

PLAYERS GUIDE TO ELECTRONIC FOOTBALL

electronic GAMES

Videogames • Computer Games • Stand-Alone Games • Arcades

DELL 04114

OCTOBER, 1983 • \$2.95

EG'S THIRD ANNUAL VIDEOGAME PREVIEW

THE HOTTEST
GAMES AND
SYSTEMS FOR 1984!

PLAYING IT SMART
WITH EDUCATIONAL
GAMES

IN-DEPTH COVERAGE
OF 'SUPERMAN III'



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Help Bounty Bob pursue the treacherous Yukon Yohan through 11 tricky screens in an old uranium mine. You'll climb ladders, leap from moving platforms, even help Bob swallow T-N-T and load himself into a canon. It's a blast.

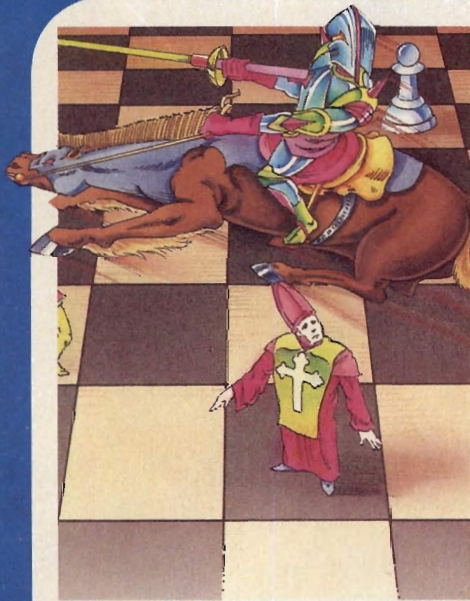
Globe Grabber™
Heavy-weight pinball action comes home. Lights, bells, buzzers, the whole works. Including digital on-screen scoring. Grab Globe Grabber. Then flip your flippers and have yourself a ball.

Scrapper Caper™
Your building's on fire! Bounty Bob to the rescue. Can you guide him through the towering inferno, avoid collapsing stairways, water hazards, plummeting elevators? Will Bob brave the blaze to save beautiful Betty's poodle? Hotdog, what a game!

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FEATURES

EG'S THIRD ANNUAL HOME GAMING PREVIEW

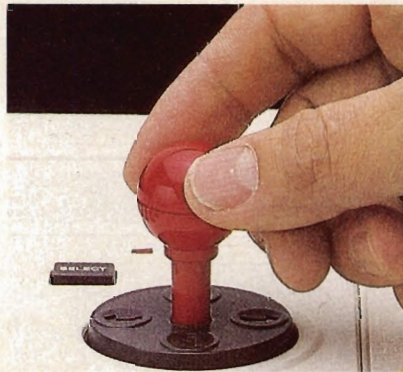
Get a close-up look at what's up and coming in the wonderful world of electronic gaming!

24

44

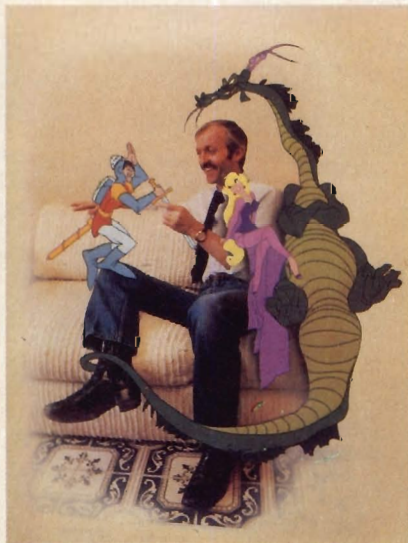
PLAYING IT SMART WITH COMPUTER GAMES

Learning can be fun with these programs which teach while they entertain.



SWITCH ON!	6
HOTLINE.....	8
READERS REPLAY	20
PROGRAMMABLE PARADE	80
COMPUTER GAMING	88

STRATEGY SESSION	102
INSERT COIN HERE	108
TEST LAB	112
Q & A	116
STAND-ALONE SCENE	120
READER POLL.....	125
NEXT ISSUE.....	126



SUPERMAN III UNVEILS THE VIDEOGAME OF THE FUTURE

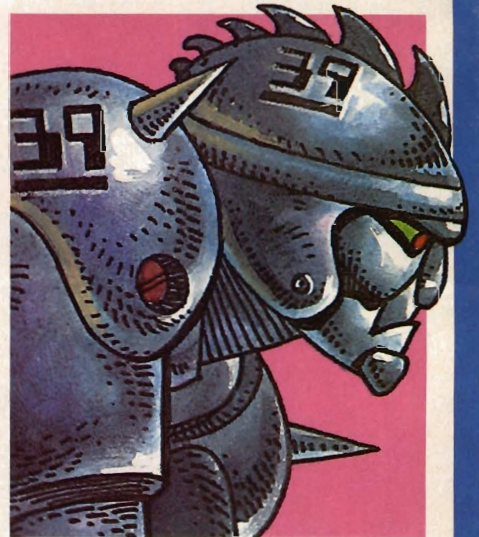
Chris Reeve and Richard Pryor square off in the year's super-epic — and the game they're playing just may be for keeps!

58

71

THE PLAYERS GUIDE TO ELECTRONIC FOOTBALL

Hold that line! Block that kick! It's football season again for fans of electronic sports software.



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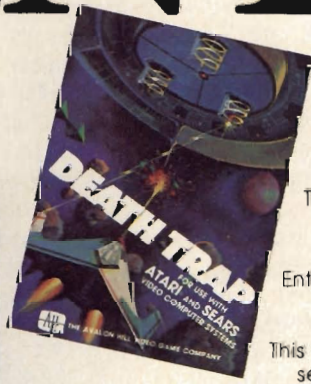
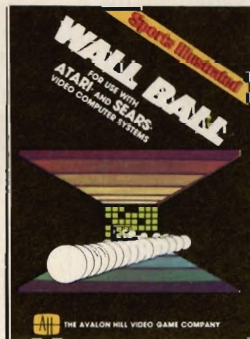
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The most respected name in bookshelf games explodes into the video game market with three hot new titles . . . and more on the way. All compatible with Atari and Sears systems. Unique challenges and strategies that defy boredom.

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The Decline and Fall... of Prices

By ARNIE KATZ

That loud crashing assailing your ears is the sound of retail prices tumbling on electronic gaming hardware and software. The way price tags shrank right after the end of the 1982 holiday season surprised even veteran observers, yet it turned out to be only the harbinger of still deeper cuts.

When consumers start shopping for the items on their 1983 gift lists, they'll find they can buy the system of their dreams for 50% or less of what the same equipment would have cost only a year earlier. Videogames and computers for under \$100 are commonplace today. Even the premium-priced computers like the Apple II are more affordable than they once were.

So, what's going on here, anyway?

It's impossible to deny the effect intense competition has had. Many companies believe that a timely price trim or a hefty rebate is just what the doctor ordered to help their systems carve a viable niche in the marketplace.

Competition has shown manufacturers the wisdom of accepting less of a profit margin, but it would be wrong to assume that these

companies were previously overcharging us. The main reasons behind this year's lower prices are that the components going into the systems have never been cheaper, and that production runs are getting much larger. Both factors act to cut the cost-per-unit, and the volatile retail situation has induced many manufacturers to pass along some or all of the savings.

Computers are only just starting to tap the mammoth audience that futurists expect them to capture by the end of this decade. When manufacturers gear up to turn out millions, rather than thousands, of machines, it will be possible to reduce

production costs through economies-of-scale. The price of tomorrow's more powerful systems ought to be very comparable to what one would pay for a reasonably strong system now.

Lower prices don't just leave all of us more loot to spend on software. Until now, middle and upper class Americans have dominated home arcading, because affluent families have found it lots easier to scrape up the cash to buy a system than the typical blue collar household would.

Yet anyone who visits a family amusement center will be struck immediately by the incredible diversity of the people clustering around the machines. One of the great things about this hobby is that it appeals to people of all ages and from every conceivable walk of life. Many of these arcaders simply couldn't afford a videogame or computer system...until now. Look for a mass influx of such gamers.

When that happens, electronic gaming will truly become a democratic hobby for an egalitarian society. And if you think electronic gaming is booming now — well, you ain't seen nothin' yet!



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Spectravideo's new Quickshot™ III gives you a better handle on Coleco™ Games

With Spectravideo's new Quickshot™ III joystick, you'll really be able "to handle" those challenging Colecovision games... whether it's Coleco's own games or the exciting ones Spectravideo now makes for Colecovision.

Not only is the Quickshot III a big improvement over other Coleco-compatible joysticks, we think it's the most advanced, superbly-crafted joystick controller in the world.

The two buttons (for separate functions) on the grip make one-hand play possible, and this is a real advantage. However, if your trigger fingers tire, you can simply switch to two-hand control by employing the two fire buttons on the controller base. The grip itself is contoured and unbelievably comfortable, and the easy-read Numeric Keypad allows you to select game levels and number of players. The Quickshot III also features self-stabilizing suction cups and a convenient extra long cord.

If you're tired of coming out second best to those tough (but fun) Colecovision games, pick up the Quickshot III. And show 'em who's boss.

- Two sets of Independent fire buttons.
- Special "Easy Read" Numeric Keypad.
- More comfortably designed contoured handle.
- Extra long cord plugs into either Colecovision game machine or Spectra Video's Coleco Game Adapter.
- Built-in suction cups.



SPECTRAVIDEO™

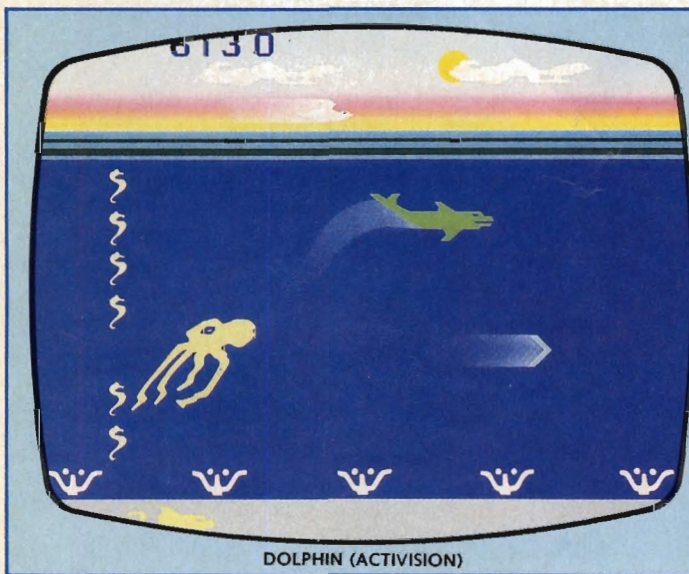
Quickshot™ III

SPECTRAVIDEO INC.
45 SOUTH SERVICE ROAD
PLAINVIEW, NEW YORK 11803



ELECTRONIC GAMES HOTLINE

Dyas



DOLPHIN (ACTIVISION)

DOLPHIN ALERT!

The first videogame that requires arcaders to use their ears comes from Activision game designer, Matt Hubbard.

Dolphin, a single-player undersea chase, features an icky squid that chases a frolicsome dolphin through schools of pretty little sea horses. The gamer guides the on-screen dolphin through small passageways found in a vertical wall of sea horses. Since these gaps appear too late for the player to react visually, he instead must *listen* for the dolphin's sonar echo to alert him

to the approaching gaps' locations — *if* he is to avoid the pursuing squid.

An overhead-flying seagull emits a special sound to signal its passage, so that the dolphin can jump from the waves to touch the bird, and then ultimately catch the squid.

Players sporting good enough ears, concentration and reflexes to master this one are rewarded by a special prize. Only thing is, designer Hubbard doesn't say how *much* you'll have to score to find the egg!

Let us know, readers!

GE RENTS COMPUTERS

If you need, or are in the process of shopping around for, a computer, why not try out an IBM, Apple, Hewlett-Packard or Kaypro on a temporary basis? General Electric is currently renting any of these systems by the week, month or year to the general public.

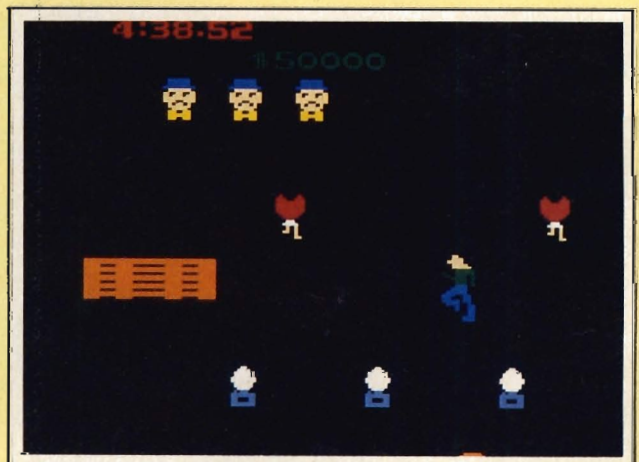
Approximately 20 of GE's 66 service centers, in various major cities throughout the U.S., are participating in the all-new computer rental program. Seven of the centers stock the actual machines, while the other centers offer prospective renters a chance to order the unit of their choice.

DATA AGE FILES CHAPTER 11

Whether you attribute it to a poor selection of games or just plain bad luck, Data Age has been forced to file for Chapter 11.

Even though several games for the Atari 2600 drew *some* positive response from the critics with **Encounter at L-5** and **Airlock**, general reaction to programs like **Bugs** and **Snake** was lukewarm. Later releases, including **Journey's Escape** and **Frankenstein**, were considerably better, although the improvement may have come a bit too late.

