of Siskel and Ebert.

I've spent hours thinking over that question since then, and I've come to a few conclusions. I hope you won't find it too presumptuous if I use this monthly soapbox to share some of them with you.

The first is that there can't be too many good games. The second, which is a corollary of the first, is that there can never be too few bad or "me too" cartridges. Diversity is the lifeblood of the electronic gaming hobby. For every power-pill-popping Pac-Maniac, there is another gamer who'd probably be glad to bid all the gobble games in the world good-bye. I even know of one player who dreams of a cartridge called "Smurf Invaders", in which he could take direct and drastic action against hordes of little blue cuties. It is the volume of new titles which permits the gaming field to offer players such a fantastic range of skill-testing experiences.

On the other hand, it doesn't matter how many electronic games reach the public if they all plow the same old fields. Fortunately, the manufacturers have, with a few stubborn exceptions, realized that electronic gamers are knowledgeable consumers who will not be satisfied by anything less than a good game. Gaming is one of the few areas in which owning a strong license isn't a guarantee of sales success. If the theme, graphics and play-action aren't involving to the player, the cartridge turns into a dust-collector on store shelves, no matter how glamorous and well-known its title is.

It is vital that gamers who may have become used to buying almost every new title, because so few were available, realize that only a member of the super-rich could possibly afford every new videogame that's going to come out this year. From a certain viewpoint, that's undoubtedly good for the hobby, since it shrinks the potential market for games that don't offer prospective players something authentically new and different in the way of a gaming experience. After all, if you can only afford a cartridge a month, you aren't very likely to spend your dough on close cousins of a program you already have. It's much more sensible to buy a game that doesn't duplicate something you've already got in your collection.

The important thing for the consumer, of course, is to learn to separate the really first-rate games from the less satisfactory ones before plunking down between $20-$50 for a cartridge. That's the reason we stress thorough reviews in **Electronic Games** and strongly advocate the inclusion of information like the name of the designer and a likeness of the playfield.

Volume One, Number Seventeen
July, 1983

Editor
Arnie Katz

Executive Editor
Bill Kunkel

Senior Editor
Joyce Worley

Technical Director
Henry B. Cohen

Associate Editor
Tracie Forman

Strategy Editor
Frank Tetro Jr.

West Coast Editor
David Lustig

Midwest Editor
Rick Teverbaugh

Assistant Editor
Lisa Honden

Contributing Editors
Tom Benford
Steve Davidson
Leigh Goldstein
Bill Heineman
Charlene Komar
Rich Pearl
Will Richardson
Les Paul Robley
Neil Shapiro
Roger Sharpe
Captain Sticky

Art Director
Ben Harvey

Graphic Consultants
Creative Concepts

Los Angeles
National Advertising Director
Jim Bender
6215 Rustling Oaks Drive
Agoura, CA 91301
(213) 873-3416

New York
Advertising Manager
Ann Martino
460 West 34th Street
New York, NY 10001
(212) 947-6500

Chicago
Advertising Representative
Milton Gerber
1309 North Rand Road
Arlington Heights, IL
(312) 253-7500

Advertising Coordinators
Lynn Bender
Diane Yaskoweak

Director of Retail Accounts
Joseph Muccigrosso

Subscription Manager
Rena Adler

Circulation Assistant
Lisa Sepa

Publisher
Jay Rosenfield

Co-Publisher
Arnie Katz

Editorial Director
Bruce Apar

Executive Advertising Director
Bruce Mishkin

Production Manager
Laurie Ann Devereaux

Circulation Director
William D. Smith

Illustrators
Mark Caparosa
Frank Emmi
Arron Epstein
Ray Lago
Mando
Neal McPheeters
David Prestone
Steve Smallwood

Cover Illustration
Steve Smallwood

PRESENTING THE REMARKABLE SV-318.

© 1983 Spectra Video, Inc.

THE PERSONAL COMPUTER YOU'LL GROW INTO, NOT OUT OF.

SPECTRAVIDEO SV-318 COMPUTER COMPARISON CHART

	SPECTRAVIDEO SV-318	APPLE II PLUS	ATARI 800	COMMODORE 64	NEC 6001	RADIO SHACK COLOR COMPUTER
BASE PRICE	**$299**	**$1,540**	**$899**	**$595**	**$399**	**$299**
COMPUTING POWER FEATURES						
BUILT-IN ROM	32K	12K	10K	20K	16K	8K
EXPANDABLE TO	96K	N/A	42K	N/A	32K	16K
BUILT-IN EXTENDED MICROSOFT® BASIC	YES	YES	ADDITIONAL COST	NO	YES	ADDITIONAL COST
BUILT-IN RAM	32K*	48K	16K	64K	16K	4K
EXPANDABLE TO	144K**	64K	48K	N/A	32K	16K
KEYBOARD FEATURES						
NUMBER OF KEYS	71	51	61	66	71	55
USER DEFINE FUNCTIONS	10	N/A	4	8	10	NONE
SPECIAL WORD PROCESSING	YES	NO	NO	NO	NO	NO
GENERATED GRAPHICS (FROM KEYBOARD)	YES	NO	YES	YES	NO	NO
UPPER/LOWER CASE	YES	UPPER ONLY	YES	YES	YES	YES
GAME/AUDIO FEATURES						
SEPARATE CARTRIDGE SLOTS	YES	NO	YES	NO	NO	NO
BUILT-IN JOYSTICK	YES	NO	NO	NO	NO	NO
COLORS	16	15	128	16	9	9
RESOLUTION (PIXELS)	256 x 192	280 x 160	320 x 192	320 x 200	256 x 192	128 x 64
SPRITES	32	N/A	4	8	N/A	N/A
SOUND CHANNELS	3	1	4	3	3	1
OCTAVES PER CHANNEL	8	4	4	9	8	10
A.D.S.R. ENVELOPE	YES	NO	NO	YES	YES	NO
PERIPHERAL SPECIFICATIONS						
CASSETTE	2 CHANNEL	1 CHANNEL	2 CHANNEL	1 CHANNEL	1 CHANNEL	1 CHANNEL
AUDIO IO	YES	NO	YES	NO	NO	NO
BUILT-IN MIC	YES	NO	NO	NO	NO	NO
DISK DRIVE CAPACITY	256K	143K	96K	170K	N/A	170K
(LOW PROFILE)	YES	NO	NO	NO	NO	NO
CP/M® COMPATIBILITY (80 column programs)						
CP/M® 2.2	YES	NO***	NO	NO ****	NO	NO
CP/M® 3.0	YES	NO	NO	NO	NO	NO

* 16K user address able plus 16K graphic support
** 128K user address able plus 16K graphic support
*** Apple II can accept modified 40 or 80 column CP/M
**** Commodore 64 accepts 40 column CP/M

Microsoft is a registered trademark of Microsoft Corporation
CP/M is a trademark of Digital Research, Inc.

Sadly, many personal computers will become tomorrow's junk in the attic. The SV-318 is one that will not. Because as you get better, it gets better. It does so because of its capability and expandability—both far beyond those of any other affordable computer.

CAPABILITY. *The SV-318 isn't just more capable. It's much more capable. No other computer at even twice the price combines all these extraordinary features: 32K ROM expandable to 96K; 32K RAM expandable to 144K; Extended Microsoft Basic (the industry standard); even Standard CP/M 80-column capability so you can immediately utilize over 10,000 existing software programs. The SV-318 also has a unique built-in joystick/cursor control—an immeasurably useful feature when it comes to playing your favorite video game.*

EXPANDABILITY. *As you become more and more skillful with computers, you'll love how the SV-318 "stretches" to meet your demands (and actually leads you in fascinating, new directions). For one thing, all eleven of our important peripherals are available immediately. With most other models, you have to wait months. For another, the SV-318 is beautifully designed to interface with new options as they become available.*

AFFORDABILITY. *The SV-318 is not only eminently affordable, it's the first true bargain of the computer age! Besides home budgeting, business applications, word processing, programming and self-teaching, the SV-318 is the best entertainment value in town. Not only can you use it with your TV to play hundreds of different video games, you can also use your SV-318 with a TV as a drawing tablet or music synthesizer. In play, as in work, the SV-318 will continually expand to meet your potential.*

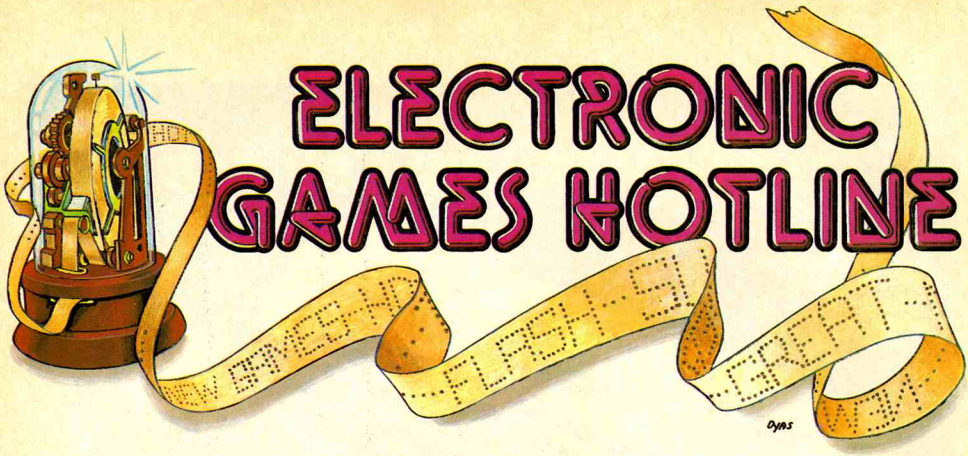
Whether you're just wetting your toes in computers, or fully asail on the waters, the SV-318 is a computer that will serve you for many, many years. You see, we believe that even in the computer age, you don't become an object of real value unless you're around for a while.

FOR UNDER $300

This device has not been approved by the Federal Communications Commission. This device is not and may not be offered for sale or lease, or sold or leased until the approval of the FCC has been obtained.

SPECTRAVIDEO
SV·318
PERSONAL COMPUTER

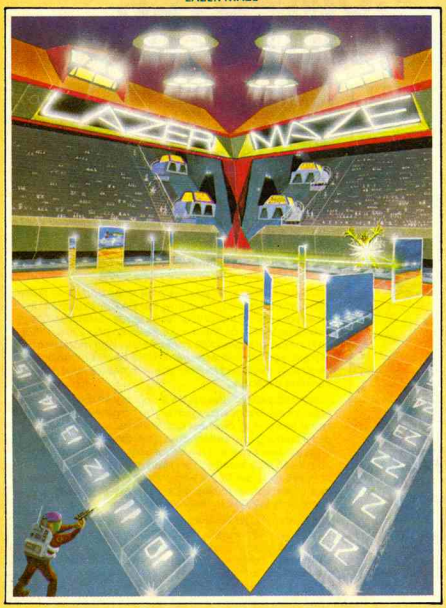
SPECTRA VIDEO, INC., 39 W. 37th St., N.Y., N.Y. 10018



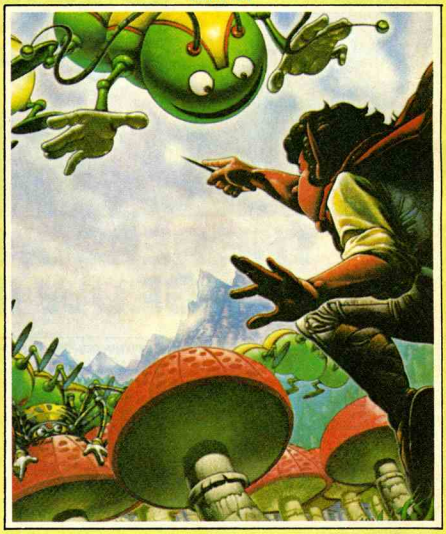
AVANT-GARDE PUTS GAMES ON THE IBM PC

Avant-Garde has released a new line of games for the IBM PC system. In one of its latest creations, **Terrane Jeopardy,** gamers will find themselves under pressure to defend the Earth from alien starships. **Air Traffic Controller** is a skill challenge for arcaders, who must direct approaches, landings and takeoffs in a metropolitan airport. **Lazer Maze** bounces laser fire off of mirrors in a man-to-man combat showdown, while **Federation** takes you back into the depths of outer space, this time as the Commander of your own Starship, attempting to battle alien fleets (both disks available for the Apple II).

LAZER MAZE



CENTIPEDE



A BAKER'S DOZEN FOR THE 5200

Atari will deliver 13 new games for the 5200 in the near future. Among the new releases, **Defender** pits the arcader against aliens who are abducting humanoids from the planet. **Centipede** is closely patterned after the coin-op original, as are **Qix,** the burning fuse game, **Kangaroo** and **Dig-Dug. Jungle Hunt** features a white hunter protagonist, struggling to save his sweet Jane, while **Pole Position** puts you in the driver's seat of a Grand Prix racer. **Space Dungeon** incorporates 36 chambers to explore for treasure, and **Vanguard** puts deadly obstacles before you, while attempting to reach the "City of Mystery". **Countermeasure** puts gamers in a supertank, fighting terrorist missiles attempting the siege of Washington, D.C. .

Also comin' to bat for the sports fans, are: **RealSports Baseball, RealSports Basketball,** and **RealSports Tennis.**

The New Double-Ender™

Twice the Fun for the Price of One!

XONOX

™

THE DOUBLE-ENDER FROM XONOX

Now: two completely different game chips in a single cartridge! The game you play depends on the end you plug in. *Each independent game chip has its own enhanced memory* for hi-res graphics, multiple screens, socko sound, and action that's always a jump ahead of your reflexes.

Double-Ender™ plays on Atari® 2600 VCS™ and costs about the same as a single-ended game you've been buying. Maybe less. So believe it when we say, "Twice the fun for the price of one!"

GHOST MANOR

You stand in the fog-shrouded graveyard outside Ghost Manor. You must knock over tombstones to find the key lantern, and tools it will take to rescue your friend. Who's trapped inside. But what else lies beneath those tombstones?

Inside, ghouls attack and a witch blows out your lantern as you search for the casket that magically transports you to the second floor. Once you find your friend, how do you get out before the house collapses? Ghosts have bad manors.

SPIKE'S PEAK

You are Spike in a race against time; your body temperature drops as you climb. Can you traverse three treacherous game screens and claim the treasure at the summit before you freeze?

Hungry bears, diving eagles, plummeting streams, a sheer rock wall, and slippery glacial ice slow your progress. Are three lives enough to survive falling rocks, snow-slides, hidden crevasses, and the dreaded Abominable Snowman? Reach the top and try level two!

XONOX™ and Double-Enders™ are trademarks of K-tel International, Inc. 11311 K-tel Drive, Minnetonka, MN 55343 © 1983 K-tel International, Inc. All Rights Reserved.
Atari® 2600 VCS™ is a trademark of Atari, Inc.

THE DOUBLE-ENDER FROM XONOX

Now: two completely different game chips in a single cartridge! The game you play depends on the end you plug in. *Each independent game chip has its own enhanced memory* for hi-res graphics, multiple screens, socko sound, and action that's always a jump ahead of your reflexes.

Double-Ender™ plays on Atari® 2600 VCS™ and costs about the same as a single-ended game you've been buying. Maybe less. So believe it when we say, "Twice the fun for the price of one!"

GHOST MANOR

You stand in the fog-shrouded graveyard outside Ghost Manor. You must knock over tombstones to find the key lantern, and tools it will take to rescue your friend. Who's trapped inside. But what else lies beneath those tombstones?

Inside, ghouls attack and a witch blows out your lantern as you search for the casket that magically transports you to the second floor. Once you find your friend, how do you get out before the house collapses? Ghosts have bad manors.

SPIKE'S PEAK

You are Spike in a race against time; your body temperature drops as you climb. Can you traverse three treacherous game screens and claim the treasure at the summit before you freeze?

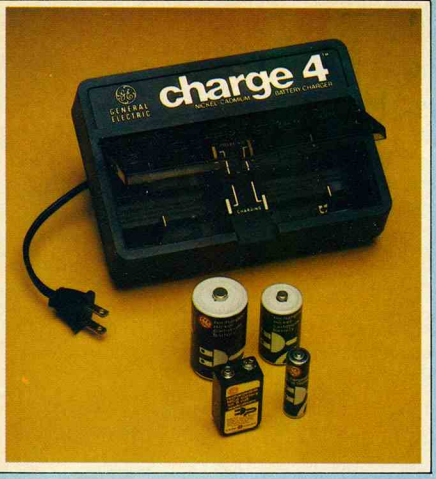
Hungry bears, diving eagles, plummeting streams, a sheer rock wall, and slippery glacial ice slow your progress. Are three lives enough to survive falling rocks, snow-slides, hidden crevasses, and the dreaded Abominable Snowman? Reach the top and try level two!

The New Double-Ender™

Twice the Fun for the Price of One!

XONOX™ and Double-Enders™ are trademarks of K-tel International, Inc. 11311 K-tel Drive, Minnetonka, MN 55343 © 1983 K-tel International, Inc. All Rights Reserved.
Atari® 2600 VCS™ is a trademark of Atari, Inc.

G.E.'S "CHARGE 4"



GE GIVES GAMES A BIG CHARGE

For all the live wires out there, General Electric's all-new "Charge 4" and "Charge 8" desk-top rechargeable battery packs will effectively keep your games running for up to four years, even if you're a heavy-duty player.

The chargers work on AA, C, D, or nine-volt rechargeable batteries, so gamers will be able to just plug in their worn-out rechargeables and, *voila!*, overnight (or possibly sooner, for smaller sizes), they're good as spanking new!

General Electric spokesmen say that an estimated $2 billion will be spent on batteries in 1983, and most will be thrown away after a short period of usage. The GE "Charge 4" and "Charge 8", retailing from $24 to $30, will soon solve all that.

G.E.'S "CHARGE 8"

ATARI PLANS 2600 CARTS

All gobble-gaming fans will appreciate Atari's **Ms. Pac-Man.** The home version of the game, which features multiple mazes and graphics, far surpasses last year's **Pac-Man** cartridge. Best of all, *Ms. P-M* is essentially flicker-free!

Other games whizzing toward 2600 owners are: **Centipede,** the coin-op hit featuring a garden-variety insect hunt, and **Dig-Dug,** the ever-popular mining game. **Kangaroo** boasts four skill levels for the gamer to maneuver through, as he attempts to save the kidnapped baby-hopper. **Jungle Hunt** (Taito) makes you swim shark-infested waters, swing from vines, and brave avalanches *and* cannibals to save your on-screen sweetheart.

Phoenix features waves of warbirds, following an attack of your alien ship, that swoop down on your laser cannon, while **Vanguard** flies the gamer through nine different tunnels as he battles 11 waves of enemies. **Galaxian,** the popular invasion-contest, is now available for the VCS, as well as additions to the *RealSports* line, such as **RealSports Football, RealSports Soccer,** and **RealSports Tennis.**

PHOENIX

SYNAPSE LANDS JOHN HARRIS

Ace videogame designer John Harris, most widely recognized for the hit creations, **Jawbreaker** and **Mouskattack,** has just inked a new contract to write games for Synapse Software. Harris apparently believes Synapse is currently writing the most outstanding software for the Atari computers, and says that he wants to be part of the company for that reason.

Ihor Wolosenko, President of Synapse, states, "This is one of the few times a major author has switched companies. John is a super talent, and we are all very pleased that he has decided to come on board." Harris' first Synapse game may debut soon!

Necromancer

©1982-TIMBOXE

First, restore the forests: Plant a glade of enchanted trees, and weave a network of ancient spells to protect them from hordes of attacking Troglodytes.

Another spell rallies the forces of nature around you. The very trees become your armies, marching into combat in the cavernous lairs of the Necromancer.

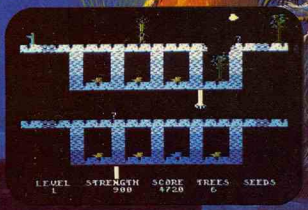
Then, meet the EVIL ONE himself in a cataclysmic final conflict in a silent grave yard, among the dead.

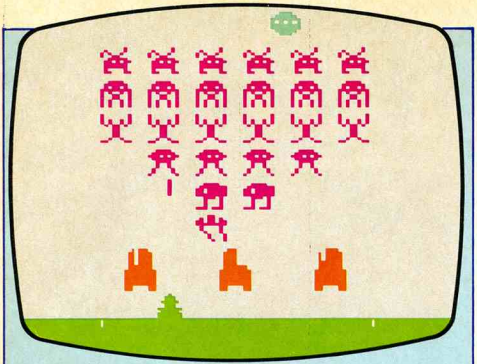
The fastest action, the newest graphics and a little bit of old-time magic. NECROMANCER by Bill Williams, the latest Instant Hit from Synapse. If unavailable from your dealer, send $34.95 plus $2 shipping to us direct.

synapse

5221 Central Ave.
Richmond, CA 94804
(415) 527-7751

For the Atari 400/800® in 32K disk and cassette.
Available soon in 16K cartridge.





SPACE INVADERS

JAPAN COURT ISSUES GAME COPYRIGHT RULING

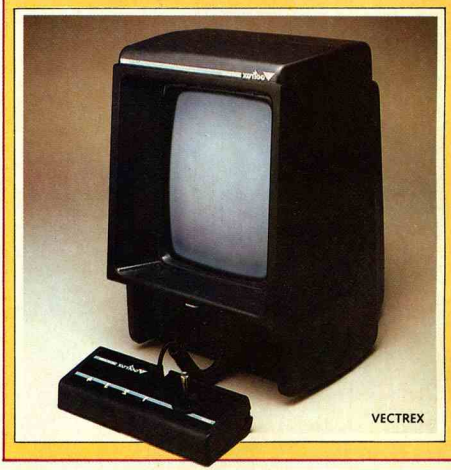
A decision handed down by the Tokyo District Court, judging computer programs to be original works that should be protected by the copyrighted law (as already implemented with books and other literary creations), has awarded damages to Taito, of **Space Invaders** fame. ING Enterprises, the culprit found to have copied the game, was the unlucky "pay-or" in this game copyright suit.

Meanwhile, back at the ranch in good ol' USA, American manufacturers justly *hailed* the decision. Since many of the pirated games in our country originate in Japan, this ruling may prove to be the beginning of the end of rampant game-copying that has virtually besieged the industry since its inception, up until now that is.

VECTREX SPEAKS UP

General Consumer Electronics presents **Spike,** part of the *Terrestrial Adventure* series of games, for the Vectrex stand-alone programmable videogame system. *Spike* is quite innovative, in that it's the first home cartridge that talks *without* requiring a special module. The Vectrex can pull this off because it incorporates 64K of ROM, which gives it enough memory power to handle these special touches.

The game itself involves the hero, Spike, and his attempts to rescue his gal Molly from the villain, Spud. Spike's trials and tribulations are said to make the quest challenging enough for top spikers only!



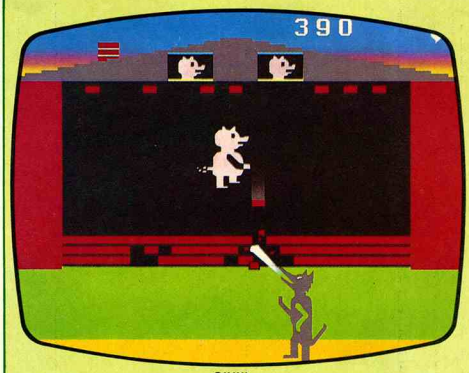
VECTREX

DEFECT FOUND IN TI-99/4A

Texas Instruments recently revealed it has uncovered a potential problem in the electrical transformer sold with the company's 99/4A home computer system. It's possible that the unit could cause electrical shocks to users, and may even *damage* the system.

Although TI maintains that anyone using the system under normal conditions is unlikely to encounter problems, future shipments of the unit have been temporarily deferred until it can iron out the bug.

Till then, beware!



OINK!

SEAQUEST, OINK! FROM ACTIVISION

Activision has added two new VCS-compatible titles to its library of games; **Oink!** designed by Mike Lorenzen, and **Seaquest,** by Steve Cartwright.

Seaquest requires the player to control a submarine, that must find a team of treasure-laden scuba divers.

Oink!, is a video version of "The Three Little Pigs". Gamers find themselves trapped in straw, wood, and brick houses, while the "Big Bad Wolf" attempts to huff, puff and blow their homes down!

VIDEOGAMES WIRED FOR CABLE TV

Games Network will begin delivering videogames via cable transmission in September of this year, in those areas where cable companies sign up for the service. Already, 470 cable systems have contracted to offer Games Network programming to all gamers so inclined.

According to Thom Keith, executive vice president, this represents over five million subscribers who'll be able to plug into the system as soon as it becomes operational on a national basis.

Games Network currently reports "very positive subscription reaction to the programming, with little or no technical problems thus far." The Games Network will be available in most areas soon.

CREATIVE SOFTWARE

– the #1* independent VIC-20 full-line software publisher in the U.S. – is proud to announce 4 new Game Cartridges & 5 Home Applications for the COMMODORE 64.™

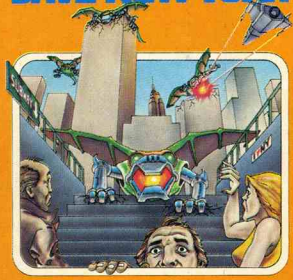
CREATIVE SOFTWARE
PRESENTS
A GAME ON CARTRIDGE FOR THE COMMODORE 64™

MOONDUST™

Joystick controller required.

CREATIVE SOFTWARE
PRESENTS
A GAME ON CARTRIDGE FOR THE COMMODORE 64™

SAVE NEW YORK

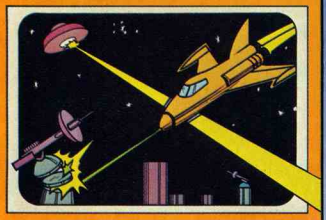


Joystick controller required.

CREATIVE SOFTWARE
PRESENTS

ASTROBLITZ

A GAME ON CARTRIDGE FOR THE COMMODORE 64™



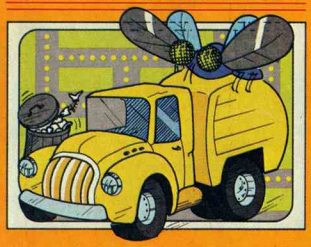
Joystick controller required.

THIS GAME IS ALSO AVAILABLE FOR THE VIC-20.

CREATIVE SOFTWARE
PRESENTS

TRASHMAN

A GAME ON CARTRIDGE FOR THE COMMODORE 64™



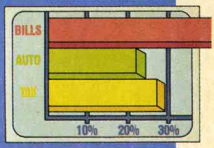
Joystick controller required.

THIS GAME IS ALSO AVAILABLE FOR THE VIC-20.

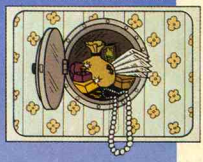
CAR COSTS
A HOME APPLICATION PROGRAM

LOAN ANALYZER
A HOME APPLICATION PROGRAM

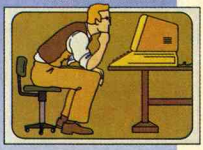
HOUSEHOLD FINANCE
A HOME APPLICATION PROGRAM



HOME INVENTORY
A HOME APPLICATION PROGRAM



DECISION MAKER
A HOME APPLICATION PROGRAM



These Home Application Programs are also available for the VIC-20.

CREATIVE SOFTWARE
A Division of ASCI, Inc.
230 East Caribbean Drive
Sunnyvale, CA 94086

*Based on survey of distributors and retailers.

Copyright 1983 by Creative Software. All rights reserved.
"VIC-20," "COMMODORE" and "COMMODORE 64" are trademarks of COMMODORE ELECTRONICS, LTD.

THE NATIONAL VANITY BOARD

Today's Top Coin-op Scores

Electronic Games is proud to announce the creation of the National Vanity Board to identify and honor the nation's arcade aces. Just as the **Electronic Games'** National Home Arcade salutes the achievements of the lords and ladies of living room gaming, the National Vanity Board will monitor the triumphs of the kings and queens of the coin-op videogaming world.

EG will update the listings each month based upon information provided by game manufacturers, arcade operators and, most importantly, our hundreds of thousands of readers. If you or one of your buddies rewrites the record book for *the* most popular commercial arcade machines, getting the proper recognition for the new champ is as easy as following these three steps:

1. Set the record.
2. Show the arcade manager on duty your record score and have him (or her) sign the proper portion of the report form — copies or facsimiles are fine.
3. Mail your score report to: **Electronic Games,** 460 West 34th Street, 20th Floor, New York, NY 10001.

Score Report Form

Name of Player (Please Print)

_____

Player's Address _____

_____

Name of Game _____

Score _____

Name of Arcade _____

Arcade Address _____

_____

Arcade Operator's Signature _____

Here Are the Arcaders to Beat!

Missile Command (Atari)
Joe Fernandes
Artesia, CA
Record: 52,246,260

Centipede (Atari)
Darren Olson
Calgary, Canada
Record: 15,207,353

Donkey Kong Jr. (Nintendo)
David Herren
Pratt, KS
Record: 806,400

Ms. Pac-Man (Midway)
Brian Burknap
Berwyn, IL
Record: 443,310

Super Pac-Man (Midway)
Mike (XYZ) Schneider
Los Angeles, CA
Record: 1,233,410

Dig-Dug (Atari)
Mike Strain
San Angelo, TX
Record: 6,269,720

Donkey Kong (Nintendo)
Bill Schenley
Ocean Grove, NJ
Record: 11,800,300

Frenzy (Stern)
Pete McCormick
Morris, MN
Record: 1,243,163

Frogger (Sega/Gremlin)
Dave Marsden
Santo, TX
Record: 2,400,050

Galaga (Midway)
Jack Pardo
Lansing, MI
Record: 9,635,070

Stargate (Williams)
Mike McCrary
Albuquerque, NM
Record: 64,830,268

Robotron (Williams)
Ken Vance
Las Vegas, NV
Record: 200,257,350

Tempest (Atari)
Ken Vance
Las Vegas, NV
Record: 4,999,993

Vanguard (Centuri)
Guillermo Toro
Caba Rojo, PR
Record: 2,238,220

Wizard of Wor (Midway)
T.P. Woolley
Goldendale, WA
Record: 556,200

Zaxxon (Sega/Gremlin)
Mike Bromberg
Fort Lee, NJ
Record: 2,300,900

Tron (Midway)
Dave Libby
Hampton, VA
Record: 5,999,522

Solar Fox (Midway)
Greg Bray
Rockvale, CO
Record: 4,030,490

Thief (Pacific Novelty)
Brian Wathen
Owensboro, KY
Record: 6,130,930

Kick-Man (Midway)
Jay Nowak
Summersville, VA
Record: 7,685,690

Kangaroo (Atari)
Chris Andersen
Port Coquitlam, Canada
Record: 610,200

CENTIPEDE

Looping (Venture Line)
Craig Johnson
Juneau, AK
Record: 2,458,770

Joust (Williams)
Rick Linden
Northbrook, IL
Record: 83,000,000

Tutankham (Stern)
Steve Pearson
Cold Springs, MN
Record: 141,160

Burgertime (Midway)
Brian Taylor
Virginia Beach, VA
Record: 550,050

Q*Bert (Gottlieb)
Ace Vaselenak
Alberta, Canada
Record: 4,008,550

Lady Bug (Universal)
Jon Morgan
Jacksonville, FL
Record: 256,980

Wild Western (Taito)
Neal Parsons
Ontario, Canada
Record: 957,300

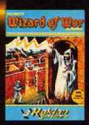
Sub Roc 3-D (Sega/Gremlin)
Stefan Libero
Beaumont, TX
Record: 465,900

Mouse Trap (Exidy)
Dwight Love
Alberta, Canada
Record: 35,069,980

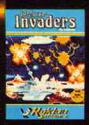
FOR THE FUN OF IT

Arcade Excitement for Your Atari® Home Computer

Midway's GORF
"Faithful to the arcade version." —Book of Atari Software 1983
In the dark reaches of hyperspace, confront the fierce Gorfian Empire. Battle Gorfs, Droids, Lasers and Subquark Torpedoes in your attempt to survive. Multi-screen action for one or two players. ROM Cartridge or 24K disk.



Midway's WIZARD OF WOR
"An action-packed shoot-em-up; an outstanding job." —Book of Atari Software 1983
Battle hideous and deadly creatures of doom. Survive the changing mazes and defeat the fiendish Wizard of Wor. Multiple screens, simultaneous one or two-player action. ROM Cartridge or 32K disk.



DELUXE INVADERS
"By far the best Space Invaders program ever released for a personal computer." —Electronic Games
Be warned! The Invaders have broken arcade boundaries to bring their awesome challenge to your home computer. The better your defense, the more fierce their assault. Nine difficulty levels. One or two-player action. ROM Cartridge or 16K disk.

ANTI-SUB PATROL
NEW! Tactical Search and Destroy Mission
Anti-Sub Patrol puts you in command of a squadron of sub-hunting destroyer escorts. Your mission—rid the seas of two subs whose single goal is to blast you from the waters. Stand by for suspense! 32K disk. 24K cassette.

COMING SOON FOR EVEN MORE FUN: Da Fuzz™, Lifespan™, Rockball™, Eyes™, and Castle Hassle.

Ask for Roklan Software at leading software dealers nationwide.

Roklan Software
3335 N. Arlington Heights Road
Arlington Heights, IL 60004

ATARI is a registered trademark of Atari, Inc. Gorf™ and Wizard of Wor™ are trademarks of Bally Midway Mfg. Co. Da Fuzz™, Rockball™ and Eyes™ are trademarks of Techstar, Inc. Lifespan™ is a trademark of Admacadiam-Flyghts of Fancie, Inc.

★ THE NATIONAL ★ ARCADE SCOREBOARD

THE BEST SCORES FOR POPULAR VIDEOGAMES

Photos of readers' best scores are really pouring into the offices of **Electronic Games,** and the competition among the land's arcade aces is even keener than expected. There are plenty of top players out there, and the rankings listed here show that they're hitting the joystick hot and heavy in a bid for national recognition.

The scores tabulated here reflect the first group of games which the editors of **EG** selected to kick off this continuing compilation of home videogaming records. We'll be adding more games and updating their scores each month, a few at a time, until we're covering most of what's hot.

To have your gaming achievements recognized in the National Arcade Scoreboard, all you've got to do is follow a few simple rules:

1. Every score must be accompanied by a photograph of the TV screen showing the score. These photos do not have to be of publishable quality, just readable by our judges.
2. All photographs received become the property of **Electronic Games** and none can be returned.
3. Be sure to include your complete name and address. (We will print only the name and city in the magazine, but we may want to contact high scorers for helpful gaming hints.)

Games currently eligible for the National Arcade Scoreboard are:

★ **Asteroids** (Atari VCS) — Game #6
★ **Defender** (Atari VCS) — Game #1
★ **Grand Prix** (Activision) — Course #4
★ **Space Hawk** (Mattel) — Game #1 (auto-fire, if desired)
★ **Spacechase** (Apollo) — Game #1
★ **The Incredible Wizard** (Astrocade) (one player, easy difficulty)
★ **Tron Deadly Disc** (Mattel) — Game #1

THE HONOR ROLL

Asteroids/Atari/Atari VCS/Game #6
1. **579,660** — Lance Simon, Carmichael, CA
2. **307,460** — Ray Silverman, Chico, CA
3. **298,100** — Jim Franz, Germantown, WI

Defender/Atari/Atari VCS/Game #1
1. **9,068,400** — Gene Fruit, Maroa, IL
2. **7,544,200** — Chris Allen, West Covina, CA
3. **7,500,150** — Wade Zimmerman, Ithaca, MI

Grand Prix/Activision/Atari VCS/Course #4
1. **1:34:93** — Perry Brenkman, Florence, AZ
2. **1:35:41** — Mike Ratledge, Charleston, SC
3. **1:35:54** — Dave Gonelli, Leominster, MA

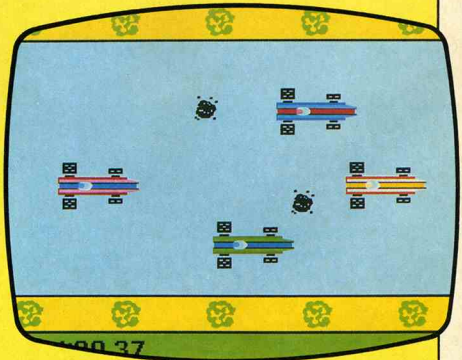
Space Hawk/Mattel/Intellivision/ Game #1
1. **11,201,030** — Nikk Salata, S. Berwick, MA
2. **10,305,220** — John Malley, Aurora, IL
3. **10,142,040** — Luc LaBelle, Manitoba, Canada

Spacechase/Apollo/Atari VCS/Game #1
1. **185,075** — Tom Garcia, Whittier, CA
2. **175,400** — Rich Bryan, Taylorville, IL
3. **93,300** — Ed Semrad, Waukesha, WI

The Incredible Wizard/Astrocade/Astrocade
1. **130,510** — Bob Mirsch, Warren, MI
2. **115,050** — Kark Wolski, Glen Ellyn, IL
3. **99,990** — Swain Valasek, Tampa, FL

Tron Deadly Disc/Mattel/Intellivision
1. **5,400,900** — Ed Cason, APO, New York, NY
2. **1,505,350** — Jeff Wallace, Edison, NJ
3. **1,255,200** — Patrick Card, Chesapeake, VA

ASTEROIDS


GRAND PRIX

THE POWER TO WIN – it's in the Stick

WORLD RECORDS WITH VIDEO COMMAND

World Record Holder Ed Semrad uses Zircon's Video Command Joystick.

Ed says, *"The Video Command is the best joystick I've ever used. I've set records in a number of games, and I use the Video Command because it improves my scores. The Video Command is very accurate and quick. I like that. It also fits comfortably in my hands so I can play for hours without getting tired. I recommend Zircon's Video Command without reservation."*

Zircon's Video Command Joystick helps Ed Semrad set World Records, and it can help you increase your scores. Get a Video Command Joystick and start setting some records of your own.

If you just want to play around — use a toy stick. If you want The Power to Win — get Zircon's Video Command.

Try the Video Command at your favorite store or write us for a free booklet on "The Power to Win".

Video Command is guaranteed for a full year. Use it to improve your scores on Atari 2600, 400/800, Coleco, Vic 20, Sears, and with adapter on TI 99/4A.

* *Atari, Coleco, Vic 20, Sears and TI are registered trademarks*

Zircon International, Inc.
475 Vandell Way
Campbell, CA 95008

MALIBU MAKES THE GRADE

The studious folks over at Malibu Fun Centers are rewarding good students in a manner the kids definitely *want* to be rewarded in. The "Report Card Appreciation" program allows students three free videogame tokens for each report card "A" and two free tokens for every "B".

The Fourth Annual Report Card Appreciation event is already underway. Plans for the next give-away are in the process of being scheduled.

There were over 31,000 game tokens given away in just the *first* week alone of this promotional extravaganza, while last summer, the Malibu Fun Centers distributed more than 500,000 free tokens for "award (token)-winning" grades.

At 25¢ a shot, that's about $125,000 worth of good-grade rewards, for all study-conscious gamers.

Let's hear it for Malibu Fun Centers! They just may be saving the future of this country!

PVS OFFERS TWO FOR ONE

Lucky buyers of the Palmtex PVS, a hand-held programmable electronic game incorporating its own LCD screen, will receive an additional cartridge called **Spellbound** absolutely free. The object of this word-game is to unscramble a jumbled word.

Arcaders select from four different titles, each offered for separate sale at a suggested list price of $19.95.

E.G. READERS PICK THEIR FAVORITE GAMES

Most Popular Videogame Cartridges

Position This Month	Position Last Month	Times on List	Game	System	Manufacturer
1	6	8	Pitfall	Atari 2600	Activision
2	1	8	Donkey Kong	ColecoVision	Coleco
3	2	7	Zaxxon	ColecoVision	Coleco
4	3	4	Lady Bug	ColecoVision	Coleco
5	8	4	Turbo	ColecoVision	Coleco
6	4	4	Advanced Dungeons & Dragons	Intellivision	Mattel
7	10	8	Frogger	Atari 2600	Parker Brothers
8	9	6	Defender	Atari 2600	Atari
9	7	4	River Raid	Atari 2600	Activision
10	—	New	Raiders of the Lost Ark	Atari 2600	Atari
11	—	New	Attack of the Timelord	Odyssey²	Odyssey
12	—	New	Mouse Trap	ColecoVision	Coleco
13	5	8	Venture	ColecoVision	Coleco
14	12	3	Vanguard	Atari 2600	Atari
15	—	2	K.C.'s Krazy Chase	Odyssey²	Odyssey

Most Popular Computer Games

Position This Month	Position Last Month	Times on List	Game	System	Manufacturer
1	1	15	Star Raiders	Atari 400-800-1200	Atari
2	2	13	Pac-Man	Atari 400-800-1200	Atari
3	4	14	Castle Wolfenstein	Atari 400-800-1200, Apple II	Muse
4	3	8	Centipede	Atari 400-800-1200	Atari
5	6	2	Miner 2049er	Atari 400-800-1200, Apple II	Big Five-MicroFun
6	—	New	Shamus	Atari 400-800-1200	Synapse
7	9	5	Choplifter	Atari 400-800-1200, Apple II	Broderbund
8	—	14	Missile Command	Atari 400-800-1200	Atari
9	7	6	Wizardry	Apple II	Sir-Tech
10	—	New	Defender	Atari 400-800-1200	Atari

Most Popular Coin-Op Videogames

Position This Month	Position Last Month	Times On List	Game	Manufacturer
1	1	9	Donkey Kong	Nintendo
2	3	6	Donkey Kong Jr.	Nintendo
3	6	9	Dig-Dug	Atari
4	4	10	Zaxxon	Sega
5	—	5	Joust	Williams
6	2	10	Tron	Midway
7	9	13	Tempest	Atari
8	5	12	Ms. Pac-Man	Midway
9	—	4	Jungle Hunt	Taito
10	—	9	Robotron	Williams

Readers Choose Top Games

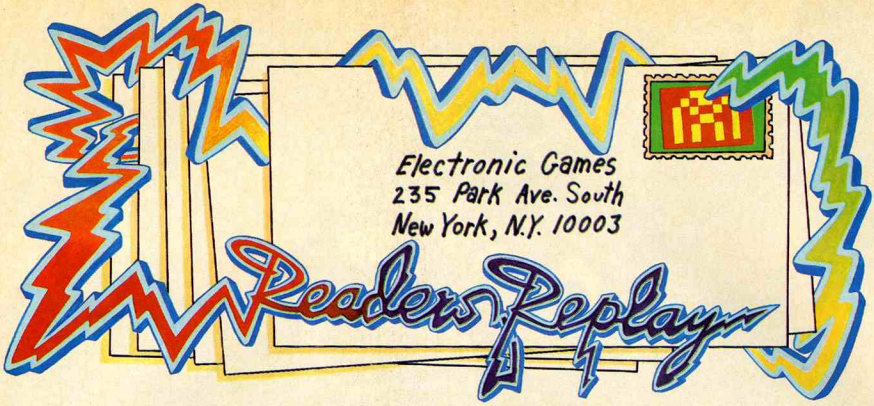
Since mere *quantity* of play doesn't necessarily equal actual popularity, **Electronic Games** bases its standings on the votes of its readers. These lists of most popular games are based on the more than 1000 Reader Polls. We update the "picked hits" lists in every issue of **Electronic Games.** So send in your votes!

TIGERVISION™

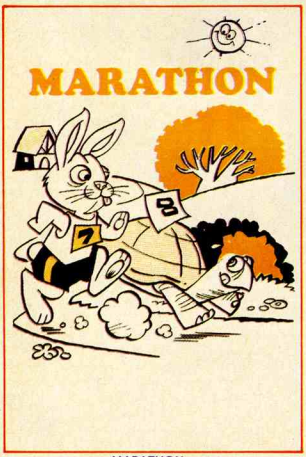
Tiger Electronic Toys, Inc.
909 Orchard
Mundelein, IL 60060
(312) 949-8100

Atari VCS is a registered trademark of Atari, Inc.
Miner 2049er is a registered trademark of Big 5 Software

Licensed through Compu-Vid, No. Hollywood, CA



Some quick news and a vital correction before getting on to this month's collection of marvelous missives. First off, for all those readers who have besieged **EG's** *offices with demands for the address of Lasky Products, we've tracked it down, at long last. So all you joystick-loving Intellivisionaries can install your Injoy-A-Sticks by writing to Earl Lasky c/o Lasky Video Distributing at: 20 Morning Drive, Irvine, CA 92714 or phone: (714) 857-6370. Also, ColecoVision supporters who have had difficulty with that system's short-shafted, nobby joystick, will be glad to hear that Earl has done it again. He has devised a replacement joystick/shaft that replaces the easy-to-remove nob on the present controllers. The Mark II Injoy-A-Stick for Coleco has tested extraordinarily well so far and will be further covered in our new controller review column. Suggested retail for the new adapter is $9.95 a pair.*



MARATHON

SPACE GAMES

Now to the correction. For some time, **EG's** *staff has labored under the misapprehension that "Educational Software", producers of the excellent line of kideogame-oriented computer software (including Space Games, Player Missile Graphics and also The Adventures of Proto) is "EduWare", a contraction of the former's title. We sincerely apologize to both publishers for any confusion.*

To keep from making the same mistake we did, remember that Educational Software products sport a distinctive logo, the face of a white haired scientist with round, horn-rimmed glasses.

And now, on with the interaction!

AAAAARRRRGHHH!

Do you publish or work with the magazine entitled *Electronic Fun?*

Don Moreno
Wilmington, Delaware

Ed: Don, let me put this as calmly and succinctly as possible: NO! "Electronic Fun with Games & Computers" is published by the same company that launched "Video Review" about six months after Reese Communications opened up the field with the first consumer video magazine, "Video". Similarly, six or eight months after Reese again pioneered the first magazine entirely devoted to the electronic gaming phenomenon, the same outfit decided to start a magazine dubbed "Electronic Fun".