All is not lost for the company, however. Data Age is the first home game producer



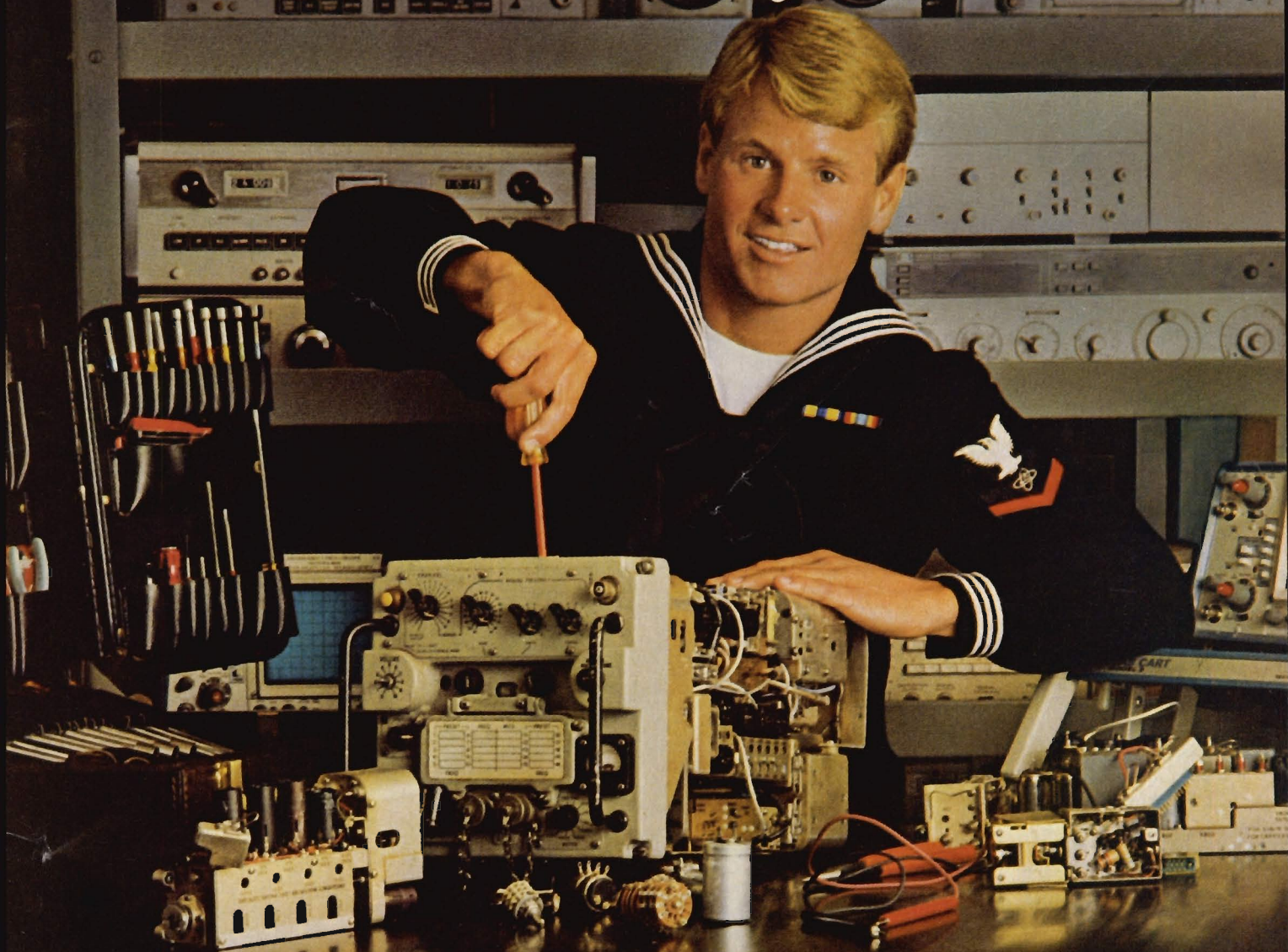
JOURNEY'S ESCAPE

to sell a title (*Journey's Escape*) to a coin-op manufacturer (Midway)!

A firm called Kandy Man

has acquired the rights to sell the remaining inventory of cartridges produced by Data Age prior to its bankruptcy.

New Challenges Are Part Of The Navy Adventure.



Every day as a Navy specialist you encounter new challenges, new tests of your rapidly growing technical skills.

And you're ready.

Because the Navy Adventure begins with first-class training. Training that's tough, demanding, and extensive. Navy classroom training that prepares you to meet the new challenges that are part of today's important technical

skills. Then, practical hands-on experience helps you master the job you chose.

In the Navy you can choose the technical career you want to learn. Pick from today's hottest technologies: micro-electronics, state-of-the-art computers, advanced communications, nuclear power, and more. There are over 60 career areas, 75,000 technical jobs a year. One of

them can be yours.

Along with a high-tech career comes the highest Navy pay ever. Starting pay is over \$550 a month plus housing, food, medical and dental care, special pay for sea duty, and 30 days' vacation earned each year.

Find out more about the new challenges and new rewards you get in today's Navy. Call 800-327-NAVY, toll-free, today.

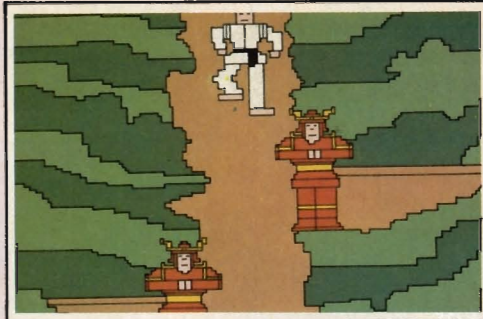
Navy. It's Not Just A Job, It's An Adventure.

K-TEL ENTERS VIDEOGAME FIELD

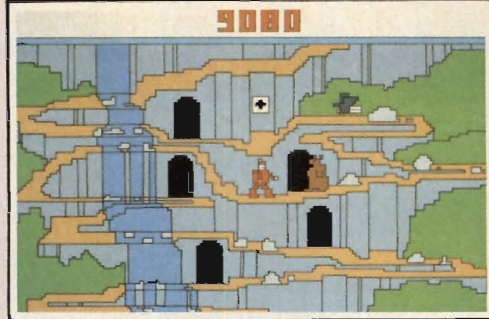
Remember those amazingly grueling K-Tel record commercials you used to see on late night television? You may soon start experiencing a sense of *deja vu* when K-Tel's Xonox subsidiary commences advertising its all-new line of videogame titles.

The main attraction of the Xonox line is its use of a hot new marketing concept called "Double Enders". Reversible cartridges incorporating a completely different 8K game at each end, these two-game packages will be priced the same as, or lower than, most of the standard one-game cartridges currently on the market.

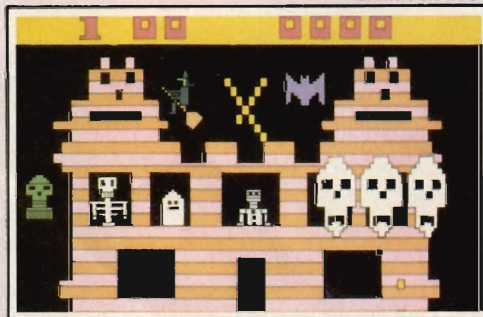
Xonox will offer three different Double Ender titles to start. All of the titles, **Spike's Peak/Ghost Manor**, **Sir Lancelot the Joustier/Robin Hood** and **Hercules vs.**



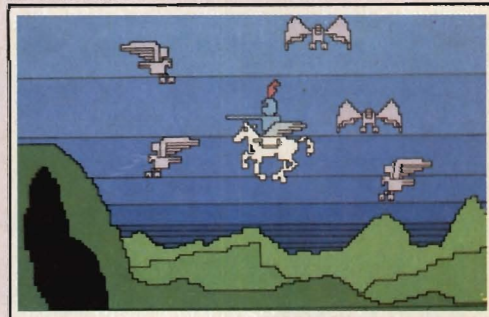
CHUCK NORRIS-SUPERKICKS



SPIKES PEAK



GHOST MANOR



SIR LANCELOT

the Titans/Chuck Norris-Superkicks, are said to feature particularly strong graphics, with many of the contests in-

volving multiple play screens.

The best-known member of the Xonox game designing staff, announced so far, is

probably Stephen Beck, creator of **Save the Whales**, an upcoming entry from Fox Videogames.

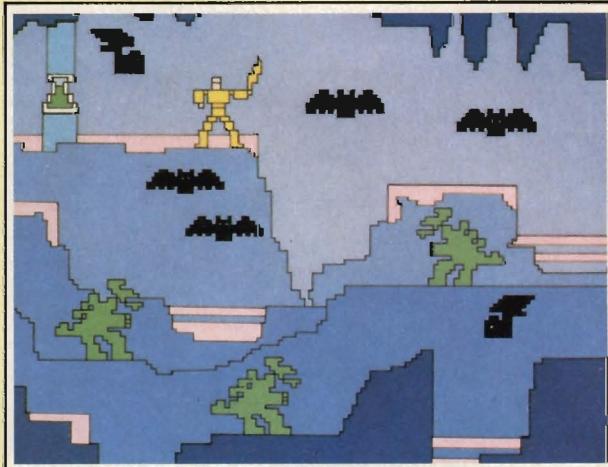
OTTUMWA NAMED VIDEOGAME CAPITAL

Let's see just how good all of you techie-trivia buffs out there really are. Ready? "Where is the videogame capital of the world?" If you guessed Ottumwa, Iowa, better known as the hometown of M*A*S*H's Radar O'Reilly, then you're pretty good.

Governor Terry Branstad proclaimed Ottumwa "the world's hottest videogaming city" in conjunction with the Amusement Game Manufacturer's Association and Atari.

The day of festivities included the state's governor making the presentation to Ottumwa's Mayor, Jerry Parker, and Walter Day, manager of the Twin Galaxies Arcade in Ottumwa, thanking them for "providing a forum for fun family entertainment."

The ceremony was capped by a Videogame Parade, with Iowa Senators Charles Grassley and Roger Jepson, Congressman Jim Leach and **Pac-Man** himself making their appearances.



THUNDARR I (XONOX)

THUNDARR LICENSED FOR HOME GAMES

"Thundarr the Barbarian", the champion of do-gooders from a highly-acclaimed action cartoon series by Ruby Spears, Inc., will be swinging his sword on television once again, this time via videogame cartridges!

Thundarr the Barbarian is an action quest in which Thundarr must search deep catacombs for a vial of potion that is needed to keep Princess Ariel alive, while simultaneously attempting to pro-

tect her from attacks by the Bird People.

"The Invisible Screen" is one of the game's most-touted features. While Thundarr dukes it out on one playfield, events continue on a second screen, although it is temporarily out of the gamer's view.

Xonox plans versions of **Thundarr the Barbarian** for both the Atari 2600 and ColecoVision systems, with the former first on the schedule.

'DARKOVER' COMES TO VIDEOGAMES

The popular series of "Darkover" imaginative novels, created by the highly-esteemed science-fiction author Marion Zimmer Bradley, will be recast in adventure-game form. The author has signed a long-term contract with Roklan of Arlington Heights, IL.

The first title expected for release is **The Spell Sword**, due out sometime during the pre-Christmas season.

"Each game in the series will capture the mystical nature of the Bradley novels," declares Ron Borta, director of the Roklan Computer Technology Group. "We haven't specified the number of games to be produced in all, but our agreement with the author is for seven years. We could well adapt adventure games to all of the 'Darkover' novels in that time."

The **Darkover** adventures are currently planned for release on ROM cartridge for a variety of popular home computer systems, most likely including the Atari family.

BUMP'N'JUMP.™ THE VIDEO GAME FOR PEOPLE WHO SHOULDN'T BE ALLOWED TO DRIVE.



For those of you who spend more time crashing than you do driving, we'd like to introduce Bump'N'Jump. The home video game where it's not just okay to hit the other cars, it's required.



Shown on Intellivision. Game varies by system.

Your job is to crash as many cars as you can without crashing yourself. And to help you do it, you're given some unusual options. Not only can you bump them off the road, you can jump over what you can't bump.

But even with these advantages, you're not on easy street. Because waiting somewhere down the road might be the deadly dump trucks. Or the treacherous tanks. Or the sinister death car.

When you play Bump'N'Jump, you just never know who you'll run into.

Coming soon for Intellivision® and Atari® 2600.

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Bump'N'Jump™
FROM MATTTEL ELECTRONICS®

WILLIAMS' CABARET PINBALL

While cabaret-styled video-games (cocktail tables for two with transposable monitor mounted belly-up in the center and dual controls at each end) have long been a standard in the coin-op world, Williams has just taken the next step forward.

Joust, the smash coin-op (with Atari-produced home versions all ready for shipment), has been "born again" in yet a new format: the first cabaret pinball machine. One

of the most stunningly beautiful pieces of high tech wizardry ever to goggle a gamer's eyeballs, this is one pinball machine that even a videogame purist will have to take a look at and, in all probability, play with another gamer.

Williams has shown a particularly good instinct for pinball translations of their arcade triumphs. Their **Defender** pinball stands a classic example.

JOUST



RIDDLE OF THE SPHINX

COMPTON SOLVES RIDDLE OF THE SPHINX

A 30-year-old resident of Santa Monica, CA, won a cool \$1000 for being the first person in the nation to solve the mystery of **The Riddle of the Sphinx**.

Published by Imagic, the Bob Smith-designed game was finally solved in a manner most gamers wouldn't even have imagined.

"Contest rules dictated that you not only correctly solve

the riddle," says champion Charles Compton, "but also have the most creative and intriguing answer." So, Compton presented his answer to the judges on a 12-ft.-long scroll written in authentic Egyptian hieroglyphics. Luckily for Compton, a long-standing interest in Egyptology helped immensely in the preparation of his winning submission.

Q*BERT

GOTTLIEB CHANGES COMPANY NAME

D. Gottlieb & Co., one of the most widely-respected names in the coin-op business has a new moniker. It's now called Mylstar Electronics.

The original company, founded by pinball visionary David Gottlieb in Chicago in 1927, was purchased by Columbia Pictures in 1976. Their current arcade smash is the videogame **Q*Bert**.

CAVEMAN

ODYSSEY COMPUTES!

Gamers having strong inclinations toward the computer end of the industry will delight over Odyssey's decision to develop an actual computer.

Instead of pinning all its corporate hopes on the previously announced Odyssey², which would have incorporated modem-connect capability, a revamped voice unit,

redesigned joysticks and greatly improved graphics, N.A.P. aborted the project. The firm based this decision on a perception that this unit would have trouble finding a niche.

The first-ever computer from Odyssey, say officials at the Knoxville, TN electronics company, should make its debut during the second half of 1984, and by all accounts, it should be a beaut.

★ 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.

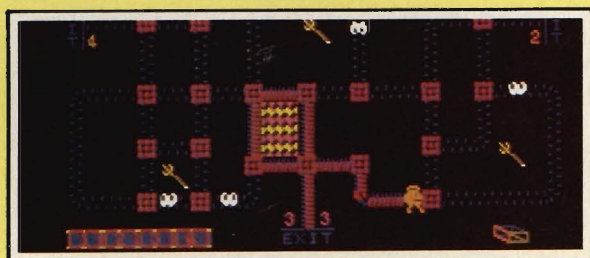
The scores tabulated here reflect the first group of games which the editors of **EG** selected to kick off this continuing compilation of home videogaming records. We'll be adding more games and updating their scores each month, a few at a time, until we're covering most of what's hot.