You know how it is, Don: some folks innovate, others just imitate.

ASTROGATE?!?

In September of 1982, I won first prize in a contest sponsored by Astrocade, Inc. and the Seattle Mariners. As of today, February 1, 1983, I have still not received the prize — $2,500.00! There were two grand prize winners in Seattle and I understand a contest was also held in Chicago, sponsored by the White Sox.

None of the first prize winners have been paid and only a handful of the lesser prizes (Astrocade systems) were mailed out.

Mark Catlow
Spokane, WA

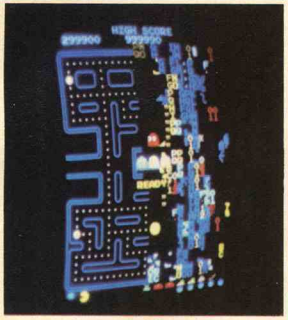
Ed: As you've pointed out, Mark, Astrocade has filed for bankruptcy but representatives were in attendance at a recent electronics trade show in Las Vegas and their systems are still being sold. **EG** *will be looking into this contest business, therefore, and recommends that you make sure that the*

baseball teams you mentioned were indeed "co-sponsors". If that's the case, then the Mariners and White Sox may share some, or perhaps even all, of the liability.

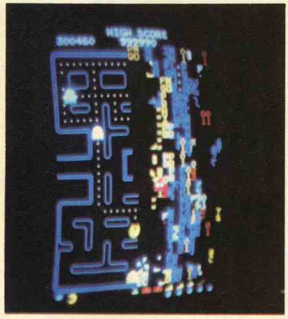
TOP GUN GOBBLER SPEAKS

I can't believe your high score for **Pac-Man** at 5.9 million! The maximum possible is just over 3.3 million. It must be a different machine. Midway makes three: slow game, fast game and new chip. All are "Pac-Man", but each is different.

I play the slow version (the original) and on the 256th board, the screen divides in half and creates an impossible scenario for the player. This has happened to me 17 times on two different slow-game machines and has also happened to a friend, this time on a third machine. This has also happened to author John Birkner ("The Video Master Guide to Pac-Man").



Pac-Man picks up a split-personality as Randy reaches the heights!



I've tried everything in an attempt to clear this "half-board", but even if my gobbler eats all the visible dots, the ghosts continue their pursuit as some are not visible and others cannot be eaten.

At last, the first joystick that puts the firing button where it should have been in the first place.

The new Triga-Command is like no other home video joystick controller you've ever used.

The firing button is directly under your trigger finger, the finger with the fastest reflex action. Which means your thumb doesn't ache any more after playing long games, your firing is more accurate, and your scores are higher.

No other joystick gives you such a terrific grip either. That's because the handle is big and comfortable, not thin and spindly like the others. It's shaped to fit your hand, and has a diamond-cut textured surface to give you the "feel" of genuine Arcade-style joysticks.

Another unique feature are our removable suction cups under the base which clamp Triga-Command firmly to any smooth playing surface for total single handed operation.

And our joystick is tough. It's made from high impact plastic, so it won't crack under pressure.

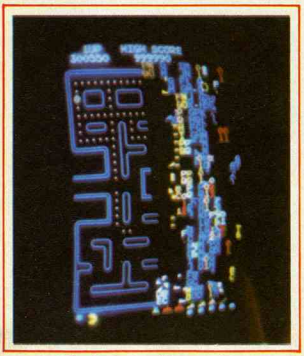
Do you use an Atari 400 or 800 computer, the Atari 2600 system, Vic-Commodore computers, or Sears Tele-Games? No problem. Triga-Command fits them all.

All thumbs with ordinary home video joysticks? Get a grip with Triga-Command. It's the first joystick to put the firing button under your trigger finger. And isn't that where it should have been in the first place?

TRIGA COMMAND

© 1983 **Electra Concepts Corp.** 125 Wilbur Pl., Bohemia, NY 11716 • (516) 567-4190
Atari, Vic-Commodore and Sears Telegames are registered Trademarks

In *Pac-Man*, 17 of the first 18 boards make the monsters edible. With four monsters per energizer, per board, we come up with 4 x 4 x 17 = 272 edible monsters. I have eaten 255. That's 26,700 from a perfect score (I missed a strawberry, and one of the monsters I missed was an 800 pointer and the rest were worth 1,600). The photos enclosed will validate this. By the time I finish my sixth keyboard I had 313,700.



The famous split-screen!

Just because someone has scored 5.9 million, it doesn't mean he is a better player.

Randy Tufts
Ontario, Canada

Ed: Randy, not only are you our top registered scorer on that level of Pac-Man game play, but you bring up a dilemma we here at **EG** *have been grappling with since we inaugurated our National Vanity Board.*

Not only are there often different versions of the same machine, there are difficulty settings at the rear of the machine — **Tron**, *for example, has nine accelerating challenge levels — and someone playing at level one stands a better chance of garnering a high score than does a player at a high level of nine.*

Several possible solutions have been offered, but nothing that completely satisfies us. How about you readers — what's the fairest method of determining the best joystick commando on every coin-op? The floor is wide open to any and all suggestions.

INTELLIVISION AGAIN

I know you've been getting a bundle of mail from Intellivision owners complaining that you don't give their system enough coverage, though I have noticed that **EG** has actually decreased the amount of Intellivision coverage.

In the January '83 issue there was not a single review or strategy given for a Mattel/Intellivision product.

I really enjoy your magazine and I've purchased every issue since I first saw it in November, but if I don't see more Intellivision coverage I guess I'll have to look for another magazine.

So please, how about some reviews of games like **B-17 Bomber, Tron Deadly Disc, Dungeons and Dragons,** and the popular new games being produced by Coleco, Imagic and Activision.

David Kraemer
Annapolis, MD

Ed: The main problem regarding reviews of Intellivision-compatible cartridges is the "lead time", the lag between a game's release and the arrival of **EG's** *review copy. The situation's improving, Mattel's P.R. problems seem to have been alleviated, and most of the games you mentioned have now been covered in* **EG's** *pages. In fact, our special "Videogame Preview" feature devoted considerable space to the new Intellivision II and the upcoming third-wave super-system, the Intellivision III.*

We do have a problem with Activision and Imagic/Intellivision games, however, particularly those that have appeared initially in 2600 format. As is evident in the computer software field, we are now seeing the dawn of the multi-format game program. **Miner 2049er** *had been licensed in 15 formats at last count, and as this becomes common practice,* **EG's** *difficulties are compounded.*

Unlike, for example, the music industry, where a song on record, tape or whatever medium is still the same song, various systems may offer considerably different end products. Do we therefore review a game that appears in, say, 20 formats over and over again until every version has been examined under a microscope? Alas, even if we wanted to, such a practice would prohibit the coverage of new titles.

Most of the independently pro-

duced software for the Intellivision, as of this writing, appeared in earlier versions for use with other systems. Original titles, however, such as **Microsurgeon** *(Imagic) and several of the newer ACTV-produced titles will certainly be covered. Also, with Mattel's continued help and support, we intend to cover game products for all the Intellivisionaries so long as ink remains in our pens!*

HAIL COLECO (AND EG, TOO)!

Your review of the exciting new ColecoVision system was just great! I appreciate your "Q&A" section and game reviews regarding this fine programmable game system very much. Please keep up the excellent coverage in **EG** and in your newsletter, *Arcade Express*. Your magazine is full of beautiful pictures and excellent journalism. Please keep up the good work.

Jon P. Aspenson
Viroqua, WI

Ed: Blush. . .Gee, what can we say, Jon, other than thanks for the kind words. We don't ordinarily publish such sweet words about our own efforts, but we just wanted to let you know how much we appreciate all the letters, like Jon's, that we do get each day.

They can really help get the day off on the right foot!

WORDS TO LIVE BY

I thoroughly enjoy your magazine and eagerly await each new issue. As the proud (but impoverished) owner of 177+ game cartridges for my:

Atari VCS	(126)
Intellivision	(39)
ColecoVision	(5)
Vectrex	(7)

(not to mention hundreds of games for my Apple computer), I feel that I am at least materially qualified as an avid electronic game enthusiast and home videogame consumer extraordinaire. As such, I would like to take this opportunity to bestow upon you kudos, for representing the new product market by *far* better than any of your competitors, both in text and advertisements.

Keep up the good work.

Allan Olmstead
Irvine, CA

Ed: Much as we generally avoid letters of gushing praise in Reader Replay, there periodically comes along a note that just rings all the right bells. Thanks so much for the kind words, Allan, and the second we fail to meet your high standards, give us a yell. In the meantime, as Al Jolson said at every given opportunity, "You ain't seen nuthin' yet!"

Before closing up shop for this issue, we wanted to respond to the many readers who wanted to know the exact amount of ROM and RAM owned by the Atari 5200 and ColecoVision. Our big problem is changing specifications. Each set of statistics we've received changed the numbers.

In any case, ColecoVision can read about 32K of ROM. The 5200 at some point, will probably be able to read 48K of ROM. We'll RAM the rest of the data down your throats next issue, lest things become even more confusing. Just remember, though, that ROM means Read Only Memory and refers to the system's ability to read previously written programs. In either case, 48K.

Until next issue, please direct all correspondence to *Readers Replay*, c/o **Electronic Games** magazine, at: 460 West 34th Street, New York, NY, 10001.

STAND-ALONE PREV

Portable Devices are Becoming More Sophisticated

Fun machines that combine colorful graphics and sizzling play-action in convenient formats are making high-tech arcading available everywhere, even in places where a television set or video monitor would be impractical. Even though the sheer amount of new stand-alone units may not be appreciably greater than last year, the quality has jumped several notches higher. Advances in hardware technology are rapidly minimizing many of the drawbacks which caused some electro-gamers to turn away from the stand-alone field a few years ago.

Stand-alone games draw from the common pool of genius that produces the outstanding diversions players enjoy in the arcades and on home screens. Microprocessors and silicon chips are the hearts of table-top and hand-held units, just as they are in their big brothers. As programmers become more adept at fitting big games into these minute packages, stand-alones get better. The cream of the crop almost makes you forget there's only a tiny viewscreen to show the action instead of a 19-in. color tv.

Yet stand-alones still fall short of real television-style graphics. They don't use separate monitors or TV screens. All game elements are self-contained, rather than dependent on the big eye for visuals; hence, the name stand-alone. This means programmers are limited to florescent tubes, light diodes and LCDs for the guts of each game. It takes expert design work to add visual thrills to what would otherwise be the plain-janes of the videogaming universe.

This year, designers have created the finest programs ever seen in the stand-alone field. These miniature screens are filled with eye-popping graphics, right up to the current limitations of technology for each format. Then, like other smart plain-janes, they depend on a dab of cosmetics to add the finishing touches.

Table-top units are the royalty of stand-alone games again in 1983. The most ambitious of these self-contained videogames are challenging extravaganzas of light and color, often housed in arcade-style cabinetry. This year, upright units have almost totally replaced the flat games of the past. Screens are tilted upright to give an eye-pleasing vantage to the gamer, and controls are at finger-tip level for convenient operation.

As in other parts of the gaming field, strong licenses are the basis for the most popular stand-alone games, and usually these licenses are bought for home versions of coin-op hits. Parker Brothers went to the arcades for **Q*Bert**, the cube-hopping game. Q*Bert, the adorable on-screen hero, leaps

By THE EDITORS OF ELECTRONIC GAMES

IEW 83

from block to block to change the colors of all the cubes in the pyramid. Avoid the snakes, balls, and other baddies through nine increasingly-more difficult levels in this, the world's first table-top electronic *Q*Bert.*

Coleco, the company that wowed gamers last year with **Pac-Man**, the Arcade Award-winning **Galaxian**, **Frogger** and **Donkey Kong,** has more of these handsome table-toppers coming for 1983. In **Ms. Pac-Man,** the queen of gobblers darts through eight different mazes, back and forth within scrolling tunnels. *Ms. Pac-Man* has the most fluid controls yet seen in a table-top game, and this excellent game is sure to be a big hit in 1983. **Donkey Kong Junior** brings the hit arcade game into the playroom, as the swinging simian struggles to rescue his captured big daddy. The most dramatic title in the stand-alone field is **Zaxxon.** Two screens combine with a mirror for 3-D thrills on the mini-playfield, for a game no one believed could ever be done in table-top size.

Three-dimensional effects are the biggest news in gaming this year. Tomy's unique 3-D designs will knock

EPOCH'S GALAGA

the socks off even the most jaded arcader; Tomytronic's **Planet Zeon, Thundering Turbo** and **Sky Attack,** a space contest, road race and flight game respectively, are each packed in revolutionary-styled fieldglasses, with game play controls right at the viewer's fingertips. The images popping out of these goggle-games will set your head spinning. They give true 3-D graphics, with all the depth and motion jumping right through the screen into the gamer's face.

Even Epoch went 3-D with **Galaga.** This second-generation game uses bands of color moving from the center toward the sides, with the Galaga plane flying straight toward the arcader. The resulting eye-catching 3-D illusion is coupled with stereo sound. Two miniature speakers flank the screen — a first for table-top arcades.

In the last few years electronic board games have grown to be an important part of our hobby. Certainly no serious chess player wants to be without one of the challenging computerized chess games. These continue to improve every year. No matter what the level of expertise of the human chessist, there's a computerized unit to give every pawn-pusher a run for his money. In addition to playing a good game, with a full set of skill options and control commands, the Milton Bradley **GrandMaster** actually executes its own decisions. The pieces move by themselves as directed by the computer. It's a little eerie to watch the computer's knight, for instance, snaking its way through a row of pawns, but it's the perfect thing for gamers who need to keep their hands free while playing.

Some ambitious chess units are programmable. As new programs are perfected, the gamer pops in a fresh cart. Fidelity Electronics' **Challenger Series** games have plug-in modular capability. Available cartridges for each unit include book openings, advanced chess programs, and even rook and pawn endings for serious gamers to study.

There are several other traditional board games that have been successfully adapted to table-top microprocessors. Fidelity has a **Bridge Challenger** that plays either as your partner or opponent, a **Gin & Cribbage Challenger** that uses either real playing cards or a computer-generated deck, and the **Skat Challenger** that replaces one, two or even three human players, acting as partner or opponent. **Backgammon's** also available in high-tech style. Gakken Company has a player that sits neatly on your table-top and gives a battery of variations and command options all completely self-contained in a sleek housing.

Probably the most ambitious new

CAVEMAN AND KING KONG

SPACE FIGHT AND DRAGON

© 1983 Sirius

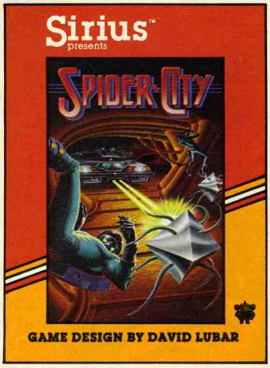
Sirius™

For more information contact your local Sirius dealer or contact Sirius directly at 10364 Rockingham Drive, Sacramento, CA 95827 (916) 366-1195.

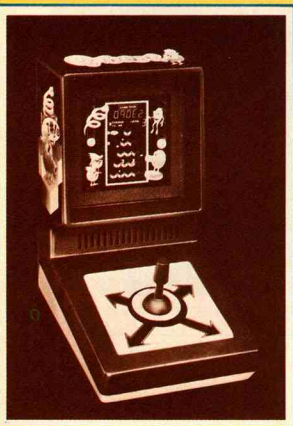
Game design by David Lubar. VIC-20 version programmed by Leonard Bertoni. Atari versions programmed by Tom McWilliams. Package, program and audio visual © 1983 Sirius Software, Inc., Sacramento, California 95827. All rights reserved.

Sirius and Spider City are trademarks of Sirius Software, Inc. Atari 400, 800 and 1200 are trademarks of Atari, Inc. VIC-20 is a trademark of Commodore Business Machines, Inc. Sirius is not affiliated with Atari or Commodore.

Atari 400, 800 & 1200 Cartridge
VIC-20 Cartridge



A line-up of the latest stand-alone marvels from Bandai features pocket-sized, table-top and hand-held formats.



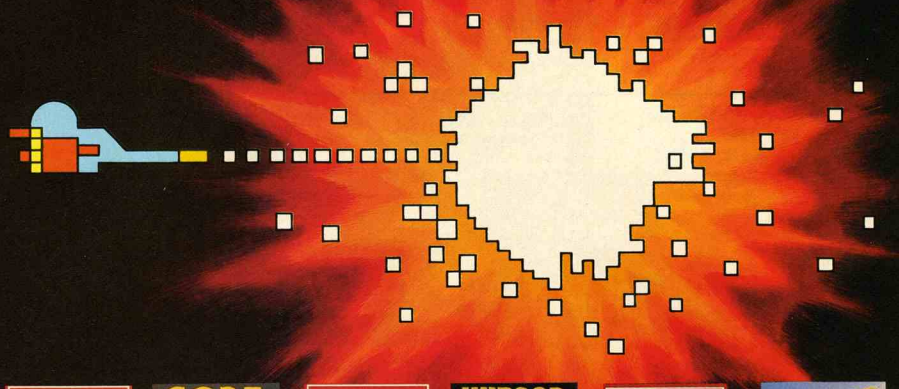
Q*BERT STAND-ALONE

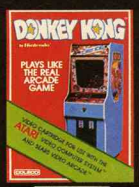
table-top board game for 1983 is **Monty Plays Scrabble** from Selchow & Righter. There is a built-in 16,000 word vocabulary with additional modules available to raise this to 44,000 words. Gamers enter their word choices on the keyboard, and the LCD screen displays the appropriate section of the board. The computer does all the word counts, keeps score, and provides a formidable opponent for *Scrabble* enthusiasts. Playing at home gamers use a standard *Scrabble* board to keep track of the moves. But the unit travels well. Selchow & Righter provide paper boards for the traveling gamer to write on. Play alone, or one-to-one against the computer, or with up to three humans against the computer.

There's excitement in store for younger board-gamers, with Milton Bradley's **Arcade Mania.** Gamers bet chips on who'll do best at videogames pictured on the non-electronic board. Then the *Arcade Mania* battery-powered command module provides the excitement with flashing lights, electronic blips and automatic dice rolls.

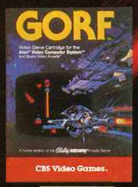
Bandai Electronics looked to the sun again in 1983. They pioneered solar-powered games in 1982. This year,

AT $4.95 A GAME YOU CAN'T MISS.





8000032A▲



8012092A ✱

8013082A ★

8020092A †

8035022A▼

8005082A ‡

TAKE ANY ONE OF THESE VIDEO GAMES FOR ONLY $4.95

when you join the Columbia Video Game Club and agree to buy just 2 more games, at regular Club prices, in the coming year

Just look at the video games offered here...all available for home enjoyment on your Atari® Video Computer System™! They retail anywhere from $26.95 to $34.95 each, yet you can have any one for only $4.95—with membership in the Columbia Video Game Club! This is an exciting new service that offers you the newest home video games on a convenient shop-at-home basis—and at great savings!

How the Club works: approximately every six weeks (up to 9 times a year) you will receive the Club's colorful Video Game Magazine. It announces the Hit Game Selection...generally, a brand-new arcade winner. In addition, the Magazine will picture and describe many other video games, new gadgets to upgrade your own Atari® system, helpful hints on how to improve your scores, a poster, and much more.

If you want the Hit Game Selection, you need do nothing—it will be sent to you automatically. If you want one of the alternate games offered—or nothing at all—just tell us so on the response card always provided and mail it by the date indicated. You'll always have ten days to make your decision. If you ever receive a game without having had ten days to decide, return it at our expense.

The game cartridges you order will be mailed and billed to you at regular Club prices—which currently range from $24.95 to $29.95, plus shipping and handling, and appropriate sales tax. Remember, you don't have to buy a video game every time you hear from us—your only membership obligation is to buy as few as two games in the coming year, and you may cancel membership at any time after doing so. If you decide to continue, you'll be eligible for our generous money-saving bonus plan.

10-Day Free Trial: we'll send complete details of the Club's operation with your introductory cartridge. If you are not satisfied for any reason whatsoever, just return everything within 10 days for a full refund and you will have no further obligation. So mail the coupon now!

WANT STILL ONE MORE GAME for $4.95? You can have ANY TWO of these video games for only $4.95 each—if you agree to buy four more (at regular Club prices) in the coming two years! Just check box in application and enclose $9.90 for your two games.

All applications subject to review; Columbia Video Game Club reserves the right to reject any application or cancel any membership.

GC18/F83

Atari® and Video Computer System™ are trademarks of Atari, Inc. ▲ "DONKEY KONG" ™ the trademark of Nintendo of America Inc. © 1981 Nintendo of America Inc. Exclusive Licensee–Coleco Industries, Inc. "GORF" ™ TM of Bally Midway Mfg. Co. ® Copyright 1981, 1982 Bally Midway Mfg. Co. All Rights Reserved. ✱ CARNIVAL™ is the trademark of Sega Enterprises, Inc. ® 1980 Sega Enterprises, Inc. "FROGGER" game graphics © 1982 Sega Enterprises, Inc. FROGGER ™ is a trademark of Sega Enterprises, Inc. * WIZARD OF WOR™ is TM of Bally Midway Mfg. Co. © Copyright 1981, 1982 Bally Midway Mfg. Co. All Rights Reserved. ▼ ZAXXON ™ is the trademark of Sega Enterprises, Inc. © 1982 Sega Enterprises, Inc.

Mail Coupon OR call TOLL-FREE 1-800-457-0866
In Indiana call (812)-466-8125 collect.
We'll enroll you over the phone during regular business hours and charge everything to your credit card. (Sorry, phone service only available to credit card customers.)

COLUMBIA VIDEO GAME CLUB Dept. 2BR
3000 North 35th Street, Terre Haute, IN 47811

Please accept my application under the terms outlined in this advertisement—and enroll me under the offer checked here:

☐ **Send me the game indicated below,** for which I am enclosing check or money order for $4.95. I agree to buy at least 2 more games, at regular Club prices, in the coming year. **100**

☐ **Send me the 2 games indicated below,** for which I am enclosing check or money order for $9.90. I agree to buy 4 more games (at regular Club prices) in the next 2 years. **102**

Write in the number(s) of the game(s) you want:

Name _____
(please print) First Name Initial Last Name

Address _____ Apt _____

City/State _____ Zip _____

Do you have a telephone? (check one) ☐ Yes ☐ No

Parent's Signature
if under 18 _____

Offer not available in APO, FPO, Alaska, Canada, Hawaii, Puerto Rico

WANT THIS CHARGED TO YOUR CREDIT CARD? Fill in information below, we'll charge the $4.95 (or $9.90) and future shipments to your credit card—and credit your account with any returns.

☐ **American Express** ☐ **VISA** ☐ **MasterCard** _____
Interbank No.

Credit Card No. in full _____ Expiration date

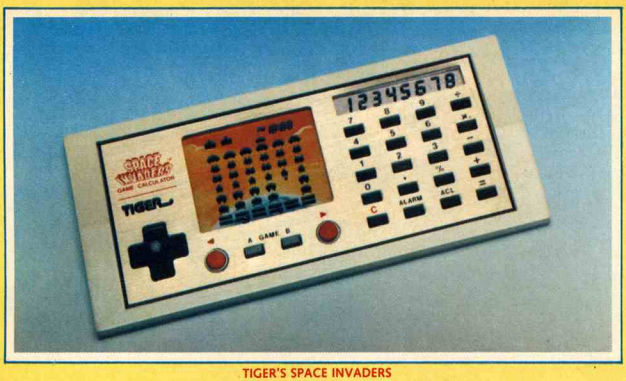
Signature _____ **101/103**

SPACE INVADERS

solar power activates even better games with larger display screens. **Mr. Franken** is a two-screen contest. Maneuver the scientist around his lab assembling the monster who then moves from the room and tries to climb a mountain. In **Airport Panic**, a policeman approaches a hijacked plane avoiding thrown bombs, then boards the craft to overcome the villain. **Amazone** features a brave adventurer who must climb the waterfall, avoid various obstacles, then explore a multi-roomed cave in his search for treasure. **Terror House** moves the on-screen hero through a graveyard and into a haunted house where he fights the Mummy, Werewolf, Dracula and other undead creatures.

Hand-held games are very exciting this year. Not only is play-action getting better all the time; now there's an entirely new level of graphic beauty to these tiny devices. Up until now, hand-held games were limited to black and white line drawings against stark white LCD screens. This year manufacturers added dramatically colored backgrounds behind the action, turning formerly drab scenes into spec-

BANDAI'S SOLAR GAMES



TIGER'S SPACE INVADERS

GHOST HOUSE AND PARA TROOPER

taculars. It's a great effect. Gone is the sterile appearance from years past, replaced by rich and colorful scenes that are especially appealing to arcaders. Tiger put an angry orange sky over a cool serene earth, as a handsome backdrop for the **Space Invaders** marching down-screen, on both the hand-held game unit and the hip-pocket calculator/game. Inventa also used picturesque skyscapes and then packed the games in unique cabinetry that fits in a pocket or sits on your desk top. Gakken Company created a combination of pictures and foil for colorful backgrounds to come up with some of the most eye-popping designs to date in the hand-held format.

Games with something extra are important this year. All of Technotel's *Pop* games, manufactured by Hattori, contains an AM radio that plays through earphones packed with the game. Nintendo gives players an extra viewscreen for more action. The games hinge in the middle like a lady's compact. Folded, they fit neatly in a shirt pocket. Open, each half has its own screen, with action moving back and forth between the two to keep gamers' fingers busy.

Everyone wants a wrist watch that does something extra. This year, one of the best comes from Casio. The Casio GG-9 is a chronograph watch that lets the user play nine-holes of golf, with a tiny view of the course on-screen, and various keys on the watch face to control the golfer's swings.

For golf in a larger format, Bandai's two-screen golf game scores a hole-in-one. **Challenge Golf** displays the hole par and distance on the upper screen at the beginning of each hole. The bottom screen shows the golfer on the green. After the last shot, the screen changes to the next hole.

One of the most sought-after goals in the stand-alone gaming field is programmability. Palmtex has a major breakthrough in the field, bringing variety in gaming to the smallest common denominator. The Palmtex Personal Videogame System is the world's first palm-sized entertainment with interchangeable cartridges. The entire screen slides in and out of the unit, so that every game has its own graphics. The screen looks almost three-dimensional since the multiple layers of glass provide eye-fooling depth. The company promises an entire line of high-challenge contests, to turn the *Palmtex PVS* into a truly portable videogame system, the smallest programmable game on the market today.

ARCADE MANIA

SPACE INVADERS GAME/CALCULATOR

It's a great year for gamers. No matter where your interests may lie, whether it's arcades or home screens, or table-top, hand-held, board-style or even wristwatch games, there's certain to be something for you. And no matter what your taste, the games are sure to be better than ever before.

Amazingly, the little giants of the electronic gaming world just keep on growing.

THE WORLD W
YOUR COMP

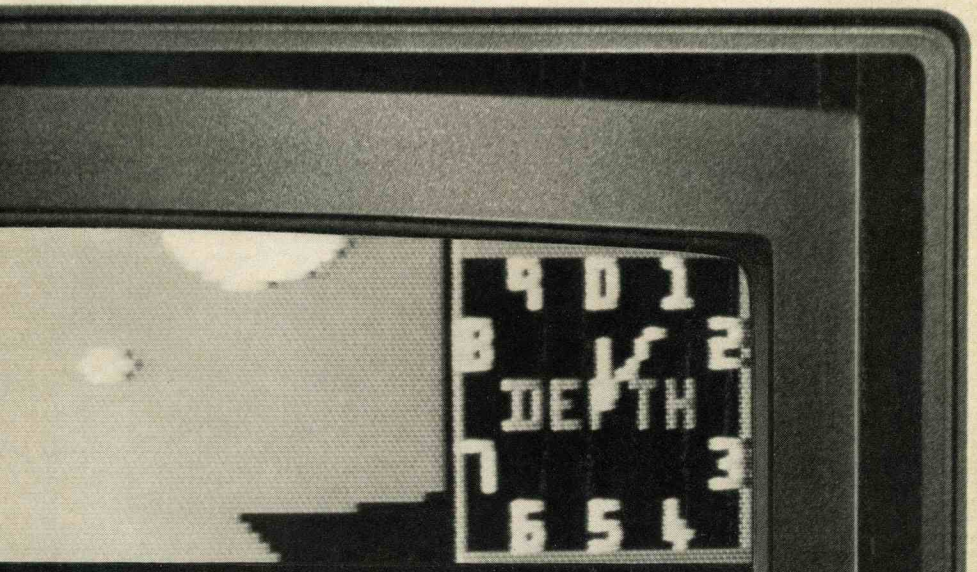
Send us your game and THO

Got a great home computer game you've programmed? Working on one? We'd like to hear about it. Play it. And if we like it, we want to help you sell it to the world.

We're THORN EMI Video, the worldwide entertainment/electronics company. One of the giants in home computer software. We market a full line of computer games to the world. So, if your computer game meets our own high standards, it means people all over the world could be buying it, playing it.

ANTS TO PLAY
UTER GAME!

RN EMI will give you the world.



Think you've got a great computer game? Then write us to find out how to submit your game to THORN EMI.

Just think. The whole world could be playing your computer game soon.

THORN EMI, HOME COMPUTER SOFTWARE DEVELOPMENT, 1370 AVENUE OF THE AMERICAS, NEW YORK, NY 10019.

THORN EMI
VIDEO

By DAVID LUSTIG

Can supersonic jet fighters and **Ms. Pac-Man** peacefully coexist? Is it really true that men working with high technology military equipment all day long will find off-duty happiness blasting aliens out of the sky at night? If the well-worn joysticks on arcade machines installed on Navy ships are any indication, the answer is a resounding "yes".

Perhaps one of the best examples of this marriage of electronic work and electronic fun is a U.S. Navy aircraft carrier.

A sailor passes the time with a game

One look at an American aircraft carrier and you just know it is the most powerful surface vessel in the world. Over 1,000 feet long, operated by nearly 5,000 men, it is a mobile city, ready and able to protect American interests in the farthest reaches of the globe. If you're not friends with the United States, you definitely don't want one parked next door. Foes of Uncle Sam fear the might of a carrier far more than fictional rebels ever dreaded one of Darth Vader's Imperial Battle Cruisers.

A single aircraft carrier (and the United States has over a dozen)

The United States Aircraft Carrier Constellation offers its crew all the land-based comforts of home — even an on-board arcade!

THE FLAT-TOP

can carry just under 100 aircraft, ships capable of defending the fleet, detecting and destroying submarines as well as other airplanes, and supporting U.S. ground activities with air cover.

But deep inside the bowels of this mightiest of ships, down below the flight deck and aircraft hangers, past all the computer systems and radar rooms, toward the back and just the other side of the soda pop machines, come strange noises. They are sounds familiar to anyone who can't resist an arcade machine as long as there's a quarter in his pocket. It is the sound of

This is no simulation — it's a real jet on the Constellation's deck!

ARCADE

Aircraft Carrier Arcades on the High Seas

A naval man goes "Berzerk" in one of the carrier's many "underground" arcade nooks.

Galaxian and **Centipede, Missile Command** and **Berzerk.** It's a mini-arcade in the middle of the ocean.

Forget the soft lights and fancy murals. The walls are ubiquitous Navy gray, the floor is vinyl tile and the machines, well, the machines are in their own little screened-off area. Everything on a combat ship must be able to be made totally secure and tied down in its own compartment, lest heavy seas or possible hostile action send it bouncing around the ship.

Since a combat ship is a 24-hour-a-day operation when at sea, it stands to reason the arcade games are available around the clock, too, save for a few maintenance periods. Since someone is always off-duty when another is on, it is quite common to have jet fighters catapulting off into the wild blue yonder, while five decks below missiles are blasting aliens out of the sky.

"It gives the guys another option in their free time," explains Ensign Rob Raine, Public Affairs Officer for the carrier Constellation. "They were doing it every day in high school," he continues, "so why not out here?"

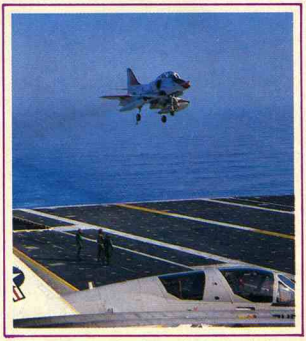
On the Constellation, that option includes **Galaxian, Centipede, Missile Command, Tempest, Super Cobra, Berzerk** and a pair of **Asteroids.**

Like arcades firmly entrenched on land, ships have rules regarding play.

No one is going to check to see if you are supposed to be in school, but you better not be playing during duty hours. Smoking is prohibited, as is food and drink. Perhaps partial explanation for the last two no-no's is because of the men who maintain the games.

"We repair our own machines," explained Seaman Jonnie Tapia. "When you are out in the middle of the ocean, you have got to be self-sufficient." Knowing that the man operating the game next to you might be an off-duty repairman, makes the men a little hesitant about abusing one of the machines.

Besides receiving fast and reliable servicing of the games, there is also another benefit. All the money plunked, dunked and pushed into the coin slots goes back to Special Services, the operators of the equipment. Special Services — they also run the movies, radio and television station, soda fountain and all the other "fun" things on board — recycles the money back into the equipment. That means more and newer games whenever possible, without taxpayers footing the bill.



A fighter jet lands on the flight deck

Depending on the ship, the number of arcade games can number from a few to impressive rows of coin-op technology. One example of a well-equipped aircraft carrier, we were told, is the U.S.S. Midway, deployed in Japan. "They get new games from the Japanese manufacturers almost as fast as they are introduced," sighed one seaman with a bit of envy.

As far as the games on board ships, their future seems bright, with usually more than enough players for the machines at any particular time.

Now while the installation of games on board Navy ships is no reason to run down to the recruiter and enlist for four years, the next time you attend a Navy open house and tour a carrier, when someone cutely asks where the arcade games are, you'll know — two decks down on the left, next to the soda machines.

WICO

COMMAND CONTROL™

AUTHENTIC ARCADE CONTROLS

ERGONOMICALLY DESIGNED TO FIT YOUR HAND AND MIND.

Ergonomics. The psychological science used by engineers to create efficient controls for the aviation industry. The science that works to combat pilot's hand fatigue. The science that lets the hand react as fast as the mind can direct it.

Now, WICO has applied the science of ergonomics to develop superior controls for home video game and computer systems.

Command Control Power Grip Joystick. The aviation-type grip fits your fingers comfortably, to lessen hand fatigue and put the total feel of the game in the palm of your hand. The directional precision and instant fire response give you control never before possible at home.

Command Control Three-Way Joystick Deluxe. You get all the exciting benefits of WICO's exclusive ergonomic design. And you get three different handles, to allow you to change grips for the fun of it... as easily as you change video games. All this, plus two independent fire buttons, to give you the absolute ultimate in control.

Both feature WICO's arcade-proven leaf-switch design...an exclusive that major commercial video game manufacturers demand for more than 500 of their arcade models. Both offer unrivaled arcade durability and are fully backed by WICO's one-year limited warranty. And both work with Atari,® Commodore,™ ColecoVision,™ and nine other popular home video game and computer systems.

Ask your retailer for a demonstration. And take command. Today.

WICO
THE SOURCE

For The Arcade—
And Now For The Home.

WICO Consumer Division, 6400 Gross Point Road, Niles, IL 60648
WICO® is a registered trademark of Wico Corporation. © 1983 Wico Corporation
Atari, Commodore™ and ColecoVision™ are trademarks respectively of Warner Communications, Commodore Inc. and Coleco Industries

PROGRAMMABLE PARADE

Here's the Queen of the Videogame Scene!

MS. PAC-MAN

MS. PAC-MAN

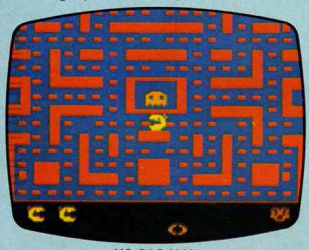
Atari/Standard Atari 2600

Although it sold well and even rated highly on several popularity polls, including **EG**'s very own, Atari's 2600 **Pac-Man** was a certifiable disaster. The graphics, sounds, bonus items, music, intermissions, and ease of play (all the things that made the coin-op so wonderful) were conspicuously absent in the VCS version.

However, just as Midway wanted to thank the scores of female arcaders who took Paccy to their hearts by producing a female version of the coin-op classic, Atari has more than redeemed itself for previous lacks found in the home version of **Ms. Pac-Man.**

With nary a flicker in sight, our buxom goblette moves through tunnels, multiple mazes and around her familiar foes, the four ghosts (unless players choose simpler versions with one, two or three spooks). This one has it all, including traveling bonus goodies from cherries to pretzels, bananas, strawberries, oranges and pears.

The graphics are superb, the action



MS. PAC-MAN

astonishingly close to the original and, get this, Pac-erinos — there's even a musical intermission! That's right, this cartridge even takes the sting out of losing. After each loss, our heroine comes bouncing on-stage for her bows while that familiar *Pac-Man* theme plays in the background. Before the thunderous ovation dies down, she is joined by Inky, Blinky, Pinky and (from the Saturday morning cartoon show) Sue, the first *female* Pac-ghost! The ghosts then encircle the gobblin' lass and rotate around and around for as long as you care to watch!

Ms. Pac-Man is a great piece of work, with all the appeal gamers could want. Atari, you're right, she's a *lot* more than just *Pac-Man* with a bow. In fact, she's *twice* the *Pac-Man* her hubby is!

SQUEEZE BOX

U.S. Games/Standard Atari 2600

This is yet another in the series of

STAR WARS®
RETURN OF THE JEDI™
DEATH STAR® BATTLE
VIDEO GAME CARTRIDGE

ZERO HOUR APPROACHING! SKILLED REBEL PILOT NEEDED TO BATTLE DEATH STAR.

SITUATION DESPERATE! POWERFUL NEW DEATH STAR REPORTED UNDER CONSTRUCTION. MUST BE DESTROYED BEFORE ITS DEADLY COMPLETION OR ALL WILL BE LOST.

MISSION INVOLVES SPLIT-SECOND SKILL. MUST FLY MILLENNIUM FALCON THROUGH ENEMY FORCE FIELD...PENETRATE DEATH STAR DEFENSES...AND NEUTRALIZE CENTER CORE.

WARNING! EXPECT HEAVY RESISTANCE FROM EMPIRE'S TIE INTERCEPTORS. ALSO NOTE...BE ON ALERT FOR TRACKING DEATH RAY.

TIME RUNNING OUT. ALL REBEL PILOTS REPORT IMMEDIATELY FOR RETURN OF THE JEDI DEATH STAR BATTLE. THE THRILLING HOME VIDEO GAME FROM PARKER BROTHERS.

For the Atari 2600™ and soon available for Intellivision.®

PARKER BROTHERS

* ®, * TM & © Lucasfilm Ltd. (LFL) 1983. All rights reserved. Parker Bros., a div. of CPG Products Corp., Authorized User. Atari 2600™ is a trademark of Atari, Inc. INTELLIVISION® is a registered trademark of Mattel, Inc. Parker Brothers is not affiliated with Atari, Inc. or Mattel, Inc.

Fisher-Price produced videogames which combine the bright, florid graphics so appealing to the child in all of us, with quality play-action fit for the top gunners at any arcade.

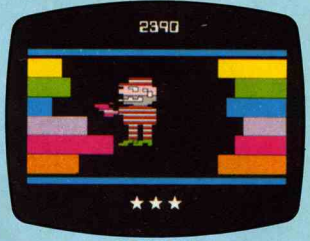
Borrowing an idea from the MCP sequence in Midway's **Tron** coin-op, this game pits the player surrogate in a prison comprised of thick, brightly hued bars that move horizontally across the playfield from the left and right sides.

The prisoner is armed with a gun that will punch out the encroaching color bars a segment at a time. It can also be aimed and set for auto-fire in any of three positions: up, down, or straight from the hip.

As the action builds, players will quickly realize that it is becoming impossible to clear the "squeeze box" completely. At this point, find a cozy nook somewhere in the middle of the screen and protect it to the death — that is, until one of the bars makes physical contact with our imprisoned on-screen culprit.

The action is a trifle stiff and may take some adjustment. The key is remembering that once the pistol is set in position, simply holding down the action button will keep the bullets spraying.

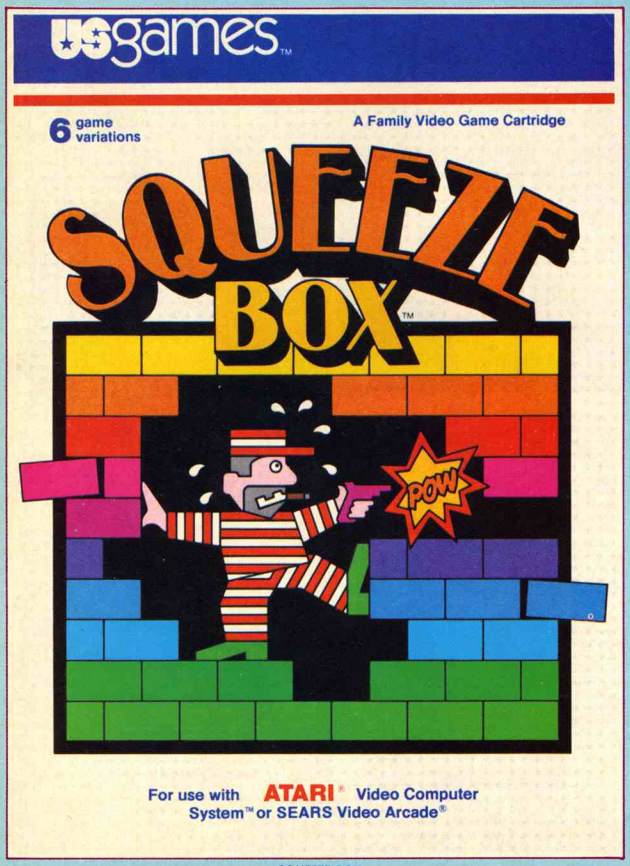
Another tip: the closer the character stands to his target, the less time it takes to reach it. Alas, the opposite dictum also holds true — so don't miss!



SQUEEZE BOX

That was strategy tip #1,000,768.

Seriously, **Squeeze Box** is a cute diversion that should prove especially entertaining to younger arcaders.



SQUEEZE BOX

REACTOR

Parker Brothers/Atari 2600

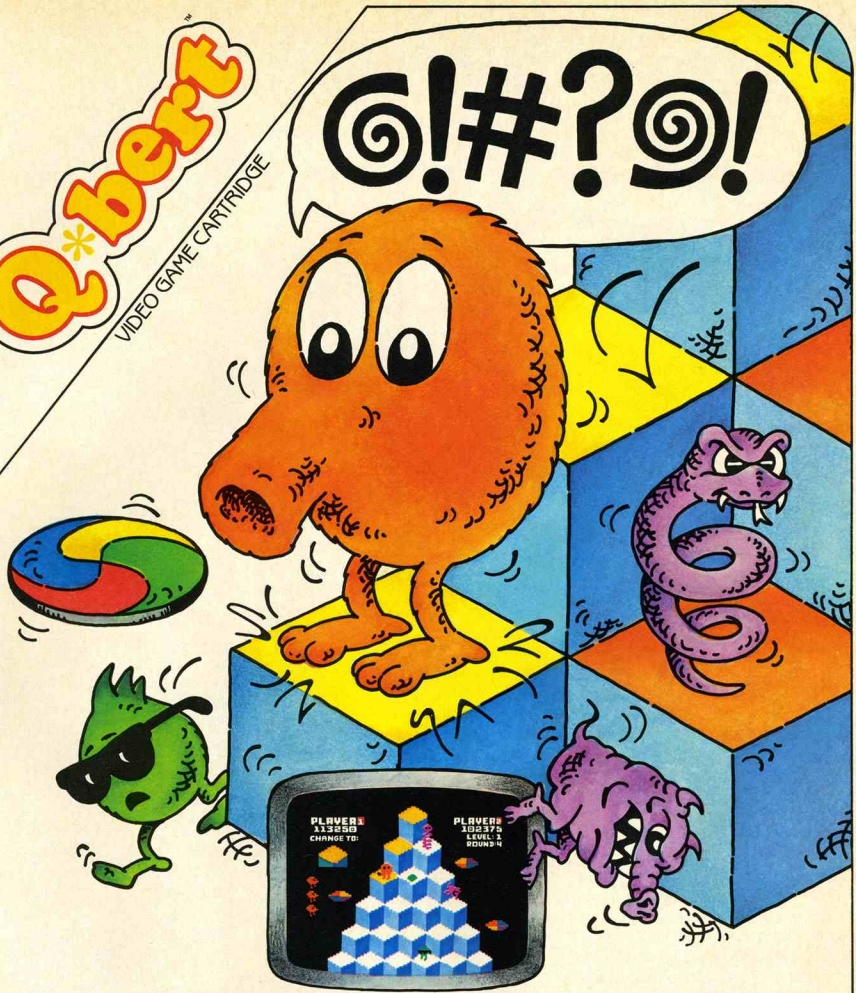
Ever since "China Syndrome" and "Three Mile Island" entered the consciousness of the American people a couple of years back, the question of nuclear power has provided the fuel for countless fiery debates. **Reactor,** originally a Tim Skelly design for D. Gottlieb, puts such weighty questions on the shelf, at least temporarily, as it takes you into the explosive heart of an atomic power station.

One or two players utilize joysticks to steer their vessels around a sizeable space found between the core and outer walls of a reactor. This area is not, unfortunately, entirely empty, but rather is filled with bouncing particles which enter the playfield one by one. The first of the eight rounds at skill level one consists of a total of 12 particles, with no more than three positions in view at once. By the climactic eighth round, there are 40 particles in all, though only a neutrino and a lepton will be in play at any one time.