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
- ★ **Donkey Kong Jr.** (ColecoVision) — Game #1
- ★ **Frogger** (Atari VCS) — Game #1
- ★ **Lady Bug** (ColecoVision) — Game #1
- ★ **Nightstalker** (Intellivision) — Game #1
- ★ **Pac-Man** (Atari VCS) — Game #1
- ★ **Pepper II** (ColecoVision) — Game #1
- ★ **Pick-Axe-Pete** (Odyssey²) — Game #6
- ★ **Pitfall** (Atari VCS) — Game #1
- ★ **River Raid** (Atari VCS) — Game #1
- ★ **Seaquest** (Atari VCS) — Game #1
- ★ **Space Hawk** (Intellivision) — Game #1
- ★ **Tron Deadly Disc** (Intellivision) — Game #1
- ★ **UFO** (Odyssey²) — Game #1
- ★ **Vanguard** (Atari VCS) — Game #1



PEPPER II

THE HONOR ROLL

ATARI 2600

- Asteroids/Atari/Atari VCS/Game #6**
1. **7,096,080** — Ed J. Semrad, Waukesha, WI
- Defender/Atari/Atari VCS/Game #1**
1. **27,881,600** — Ed J. Semrad, Waukesha, WI
- Frogger/Parker Brothers/Atari VCS/Game #1**
1. **7,886** — Eric Wold, Santa Ana, CA
- Pac-Man/Atari/Atari VCS/Game #1**
1. **239,000** — Tom Steinhop, West Germany
- Pitfall/Activision/Atari VCS/Game #1**
1. **114,000** — Ivan Tomek, Montreal, Canada
- Seaquest/Activision/Atari VCS/Game #1**
1. **76,380** — Bonnie Starnes, Randolph, TX
- River Raid/Activision/Atari VCS/Game #1**
1. **127,730** — Dave Gonelli, Leominster, MA
- Vanguard/Atari/Atari VCS/Game #1**
1. **321,170** — Carlos Cedillo, Belleville, NJ

COLECOVISION

- Donkey Kong Junior/Coleco/ColecoVision/Game #1**
1. **999,900** — Ed J. Semrad, Waukesha, WI
- Lady Bug/Coleco/ColecoVision/Game #1**
1. **1,552,680** — Joan Bubluski, Brighton, MA
- Pepper II/Coleco/ColecoVision/Skill #1**
1. **2,670,720** — Scott Preston, Rockford, IL

INTELLIVISION

- Nightstalker/Mattel/Intellivision/Game #1**
1. **995,500** — Robert Benjamin, Towanda, PA
- Space Hawk/Mattel/Intellivision/Game #1**
1. **25,328,380** — Brad Fath, Wooster, OH
- Tron Deadly Disc/Mattel/Intellivision/Game #1**
1. **32,335,500** — Maxime Dumont, Quebec, Canada

ODYSSEY²

- Pick-Axe-Pete/Odyssey/Odyssey²/Game #6**
1. **1,814** — Joseph Lurin, Great Neck, NY
- UFO/Odyssey/Odyssey²/Game #1**
1. **6,136** — Dave Jacksch, Raf Bentwaters, UK

BECOME A IN YOUR OWN

GRAND PRIZE (1):

FUTURISTIC VIDEO ROOM FEATURING:

SONY 50" PROJECTION TV • SONY PORTABLE BETAMAX WITH STAR WARS™ MOVIE •
ATARI 800 COMPUTER WITH DEATH STAR™ BATTLE GAME •
SONY VIDEO CAMERA • STAR WARS™ COIN OPERATED VIDEO GAME.

FIRST PRIZE (2): STAR WARS™ COIN OPERATED VIDEO GAMES

SECOND PRIZE (50): DARTH VADER™ SPEAKER-TELEPHONE

THIRD PRIZE (100): EWOK™ ADVENTURE GAME CARTRIDGE

FOURTH PRIZE (1,000): RETURN OF THE JEDI™ BASEBALL CAP



JEDI MASTER™ VIDEO ROOM

Enter the Death Star™ Battle Home Video Game Sweepstakes.

WIN! OVER 1,150 PRIZES! PARKER BROTHERS

NO PURCHASE REQUIRED. HERE'S ALL YOU DO:

- To enter, complete and mail an official entry blank. Be sure to select which scene comes first in the movie, and which screen comes first in the Home Video Game.
- Enter the sweepstakes as often as you like, but each entry must be mailed separately to:
Death Star Battle Sweepstakes
Post Office Box #621, Lowell, IN 46356
Entries must be received no later than June 30, 1984.
- You may obtain a Free Official Entry Blank by sending a stamped, self-addressed envelope to Death Star Battle Sweepstakes, P.O. Box #575, Lowell, IN 46356. The correct answers to which scene and screen comes first may be obtained by sending a stamped, self-addressed envelope to this same address, marked "CORRECT ANSWERS" in the lower right hand corner of the envelope. Residents of Washington State need not stamp their return envelope.
- Winners will be selected in random drawings from among all correct entries received by VENTURA ASSOCIATES, INC., an independent judging organization whose decisions are final. The odds of winning are determined by the total number of entries received.
- One major prize to a family. No substitution for prizes as offered, except as may be necessary due to availability. Taxes are the responsibility of winners.
- Sweepstakes open to residents of the United States. Employees and families of Parker Brothers, their advertising and production agencies, VENTURA ASSOCIATES, INC., Lucasfilm Ltd. (LFL) and suppliers of prizes are not eligible. Void where prohibited by law. All federal, state and local regulations apply. Winners will be asked to sign an affidavit of eligibility and their names and likenesses may be used for publicity purposes.
- For a list of major prize winners, send a self-addressed, stamped envelope to: Death Star Battle Sweepstakes Winners List, P.O. Box #783, Lowell, IN 46356.



OFFICIAL ENTRY FORM

DEATH STAR™ BATTLE SWEEPSTAKES

BECOME A JEDI MASTER™ IN YOUR OWN VIDEO ROOM

EASY AS A-B-C TO PLAY AND WIN!

A Check the scene that appears first in the movie Star Wars: Return of the Jedi.™

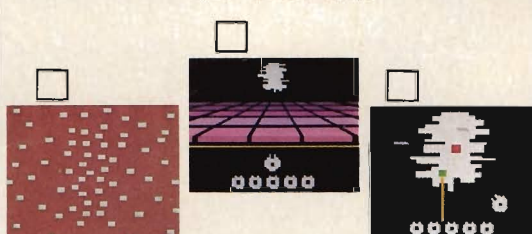
B Check the screen that appears first in the Parker Brothers' DEATH STAR™ Battle Video Game.

C Fill in your name and address below and mail your entry to: Death Star™ Battle Sweepstakes, P.O. Box #621, Lowell, Indiana 46356.

MOVIE



VIDEO GAME



NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

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)

C.R. Ricardo
Miami, FL
Record: 60,506,300

Centipede (Atari)

Darren Olson
Calgary, Canada
Record: 15,207,353

Donkey Kong Jr. (Nintendo)

John Connolly
Aberdeen, MD
Record: 3,963,200

Ms. Pac-Man (Midway)

Brian Burknep
Berwyn, IL
Record: 443,310

Super Pac-Man (Midway)

Jeff Yee
San Francisco, CA
Record: 5,533,990

Dig-Dug (Atari)

Art Solis, Jr.
Hollywood, CA
Record: 9,999,990

Donkey Kong (Nintendo)

Steven Jeffe
Rockville, MD
Record: 14,271,000

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)

Dave Perlmutter
Brooklyn, NY
Record: 78,425,450

Robotron (Williams)

Eric Edwards
Milford, MI
Record: 386,967,400

Tempest (Atari)

Lance Layson
Calhoun, GA
Record: 5,084,247

Vanguard (Centuri)

Guillermo Toro
Caba Rojo, PR
Record: 2,238,220

Wizard of Wor (Midway)

Terry Prince
Roseland, NJ
Record: 839,450

Zaxxon (Sega/Gremlin)

Seth Moore
Yellow Springs, OH
Record: 3,281,000

Tron (Midway)

Gary Pontius
Cedar Rapids, IA
Record: 8,234,553

Solar Fox (Midway)

Ed Zywasco
Beverly, MA
Record: 5,108,720

Kick-Man (Midway)

Shane Fagan
St. Barry, IL
Record: 35,554,695

Kangaroo (Atari)

Chris Andersen
Port Coquitlam, Canada
Record: 610,200

Looping (Venture Line)

Craig Johnson
Juneau, AK
Record: 2,458,770

Joust (Williams)

Rick Linden
Northbrook, IL
Record: 83,000,000

Eyes (Rock-Ola)

Craig Seitz
Cuba, MO
Record: 4,663,820

Tutankham (Stern)

Lars Lind
Greenfield, MA
Record: 272,200

Burgertime (Midway)

Jim Liebler
Clarendon Hills, IL
Record: 4,206,350

Q*Bert (Gottlieb)

Terry Mann
Eagle Point, OR
Record: 15,171,835

Lady Bug (Universal)

Jon Morgan
Jacksonville, FL
Record: 288,890

Wild Western (Taito)

Neal Parsons
Ontario, Canada
Record: 957,300

Sub Roc 3-D (Sega/Gremlin)

Stefan Libero
Beaumont, TX
Record: 465,900

Megattack (Centuri)

Jay Rector
Crawfordsville, IN
Record: 1,007,416

Space Dungeon (Taito)

Shannon Sharp
Aurora, CO
Record: 2,251,455

Mouse Trap (Exidy)

Dwight Love
Alberta, Canada
Record: 35,069,980

Xevious (Atari)

Dave Penk
Union, NJ
Record: 134,950

Popeye (Nintendo)

Lance Layson
Calhoun, GA
Record: 2,576,350

Star Trek (Sega)

Steve Zammar
Littleton, CO
Record: 105,625

Bump 'N' Jump (Midway)

Dave Zicherman
Morgantown, VA
Record: 949,228



***“All you’ve got to do is go a little higher,
a little faster and a little farther
than you’ve ever gone before.”***

Bruce Jenner, OLYMPIC DECATHLON GOLD MEDALIST

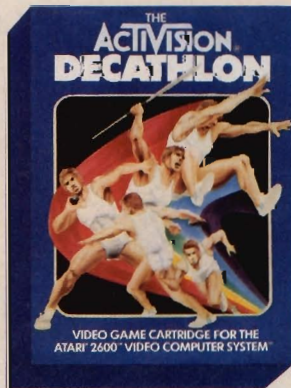
In The Activision Decathlon, designed by David Crane, you hit the screen running.

The moment you grab the joystick your heart races and so do you—running, jumping, vaulting and hurling like never before, through all ten decathlon events.

Amidst the pageantry of a colorful arena, you’ll control incredibly realistic athletic motion. But whether you’re going against your own record or up to three other athletes, you’ll need all the speed and reflexes you’ve got to earn the gold.

The Activision Decathlon. If you’re ready to give it everything you’ve got and more, let the games begin.

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ACTIVISION
We put you in the game.

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MB PRODUCES TALKIE GAMES

Milton Bradley plans to produce a plug-in device for the Atari 2600 and 5200 programmable videogame systems, which recognizes and synthesizes speech.

The attachment comes with a headset and a microphone and allows home arcaders to play games utilizing up to a dozen selected words, instead of employing conventional order-entry devices such as paddles and/or joysticks. The add-on is expected to hit the shelves by Christmas, retailing for about \$50.

Milton Bradley also intends to market 18 games for use with the device. Some will be games developed by Atari for which MB will provide speech recognition as an extra enhancement.

RULING SLICES THE PINEAPPLE

U.S. District Judge Irving Hill has issued a preliminary injunction against a company called Formula International, terminating the firm's distribution of an Apple II work-alike, dubbed the Pineapple.

Specifically, Judge Hill has prohibited the Formula group from copying any Apple software programs, whether contained in the memory of the computer or on disk, tape or cartridge.

Apple previously filed the suit against Formula International last September, although 600 Pineapple kits imported from Hong Kong had already been sold.

Even though Formula International is appealing the decision, which means there'll be a lot more haggling over the ruling, the basis on which Judge Hill granted the injunction may very well throw a wrench into some companies' plans to make work-alike hardware systems, by protecting the operating systems of the originals.

"It is definitely a landmark decision," states Dan Wenden, Apple's associate counsel.

E.G. READERS PICK THEIR FAVORITE GAMES

Most Popular Videogame Cartridges

Position		Times	Game	System	Manufacturer
This Month	Last Month	on List			
1	3	11	Donkey Kong	ColecoVision	Coleco
2	9	7	River Raid	Atari 2600	Activision
3	—	6	Advanced Dungeons & Dragons	Intellivision	Mattel
4	2	7	Lady Bug	ColecoVision	Coleco
5	4	11	Pitfall	Atari 2600	Activision
6	1	3	Donkey Kong Jr.	ColecoVision	Coleco
7	6	2	Pac-Man	Atari 5200	Atari
8	NEW	NEW	Keystone Kapers	Atari 2600	Activision
9	—	3	Centipede	Atari 5200	Atari
10	5	3	Ms. Pac-Man	Atari 2600	Atari
11	—	4	Megamania	Atari 2600	Activision
12	14	2	Centipede	Atari 2600	Atari
13	11	11	Venture	ColecoVision	Coleco
14	7	10	Zaxxon	ColecoVision	Coleco
15	15	11	Frogger	Atari 2600	Parker Brothers

Most Popular Computer Games

Position		Times	Game	System	Manufacturer
This Month	Last Month	on List			
1	1	18	Star Raiders	AT 4-8-1200	Atari
2	2	16	Pac-Man	AT 4-8-1200	Atari
3	2	11	Centipede	AT 4-8-1200	Atari
4	7	5	Miner 2049er	AT 4-8-1200, Apple II	Big Five/MicroFun
5	8	17	Castle Wolfenstein	AT 4-8-1200, Apple II	Muse Software
6	4	8	Choplifter!	AT 4-8-1200, Apple II, VIC-20	Broderbund
7	—	2	Defender	AT 4-8-1200	Atari
8	NEW	NEW	Ft. Apocalypse	AT 4-8-1200	Synapse
9	6	3	Astro Chase	AT 4-9-1200	Atari
10	5	2	Preppie!	AT 4-8-1200	Adventure Int'l.