The particles are trying to bump into your craft and send it careening into one of the walls for an "insta-kill". The idea is to do this to one or more particles before they gang up and do it

Q*bert

VIDEO GAME CARTRIDGE



IT'S NOT EASY BEING Q*BERT,™ BUT IT'S FUN.

No one ever said it was going to be easy hopping the irresistible Q*bert™ from cube to cube and staying out of harm's way. Especially when he's trying to avoid creeps like Coily and Ugg.

But, there are times Q*bert can't escape. And just like in the popular arcade game, he doesn't take it quietly. Q*bert mutters a few choice words, puts his nose to the grindstone and comes back for more.

You'll grow so attached to Q*bert, you won't want to stop playing. He's one little character who's good to the last hop.

Now you can have the new Q*bert video game cartridge in your home, too.

For your Atari 2600 Video Computer System™ and the Sears Video Arcade.™ Coming soon for Intellivision.®

PARKER BROTHERS

Q*bert is a trademark of D. Gottlieb & Co. Atari® and Atari Video Computer System™ are trademarks of Atari, Inc. Sears Video Arcade™ is a trademark of Sears Roebuck & Co. Intellivision® is a registered trademark of Mattel, Inc. Parker Brothers is not affiliated with Mattel, Inc. © 1983 Parker Brothers, Beverly, MA 01915

PROGRAMMABLE PARADE

to you. As an aid, the home arcader starts play with three decoys. A decoy is released by hitting the action button and will attract every particle on the display screen for about 10 seconds before vanishing.

These "magnets" are vital strategic weapons. Positioned properly, they can lure the sub-atomic bits into crashing through a wall, entering one of the reactor's two-sided chambers for bonus points, or slamming into the control rods. The latter are grouped on the left and right sides of the playfield, and hitting a whole group is the only way to force the constantly expanding core of the installation to shrink back to normal size.

The eight variations contained on the cartridge are divided into one- and two-player contests. When a pair of gamers participate, they alternate turns, with the destruction of a ship signalling a switch to the other player. Half of the variations feature a playfield with a solid core, and the others have reactors with vortex cores. The former is merely an obstacle to movement, but a vortex can suck in a ship and spit it into oblivion. Obviously, the solid core option results in a far easier test of skill, and if you really want to strain every fiber and sinew, try the invisible walls option!

Reactor qualifies as fun, but not brilliant. The play-mechanic is engaging, but the excitement level is lower than average. This game of inches and angles will not appeal much to those who prefer shoot-'em-up action, though the cartridge does make a fine change of pace from the blasting contests. The rules are straightforward, and are thoroughly explained in an excellent rules booklet included with the cartridge, though you'll need some patience to survive your first few encounters with *Reactor*.

DONKEY KONG JUNIOR

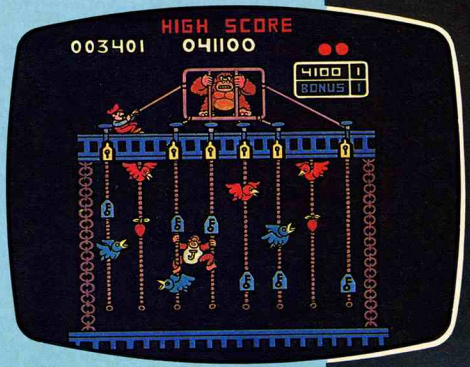
Coleco/ColecoVision

Donkey Kong Junior has proven a winner for Nintendo in the arcades, and now Coleco is hoping for comparable success in the home game market with a cartridge for its "third wave" videogame system. Sequels often lack the punch of the original in other media such as books and movies, but *Donkey Kong Junior* holds up well as a top-notch climbing game in its own right.

The situation turns the concept of **Donkey Kong** upside down. Mario has captured the economy-sized gorilla and put him in a cage that even the super-simian's strength can't shatter. It's up to the arcader, through the on-screen character, Donkey Kong Junior, to liberate his dad from prison.

The fun begins on the first screen as Junior jumps up to grab one of the vines near his starting point in the lower left-hand corner. When the young ape has a vine — or a chain in later phases — firmly in hand, pushing the joystick away from you sends him up and pulling it toward you causes him to descend. It is impossible to climb a vine or chain that passes through a platform. Instead, you'll have to hit the jump button and swing over to another strand, climb it and then jump down to the platform which you have just avoided with this maneuver.

Getting the key at the top of the first screen is the initial goal. Once you accomplish this, the bonus counter's reading is added to your score, and Donkey Kong Junior moves onto the second chain screen. This time, he's



DONKEY KONG JUNIOR

trying to push keys up the hanging chains to free Donkey Kong, even as Mario dispatches vile Nitpicker birds to try to sweep Junior off his hanging perch.

Once you've fitted the keys in all the corresponding locks, *Donkey Kong Junior* returns to a harder version of the first screen. The Snapjaws, which are merely annoying the first time, are more numerous and troublesome during this go-round. Finishing off this phase entitles Junior to try for the big one — the final showdown with Mario on the third screen.

This time, the plucky son must deal with moving platforms and chains. The jump button becomes much more important during this phase, because hitting it at just the instant Junior touches the jump board at the bottom display on the left causes him to make a super jump. Skill levels 2-4 make the task even harder by introducing Stookybirds, which drop eggs on Junior. The best move is to get above the Stookybirds quickly, and then put them out of the game by dropping pieces of fruit on them.

Those who already own *Donkey Kong* should have no fear concerning the purchase of this cartridge for their libraries. True, it's a climbing game, but it is certainly different enough from the original *Donkey Kong* to make for entertaining play. On the other hand, *Junior* isn't quite the classic contest that *Donkey Kong* is. It's a strong program, though, and one which would probably be a little better appreciated if it wasn't coming in on the heels of one of the great electronic games of the 1980's.

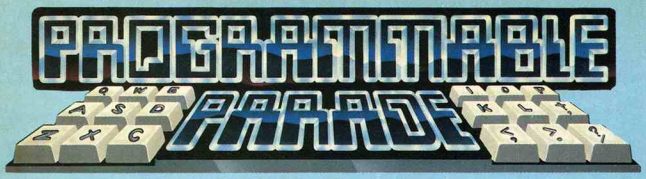
MEGA-FORCE

20th Century Fox Games/Atari 2600

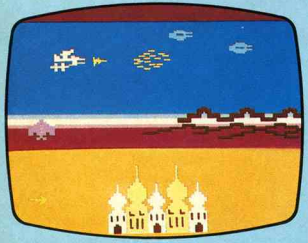
More and more software publishers are hoping to score heavy sales by acquiring licensed properties that have already earned a measure of fame in other media. Translations of coin-op superstars like **Donkey Kong, Ms. Pac-Man** and **Frogger** have proven very popular with the home arcading audience, but handling more tie-ins has turned out to be a lot trickier than some manufacturers of cartridges had anticipated.

We've seen a great movie, "Empire Strikes Back", turned into a decent cartridge, and we've also watched a great movie, "E.T.", become a boring and lacklustre videogame.

Now comes **Mega-Force.** The same notions which resulted in a run-of-



the-mill, action yarn, combine to make *Mega-Force* an outstanding arcade combat videogame. The cartridge draws on Hal Needham's story of mercenaries who ride to battle on



MEGA FORCE

super-motorcycles, which are equally at home on the ground or in the air. In the game, your goal is to fly through the scrolling playfield until you reach the ebony minarets of the enemy capital, which you are to bomb until nothing is visible above the shifting desert sands.

Your computer-controlled adversary isn't going to sit around waiting for this to happen, of course. Assault ships sent out by the black city are attempting to flatten your snow-white metropolis. If any get by your defensive fire, the odds are good that they will fly on to drop a plane-load of bombs on those beautiful towers.

Good as the action is, what upgrades this from good to excellent is the fresh graphics job. Watch one of your five choppers — available one at a time, naturally — change into a rocket cycle as it launches toward the heavens, and you'll know the meaning of "state-of-the-art" visuals for the 2600.

FRANKENSTEIN'S MONSTER

Data Age/Standard Atari 2600

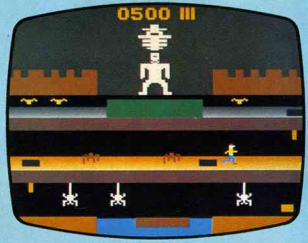
Now here's an intriguing, and exceedingly challenging, videogame that uses that hoary staple of horror flicks, Dr. Victor Frankenstein's creation, in combination with a series of **Pitfall**-like adventures.

The game takes place on two playfields. Atop the first screen stands a blocky representation of Mary Shelley's classic creature. Above the creature is a cloud representing a gathering electrical storm whose continuous lightning bolts energize the monster. This energization process is visually indicated by the green coloration that eventually fills in the entire monster, at which point it breaks loose to bring the torch-bearing villagers a little grief.

The player manipulates a surrogate on-screen hero who starts out on the third level, where the only lethal creature, the wandering spook, abides. He must then shimmy down a rope to level two, where spiders and holes in the floor provide the challenges. Moving from right to left across this level, the gamer must then lower himself onto the bottom of the castle's floor-plan.

This lowest level is easily the most challenging. Once in the lower left corner, players must dodge dropping spiders whose touch, as with all spiders, stuns. Next, it's a leap into a barge-like floater that moves back and forth across the moat in the center of the bottom floor. Once you've gotten to the lower right corner of the field, retrieve the block there and scurry back up to the top.

Once the brick has been lugged up to the monster's domain, the playfield shifts and the arcader must then move upscreen through an onslaught of downward-scrolling vampire bats who slow down the process. The brick must eventually be placed in front of the monster, whereupon this action



FRANKENSTEIN'S MONSTER

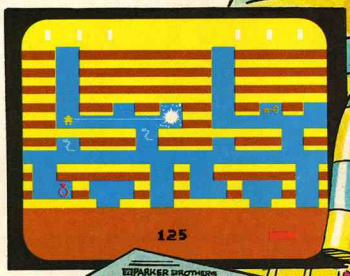
must be repeated five more times in order to permanently confine the big guy.

Each of the six challenges will test even good players to their limits. Very charming graphics and an interesting game concept.

FRANKENSTEIN'S MONSTER

Tutankham

THE HOME VIDEO GAME YOU'VE WAITED 3000 YEARS FOR



"Coming soon for Intellivision"

Tutankham, the video game where you race through a pyramid to find Tut's treasure. The game where you're attacked by the fiendish guardians of the tomb. And you fight back with your laser guns. You capture the keys to the treasure room and then the treasure is yours. All the action of the hit arcade game is coming to your Atari® or Sears® home video system. From Parker Brothers, of course.

®PARKER BROTHERS THE ONES TO BEAT

© 1983 Parker Brothers, Beverly, MA 01915. TUTANKHAM game graphics © 1982 Konami Industry Co., Ltd. TUTANKHAM is a trademark of Konami Industry Co., Ltd. and used by Parker Brothers under authorization. Atari is a trademark of Atari Inc. and Sears is a trademark of Sears Roebuck and Co.

If You Liked Donkey Kong, You'll Love JUMPMAN!

JUMPMAN. THE COMPUTER ACTION GAME.

If you liked jumping over barrels and climbing ladders to save damsels in distress, you'll love the blazing excitement of JUMPMAN. Your incredible speed and jet boosters let you leap from girder to girder, scale ladders and ropes to disarm the bombs planted in Jupiter Headquarters. But it's not easy and there are thirty levels of difficulty. You'll have to dodge missiles, killer robots, flying saucers, crumbling girders and vanishing escape Routes. In the heat of battle, JUMPMAN must keep a cool head.

epyx

The Award-Winning Computer Games

Epyx, 1043 Kiel Court, Sunnyvale, California 94086

JUMPMAN Designed by Randy Glover

DONKEY KONG is a trademark of Nintendo of America, Inc.

THE PLAYERS GUIDE TO
ARCADE COMBAT

OVER THE TOP...

SHOTS HEARD 'ROUND THE WORLD

While most of the world clings to the current precarious state of peace, it's far from all quiet on the video front. Television sets across the country thunder and boom with the unmistakable sounds of armed conflict.

Whether the setting is land, sea, air or even outer space, you can count on at least a couple — and generally quite a few — computer and videogames on the subject. The same wide choice prevails whether your main interest is in heroic fantasy or modern European warfare.

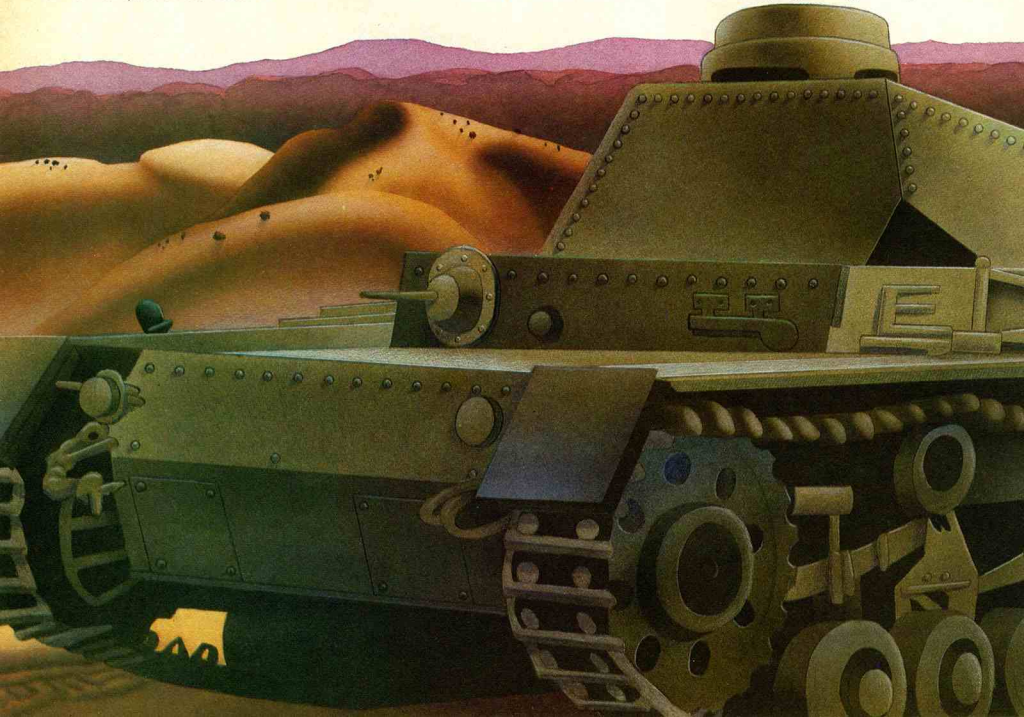
In view of the popularity of combat contests, it is only natural to wonder whether or not this reflects a high level of warmongering among home arcaders. Thankfully, it does not. Most players queried on the subject by **Electronic Games** show no particular relish for flesh-and-blood warfare. These games attract arcaders with the unique strategic and tactical situations they present and a relatively high level of play-excitement, *not* with the promise of gore and carnage.

Though some of electronic gaming's detractors appear to have some difficulty making the distinction, most arcaders are keenly aware that blowing up a city with a bomb on the screen is not at all the same as dropping an A-bomb on a real metropolis. Obviously, this planet would be in much better shape if all military conflict took place on TV screens.

ARCADE COMBAT VS. WAR GAMES

The essential difference between arcade combat games and electronic war gaming simulations is the role played by hand-eye coordination in each type of contest. Both types of military-themed contests have their fans — and overlap is quite common — but we're dealing with two extremely different approaches to gaming.

The electronic war game puts the emphasis upon developing a coordinated offensive and defensive strategy to deal with the situation at hand. Such games frequently have special rules which govern things like command control and the transmission of orders to fighting troops, but these programs generally isolate



AND INTO THE TRENCHES!

the player from direct contact with the actual fighting.

Arcade combat games incorporate strategy, but the winner is generally the player who has the physical skills to transform a good plan to triumphant reality. Whether you are battling a human opponent, one controlled by the machine, or just the basic set-up of the program (as in **Galaxian,** for instance), you must display effective hand-eye coordination as well as a quick-witted brain in order to walk away from the video screen with a victory in your pocket.

THE TANKS GO ROLLING IN

Combat was the game Atari packed with the 2600 when it was readying the system for market in mid-1977, and the interest in tank games has never really slackened since. (Atari is mindful of the great progress made in home arcade technology since it introduced *Combat*, and is preparing a new tank warfare game for its line.) Mattel's **Armor Battle** for the Intellivision still rates as the very best of the tank videogames. Each commander controls two armored fighting vehicles and can switch between them at the press of a button. The terrain is not only satisfyingly detailed, but it is also quite attractive on the screen. If you've got an Atari 2600, you'll also want to investigate the M-Network cartridge **Armor Ambush,** which is a slightly scaled-down version of the Intellivision program.

Synergistic Software's **Bolo**, for the Apple II, is based on Keith Laumer's science fiction stories about super-tanks of the far future. The arcader gets five Bolos, which activate one at a time as the previous one in play gets taken out by the enemy, with which to rumble through a multi-screen macro-maze in a search for factories which are stamping out a seemingly endless stream of drone tanks to counter the power of the Bolos.

And the tank games will keep on coming during 1983 and 1984. Activision is preparing **Robotank** as a game for the 2600, while Atari is believed to be working hard on bringing its coin-op **Battlezone** to the home arcade audience reasonably soon, too. Look for it to initially appear as a cartridge for the 400/800/1200 computers, with editions for the 2600 and 5200 a possibility down the road.

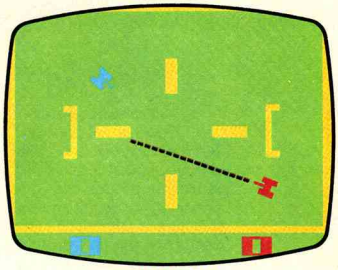
HAND TO HAND FIGHTING CONTINUES. . .

Although most folks think of combat as mass actions involving armies numbering in the hundreds of thousands or even millions, sometimes combat involves as few as two antagonists. Ancient armies sometimes decided whole battles based on the outcome of a passage of arms involving only the commanders or champions from the two sides.

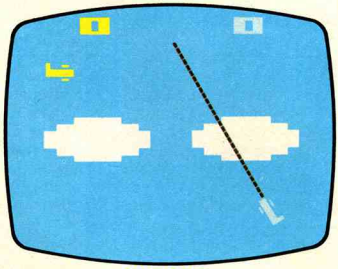
Not that such two-man showdowns are unique to the age of chivalry. A classic example of this type of confrontation is the western gunfight. Atari, Astrocade and Odyssey make such cartridges for, respectively, the 2600, Astrocade and Odyssey², though the last-named has the added wrinkle of being a gunfight set in the 23rd Century.

All three gunfight games have numerous aspects in common. All provide a selection of varying terrain which changes with each draw-down, and there's a clamp on the ammo supply tight enough to jar the surest-ridin' buckeroo who ever drew down on a varmint with a six gun!

Perhaps because gunfight games are so common in the videogame world, this concept has been pretty much



COMBAT (TANKS)



COMBAT (AIR)

OFF WE GO, INTO

FIGHTS IN THE SKIES

The coming of the computer age has done wonders for the popularity of air-war games. Movies and books featuring aerial battles have had a steady following over the years, but it was hard, if not impossible, for a board game to convincingly communicate the excitement of planes whizzing through the sky, banking and rolling to gain a momentary advantage over the foe.

Combat introduced a very simple form of sky fighting among its myriad of game variations. The cartridge gave the player — or players — a jet or biplane to maneuver in a tussle against a similar foe. The same species of air combat, bolstered by superior graphics, can be found in **Triple Action** (Mattel, for the Intellivision) and **Red Baron** (Astrocade, for the Astrocade).

THE ENEMY IN YOUR GUNSIGHT

Air Strike, an M-Network title for the 2600, gives a first-person slant to the action. The rival aircraft stream past your front windshield, and you must shoot them as you line each up for the kill.

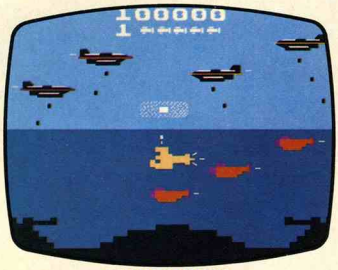
CBS Videogames is currently preparing **Wings,** a

glossed over by designers of computer-entertainment oriented software. One happy exception comes from the Atari Program Exchange (APX). Its **Howitzer/Gunfight** disk boasts the best graphics ever lavished on this type of program — you can even see the actual designs of the gunfighters' vests — and also offers the bonus of an exciting artillery duel for the same price.

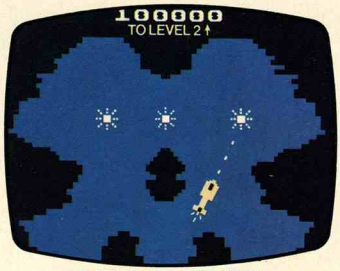
Swashbuckler, produced by DataMost for the Apple II, blends an extra measure of brain-teasing challenge along with the action. Despite the use of keystrokes to govern the movement and fighting tactics of the on-screen hero, *Swashbuckler* is quite an exceptionally fast-playing and exciting approach to the conflicts that often occurred between pirates and naval officers on the decks of great sailing ships.

And a long, long time ago in a galaxy far, far away, great warriors known as the Jedi knights tested their prowess with laser swords against robot targets and each other. **Jedi Arena,** the second cartridge inspired by the "Star Wars" saga from Parker Brothers, gives one or two players the chance to test their sword-swinging skill. (Equally fantastic, but a universe away in feel, is Robert E. Howard's fictional barbarian, Conan. Astrocade has licensed this property and expects to have a cartridge based on the character ready sometime in 1983.)

Verging close to the sports area is **Karate,** one of the first releases from Ultravision. This 2600-compatible cartridge gives home arcaders a try at simulating the flying kicks and martial arts maneuvers originally seen in the score of kung-fu flicks that were all the rage just a few years ago.



POLARIS (BOMBERS)



POLARIS (UNDERNEATH MINES)

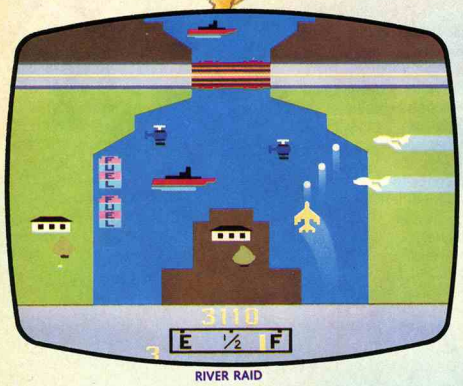
THE WILD, BLUE YONDER!

game that packs additional ROM and RAM so that it can create a finely detailed simulation of air navigation and combat. The beefed up on-board memory makes a tremendous difference, especially in the visuals.

For something utterly unique in air-war games, try **B-17 Bomber.** This voice-enhanced program, playable on the Intellivision with the IntelliVoice speech synthesis module, is rich in complexity, but still rates as a strong action contest. And when you hear your fellow crew members squawking information at you over the aircraft's intercom, you'll almost feel like you're flying above war-torn Europe during the darkest days of World War II.

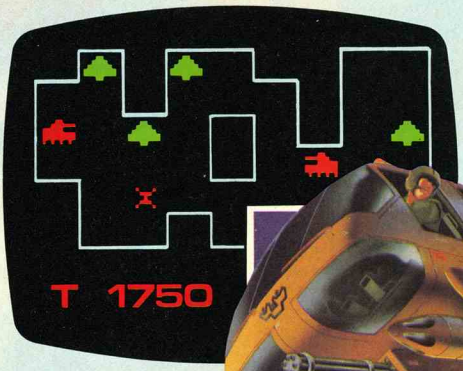
CHARGE OF THE CHOPPERS

Chopper Command for the Atari 2600 from Activision, features high-intensity air-to-air conflict. Your mission is to protect a convoy of trucks on the ground below from attack by various flying enemies. A second display in the form of a simple radar-scope, allows the arcader to know where the hostile planes, copters and such are lurking on the multi-screen scrolling playfield. **Repton**, a Sirius Software program for the Apple II and Atari 400-800-1200 computers, balances offensive and defensive missions. The futuristic whirly-bird must cruise the multi-screen play-



RIVER RAID

CONQUEST OF THE WORLD

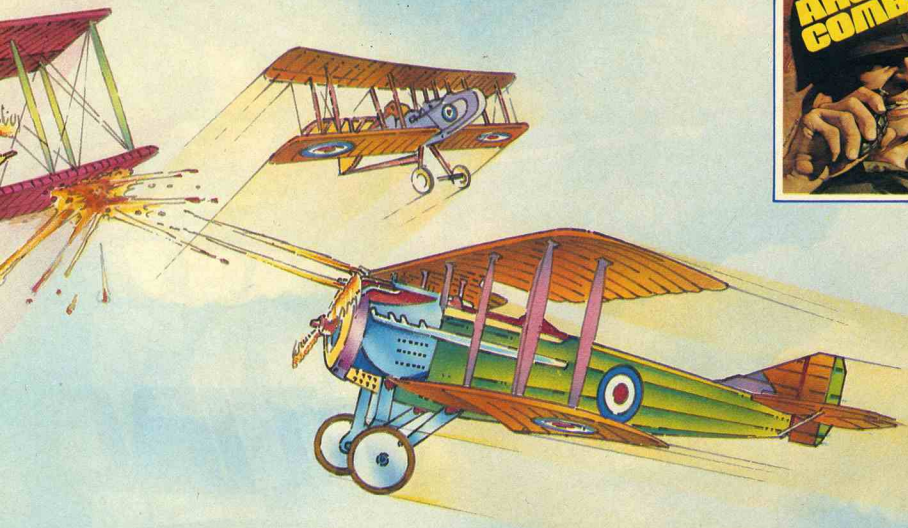


field, shooting alien invasion ships of various types and try to prevent the other worldly attackers from draining the planet's power grid.

Even more contemporary in theme is **Choplifter.** This Dan Gorlin creation, previously available only for the Apple II, is now made in cartridge for the Atari computer systems. The goal is to take a helicopter into enemy territory, rescue the hostages from their barracks' prisons and then return to the safety of the friendly base. Besides some annoying tanks on the ground, fast-flying jet planes streak across the upper third of the playfield to constantly menace the helicopter.

Super Cobra has won many admirers in coin-op and stand-alone formats, and the Konami design will soon enter the home arcade market via a ColecoVision cartridge from Coleco. A bit of light-fingered steering and some timely marksmanship are necessary to successfully guide the attack helicopter through the multi-phase gauntlet.

Zaxxon presents the scrolling shoot-out genre from a fresh perspective. The Sega pay-for-play machine simulates a fighter plane's mission against a pair of floating sky fortresses and, ultimately, the missile-firing giant robot, Zaxxon. Coleco's edition does a splendid job of bringing the arcade action home, even



adding a new danger in the form of the hemispherical mobots, which glide just above the surface of the fortress while firing at the low-flying fighter plane. One of the first wafer games for use with the memory module, which the company will soon introduce for the ColecoVision, will be **Super Zaxxon** — an even fancier edition of the popular title.

BOMBS AWAY!

Cosmic Avenger, by Coleco for the ColecoVision, is an SF-tinged combat extravaganza in which you must use lasers and bombs to fight planes, tanks and anti-aircraft weapons in the air and on the ground, and if you survive those challenges, *Cosmic Avenger* sends your vessel into an underground sea for some thrilling aquatic battle action.

ON LAND, SEA & AIR

Conquest of the World, for the Odyssey² videogame system, weds a diplomatic strategy contest to head-to-head fighting with planes, ships and tanks. When the power politics fail in this design by Averitt and Lehner, the military hardware comes out of hiding.

This is one of the few games which give the players a choice of which of the three types of weapons he or she wishes to bring to bear.

RAIDING THE RIVER

If all-out combat action is your cup of tea, quaff deeply of **River Raid,** Carol Shaw's first 2600-compatible cartridge from Activision. The cartridge, playable by one or two, puts the gamer in the cockpit of a fighter plane that is following the course of a mighty river on a vertically scrolling playfield.

This is not, however, a bombing run. Your craft is right down near the waterline, strafing hostile planes and ships encountered along the way. Each segment of the river is separated from the ones up- and down-stream from it by a bridge spanning the banks. Your aircraft is zipping along at such a low altitude that it is necessary to blast the bridges out of the way to clear a path for your winged weapon.

COSMIC AVENGER

DOGFIGHTING

CALLING MR. SPOCK

Although "Star Wars" and "Close Encounters of the Third Kind" deserve much credit for making the electronic gaming world space-happy, it would be wrong to minimize the tremendous impact of "Star Trek" on the infant hobby.

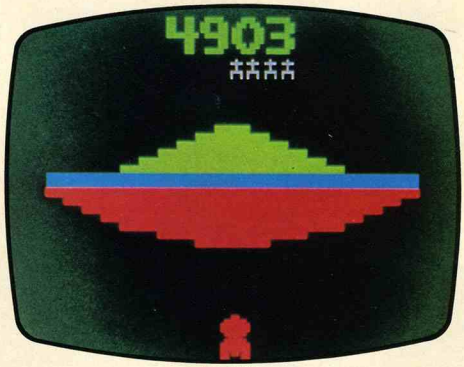
The Gene Roddenberry television series served as the prototype for a whole genre of first-person space piloting and shooting games. Even back in the early 1970's, when today's graphics were only a dream, computerists were saving the universe using primitive programs based on the "Star Trek" model. And as the sophistication of hardware and software has grown, the "trek" games have become increasingly elaborate.

KING OF THE SPACETEERS!

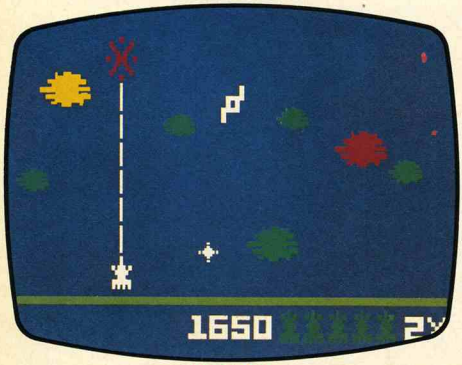
Star Raiders has remained the most popular program for the Atari computers since its release in 1981. The manufacturer has recently produced editions of this fascinating contest for use with both the 2600 and 5200 videogame machines. In all three, the idea is to patrol the known galaxy, using hyperspace jumps to flit from sector to sector to counter invasion threats by aliens. *Star Raiders* is more than just a shoot-out, however. It offers enough options for the pilot to permit play by two or even three arcaders working as a team.

Space Battle (Mattel, for the Intellivision) is a less grandiose (but hardly less entertaining) expression of the same concept. The solo player watches the radar scope to track alien squadrons closing in on the mother ship, dispatches fighter groups to deal with any threats and, when rival forces meet in space, fights ship-to-ship actions.

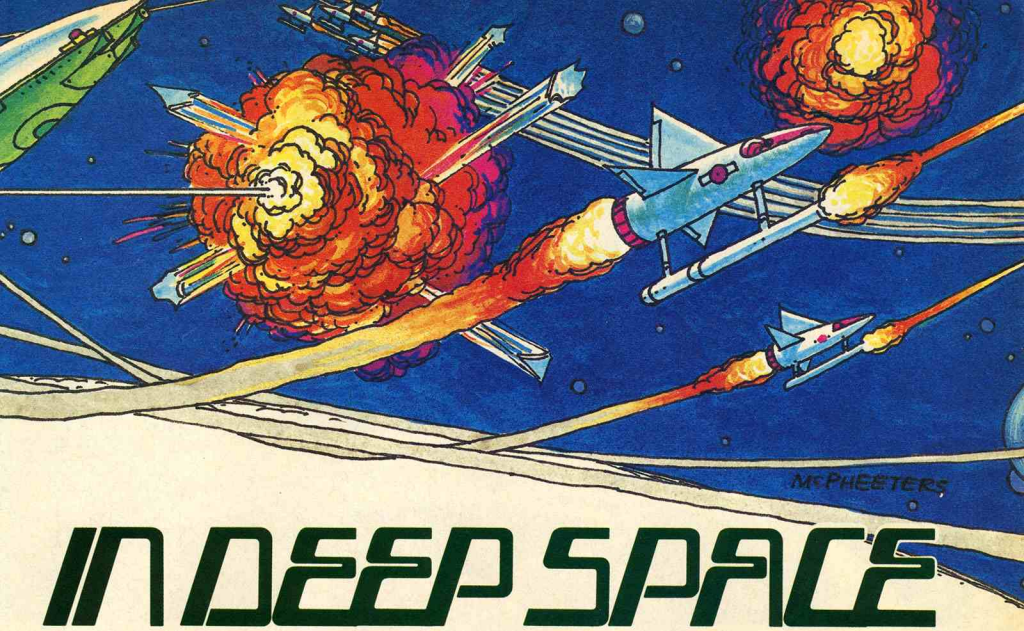
Other excellent programs of this type include **Star Master** (Activision, for the Atari 2600), **Star Voyager** (Imagic, for the Atari 2600), **Phasar Patrol** (Arcadia, for the Supercharger-enhanced Atari



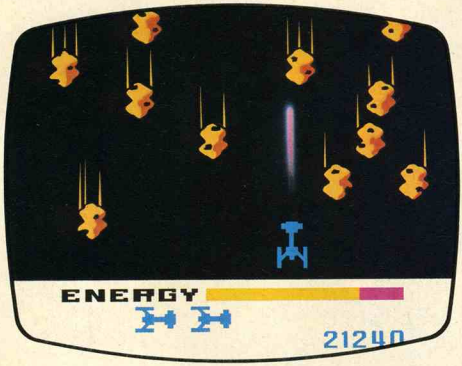
PHOENIX



ASTROSMASH



IN DEEP SPACE



MEGAMANIA

2600) and **Zenith** (Gebelli Software, for the Apple II).

INVASION TARGET: EARTH

Whether you're trying to prevent the saucers from destroying a planet (**Star Strike,** by Mattel for Intellivision) or alien rockets from flattening Earth's cities (**Missile Command**, by Atari for all of the company's videogame and computer systems), it's clear that the war of the worlds didn't really end with Orson Welles' 1939 radio broadcast that panicked America. Such battles are still fought on the nation's television screens every day!

Owners of the Atari VCS are particularly blessed with tempting invasion game choices. Even leaving aside good old **Space Invaders** (by Atari), there's **Phoenix** (Atari), **Gorf** (CBS Videogames), **Megamania** (Activision) and **Astroblast** (Mattel M-Network), to name only a few.

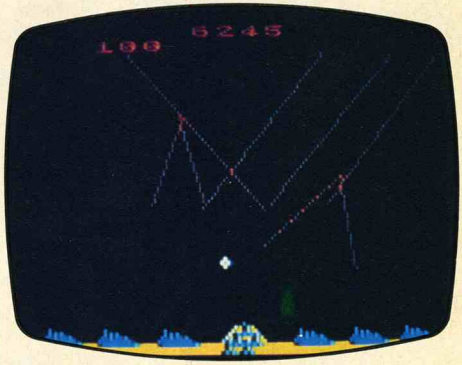
Other videogames which fit into this category include **Attack of the Timelord** (Odyssey, for the Odyssey²), **Galactic Invasion** (Astrocade, for the Astrocade), and **Astrosmash** (Mattel, for the Intellivision).

Invasion type games are also big in the realm of computers. Besides editions of **Deluxe Space Invaders** and **Gorf** by Roklan for the Atari 400/800/1200 computers, titles include Broderbund's relatively new **A.E.** for the Apple II. This multi-phase, multi-screen contest dares the player to repel the onslaught of maintenance robots which have, apparently, gone haywire and started cleaning the world to death.

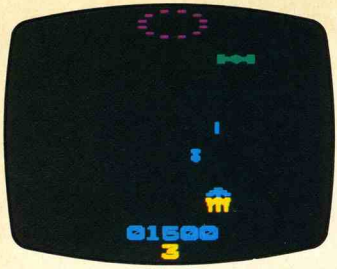
Quite amusing in many respects but still definitely a combat contest is **Sneakers,** Mark Turmell's design for Sirius Software. The various aliens sure look cute, but that won't stop them from atomizing a player's cannon in an instant.

EARTH'S LAST DEFENSE

Defender is, without ques-



MISSILE COMMAND



GORF

PHASER PATROL

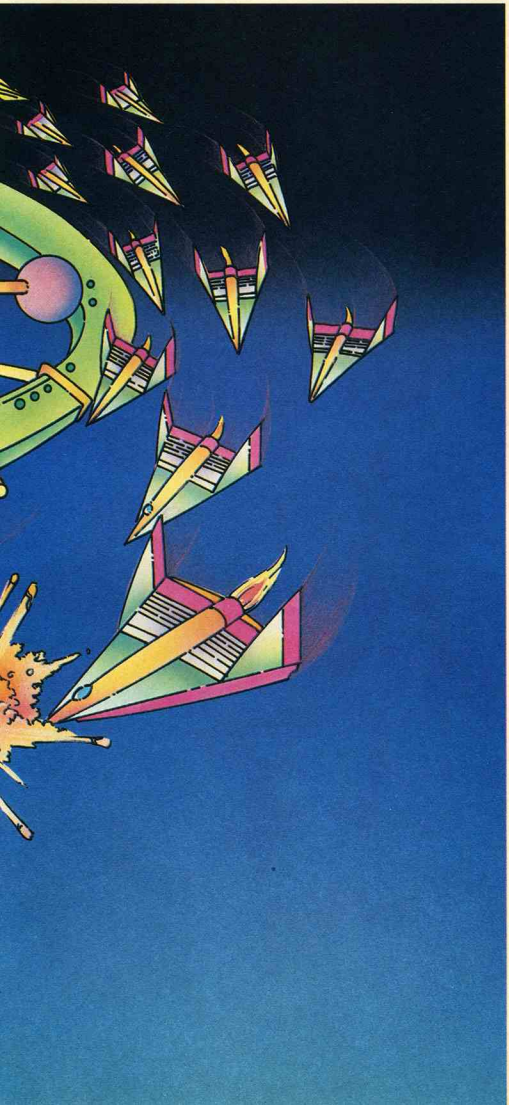
tion, the most popular of all the science fiction arcade combat programs. An all-time best-seller for Williams as a coin-op, it is now available from Atari in versions which are playable on the 2600, 5200 and the three computer systems.

The dual-directional scrolling shoot-out casts the player as the captain of a ship charged with rescuing survivors of an interstellar war, but there's still plenty of shooting

and blast-'em-up action.

Similar in overall theme but vastly different in detail is **Protector II,** Mike Abbott's redesign of his popular Atari 400/800/1200 disk published in late 1982 by Synapse Software. Though this program isn't quite as non-stop as *Defender,* its distinctive graphics and multi-part mission give it a legitimate claim to gaming greatness.

Star Blazers, Tony Suzuki's fine videogame published by Broderbund for the Apple II makes up for mono-directional scrolling — as opposed to the other titles mentioned in this section, — which can go anywhere on the multi-screen playfield — with some of the most detailed graphics ever seen on a computer screen. This one isn't merely an exercise in raw power, either, since a certain amount of guile is necessary to survive some of the situations it presents.



CONFLICT

ON-AND-UNDER THE HIGH SEAS

ANCHORS AWEIGH!

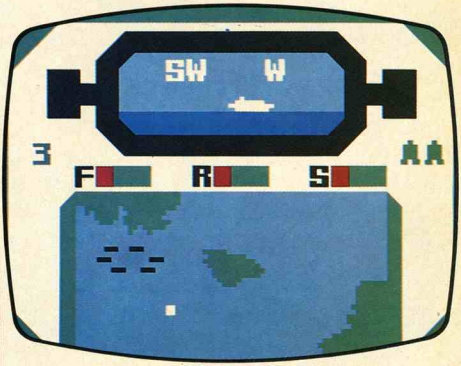
Enthusiasm for non-electronic naval games is almost as tepid as for air-war contests. Apart from a couple of classic boardgames like "U-Boat" and "Bismark" (both Avalon Hill) and a few current attempts at games set in the age of fighting sail, tactical-level manual simulations are comparatively rare.

Not so with electronic naval games. Whether you want to steam over the waves or slice silently through the currents, you'll be able to find an arcade-style combat game to give vent to your war-like impulses.

WATERY CLASSICS

It's getting long in the tooth, but Atari's **Air-Sea Battle** still packs plenty of excitement. The "torpedo" variations provide a good naval target game, while "Polaris vs. Bomber" provides two-player conflict of almost unendurable intensity.

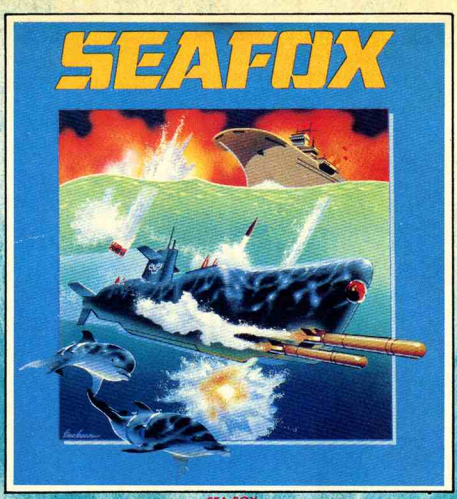
Owners of the Intellivision should explore both **Sea Battle** and **Sub Hunt.** Would-be captains who have an Odyssey² will be entertained by **Sub Chase,** while Astrocade partisans can experience similar excitement in **Sea Wolf.**



SUB HUNT

QUICK AS A FOX

Sea Fox, Ed Hobbs' program for the Apple II and Atari 400/800/1200 computers is published by Broderbund and tests your skill as a commander of a submarine on the prowl for merchant ships. *Sea Fox* starts sedately enough,



SEA FOX

but you'll soon find yourself exchanging torpedoes with hostile subs, dodging depth charges and eluding explosive mines.

Wavy Navy (Sirius Software for the Apple II) pits the player's P.T. boat against air armadas which include jets, helicopters and kamikaze planes. The real trick is shooting accurately while riding up and down the huge wave swells. Somewhat along the same lines is Hayden Software's **Kamikaze,** also for the Apple II. The bombers are quite lethal in this one folks, though the calm sea makes the arcader's job a tad easier.

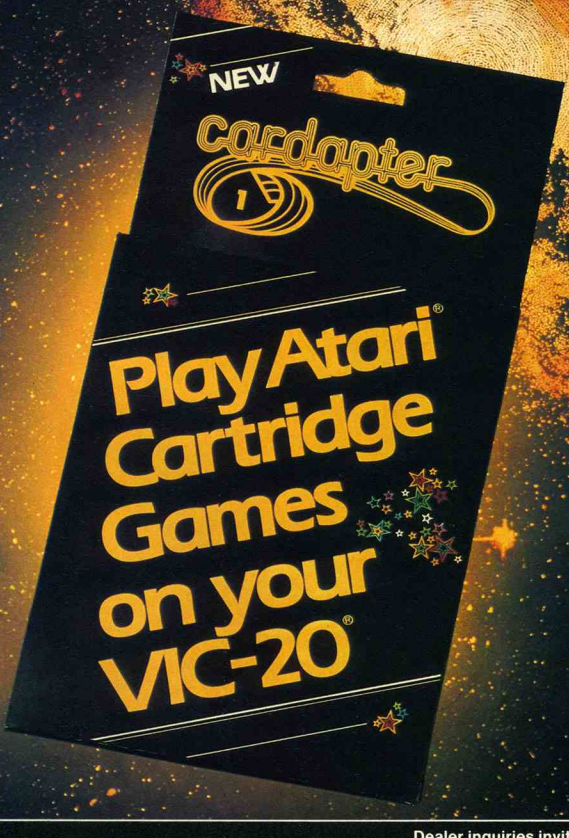
Other fine naval arcade games include: **Submarine Commander** (Thorne-EMI), **Sea Dragon** (Scott Adams) and **Nautilus** (Synapse).

NEW

Introducing...

cardapter 1

EXPLORE A NEW GALAXY OF ENTERTAINMENT PLEASURE WITH YOUR VIC-20® COMPUTER



Designed by: The Computer Works
Manufactured and Distributed by:

cardco, inc.
313 Mathewson Ave • Wichita, KS

VIC-20® is a registered trademark of Commodore Intl
Atari® is a registered trademark of the Atari Corp.

Dealer inquiries invited.

United States: Cardco, Inc. • 313 Mathewson • Wichita, KS 67214 • (316) 267-6525
West Canada: LSI Distributors Ltd. • Attn: Mr. Cheng • #163-810 W. Broadway • Vancouver, BC. CA V5Z 4C9 • (604) 733-0211
England & Europe: Audiogenic • Martin Manary • 34-36 Crown St. • Reading, Berkshire England • (0734) 595647
East Canada: Hobby Craft Canada • 24 Ronson Drive • Rexdols Ontario M9W1B4 • (416) 241-2661

Throw a Home

Arcade Party

By TRACIE FORMAN

How to Build a Summer Bash Around Videogames

One of the best things about summer is that folks can mothball their winter clothes and grab a little extra bit of the good life. People have more time to go to parties and such than during any other season of the year. And if going to a convivial gathering is a pleasant way to spend a steamy summer evening, then hosting your own bash can be even more fun. (After all, when it's your party, you generally don't have the problem of not knowing any of the other guests, and you never have to wonder where they're hiding the bathroom.)

If you own a home videogame or computer system, why not show it off to your guests at your next gathering? You, too, can host your own videogaming party. It's a great way to show everyone that great new cartridge — and your expertise at playing it — while at the same time introducing your friends to America's fastest-growing hobby.

It's easy to give a gaming party and come out of it with both your wits and your game console intact. All it takes is a home arcade machine, a TV set, some friends — and a little advance planning.

EQUIPMENT

Your own videogame or computer system is really all you need for a basic party, but if you've got your heart set on turning your home into an arcade for a day, or evening, there are several ways to expand your options without buying any new hardware. The easiest and cheapest route is to borrow from friends who might be interested in co-hosting the party with you. (Remember, though, that for every single game machine you borrow, you'll need a TV set, unless you've got access to a Vectrex or similar unit.) If none of your friends own any videogame or computer equipment, check your local home videogame outlets for possible rental of cartridges and hardware.

SETTING UP

If you'll have more than one computer or videogame system at your party, you might be tempted to cluster all the machines into one darkened "arcade room". Don't. First of all, putting the games all together can interrupt the flow of guests from place to place, creating two distinct cliques of gamers and non-gamers. Secondly, inexperienced or careless players could damage your equipment by, say, plugging an Intellivision-compatible cartridge into a ColecoVision game console.

Figure on seating four people near each machine. Although on most, only two at a time can play the systems, and watching can be almost as much fun as participating. If there are tables within easy reach of the gamers, chances are that half-full cups and plates will end up there, keeping potential spills safely away from your precious equipment.

If your party is going to be large, it's a good idea to put up a sign explaining how each device operates. Put it right next to the corresponding system. For example, you might write: "ColecoVision. Turn game 'off' before taking a cartridge out or putting one in. To start, wait for the option number to come up, press * to reset. . ." etc. That way, you won't have to show each and every person how to play. That'll leave more time to enjoy your own party. To make sure people can read signs, game instructions, etc., don't turn the lights *too* low. Leave all compatible cartridges and accompanying instruction booklets right next to the game machine, where people can choose them as they wish.

Hand-held electronic games are a big plus for any arcade party. Not only are they fun in and of themselves, but they also provide good outlets for guests who are waiting to use your "big" game system. Leave as many stand-alone games as you can beg or borrow within easy reach of your guests.

FOOD

Although it's fine to leave munchies such as potato chips and candies around the rooms with all of your videogames, any more complicated foods should be served in a room away from the games. *This includes drinks.*

Above all, relax, and have a good time! It's *your* party — enjoy it!

Meet David Snider: The Magical Midnight Man

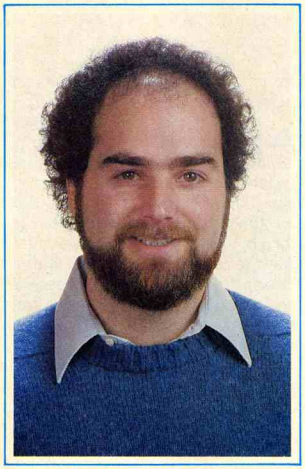
By STEVE DAVIDSON

When notables of the electronic gaming industry gathered at New York City in December for the gala Fourth Annual Arcade Awards Presentation, tremendous roars of approval filled the main ballroom when **David's Midnight Magic** won the coveted statuette for "Computer Game of the Year". The video pinball program, published by Broderbund for the Apple II, had captivated flipper fans while persuading many die-hard videophiles that there's plenty of play-value in the world of silver balls and thumper-bumpers.

Many observers of the gaming scene have drawn the obvious parallels between the videogame and record industries. One that is not frequently mentioned, however, is the similarity in the situations of the band that's put out a killer first album and a game designer who has copped an Arcade Award with a first effort. In both cases, it's only natural for the public to wonder whether they are seeing the birth of a new star or the brief pulse of a super-nova, bright today but lost in the darkness of obscurity all too soon.

David Snider gives every evidence of staying the course. Even before collecting the Arkie, Snider had already published his second hit, **Serpentine,** which has climbed most of the way up the sales charts for Broderbund.

The future of electronic gaming is,



Designer David Snider

both figuratively and literally, David Snider. Not only is he one of the most talented young computer game designers, but the 23-year-old Detroit, MI, native sports a biography that could, with a few changes, serve as the history for an entire generation of game creators.

Unlike the pioneers who shaped computer gaming in the mid-to-late 1970's, Snider's background is a more or less steady march toward forging a career in programming. Many of the men and women who designed the first wave of home arcade cartridges, disks and tapes came to the profession only after spending several years or more in other lines of work. Snider, like most of his colleagues on the cutting edge of gaming creativity, grew up in a world in which videogames were a reality, if not yet an everyday fact of life. "By the time I got to my junior year at college," says the Brown University graduate, "I'd seen enough of the Apple to know that some people were designing software for it and making real money. "Halfway through my senior year, I realized I could either go through lots of employment interviews like my classmates, or I could try to write a game and start my own software company."

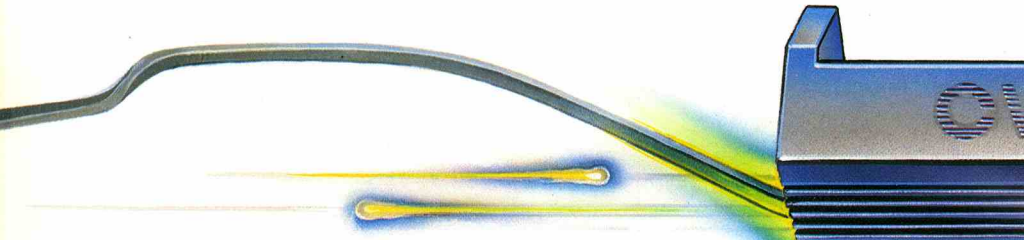
Since Snider had almost quit his programming out of boredom with standard data-crunching tasks, it's not surprising that Snider opted to try inventing games instead.

Snider is forthright in describing how he came to attempt *David's Midnight Magic.* "When I saw **Raster Blaster**," he says, crediting the Bill Budge simulation, "I didn't know you could do that on an Apple." Seeing this game on the family's Apple crystalized a long-standing interest in flipper games, fed by the fact that the Sniders have long owned a Bally **Space Time** pinball machine.

By September 1981, David had the programming for *Midnight Magic*

INTRODUCING THE GREATEST THING TO HAPPEN TO VIDEO GAMES SINCE THE JOYSTICK.

GAMELINE™



GameLine brings an endless stream of video games into your home. Through your telephone! The latest and the greatest, plus previews of tomorrow's hottest games that aren't even in stores yet—for about the cost of just two game cartridges.

Connect the GameLine Master Module™ and you've added a whole new dimension to your video gaming for about 10¢ a game.

It's simple. Just insert the GameLine Master Module into your Atari® VCS 2600™, Sears Video Arcade™, ColecoVision™ (with Expansion Module #1), or Coleco Gemini™ and hook it up to a telephone. After registering on our toll-free number, you become part of the first and only complete home video game network of its kind.

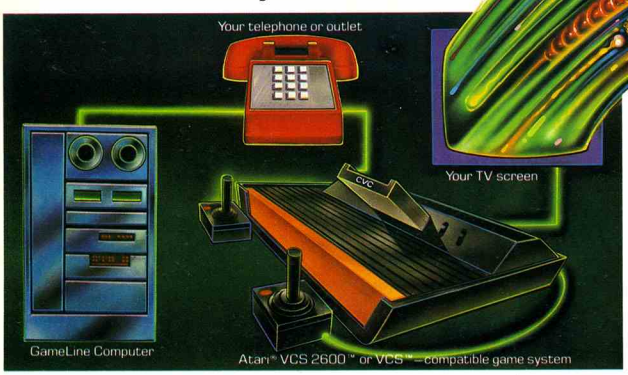
Simply use your joystick and fire button to enter your personal identification number and to select a game from the dozens available. Then play until your thumbs are sore. Your games will be automatically charged to your credit card at $1 for about 10 plays. You can play for up to an hour or more, depending on the game and your skill. If you're *really* good, you can play a game all day!

Zap monsters your friends haven't even heard of.

With GameLine, you can play games so new they aren't even in the stores yet. You'll get 'em *before* they're hot. And have them mastered before your friends can play them once. Or you can give games a "screen test."

Try them at home so you'll know what to look for in the store.

Think you're pretty good because you can roll three games? Try rolling *dozens*! Pick from a variety of categories: Action, Classics, Sports, GameLine's Top Ten, Adventure, Education, Strategy and more. Play them all! We plan to introduce at least six new games every month. So if the maze craze turns into the space race, GameLine will keep you ahead of the game. 24 hours a day. 365 days a year.



Plug your Atari® VCS 2600™ or VCS™-compatible game system into the first nationwide network of video games, competitions, prizes, and much more.

You're the best gamer on your block. But how do you rank in the country?

The GameLine network gives you the chance to compete against other GameLiners anywhere in the country.

There are two GameLine contests every month. You can enter your best scores and see instantly how you rank locally, regionally—even nationally. Then, if you're a master zapper, you could compete in the Regional Play-offs or the World Video Championship and win terrific prizes like free play, arcade games, special t-shirts, audio/video gear, home computer systems, and even sports cars, or a full 4-year college scholarship.

It's the ultimate challenge. Find out how good you *really* are.

GameLine lets you play games as you've never played them before.

Q & A for Parents and other Payers:

Q: What does it take to become a GameLiner?

A: Just a GameLine Master Module, a television, a telephone outlet, a VCS-compatible game system, a major credit card, plus a raging mania for video games (Know anyone like that?). We'll supply the rest.

Q: Will my phone be tied up during play?

A: No way! After the selected game has been transmitted to the memory bank in your Master Module, the phone is free again. The whole process takes less than a minute. And all GameLine calls are either local or toll-free.

Q: How much will GameLine *really* cost me?

A: As part of our limited Charter Membership offer, the GameLine Master Module is being made available for $49.95. There will normally be a $15 one-time membership fee that you, as a Charter Member, won't have to pay if you order now. All games are charged to your credit card on a pay-per-game basis at about 10¢ per game, or $1 for up to an hour or more of play. A skilled player may be able to play a game all day! Contest games also cost $1, plus there's a 50¢ charge to enter a score.

Q: What's to stop my family from running amok, charging games on my credit card?

A: Have no fear! You can limit the amount of money your family spends GameLining by establishing a weekly credit allowance for each family member. Only you can adjust the credit allowance with a toll-free call.

Q & A for Players:

Q: How do I get instructions for all the new games GameLine offers?

A: Instructions for the six or more new games we plan to introduce each month will appear in *GameLiner* Magazine which you get free for your first year as a Charter Member. (A $24 value.) You'll find instructions for all other games in the Master File which we'll send you when you join.

Q: What'll happen if I *don't* join GameLine?

A: Eventually, you'll be the only one on your block without GameLine. Your friends will have mastered new games before you even hear about them. Are you willing to take that chance?

Q: All right, all right. How can I try GameLine in my own home?

A: Turn the page.

CALLING ALL MAZEMASTERS, DRAGONSLAYERS, SPORTS FREAKS, LASER BLASTERS, STAR PILOTS, AND JOYSTICK JOCKEYS.

Become a Charter Member of GameLine™

For just $49.95 you get:

- 30-day home trial of Master Module™. Satisfaction guaranteed or your $49.95 back. Pay only for the games you play.
- Membership fee waived. A $15 savings!
- $25 worth of free play time.
- Free one-year subscription to *GameLiner* Magazine, the official GameLine monthly with a complete games directory, new game instructions, scoring tips, interviews, contest information and more. (A $24 value.)
- GameLine Master File of game instructions.
- Voting membership in the GameLine Academy of Video Arts.
- Official GameLine Poster.

This offer is limited to the first 10,000 who qualify. So be the first to play the best. Join GameLine today. For credit card orders only, call our toll-free hotline: 1-800-CVC-2100. We'll handle the rest. Or, if you want to practice your penmanship, send in the coupon.

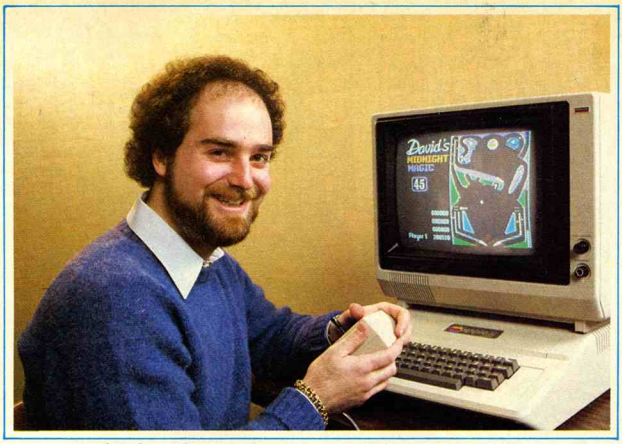
CVC
CONTROL VIDEO CORPORATION

GameLine™ and Master Module™ are trademarks of Control Video Corporation. Atari® Video Computer System™ and VCS™ are trademarks of Atari, Inc. Colecovision™ and Coleco Gemini™ are trademarks of Coleco Industries, Inc. Sears Video Arcade™ is a trademark of Sears, Roebuck and Co.

Mail to: **GameLine™ CONTROL VIDEO CORPORATION**
8620 Westwood Center Drive, Vienna, VA 22180

I want to be the envy of my neighborhood. Send me the GameLine Master Module and make me a Charter Member for $49.95 (plus $5 for shipping and handling. Virginia residents, add 4% sales tax.) Offer limited to residents of continental U.S.

Name ☐☐☐



David Snider — the man who put the magic in David's Midnight Magic!

about half-done. "I thought I'd buy about a thousand blank disks, some baggies for packaging and start my own company," Snider recalls.

History took a sharp veer when the arcade artist stopped off at a computer conference in Chicago on the way to Kansas City to visit Julia, whom he was to marry in October of the following year.

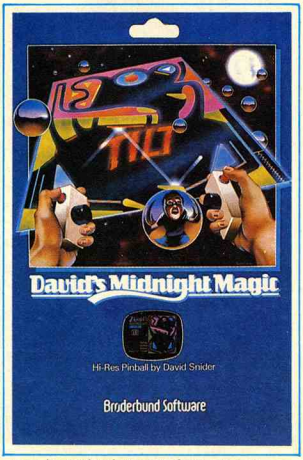
At the gathering, the youthful programmer met siblings Doug and Kathy Carlston of Broderbund, whom he describes as "a pair of warm, friendly people." Recalls Snider, "Doug looked at what I had and then suggested that we have a talk."

That conversation proved to be a pivotal one for David, helping him sort out his life-path from a myriad of possibilities. "I realized that I really like to program, and that I don't want to run a business with all that it involves." He become one of Broderbund's growing army of topflight designers and threw his energy into the creative side of electronic gaming.

By spring 1982, *David's Midnight Magic* was scaling the sales charts, and its inventor was looking around for a logical next step. "The concept for *Serpentine*," Snider notes, "came about as a result of trying some experimental computer animation routines." In truth, one of the hallmarks of this reptilian rumpus inside a maze is the number of objects which are squirming, zipping and hopping around the playfield.

While not rejecting the team design approach some other software publishers favor, Snider enjoys the challenge of doing just about everything himself. Not that he's stiff-necked about a little timely help though. The little frog in *Serpentine* for instance, was designed by Julia Snider, whose interests run to drawing and painting.

Snider isn't entirely happy with the translations for the Atari computers based on his two popular Apple programs. "*David's Midnight Magic* isn't fabulous," he feels, "because the playfield in the Atari version has four colors instead of six." He also regrets that shrinking *Serpentine* down to 8K memory so it would be feasible to issue it as a ROM cartridge caused a reduction in the number of maze playfields from 20 to five. (It should be noted that those who are less burdened by an artist's finicky sensibilities will probably find both Atari disks loads of fun.)



David's Midnight Magic from Broderbund

These dissatisfactions are in part responsible for the fact that Snider's current project is the creation of a new game for the Atari computer systems. "There'll be no shooting, no mazes and no pinball in this one," he promises. Tentatively titled **Pier 83,** the harbor game will be structured to take advantage of all the Atari computers' graphic and sound capabilities.

Snider is staying mum beyond tossing out these few tantalizing hints about his next piece of software. His philosophy of design, however, raises hopes that the new entry will make it three hits in a row. "A game must be fair to be good," he declares. "You have to be able to feel that if you lose, it's your own fault."

While the creator of *Serpentine* and *Midnight Magic* frequently stresses the importance of good graphics and fluid animation in games, he believes there's more to a good home arcade title than just a super set of visuals. "A lot of games are pretty," he notes, "but the real question is, how much fun is it to play?" The need to keep the fun quotient high is one of the reasons that Snider believes balancing the game to provide "the proper degree of challenge" is one of the most important steps in the development of a new program. "I like the idea of a 'Bozo' mode," he admits, "because it gives the less skilled players a chance to learn and get into it better."

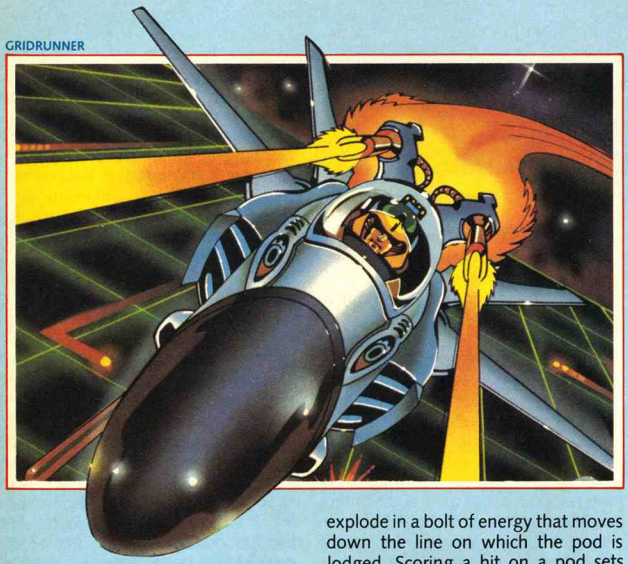
And what kind of games will players, good and bad alike, be getting into over the next five years? David Snider appears fairly sure about his personal course. "I want to do games with finer detail and a greater attention to subtlety. When the characters on the screen show real personality instead of just looking like stick figures, the games will be even *more* involving."

Have You Got A Favorite Designer?

Want to know more about a particular designer? Let us know, by dropping a line to "Inside Gaming", c/o this magazine, and we'll do our best to make your wish come true.

COMPUTER

GRIDRUNNER



GRIDRUNNER

HES/VIC-20/ROM cartridge

Jeff Minter takes an interesting approach to the **Centipede**-type of game with **Gridrunner.** Keeping the basic structure of a multi-part enemy whose course is altered by obstacles and whose segments turn into obstacles themselves when blasted, he has chosen to create not a cute game, but rather a space adventure.

The grid which forms the playfield is actually a station that orbits the Earth, collecting solar power. Alien droids are using the station's power to reproduce themselves, building a force to invade the planet below. The player pilots the gridrunner, a small, easily manueverable ship that draws power for its plasma cannon from the grid itself.

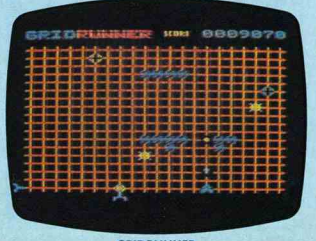
The linked droid segments travel the grid, turning into pods when blasted. These little yellow things grow and change shape, until they explode in a bolt of energy that moves down the line on which the pod is lodged. Scoring a hit on a pod sets its development back a stage, and repeated hits can destroy it.

Just to keep life interesting, there are also "X" and "Y" Zappers running along the grid's edge. The Y Zapper is particularly dangerous, emitting deadly plasma beams. The intervals are set, though, and learning the pattern can make annihilation less likely (at least from the source)!

The joystick moves the gridrunner across the entire screen and vertically up seven lines in the grid. The ship's mobility adds to the helter-skelter speed of this *very* fast-moving, high-scoring game. Players face 20 attack waves, but the pause capability can give frantic gamers a much-needed break from time to time.

Gridrunner isn't a game of any great depth, but players who like to test their reflexes in the fast lane should find themselves pushing the fire button to begin again and again and again.

(Charlene Komar)



GRIDRUNNER

DEADLY DUCK

Sirius Software/VIC-20/ROM cartridge

There's peril at the pond these days, as the once-peaceful pool has become the site of some vicious water-warfare. The cause of the commotion is a little difference of opinion about who should call the lake "home" — the long-time residents — the ducks, or the newcomers — the crabs.

The dispute has gone beyond quacks as the crabs are living up to their nasty reputation — where do you think the word "crabby" comes from? They've become airborne, grasping bricks in their pincers and bombarding Deadly Duck, who's swimming back and forth on the pond below. If a brick makes a direct hit, it's pressed duck for dinner; if it misses, it floats on the water for a while until it sinks, creating a roadblock for our web-footed friend.

But they don't call him *Deadly* Duck for nothing. Equipped with a gun-barrel bill, he raises his head skyward to release a "Bill Bullet" at his enemies. His fire can destroy the flying crabs as well as blast a descending brick to smithereens.

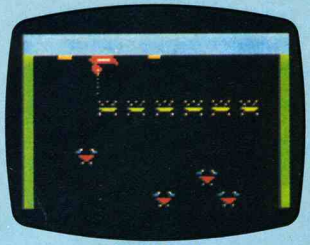
When the cowardly crabs discover Deadly's not a sitting duck, they enlist some outside help for subsequent attacks. A group of dragonflies enters the fray, shielding the crabs and dropping bombs of their own whenever hit

GAMING

Enter the Cockpit of an Awesome Gridrunner — Prepare to Run For Your Life!

by the duck's fire. The worst part is the little buggers can't be killed.

This variation on the invasion-game theme has more going for it than its considerable cuteness. The floating bricks, which inhibit Deadly Duck's movements without even hurting him, make the game quite challenging. Another nice touch is the invulnerable dragonflies; they dance back and forth in a Rockette-like line, keeping the same rhythm until the arcader begins to depend upon it, at which



DEADLY DUCK

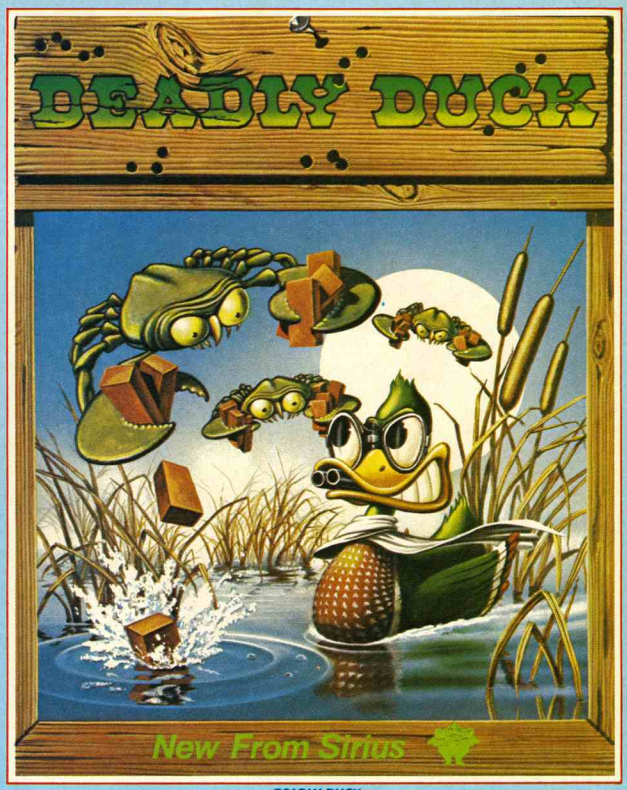
point they make just the slightest shift, throwing the gamer's timing off completely.

The dragonflies have another nasty trick. When there is a pair of them, the insects drop just one bomb at a time. But when four appear, two retaliate, and when six are on-screen, three bombard the pool. This makes it tough for Deadly to dodge the explosions, especially with those floating bricks around.

Hitting a dragonfly, a dubious achievement at best, earns only 10 points. The crabs are more valuable targets — worth 30 points — but it's the bricks that really fatten those scores. Turning a brick into dust is worth 50 points in the opening wave, but the value steadily increases to a hefty 500 points on the top levels.

Players can use either the keyboard, or, preferably, a joystick, and have the option of choosing one of six starting levels. There's also a pause option, a particularly nice feature. As you might expect in a game of this sort, cute graphic touches abound — the way the crabs carry the bricks; Deadly's upward aim as he lets loose with a Bill Bullet, among others. Ed Hodapp has come up with a winner, successfully combining two favorites: the invasion game and the cute game.

(Charlene Komar)



DEADLY DUCK

AGGRESSOR

HES/VIC-20/ROM cartridge

It's the year 4370 and the Zaurian Empire has attacked the Freeworld Federation in its quest to rule the galaxy. So far, the Freeworlders have managed to hold all the lizard creatures at bay in a series of tough engagements. The Freeworld ships are faster and more maneuverable, but the Zaurians have developed a force

field. Luckily, the devices can be destroyed, eventually, by laser bolts.

Now, things have taken a turn for the worse. The Zaurians have perfected a Super Shield that's impervious to laser fire. Only the fact that the new shields require Stellarium, the galaxy's rarest ore, has stopped the would-be conquerors. The only planet with any sizeable deposits of Stellarium is New Earth 6, a Freeworld member. The Zaurians are sending their strongest forces against the planet in an effort to raid the ore dumps. The Federation is answering the challenge with a state-of-the-art VX6 Marauder Ramjet fighter, which sports pulsed laser cannons and fission disrupter bombs.

That's the scenario behind Jeff Minter's fine shoot-out, **Aggressor.** Set against the mountains of New Earth 6, the jumbo VX6 faces a big variety of enemy craft. The basic Zaurian vessel is the Raider, which cruises the planet until it sights a Stellarium dump, descends to collect ore, and then rises into orbit to unload.

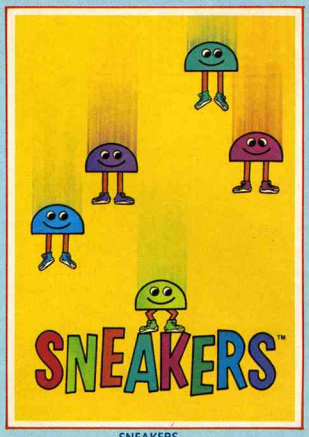
What's interesting is that while rising, the ships have reform capability. That is, when hit, they may be able to reform out of the explosion. This could be fatal, should your VX6 be moving through the debris when the Raider reappears.

After a Raider unloads the cargo, its job is done and a fighter takes its place. Other opponents include Starmine Deployers (both the normal and indestructable Mark II versions) and Driftbombs.

The only real drawback to this game is the rather awkward control system. *Aggressor* uses a joystick and up and down movement is handled conventionally, by pushing or pulling the joystick in the desired direction. Speed is increased by holding the stick in the direction the ship is travelling. This is where some gamers may run into trouble.

The ship reverses its direction when the arcader pushes the joystick in the opposite direction from the one in which it is moving. The ship seems almost *too* responsive to this, particularly if the player is trying to cut speed. The gamer can suddenly find himself flying the other way without realizing what happened.

The fire button handles the pulsed laser cannon, but the limited number of fission bombs are released by using the keyboard. Thus, the player has to find the proper key in the middle of the action — usually when it is at its heaviest, since that's when the bombs are most useful. That takes a bit of getting used to.



SNEAKERS

The game has 10 levels, and gamers can freeze the action temporarily. Standard speed is a trifle fast, but *Aggressor's* a good bet for those who like their shoot-outs mixed with a bit of storyline.

(Charlene Komar)

AGGRESSOR

SNEAKERS

Sirius Software/Atari 400 & 800/48K

If you like the idea of shooting various strange objects, then this appropriately-named arcade-style game will definitely intrigue you. The action begins as hoards of dancing sneakers descend upon you in an attempt to wipe you off the face of the map. Armed with a horizontally mobile laser, the player must fend off the athletic footware, and await the next battalion of strange invaders. The playfield is fairly simple, consisting of the arcader's gun and various aliens that swish across the top of the screen. Fortunately, joystick control is fast and accurate, and by continuously depressing the trigger, sustained firing will occur. For every swarm the player manages to avert, bonus points are awarded. But care must be taken as the arcader will no doubt encounter creatures such as wisdom-tooth sling-

Tired of chasing your tail?

If you're looking for Commodore 64® or VIC-20® software, look no further than Synapse!

THE PHARAOH'S CURSE
A fortune—yours for the taking. But can you avoid the ghost of Rama and the evil mummy? Are you nimble enough to leap the chasms and avoid the booby traps standing between you and freedom?

SURVIVOR
The first multi-player cooperative space adventure. Alone or with your hand-picked crew (1 to 4 players) you must out-maneuver the Xenogryph fleet and destroy their space fortresses. Can you train yourself and/or your crew to survive?

SHAMUS
The odor tells you the Shadow's there—in one of four levels of 32 rooms, each bristling with danger. You know it won't be a high school prom, but there's no turning back. Shamus—the sleuth adventure classic.

FT. APOCALYPSE
Your mission—fly your helicopter to capture fuel and weapons from the Kraalthan lords of inner Earth, free the enslaved masses and destroy the fortress itself. Will you triumph or be crushed by its fiendish defenses? Encounter Fort Apocalypse!

PROTECTOR II
You are the last hope! The Fraxullan Slimehordes are attacking your cities and carrying off their citizens. Can you get your people to safety as volcanoes erupt and enemy forces conspire to thwart your every effort?

For Commodore 64® in disk or cassette: $34.95. Also available—Slam Ball and Drelbs for the Commodore 64®, and Astro Patrol, Squeeze and Harrier for the VIC-20®. Cartridge versions available soon.

Other titles available for the Atari 400/800® computers.

Your dealer out of stock? Order direct—send your check or money order including $2 for shipping and handling. Or join the Synapse Elite! Write for free membership!

synapse

5221 Central Avenue, Richmond, CA 94804 • (415) 527-7751

THRAX LAIR

ing fangs, meteors, cyclops-type monsters, H-Wings, and other assorted menaces. Timing is everything here, as the player must intercept the creatures at just the right point in order to blast them away in succession. Each level has a different area where this strategy can be used effectively.

The graphics are well thought-out, and consist of a few relatively simple lines and light colors. Some of the wackier creatures are the sneakers, which dance quite humorously about the screen just waiting to be blown into Tretorn heaven. The sound isn't anything to write home about, but, nevertheless, there's a very diverse number of targets to keep one occupied and interested throughout the game. Just be careful, you may never trust your Adidas again.

(Dawn Gordon)

TIME RUNNER

Funsoft/Atari computers/24K

Grid-creation games have become pretty popular among gamers lately. Spawned by the classic whacko coin-op **Amidar,** players have seen several more such titles (**Kid Grid,** for example, from Tronix), wherein the object is to move a play element, be it a paint brush, gorilla, little boy or funny face, over a perforated grid format. Each time a box has its perimeter filled, the entire space is colored in. When the entire playfield has been colored, the round ends and moves on to either a new scenario or a faster go-round.

Time Runner, from the new California-based Funsoft, offers two distinct grids and a game that is considerably more difficult than any of its home competitors. Unfortunately, the biggest difficulty in programming this type of game, particularly with today's extremely sensitive joysticks, is quick cornering. More than any of its relatives, *Time Runner* depends upon constant movement, back-and-forth fake-outs and a lot of deceiving the computer-operated goons. *Time Runner* is no less diligently programmed than its counterparts, but it *does* rely more on the quick turn.

The graphics here consist of funny-looking, balloon-like heads chasing one another across a rounded, perforated grid. This can lead to occasional problems in game play, however. Since the bad guys so closely resemble your own player surrogate, it can be very easy to forget exactly who it is you're maneuvering around the playfield. You move left and your intended funny-face moves right. Guess what, ace, you lost your man and have been pantomiming control over one of his pursuers.

This is not the sort of game to set the world on fire, but it shows promise. The design is nice, graphics and sound excellent, and the play is just fine. It will be interesting to see what Funsoft does when they begin utilizing even more original ideas. They've certainly proven they can work within an established game genre with this entry.

(Bill Kunkel)

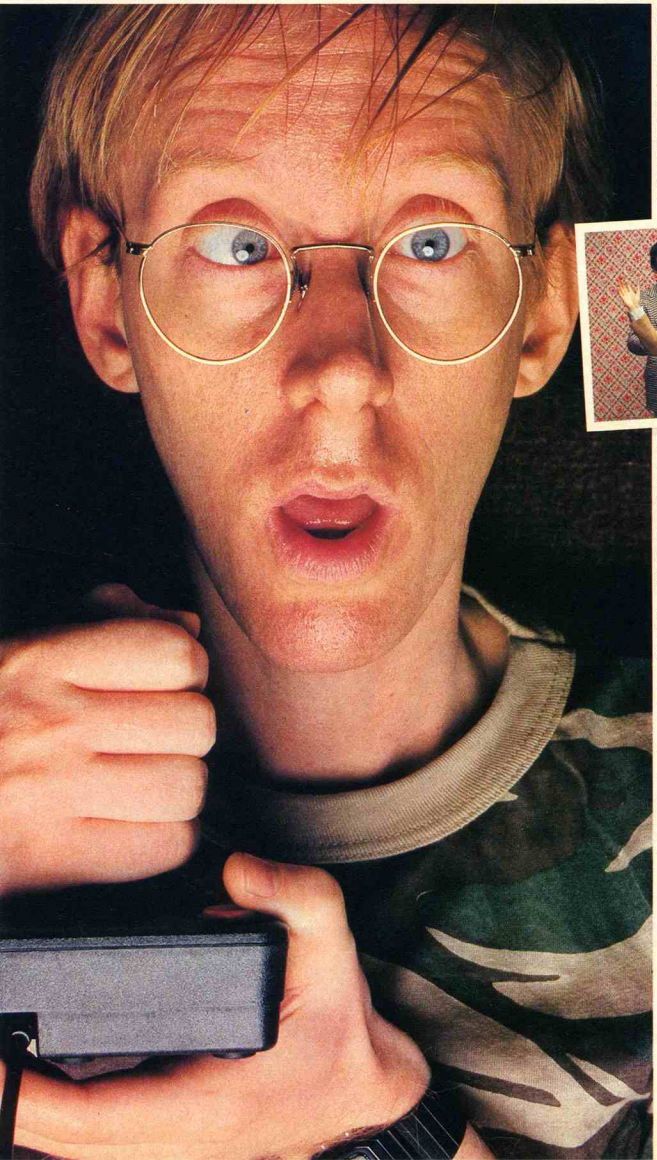
THRAX LAIR

Rantom Software/Atari computers/16K

Now here's an intriguing variation on the vertically-scrolling shoot-out popularized by such home games as Atari's **Caverns of Mars.** With a collection of fantastic sound effects and first-rate, if spare, graphics, **Thrax Lair** makes for an extremely compelling action challenge.

The gamer assumes the role of a gigantic, pterodactyl-like bird-beast making its way, bat-like, up a darkened cavern inhabited by scores of unfriendly creepers. Interestingly, unlike other games in this genre, contact with the cave wall does *not* cause the

I WAS A TEENAGE ZOMBIE!



MIDWESTERN YOUTH TELLS HOW INFOCOM DEPROGRAMMING BROUGHT HIM BACK FROM A LIVING DEATH.

"IT GOT SO I COULDN'T LET GO," confesses John Carlson of Hickory Falls, Iowa. "My hands were welded to my joystick twenty-four hours a day. Blisters covered both my thumbs, my wrists ached, my eyes throbbed . . . I'd given up eating and sleeping." It had started as a mindless hobby for young Johnny. But now, it was turning his mind to green jelly.

Finally, a concerned relative decided it was time to take action. Johnny remembers: "I'd passed out after 63,000,000 points—I forget which game. When I came to, there was this personal computer in front of me, with an Infocom game in the disk drive. I just sat there, numb, staring at the words on the screen."

Then, the extraordinary happened. "It was like there was this voice in the computer, talking to my imagination. Suddenly, I was inside the story. It was something I'd never experienced before—challenging puzzles, people I could almost touch, dangers I could really feel. Kind of like Infocom had plugged right into my mind, and shot me into a whole new dimension."

"Sure, I still play video games. But the Infocom experience opened my eyes. I know now there's more to life than joysticks."

Johnny's folks agree. "We've got our boy back," says Mrs. Carlson, "thanks to Infocom."

We can't save all the Johnnies out there. But hope still remains for countless thousands in the remarkable prose of the ZORK® Trilogy, DEADLINE,™ STARCROSS,™ and SUSPENDED.™ So please—before it's too late—rush today to your local computer store. Step up to Infocom games. All words. No pictures. The secret reaches of your mind are beckoning. A whole new dimension is in there waiting for you.

INFOCOM™

The next dimension.

Infocom, Inc., 55 Wheeler St., Cambridge, MA 02138

For your: Apple II, Atari, Commodore 64, CP/M 8," DEC Rainbow, DEC RT-11, IBM, NEC APC, NEC PC-8000, Osborne 1, TI Professional, TRS-80 Model I, TRS-80 Model III.

player's surrogate to explode. As in real life, the creature merely bounces off the rock-like surface with a thud.

As mentioned previously, sounds are all-important in this game. Beyond the cosmetic appeal of the leathern sounds created by your creature's beating wings, gamers must use the sonar-like detection of their thrall to get the jump on upcoming creepers.

The enemy creatures can be destroyed by launching missiles left, right, up or diagonally, but never underneath its present position. Bonus points are awarded for making the run through the lair in good time.

This is the sort of game that's initially a blast and soon becomes a regularly-played favorite. The use of sound and graphics are combined with a tried-and-true play-mechanic, and the resulting dish should prove most enticing fare for action-seeking arcaders.

(Bill Kunkel)

BANDITS

Sirius Software/Atari 400 & 800/48K

You're on a lunar base plagued by greedy bandits who are after your supplies. Equipped with a mobile laser gun and protective force shield, your job is to blast the raiders away before they can steal all of your fruit. Attacking ships move in a zig-zagging pattern, firing at you in order to steal five pieces of fruit located on the right side of the screen. The best strategy seems to be to blast the invaders away before they get to the fruit. If the player manages to accomplish this, he will be awarded 100 points for each remaining piece, and another 100 points for each of the 28 levels completed. If by chance one of the bandits manages to grab an apple (or whatever), the arcader is awarded a bonus point by blasting the aliens before they march off the screen.

Bandits has excellent graphics. The opening credits are followed by quick sketches depicting UFOs, and spaceships blasting off. But this can be extremely tedious, since they are repeated over and over between games. As a matter of fact, *Bandits* has a very annoying flaw. The time lapse from when the disk is booted up to the time when play actually begins is approximately three minutes and seven seconds! As each level is completed throughout the game, the computer pauses to load additional information, and this process can take up to 12 seconds between levels. It's unfortunate that such a promising game has this imperfection, because it really does ruin the action.

(Dawn Gordon)

BANDITS

SNAKE BYTE

Sirius Software/Atari 400 & 800/48K

Snake Byte is an action maze game, where a player can literally tie himself up in a knot while attempting to guide his snake through a labyrinth screen. The playfield is a fairly simple one with apples strewn about and a door at the top. Joystick control is extremely sluggish and takes a strong wrist and fast reflexes to ascend the 29 levels of play. Keyboard control is provided as well but isn't recommended as it's even more cumbersome than the joystick.

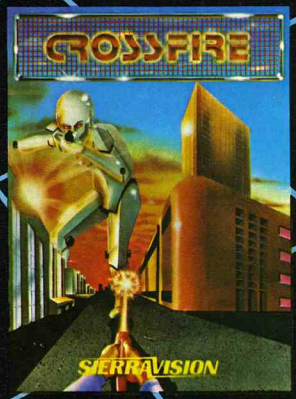
Basically, the object is to guide one of the three allotted snakes around the maze in an attempt to eat 10 apples. Optional purple plums can be called up for bonus play, and the arcader will accrue five to 10 points per apple if he or she manages to avoid the purple beasties. Bonus points are also given for exiting the playfield without losing a slithering apple-eater. Since every time an apple is consumed the snake becomes longer and faster, the player should stay away from the walls (which put the Asp out of business), and concentrate on the central portion of the playfield.

The game's graphics aren't extravagant. The playfield, various objects and reptiles are basically simplistic representations. But nevertheless, *Snake Byte* can be challenging, and in the end, the player with the strongest wrist will probably win!

(Dawn Gordon)

APPLE, ATARI, IBM, NEC and VIC 20 OWNERS

CROSSFIRE WATCH FOR IT



Thousands loved it on the Apple and Atari personal computers, now IBM, NEC, and VIC 20 users can enjoy it, too! This fast-action arcade game sends aliens at you from three different directions on a grid laid out like a city. You can move in any direction, but watch out! , you can also be fired upon from any direction. Can you avoid an attack from all sides and still "clean up" the city? Each time you hit an alien, it evolves into a meaner, faster and uglier monster. After the fourth hit, an alien will finally die. Smooth animation of many objects simultaneously and nonstop action will give you a challenge and enjoyment for hours.

ADD ONE DOLLAR FOR SHIPPING
VISA • MASTERCARD • CHECK • COD ACCEPTED

SYSTEM REQUIREMENTS
NEC 32K DISK
APPLE 48K DISK
ATARI 800 32K DISK
ATARI 400/800 16K CASSETTE
IBM PC 48K DISK PLUS
A COLOR GRAPHICS ADAPTER

Available at your local compute store for $29.95 or order directl from:

SIERRA ON-LINE, INC.
Sierra On-Line Building
Coarsegold, CA 93614
(209) 683-6858

SIERRAVISION™

Sierra ON-LINE I

TM Designates a Trademark of Sierra On-Line, Inc.

STRATEGY SESSION

ASTROCHASE

First Star Software
Atari 400-800-1200/32K

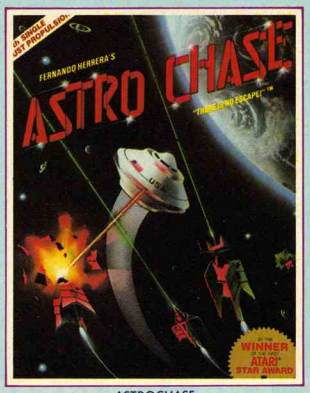
In **Astrochase,** it is your mission to save the Earth from the deadly megardian attack probes. Sixteen mines have been placed around the Earth and are headed directly for it. If one should make contact with our planet, total destruction is inevitable. Aside from destroying the 16 mega-mines, your ship must avoid the eight different types of attack fighters programmed to destroy your ship.

The megardian boundary field is made up of four energy generators which, when passed over, give your ship extra energy and eight shield depots which power your ship with an impenetrable shield for a maximum of 10 seconds.

The main strategy behind *Astrochase* is to master the "single thrust propulsion" with which your ship is equipped. It is important to remember that even though you may be flying in one direction, your ship can fire in any direction by holding down the red button and moving the stick in the desired direction. Beginners will tend to head for shield posts and keep their shield on as much as possible. This causes two problems. One, each time you hit a post, it costs your ship 100 energy units. At that rate your energy will be depleted in no time. The other problem: if you are protecting the Earth when your shield runs out and you leave to get "re-shielded", by the time the ship returns to Earth it could be too late.

Guardian of Outpost Earth

By FRANK TETRO JR.



ASTROCHASE

With practice, most players will find shooting the aliens and outmaneuvering their fire easier than running back and forth to shield posts.

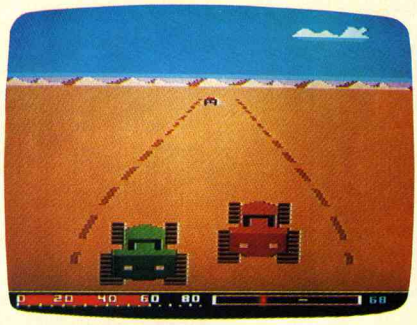
In the first 10 waves, be the aggressor and hunt for the mines while leaving the Earth. However, once you reach Wave II, stay near the Earth and protect it since the mines travel much faster at this point. Keep your eyes on the number of mines remaining. If energy is needed, I find it best to destroy all but one mine (pick the one farthest away from the Earth). Then with only one mine left, you may go refuel.

Don't forget to use the planets against the "tron" enemies for they cannot pass through heavenly bodies, and must go around them.

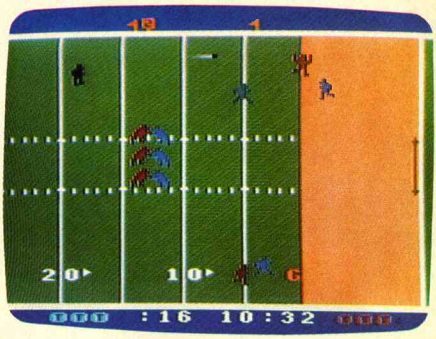
Once you reach the higher waves (25-34) it becomes virtually impossible to fight off the enemy ships and shoot the mines at the same time. This is where your shields come in. Try to keep your shields on constantly, and ignore the enemy fighters. Simply hunt and destroy all mega-mines as fast as possible.

I found *Astrochase's* controls to be a

We Bring Atari® 400/800™ Sports Games Alive.



BAJA BUGGIES™



STARBOWL™ FOOTBALL

At GAMESTAR, we bring Atari® Home Computer sports games alive. With exciting, lifelike animation. Totally involving sounds. And challenging play so realistic, you'll want to cheer.

Only GAMESTAR gives you the racing excitement of BAJA BUGGIES.™ With a stunning, 3-D perspective and scrolling background. Dune buggies that drive like *real* dune buggies. And an exclusive high score/initials scoreboard, just like the arcades.

Only GAMESTAR gives you the challenge of STARBOWL™ FOOTBALL. With animated players so lifelike they actually *think*. Solitaire play against a tough computer team or human opponent. And incredibly realistic gridiron action from pass catching and fumbles to penalties and the cheer of the crowd.

And in 1983, only GAMESTAR will give you the thrills of STAR LEAGUE™ BASEBALL. And the excitement of a new concept in sports games—THE ADVENTURES OF DUTCH DOOGAN.™

Ask for GAMESTAR sports games at your nearest Atari® dealer. Or write: GAMESTAR, INC. 1302 State St. Santa Barbara, CA 93101 (805) 963-3487.

GAMESTAR

WE BRING SPORTS ALIVE.