Most Popular Coin-Op Videogames

Position		Times	Game	Manufacturer
This Month	Last Month	On List		
1	1	2	Pole Position	Atari
2	5	12	Donkey Kong	Nintendo
3	3	8	Joust	Williams
4	7	12	Dig-Dug	Atari
5	4	2	Q*Bert	Gottlieb
6	NEW	NEW	Burger Time	Data East/Bally
7	8	13	Zaxxon	Sega
8	10	13	Tron	Bally
9	—	14	Tempest	Atari
10	—	10	Centipede	Atari

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 upon more than 1000 Reader Polls. We update the "picked hits" lists in every issue of **Electronic Games**.

So send in your votes!



Miner
2049er™

ATARI 2600
TIGERVISION™

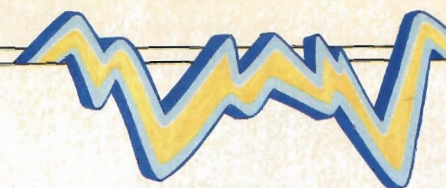

"Help Bounty Bob™ mine an abandoned uranium mine loaded with radioactive waste, deadly mutant organisms and perform many dangerous tasks on **three different** play fields."

TIGERVISION™


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

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Electronic Games
460 West 34th Street
New York, N.Y. 10001



Readers Replay

CREDIT WHERE CREDIT IS DUE

In your May issue, on page 21, you wrote that Activision had a game called *Krazy Kapers*. The actual name is *Keystone Kapers*. You also credited



DEMON ATTACK

Demon Attack and *Atlantis* to Tigervision. *Demon Attack* and *Atlantis* are both made by Imagic.

Tom Schaefer
Greendale, WI

Ed: We couldn't have said it better ourselves. Thanks for writing.

SUPERGAMES AND THE COLECOVISION

I'm a proud owner of the ColecoVision system and am inquiring about the third expansion module. In your "Preview '83", you said it would in-



GORF (COLECOVISION)

clude *Super Donkey Kong*. However, an advertisement on pages 58-59 says it will include *Gorf* and *Buck Rogers*. Which ones, guys?! Also, will this *Super Donkey Kong* make my old cartridge obsolete? Will they produce *Super Donkey Kong Junior* and *Super Venture*? Would Coleco do this to yours truly?

Stavros Varellas
Address unknown

Ed: To answer your first question,

who already own a ColecoVision can buy a plug-in Adam module, which will play the company's entire line of Supergames, as well as performing other computer functions.

ATARI GAMES FOR COLECOVISION AND INTELLIVISION?

I was shocked to hear about Atari's attempts to induce wholesale distributors of its videogames into not selling



ADAM COMPUTER

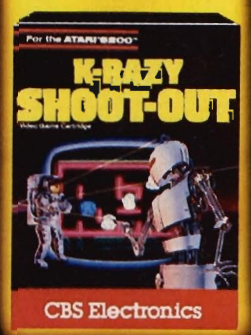
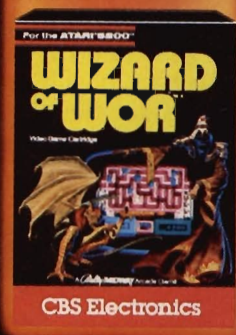
when Coleco announced the supergame module, it was to be packaged with *Super Donkey Kong*. Soon afterwards, the company decided to include *Gorf* and *Buck Rogers* instead. But Coleco's plans have changed again.

Coleco will be going full steam ahead with the Adam, an 80K computer that comes complete with keyboard, built-in word processing, letter-quality daisy wheel printer, and a new type of data drive known as a digital data pack drive. Gamers

any competing brands. I don't blame Parker Brothers for suing. Atari shouldn't monopolize the industry, and all it's doing is making many loyal Atari fans angry.

I wish Atari would make versions of its great games for other major game systems like the ColecoVision and Intellivision. What owner of a non-Atari system hasn't dreamed of being able to play the Atari classics on their own game machines? I think Atari, being number one, has an obligation to its customers to put out a superior prod-

Introducing five ways to make your Atari® 5200™ more exciting.



CBS Electronics is now the source of a big variety of exciting games never before available on the Atari® 5200™. Now you can really plug into the excitement five different ways... each one a thrilling test of your skill and concentration.

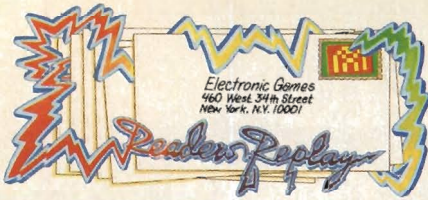
There's popular arcade games like Bally/Midway's GORF™—where you must muster all your strength to defend against flying Gorf's, deadly Droids, Kamikaze Invaders, Laser Attackers and Neutronium Ships. WIZARD OF WOR™—you must outwit and outshoot the sinister Wizard in the dreaded dungeons of Wor. And BLUEPRINT™—which lets you try to prove that chivalry is not dead. Only you have the blueprint for the machine that can stop mean Ollie Ogre and save fair Daisy Damsel.

Plus there's K-RAZY SHOOT-OUT™—*Electronic Games Magazine's* Computer Game of the Year. It's an incredibly fast-paced test of your marksmanship against alien Droids. And there's MOUNTAIN KING™—an ever-exciting journey through diamond-laden caverns in search of the elusive Flame Spirit... the mystical key that unlocks the Temple Chamber which holds the Golden Crown.

It's five great ways to add to your Atari 5200 video game selection. So check out the video games from CBS Electronics. And discover how much more exciting your Atari 5200 just became.

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CBS Electronics
Where the excitement
never ends.



uct and to please as many customers as possible. Besides, if they went multi-system, they'd make more money! I hope Atari is considering this.

Jeff Silva
Tacoma, WA

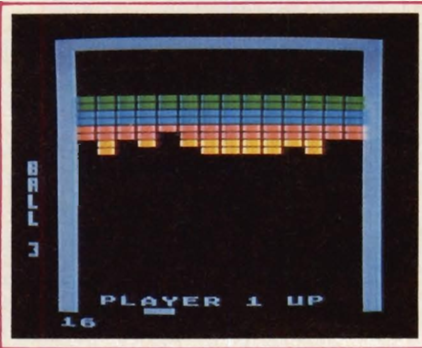
THE INVISIBLE MAZE

Here's one for home gamers who are tired of the same old maze and dot games. How about invisible mazes and dots? By adjusting the brightness and contrast on your television till you see only your gobble and the ghosts, villains or monsters, you can revitalize your old games and make them seem new again.

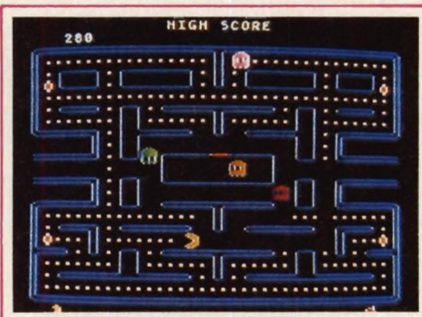
Derek Parker
Detroit, MI

SOFTWARE ENCYCLOPEDIA UPDATE

About the first edition of EG's **Software Encyclopedia**: In the Atari 400-800 section, why are all the games labeled "16K disk, 48K disk", etc.? I own the system, and games such as **Pac-Man**, **Super Breakout**, **Asteroids**,



SUPER BREAKOUT



PAC-MAN

Centipede, **Gorf**, and **Miner 2049er** are all cartridges. Not everybody can afford a disk drive!

Marc Marino
Malden, MA

Ed: Right you are, Marc. The games you mentioned are all available on cartridges, as are many 16K games for Atari computers. Those 16K games that aren't, are generally available on cassette. We'll correct the error in future editions of the **EG Software Encyclopedia**, as well as cover even more games for every major computer and videogame system.

CONQUERING XEVIOUS

I've found a few secrets in Atari's coin-op game, **Xevious**, that I'd like to share with your readers.

The Cynidals, which are those hexagonal buildings that grow out of the ground, are underneath the targeting cross when it flashes red, and there are no other ground targets there. You can make them grow by shooting the spot with the blaster, which will net you 2000 points.

There are little yellow flags with red "S" 's on them. When you fly your Solvalou over them, you get an extra ship.

Eddie Wyatt
Address unknown

COLECOVISION'S NEW CONTROLLERS

I own a ColecoVision and have been constantly frustrated by the controllers. I saw an ad for the new Coleco Super Action Controllers in your May issue. Are they good controllers? Will they be compatible with all ColecoVision games?

Also, is it possible to get the December 1982 issue of your magazine?

Kenny Takenaka
Lovelock, NV

Ed: *The Super Action Controllers aren't yet available for play-testing as this issue goes to press, but rest assured that as soon as the new controller comes out, you'll hear all about it in EG. Because it has both a keypad and a joystick, plus multiple firing buttons, it should be compatible with everything Coleco puts out. Keep a watch for our new controller review column, "In Control". It starts next month, and it may help you find the controller that's just right for your purposes.*

As to your second question. . . Back issues of **Electronic Games** can be obtained by filling out the order form found towards the back of the magazine, near the Reader Poll. If you missed an issue, this is your chance to catch up on the facts.

So be there or be square!

Sirius Is GIVING AWAY Over \$35,000.00 In VIDEO GAMES!!!

You Can Win A Sirius Game
OF YOUR CHOICE!

Correctly answer the questions below to qualify for the
FREE GAME DRAWING.

Enter all of the
Grud Quizzes and qualify for
all 20 drawings!

GRUD QUIZ #5: REPTON

1. What is the Saucer penalty?
2. What does "ALERT" signify?
3. How many ships do you start the game with?
4. How many Bricks does it take to complete the enemy base?

TO ENTER:

Just send a postcard or 3 x 5 piece of paper to Sirius containing the following information:

1. Your name and address
2. The Grud Quiz number and your four answers

RULES:

1. All entries must be handwritten and individually mailed.
2. All entries must be postmarked by midnight, February 29, 1984.
3. Only one prize per person per quiz is permitted.

1,000 WINNERS!

If **ALL** of your answers are correct you will qualify for that Grud Quiz drawing. 50 winners per quiz will be randomly chosen and notified by mail on or before March 31, 1984. Each winner will receive a complete Sirius catalogue listing from which they can select the game or games of their choice.

LOOK FOR MORE GRUD QUIZZES in the Oct., Nov., and Dec. issues of your favorite computer magazines or at participating software retailers.

**ALL CONTESTANTS WILL RECEIVE A
FREE FULL COLOR SIRIUS COMIC
CATALOGUE**

Sirius™ 

Sirius Software, Inc.
10364 Rockingham Drive
Sacramento, CA 95827

(VOID WHERE PROHIBITED BY LAW)



REPTON™

<p>IT ALL STARTED WHEN I GOT A CALL FROM THE COMMANDER. HE SAID "THIS IS URGENT! THE QUARRIORS HAVE ATTACKED REPTON!"</p>	<p>SOON THE SKIES WERE ALIVE WITH ENEMY SHIPS. I FOUND MYSELF DIRECTLY OVER THE QUARRIORS BASE, MISSILES SHOOTING AT ME, A KILLER DYNE BEAM RIGHT OVER MY HEAD... IN SITUATIONS LIKE THIS, I DEPEND ON MY NUKE BOMBS</p>	
<p>AS I PATROLLED THE SKIES OF REPTON, I CAME ACROSS A MINE LAYER LITTERING MY PATH WITH MINES...</p>	<p>"ALERT" FLASHED ACROSS MY RADAR SCREEN, I HAD TO FIND THAT DRAYN FAST BEFORE HE STOLE ANY MORE PRECIOUS POWER</p>	<p>THEN I SAW A NOVA CRUISER, I SPED AHEAD TO DESTROY HIM. I WAS SMART, AS SOON AS I SHOT, UP WENT MY FORCE SHIELD.</p>
<p>DESPITE MY GALLANT EFFORTS, REPTON'S POWER HAD BEEN DRAINED... I FOUND MYSELF FACED WITH CODE ARMAGEDDON!</p>	<p>IN THE QUARRIORS UNDERGROUND CITY, I VOWED TO CONTINUE TO FIGHT FOR REPTON! I MADE MY WAY TO THE TOWER...</p>	<p>FIVE SHOTS, DIRECT HITS! NEEDLESS TO SAY I SAVED REPTON AND LIVED TO TELL ABOUT IT. NO WONDER I'M... CAPTAIN STAR!!</p>

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

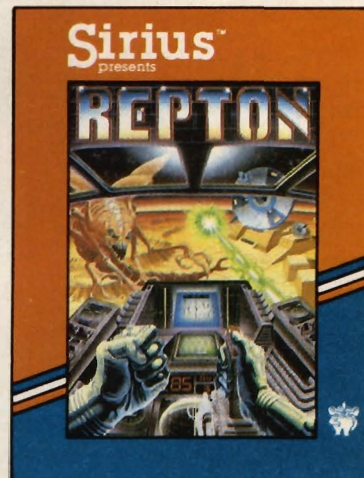
Atari 800, 1200 and Commodore 64 versions programmed by Dan Thompson. Apple version programmed by Andy Kaluzniacki. Package, program and audio visual © 1982 Sirius Software, Inc. All rights reserved.

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Atari 800 & 1200 Disk
Commodore 64 Disk
Apple II, II+ & IIe
Disk

Game design by Dan Thompson and Andy Kaluzniacki



3rd ANNUAL

Here's What's Heading Our Way This Holiday Season

By THE EDITORS OF ELECTRONIC GAMES

"More is less" perfectly describes the electronic gaming outlook for this coming fall and winter. Though this little phrase sometimes carries the negative connotations of belt-tightening and making do with less, "more is less" has a purely positive meaning when applied to home arcading.

"More" stands for the greater-than-ever number of outstanding new products which manufacturers plan to rush to market during the cold weather months. "Less", on the other hand, refers to the lower retail prices which consumers can expect to pay for most of this top-quality merchandise.

The hobby of electronic gaming has never been more affordable for the average American. Intense competitive pressures and cost-cutting made possible by numerous technological advances are combining to knock down the prices on just about everything a home arcader could desire.

Game-oriented computers, which sold for as much as \$1,000 shortly after Christmas 1982, are mostly below \$300 today. Videogamers can buy cartridges for several dollars less apiece than formerly, while computerists are reveling in price-slashes of up to \$20 per disk compared to last year.