© 1982 GAMESTAR, INC. All rights reserved
Atari and 400/800 are trademarks of Atari, Inc.

awhile in the lower levels. Just ignore the mines and practice blowing away ships. Once you've got it down, you'll be ready to take on the megardians in a fight to the death.

Good luck and remember: The lives of countless millions lies at your fingertips!!!!

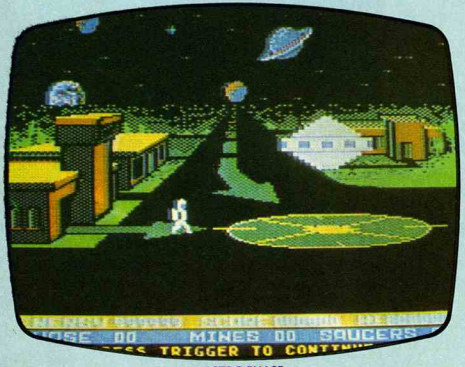
TRON — DEADLY DISC

Mattel/Intellivision

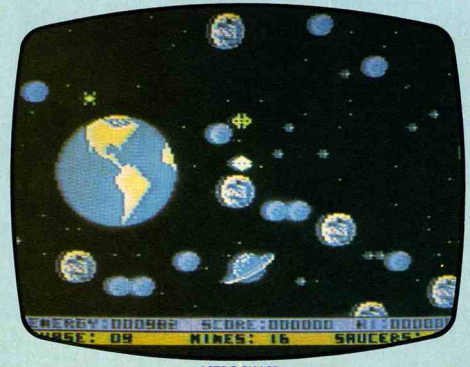
In **Deadly Disc,** you play our hero, Tron, who must destroy robot attackers with his flying disc, while avoiding the enemy's frisbees of doom. Should you survive for too long, a police "recognizer" will appear and try to do you in.

The main strategy in *Deadly Disc* is to stay on the move at all times. Never stop or the enemy will have time to home in on you. When an enemy is in range, stop, shoot your disc, and then get moving. Don't wait to see if your disc hits him. Whether you hit him or not, the disc will return to Tron no matter where he is located. Tron has the power to stop and block incoming hits using his disc. However, when in the block position, Tron can't move or fire. I find the block to be unnecessary. It is much better to just keep on the move than stopping to block a disc.

bit frustrating at first, but once mastered they prove very efficient. Don't get discouraged if you mean to fire in a direction and by mistake you move in that direction and hit the enemy head on — your best bet is to practice dodging and shooting enemy ships for



ASTROCHASE



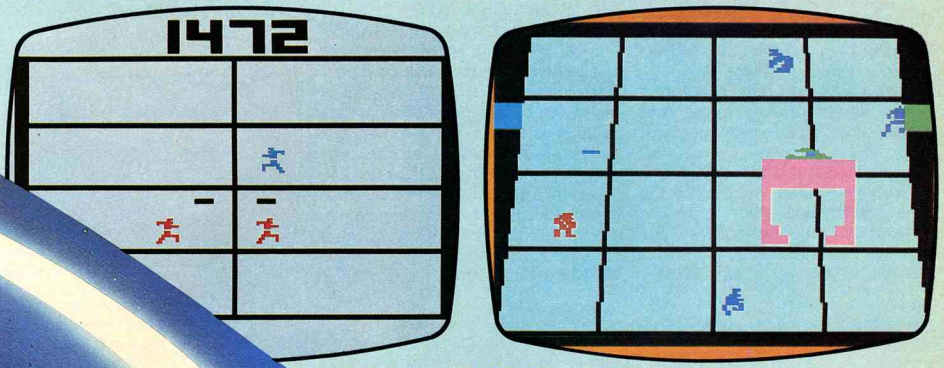
ASTROCHASE

STRATEGY SESSION

Once the enemy attackers emerge, *immediately* block their door open by throwing your disc through them. This will provide escape tunnels which should be used often to avoid discs. When an escape tunnel is open, stay next to the door and fire on enemy attackers. When things get hairy, just enter the portal and you'll appear on the other side. This will throw them off temporarily. Also, if Tron is hurt, running through a portal gains him back one hit.

Once the "recognizer" appears, don't panic. Just stay with him until he stops moving. Be careful not to touch him as it means immediate death. Once he stops, you must line Tron's arm up with the eye of the recognizer and shoot it in there when the eye is white. This takes some skill and a lot of luck. If your disc hits the eye but it was black, just keep hurling it in until you are either hit by the paralyze-freeze or you hit the eye.

Should Tron rack up quite a bit of points, he'll be assaulted by much smarter attackers who employ excellent aim and maneuverability.



M-NETWORK'S DEADLY DISC AND MATTEL'S DEADLY DISC

SEAFOX

Atari 800/Broderbund/48K

Seafox pits you, the submarine captain against enemy ships. Your mission: destroy all enemy merchant ships and get out alive.

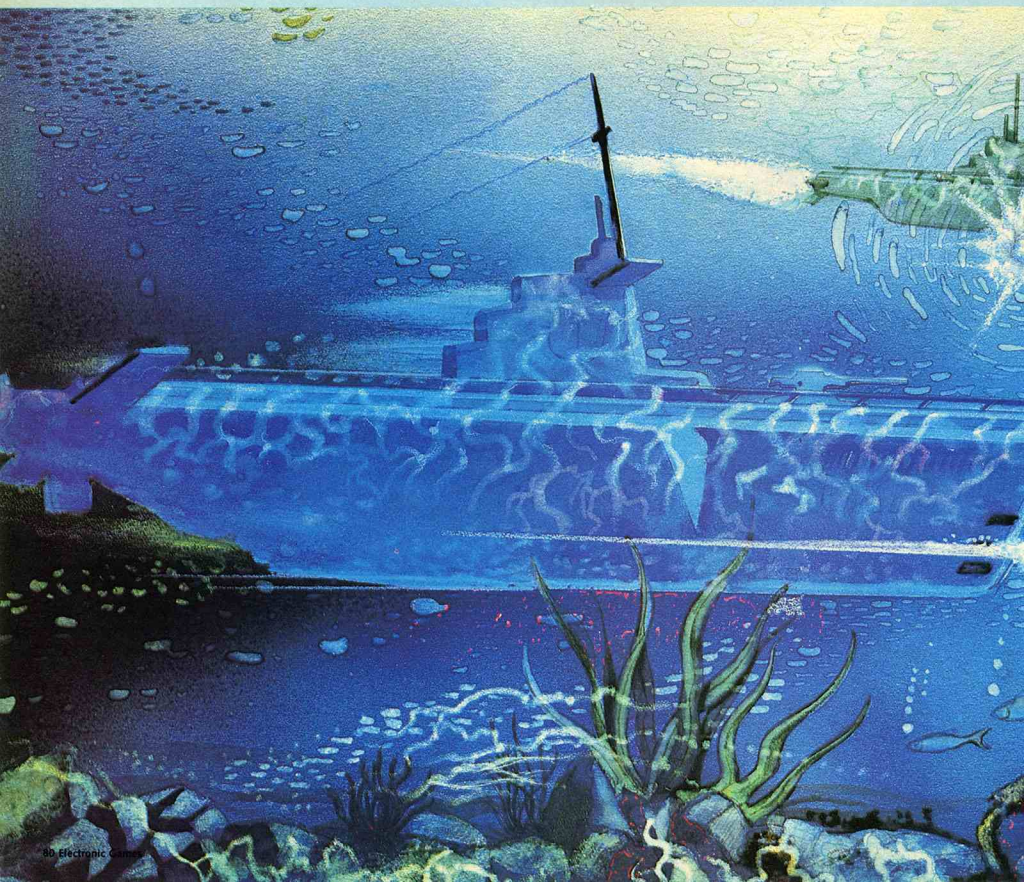
Seafox is a game of timing. You will notice that the more objects on the screen, the slower your torpedoes move. When shooting at the enemy, try to fire from close range to insure a wide margin for error. Hitting a hospital ship will reverse your missile and head it back toward you, so watch out. Enemy subs will constantly be trying to ram you. The Seafox may either shoot them down or simply dodge them. Watch your supplies; if they run down, stay low and wait for the supply ship to go by. Once the dolphin emerges, quickly grab the supplies or the clam will devour them on you.

Once mission one is completed, the Seafox will be attacked by depth charges from the third row of ships. I find it best to destroy these ships instead of dodging their shots as they oftentimes trap you in a corner. The next assault features armed submarines which fire on the Seafox. These subs are much more dangerous and should be shot whenever possible.

When playing, try to stay away from the edges of the field, for this is where the enemy subs emerge from, and the Seafox might get hit without even knowing what happened!

The next wave features magnetic mines which follow the Seafox and ram her. They are exceedingly slow, however, and are better dodged than destroyed. Once one is hit, a sub will simply drop another. The only time to hit these mines is when they are cornering your ship.

SEAFOX



Since it is possible to have only one horizontal and one vertical torpedo on the screen at any one time, the wise sub commander never fires from long range. You wouldn't want your craft to be completely defenseless against the attackers, would you?

In the heat of combat, it's easy to momentarily lose sight of the goal in *Seafox*. Never forget that only the sinking of every ship in the convoy sends you to the next phase of this multi-segment mission. Blasting PT Boats and enemy submarines is fun — and scores lots of points, of course — but it's best to regard everything but the convoy as a side issue.

As stated before, *Seafox* is mainly a game of timing which can only be mastered after much practice.

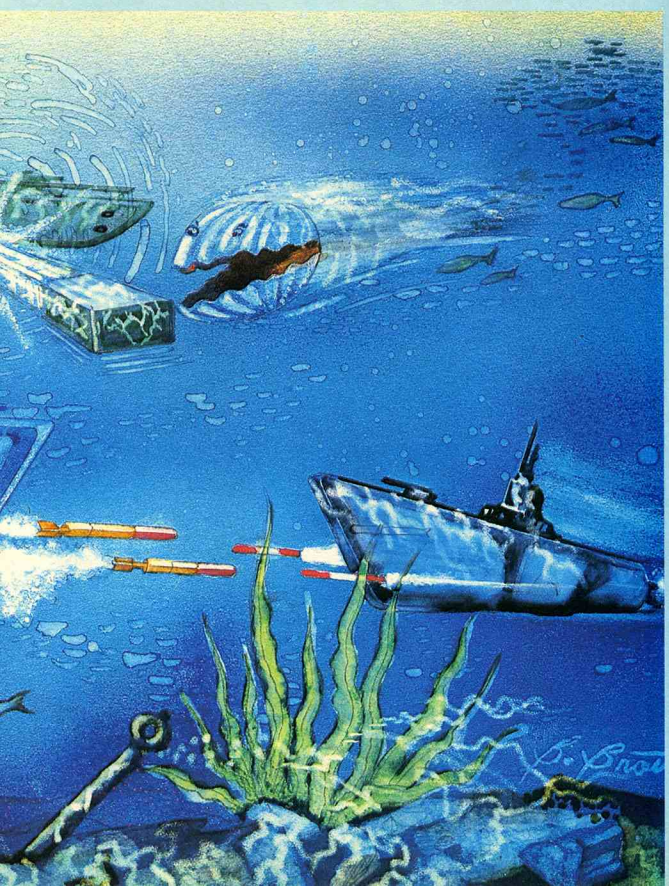
So grab your periscope, and ready your crew, for the enemy takes no prisoners!!!

*****IMPORTANT NOTICE*****

Next issue's installment of "Strategy Session" will be a real change. The whole column will be devoted to a single game, Bill Hogue's **Miner 2049er** and the 10-screen test it poses for arcade aces. It's all part of the in-depth treatment of this groundbreaking game planned for the big August issue of **Electronic Games**, on the stands July 12.

But come September, everything will be back to normal, and "Strategy Session" will analyze the usual number of videogames and computer simulations.

1983 International Summer Special Olympics Games
JULY 12-18 • BATON ROUGE, LA



WANTED!

We Buy and Sell Used Video Game Cartridges
For Atari 2600, Atari 5200 & Colecovision

ATARI

We Also Carry New Cartridges and Accessories
Send Self Addressed, Stamped Envelope For Current Price List

FOREST HILLS USED VIDEO GAME CARTRIDGES, INC.
Dept. 14, 63-56 108th Street,
Forest Hills, New York 11375
(212) 897-6100

SKIL-STIK™

FOR USE WITH
INTELLIVISION™
COLECOVISION™
TANDYVISION™
SEARS SUPER VIDEO ARCADE™

- More Control
- Higher Scoring
- Simple to Attach
- Improve Skill
- Greater Accuracy
- Less Fatigue

$5.99 PAIR PLUS 65¢ POSTAGE

DISTRIBUTOR COST INFORMATION
WRITE OR CALL (401) 331-3200

C&T CREATIONS
127 Weybosset St., Providence, RI 02903
(PLEASE PRINT)

NAME _____
ADDRESS _____
CITY _____
STATE _____ ZIP _____
Send check or money order – Sorry no C.O.D.'s

Duel to the Death in the Cosmic Arena

By NEIL SHAPIRO

GALACTIC GLADIATORS

Strategic Simulations/Apple II/48K disk

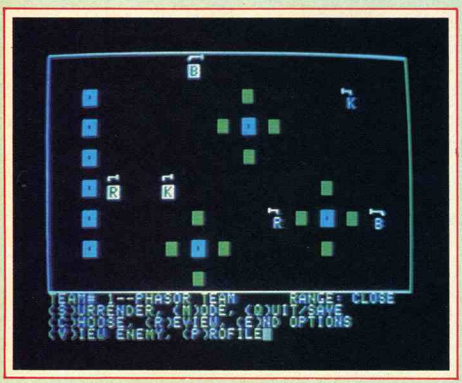
I peered out over the filthy tabletop, looking around the broken bottles and other debris at the smoking remains of the table next to me. The small form of the wounded slime-devil Horanth (one of my best buddies) lay stunned, all five limbs thrown akimbo about the hard knot of silicon that housed his brain and internals. Even before the echoes of the slimy Froglodytes surprise attack had completely died down, I could hear the lowing battle-cry of Moose, my Dulbian second-in-command, ordering what remained of Neil's Marauders into action.

I choked out a shout, got Moose's attention. His musk-ox body slowed to a gallop as he waved back with one of the arms mounted atop his armored head. You cannot see a Dulbanian's mouth because of all the shaggy fur (just as well, I suppose) but I'd known Moose long enough to guess he was smiling, and what the hey, I smiled back. It was yet another brawl at Cosmic Mike's and we'd come out of worse. I'd no doubt that the experience would be good for us.

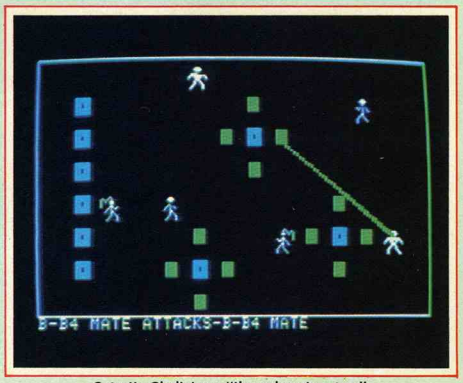
The monster menu — with visual aids!

The game is **Galactic Gladiators,** one of the *Rapidfire* line of games from SSI. Also, it is probably the finest tactical war game running on any computer.

Two humans (or a human against the computer) can control teams of up to 10 gladiators, all representing 15 of the fightingest, toughest, strangest and strangely charming races in all the galaxy. Weapons vary from hand-to-hand combats to ranged fire and guided missiles. Battles take place in



Gladiators battle on a wide variety of terrain



Galactic Gladiators: "the galaxy in a box"

Trade Up To 10 Videogames For The Price Of Buying 1

Are your videogames losing their excitement? Are you on the move for new challenges? Don't let your pocketbook keep you out of the action. With NATIONAL VIDEO EXCHANGE, you can try all the videogames for your Atari or Atari compatible systems—FULLY TESTED AND 100% GUARANTEED.

We Trade From any group to any group. Up to ten used cartridges for the price of buying one new game. THAT'S LIKE GETTING NINE GAMES FREE!

We Sell Used cartridges at the lowest prices anywhere.

We Buy Paying the highest prices in the market for your used cartridges.

We're National But you never have to leave your home. It's easier to shop through the mail. NO HIDDEN CHARGES. Our prices include shipping, handling and insurance. Most cartridges are sent to you within 48 hours.

GROUP A

We Buy $5.00
We Sell $11.00

- ☐ ADVENTURE
- ☐ BACKGAMMON
- ☐ BARNSTORMING
- ☐ BOXING
- ☐ BREAKOUT
- ☐ CASINO
- ☐ CIRCUS ATARI
- ☐ DODGE 'EM
- ☐ FISHING DERBY
- ☐ HANGMAN
- ☐ HAUNTED HOUSE
- ☐ MAZE CRAZE
- ☐ MISSILE COMMAND
- ☐ SKIING
- ☐ SNEAK N PEEK
- ☐ SPACE CHASE
- ☐ STARSHIP
- ☐ STAR VOYAGER
- ☐ SUPERMAN
- ☐ WARLORDS

GROUP B

We Buy $6.00
We Sell $13.00

- ☐ ASTEROIDS
- ☐ ASTROBLAST
- ☐ BASIC MATH
- ☐ BRIDGE
- ☐ BUGS
- ☐ CHINA SYNDROME
- ☐ COCONUTS
- ☐ ENCOUNTER AT L-5
- ☐ FIRE FIGHTER
- ☐ FREEWAY
- ☐ GOPHER ATTACK
- ☐ I WANT MY MOMMY
- ☐ LOST LUGGAGE
- ☐ MATH GRAND PRIX
- ☐ MAZE CHASE
- ☐ NUMBER ZAPPER
- ☐ RIVER PATROL
- ☐ SKYJINX
- ☐ SLOT MACHINE
- ☐ SPACE INVADERS
- ☐ SPACE MAZE
- ☐ SSSNAKE
- ☐ STAMPEDE
- ☐ SURVIVAL RUN
- ☐ TANKS BUT NO TANKS
- ☐ TAPE WORM
- ☐ TRICK SHOT
- ☐ VIDEO CHESS
- ☐ VIDEO PINBALL
- ☐ WEIRD BIRD

GROUP C

We Buy $7.00
We Sell $15.00

- ☐ AIRLOCK
- ☐ ALIEN
- ☐ ARMOR AMBUSH
- ☐ BEANY BOPPER
- ☐ COSMIC CREEPS
- ☐ CROSS FIRE
- ☐ DEADLY DUCK
- ☐ DEMONS TO DIAMONDS
- ☐ DISHASTER
- ☐ FAST FOODS
- ☐ FROGS & FLIES
- ☐ GANGSTER ALLEY
- ☐ INFILTRATE
- ☐ JAWBREAKERS
- ☐ KABOOM
- ☐ KING KONG
- ☐ KYPHUS
- ☐ MARAUDER
- ☐ MEGAFORCE
- ☐ SHARK ATTACK
- ☐ SPACE CAVERN
- ☐ SQUOOSH
- ☐ TENNIS
- ☐ THRESHOLD
- ☐ TOWERING INFERNO
- ☐ TURMOIL
- ☐ WABBIT
- ☐ WORM WAR I

GROUP D

We Buy $8.00
We Sell $17.00

- ☐ CAKEWALK
- ☐ COMMANDO RAID
- ☐ COSMIC ARK
- ☐ COSMIC SWARM
- ☐ DARK CAVERN
- ☐ DARTS
- ☐ FROG POND
- ☐ GORF
- ☐ ICE HOCKEY
- ☐ LOCK 'N' CHASE
- ☐ MINES OF MINOS
- ☐ PLANET PATROL
- ☐ REALSPORTS BASEBALL
- ☐ REALSPORTS FOOTBALL
- ☐ REALSPORTS VOLLEYBALL
- ☐ RIDDLE OF THE SPHINX
- ☐ RIVER RAID
- ☐ ROOM OF DOOM
- ☐ SEA QUEST
- ☐ SPACE ATTACK
- ☐ SPIDER FIGHTER
- ☐ STRONGHOLD
- ☐ SUPER CHALLENGE BASEBALL
- ☐ SUPER CHALLENGE FOOTBALL
- ☐ WIZARD OF WOR
- ☐ WORD ZAPPER

GROUP E

We Buy $10.00
We Sell $19.00

- ☐ AIRWORLD
- ☐ AMIDAR
- ☐ ATLANTIS
- ☐ BERZERK
- ☐ CARNIVAL
- ☐ CATCH
- ☐ CHOPPER COMMAND
- ☐ COSMIC AVENGER
- ☐ DEFENDER
- ☐ DEMON ATTACK
- ☐ EARTH WORLD
- ☐ FAST EDDIE
- ☐ FIREWORLD
- ☐ GRAND PRIX
- ☐ HIGH SEAS
- ☐ INTERNATIONAL SOCCER
- ☐ JEDI ARENA
- ☐ LADY BUG
- ☐ MOUSE TRAP
- ☐ PAC MAN
- ☐ RAIDERS OF THE LOST ARK
- ☐ SMURF
- ☐ STAR MASTER
- ☐ STAR RAIDER
- ☐ STAR WARS
- ☐ SUPERBREAKOUT
- ☐ TRON DEADLY DISKS
- ☐ VENTURE
- ☐ WATER WORLD
- ☐ YARS REVENGE

If We Are Trading With You

1. You can take advantage of National Video Exchange's super-low trade prices by exchanging cartridges in the same group or between groups.
2. For your first choice, circle the game(s) you wish to receive from any of the five groups. Please check at least 3 alternate choices IN THAT GROUP, since your first choice may not always be available.

HINT:
The more choices you give us, the faster you will receive your game(s).
3. Choose the game cartridge(s) you own and are willing to trade in. Find the game(s) listed in one of the five groups, and underline the name. INCLUDE game(s) instructions if available.
4. See trade prices for your total cost. Find the group with the game(s) you want to receive (LEFT SIDE). Find the group with the game(s) you are trading in (TOP SIDE). Where the two columns meet is the total cost for making the trade include shipping, handling and insurance.
5. Follow mailing instructions and fill in the ordering information.

ATARI®
A Warner Communications Company

Trade Prices

All prices include shipping, handling and insurance.

		I AM TRADING IN				
	Group	A	B	C	D	E
I WANT	A	$ 4	$ 5	$ 4	$ 3	$1
	B	$ 8	$ 5	$ 6	$ 5	$3
	C	$10	$ 9	$ 6	$ 7	$5
	D	$12	$11	$10	$ 7	$7
	E	$14	$13	$12	$11	$8

EXAMPLE: you want to receive "SPIDER FIGHTER" from group D (LEFT SIDE) and wish to trade in "ASTEROIDS" from group B (TOP SIDE). Your total trade price is $11.00.

If We Are Only Selling To You

1. For your first choice, circle the game(s) you wish to receive from any of the five groups. Please check at least 3 alternate choices IN THAT GROUP, since your first choice may not always be available.

HINT:
The more choices you give us, the faster you will receive your game(s).
2. Your total cost will be the "WE SELL" price for the game(s).
3. Fill in the ordering information

If We Are Only Buying From You

1. We buy all used videogame cartridges for Atari VCS 2600 or other Atari cartridge compatible systems.
2. Choose the game(s) that you own and want us to buy. Find the game(s) listed in one of the five groups above.
3. We will pay you the "WE BUY" price listed for the game(s).
4. Include game(s) instructions, if available.
5. If we buy four or more used cartridges from you at one time, you will receive a $3.00 bonus in the total amount due you.
6. Follow the mailing instructions and fill in the ordering information.

Mailing Instructions

1. Wrap packages securely. Padding your cartridge(s) with paper towels or newspaper will help prevent damage in mailing. You will receive free padded postage-paid envelopes for all future mailings after your first order.

IF YOU HAVE ANY QUESTIONS OR WOULD LIKE TO PAY BY CREDIT CARD AND SPEED YOUR ORDER PLEASE CALL: **(213) 322-6034.**

EACH CARTRIDGE IS FULLY TESTED. WE RETURN ANY FAULTY MERCHANDISE TO YOU C.O.D.

Send entire ad or copy to: National Video Exchange
140 Oregon Street
Box 990
El Segundo, CA 90245

MasterCard VISA

- ☐ I wish to trade. I have circled my first choice, checked at least 3 alternate choices, and enclosed my trade-in game(s).
- ☐ I wish to only buy from National Video Exchange. I have circled my first choice and checked at least 3 alternate choices.
- ☐ I wish to only sell to National Video Exchange. I have enclosed my game(s).
- ☐ I wish to only receive further information, padded postage-paid shipping envelope and a special record. I have enclosed $1.00 with this coupon.

(PLEASE PRINT)

NAME _____

ADDRESS _____

CITY _____ STATE ____ ZIP _____

Total Amount You Are Paying _____
(Calif. residents add 6½% sales tax)

☐ Cash ☐ Money Order ☐ Cashier's Check ☐ Visa
☐ MasterCard ☐ Personal check (requires clearance)

Card Number _____

Exp. Date _____ Signature _____

varied settings allowing for an endless number of scenarios — already stored on disk or for the player to create. Every movement of every creature is controlled by the players, and all the effects are shown as they happen on the computer's high-resolution screen. Action is swift, easily plotted, and the computer makes for a keen, quick-thinking opponent tactician.

Each fighter has levels of strength, dexterity, endurance and speed representative of its species. Each fighter also has an experience level and a weapons skill figure. Experience and weapons skill increase as the fighter goes through various battles.

A Human, for example, has strength of 13, dexterity of 13, endurance of 7 and speed of 4. A more massive Dulbian has strength of 19, dexterity of 7, endurance of 10 and a slow plodding speed of 2. In this manner, the individual species have integral differences which make combat varied and exciting in both strategic and tactical senses. They are much more than simply differently shaped figures on the screen — they are individuals both as to species and personality.

During an engagement, the fighters are represented by a letter and in the close and medium modes (more on that in a second) it is also shown what weapon and armor they have ready. During the actual fighting, silhouettes showing the various species' shapes are used.

Using the keyboard, the player can get a profile of all his on-screen forces, one by one. Then he can individually issue the next turn's orders. Each fighter might be ordered to rest, move, dodge and move, move and attack, attack, fire weapons, change weapons or reload. These choices are mutually exclusive — a gladiator may not load and fire on the same turn, move and fire or any combination. Once the orders are given, the player may at any time review the orders to each fighter and change them.

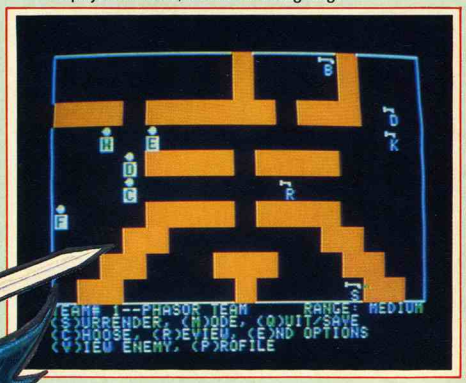
The individual movement is plotted in a unique manner. The squares in the route of movement light up as the player gives the orders. In this way, the armchair strategist can see what the movement entails. When the unit's orders are reviewed, the squares light up again, so that the unit's ordered movement is always graphically visible.

This one feature really illustrates why a game like this is best played on a computer. In a board game, such movement must be preplotted on order sheets. The preplotting usually

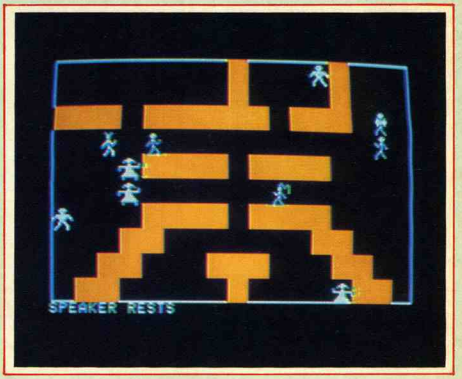
requires quite a bit of writing. Reviewing plotted movement, in a non-computerized war game, means that the symbols must be reinterpreted as movement, and potential movement on the board must be visualized in the mind's eye. The computer eliminates all the "bookkeeping" as well as the possibility of misinterpretation. When you want to review a unit's orders, you actually see how that unit is presently ordered to move or fire.

The three types of weapons in this game allow for a most engrossing mixture of techniques. The phasor weapons (pistol and rifle varieties) have an unlimited range, but hits decrease with distance. Hand weapons

Displays offer close, medium and long range



Galactic Gladiators at rest



(stun wands, vibro knives, slicers, laser swords, and disruptors) must be used when right next to your opponent. Guided missile weapons (gapers and gemstones) have a range dependent on the user's strength and a dependability which relies on the user's weapons skills.

But what really makes this game so exciting are the settings in which these gladiators fight. It is unbelievable that SSI was able to fit the entire galaxy into such a small box, but that is just about what they have done.

A battlefield display (on-screen mapboard) can be in one of three styles — close range, medium range or long range. Divided into squares, a close range mapboard is 14 by 8 squares; medium range is 17 by 10 and long is 28 by 16. Before you begin play, you choose whether to have the mapboard overdrawn with the movement-regulating squares or to see just the terrain. Terrain features full-square red blocks (both in indoor and outdoor settings), half-block blues (indoors to denote tables and such, outdoors standing for boulders), and partial block greens (for indoor chairs and things, for outdoor trees and shrubs). Movement through all blocks is prohibited. Half and partial blocks may be shot through (with other effects dependent on many factors such as the weapon skill of the attacker, range, dexterity of attacker — all figured out for you by the computer.)

tele soft. inc.

P.O. BOX 3456
TROY, MI 48084

NATIONWIDE 1-800-255-2000
MICHIGAN & CANADA 1-313-524-1030

ATARI
Kangaroo 29.50
Jungle Hunt 29.50
Waterworld 28.00
Cookie Monster Munch ..... Call

COLECO for Atari
Mr. DO 31.00
Zaxxon 31.00

PARKER BROTHERS for Atari
Super Cobra 25.75
Tutankham 28.75

ACTIVISION for Atari
Keystone Capers ... 24.50
Dolphin 24.50

CBS for Atari
Solar Fox 28.75
Blue Print 28.75

ATARI 5200 $199.00
Baseball 27.50
Space Dungeon ... 31.90
Tennis 27.50
Pole Position 31.90
Dig Dug 31.90
Vanguard 31.90
Call For More

TIGERVISION
Miner 2049er for Atari 22.50

COLECOVISION $188.95
Football 31.50
Mr. DO. 31.50
Hand Controller ... 38.75
Slither 69.00
Call For More

MATTEL
Burger Time 33.50
Buzz Bomber 28.95
Mission X 28.95
Treasures of Tarmin 36.25

M-NETWORK
Computer Revenge 23.75
Locomotion 28.00
Golden Skull 23.75

ORDERING INFORMATION
Check, Money Order, MasterCard, Visa and C.O.D. orders accepted. All orders shipped U.P.S. Michigan residents add 4% sales tax. Hours 8 a.m. to 7 p.m. Monday through Friday. 10 a.m. to 5 p.m. Saturday. All prices subject to change without notice. *While Supplies Last

PARKER BROTHERS for Mattel
Empire Strikes Back 30.00
Frogger 30.00

GCE-VETREX $156.00
Web Warp 33.50
Star Castle 29.75
Pole Position 33.50
Fortress of Narzod 29.50

STARPATH
Super Charger 45.00
Communist Mutants 14.95
Suicide Mission 14.95
Fireball 14.95
Mindmaster 17.95
Dragon Stomper ... 14.95

COMMODORE
Vic 20 ..... 130.00
Commodore 64 ..... Call
1541 Disk Drive ... 340.00
8K Expansion 45.00
Datasette CZN 69.00

ACCESSORIES
Stick Stand 6.99
Quick Shot 13.00
Atari Joystick 6.20

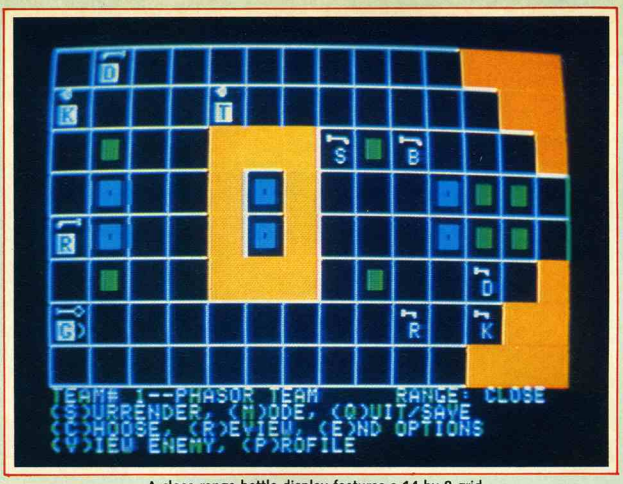
ATARI
1200 ..... 650.00
400 ..... 210.00
800 ..... 499.00

WICO
Joystick 22.50
Red Ball 24.80
Track Ball 52.00
12' Extension 12.00

CALL TODAY!

VISA AND MASTERCARD ACCEPTED

master charge VISA



A close range battle display features a 14 by 8 grid

Though the terrain results in very schematic-looking maps — careful attention to detail has produced some very recognizable layouts which are included on the disk. The most basic game is the "Shoot-out in Cosmic Mike's" scenario. After awhile, you'll picture Mike's blue tables and green chairs almost fondly. Other mapboards already designed for you, are everything from a gigantic maze filled with hostile robots, to an outdoor and extra-terrestrial cemetery.

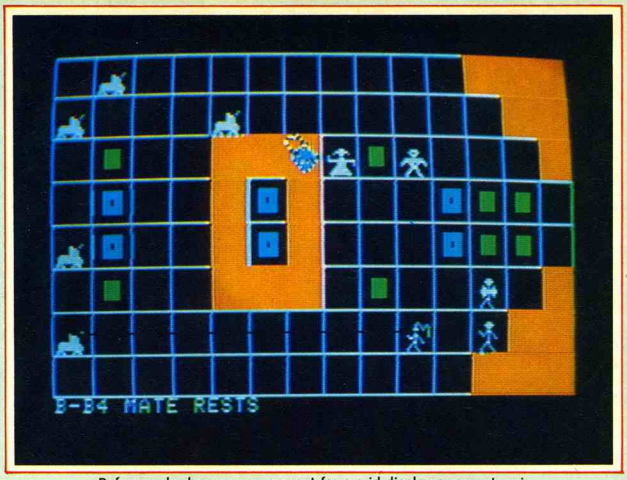
Best of all, you can easily design your own mapboards, save them on disk and recall them for your own games later. You can design just about any layout you might want — from indoor rooms aboard a starship to open arenas with only sparse trees for cover. We found that designing these battlefields added a whole new dimension of fun.

Once the setting is established, it's time to choose your gladiators. Many teams are already stored on disk for you. These teams include all of the species' teams, both novice and experienced versions. There are even "mixed" teams which give a real feeling for all the various capabilities of these intergalactic warriors.

Once you have loaded a team in from the disk, a utility program allows you all sorts of options with your electronic teammates or opponents preparatory to the main event. First, you can list each team, gladiator by gladiator. You can examine each teammate's specific characteristics and attributes. Then, you can either change which weapon each gladiator has at the ready — or you can add or delete from the whole possible range of weapons. Then you can do the same with armor. Finally, you can rename the characters to your own fancy, and, don't forget to name one of the little fellows after yourself. Nothing enhances the spirit of role-playing identification better than to see yourself (maybe a human but perhaps in Froglodyte alter-ego guise) on-screen, ducking beneath tables for cover and generally risking your own life with your "men". You can even add entirely new gladiators to the team as well as delete ones that you may not need. Finally, once the teams are set-up the way you like them, you have a last choice. If you would like, you can save them on disk so that the next time you play, this new team that is set to your own specifications will be automatically offered to you to be used.

Once the individual fighters have their weapons, the teams are formed and the setting is chosen — the battle royal can begin!

You can choose a battle where either the first or second team must defend an area — or you can fight a bloody, elimination match. The com-



Before each play, gamers can opt for a grid display or open terrain

puter will take either side for you. Or, if you have a friend with his own disk chock-full of galavanting gladiators, the computer will be happy to referee a match between you.

You will find that this is one of the simplest of computer war games to play — the commands are always right on-screen and very obvious as to what they mean. It won't take long before you can order a whole complement of gladiators in just a few minutes and really begin to feel the excitement building.

While the combat formulas, detailed in the manual, are complex — they are based on common-sense rules. The percentage, or chances, of shooting through a half block (a table, for example) is calculated mathematically as: ((SK + DX(− (RA X 2)) x 5. This translates as the attacker's weapon skill plus his dexterity minus twice the range (in squares) to the target, all times a factor of five. While the die-hard player may actually want to calculate all this — it is necessary to keep in mind such ideas as: a skillful attacker will have a good chance at a few squares away, but this drastically reduces with distance. The best thing is to simply play a few games under various conditions with some of the "mixed" teams. In this manner you can quickly learn to judge game-play just as you would if you were there in the flesh — though being there in video is certainly safer.

Galactic Gladiators is just about the most versatile and open-ended of any computer game. If you like tactical combat games, this one may appeal to you as much as it does to us.

So strap on that computer armor and pick a fight with the nearest Dulbanian.

ATARI

Pacman $33.00
Dig Dug $33.00
Galaxian $33.00
Defender $33.00
Donkey Kong ..... CALL
E.T. Phone Home $39.00
Eastern Front (1941) $39.00
QIX $33.00
Superman III $39.00
Star Trux $33.00

ON-LINE

Jawbreaker $27.00
Softporn $27.00
Wizard and Princess $29.00
The Next Step $34.00
Mouskattack $31.00
Frogger $31.00

CONTINENTAL SOFTWARE

The Home Accountant $59.00
The Book of Atari $15.00

SYNAPSE

File Manager 800 plus $69.00
Picnic Paranoia (ROM) $34.00
Claim Jumper (ROM) $34.00
Slime (ROM) $34.00
Shamus (ROM) $34.00
Protector (ROM) $34.00
Nautilus (C/D) $26.00
Survivor (C/D) $26.00
Necromancer (C/D) $26.00
Fort Apocolypse (C/D) $26.00

WICO

Wico Joystick $24.95
Famous Red Ball $26.95
Track Ball $54.95

DATASOFT

Zaxxon $29.00
Moon Shuttle $25.00
Canyon Climber $25.00
Text Wizard $79.00
Spell Wizard $64.00

CBS

K-razy Shoot Out $32.00
K-razy Kritters $32.00
K-razy Antics $32.00
K-star Patrol $32.00
Stick Stand $5.99

ALSO...

Gorf (ROM) $34.00
Wizard of War (ROM) $34.00
Astro Chase $25.00
Miner 49er $35.00
Baja Buggies $25.00
Football $25.00
Choplifter $27.00
Apple Panic $23.00
Zork I, II or III $29.00
Family Budgeter $18.50
747 Land Simulator $18.50
Eastern Front $24.00

HOME COMPUTERS

ATARI 800 48K $489

ATARI 1200 ..... CALL
ATARI 600 ..... $199.
810 Disk Drive $429.00
5059 Visicalc $159.00

ATARI 400

16K ..... $149.☆
32K ..... $224.☆☆
48K ..... $249.☆☆
64K ..... $309.☆☆

☆Prices reflect $50.00 rebate!
☆☆Non-Atari Ram

1010 Recorder $74.00
1020 40 Col. Printer/Plotter ... $269.00
1025 80 Column Printer $469.00
1027 Letter Quality Printer ... $279.00
1050 Double Density Drive ... $379.00
830 Acoustic Modem $159.00
850 Interface $169.00
One Year Extended Warranty ... $70.00
CX40 Joysticks (pair) $16.00

CX418 Home Manager Kit ... $69.00
CX419 Bookkeeper Kit $195.00
CX482 Educator Kit $129.00
CX483 Programmer Kit $54.00
CX488 Communicator Kit ... $229.00
CX7101 Entertainer Kit $69.00
Axlon 32K $89.00
Axlon 48K $139.00
Axlon 128K $399.00
Intec 32K Board $74.00
Intec 48K Board $99.00
Intec 64K Board (400 only) ... $149.00
Percom 88-S1 ..... $399.00
Atari 400 Keyboard $89.00
Anchor II Modem $79.00
Rana 1000 Disk Drive ..... CALL
Alien Voice Box $119.00

computer mail order

800-648-3311 west

Dept.725, In NV Call(702)588-5654, P.O. Box 6689, Stateline NV 89449

east 800-233-8950

Dept.725, In PA Call(717)327-9575, 477 E.3rd St., Williamsport, PA 17701

No risk, no deposit on C.O.D. orders. Pre-paid orders receive free shipping within the UPS Continental United States with no waiting period for certified checks or money orders. Add 3% (minimum $3.00) shipping and handling on all C.O.D. orders and credit card orders. Larger shipments may require additional charges. NV and PA residents, add sales tax. All items subject to availability and price change.

INSERT COIN HERE

Attack of the Killer Pickle Slices!

By TRACIE FORMAN

BURGERTIME

Bally/Midway

The "character" videogame, so successfully pioneered with Bally/Midway's classic **Pac-Man,** is definitely here to stay. Aside from the gobbler himself — and, of course, his entire family (what's next, "Granddaddy Pac-Man"?) — the last year has seen a veritable explosion of video characters, from **Donkey Kong's** Mario and **Donkey Kong Junior** to the more familiar faces that have lately been turning up in arcades all around the country (**Popeye** as a videogame? Well, blow me down!)

One of the most memorable of this year's coin-op characters is the temperamental Peter Pepper, star of Bally Midway's tongue-in-cheek climbing game, **Burgertime.** Our hero, garbed appropriately in the manner of a master chef, must climb from level to level in order to stack hamburger fixings on plates at the bottom of the playfield, while being pursued by angry frankfurters, rotten eggs, and killer pickle slices!

To stack a burger, the arcader simply makes Peter Pepper run over the length of the bun, patty, or garnish. While not exactly sanitary, it *is* effective, because once the little chef has run the entire length of the patty, it will drop down to the next level, closer to its destination. When all the burgers have been neatly stacked on their plates, the game play progresses to the next, more difficult, level.

The real trick here is not simply to drop hamburger patties by running over them. The idea is to drop food onto the heads of the meanie weenies and their comrades, which eliminates them for the moment and earns you extra points. Or, even better, lure the nasties onto the patty by letting them chase you over it. Then, when Peter finishes crossing the patty, the food drops down with the enemy aboard, moving even farther down because of the added "weight". In addition, this method earns you all sorts of tasty bonus points!

If your chef is cornered, he can temporarily stun the bad guys by facing them and letting loose with a blast of pepper. Any "killer food" that's been peppered can be walked right over, but be quick, because the pepper's effect is only temporary. Earn extra pepper by eating bonus ice cream cones, coffee, and french fries that periodically appear on-screen.

It pays to keep an eye on your pepper indicator (located at the top right side of the screen) to stay on top of the pepper situation. If you're running low, try to linger near the center of the screen until one of the bonus foods appears. Then, munch up!

On the other hand, if you've lots of the black stuff left in reserve, it may pay to aggressively approach the enemies. Still, the best strategy for playing *Burgertime* is the old lure-and-let-fall strategy. Use your discretion.

Burgertime definitely earns my quarter. It has just about anything you could ask for in a videogame. The graphics are good enough to give you the munchies, the music is charming, and the animation is state-of-the-art funny, with cute touches like the waddling swagger of the hot dogs and the way Peter kicks his legs in frustration after being caught by a meanie.

Just one piece of advice: Eat before you play!

MAPPY*

THE ULTIMATE CAT-AND-MOUSE GAME!

There's a mouse in the house... and more than one crafty cat hot on his trail. Open the right doors and help Mappy flee the felines before the fur flies!

For your Mappy T-Shirt send check or money order for $4.95 + $1.50 handling (add $1.00 outside U.S.) to:

Mappy T-Shirt
1549 Sherman Ave.
Evanston, IL 60201

Specify child's M or L or Adult S M L XL
Allow 3-4 weeks for delivery. Illinois residents add 6% sales tax.

Bally/MIDWAY™

*Mappy is engineered and designed by Namco
Manufactured under license by Bally Midway Mfg. Co.
TM and © 1983 Namco.

DOMINO MAN

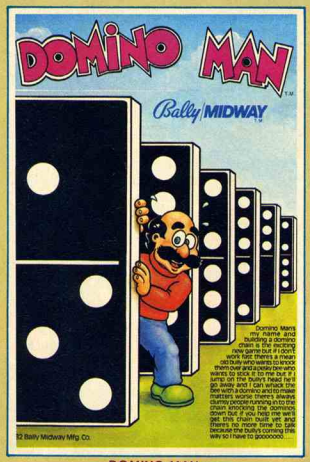
Bally/Midway

Just as Williams is best known for its high-resolution science-fiction adventure epics — **Defender, Robotron,** and **Joust,** for example — Bally/Midway is quickly developing a reputation for innovation in the "cute character" end of the videogame business. Instead of concentrating all of its efforts on shoot-'em-ups, the company that wrote the book on maze-games has been experimenting with unusual play mechanics, such as *Burgertime's* patty-stacking and **Satan's Hollow's** bridge-building.

Domino-Man introduces yet another interesting diversion from the plethora of shooting, driving, climbing and gobble games that currently dominate the arcade scene.

The arcader assumes the role of the Domino-Man, a bespectacled, balding artist all decked out in a beat-up turtleneck and sporting a moustache. He has to set up a number of large dominoes, which would be a simple enough job if it weren't for the fact that he has chosen a busy urban street to do it on!

The poor Domino-Man runs back and forth across the screen, setting up each domino on a site marked by a black dot. Pedestrians, meanwhile, constantly meander throughout the playfield, so caught up in their own thoughts that they don't bother to look where they're going. Or maybe they *do* see where they're going and just don't appreciate avant-garde art. All that matters is that it's up to Domino-Man to push them away from his handiwork before they knock over a domino, which will eliminate one Domino-Man.



DOMINO MAN

Pedestrians, however, are the least of the harried artist's concerns. A killer bee periodically makes an appearance, making a bee-line for your on-screen persona. Swat it before it stings! Also, as if that wasn't enough, what urban street scene would truly be complete without the neighborhood bully? This one's a real bruiser, about twice Domino-Man's size, and when he appears, he heads straight for the nearest domino. You can't push him out of the way, so your only choice is to take down the dominoes he's walking toward before he knocks them over.

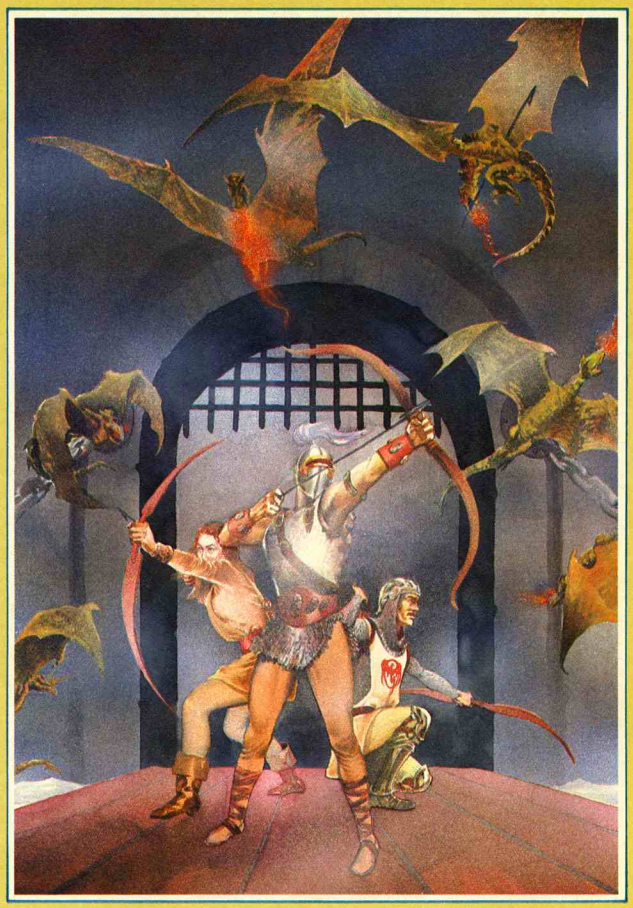
Of course, the best moments in this game come when you've set an entire screen's worth of dominoes. When you've accomplished this, the computer gives you the option of knocking down all the dominoes or of continuing play in hopes of raising the domino bonus value. After you've made your decision, you move on to the next screen.

Although this game is not for hardcore blast-athon junkies, it's sure to find a comfortable niche of its own. If you want to try it out, make it a point to read the instruction mode, which will flash on-screen after you've inserted your quarter, but before you've selected one or two players. Although *Domino-Man* is really a very simple game to learn, it will be all the more difficult if you don't know the basics.

There's an interesting little mode that's been built into the game which can be gratifying — or aggravating! At the end of your final turn, a little poem flashes on-screen to evaluate your performance. For example, at the end of my game, I was treated to:

"Roses are red
Or so goes the verse,
You set up 52 —
you could have done worse."

Obviously, someone at Midway has a poetic soul. For me, that piece of coin-op pentameter alone was worth two-bits.



SATAN'S HOLLOW

Bally/Midway

Just when it was starting to look as if cute characters were going to take over the arcades, Bally/Midway — a leader in the "cute" category with such titles as **Pac-Man, Burgertime,** and **Domino Man** — unveiled an old-fashioned shoot-out in the style of classics such as **Space Invaders** and **Galaxian.**

Satan's Hollow takes the gamer to a world of ancient demons and devils. The action takes place against the most spectacularly hellish background ever seen on a videogame screen.

The game begins at the base of the mountain pass leading to Satan's Hollow. Players control a combination cannon-bridge-builder, which moves horizontally across the bottom of the playfield with the help of a **Tron**-style joystick controller. The object of the first screen is to build a bridge across the gap leading through to Satan's Hollow, to do battle with the

Prince of Darkness himself. Your ultimate foe isn't going to let you through without a fight, so he has sent out formations of fire-breathing gargoyles to bar the way.

The gargoyles fly back and forth across the screen in tight formations.

In really tight situations, pressing the "shield" button on the control panel will activate a protective aura around the weapon, but its use is of limited duration.

Each time the arcader picks off a gargoyle, an angry squawk sounds off and a bridge segment appears at the bottom left side of the playfield. To pick one up, move the cannon over it and it automatically latches on. If successfully towed to the far right side of the screen, it forms a segment of the bridge under construction. Although each time a gargoyle is eliminated a segment can appear, it only does so if the previous segment has already been positioned on the bridge.

If every gargoyle in the formation is killed, a demon's head appears, circling above the ground while spewing torch-like gusts of flame at the cannon. Although the shield protects the cannon against collision and missile weapons, it's useless against the demon's flame.

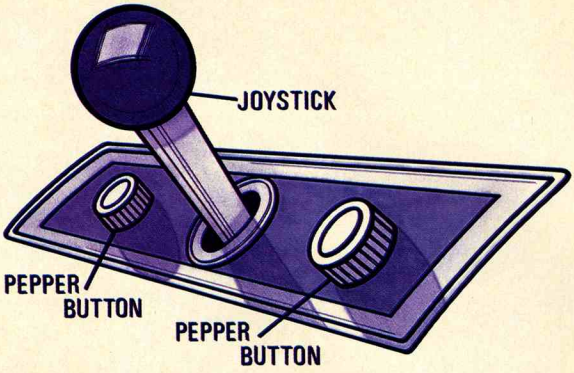
When the bridge is complete, the action proceeds to the other side of the mountain, where the player has a chance to do battle with the chief devil. After the vivid graphic detail and varied play-action of the previous screen, most gamers would expect to go on to even greater challenges against a worthy opponent.

Unfortunately, this is where the real excitement ends. Satan is merely a crudely-drawn, pitchfork hurling annoyance. It would look graphically crude even by the standards set by home systems.

Satan's Hollow could easily have been one of the most talked-about — and played — games of the year, with its Frazetta-style landscape, straight-shooting blast action, and challenging enemies. If the second screen was as good as the first, this game would be just about perfect. Still, disappointing climax or not, it's a respectable — and beautiful — effort.

BURGERTIME

HOW IT PLAYS:

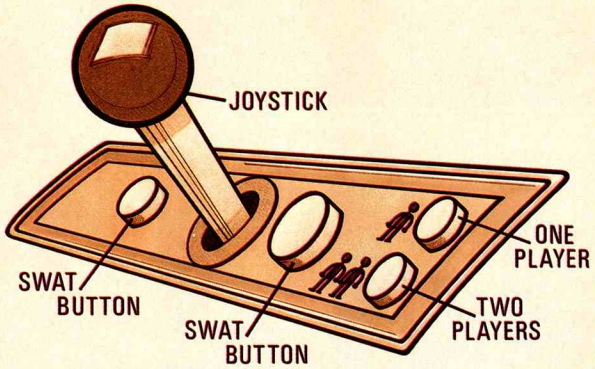


After selecting between solitaire and two-player modes, use the joystick to maneuver up and down ladders and run over buns, meat patties and garnishes.

Press the pepper button to stun any pursuing foodstuffs. The pepper will sprinkle in the direction Peter is facing, and can be tossed up or down. Keep tabs on the remaining pepper supply by checking the indicator at the top.

DOMINO MAN

HOW IT PLAYS:



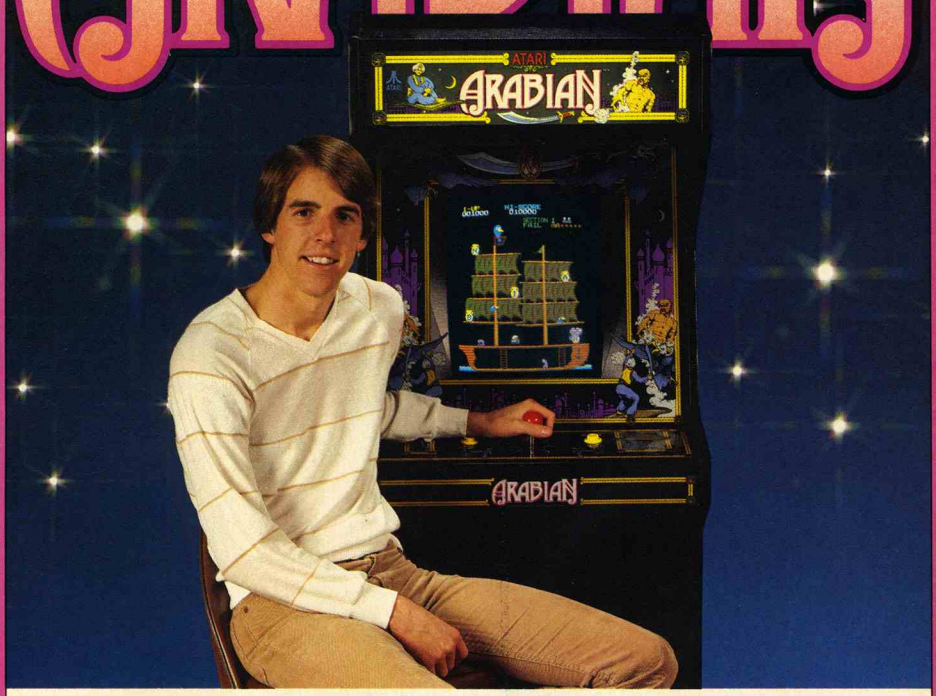
After selecting one or two-player format, players use the joystick to control Domino-Man's directional movement. Run him into people to push them out of the way.

Center the joystick and push the "swat" button to whap the killer bee. To remove a domino, run over it while pressing the "swat" button.

After all, it's "swat's" happenin'!

NEW FROM ATARI®
COIN VIDEO GAMES

ARABIAN™*



"I'm a hard sell, but this new ATARI® game is so hot I'm going for another record."

"My name is Eric Ginner, and I've been a video game player for 5 years. I hold the current world's record for Millipede™ and Liberator™. What I'm trying to say is that I don't play just any game, but new ARABIAN™[1] from Atari has really got me going! I like it, and so will you.

It has lots of new features over the other games of its type. . . a variety of ways to move the Arabian character, multiple goals and a strong offensive capability with the kick button. And it has a neat storyline with really great graphics. Look for ARABIAN. I may have a jump on you, but you still have a shot at the world's record. So go for it."

Get into the action. Play through the story of a young Arabian "knight" who must rescue his lovely princess. . . page by page. Take it from Eric Ginner, ARABIAN is record-breaking new video excitement.

Eric Ginner—World Records

Millipede	(current)	1,720,392
Liberator	(current)	4,057,950
Dig Dug[2]	(May 1982)	1,140,000
Robotron[3]	(August 1982)	112,000,000
Moon Patrol[4]	(November 1982)	740,070
Popeye[5]	(April 1983)	313,660

ATARI®
A Warner Communications Company

[1]Manufactured under license from Sun Electronics Corporation. [2]Dig Dug is created and designed by Namco Ltd., manufactured under license by Atari, Inc. Trademark and © Namco, 1982. [3], [4]Robotron and Moon Patrol are trademarks and © Williams, 1982. [5]Popeye is a trademark of King Features Syndicate. The Popeye audio-visual work is sublicensed to Atari, Inc. by Nintendo of America Inc.

© 1983 Atari, Inc. All rights reserved.

The Home

Will Lady Luck Smile or Frown?

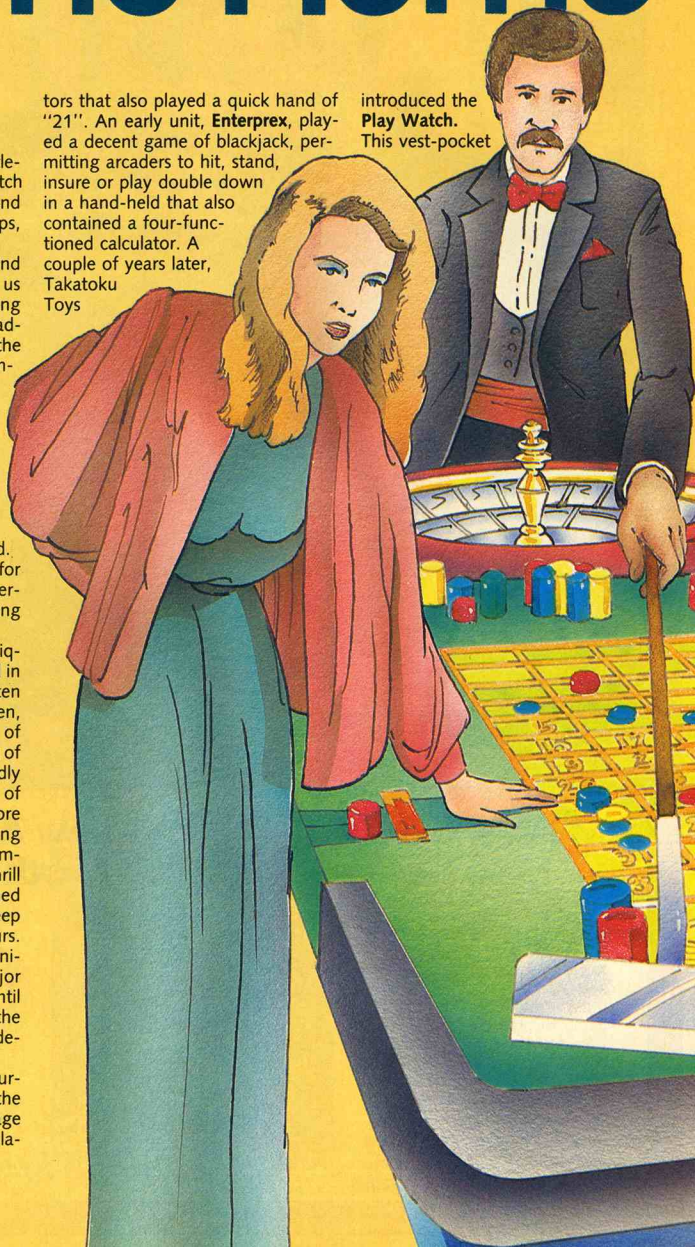
By JOYCE WORLEY
and TRACIE FORMAN

Step right up, ladies and gentlemen, and place your bets. Watch the wheel of fortune spin. Round and round she goes, and where she stops, nobody knows.

Since the dawn of history, mankind has possessed a spark that makes us seek thrills, take dares, risk everything for a slim chance of reward. This adventurous streak drove us from the safety of the trees to the more dangerous jungle floor where food was more plentiful. The chance of treasure sent Columbus across the ocean. The chance at prosperity made millions follow him a few years later. This drive toward risk-taking for a chance of good reward helped inspire the adventurous exploration of our world. And it's undoubtedly this same lust for adventure that makes many Americans enjoy the thrills of the gaming table.

The origin of gambling lies in antiquity. Games of chance were played in every civilization as far back as written records exist. It's no surprise, then, that this popular diversion was one of the first activities to feel the impact of modern gaming technology. Hardly any household lacks at least a deck of playing cards or a set of dice. Before electronics changed all our gaming habits, there were mechanical gambling devices to bring home the thrill of the casino. Table-top one-armed bandits powered by batteries can keep a player spinning the dials for hours. Even now, battery-operated mechanical gambling devices have a major audience. And why not? After all, until the 1980's, they were just about the only table-top games specifically designed for adults.

It didn't take long for manufacturers to bring gambling devices into the 20th Century, once the electronic age of gaming began. First came calculators that also played a quick hand of "21". An early unit, **Enterprex**, played a decent game of blackjack, permitting arcaders to hit, stand, insure or play double down in a hand-held that also contained a four-functioned calculator. A couple of years later, Takatoku Toys introduced the **Play Watch.** This vest-pocket



Video Casino

wonder tells time, and plays poker and blackjack. Now, in 1983, there are a large number of devices that bring high-skill gambling into the home, in hand-held or tabletop size.

Having mastered the intricacies of programming games of chance, designers naturally thought of adding visual excitement, creating the modern electronic videogame. Even casinos in Las Vegas and Atlantic City are feeling the effects of the electronic gaming boom. Real gamblers can play video poker, blackjack and keno, as well as video slot machines which are gradually replacing their mechanical older brothers.

Nowhere is the effect of electronics felt more dramatically than in the home. If you enjoy the thrill of gambling but aren't pleased by the prospect of losing all your hard-earned money, there are plenty of home videogames, computer games, and stand-alones that allow all the excitement of high-stakes actions — without costing more than the price of the game itself.

POKER & BLACKJACK

If either poker or blackjack is your passion, you are in luck. Versions of these two classic games are available for virtually all of the major hardware systems.

Atari's VCS-compatible **Casino** allows one to four players for blackjack and poker, and one player for solitaire. Blackjack is a straightforward game with all the normal player options. Place your bets, or stand pat while the dealer tries to get closer to 21. Poker is a direct contest of 5-card draw with each card dealt individually. The solitaire option lets you play up to 12 hands by yourself.

Mattel's **Las Vegas Poker & Black-**

Video Casino

jack for Intellivision pits one or two players against a shifty-eyed croupier. The dealer talks to the gamers by comic-style word balloons, asking "Wallet?" (players enter the amount of play money they want to use in the game), "Ready?" (your cue to select a game), and "Get Lost" (the dealer's reply if you try to make a bet exceeding your bankroll.) In the blackjack game, players can hit, stand, or double down, but they can't split. The poker games include 5-card stud, Las Vegas Poker, 7-card stud, and 5-card draw. Gamers can view cards, ante, discard or fold.

Las Vegas Blackjack is for Odyssey² owners. This no-frills card game is for one or two players against an off-screen dealer. Graphics are minimal,

INTELLIVISION POKER/BLACKJACK

but the program is very solid. It makes good use of the alpha-numeric keyboard for entering bets and signalling hits.

There's even a gambling game for the Astrocade. Astrovision's **Blackjack/Poker/Acey-Deucey 5200** is a triple threat. The blackjack game can be played by one to four persons, and offers all the standard player options. Acey-Deucey (known to some as "In-Between") allows one to four gamers to bet that the next card dealt will fall between your two cards. Poker is available for two to four gamers. This is the standard 5-card-up, 3-draw-maximum version. The dealer stays off screen, and the cards appear in red and black splendour against a green background.

Ken Uston's **Blackjack & Poker** will soon be released for ColecoVision. Ken is the master player whom casinos in New Jersey and Nevada banned because of his winning ways, until the Supreme Court said they had to let him play. Ken helped Coleco with this advanced game program, so it should be a goodie. Visuals will be exciting, with cards dealt to one-to-four players by a convincingly drawn croupier.

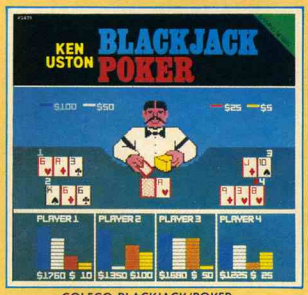
Home computer owners shouldn't feel left out. Literally every computer has a program available to bring card games of chance to the microscreen. Commodore's casino-style **Blackjack** for the VIC-20 lets one or two players compete against an unseen dealer. All the standard rules apply. Players can even surrender what they feel is a hopeless hand and lose only half their original bets.

The Blackjack Coach for the TRS-80 not only teaches the basics of the game, but also how to count cards! "Card-counting" is the controversial method of winning that casinos dislike so very much because it changes the odds to the player's favor. Learn the strategic side to blackjack with this cartridge, which also evaluates your play level as you improve.

If you're really serious about learning to play blackjack well, take a look at **Blackjack Strategy** from Soft Images, for the Apple II. This definitive work by Norman J. Wazaney, Jr., is a combination blackjack simulator and tutor, as well as an outstanding game program. This takes you step by step, whether you're experienced or a rank beginner, and turns you into a professional quality blackjack player.

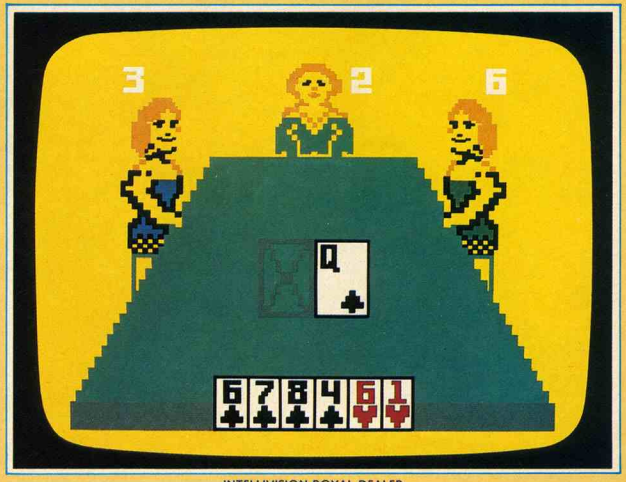
Another contest from Commodore is **Poker** for the VIC-20. Bet up to five chips on your five-card hand. A unique feature is the chart of odds showing how to get certain favorable hands which top the playscreen.

Poker Party from Dynacomp is



COLECO BLACKJACK/POKER

available for all systems. It pits you against six computer-controlled opponents, each containing a distinct personality. They all have varying tendencies to bluff or fold under pressure, and the longer you play, the



INTELLIVISION ROYAL DEALER

THE PLACE: a remote outpost on an ice world light years from earth.

Suddenly the small planet THULE is surrounded by alien life orbs destined to change the atmosphere to suit themselves. However, this spells certain death for your base as the frozen mountains start to melt!

You take the command of your single seat fighter to destroy the aliens before it's too late. But you didn't know the aliens had help...

STAR SENTRY is an arcade-type space action game written entirely in machine language for one player. Cassette or disk, 24K. $29.95.

ANALOG SOFTWARE
P.O. BOX 23
WORCESTER, MA 01603
(617) 892-3488

Star Sentry is a trademark of A.N.A.L.O.G. Software

ATARI **400/800 COMPUTERS** ATARI

GAMES

Circle: C=Cart, T=Tape, D=Disk

ASTROCHASE	FIRST STAR	32K, T, D	27.95
BAJA BUGGIES	GAMESTAR	16K, T, D	27.95
CANYON CLIMBER	DATASOFT	16K, T, D	23.96
CENTIPEDE	ATARI	8K, C	35.50
CRUSH, CRUMBLE	AUTO. SIM.	32K, T, D	23.96
DELUXE INVADERS	ROKLAN	C	31.96
FROGGER	ON—LINE	16K, T	27.96
GORF	ROKLAN	C	35.96
JAWBREAKER	ON—LINE	16K, T, D	23.96
JUMBO JET PILOT	THORN EMI	CD	39.96
MINER 2049er	BIG FIVE	C	39.96
PAC MAN	ATARI	8K, C	35.50
PREPPIE	AD. INTERNAT.	16K, T	25.96
REAR GUARD	AD. INTERNAT.	16K, T	15.96
SHAMUS	SYNAPSE	16K, T, D	26.00
STAR BOWL	GAMESTAR	24K, T, D	27.95
STAR RAIDERS	ATARI	8K, C	35.50
SUB COMMANDER	THORN EMI	C	39.96
TEMPLE OF APSHAI	EPYX	32K, T, D	30.50
UP. REACH OF APSHAI	EPYX	32K, T, D	17.50
WIZARD OF WOR	ROKLAN	C	35.96
ZAZZON	DATASOFT	16K, T, D	35.96

Dust Covers 10.00

400-410-800-810

ADD 3% SHIPPING/HANDLING ($3.00 MINIMUM)
TWO WEEK DELAY FOR PERSONAL CHECKS

Atari 400/800 are tradernarks of Atari, Inc.

☐ SEND ME YOUR PRICE LIST
☐ PAYMENT ENCLOSED $_____
☐ CHARGE MY ☐ MASTER CARD ☐ VISA

CARD #_____

BANK #_____ EXP DATE_____

SIGNATURE_____

NAME_____

STREET ADDRESS_____

CITY_____ STATE____ ZIP____

214-644-2611

Software t' Boot

07A

2116 E. Arapaho #600
Richardson, TX 75081

• ATARI 2600 •		**• MATTEL •**	
Dig Dug	$24.75	Intellivision II	$149.85
Swordquest Series	$24.75	Tron (either version)	$27.50
Jungle Hunt	$24.75	Astrosmash	$27.50
Kangaroo	$24.75	Burger Time	$30.50
Realsports Series	$22.75	All Star Baseball	$30.50
Galaxian	$22.95	Truckin	$26.35
Basketball	$8.95	White Water	$26.35
Keystone Kapers	$24.45	Tutankham	$29.45
Dolphin	$24.45	Lord of the Rings	$29.45
Oink	$24.45		
Sky Patrol	$24.80	**• COLECOVISION •**	
Escape from Argos	$24.80	Main Unit	$179.95
Demon Attack	$24.80	Super Action Controller	$86.95
Room of Doom	$24.60	Roller Controller	$62.25
Frogger	$23.50	Atari Expansion	$68.95
Burger Time	$24.90	Rocky	$30.45
Tron	$24.90	Contact Football	$30.45
		Buck Rogers	$30.45
• ATARI 5200 •		Destruction Derby	$30.45
5200 Game System	$197.00	Most Others	$30.45
Dig Dug	$29.50		
Pole Position	$29.50		
Kangaroo	$29.50		
Pacman	$29.50		
Missile Command	$25.25		
Sports Games	$25.25		
Space Dungeon	$29.50	**• ATARI 400/800/1200 COMPUTERS •**	
Trackball	$71.25	800 (with 48K)	$495.00
		1200 (64K)	$635.00
• JOYSTICKS •		410/1010 Recorder	$75.00
Wico Joystick	$22.00	Star Trux	$32.00
Famous Red Ball Joystick	$26.00	Pacman	$32.00
Wico Trackball	$49.35	Star Raiders	$32.00
Atari Joysticks (2 pack)	$14.00	Superman III	$35.00
Le Stick	$29.50	Miner 2049er	$35.00

• COLECO CARTRIDGES FOR ALL UNITS •

Title	Atari 2600	Intellivision	Coleco
Mr. Do!	$27.85	$30.45	$30.45
Donkey Kong Jr.	$27.85	$30.45	29.95
Looping	$27.85	$30.45	$30.45
Rocky	$27.85	$30.45	$30.45
Turbo	$27.85	$30.45	$30.45
Zaxxon	$27.85	$30.45	$44.75

Anything Not Listed! Get the Best Price - Then Call Us!

To Order: Send money order, certified check, or cashiers check for immediate shipment. Allow 10 working days for personal checks to clear. Please add 5% for postage and handling (2 50 minimum). Wisconsin residents please add 5% state tax. Prices subject to change without notice

COMPUTER SHOPPER

P.O. Box 245, Brownsville, WI 53006
Phone (414) 583-4462

Video Casino

better your chances to get to know these off-screen competitors.

For high-tech play in pocket-size, take a look at the **Casio SL-731** eight-digit solar-powered calculator. It lets you deal from a 53-card deck (52 cards plus a joker) for blackjack and poker, then calculates your winnings or losses as you play.

CASIO SL-731

ROULETTE

If the wheel of fortune is more to your taste and you own Intellivision, Mattel's **Las Vegas Roulette** is the game for you. It lets one or two players select their stakes up to $9999. However, since the computer can't count beyond that total, it's a good idea to begin with less so you can see the winnings register properly. The classic wheel has been replaced by a strip of numbers running horizontally across the top of the playscreen. The betting table is a nicely-adapted, though monochrome, overhead view of the numbers.

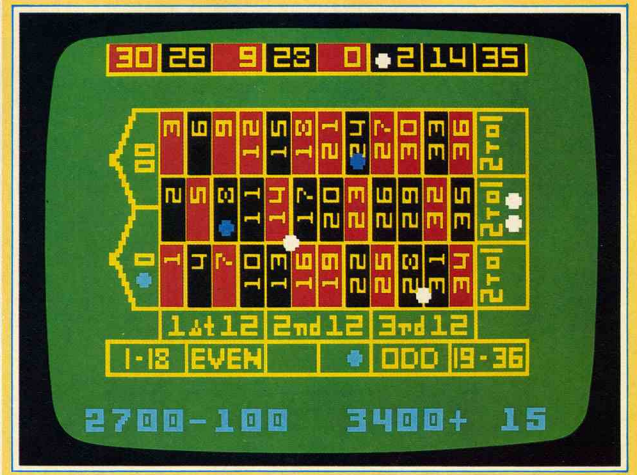
Datamost's **Casino** for the Apple II also plays roulette, along with poker, blackjack, baccarat and keno. Boot up the disk and Scott Joplin's ragtime song, "The Sting", plays to welcome you to the Golden Apple Casino. The program politely asks your name, then invites you to try your luck at the five games. Music accompanies each excellently designed contest, whether you win or lose.

SLOT MACHINES

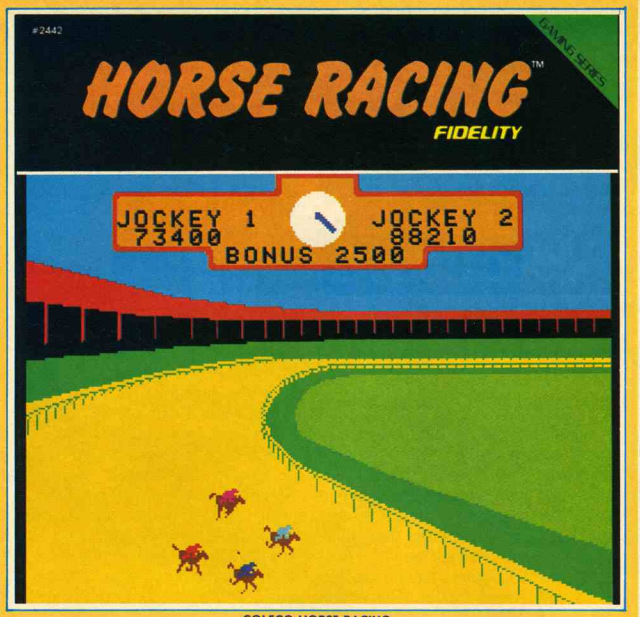
There are a number of good slot machine games on the market. This is the perfect way to get all the action of those spinning numbers, without dropping in any real coin.

Atari's aptly-named **Slot Machine** for the VCS is for one or two players, using either Jackpot or Payoff options. The game continues as long as you have chips left to bet, and the graphics are workman-like if unspectacular, as you try to line up three cards, TVs, bells, cacti or dinette tables!

For Odyssey, there's **Casino Slot**



INTELLIVISION ROULETTE



COLECO HORSE RACING

Machine. It allows one to four players to take individual turns at a one-armed bandit. Cherries, oranges, plus bells and melons spin, and winning combinations pay off automatically. A nice touch is the cute visual of coins dropping from the bottom of the slot machine to be added to the player's total.

VIC-20's version of **Slot Machine** is a finely designed, high-resolution game featuring a video-image coin-slot in which to deposit your bets.

There's even something new in stand-alone slot machines. Bandai's palm-sized **Las Vegas** has all the action you could expect from a good vest-pocket game. The on-screen character races back and forth across the casino floor catching stray coins tossed aside by careless gamblers. When he scores 1000 points, the screen changes. He gets to play the slot machine himself for bonus points. Press the side button to stop each number spinning, to match up three numbers in a row. Failure to do so sends him back to the casino floor to scramble for more coins.

HORSE RACING

Real gambling action isn't just found in the casino — that's wisdom straight from the horse's mouth! If you love the racetrack, trot down to your favorite electronics store to see what's available in your favorite format.

Mattel's **Horse Racing** is bound to keep Intellivision owners on the edges of their seats, screaming their favorite horse home. One to eight players first see the track records of horses to wager on. Then players control the movement of some of the horses during the race, so that this is also a game of skill in addition to a game of chance. The graphics are wonderful with much of the excitement of the real track. The pre-game wagering is a little complicated, but very realistic, and a quick read of the rules will make it all come clear to the inexperienced bettor.

ColecoVision owners can look forward to Fidelity's **Horse Racing** later this year, with outstanding graphics resolution and top-quality play-action to keep gamers jockeying for a chance to place their bets.

There's a fine horse racing program available for the Atari 400/800/1200. C.E. Software has a 16K program written by Jerry White, called **Horse Racing,** that allows plenty of gambling action. Six horses are called to the gate by trumpets, then race at odds ranging from 3-1 to 8-1. The favorites usually win, but don't pay off as well. Players

CONTROL - GUIDE™

FOR YOUR ATARI 5200™

- Converts your ATARI 5200™ Control Stick to 4-Way Control for PAC-MAN™ and other Games.
- Attaches Easily.
- Makes Games Easier to Play.
- Only for Games that require 4-Way Control, i.e. (Up, Down, Left, Right).

SEND **$7.99** Per Pair, Plus $1.00 for Postage & Handling

ENTERTAINMENT SYSTEMS
P.O. BOX 376, OAKHURST, NJ 07755
*NJ Residents add 6% sales tax
Check or Money Order
Visa & Mastercard accepted

Name _____
Address _____
City _____
State _____ Zip _____
Card # _____
Expiration Date _____

Write for Distributor information

"ARCADE ACTION"
For Your ATARI™ 2600
with THE GRABBER™

$3.75
A PAIR
(PLUS HDLG.)

- **GREATER JOYSTICK CONTROL**
- High Speed Maneuvering
- Also Fits Commodore Vic and Sears Joysticks

PUSH-A-MATIC™
22458 VENTURA BLVD., STE. "E"
WOODLAND HILLS, CA 91364

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

Qty.	Model	Price	Handling	Total
	GR-2	$3.75 A Pair	$.95 A Pair	
CA. DELIVERY ADD 6½% SALES TAX				
U.S. DOLLARS ONLY —			TOTAL	$

SORRY — NO C.O.D.'s

Enclosed is my check or money order for $_____. Make payable to Push-A-matiC.

☐ Please send a free brochure on Push-A-matiC video and audio accessory products.

SATISFACTION GUARANTEED OR FULL REFUND

LET 'EM KNOW YOU PLAY TO WIN!

Do you crave action and adventure, love fantasy, and gobble up thrills? Let everyone know exactly what your favorite hobby is. Show 'em all that you're plugged in to fun by wearing the ELECTRONIC GAMES T-shirt! Cool and comfortable, the T-shirts are soft grey with bright red printing and are made of first-quality 100% cotton. Washable, wearable, perfect for players who know the score!

THE electronic GAMES T-SHIRT

The Top for Top Players:
only $7.95 each

Mail to: **Players T-Shirt**
ELECTRONIC GAMES
460 West 34th. Street
New York, New York 10001

Name .....
(please print)

Address .....

City .....

State ..... Zip .....

YES, please send me ..... ELECTRONIC GAMES T-shirts at $7.95 each. *(Indicate the number of T-shirts you are ordering in the appropriate size box(es) below.)*

S	M	L	XL

I am enclosing $..... as payment in full for my order (check or money order made payable to ELECTRONIC GAMES).

For orders mailed outside the U.S., add $2.50 for additional postage & handling. New York State residents, add appropriate sales tax. Please allow 6-8 weeks for delivery.

Video Casino

make their wagers, then cheer their horses home, while the computer runs the race and keeps track of wins and losses.

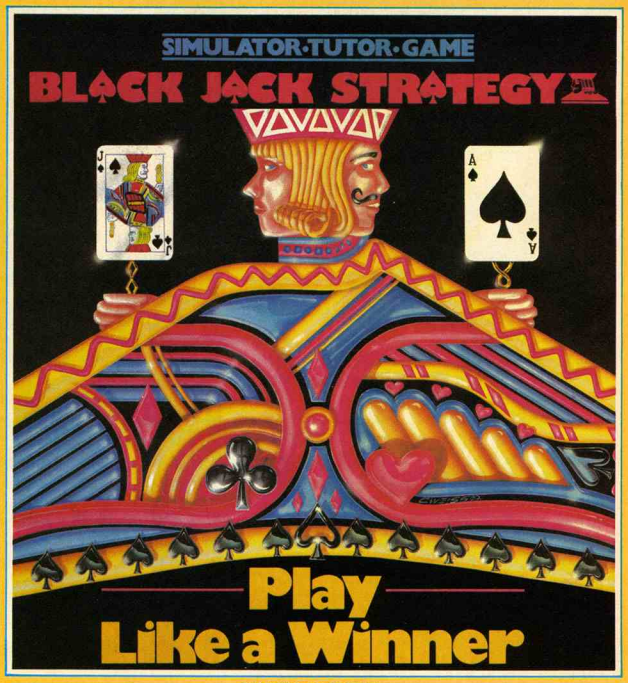
OTHER GAMBLING GAMES

A real gambler will bet on a drop of water sliding down a window pane when there's no better game available. Fortunately, if you *do* own a videogame system there's almost always something better than raindrops around to wager on.

Intellivision owners have a treat in store with **Royal Dealer.** The visuals are good, with a nice rendition of a casino table filling the field. Three on-screen opponents give you the eye and smile pleasantly as you play hearts, gin rummy or crazy eights.

There's a whole variety of specialty programs for home videogame systems and home computers. Dynacomp's **Baccarat** for the Atari computers simulates the game faithfully. Hammacher Schlemmer has a talking stand-alone computer that plays three versions of **Gin Rummy.** Even **Bridge** is available for the home computer screen. CBS Software plans an entire series of *Charles Goren Bridge Games,* starting with "Learn Bridge with Charles Goren". Datamost also offers additional gambling games for the Apple. **Solitaire & Cribbage** is a double-threat program on 48K disk, and Datamost's **Computer Gin Rummy** gives you a chance to win big at America's favorite card game.

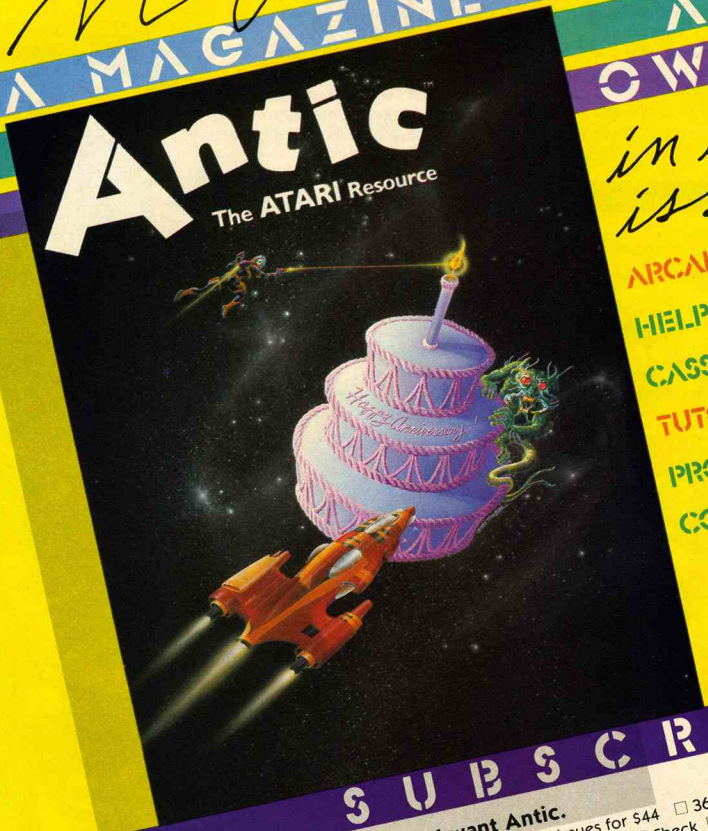
No matter what your gambling interest, electronic gaming has an answer for you. And the very best part of the whole thing is that you can play again and again, day after day, and you'll never lose a single cent!



BLACKJACK STRATEGY

now...

A MAGAZINE JUST FOR ATARI® OWNERS



in every issue...

- ARCADE GAME
- HELP FOR CASSETTE USERS
- TUTORIALS
- PRODUCT COMPARISONS

IF YOU OWN AN ATARI® YOU SHOULD BE READING ANTIC

SUBSCRIBE

Yes . . . I want Antic.

☐ 12 issues for $24 ☐ 24 issues for $44 ☐ 36 issues for $60

Payment made with ☐ Money order ☐ Check ☐ Mastercharge ☐ Visa

Acct. No.

Print name

Address State Zip

City Exp.

Signature Equipment owned:

Payment must accompany order.

Send to: Antic Publishing 600 18th Street, San Francisco, CA 94107

Inside Calif. (800) 772-3545, Ext. 133

Outside Calif. (800) 227-1617, Ext. 133

EG's Guide to Game Batteries

By HENRY B. COHEN

THE BIG CHARGE BATTERIES

One of a gamer's greatest frustrations occurs when he or she notches a record-breaking score on a battery-operated machine and has to watch it fade slowly into the west along with the batteries which have unexpectedly expired. There you are with no score, no game and just an occasional flicker from the screen to mark the spot where a great and noble conquest recently took place. Is there no justice left in this world? Well, the answer may depend on what you know about batteries.

Some background information, which will be kept simple, is important. As with owning a car, you'll get a lot more from your batteries if you know a little bit about what is happening "under the hood".

In the first place, batteries don't actually store electricity, as you might expect. They generate it by means of chemistry. All batteries, whether simple carbon/zinc cells (standard batteries) or their more expensive big brothers, alkaline cells, work by self-destructing. The outer can of the carbon/zinc cell is made of zinc, a soft mutable metal that is easily dissolved by acid. The central rod, (the anode which is positively charged) is made of carbon, a substance that's dissolved much less easily by acid.

Between the central rod and the can is an acid paste. This substance, called an electrolyte, is capable of conducting electricity by chemical action. In effect, the electrolyte is slowly eating up the outer electrons of the zinc housing and dutifully passing these free electrons to the less-mutable carbon rod located in the center of the battery. In other words, a very low

GE's "Charge 8" and batteries are pictured here in front of two Coleco stand-alone units and the Coleco "Perma Power" recharger

voltage is being chemically produced within the battery, causing it to slowly discharge from the moment it is manufactured.

The length of time this "self-destruction" process takes before the battery's rendered unusable is referred to as "shelf life". For example, if the battery runs down within a year, having never been placed in service, then the shelf life is obviously a matter of months. Remember all those old, leaky batteries you sometimes found in your flashlight years after you put it away in a drawer? That "glop" was

GE RECHARGEABLE BATTERY

the result of the electrolyte finally eating through the zinc housing and reaching the outside world. Today, even cheap cells are often encased in plastic to help prevent the inevitable.

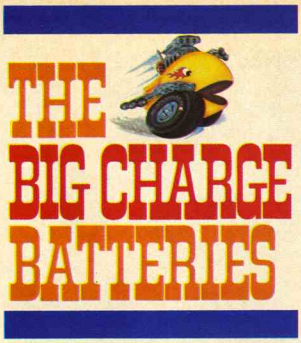
The biggest problem with carbon-zincs is that they cannot produce the quantity of chemical reaction needed to allow them to last a long time before failure. Nevertheless, carbon-zincs are cheap to make and that is their saving

grace. Otherwise, they have a relatively short shelf life, cause leakage problems and cannot be recharged.

So-called heavy-duty batteries are little more than beefed up variations of carbon-zincs and so require little further discussion. They last a bit longer than standard batteries, but are usually not worth the extra cost. If the battery is, however, better protected, encased in plastic for example, it is probably more suitable for use in expensive electronic games than are standard models.

Enter the alkaline cell. Using the same principal of placing dissimilar elements in an electrolyte, the alkaline cell contains no acid but instead uses a base (hence the term alkaline) which acts as the electrolyte and comes in a powder not a paste. The casing is still zinc, but the battery is technologically advanced. Alkaline cells produce a significantly increased output, provide greater shelf life and leak considerably less often (if at all), but the cost is significantly higher. Like the carbon-zinc, however, the alkaline cell is not rechargeable. In fact, it may explode if anyone foolishly attempts to do so.

Rechargeable batteries are an entirely different breed of cat with advantages and disadvantages all their own. They are constructed of steel casings (which serve as housings only) and hydroxides. The anode (positive terminal) is made of cadmium hydroxide and the cathode (negative terminal) nickel hydroxide, hence the name Ni-Cads. These batteries, if you sliced them in half — and please don't — would look like jelly rolls with a sandwich of two metals encased and immersed in electrolyte. A wire from each of the metals leads to the positive and negative terminals of the battery.



The strong suit of the Ni-Cads is that they may be recharged many times over, the downside is that they deliver only a third of the power of a comparably sized alkaline before requiring recharging. Also, they initially cost more. Further, Ni-Cads require operator interaction and maintenance. They are the cheapest source of battery power but certain rules of usage must be applied before one can enjoy any of their advantages.

An alternative to batteries of any kind are the so-called battery eliminators. These inexpensive devices are low-voltage transformers with minimal rectification or filtering capacity. Simply put, they transform 120-volt AC line power to the approximately 9-12 volts required by hand-held games. They rectify the AC (alternating current) to a crude form of DC (direct current).

Batteries supply only direct current in its purest form. What you get from battery eliminators is a pulsating DC. This generally works, but just by the skin of its teeth. We can't discourage buying such devices, but must point out that their use eliminates the portability aspect built into the handhelds.