The new, lower price-scale is further widening the appeal of the world's fastest-growing hobby. Many families

which previously did all their playing in the commercial game parlors can now afford to purchase a home arcade system. So even as many families go shopping for their first computer, many others are finally ready to plunk down some folding green for a programmable videogame system.

The continuing expansion of the electronic gaming audience is as good for gamers as it is for the manufacturers which will reap greater profits as a result of higher sales volume.

As recently as two or three years ago, electronic gamers might well

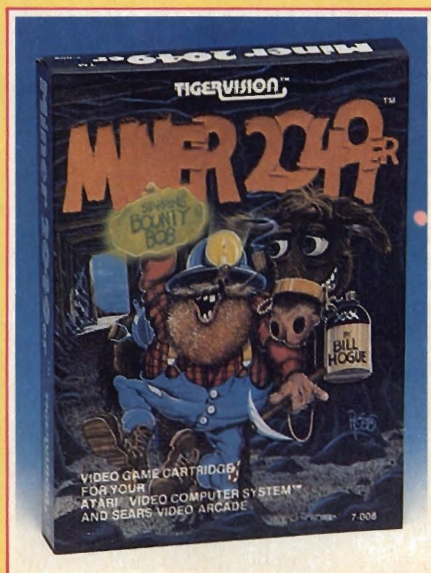
have asked: "Is there anything new worth buying?" These days, a better question would be: "What new product should I buy first?" There really are that many attractive choices. L-o-o-o-o-o-o-o-o-o-o shopping lists will be the rule rather than the exception this winter.

The most important trend, apart from lower retail prices, is the development of a kissing-close relationship between the fields of videogaming and computer gaming. Companies that once only manufactured videogame cartridges are jumping into the design of computer game software, while several well-known publishers of disks are learning that the videogame cartridge category can generate substantial profits.

The realization has dawned that essentially the same type of person is interested in both sorts of games. Studies have demonstrated that the buyer of a videogame system is one of the likeliest customers for a new game-oriented computer a year or so down the road.

Standardization of hardware and software formats appears no closer today than it did a year ago, but things have improved in one respect. The practice of publishing games in multiple editions is making gamers feel much less isolated from fellow hobbyists who happen to own other systems.

Universality has always been one of the greatest strengths of coin-op gaming. A player in Los Angeles has the same games available, essentially, as the arcade-goer in New York City. The same was hardly true on the home front until this year. It's no longer un-



MINER 2049er

HOME GAMING PREVIEW

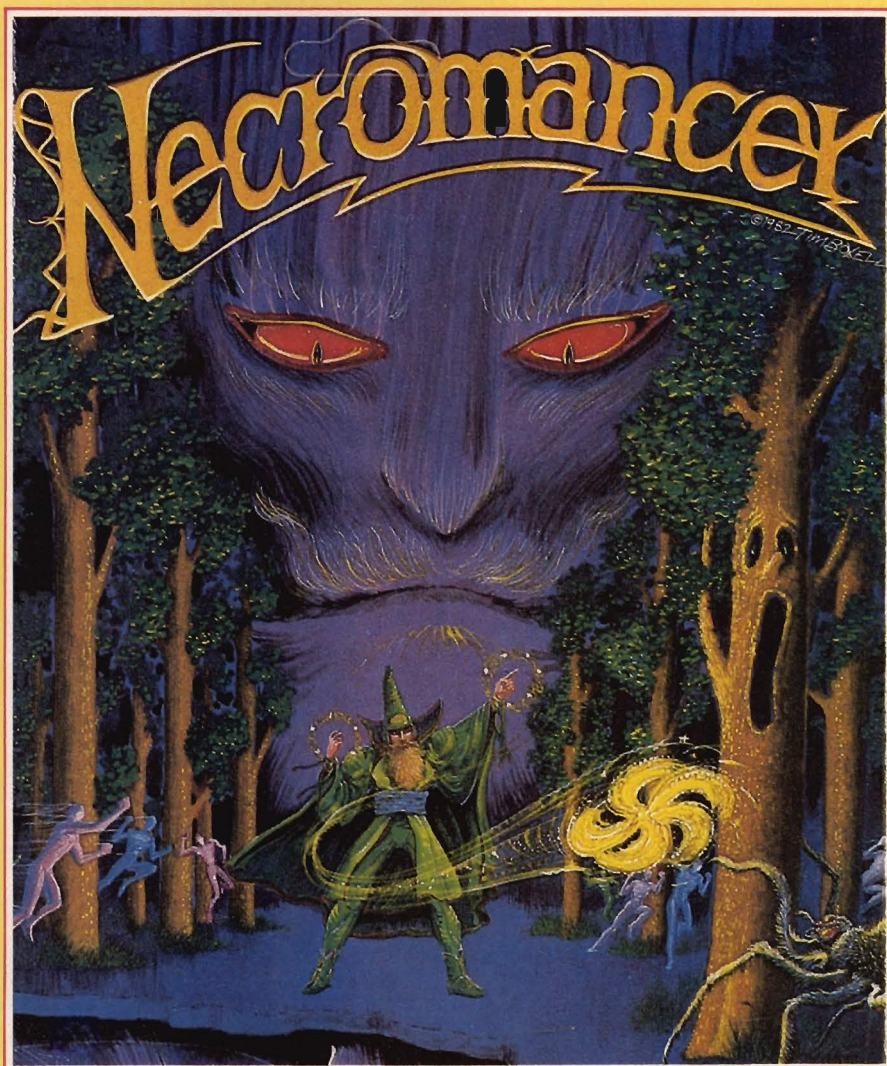
usual for a software publisher to issue a new title in versions for every system from the Atari 2600 to the IBM Personal Computer.

The most striking example of this is the field-spanning licensing drive for Bill Hogue's *Miner 2049er*. Though the game does play a little differently from system to system, the similarities easily outweigh the departures from the original concept. That is, Atari 800 and Apple II owners can discuss the intricacies of *Miner* strategy and find enough common ground to make the conversation useful to both.

Action games are still far and away the most popular type, but the leading edge software producers are eagerly searching for new worlds to conquer. Adventures, sports simulations and electronic strategy contests are becoming more numerous. Some outfits, like Synapse Software, are blending elements of the arcade game and the adventure to produce a hybrid with the good qualities of both, like *Necromancer*.

Science fiction and fantasy remain the most popular themes, but more diversity is definitely in the wind. Hunts for powerful dragons and mystic orbs will be popular over the next 12 months, but players will find themselves enjoying a wide variety of vicarious experiences.

The quest for the perfect game controller will continue without let-up. Here, too, competition is forcing prices sharply lower, so that gourmet you still couldn't afford may well be in reach in time for Christmas giving or getting. Tracballs are appearing for use with virtually every system, even though



NECROMANCER

few home electronic games are actually designed to be played with anything other than a standard joystick. Button panels that give a commercial arcade feel and lap stands are also much in

evidence at the present time.

That's what might be called the satellite picture of the electronic gaming hobby. Now let's zoom in for a much closer look . . .

Anyone who's worried that videogaming has shot its bolt can relax. It's true that computer gaming appears to be the coming thing these days, but there's still plenty of action in software for programmable videogame machines like the Atari 2600, ColecoVision, Atari 5200, and Intellivision.

There may be fewer cartridges issued over the next 12 months than during the previous dozen. Many tried-and-true producers of videogame cartridges will be redirecting a significant portion of their total effort into storming the emerging computer game field. These companies aren't about to abandon their legions of videogaming fans, but you'd have to be mighty dense not to notice the major shifts now underway in the electronic gaming hobby.

On the other hand, the quality continues to climb to new heights. This is true even of cartridges designed for use with the Atari 2600, a system skeptics were calling played out over a year ago. Numerous publishers disagree with this assessment, and



JUNGLE HUNT

they've got the new games to prove their point.

Home versions of popular coin-op videogames will be Atari's main software thrust for both the 2600 and 5200 programmable systems. Commercial arcade hits which the Sunnyvale, Ca. giant intends to produce in editions for both machines include: **Pole Position**, **Jungle Hunt**, **Kangaroo**, **Dig-Dug**, **Joust**, **Moon Patrol**, and **Battlezone**. Also, Atari plans to produce 5200 versions of **Ms. Pac-Man** and **Vanguard**, both of which are already available for the 2600.

Exclusively for the 2600 will be **Krull**, a three-scenario action-adventure based on the summertime sword and sorcery movie from Columbia Pic-

3rd ANNUAL HOME GAMING PREVIEW

More Memory Perks Up Videogame Cartridges

tures. The arcader must fight off slayers, avoid the snares of the crystal spider and challenge the deadly fireballs of the beast.

Some of the most enticing home versions of former — and current — arcade winners are slotted to make their debut solely as cartridges for the 5200. Games from Atari in this category are: **Pengo**, **Tempest**, **Robotron**, and **Xevious**.

In a class by themselves, at least at the present time, are the pair of 5200 games Atari will release with self-contained voice synthesis. The company will use this new development to bring a really full-bodied **Berzerk**, complete with taunts about "stupid humans" to the home screen. The umpire makes all the key calls in the 5200 edition of **RealSports Baseball**. An outstanding feature of this one- or two-player sports contest is that each team can play at a selection of three skill levels. For the first time, it will now be possi-



VANGUARD

ble to handicap a stronger player, or give a novice a little extra boost against a wily veteran of electronic diamond action.

Several of CBS Electronics' forthcoming Atari 2600 titles also benefit from technological improvement. In this case, it's CBS' RAM-plus chip, which bolsters the weakest point of the 2600, the visuals. **Tunnel Runner** and **Wings**, the first two cartridges in this series, may fool some gamers into thinking they've turned on their Atari computer instead of the 2600.

Tunnel Runner is a maze game with adventurous overtones that puts the player right down in the labyrinth. Unlimited maze configurations keep the player from getting too cocky, though it is possible to get an overhead view, at least at lower levels, for the purposes of orienting yourself in the quest for the exit door. **Wings** is, quite simply, one of the finest flight simulators ever created for any system. Take command of a jet interceptor and foil an enemy missile attack in this total triumph of videogame design. Watch out, though, it's going to take plenty



MOUNTAIN KING

of practice to win your wings in this one.

The **Mountain King** and **Omega Race** cartridges, due in October-November, also utilize the RAM-plus chip. Already available as a cartridge for the 400-800-1200 family of Atari computers, **Mountain King** depicts the search for a marvelous temple crown that's hidden deep beneath a hill honeycombed with passageways. **Omega Race** is a home edition of the Bally quarter-snatching space game that has delighted VIC-20 owners for the last year in a cartridge from Commodore.

CBS also plans a whole slew of cartridges in the more traditional 4K mold for the Atari 2600. Home translations

THERE'S \$1000 HIDDEN IN THIS AD.

Tell us how many tridents are hidden in this ad and how many are on the back of the Fathom™ video game package, and you might win \$1000.

And if you think that's tough, wait'll you try to find the hidden tridents in our game.



For Atari® 2600.™ Soon for ColecoVision,™ Intellivision,™ Atari® 5200,™ Atari Computers, and TI-99/4A.

You'll have to search the seas as a porpoise without getting eaten by octopuses. You'll have to change into a seagull and fly over volcanic isles without getting bumped by blackbirds.

But if you don't find the trident, you can't free the mermaid. Or win the \$1000.

So, happy hunting.

Send your entries along with your name, address, and phone number to: "Fathom Finders," P.O. Box 31001, Los Gatos, CA 95030. **FATHOM BY IMAGIC.**



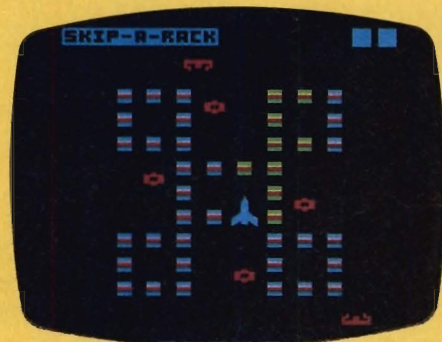
All entries must be postmarked by January 31, 1984. Drawing will be held on February 28, 1984. Winner will be notified no later than March 15, 1984. Imagic will not be responsible for lost, late, or misdirected mail. All entries which are complete and have the correct answers are eligible. Winner will be determined by a random drawing from all eligible entries. The odds of winning will depend on the number of eligible entries received. Any and all taxes are the sole responsibility of the winner. No purchase necessary. Contest void wherever restricted or prohibited by law. Employees, distributors and advertising agencies of Imagic and their families are not eligible for entry.

of coin-ops will be the main story: **Domino Man**, **Kick-man**, **Targ**, **Blueprint** and **Solar Fox**. *Blueprint* makes an exceptionally handsome 2600 game, and it could rise to unexpected heights of popularity once Atarians get wind of it. The player attempts to assemble the parts of a machine despite the efforts of nasties like Ollie Ogre and Fuzzy Wuzzy.

CBS also has some treats in store for owners of the Atari 5200. **Solar Fox**,

3rd ANNUAL HOME GAMING PREVIEW

cates that the drought is over. Just out are **Solar Storm**, a planet defense game and **Moonsweeper**, a lunar-landing-and-rescue videogame; also heading this way is **Fathom**. This multi-screen action adventure is not only one of the most beautifully rendered 2600 cartridges available today, but its play-action is nothing short of enthralling. The player begins as an enchanted seagull. Completing the first screen endows the bird with the ability



SOLAR FOX

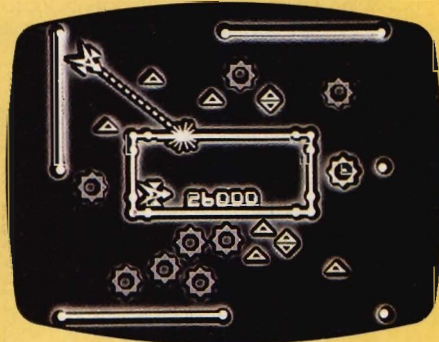
Omega Race, **Wings**, **Satan's Hollow**, **Domino Man** and **Madden Football** should all be in the stores in time for Halloween. Due out even earlier — possibly even before the fall school bells ring — should be **Wizard of Wor**, **Gorf**, **K-Razy Shoot-Out**, **Blueprint** and **Mountain King**.

Activision, as expected, has several mouth-watering 2600 cartridges waiting to blow our minds. Hard on the heels of **Enduro** comes another major triumph, **Robottank**. This first-person-perspective contest requires the arcader to guide a tank through hostile terrain patrolled by powerful armored fighting vehicles. It's packed with relentless action — and comes dressed up in truly superb graphics.