THIS MONTH'S SUPER SPECIALS!
ORDER TOLL FREE (800) 221-8180
IN NEW YORK (212) 732-8600

ATARI VIDEO GAME (CX-2600) $199.90
COMPATIBLE ATARI 2600 CARTRIDGES
ATARI CX-2602 Missile Command $28.90
ATARI CX-2604 Space Invaders $28.90
ATARI CX-2618 Defender $32.90
ATARI CX-2619 Centipede $32.90
ATARI CX-2605 Star Raiders $28.90
ATARI CX-2609 Galaxian $28.90
ATARI CX-2608 Pac-Man $28.90
ATARI CX-2610 Countermeasure $28.90
ATARI CX-2612 Qix $28.90

ATARI VIDEO GAME (CX-2600) $99.95
COMPATIBLE ATARI 2600 CARTRIDGES
STARPATH Mindmaster $15.90
ACTIVISION River Raid $24.90
ACTIVISION Pitfall $24.90
ACTIVISION Kaboom $18.90
ACTIVISION Spider Fighter $24.90
ACTIVISION Sea Quest $24.90
ARCADIA Suicide Mission $13.90
ARCADIA Phoenix $13.90
ATARI Video Pinball $27.90
ATARI Ms. Pac Man $27.90
ATARI Sword Quest Fire World $18.90
ATARI Star Raiders $28.90
ATARI Real Sports Football $24.90
ATARI Real Sports Baseball $24.90
ATARI Basic $74.90
ATARI Centipede $27.90
ATARI Defender $27.90
ATARI Demons to Diamonds $18.90
ATARI Space Invaders $24.90
ATARI Phoenix $24.90
ATARI Pac-Man $27.90
ATARI Asteroids $27.90
ATARI Yars' Revenge $18.90
ATARI E.T. $26.90
ATARI Haunted House $18.90
ATARI Warlords $18.90
ATARI Ms. Pac-Man $27.90
CBS Colr $27.90
CBS Wizard of War $27.90
COLECO Mousetrap $27.90
COLECO Venture $27.90
COLECO Donkey Kong $27.90
COLECO Carnival $27.90
COMMA VIDEO Cosmic Swarm $24.90
COMMA VIDEO Room of Doome $24.90
DATA AGE Sonata $19.90
DATA AGE Warpstock $19.90
IMAGIC Cosmic Ark $24.90
IMAGIC Demon Attack $24.90
IMAGIC Dragon Fire $24.90
IMAGIC Riddle of the Sphynx $18.90
IMAGIC Star Voyager $24.90
IMAGIC Trashman $18.90
M NETWORK Armour Ambush $18.90
M NETWORK Astro Blast $18.90
M NETWORK Baseball $18.90
M NETWORK Tron Deadly Disk $18.90
M NETWORK Lock-n-Chase $18.90
M NETWORK Space Attack $18.90
PARKER BROS. Frogger $28.90
PARKER BROS. Jedi Arena $28.90
SPECTRAVISION Challenge of Nexar $24.90
TIGER VISION Jawbreaker $24.90
TIGER VISION Threshold $18.90
20th CENTURY Mash $28.90
20th CENTURY Fast Eddie $24.90
20th CENTURY Megaforce $28.90
20th CENTURY Worm War I $24.90
U.S. GAMES Space Jockey $18.90
U.S. GAMES Sneak & Peek $24.90
U.S. GAMES Word Zapper $24.90

COLECOVISION • Video Game $179.90
COLECO MODULAR *(Allows the use of Atari Games on ColecoVisions) $59.90
COLECO Mouse Trap $29.90
COLECO Carnival $29.90
COLECO Venture $29.90
COLECO Cosmic Avenger $29.90
COLECO Lady Bug $29.90
COLECO Smurf $29.90
COLECO Venture $29.90
COLECO Zaxxon $69.90
COLECO Donkey Kong Jr. $29.90
COLECO HAND HELD GAMES
COLECO Galaxian $59.90
COLECO Pac-Man $59.90
COLECO Frogger $59.90
COLECO Donkey Kong $59.90
COLECO Mr. Pac Man $59.90

ACCESSORIES
DISCOWASHER Pointmaster Pro $22.95
DISCOWASHER Rapid Fire Control $8.95
DISCOVER POINTMASTER Joystick $11.95/ea.
SUN COM Lazy Sensor $24.95/ea.
AC ADAPTER For Atari $12.95/ea.
DISCOVER Vinyl Leather Covers $5.95/ea.
VID-ATARI Dust Cover/Atari® $9.95/ea.

FREE GIANT CATALOGS
• 240 Page Audio/Video Catalog
• 80 Page Video Movie Catalog VHS/Beta, Laser & CED
• 32 Page Record and Tape Catalog
FILLED WITH OVER 10,000 DIFFERENT LISTINGS OF THE MOST POPULAR ARTISTS AND TITLES FROM ROCK, JAZZ, COUNTRY & WESTERN!
$3.99 $6.99

DEALER/SIN/STITUTIONAL INQUIRIES CALL (800) 221-3191

INTELLIVISION II $149.90
INTELLIVISION Voice Synthesis Module $69.90
COMPATIBLE MATTEL CARTRIDGES
ACTIVISION Stampede $29.90
ACTIVISION Pitfall $29.90
COLECO Donkey Kong $29.90
COLECO 6000 Module $29.90
COLECO Venture $32.90
IMAGIC Beauty and the Beast $29.90
IMAGIC Dragon Fire $29.90
MATTEL Astro Smash $27.90
MATTEL Snafu $27.90
MATTEL Tron Solar Sailor (Req. Voice) $34.90
MATTEL Tron Deadly Discs $29.90
MATTEL B-17 Bomber (Req. Voice) $34.90
MATTEL Space Hawk $29.90
MATTEL Star Strike $29.90
MATTEL Bomb Squad (Req. Voice) $34.90
MATTEL Maze-A-Tron $29.90

ODYSSEY² VIDEOGAME $84.95
THE EXCITEMENT OF A GAME. THE MIND OF A COMPUTER.
COMPATIBLE ODYSSEY² GAMES
ODYSSEY² Killer Bees $29.95
ODYSSEY² Conquest of the World $29.95
ODYSSEY² Freedom Fighters $29.95
ODYSSEY² Quest For The Rings $39.95

VECTREX VIDEO GAME $149.95
VECTREX Armour Attack $25.90
VECTREX Berzerk $25.90
VECTREX Cosmic Chasm $29.90
VECTREX Hyper Chase Auto $29.90
VECTREX Star Trek $25.90

COMMODORE VIC-20 • 5K RAM • Home Computer $99.95

COMPUTERS/PRINTERS/PERIPHERALS
COMMODORE 64 6480 *$399.95
ATARI 400 (16K) $219.95
ATARI 800 (48K) $499
ATARI 1200XL (64K) $639
TEXAS INSTRUMENTS TI99/4 (16K) $269
TIMEX SINCLAIR (2K RAM) $49.95
TANDY TDP 1000 (16K RAM) $279
SHARP PC-1500 (1.5K RAM) $209
EPSON MX FX-80 (Printer) CALL
SMITH CORONA (Letter Quality Printer) TP1-10P (10-Pitch) $549.95
TP1-12P (12-Pitch) $649.95
SMITH CORONA ULTRASONIC TYPEWRITER *$399.95

SANYO MG-32 • AM/FM Radio • Stereo Cassette $59.95

STEREO-TO-GO
SONY WALKMAN 4 (Cass. Stereo) $59
SONY WALKMAN WM/m Walkmans $84.95
SANYO MG-8 (Cass Stereo) $59
AIWA HS-J01 MC-160 (Cass./Stereo/Dolby) $69
AIWA HSP-02 (Cass./Stereo/Auto Rev.) $89
AIWA HS-J03 (Cass./Stereo) $129
TOSHIBA KTS-91 (FM/Cass./Stereo) $64.95
TOSHIBA KTV-91 (AM/FM/Cass./Stereo) $89
SONY ICF-5900 (5-BAND AM/FM/SW/Stereo) $99
JVC PC-X11 (Portable Stereo) $249
JVC COP-3 (Cas./FM Stereo) $95
SONY ICF-7600A (Portable 9-Band Short Wave) $95

BLANK TAPES
AUDIO TAPES
MINIMUM ORDER 12 AUDIO TAPES
MAXELL UDXL I or UDXL II C-90 $2.49
MAXELL UDXL I or UDXL II C-90 $2.79
MAXELL XLII or XLIIS C-90 $3.49
MAXELL MX-90 (Metal) $4.79
MAXELL UD C-90 $2.49
MAXELL UD 35-90 $5.49
TDK D C-90 $1.17
TDK D C-90 $1.39
TDK SA C-90 $2.29
TDK SAX-90 $3.49
SONY HiCr 90 $1.99

VIDEO TAPES
ANY BRAND T-120 (Except HG) $9.95
ANY BRAND L-500 (Except HG) $7.95
ANY BRAND L-750 (Except HG) $9.95
ANY BRAND L-830 (Except HG) $11.95
ANY BRAND T-160 (Except HG) $15.95
ANY BRAND High Grade T-120 $12.95
WE CARRY TAPES BY: MAXELL, TDK, SONY, SCOTCH, FUJI, MEMOREX, BASF, AMPEX, JVC, PANASONIC, ZENITH

J&R MUSIC WORLD
"OUR NAME MEANS A GREAT DEAL"
23 PARK ROW, DEPT. EG7, NYC, NY 10038
HOW TO ORDER BY MAIL: FOR PROMPT AND COURTEOUS SHIPMENT, SEND MONEY ORDER, CERTIFIED CHECK, CASHIER'S CHECK, MASTERCARD, VISA include card number, interbank no., expiration date and signature. DO NOT SEND CASH. PERSONAL AND BUSINESS CHECKS MUST CLEAR OUR BANK BEFORE PROCESSING. $25 MINIMUM ORDER. Shipping, Handling & Insurance Charge is 5% of Total Order with a $3.95 minimum. WE SHIP TO CONTINENTAL U.S., ALASKA, HAWAII, PUERTO RICO, AND CANADA ONLY. Canadian Orders Add 10% Shipping with a $7.95 minimum charge! For shipments by air, please double these charges. SORRY, NO C.O.D.'s. NEW YORK STATE RESIDENTS PLEASE ADD SALES TAX. ALL MERCHANDISE SHIPPED BRAND NEW, FACTORY FRESH AND 100% GUARANTEED.
SEND FOR FREE 240 PAGE AUDIO/VIDEO CATALOG

VACATION TRAVEL BORING?
PLAY YOUR ATARI IN YOUR CAR*
ATARI/AUTO ADAPTER $9.95 plus shipping
*MUST HAVE DC TELEVISION not included

JOYSTICK REPLACEMENT INSERTS
$1 ea. plus shipping

REPAIR YOUR OWN VIDEO GAME BOOK
OVER 50 PAGES WITH 25 ILLS.
$10.95 plus shipping

CUT HERE
Send me:
___ AUTO ADAPTER 9.95 ___
___ JOYSTICK INSERTS 1.00 ___
___ REPAIR BOOKS 10.95 ___
Shipping ___
5% ($2 MINIMUM)
TOTAL ___
CHECK M.O.
IRATA
2562 E. GLADE
MESA, AZ. 85204
Sorry, No Charge Cards or COD's. Allow 4-6 Week Delivery

For those gamers who never seem to have a sufficient quantity of freshly charged batteries, GE's "Charge 8" is the big daddy of the power sources. It comes in several models and will recharge all types of batteries.

If you want the very cheapest source of power and the line cord isn't a problem, you should consider using an eliminator. Just be sure to remove any batteries from the hand-held before use, since a failure in the game's circuitry could cause voltage to be applied to both the game and the non-rechargeable batteries contained within. This unlikely event could cause a serious problem, but only if the game circuits fail and the batteries receive voltage over a sufficient period of time. If you own a game that is specifically built to accept rechargeables, don't use anything else if operating on AC power.

Many game manufacturers recommend that only alkaline batteries be used with their products. **EG** spoke to several leading manufacturers, and their position was curious but understandable. Carbon/zinc batteries will work as well as any other batteries, but they tend to fail quickly under the constant drain of a game. As they are also prone to leakage, it is simply safer to warn a customer to use alkalines than carbon/zincs. We recommend that you use what you prefer, but be aware that cheap batteries fail quickly. If they do, they should be removed as

WICO COMMAND CONTROL JOYSTICK
NEW
TRUE ARCADE ACTION
FROM GATOR MARKETING
FIRST BASE
JOYSTICK BASE FOR WICO JOYSTICKS
SPECIAL INTRODUCTORY OFFER
SAVE 20%
JOYSTICK & BASE CALL FOR PRICES
ADD $3 PER ORDER FOR POSTAGE AND HANDLING • CHECK, MONEY ORDER, MASTERCARD OR VISA, C.O.D. (C.O.D. CHARGES ADDED) • FLA. RESIDENTS ADD 5% SALES TAX • FOREIGN ORDERS MUST BE PREPAID.
GATOR MARKETING ENTERPRIZES, INC.
P.O. BOX 296 • CASSELBERRY, FL 32707
FOR RETAIL ORDERS AND INFO — (305) 699-5848
DEALER INQUIRIES INVITED — PRICES SUBJECT TO CHANGE

Don't Get Burned On A Bad Game!

Home Video Games Guide *and* ***Computer Games Guide*** *tell you every month about virtually every new video and computer game. In depth. And now, for a limited time, you can have* ***Home Video Games Guide*** *or* ***Computer Games Guide*** *zoomed to your home for about ⅔ the regular price.*

So don't get burned. Send for ***Home Video Games Guide*** *or* ***Computer Games Guide*** *today!*

Just $12.87 for 12 issues of ***Home Video Games Guide*** *or* ***Computer Games Guide*** *(please specify). Save $5.13 off the regular price of $18. Or get* ***BOTH*** *guides for only $19.95. Act fast! Orders postmarked by July 15, 1983 get a 13th issue free!*

VISA, Mastercard ok. Add 3% and include card #, exp date & signature. Canada add $1.25 U.S. Overseas add $9.00 U.S.

Make check or money order payable to ***Games Guide.*** *Tell us which system you use.*

GAMES GUIDE

6648 N. Newgard Avenue
Chicago, Illinois 60626

THE BIG CHARGE BATTERIES

soon as possible to prevent potential damage from leakage. If there are still signs of life emanating from the cells, allowing them to rest for awhile should add a little to their rather limited life-span. This method will work as all carbon-zincs and alkalines rebound a bit if they are allowed to nap between uses. The obvious question is: How long should a set of batteries last? Herewith, some non-conclusive thoughts.

Several factors affect battery life. The most salient are age, storage conditions and drain. Alkalines age at the rate of 20% per year. This means that, after a year of disuse, an alkaline cell contains only 80% of its original power. Worse yet, the temperatures at which the battery is stored also takes its toll as its chemical reactions are affected by the stresses of heat and cold. Remember that batteries use a chemical reaction to produce electricity, so improperly stored cells may generate additional electricity internally and lose power more readily than those which are properly stored.

If overheating is bad, so is overcooling as the electrolyte itself may deteriorate and become less productive if chilled for long periods of time. Fresh, well kept batteries are the keys to longer useful operation of your games. Flea market bargains may be good bets or may fail prematurely. Just don't buy any batteries from game dealers whose store shelves appear to be dust laden or dirty. This suggests sluggish turnover. Any savings realized may be lost to the rigors of improper storage and time. The final factor affecting battery life is the drain put on them by the equipment they are powering.

A close-up look at GE's permanent batteries being recharged for further use.

Obviously, a game with an ultra-bright display and loud sound effects requires more power then a dimmer, quieter unit. Therefore, it is not especially useful to provide so-called average life expectancies for various battery types. It all depends on too many variables. All things equal, an alkaline cell will outperform a heavy duty or standard battery. The degree depends on freshness, usage patterns and current drain.

Recently General Electric has begun a heavy consumer push for its rechargeable Ni-Cad battery line. The company is marketing two excellent, relatively low-cost chargers. One is capable of revitalizing four batteries, the other eight, at a time. The units, called the "Charge 4" and "Charge 8" respectively, contain LEDs (light emitting diodes) to indicate that they are charging correctly. These units make rechargeables a feasible, if not downright attractive, alternative to the alkaline and carbon/zinc cells. There is a downside however, in that you have to maintain your own batteries, or they, too, will fail prematurely.

Like most Ni-Cad manufacturers, GE advertises a battery life of up to

GE uses nickel cadmium batteries.

STUDENTS **MAKE BIG MONEY** KIDS
SELL VIDEO GAME CARTRIDGES
...Spare Time to Friends and Neighbors — Make $50-$100-$200 Per Week
No Money Needed to Start • No Risk • No Minimum Order

Become a Part-Time Video Game Dealer. Buy all the new Video Game Cartridges at Low Dealer Wholesale Prices. (Example: **FROGGER,** retail price $38.50, your cost is **$19.50.** You sell at $24.50 and make $5.00 a game — your customer saves $14.00). No money needed to start! Sell ATARI VCS, 5200, 400/800; COLECO, INTELLIVISION, APPLE, COMMODORE, TRS-80, T.I., etc. Be the first Dealer in your area. Limited Offer — **ACT NOW** for Special Dealer Kit — only **$4.95.**

Dealer Kit includes everything you need to get started — Order Forms, Confidential Dealer Prices, Sales Manual, Ad Kit and much more! UNCONDITIONAL GUARANTEE — 100% satisfaction or Full Refund.

★ **ACT NOW For Complete Dealer Kit — OFFER LIMITED** ★

GAMES CLEARINGHOUSE, INC.

MAIL $4.95 TODAY TO: GAMES CLEARINGHOUSE DEPT. A BOLTON, MASS. 01740

Constant Fire

ADAPTER FOR YOUR JOYSTICK

See faster firing times. Feel less trigger fatigue. Enjoy higher scores.

The Discwasher® PointMaster™ Fire Control™ Constant Fire Adapter is compatible with Atari* 2600 game consoles and 400/800 computers, Commodore Vic-20†, and Sears Tele-Games#. It easily plugs in between your mainframe and joystick.

*Atari is a trademark of Atari, Inc.
†Vic-20 is a trademark of Commodore International, Ltd.
#Tele-Games is a trademark of Sears, Roebuck, and Co.

PAT. PENDING

discwasher®
POINTMASTER™ FIRE CONTROL™

DISCWASHER 1407 NORTH PROVIDENCE ROAD, P.O. BOX 6021, DEPT. EG, COLUMBIA, MO 65205
A DIVISION OF JENSEN an ESMARK Company

GROW WITH US!

A special message for electronic games retailers

Playing electronic games is now America's fastest-growing hobby. Here are some facts:

★ More than 10 million quarters are dropped into current coin-op champ "Pac-Man" every single day.

★ Nearly 5 million programmable videogame systems are hooked up to U.S. TVs already. Four million more are expected to be sold this year alone, along with 30 million game cartridges to play on them.

★ Sales of computer games are expected to exceed 1 million units by the end of the year.

ELECTRONIC GAMES, the first—and only—magazine devoted to this booming field, is growing as fast as the high-tech hobby it covers. Our premier issue was a newsstand phenomenon, with many dealers reporting sell-outs. Our second issue promises more of the same.

So if you sell videogame systems, hand-held games, or computer games, you should also be selling ELECTRONIC GAMES Magazine. As an EG retailer, you'll earn a good profit on every copy you sell (of course, all unsold copies are fully returnable). You'll also be providing your customers with that special "extra" that will bring them back to your store again and again.

To get all the information you need to join the ELECTRONIC GAMES retailer program, fill out and mail the coupon below. There's no obligation, so do it today. ELECTRONIC GAMES Magazine is growing fast . . . and we cordially invite you to grow with us.

Mail to: **ELECTRONIC GAMES**
Retailer Program
460 West 34 Street
New York, NY 10001

YES, send me information on the ELECTRONIC GAMES retailer program.

My Name _____

Store Name _____

Store Address _____

City _____

State _____ Zip _____

My Position/Title _____

THE BIG CHARGE BATTERIES

1000 recharges. Remember that a Ni-Cad when fully charged is equal to one-third of an alkaline when fully charged, so that under ideal circumstances you're looking at one rechargeable equalling up to 330 alkalines, not 1000.

This can save a large amount of change, but there's a rub. Ni-Cads are the most expensive batteries you can buy, averaging about $4.00 per cell. Since the usual hand-held requires four cells to operate, you're looking at a $16.00 tab. The charger will set you back an additional $24-$30, unless you buy one of the less practical two-cell units. That's a potential investment (at list price) of up to $40 to get going. If you want to use these batteries and the system to maximum advantage, you should have two complete sets on hand, one for use, one for the recharger. This brings the total cost to about $56 to $62. (The cost for electricity to constantly recharge the batteries is nominal, so it is not included in the figures.)

Rechargeable batteries come in all types

Looking further into costs, the list price for a "C" or "D" Ni-Cad battery is $4.16, the price of two "AAs" is $7.99, and 9 volts go for $9.99 a piece. Obviously discounts are available, but as they vary it is sensible to work with list prices. Alkaline batteries go for about $1.25 a piece, $1.50 for the 9-volt unit.

Keeping these rough figures in mind, it appears that Ni-Cads are the best buy for anyone anticipating a heavy gaming schedule. For the casual or light users, alkaline or standard zinc/acids are probably the best bet.

The key question then, is will you be using 330 alkalines over the next four years (the life-span of a Ni-Cad) or not? Since the average hand-held game uses four batteries, what we're really talking about is the consumption of 80 sets of batteries (320 individual cells) over four years. That's a little less than two sets (eight batteries) per month. If you are using only one set per month and it costs $4-$5, the entire expense will be spending between $48.00 and $60.00 during the first year alone. This equals the cost of four year's worth of Ni-Cad power and the charger will still function indefinitely. The bottom line is that for heavy users Ni-Cads can save a great deal of money while for light users they *might* save money.

There is some labor involved with Ni-Cads when it comes to maintenance. This boils down to using Ni-Cads properly, running them until they are almost completely exhausted—and then recharging them fully. They should not be used and immediately recharged just for the sake of keeping them topped-off.

Like other rechargeable batteries, Ni-Cads can form a kind of memory which prevents them from accepting a full charge if they are constantly recharged after short bursts of usage. Here's why: As a Ni-Cad discharges, electrons from its cathode are released into the electrolyte. The entire surface of the cathode is not involved as the process begins from the center of the metal and works outward. If the process continues until full discharge, then the whole working surface of the cathode will be used and kept active through the discharge and recharge cycles. If the discharge process is curtailed after only 20% or 30% of the cathode has released its electrons, the remainder of the surface becomes brittle over time, rendering it useless. This is the memory effect. The rule,

Coleco's "Perma Power" will keep your Galaxian stand-alone flying!

therefore, is to use the available power to its maximum and then recharge.

The bottom line is that the cheapest batteries to use (Ni-Cads) are the most expensive to buy and require the greatest effort to maintain. Alkalines are seldom a "must" whatever the game manufacturers stipulate (there may be one or two exceptions to the rule but we don't know of any)

If forced to the wall, we'd probably recommend Ni-Cads, but it's a good idea to always keep a set of alkalines (or possibly standard batteries) on hand just to hedge the bet. To maximize the utility value of Ni-Cads, however, remember that you must have two sets, always keeping one set fully charged and at the ready. Because Ni-Cads lose about 1% of their power every day when resting, a recharging after several weeks or months of inactivity is absolutely necessary. The practical way to handle this is to buy an eight-cell charger, eight batteries and charge both sets of batteries. After initial charging, place one set of batteries in the game and leave the other alone in the charger. When the active set runs out, replace it with the fully charged batteries and return the rundowns to the charger. In this way you will always have a completely charged set of batteries at the ready, and a set in place for use.

If you opt for the lower cost of alkalines or standard carbon/zincs, try to make sure that they are fresh. One method is to buy an inexpensive ($10) battery tester and then check all the cells.

Now if only the battery manufacturers put dates on their products, at least we'd have a fighting chance. . . . .

NEW for INTELLIVISION™ OWNERS

"Duplicate Arcade Action" with **THE STICKLER™**

$3.75 A PAIR (PLUS HDLG.)

• **ADD A JOYSTICK CONTROL** •
(Also Fits Sears Tele-Game System)
• High Speed Maneuvering •

PUSH-A-MATIC™
22458 VENTURA BLVD., STE. "E"
WOODLAND HILLS, CA 91364

NAME

ADDRESS

CITY STATE ZIP

Qty.	Model	Price	Handling	Total
	ST-2	$3.75 A Pair	$.95 A Pair	
CA. DELIVERY ADD 6½% SALES TAX				
U.S. DOLLARS ONLY — TOTAL				$
SORRY — NO C.O.D.'s				

Enclosed is my check or money order for $_____. Make payable to Push-A-matiC.

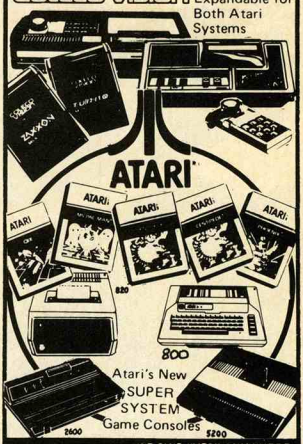
☐ Please send a free brochure on Push-A-matiC video and audio accessory products.

SATISFACTION GUARANTEED OR FULL REFUND

TOLL FREE **1-800-446-8234**

PLUG INTO YOUR VIDEO GAME CONNECTION

COLECOVISION Expandable for Both Atari Systems



Atari's New SUPER SYSTEM Game Consoles

WE SHIP "UPS" ANYWHERE
SHOP BY PHONE

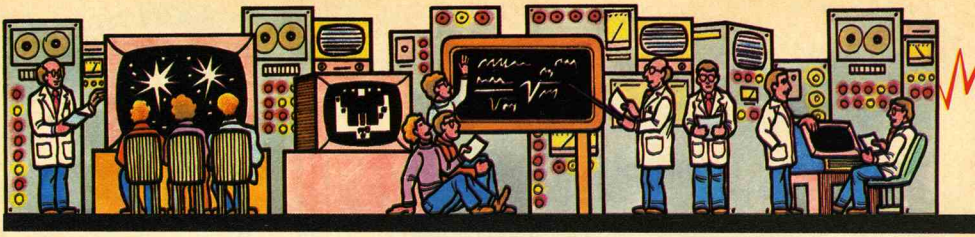
VIDEO DISCOUNT WAREHOUSE

Va Residents Call Us At This Number

830 Broad St Portsmouth VA 23707

804-397-7171

Add 4% Sales Tax in Virginia



Make Your Games Talk

By HENRY B. COHEN

In the opinion of most arcaders, play-action and graphics are the most important factors involved in creating a top-notch game. This viewpoint is entirely understandable. Apart from the usual assortment of beeps and boops, most current games are hardly more vocal than the typical Charlie Chaplin comedy.

Technology's seemingly inexorable progress is changing this situation, however. The "talkie" age of electronic gaming's upon us. Accordingly, this installment of "Test Lab" will focus on the peripherals which bring the joys of synthetic speech to home arcading.

This is not to say that talking devices are something new under the sun. If memory serves, Panasonic marketed a talking clock radio at least five years ago. And Ma Bell has used speech synthesis to give the correct time, flag dialing errors and the like for a long time.

The new child-oriented microcomputers have made very good use of artificial speech.

Arcade machines have also used voice enhancement successfully for several years, so it comes as no surprise that we find it available for home videogame systems. What *is* surprising is what markedly different design philosophies the two companies responsible for creating voice systems champion.

While the folks at Odyssey have chosen to enhance the play value of their games with phrases that chide, goad or praise, Mattel has opted to generate an entirely new series of games that rely on verbal information for efficient game play.

Major differences don't end there. While Odyssey's speech comes from a speaker that is part of its sound module, the Intellivoice talks to you through your television set. In this regard Odyssey has created a sense of *deja vu* in that their first videogame system used add-ons for game play. The playfields were plastic sheets that were pressed over the TV screen.

Mattel, like Atari, has always used the television to deliver all aspects of game play, graphics, sounds and scoring.

Initially, we found we liked the Odyssey approach a little bit better. First, its speech actually sounds a great deal less machine-like (more on this later). Second, because of the keyboard, only Odyssey, through its *Type & Tell*, can be instructed to

Mattel's Intellivision utilizes a modular peripheral dubbed the "IntelliVoice" to generate a simulation of human speech. The voice unit works with Intellivision I (shown here) and II.

TEST LAB

The Odyssey² creates synthetic speech through a modular add-on called, simply, "The Voice". The speech synthesis unit fits into the top cartridge slot, and accepts all Odyssey software.

speak any word or short sentence. Without the addition of a keyboard or overly complex use of the keypad, this is a feature we don't expect to see for the Intellivision. Third, when The Voice is placed on the Odyssey console, the entire machine takes on a more impressive appearance. Lastly, speech synthesis is only being used for enhancement and consequently does not preclude voice enhanced cartridges from being played successfully on a standard Odyssey system.

The strength of Intellivoice is its integration of speech into the game itself. It has not been marketed as an enhancement device, but actually seems to be a crucial factor in play mechanics. In this respect we like it better. It is certainly more fun to play a game that requires the use of sight and sound, but the cost takes its toll in compatibility. If you don't buy the module you can't play the games. Of course, this state of affairs could change if Odyssey markets games that absolutely require the use of speech.

In use, both modules function identically. Both are powered by the game console and plug into the standard cartridge port. The game cartridge is, in turn, plugged into the module and away you go! With both systems, the standard sound effects come from the television set, but with The Voice, speech emerges from the built-in loudspeaker — a volume control keeps the chatter bearable without affecting sound effects. With Intellivoice, TV volume can control both sound effects and speech, as a volume control on the module regulates the voice sound level. Again, the net effect is much the same as you can mix the volume settings of both sound effects and speech as you like.

Interestingly, both companies have chosen to use the same chip set in creating their speech systems. With Intellivision, all vocabulary is stored in the game cartridge. With Odyssey, the Voice unit itself contains many of the phrases used in game play. The net result is that the Intellivision must use a portion of its game ROM (read only memory) for speech purposes, cutting down on other aspects of game play. These may be seen in the visuals, or perceived as a loss of some game mechanic, e.g., slower action or fewer special effects. With Odyssey, all or most of the speech used comes from the console. This leaves more ROM for game playing purposes — a superior trade-off in the opinion of **EG's** editors.

How do the games sound? They are good to the ears, but occasionally, they're awful. One Odyssey cartridge sounded so human you just wouldn't know it was from a speech synthesizer, while the female-voiced computer of Intellivision's **Space Spartans** is seductive enough to date. At other times, the voices that emerge from either unit would have embarrassed even the Tin Woodsman in the Wizard of Oz.

In any case, games that talk are here to stay. It can only be a matter of time before Atari jumps into the fray, and let's not forget ColecoVision. . .We expect that within the year, talking games will become so refined that any overtone of metallic speech will fade away, never to be heard again.

A&A

By THE GAME DOCTOR

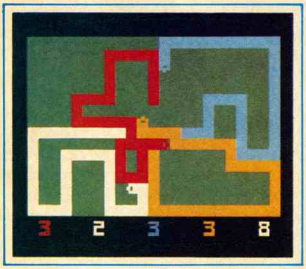
You clever rascals have been uncovering hidden messages and discovering cute little tricks to beat the computer at its own game so quickly it's hard for me to keep up! We've got a batch of credits to dole out to the gamers who've ferreted out these little items, even to the one reader who sent in a list of tricks to help you *lose!*

But first, there's the matter of this issue's T-shirt award, which goes to the author with a succinct query that took the old doc back to his earliest days in practice. . .

Q: *Where did Mattel Electronics get the title "SNAFU" for its Intellivision cartridge?*

(Eric Willems, OR)

A: You know, Eric, your inquiry brings a genuine nostalgic tear to this wizened old kisser, taking me back to my earliest days as a Game Doctor. It



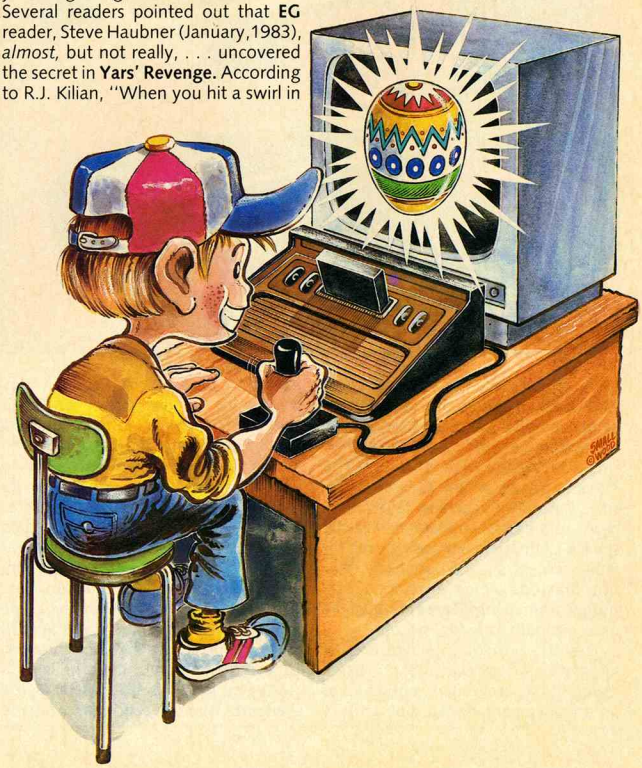
SNAFU

was back in World War II — the big one — and yours truly was just starting out by keeping some skee-ball lanes in good health. Then I joined up. Most of my wartime assignments involved re-aligning bomb-sites and keeping the pilots' joysticks in good working order. That's right, that's how I started out in this business — I guess controllers get in your blood after awhile. . .

In any case, the term "SNAFU" is Army slang for a totally disfunctional situation. Literally, the letters stand for: Situation Normal All Fouled Up.

For some reason, that acronym has continued to crop up through my long and prestigious career. Can't imagine why. . .

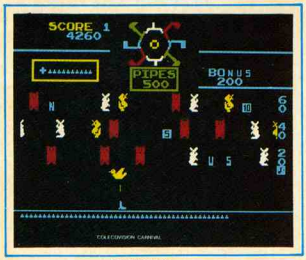
And now, let's discuss those "Easter eggs" and other little videogame tricks you bright lights have uncovered. Several readers pointed out that **EG** reader, Steve Haubner (January,1983), *almost,* but not really, . . . uncovered the secret in **Yars' Revenge.** According to R.J. Kilian, "When you hit a swirl in midair, as the neutral zone-like 'cloud of dust' subsides, a thin, vertical black line can be seen branching off from the spot the swirl occupied when zapped. This is the famed 'mean streak' of the ghost of Yars. Flying the Yar up or down this line or keeping the Yar stationary on this line, so it passes through his head for a period of time, causes the designer's initials (actually, a shortened version, Doc),



HSWWSH, to replace the score and end the game (hence the warning 'stay off it!')." Steve was correct about part of it; you must hit three swirls in succession for the mean streak to affect you.

Keith Vestal, of Richmond, VA, was playing Atari's 2600 version of **Defender** when he moved right above the cities with a humanoid and all the remaining enemy crafts turned into the initials "BP". Congratulations!

Bob Maumeister of Philadelphia found a cute "Easter egg" in the 2600 version of Coleco/Sega's **Carnival.** "In *Carnival*, when you hold the fire button down and turn on the game, a tiny dot appears in front of the rabbit in the top row. If you hit this dot, the game stops and the message "Programmed By" and then "S. Kitchen" appears at the top of the screen." Steve hails from the famous "Kitchen" clan of videogame creators and you, Robert Maumeister, found his hidden message!



CARNIVAL

Here's my personal favorite. Two faithful readers, Shayne Schelinder and Chris Hussey, offer the following tips for *losing* at videogames. Take it away, folks: "When you first turn on **Demon Attack**, you can depress the 'select' button at the same time one of the demons destroys a ship, and the game reacts as if you've lost your last ship. This works in one- or two-player versions. Also, another trick with **Missile Command** is to select another game while the previous contest is still going on, and the missiles still come down and obliterate the cities!"

Q: *Subject: third wave, ColecoVision. Quote from* **EG's** *"Q&A" re: answer to Kevin MacDonald: "Once the base of installed system grows large enough to support" etc.*

Come on! Get out of level one! How could you know how many "installed Coleco systems" there are out there? Would you take a survey? What makes you think they have to be "installed" in the first place? The man is clearly talking about cartridges. That means home video, not arcade!

It's my opinion from reading yours and "other" video magazines that there's a lot of side-stepping the Coleco system, as 90% of the contents concern Atari components, Atari software, and so on. Yet the questions keep coming about Coleco! I was wondering why not call one of the magazines "The Atari Video Handbook" or something.

Simply put, Coleco doesn't deserve the back seat that it's getting in all the game books. Or is it because they're (sic) not "just playing games"?

(Phil Sensinger, Corpus Christi, TX)

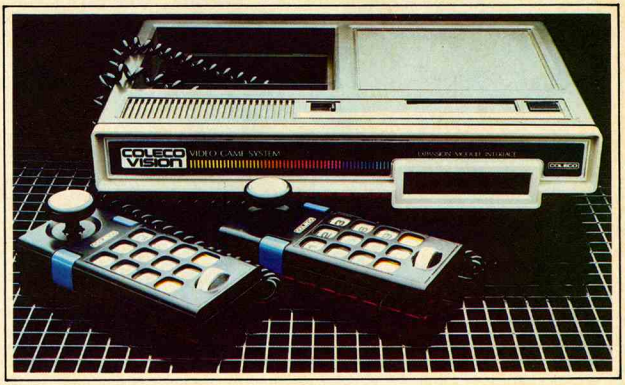
A: All right, Phillip, let's take your comments, piece by piece. First off, when you don't know what you're talking about, it's generally a good idea not to be obnoxious about it. The quote to which you refer responded to a questioner who asked when independent software companies would jump on the ColecoVision bandwagon. I responded by saying that the base of "installed" systems would have to swell some to catch up with the total audience for Atari's 2600. As to how we *know* how many ColecoVisions are out there, it's very simple: Coleco told us. You see, we're not a "video" magazine, we're an "electronic games" magazine. The staff consists of journalists who both enjoy playing these games and whose job it is to find out the numbers even when we're *not* told. As of the end of 1982, there were about a half million ColecoVisions in U.S. homes. There are about 20 times as many 2600's in this country *alone!* How can you expect software suppliers to pass up that many potential consumers in lieu of a newer, albeit more attractive, system?

None of the above — obviously — relates very closely to this magazine's Coleco coverage. You yourself allude to the great number of questions we print regarding the ColecoVision just because it *is* a new system, hence there are many questions! Coleco itself is delighted with the extensive coverage. **EG** has reviewed every one of its available cartridges and several have appeared in "Strategy Session" as well.

The doctor loves to see enthusiastic gamers out there, Phillip, but it *is* possible to get a little carried away by one's interest. When you take it upon yourself to lecture journalists who've been covering this field since its virtual inception, you cease to be a "questioner"

Sorry if I am coming down on you a little hard there, Phil, but interaction between people is even more important than interaction with videogames and computers.

And on that note, we'll take our "installed base" over to the local golf grid and blind the other video-duffers with my new slacks. Keep them questions flyin', though, and you, Eric, get us your address and T-shirt size! All queries should be addressed to either Q&A or the Game Doctor, c/o **EG,** at our new address.



COLECOVISION

COIN-OP CLASSROOM

Some Knights to Remember

By BILL HEINEMAN

Competition in the electronic gaming world often takes the form of players striving to achieve their "personal best" rather than head-to-head rivalry. Williams has recently made a bold move to break away from solitaire-oriented arcade machines by introducing its medieval combat title, **Joust**. *This fast-paced quarter-snatcher can handle two participants simultaneously, a rarity among coin-ops these days.*

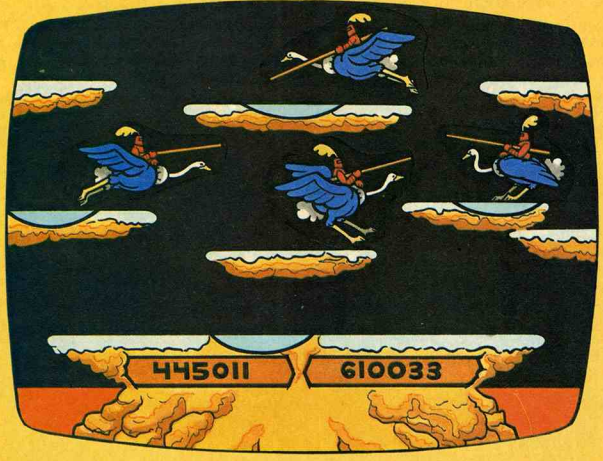
Readers of this column know that your humble scholar isn't going to be daunted by mere innovation. Harken to the never-told tale of how to attain fame in the electronic world of Joust.

You have been a member of the Guild of Free Adventurers for only one month now, and already have come back from five brutal missions. The Guildsmen are impressed with your performance and have requested that you journey to the Land of the Buzzard Riders where you will retrieve the fabled Sky Crystal and return.

You arrive, and after seveal run-ins with the locals, you find the Crystal and prepare to depart on a "borrowed" ostrich when the Buzzard

JOUST

Riders finally catch up to you. You fly away into a nearby cave, hoping to lose yourself in the cave's many passages. To your dismay, the passages keep leading back to the central chamber of the cave. The Riders have posted several guards at the entrance so you can't escape, and accordingly, they now attempt to close in on you for the kill.



JOUST

It seems that *you* are buzzard bait when three advance scouts find you. They place magic disks on the ground so further reinforcements can easily arrive near your present location. The scouts are flying around looking for you when you make a surprise landing on top of one of their heads, abruptly throwing the Rider off his mount. The Rider realizes he probably is a goner, so he transforms himself into an egg with a hard shell that can absorb the impact of hitting the ground.

You gape in wonder at this magical transformation. Realizing what has happened, you fly toward the egg. You easily crack the shell open with

one swipe of your sword, spilling the contents all over the floor. A second Rider witnesses the death of his comrade and swoops low with murderous intent. Flying low is a big mistake as the Rider soon finds out, because as he zooms just below the ostrich's feet, you have the bird's underside smack the Rider upside his head. You eliminate his egg and promptly dispatch his friend as well.

The magic disks now glow a fiery color and four more Riders emerge to battle you. They strike low, they strike level, but you never let them strike high, lest they ruin your day. The group of Riders try to kill you, but you succeed in turning the tables.

Now the ground shakes as fire consumes part of the cave floor. You have disturbed the Lava Troll, and now the beast wants you dead. (The Troll is an ally of the Riders). The new group of Riders appear from the teleport rings and swoop down on you. The Troll decides to have a little fun and grabs one of the Riders. You seize this opportunity to reduce the Rider population by one. It seems that the eggs can and will burn up *if* they fall into the lava, but you are wise in not trying to follow the egg into oblivion.

The fourth wave of Riders dismount and a large number of eggs appear magically on the ground. Knowing what the eggs will turn into, you fly to the bottom of the cave and land on the right side of the bottom perch. Running to the left, you smash all the eggs and fly over the home of the Lava Troll. You "wrap around" (scroll) the cave and, flapping ever so slightly, you land on the second lowest perch still moving to the left. You continue this strategy of moving to the left and flying to the next highest perch until all the eggs are destroyed.

By the seventh attack wave, you discover that if you stay just to the left or right of the center of the cave, you stand a much greater chance of surviving than anywhere else in the cave. During the eighth wave, the Riders unleash a trained pterodactyl. All seems lost when you're caught off guard and situated atop a perch with a monster coming straight at you. You close your eyes thinking this is it, when the moronic bird bangs its head on your jousting pole, effectively splitting the head (ecch!) wide open. Aha! You put this tidbit of knowledge away and remember "if a pterodactyl is coming, bang it on the beak. To make sure of a kill, simply land, and the bird will kill itself for you."

Well, it seems that *all* good things must come to an end. You are having the time of your life when the enemies stop popping up on-screen, and consequently, the elders at the Guild still can't believe that you single-handedly wiped out 4582 Riders and all their pterodactyls! The elders award you the Platinum Star, the highest honor the Guild can offer, in recognition of your bravery. You are also given a desk job and a strong hint to retire because the only thing the elders hate more than orcs is a wise guy.

Adventure Vision: Inside the Hardware

By JOYCE WORLEY

ADVENTURE VISION

Entex/$75

Adventure Vision by Entex is the largest battery-operated mini-arcade currently marketed. It sits a commanding 10-in. high and 8½-in. wide, including the 6½- by 4½-in. screen. A self-contained speaker in the bottom of the device generates an impressive range of sounds. A jack on the chassis allows the arcader to keep it all to himself by using mini-head phones (not included with the game). The console also incorporates twin button control panels with a single joystick in the center to be shared by two players, or it can be played solitaire. The red filter on-screen discourages room light from affecting the images made by a whirling mirror inside the cabinet. This mirror reflects the screen action, producing almost three-dimensional graphics against the velvety black interior of the cabinet. Adventure Vision uses over 6000 separate and distinct light locations to create images, so very complex line drawings can be produced and moved across the screen. Adventure Vision comes with one game cartridge — **Defender,** licensed from the Williams coin-op.

Adventure Vision is a very ambitious and handsome unit with good controls and eye-appealing cabinetry. In normal daylight, the images are too faded for good gaming. However, played in semi-darkness, the on-screen images are bright and clear, though a little shimmery, and many gamers may feel that the complexity of the Adventure Vision game programs makes up for a little flicker.

ADVENTUREVISION

SUPER COBRA, TURTLES, AND SPACE FORCE

Videogame cartridges for the Adventure Vision/$18 each

Last winter's snows seem a million years ago. It's summer, and everyone has someplace to go, whether it's to the mountains, the beach, or just to the corner candy store for an ice pop. Everybody is on the move. . .and that makes summer the best time of the year for enjoying stand-alone electronic videogames. They go everywhere, usually operate on batteries, and keep you arcading even when you're a long way from the family t.v., since they have their own self-contained playscreens.

Most stand-alones are dedicated chip or "hard-wired". That is, they only play one game, with perhaps a couple of variations at best. But programmability is becoming part of the stand-alone scene. There still aren't a lot of programmable self-contained videogames, but the field is growing. Milton Bradley helped pioneer this line with Microvision and an entire library of cartridges to fit the hand-held console. The Select-A-Game Machine by Entex offers gamers the chance to play *Baseball, Pinball, Football* or *Basketball* in addition to **Space Invad-**

SUBSCRIBE TO

electronic GAMES

We're HOT!