Olympic Decathlon is an amazing achievement. It's almost unbelievable that a single cartridge could contain all 10 events, even in rudimentary form.

There's still a few kinks in the control scheme for the running events, but Activision's army of design superstars has licked problems like that before.

Crackpots is, in some ways, like a trip down Activision's private memory lane. The cartridge is definitely state-of-the-art, but its enticing cartoon-style visuals and straightforward play-action may remind some veteran gamers of classic titles like **Kaboom!** The idea is to drop flowerpots from the top of the screen so as to squash the bugs

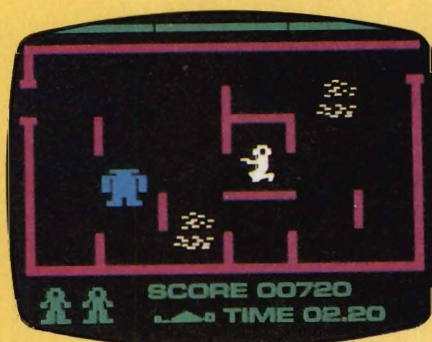


OMEGA RACE

to change into a dolphin, which dives underneath the waves in a hunt for Neptune's trident. Once armed with the trident, the dolphin can proceed to the ocean floor, free the princess from her watery prison and loot Neptune's cave of its gaudy treasures.

And shoot-'em-up fans haven't been forgotten, either. Imagic's **Tarantula** sends the gamer streaking down subterranean caverns guarded by monsters in a fantasy-tinged treasure hunt. This scrolling shoot-out features good visuals and, of course, continuous action from start to finish.

Q*Bert is the current big star in the Parker Brothers constellation. The company will shortly issue both a 2600 cartridge reprising the Gottlieb coin-op and a stand-alone based on the same concept. Unfortunately, as with the same company's **Amidar**, a lot of the cuteness of **Q*Bert** is lost in the



K-RAZY SHOOT-OUT

that are scuttling up the playfield toward the on-screen character.

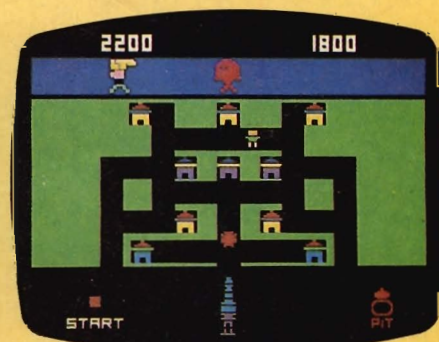
Imagic has concentrated on the Intellivision system for the last six months or so, but the company's schedule of forthcoming releases indi-



SATAN'S HOLLOW



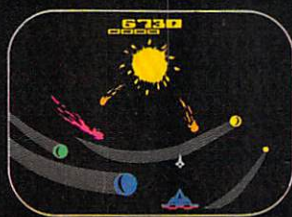
DOMINO MAN



BLUEPRINT

...COME IN, MOONSWEEPER...ARE YOU THERE?...COME IN

"...Star Command to all video game players... we have confirmed reports that U.S.S. Moonsweeper was attacked by an alien transport... Moonsweeper last sighted clearing aurora flares on way to rescue Malanium miners on Lunar Alpha Red... she lowered shields, located Alpha Red, and began final approach... we do not know if Moonsweeper was forced into a mining tower

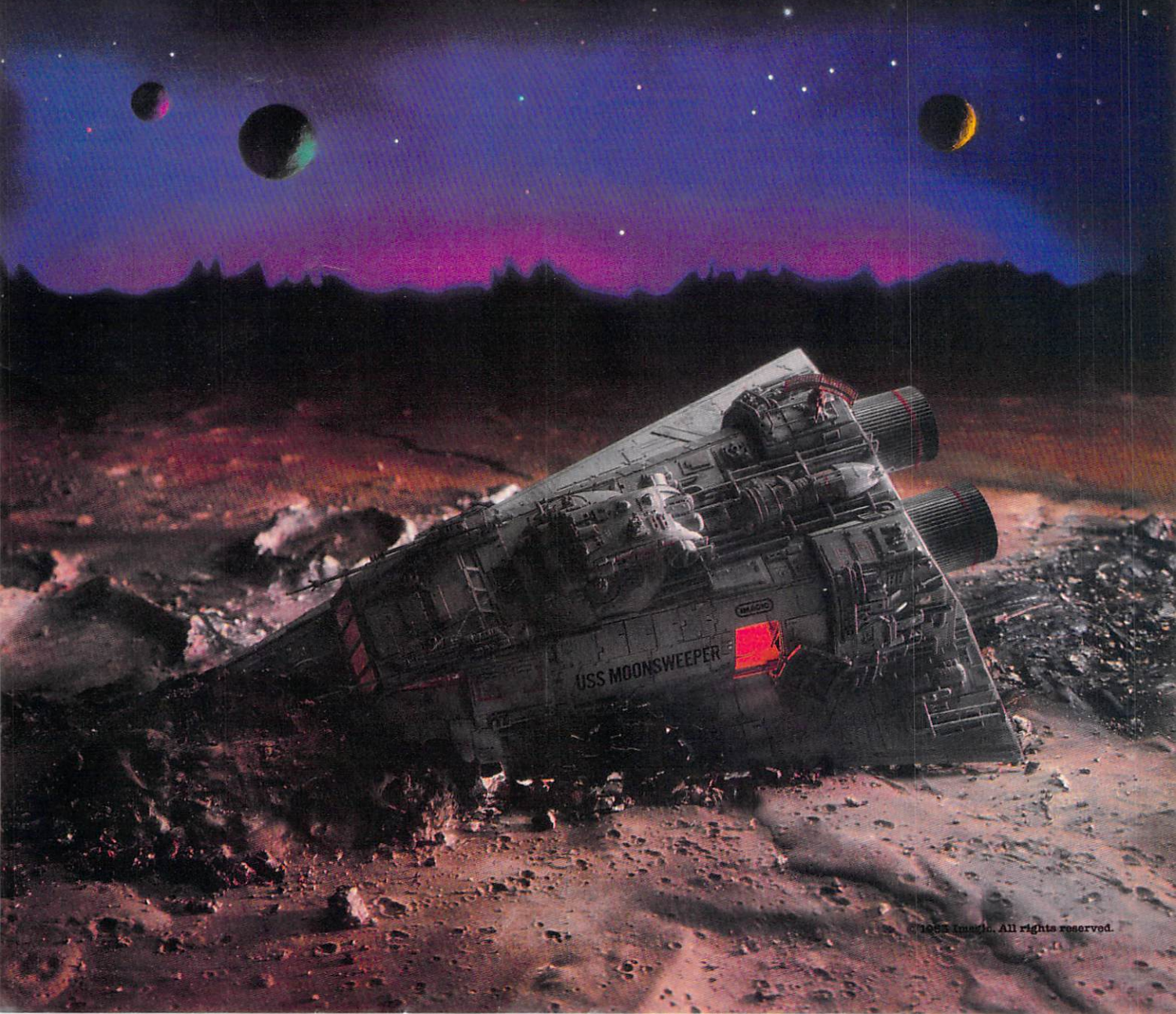


...or was shot down heading for acceleration rings...we do know several enemy destroyers were shot down before communications went dead... proceed to nearest video store and attempt to make contact with Moonsweeper... situation critical... repeat... situation critical... over..."

MOONSWEEPER™ BY IMAGIC



For Atari® 2600™ Soon for Atari® 5200™, Intellivision®, ColecoVision™, VIC-20™, Atari® Computers and TI-99/4A.



translation to a 4K videogame cartridge, but the concept of the game remains intact.

The "Star Wars" saga continues at Parker Brothers. Joining *Jedi Arena* and *The Empire Strikes Back* in the catalog will be a pair of games derived from this past summer's "Return of the Jedi" blockbuster conclusion to the trilogy. *Deathstar Battle* and *Ewok Adventure* both give arcaders the opportunity to take up the rebel cause and restore freedom in the galaxy.

Porky's is a four-screen extravaganza for the 2600 from Fox Video Games. Can Pee Wee get his revenge and blow the bar right off the map? The action progresses from playfield to playfield as the arcader's on-screen surrogate advances toward the final showdown.

Other titles on tap from Fox include *Voyage to the Bottom of the Sea*, *SpaceMaster X-7* and *The Earth Dies Screaming*. *Voyage*, in which the player pilots a flying submarine on a mission to relieve the ocean depths of some fancy treasure, looks particularly promising.

Sega hopes to duplicate its popularity among coin-opers with the home arcading crew. The first batch of cartridges for the 2600 from the company includes *TacScan*, *Buck Rogers*, *Thunderground* and *Congo Bongo*. None of the 2600 editions are exactly heart-stoppers, but Sega intends to produce games for a wide variety of videogame and computer systems, many of which *do* have the graphics capabilities to do justice to a title like *Congo Bongo*, which depends to some

3rd ANNUAL HOME GAMING PREVIEW



BUCK ROGERS (SEGA)



BUCK ROGERS



THUNDERGROUND

extent on the visual impact it makes.

Mattel's M-Network cartridges for the Atari 2600 have apparently done well enough with consumers to prompt the Hawthorne, CA, firm to publish a number of additional titles during the balance of this year and early 1984. The roster of anticipated games includes a pair of coin-op translations: *Bump 'N' Jump* and *Loco-Motion* and several adventures such as *In Search of the Golden Skull* and *Advanced Dungeons & Dragons Treasure of Tarmin*. The latter, reportedly cre-

ated with much input from Gary Gygax and the other mavens of role-playing gaming at TSR, appears to be one of the most detailed and engrossing contests ever encoded for the 2600. It is expected to be the first in a series of scenarios that will bring computer adventuring a little closer to the non-electronic segment.

Amiga is another company hoping to attract home arcaders with a hearty serving of innovation. Gamers will soon be able to buy special macro-cartridges that contain three full-bodied games for a list price in the \$30-\$40 range. One of these special cartridges will be devoted to contests likely to appeal to younger arcaders, while not boring more experienced ones. It will contain *Gopher* and *Eggomania*, purchased from the now-defunct U.S. Games, plus a third program in a similar vein. Those who've only heard about *Gopher* and *Eggomania*, neither of which has previously attained nationwide distribution, will now have the chance to enjoy them firsthand.

Another of the three-packs will take a decidedly military theme. Included will be an air-land duel, an air-sea conflict and a two-player confrontation between an attack submarine and a destroyer escort.

Three-dimensional games for the 2600 will also be on hand by mid-winter from Amiga. One is a multi-phase ghost hunting adventure, while the other is a first-person piloting and shooting game in which alien ships and meteor swarms fly right off the screen at you. Also on the way from



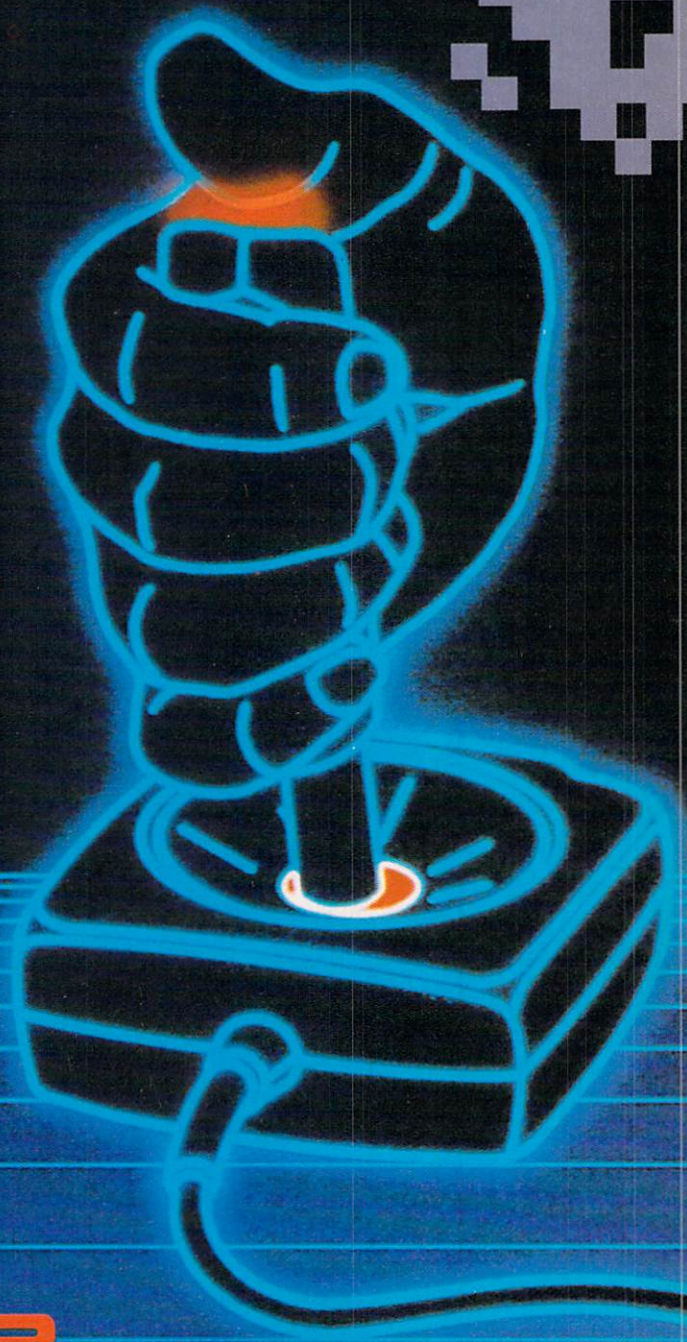
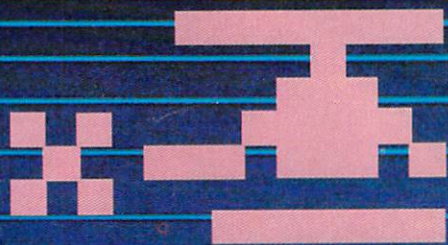
CONGO BONGO

Extend your survival against alien invaders.

Maneuver through the video galaxy with the
Discwasher® PointMaster™ competition joystick.

Its fighter pilot's hand grip gives you total control. The
top mounted, fast action thumb trigger makes right or
left handed play unearthly easy. And the PointMaster is
compatible with most popular video game systems.

Survive longer against gorillas, ghouls, ghosts, dragons
and alien invaders with PointMaster . . . For people who
take their games seriously.™



discwasher®
POINTMASTER™
competition joystick

Amiga are a trio of cartridges for use in conjunction with the joyboard controller.