We've got everything you want every month!

Previews of the newest, best, most challenging games! Reviews of the latest gaming equipment! The valuable playing strategy you need to score higher, win more often, and blast the opposition! Special guided tours of the country's most exciting commercial arcades! Fun-filled features on all aspects of your favorite hobby! Answers to your gaming questions! And much, much more!

No "dragon" your feet! **SUBSCRIBE NOW & SAVE**

Use this coupon if ELECTRONIC GAMES order card is missing

Mail to: ELECTRONIC GAMES
Subscriber Services
P.O. Box 1128
Dover, New Jersey 07801

YES! I want to subscribe to ELECTRONIC GAMES!

☐ Send me 12 issues (1 year) for $28 (I save $7.40 on the newsstand cost)
☐ Increase my savings! Send me 24 issues (2 years) for $48.00 (I save $22.80)

Name .....
(please print)
Address .....
City ..... State ..... Zip .....

☐ Enclosed is my payment of $ ..... ☐ Bill me later

For Canada: 12 issues, $32, U.S. funds. For all other countries: 12 issues (Air Mail only delivery), $64, U.S. funds. Please allow up to 60 days for delivery of your first copy.

837021

ers, the cartridge packed with the unit. The smallest programmable game in the whole world's the Palmtex Personal Videogame System, a palm-sized high-tech unit with high-quality cartridges, each with its own playscreen. At the other end of the scale is the emperor of stand-alone games, Vectrex, with its self-contained 9-inch vectrascan monitor and an entire battery of arcade-style action game cartridges.

The most ambitious battery-operated table-topper so far is Adventure Vision from Entex. It's fully programmable, cartridge-compatible, and comes with *Defender.* Battle aliens trying to capture and abduct human settlers from a colony planet, in this exciting contest based on the Williams arcade hit.

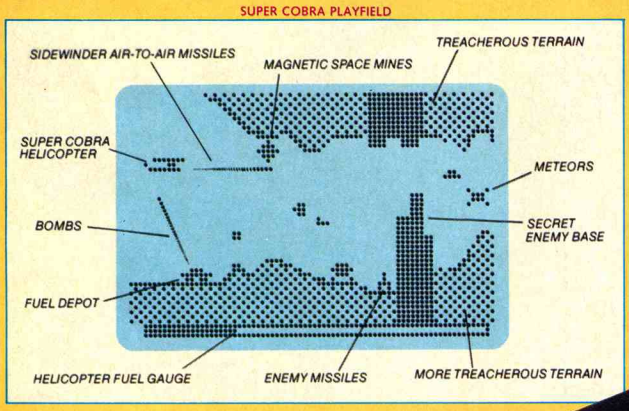
Entex has a trio of additional cartridges available for Adventure Vision. These arcade-style contests will keep you gaming for hours, even if you're miles from the nearest pay-for-play action.

Super Cobra, licensed by Konami, is based on the arcade scrolling shoot-out. Pilot your Super Cobra helicopter through 10 different levels of terrain, scoring as many points as possible and avoiding enemy fire. After completing the tenth level, steal secret documents from the enemy base and make your getaway to complete your mission.

Begin by signalling how many Super Cobra choppers you want in your squadron: three, four or five. The unit flashes the numbers until you initialize the game sequence by pulling the joystick toward you. If the game starts in the blank position, the player gets an unlimited number of helicopters. There's no scoring in this mode, which should only be used for flying practice.

Movement is very easy and quite straightforward. Push the joystick up to make the copter move up; pull it down to bring Super Cobra toward the bottom of the screen. Move forward by pushing the stick to the right, or hover in place for a limited time by moving the joystick to the left.

SUPER COBRA PLAYFIELD



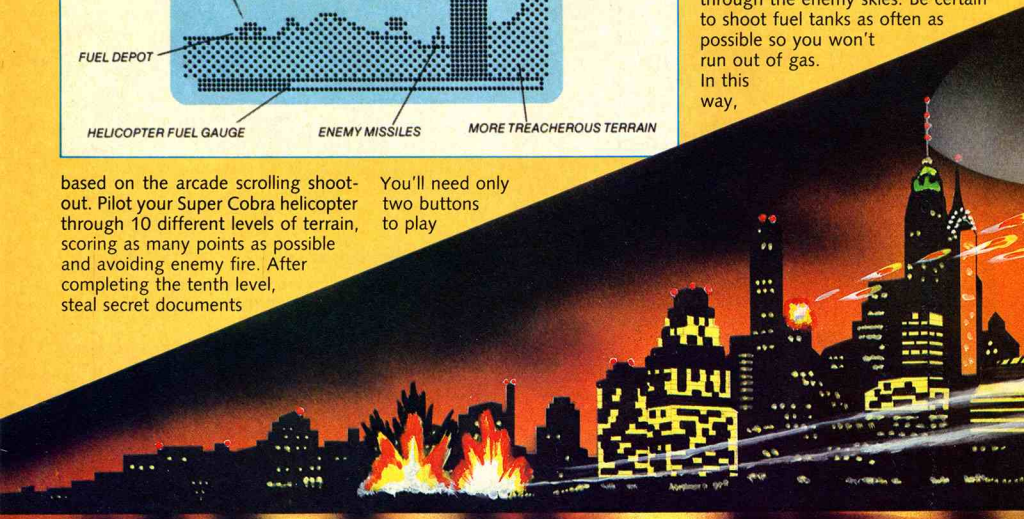
You'll need only two buttons to play *Super Cobra.* Button one drops a bomb toward ground targets, and button three fires a sidewinder missile. It goes in a straight trajectory to clear away airborne missiles, meteors, and everything else that gets in its way.

This is a high-scoring cartridge, with lots of point-gaining opportunities. Ground missiles are worth 30 points, 100 points if you shoot them in the air. Fuel and ground emplacement tanks count for 50 points, as do the stalactites that sometimes bar the narrow passageways. Flying targets are worth double. In addition to airborne missiles, gamers can blast a few stars or an occasional UFO for 100 points each. Get a new Super Cobra helicopter when you score 10,000 points, or if you successfully carry away the booty from the enemy base.

Learning to maneuver your craft is the key to this high-speed scrolling shoot-out. The terrain is tricky and can be difficult to fly over. At some points, passageways are so narrow that the copter will only just slide through. Sometimes the narrow tunnels are clogged with enemies, missiles, fuel tanks, or just debris that must be blasted away before the chopper can pass.

Super Cobra makes use of a range of sound effects to enhance the play. Listen to these special tones since they frequently warn you of what type of enemy the helicopter will face next.

For most successful play, vary the copter's speed and altitude a great deal as you snake your copter's way through the enemy skies. Be certain to shoot fuel tanks as often as possible so you won't run out of gas. In this way,



SUPER COBRA

adjusting your speed and position constantly while disposing of enemy targets that appear, you can complete your mission and win the day.

Entex went back to the arcades for another Konami coin-op, **Turtles.** This game of chase and rescue casts the arcader as a big mama turtle trying to gather the baby turtlettes into a safety house, away from the evil attacking beetles.

The object of the game is to rescue the little turtlettes from mystery squares in the maze, then carry them to the safety house which appears randomly in a corner of the screen. Bad beetles pursue your turtle, and extra monsters are waiting behind the doors of two mystery squares. Upon disturbing them, they join in on the chase. Your turtle can drop a bug bomb in the beetle's path to temporarily immobilize him while you get away. Unfortunately only one bomb can be on the screen at any time, so timing counts heavily. Drop a bomb right in the path of a pursuing baddie to pin him in that space for a few moments. Or you may want to place a bomb in a corner where it's almost certain to capture one of the brutes as it passes.

Only one button is needed to play *Turtles.* Button three starts the game, then drops the bug bomb during play. The joystick controls movement in four directions.

Entering a mystery square to rescue a turtlette scores 100 points. Successfully dropping the baby off at the safety house is good for another 150 points. Immobolizing a bettle with a bug bomb scores 50, and the arcader gets an extra turtle for each 5,000 points scored.

Your turtle always begins in the lower left-hand corner of the field. Go directly to one of the mystery rooms. Find a baby, and the turtlette safety house immediately appears in one corner of the screen. Take the baby to the safety house. Passing over the spot automatically unloads the turtlette; then you're ready to rescue another. If you enter a room with a beetle, turn and run as fast as possible, and try to drop a bomb to hold him while you escape.

The beetles move very rapidly, so it's better to try to outsmart, rather than outrun, them. Since they're programmed to follow, you can lure the on-screen beetles to one side of the maze, then rush over to the other side to pick up or drop off a baby. Also bear in

EASI-GRIP™

GET A BETTER GRIP ON YOUR GAME

WATCH YOUR SCORE INCREASE WITH THE *ULTIMATE* JOYSTICK ATTACHMENT FOR THE COLECOVISION™

PAT. PEND.

Replace the flat control disk with our EASI-GRIP™, it's so comfortable you won't want to put it down. We guarantee it to be the most comfortable feel of any attachment joystick you can buy or your money back. It's simple to install, the hand unit does not need to be opened.

$6.99 PAIR SHIPPING FREE

DEALER INQUIRIES CALL (401) 331-3200

C&T CREATIONS

127 Weybosset St., Providence, RI 02903

(PLEASE PRINT)

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

Send check or money order – Sorry no C.O.D.'s

Stop the hurt.

We can stop the pain of child abuse. Below are a few suggestions. Commit yourself to just one. And do your part to stop the hurt.

- ☐ I'll show my child some love. (Sometimes I forget.)
- ☐ I'll learn painless ways to tell my child "No."
- ☐ I'll volunteer time to my local child abuse prevention organization.
- ☐ I'd like to start helping right now. Here's my donation.

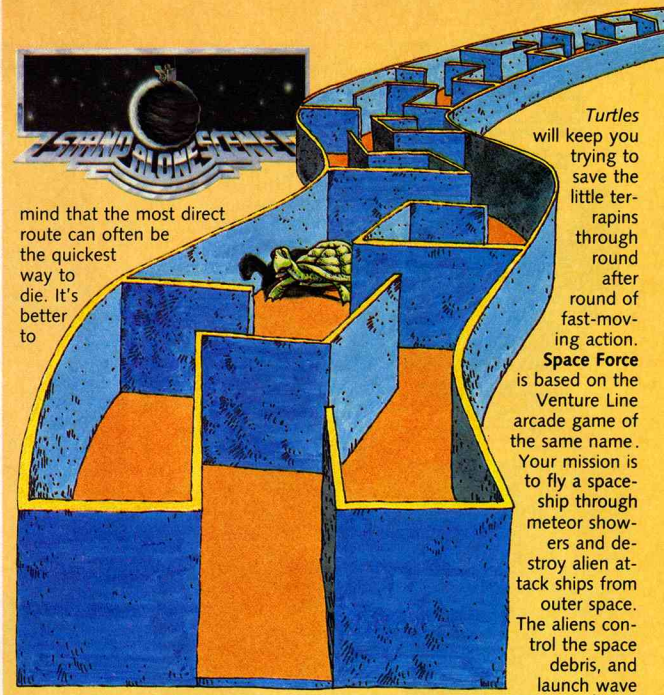
prevent child abuse.

write: Box 2866, Chi., IL 60690

National Committee for Prevention of Child Abuse

A Public Service of This Magazine & The Advertising Council

Ad Council



mind that the most direct route can often be the quickest way to die. It's better to travel your turtle the long way around the maze, than take a short cut and come up face-to-face with a foe. Always keep your eye on the enemies to keep them well away from your turtle.

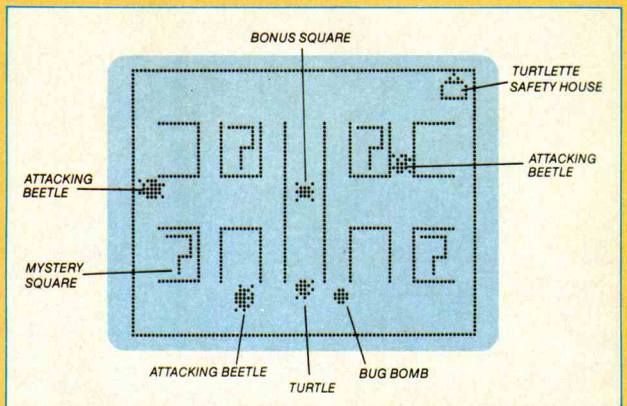
There are eight levels of floors, each with its own maze pattern of eight mystery rooms filled with question marks. The game continues until all turtles have been destroyed by the beetles.

Turtles will keep you trying to save the little terrapins through round after round of fast-moving action.

Space Force is based on the Venture Line arcade game of the same name. Your mission is to fly a spaceship through meteor showers and destroy alien attack ships from outer space. The aliens control the space debris, and launch wave after wave of meteor showers at your ship. Your own skill with the phaser cannon provides the only chance at survival.

The arcader commands the mother ship, armed with a phaser cannon that rotates 360 degrees. Blast your way through the meteor shower, then kill as many alien ships as you can.

The joystick rotates the cannon and moves the mother ship. Pushing the stick left rotates the cannon counter-



TURTLES' PLAYFIELD

clockwise. Moving the stick right rotates the ship clockwise. Pushing the joystick forward moves the mother ship in the direction in which the cannon is facing. Pulling the stick back reverses the direction of the phaser cannon 180 degrees. Therefore, in order to move, first point the phaser cannon in the direction you wish to travel, then push the stick forward to send the ship that way.

Button one starts the game for a single player, and button two begins a

SPACE FORCE

two-player game with the arcaders taking turns manning mother ships. Button three fires the phaser. Points are gained according to the size of the meteor destroyed. The largest space rocks are worth only 20 points, but when hit they split into two smaller, more valuable, parts that must also be destroyed. Asteroids come in all sizes and point values down to the smallest, good for 200 points each. Alien attack ships are also valuable score-getters. The large ship is 200 points, but the small one is worth a whopping 1000 points. Arcaders start each game with five mother ships, and a new ship is awarded at each 10,000 points scored.

This is a high-speed game that requires a good deal of coordination. When you first begin, maneuver the ship at slow speed until you gain steering proficiency. Then heat up the action as your skill permits. Pay close attention to the sound effects. The approach of alien ships are signalled by alien cannon fire. This alerts you to be prepared to shoot. Since the small spacecraft is worth 1000 points, you don't want to let it slip past you.

YOU ARE ALWAYS ON TARGET WITH D'S SOUND-TEK

CALL TOLL FREE (800)221-1977

IN NEW YORK (212) 332-5687

3048 AVE. U
B'KLYN, N.Y. 11229

ATARI 5200
194.95
W/SUPER BREAKOUT

PACMAN 34.95
SOCCER 28.95
COUNTERMEASURE 34.95
CENTIPEDE 34.95
GALAXIAN 34.95
FOOTBALL 28.95
DEFENDER 28.95
MISSILE COMMAND 28.95
SPACE INVADERS 28.95
STAR RAIDERS 28.95

ATARI 2600 97.00

MS. PACMAN 25.95
VANGUARD 21.95
PHOENIX 21.95
BERZERK 21.95
REAL SPORTS BASEBALL 21.95
REAL SPORTS FOOTBALL 21.95
REAL SPORTS VOLLEYBALL 21.95
SPACE INVADERS 21.95
SUPER BREAKOUT 22.95

ATARI
400 W/16K 144.95
After Rebate
800 W/48K 469.95
1200 ..... 509.95
after manuf.'s rebate

COMMODORE
64 ..... after rebate 279.95
VIC-20 ..... 99.95
1541 DISK DRIVE 269.95
1525 E PRINTER 299.95
16K 79.95
MODEM 89.95

CENTIPEDE 25.95
GALAXIAN 27.95
SWORD QUEST FIREWORLD 25.95
EARTH 18.95
RAIDERS OF THE LOST ARK 22.95
DEFENDER 18.95
MISSILE COMMAND 18.95
YAR'S REVENGE 18.95
ASTEROIDS 15.95
HAUNTED HOUSE 17.95
DEMONS TO DIAMONDS 17.95

PARKER BROS.
JEDI ARENA 24.95
FROGGER 24.95
G.I. JOE 24.95
EMPIRE STRIKES BACK 24.95
SPIDERMAN 24.95
REACTOR 24.95
JAMES BOND 24.95
HULK 17.95
SUPER COBRA 24.95

IMAGIC
DEMON ATTACK 22.95
DRAGON FIRE 22.95
STAR VOYAGER 22.95
FIRE FIGHTER 17.95
ATLANTIS 22.95
COSMIC ARK 22.95
TRICK SHOT 17.95

ACTIVISION
STAR MASTER 21.95
SEA QUEST 21.95

PITFALL 21.95
SPIDER FIGHTER 21.95
MEGAMANIA 21.95
KABOOM 16.95
RIVER RAID 21.95
CHOPLIFTER 21.95
GRAND PRIX 21.95
CHOPPER COMMAND 21.95

M NETWORK
ASTROBLAST 12.95
LOCK N CHASE 12.95
DARK CAVERN 12.95
SUPER CHALLENGE BASEBALL 12.95
SUPER CHALLANGE FOOTBALL 12.95
SPACE ATTACK 12.95
SOCCER 12.95
AIR RAIDERS 20.95
RACK OF TROR 20.95
TRON DEADLY DISCS 20.95

COLECO FOR ATARI
SMURF 26.50
VENTURE 23.50
ZAXXON 26.50
DONKEY KONG JR 23.50
MOUSE TRAP 23.50
CARNIVAL 23.50
TURBO 26.50
DONKEY KONG 23.50

We carry a full line of Atari Game Cartridges

COMPUTERS

PANASONIC 32K 319.95
COMPUTER TABLE 69.95
12" B/W MONITOR W/ GREEN PHOS. 129.95

FLOPPY DISKS-5¼
SCOTCH 10 FOR 38.00
MAXELL 10 FOR 35.00
STORAGE PACK 2.95

We carry a full line of Computer Software Cartridges
We carry a full line of Commodore VIC 20 games

INTELLIVISION II
AND GET FREE INTELLIVOICE
139.95

INTELLIVOICE 64.00
CHESS 42.00
VECTRON 24.95
BASEBALL 18.50
FOOTBALL 22.50
BASKETBALL 18.50
ADVANCED DUNGEONS AND DRAGONS 28.95
LOCK-N-CHASE 26.95
TRON DEADLY DISCS 22.95
TRON MAZETRON 22.95
ROYAL DEALER 15.00
SPACE SPARTANS (voice) 28.95
BOMB SQUAD (voice) 28.95
B-17 BOMBER (voice) 28.95
TRON SOLAR SAILOR (voice) 28.95
SMURF 28.50

TURBO 30.00
VENTURE 28.50
DONKEY KONG 28.50
ZAXXON 30.00
CARNIVAL 28.50
DONKEY KONG JR. 28.50
MOUSE TRAP 28.50

IMAGIC
DRAGONFIRE 27.00
DEMON ATTACK 25.50
BEAUTY & THE BEAST 29.00
MICRO SURGEON 29.00

ACTIVISION
STAMPEDE 24.00
PITFALL 24.00

We carry a full line of intellivision game cartridges

COLECOVISION
174.95

LADY BUG 27.95
SMURF 27.95
VENTURE 27.95
ZAXXON 42.95
DONKEY KONG JR 28.95
SPACE PANIC 29.95
SPACE FURY 29.95
CARNIVAL 27.95
MOUSETRAP 27.95
COSMIC AVENGER 27.95

EXPANSION MODULE 1 ..... 58.95
EXPANSION MODULE 2 (Turbo) 58.95

We carry a full line of Colecovision Game Cartridges

JOYSTICK
WICO BALL 26.95
WICO STICK 22.95
WICO TRAC-BALL 49.95
POINT MASTER 11.95
ATARI JOYSTICK 8.95
ATARI PADDLES 15.95
WIRELESS JOYSTICK 56.95
ATARI GAME CENTER 28.95
ATARI GAME TABLE 39.95

HAND HELD GAMES
MS. PACMAN 54.95
GALAXIAN 54.95
FROGGER 54.95
NINTENDO DONKEY KONG 28.95
COMPETITION FOOTBALL 24.95
SPEED FREAK RACING 34.95
ARMOR ATTACK 34.95
STAR HAWK 44.95

VIC 20 GAME CARTRIDGES
THE COUNT 29.95
VOODOO CASTLE 29.95
PIRATE COVE 29.95
RADAR RAT RACE 29.95
VIC AVENGER 29.95
JUPITER LANDER 29.95
SUPER ALIEN 29.95
DRAW POKER 29.95

ROAD RACE 29.95
OMEGA RACE 29.95
ADVENTURE LAND 29.95

ATARI 800 SOFTWARE CARTRIDGES
ASTEROIDS 28.75
BASKETBALL 28.75
BLACK JACK 11.25

CAVERNS OF MARS 31.75
CENTIPEDE 35.75
COMPUTER CHESS 28.75
MISSILE COMMAND 28.75
PACMAN 35.75
SPACE INVADERS 28.75
STAR RAIDERS 35.75
SUPER BREAKOUT 28.75
3D TIC-TAC-TOE 28.75

VIDEO EASEL 28.75
EASTERN FRONT (1941) 26.50
MUSIC COMPOSER 35.50
ASSEMBLER EDITOR 48.25
FRENCH 48.25
GERMAN 48.25
ITALIAN 48.25
SPANISH 48.25

BLANK VIDEO TAPES
TDK T-120 ..... 8.45
SONY L-500 ..... 6.25
SONY L-750HG 9.95
SONY L-830 ..... 10.85
MAXELL HGXT-120 ..... 10.45
SCOTCH T-120 ..... 6.99
*AFTER MANUF. REBATE
CASE OF 10 ONLY!

VISA

To order cartridges send cashier check or money order to dept. EG For MASTERCARD / VISA include card #, interbank #, expiration date and signature. Minimum shipping $4.00. Add shipping, handling and insurance. All merchandise brand new 100% factory fresh and guaranteed. For information and inquiries dial (212) 332-5687. To order only dial toll free (800) 221-1977. Cash and carry for walk-in customers. Not responsible for typographical errors.

OUR NEW BABIES.

TAC-2
Totally-Accurate-Controller™

JOYSTICK CONTROLLER FOR ATARI GAME, SEARS TELEGAME, ATARI 400/800, COMMODORE VIC.*

If your joysticks are like most, you can't feel when you have made a move. You only see it on the screen, when it's too late. Suncom has a solution. TAC-2. Totally Accurate Controller — 2 fire buttons.

With its longer shaft, arcade style ball top, and exclusive Suncom internal construction, TAC-2 gives you that extra control...you can feel absolutely, positively, for sure, exactly when you have made a move. And with its 2 fire buttons, TAC-2 is equally fair to left handers and right handers.

TAC-2 comes with Suncom's famous 2 year warranty. And it comes with something else. Totally Accurate Control.

JOY-SENSOR™

TOUCH SENSITIVE JOYSTICK CONTROLLER FOR ATARI GAME, SEARS TELEGAME, ATARI 400/800, COMMODORE VIC.*

Our engineering staff has spent months creating, designing and refining the Joy-Sensor. The digitally simulated joystick controller with no stick, to bring you just the right combination of control and responsiveness. Now, the slightest touch is all that it takes to effect control movements in your game screen. Rock your finger or thumb back and forth, and it seems like Joy-Sensor has read your mind. Moves are executed much faster because there is no stick to move, no resistance to movement.

Your ships will fly across the screen as easily as light flies through space. Your laser gun will fire exactly when you want them to. You will never go back to your old joystick again.

Suncom Incorporated

650E Anthony Trail, Northbrook, IL 60062

StarFighter™ for apple

JOYSTICK CONTROLLER FOR APPLE COMPUTER*

You own an Apple Computer. You probably use it for entertainment and to play games. We think that you deserve a controller that is as up and keeping with new technology as your computer. So we designed one. From scratch. Brand new internally. Starfighter. For Apple.

Starfighter for Apple has many of its Atari-compatible counterpart's exterior physical characteristics. Round-cornered and smooth, it won't fatigue you over those long playing sessions. And internally, its new, advanced design gives you a kind of feel and response during game play that you have never experienced before.

Of course, Starfighter for Apple comes with a 2 year warranty. From your friends at Suncom.

*Products and trademarks of Atari, Sears, Commodore, Apple Computer.

CONSUMER HOTLINE # 1-800-558-0003

HE VIDEO STORE • THE VIDEO STOR

video

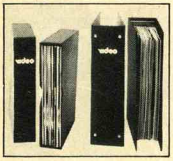
The #1 Magazine of Home Video

Wear it! Tote it!

Let everyone know you're a video enthusiast—wear **VIDEO** T-shirts and carry a **VIDEO** tote bag! The T-shirts, available in men's and women's sizes, are beige with burgundy printing and made of first-quality 100% cotton. The totes are top-quality heavy canvas; they measure 13x15x2 inches and can be used as shoulder bags—perfect for carrying cameras, connectors, anything!

Men's and Women's T-shirts: $7.95 each
Tote Bags: $11.95 each

Store it!



Keep your issues of **VIDEO** safe, protected, yet handy for reference—store them in their own Binders and Library Cases! Rugged and handsome—in a deep blue with gold printing—they each hold 12 issues of **VIDEO** plus the annual **VIDEO BUYER'S GUIDE** (a full year's worth of magazines!)

Library Cases: $5.95 each; three for $17.00
Binders (magazines open flat): $7.50 each; three for $21.75

Mail to: The VIDEO Store
VIDEO Magazine
460 West 34 Street, New York, NY 10001

Name.....

Address.....

City.....State.....Zip.....

Please send me the following:

☐ **VIDEO T-shirts** (Indicate the number of shirts you are ordering in the appropriate boxes under the styles and sizes you want. Note: they run a bit small; please allow for this when ordering.)

MEN'S			WOMEN'S		
M	L	XL	S	M	L

Total Price: $_____

☐ **VIDEO Tote Bags**
Quantity:_____ Total Price: $_____

☐ **VIDEO Library Cases**
Quantity:_____ Total Price: $_____

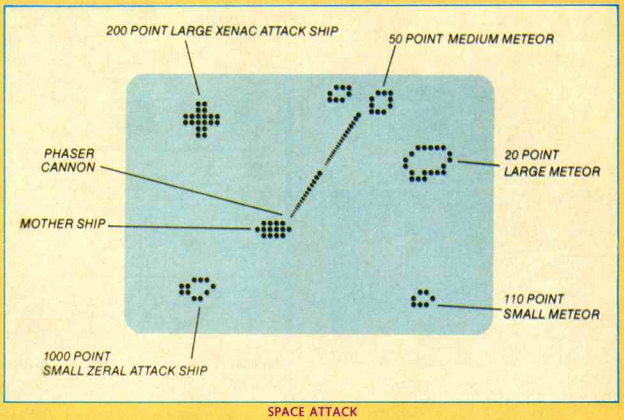
☐ **VIDEO Binders**
Quantity:_____ Total Price: $_____

I have enclosed $_____ for my complete order (check or money order made payable to VIDEO).

For orders mailed outside U.S. add $2.50 additional postage & handling each item. New York State residents add appropriate sales tax. Allow 6-8 weeks for delivery.

This difficult game will challenge all but the most experienced arcade aces. As the pilot of the ship, it's your duty to clear the space lanes of asteroids and then destroy enemy spacecraft, in this classic science fiction shoot-'em-up.

The Adventure Vision cartridges snap into a portal in the front of the game unit. The four titles available are all home versions of exciting action contests straight from the amusement centers. Graphics are created with tiny red points of light. These make up line drawings, and because Adventure Vi-



SPACE ATTACK

YOU'RE NOT GOING TO BELIEVE—

OUR LOW-LOW PRICES ON VIDEO GAMES, CARTRIDGES, COMPUTERS + ACCESSORIES
ATARI ™ • ACTIVISION ™ • APOLLO ™ •
IMAGIC ™ • COLECO ™ • MATTEL ™
PARKER BROTHERS ™ • VIDTEC ™ • BREAKTHROUGH ™
ODYSSEY ™ • & MORE!!!
MOST ORDERS SHIPPED FOLLOWING DAY RECEIVED!!!
SEND 25¢ FOR COMPLETE PRICE LISTS
MAXARON HOME ENTERTAINMENT
22932 VAN DYKE, WARREN, MI 48089
(313) 758-7884
MASTERCARD / VISA
• OPEN 7 DAYS •

MOVING?

Don't risk missing an issue of **ELECTRONIC GAMES.** If you're planning on changing your address, please give us 8 weeks notice. Simply write in your new address below and mail this coupon—ALONG WITH YOUR SUBSCRIPTION MAILING LABEL—to:

Electronic Games
Subscriber Services
P.O. Box 1128, Dover, NJ 07801

(please print)

Name.....

Address.....

City.....State.....Zip.....

sion uses a new and highly sophisticated technology, the company claims that the graphics can be up to 20 times more detailed than possible in any other self-contained game. Thus, programmers can create much more sophisticated and challenging contests than is possible with some other stand-alone units.

There are some definite problems with Adventure Vision. It isn't a good system to take to the beach — you simply wouldn't be able to see the action in daylight. And the shimmer and wavering images just may discourage some arcaders. The flicker is so pronounced that I found it impossible to read the game status display for each cartridge, showing the scores, number of ships (or turtles) remaining, and other game features.

But when you put Adventure Vision in a darkened room, the on-screen action is really something to see. *Defender, Space Force, Turtles* and *Super Cobra* each provide complex graphics, high-skill action, and rousing competition to keep you playing all through the night.

Overall, Adventure Vision has some strong plusses and some daunting minuses.

THIS SPACE CONTRIBUTED BY THE PUBLISHER

LISTEN TO YOUR BODY.

If something's going wrong, it'll tell you.

1. Change in bowel or bladder habits.
2. A sore that does not heal.
3. Unusual bleeding or discharge.
4. Thickening or lump in breast or elsewhere.
5. Indigestion or difficulty in swallowing.
6. Obvious change in wart or mole.
7. Nagging cough or hoarseness.

If you have a warning signal, see your doctor. If it's a false alarm, he'll tell you. If it isn't, you can give him time to help. Don't be afraid. It's what you don't know that can hurt you.

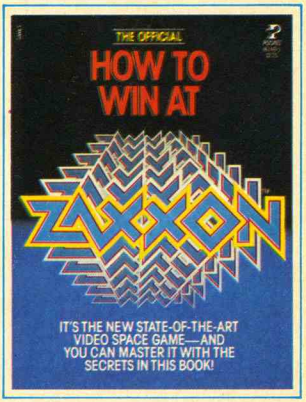
American Cancer Society

HOW TO WIN AT ZAXXON

Pocket Books

Small, booklet-sized publication full of charts and drawings intended to teach you how to play Sega's **Zaxxon.** All the info is here, the drawings are plentiful and they are all in color.

If this still doesn't do it, however, you might want to practice the ColecoVision version at level one for a few weeks.



THE ARCADE TRAY

Cargene Corp./Under $30

They travel under a variety of names — TV trays, tray-tables and snack trays — but they've become as much a staple of American life as the **Pac-Man** gobbler. So it's only fitting that the two should meet, and that they do in this inexpensive set-up for your favorite programmable or computer game system. Call 312-654-8772 if unavailable in stores or write: 50 Bradford Lane, Oakbrook, IL 60521.

"World Leader"

The Video Station

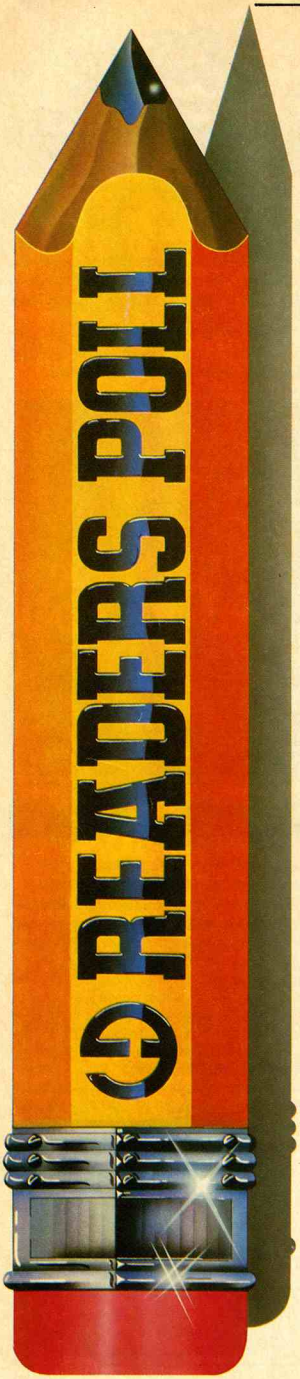
The Original Pioneers of Video Movie Stores

A Video Station Movie Store Lets You Make It On Your Own With Lots Of Help From Us!

NO FRANCHISE OR ROYALTY FEES
PROTECTED TERRITORY
NATIONAL AND REGIONAL ADVERTISING AIDS
COMPLETE PROFESSIONAL TRAINING,
ADVERTISING/PROMOTIONAL MATERIALS,
ONGOING MARKETING/ADVISORY SERVICES

Our fully equipped **Turn-Key Package** is only $34,500. For information on our complete Store Program write or call today.

To: Ed Gallagher, Director of Marketing
THE VIDEO STATION, INC.
1740 Stanford St.
Santa Monica, CA 90404
(213) 453-5535



Interaction between the readers and editors of **Electronic Games** helps make this a better magazine. The more we here at **EG** know about who you are and what you want to read, the better we can satisfy your needs and desires. That's why we run a Reader Poll in every single issue of this magazine. Rest assured that even though we protect the anonymity of every respondent to our survey, the editor personally reads each and every ballot received. And of course, this is also your ballot for casting your vote for the most popular videogames, computer game programs and coin-op arcade machines.

Please return this poll sheet—or a photocopy, if you prefer to keep your **Electronic Games** in perfect condition—to: **Electronic Games**, 460 West 34th Street, 20th Floor, N.Y. 10003.

SEX AND AGE:

☐ Male ☐ Female Age_____

MARITAL STATUS:

☐ Single ☐ Married

HOUSEHOLD INCOME:

☐ Under $5000 ☐ $5000-9999
☐ $10,000- 14,999
☐ $15,000- 19,999
☐ $20,000- 24,999 ☐ $25,000+

NUMBER OF CHILDREN IN HOUSEHOLD:_____

AGES:

☐ Under 2 ☐ 3-5
☐ 6-11 ☐ 12-17

Please check off the equipment which you own or plan to buy within the next 12 months:

	Own	Plan to Buy
Atari VCS	___	___
Intellivision	___	___
ColecoVision	___	___
Odyssey²	___	___
Atari 5200	___	___
Other Videogame System	___	___
VIC-20	___	___
Atari 400/800	___	___
IBM Personal Computer	___	___
Apple II	___	___
Other Microcomputer	___	___
Video Cassette Recorder	___	___
Videodisc Player	___	___
Giant Screen Television	___	___
Stereo System	___	___

How many hours per week do you spend playing various electronic games:

☐ Less than 2 hours ☐ 2-5 hours ☐ 6-10 hours ☐ More than 10 hours

How much do you spend per week on electronic games:

☐ Under $2 ☐ $2-5 ☐ $6-10 ☐ Over $10

How many people, besides yourself will read this issue of Electronic Games:

_____

My favorite videogame cartridges are:

1. _____
2. _____
3. _____

My favorite microcomputer games are:

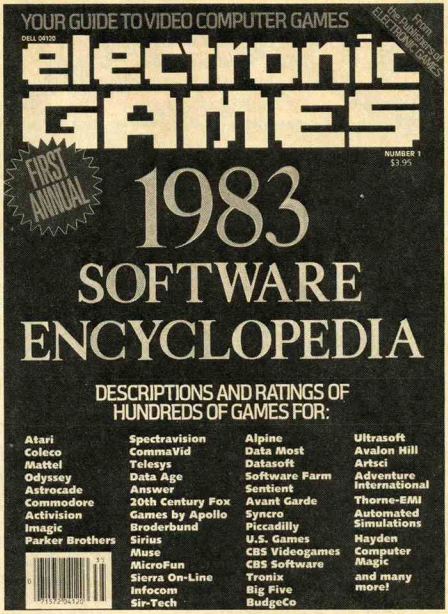
1. _____
2. _____
3. _____

My favorite coin-op games are:

1. _____
2. _____
3. _____

Now Available...
THE ENCYCLOPEDIA YOU'VE BEEN WAITING FOR!

BRAND NEW!



We've got them all! Comprehensive descriptions and ratings, and valuable playing strategy, for close to 500 games! All the major game manufacturers. . .all the major videogame and computer systems. From Asteroids to Zaxxon. . .from Atari to the Vic-20.

This one-of-a-kind catalog tells you exactly what's available for your favorite hobby. Up to the minute. . .and, of course, up to the high standards of ELECTRONIC GAMES Magazine. . .it's a must-have reference guide for all avid arcaders and passionate players.

The ELECTRONIC GAMES 1983 SOFTWARE ENCYCLOPEDIA

gives you

ALL the home videogames
the home computer games

in one handsome, convenient publication designed for easy reference

COMPLETE! 112 Packed Pages!

Pick up your copy from your favorite newsstand or use the coupon below to order by mail.

Mail to:
1983 Software Encyclopedia
ELECTRONIC GAMES Magazine
460 West 34th Street
New York, New York 10001

YES! Send me the ELECTRONIC GAMES 1983 SOFTWARE ENCYCLOPEDIA!
Cost: $3.95 plus $1.00 for postage and handling.

Name _____ (please print)

Address _____

City _____

State _____ Zip _____

_____ **Number of copies ordered**

_____ **Payment enclosed ($3.95 plus $1.00 for postage and handling each).**

Coming Attractions

THE 1984 ARCADE AWARD CONTENDERS

The moment of truth for game designers and manufacturers is at hand. It is time to look over last year's crop of the new videogames, coin-ops, stand-alones and computer games and decide which will cop a coveted Arcade Award trophy, Certificate of Merit or Honorable Mention. **EG's** editors have compiled a profile of the leading contenders in each category, but the best news of all is that you will be able to nominate your favorite games, using the special ballot included in the August issue.

IS RUSS WETMORE A PREPPIE?

The creator of **Preppie** and **Preppie II**, those arcade smashes from Scott Adams, kicks off his guccis, lets his hair down and gives gamers a glimpse of the highly original mind that produced these classic cute games.

THE PLAYERS GUIDE TO RACING GAMES

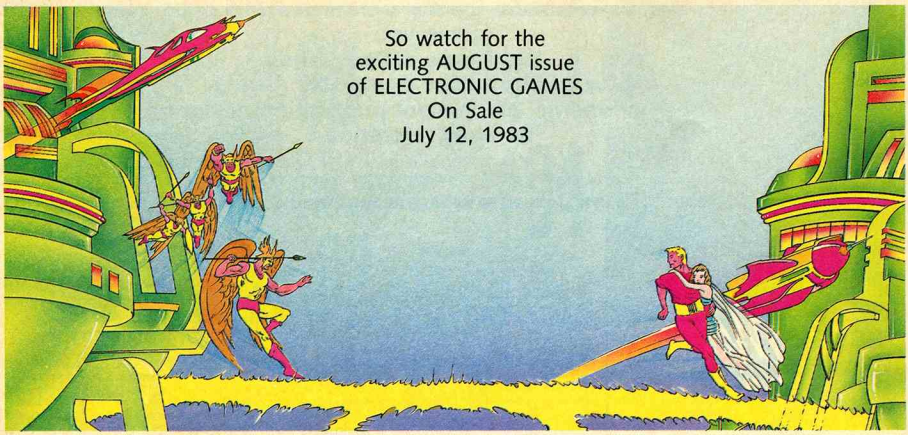
On your mark, get set. . .let's race! Whether you prefer the oval track, road-racing or even the rough-and-tumble of bouncing over the dunes, there are games that put motor sports action right at your fingertips. So take the wheel, floor the gas, and be sure to read this magazine-within-a-magazine study of this popular gaming genre.

THE 'WARGAMES' INTERVIEW

Arcaders across the nation will soon be buzzing over this major motion picture and about what happens when an ordinary computer gamer gets tangled up in a secret government project. The home arcader thinks he's scoring big on a new game, but he may be fighting the next world war. Get the behind-the-scenes story on this forthcoming film next month.

There'll be plenty of other exciting articles and features of interest to arcaders, plus these regular columns:

- ★ Passport to Adventure
- ★ Q&A
- ★ Inside Gaming
- ★ Arcade America
- ★ Computer Gaming
- ★ Programmable Parade
- ★ Switch On!
- ★ New Products
- ★ Test Lab
- ★ Readers Replay
- ★ EG Hotline
- ★ Games Library
- ★ Stand-Alone Scene
- ★ Mini-Arcade Gallery
- ★ Coin-Op Classroom
- ★ Strategy Session
- ★ Insert Coin Here
- ★ Pinball Palace



So watch for the exciting AUGUST issue of ELECTRONIC GAMES On Sale July 12, 1983

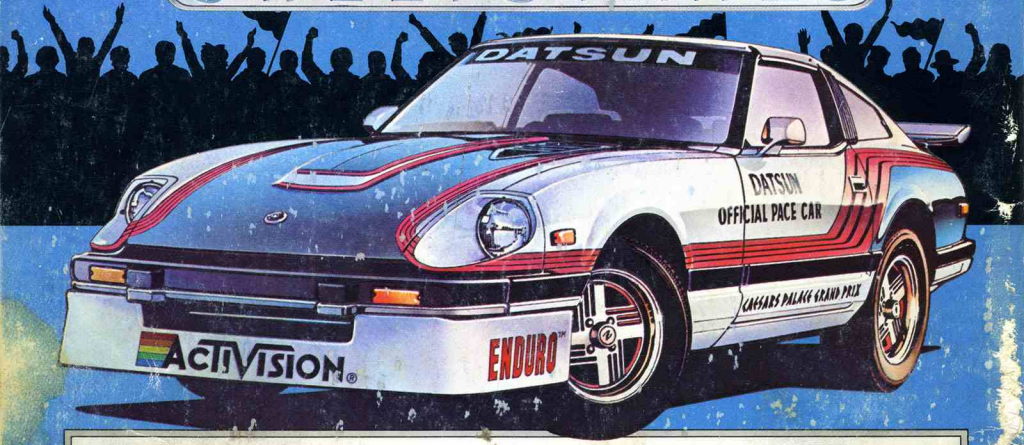
Death in the Caribbean
CONFIDENTIAL
OPEN ONLY IN
CASE OF MY
DEATH
ar cousin:
Alas, for when you read this letter you shall know-
erish the thought-that I have perished! You see, my bar-
ister holds instructions to forward this letter ONLY IN
HE EVENT OF MY UNFORTUNATE DEMISE!
Years ago, during my worldly travels, I chanced upon a
treasure map suggesting huge wealth buried on a little-
known tropic isle. Naturally, I pursued it, forthwith and
to wit, fully suspecting certain unspeakable dangers
inherent to the task. Unfortunately, they proved to be
dangers so vile, so terrible, so incredible, that no human
being should ever be forced to face. Yet, I faced this
force of evil and, as you may realize upon receipt of these
words, have indeed succumbed in the attempt.
Though I may have failed, the challenge is passed along
to you! So accept the torch. Go! Seek it out, to wit and
forthwith. But hark, I warn you-stay alert, be ever on
your guard, and beware for your very life! Because each
step of the way you will face DEATH IN THE CARIBBEAN.
Your loving cousin,
Professor Herman Q. Hemmerdinger
PROFESSOR HERMAN Q. HEMMERDINGER
BS, BA, MS, PH.D., DINERS CLUB, BLUE CROSS
SCIENCE
The Professor fails the test
OBITUARY
PROFESSOR HERMAN Q. HEMMERDINGER
DEATH IN THE CARIBBEAN...
an outdoor adventure game!
micro fun™
entertainment division
of micro lab
2699 Skokie Valley Road, Highland Park, Il. 60035 312-433-7550

ENTER THE ACTIVISION

ENDURO

RACE·FOR·RICHES

SWEEPSTAKES



WIN THIS AWESOME PACE CAR FROM ACTIVISION

GRAND PRIZE

Datsun 280ZX Pace Car and Trip for two to Caesars Palace Grand Prix Weekend (Oct. 8th & 9th)

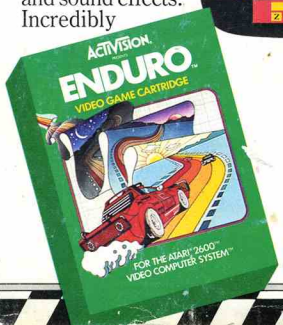
- 2nd Prize: Datsun 200SX Hatchback SL
- 3rd Prizes: 5 Trips for two to Caesars Palace Grand Prix Weekend (Oct. 8th & 9th)
- 4th Prizes: 50 16" Radio-Controlled Cars
- 5th Prizes: 500 Activision Grand Prix™ Video Game Cartridges
- 6th Prizes: 2,000 Datsun Racing Posters

No purchase necessary. Entry forms available at participating Activision dealers. **Hurry! Sweepstakes ends July 15, 1983.**

©1983 Activision, Inc.

A car built for a pro. If you can handle it, maybe you're ready for Enduro™—the spectacular new driving game from Activision.

Enduro. With exhilarating three-dimensional excitement. Spectacular graphics and sound effects. Incredibly responsive controls. And an extra challenge unlike anything you've ever seen: constantly changing road conditions, everything from ice to nighttime fog. Enduro. Designed by Larry Miller for Activision. Once you start, there's no turning back.



SAVE UP TO $10 ON ROAD GAMES

Look for our rebate offer in specially marked boxes of Enduro. And save up to $10 on Grand Prix and Freeway.®

ACTIVISION®

For use with the Atari® 2600™ Video Computer System.™ Atari® 2600™ and Video Computer System™ are trademarks of Atari, Inc. Also for use with Sears Tele-Games® Video Arcade™ Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co. Graphics represented on car pictured may not be that of car awarded.