Bounty Bob, the intrepid star of **Miner 2049er**, is the hero of two new cartridges from Tigervision. **Miner 2049er II** lets videogamers enjoy three more playfields from the 10-screen computer game original, while **Scraper Caper** finds Bob working as a firefighter. Also coming soon from Tigervision are **Springer**, a climbing game that chronicles the adventures of a bouncing bunny, and **River Patrol**, in which a player pilots a leaky boat along the river in a hunt for human survivors to rescue.

Two games for less than the price of one is the main boast from a new software house called Xonox. The K-Tel subsidiary is introducing "double-ender" cartridges that hold two complete 4K games. The list price is expected to be in the \$25-\$30 bracket, making them quite a value.

3rd ANNUAL HOME GAMING PREVIEW

The first three double-ender cartridges will be: **Spike's Peak/Ghost Manor**, **Lancelot/Robin Hood** and **Chuck Norris/Hercules**. Nearly ready for market is an 8K, two-screen cartridge based on the "Thundarr the Barbarian" Saturday morning cartoon adventure series. The most exciting aspect of **Thundarr** is that events con-

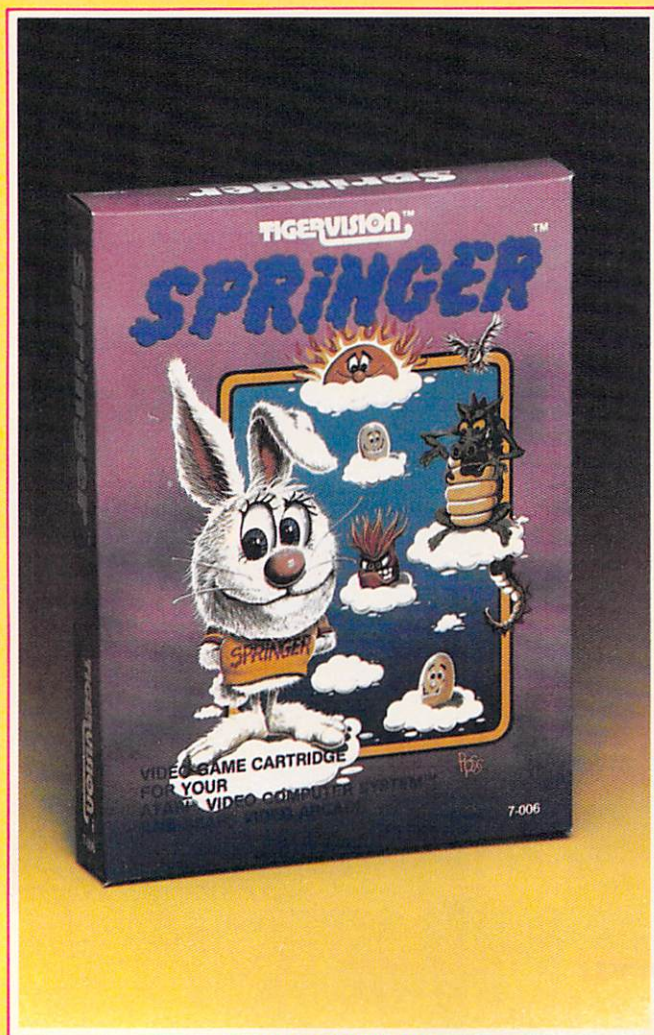
tinue to unfold on one screen while the arcader battles evil on the other one.

Although most of Xonox's games weren't ready for real testing when this issue of EG went to press, the early signs are most encouraging. The graphics are especially pleasing, giving the games a lighter, more charming appearance than most other titles for the 2600.

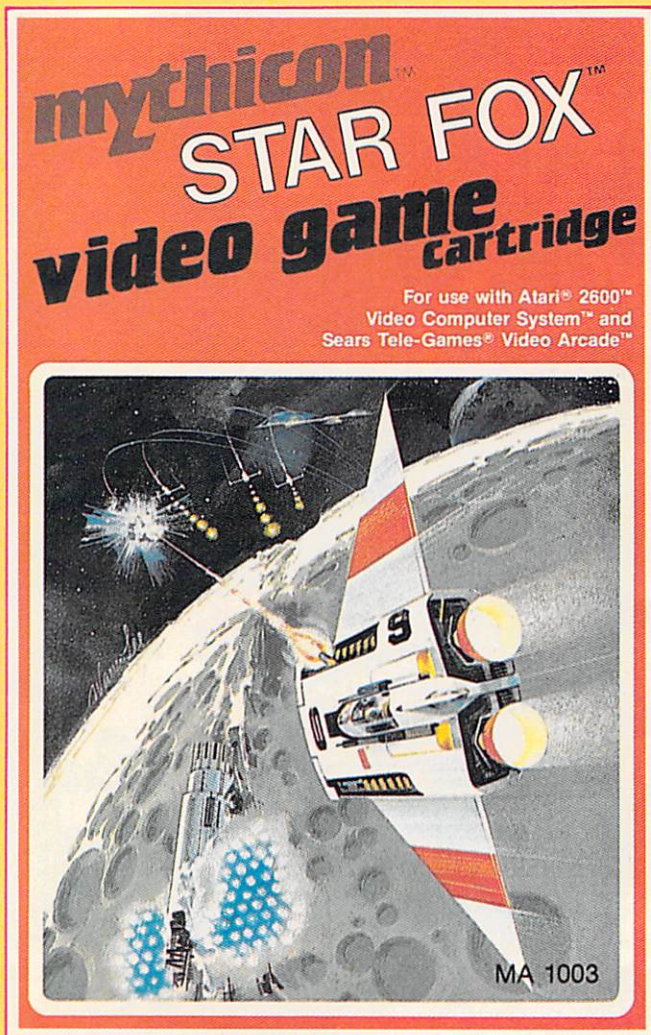
A new outfit, Mythicon, will sell its first three 4K cartridges at the astounding price of \$9.95 each. Even more amazing, **Star Fox**, **Fire Fly** and **Sorcerer** are pretty good — certainly better than some of the cartridges foisted upon the public at top prices over the last year or so.

Mythicon will have sequels to each of its initial releases ready during the fourth quarter. They will have 8K of programming and sell for \$11.95.

Boardgaming giant Avalon Hill, already active in the computer soft-



SPRINGER (TIGERVISION)



STAR FOX (MYTHICON)

ware field through its Microcomputer Games Division, has formed the Avalon Hill Video Game Company to make cartridges for the Atari 2600 — and possibly a few other systems later on. **London Blitz**, **Wall Ball** and **Death Trap** are the first three releases, though the company plans as-yet-unnamed cartridges to enlarge the line sometime during the first-half of 1984.

London Blitz is a three-screen contest that should particularly please fans of "Danger: UXB". The idea is to roam the macro-maze street map of London until you spot an area in which a bomb is endangering the population. The player must then rush to the site and disarm the explosive device before it blows.

Avalon Hill's *Wall Ball* is also quite unusual. The player moves a large square cursor around the screen, which represents the back surface of a racquetball-like court rendered in 3-D

perspective. The goal: Hit the ball with the cursor so that it bounces off the front wall, eliminating a brick in the process. Winning requires the player to completely eliminate every brick in the front wall.

First Star Software made its big splash last year with **Astro Chase**. It has since sold most of the rights to that game to Parker Brothers (which will bring it out in a variety of formats) and is moving ahead with other projects. One game, **Bubbles** for the 2600, features charming visuals and play-action that should prove popular with those who especially enjoy games in the **Q*Bert** genre.

Those who've called and written **Electronic Games** concerning the ColecoVision have often lamented the lack of cartridges even while praising the system itself to the skies. If there's been a shortage of ColecoVision-compatible software in your life, there's definitely a light at the end of the tun-

nel. While Coleco continues to support its "third wave" system with a steady stream of new software programs, third-party software publishers are ready to hop on the bandwagon. There could easily be over 30 cartridges for ColecoVision by Christmas.

Translations of commercial arcade designs are still Coleco's main stock-in-trade. Coming soon are: **Mr. Do!**, **Frontline**, **Slither** (to be packed with the roller controller), **Frenzy** and many, many more. Baseball and football games are also on the agenda for sports gamers, with **Rocky Battles The Champ** limbering up in the dressing room for late-1983 unveiling. The baseball cartridge, the exact title of which is still subject to change, will be sold with Coleco's new pistol-type controller.

Micro Fun is likely to become the first independent software publisher to distribute games for the ColecoVision. Line-leader is Mike Livesay's

mythicon™ FIRE FLY™ video game cartridge

For use with Atari® 2600™
Video Computer System™ and
Sears Tele-Games® Video Arcade™



MA 1002

FIRE FLY (MYTHICON)

mythicon™ SORCERER™ video game cartridge

For use with Atari® 2600™
Video Computer System™ and
Sears Tele-Games® Video Arcade™



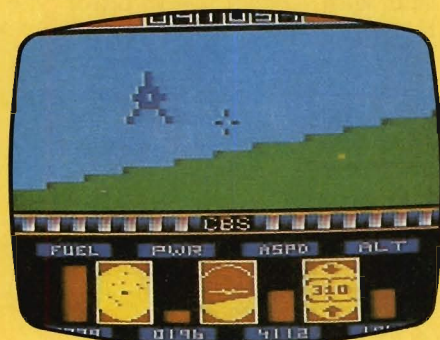
MA 1001

SORCERER (MYTHICON)

rendition of **Miner 2049er**. Not only does the ColecoVision edition of this home arcade classic have better sound and graphics than the computer version, but it includes an 11th playfield not found on any other version.

Other ColecoVision titles from Micro Fun are: **Globe Grabber**, a pinball contest, **Scraper Caper**, in which Bounty Bob plays fireman, and **Time Runner**, a science fiction game involving building platforms in space.

At least four of the games developed by CBS Electronics will have ColecoVision editions before the end of this year. Scheduled for release within the next 60 days are **Wings**, **Mountain King**, **Madden Football** and **Domino Man**. In light of close ties be-



WINGS

tween Coleco and CBS, it wouldn't be surprising if several additional CBS titles made it into ColecoVision versions, perhaps under the Coleco banner, before too long.

Fox Video Games plans to try the ColecoVision market with at least one cartridge this fall. **Porky's**, the multi-screen action-adventure will be the opening salvo. The gamer must help Pee Wee get across the highway, through the swamp, past showers and a scaffold to an explosive showdown with the bar.

Xonox, too, intends to produce at least one ColecoVision game in 1983.

3rd ANNUAL HOME GAMING PREVIEW

The company plans a souped-up version of its 2600 game, **Thundarr**, for the system.

Fathom, **Moonsweeper** and **Nova Blast** are the first three ColecoVision cartridges on tap from Imagic, which has previously concentrated on programs for the Atari 2600 and Intellivision. Presumably, all will be considerably enhanced over the 2600 versions Imagic is also readying.

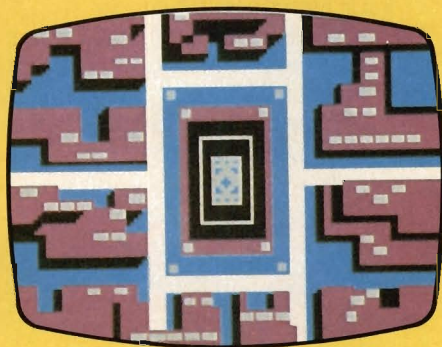
Though Starpath has repacked its Supercharger (for the Atari 2600) and intends to pursue the marketing of games-on-tape, the company is also branching out into the production of programs for other videogame and computer systems, including the ColecoVision. Arriving in the nation's software stores this month are ColecoVision editions of three of Starpath's most popular titles: **Escape from the Mindmaster**, **Phaser Patrol** and **Dragonstomper**.

N.A.P. Electronics is set to begin creating software for systems other than its own Odyssey². Four titles are scheduled for release this year, with more to follow if consumer response is favorable. **Cavern** is an adventure for one or more players which contains many of the features so dear to role-playing gamers, like individualized

character attributes. The heroes wander through a 10-level dungeon, with 256 rooms on each floor, in a search for treasure and precious magical items.

Other titles in this new line are: **Flashpoint**, **Power Lords** and **Pink Panther**. The graphics and animation of the latter, originally developed for U.S. Games, are utterly delightful.

SuperGraphics, a new technique said to greatly enhance on-screen image resolution, smooth animation and provide a wider range of colors, will be incorporated in most of the new cartridges for the Intellivision I & II videogame machines by Mattel. Other benefits of this advance, made possible by a new and exclusive Mattel

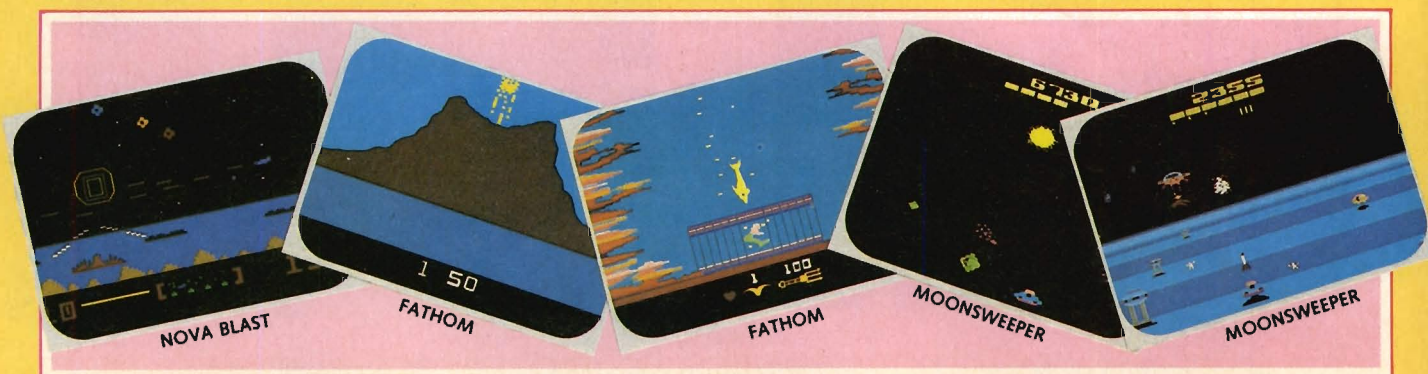


FLASHPOINT (N.A.P.)

Electronics Graphics Development System, the GDS-7809, also makes possible such extra touches as animated title pages and a unique scrolling playfield feature.

The first Intellivision games with SuperGraphics will be **Burgertime**, **Pinball**, **Mission X**, **Masters of the Universe**, **Motorcross**, **Mystic Castle**, **Thin Ice** and **Buzz Bombers**. The company also intends to utilize the system in some forthcoming M-Network cartridges for the Atari 2600.

CBS Electronics' decision to expand into the production of cartridges for other systems besides the Atari 2600 is



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Which player is about to hit the jackpot?

Think quick. This two-fisted Kangaroo is a ring-er for the one in the arcade. So don't pull your punches. Like the player on the right, He'll only score 100 points for punching a thrown apple. But the player on the left will score twice as many for punching a falling apple.

Only Atari makes Kangaroo for the ATARI® 2600™ Game, Sears Video Arcade† systems, and a version exclusively for the ATARI 5200™ SuperSystem.

So get Kangaroo. It's a knockout.

Here comes Kangaroo* from Atari®.



 A Warner Communications Company



WIZARD OF WOR

about to pay big dividends for Intellivisionaries. **Wizard of Wor**, **Gorf**, **Solar Fox**, **Blueprint** and **Omega Race** ought to be available already. Coming out in time for the holiday season will be **Wings**, **Madden Football** and **Domino Man**.

Porky's will also be issued by Fox Video Games in an Intellivision edition, along with the other version previously mentioned. Although Sega hasn't yet clarified its strategy with regard to the Intellivision, sources close

3rd ANNUAL HOME GAMING PREVIEW



GORF

to the company indicate that titles like **Buck Rogers** and **Congo Bongo** might get translated into Intellivision-compatible form eventually.

Imagic, this year's most prolific publisher of Intellivision cartridges (aside from Mattel) has several more aces up its corporate sleeve. Joining the catalog during fourth quarter 1983 will be **Fathom**, **Moonsweeper**, **Nova Blast** and **Beezer**. The latter, which involves

outsmarting bees inside a honeycomb-maze, is the first coin-op game which Imagic has licensed for the home market.

Even partisans of the Odyssey² won't be entirely left out in the months to come. Odyssey has **Pink Panther**, **Killer Bees** and **Turtles** ready for 1983 launch. *Pink Panther*, in particular, is a lovely-looking maze-chase in which the feline hero must stay a few steps ahead of Inspector Clouseau.

JOYSTICKS

Improved Joysticks Sport Lower Prices

Last year, manufacturers swamped the hobby with game controllers of every conceivable description, plus a few genuine oddities that defy logical description. The public has tried them all and rendered its verdict — and a



WICO'S ANALOG JOYSTICK



"THE BOSS" (WICO)

few of the poorer specimens have already retired at the Home for Outmoded Peripherals.

Now that the chaotic period of claims and counter-claims regarding

the merits of various controllers has ended, things are finally calming down a bit. Prices have fallen to more realistic levels and even economy replacement sticks have features that were at one time, only found exclusively on



SUNCOM'S "STARFIGHTER"



Which player is snatching victory from the jaws of defeat?

Find out fast. Jungle Hunt is so much like the arcade, you can't go in green. Like the player on the left. He'll get snapped up by the crocodile with the wide open mouth. But get the croc with the partly open mouth and score 200 points, like the player on the right.

Only Atari makes Jungle Hunt for use with the ATARI® 2600™ Game, Sears Video Arcade† systems, and a version exclusively for the ATARI 5200™ SuperSystem.

So explore the stores for Jungle Hunt. And learn it like a native.



Here comes Jungle Hunt* from Atari.

"top-of-the-line" controller devices.

Wico probably offers the most extensive selection of joysticks. Not only has the company expanded its popular Command Control line, but it has just introduced the Computer Control and Boss brands. The former is aimed at owners of game-oriented microcomputers, while the latter is a low-priced top-firing stick with a bulky grip handle.

Wico has some good news for owners of the ColecoVision and Intellivision programmable videogame systems. There are now Command Control joystick-and-keypad combinations for both machines. Both have an eight-position bat-handled joystick, four firing buttons and a keypad.

Sharing in the glad tidings will be fans of the Atari 5200. The manufacturer now makes both an analog joystick and a trackball for play with this system. The joystick employs dual potentiometers for 360-degree control, modified grip handle with two fire buttons and switches for changing the

3rd ANNUAL HOME GAMING PREVIEW

configuration from centering to non-centering. The trackball, which has two fire buttons, uses a phenolic ball with 360-degree movement and comes equipped with a "y" cord that adapts the trackball and existing controller into the system at the same time.

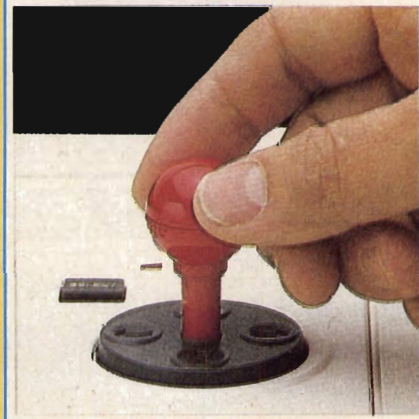
Recognizing that different games sometimes require controller adjustments, Wico plans to bring out a three-way joystick. This one allows the gamer to use one of three interchangeable shafts, including a bat handle and two styles of grip handles, as the spirit moves.

The Boss, at \$19.95, is Wico's main entry in the "popular price" controller sweepstakes. It features a grip handle with an easily thumbed fire button and stands solidly on four rubber feet. The Boss plugs directly into any Atari 2600, Atari computer, VIC-20, Commodore 64 and the Sears Arcade Game. Wico-produced adaptors allow it to work with the Apple, TI 99/4A, Radio Shack Color Computer and the Odyssey².

Wico is also targetting the computer



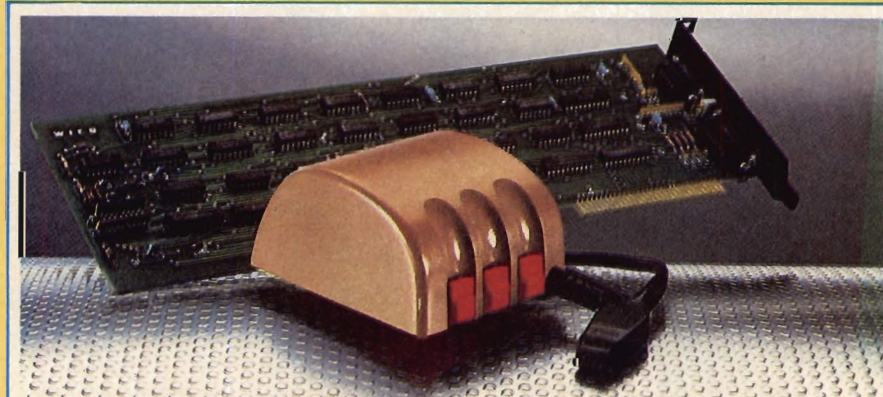
SPECTRAVIDEO'S TOP LOADING CARTRIDGE PORT AND BUILT-IN JOYSTICK



ROKLAN'S UN-ROLLER CONTROLLER



COLECO PERIPHERALS



THE MOUSE W/MOUSE CONTROLLER CARD (WICO)



TRACKBALL & CONTROLLER CARD FOR IBM PC (WICO)

WICO COMMAND CONTROL™

AUTHENTIC ARCADE CONTROLS

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

**ERGONOMICALLY DESIGNED
TO FIT YOUR HAND AND MIND.**

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

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gaming field with its Computer Command line. The first item to make its debut is the analog joystick, which features a large red handle and a pair of different-sized buttons mounted on the top panel to the left of the stick. This set-up may decrease the chances that you'll hit the wrong action button



TG PRODUCTS' LATEST APPLE JOYSTICK

during the heat of electronic battle. Versions of this controller are available for the Apple, IBM Personal Computer and TRS Color Computer. The Computer Control line also includes a mouse (and appropriate controller card) for the IBM Personal Computer and a tracball for the same machine.

TG Products, which bills itself as "the oldest and largest independent manufacturer of game controllers for

3rd ANNUAL HOME GAMING PREVIEW

personal computers", is entering the Atari-compatible field for the first time this year. The Enjoystick (model TJS-400) is an oddly-shaped unit that, according to TG vice president Don Geyer, is "the first joystick designed and contoured to fit comfortably in the palm of the hand." With buttons well-positioned for use by either a left- or right-handed arcader, the Enjoystick may be an especially good choice for southpaws. It is expected to carry a suggested list price of \$34.95.

TG Products has also made some changes in its TG-600 tracball for the Apple and IBM computers, and premiered a similar unit for the Atari 2600, Atari 400-800-1200 computers, VIC-20, Commodore 64 and other plug-compatible systems.

The big change in the Apple and IBM tracball is the addition of a third firing button. Although manufacturers haven't yet published games that use a third button, TG believes such contests are in the offing and wants gamers to be ready to take up the challenge.

The Atari tracball (model TTB-800) employs an optical encoding system in which a beam of light senses the position of two wheels. The device has a pair of action buttons.

Discwasher has carved a secure niche for itself in the field of Atari-compatible joysticks and now hopes to do the same with devices for the Intellivision I & II and the ColecoVi-



POINTMASTER'S QUIK-STIK

sion. The Pointmaster Quick-Stik I adds a comfortable bulb-top handle to the Intellivision I's direction disk, and the Quik-Stik II does the same for the



SPECTRAVIDEO'S SV-328



LOOK MA! NO HANDS!

Play on your feet, not on your seat.
Now you can play video games
with your hands behind your back.
With the Joyboard Power
Body Control. There is nothing like it.

You lean, you tilt, you bend, you turn.
You ski the most treacherous slopes.
You shoot the curl. You battle the enemy
aliens, the enemy ghosts, the enemy
snakes, the enemy pickles.
And you get the new Mogul Maniac™
Ski Game! A new kind of thrill,
a new kind of skill for you to master!

What has the rest of you
been doing while your hand
has been playing Atari?
Or ColecoVision, or Sears Video
Arcade or VIC 20?

Then beg, borrow or save up for
THE JOYBOARD™
POWER BODY CONTROL
With Mogul Maniac™ Ski Game.

DON'T WAIT. IT WON'T.

THE
POWER
SYSTEM™

AMIGA

dedicated to the
science of fun!

newer version of Mattel's programmable videogame.

For the ColecoVision, Discwasher now makes a keypad adapter that lets players use the Atari-compatible Pointmaster on this popular system. This one should be in the stores in time for holiday buying.

Amiga has created what may well



COIN CONTROLS' COMPETITION-PRO JOYSTICK

be the smallest joystick on the market, the Power-Stick. This tiny marvel utilizes a patented process that replaces the usual dome-switch contacts. It features action buttons mounted on both sides which can be activated either with the fingers or, if this is your preference, by a timely squeezing of the hand. It's available for systems with Atari 2600-compatible sockets and the TI 99/4A.

Also heading toward us from Amiga is the Joyboard. This stand-on device transfers control of the gaming action from your hands to the entire body. This can produce quite a unique sensation when wedded to the appropriate piece of software. The Joyboard employs the same switching mechanism as the Power-Stick and will be sold in versions for use with the Atari 2600, Atari computers and VIC-20.

Amiga is also modifying the Power-Stick for the ColecoVision market. The device looks like a conventional Power-Stick with a keypad attached at the top. The pad portion also includes a second pair of action buttons, in case the side-mounted ones aren't the player's cup of tea.

The Quickshot III, by Spectravideo, is also made for the ColecoVision. Standing on built-in suction-cup feet, the Quickshot III incorporates a large pistol-grip stick with two independent firing buttons with a base that includes the required keypad and an extra pair of firing buttons for those arcaders

3rd ANNUAL HOME GAMING PREVIEW

who prefer to play two-handed.

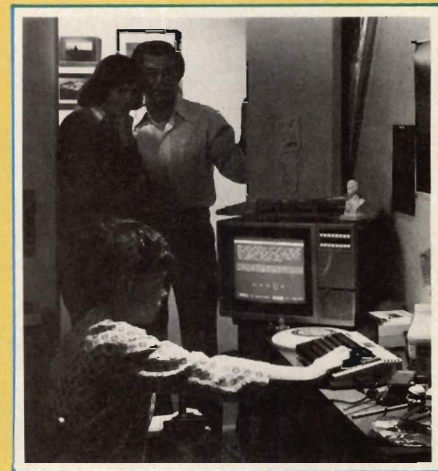
Accu Company and Roklan each have new controllers for owners of systems that possess Atari plug-compatibility. Accuball is a mid-priced tracball that is said to provide quick on-screen response, particularly in games which allow omni-directional movement. Roklan, previously best-known for its excellent games for the Atari computers, has unveiled something it calls the Un-roller Controller. Although it superficially resembles a tracball, it is said to work on a somewhat different principle that also permits Roklan to sell a pair of the units



COLECOVISION'S JOYSTICK/KEYPAD

for \$49.95 (suggested list price), less than for a single tracball in many instances.

Coin Controls has been a major manufacturer of controllers and other gizmos for the coin-op industry for many years. The Elk Grove, IL-based firm is following Wico's lead by moving into the home market. The first



ATARI'S 600XL

offering is the Competition-Pro Joystick for the Atari 2600, Atari 400-800-1200, VIC-20 and Commodore 64. It even sports features like nylon-and-steel construction and large action buttons mounted for easy use by left- or right-handers. The unit sells for a suggested list of \$19.95, and ColecoVision and TI 99/4A versions of the same thing are designed to sell for \$21.95.

Coin Controls' product range also includes a couple of budget-stretchers for systems which are Atari plug-compatible. The competition Pro Joystick Model 3000 (suggested list price is \$15.95) has both top- and side-pointed action buttons, while the \$12.95 Model 1000 includes a base firing bar only.

Hayes Products has put a little of the spirit of videogaming in its Mach III Joystick for the Apple and IBM Personal Computer. As far as anyone can tell, this is the first Apple II-compatible controller that puts the fire action button on top of the stick as well as in its customary location on the base. (The other button is not duplicated in this fashion, which might cause some problems on games that have both bombing and laser fire.)

But then, for game aficionados, problems are all in a day's arcading.

Stay in control!



Extremely responsive "fire" buttons on both sides for right, left, or two-handed use!

Long six foot cord!

Reinforced strain relief.

For Atari® 2600™, Atari and Commodore Computers.

For TI-99 / 4A™ Double Power Sticks

For Intellivision and ColecoVision.

All this advanced technology made especially for your system!

Thick-walled, high-impact ABS plastic (similar to that used to make football helmets.)

Amazing new switching technology means twice as many contact points for more precise direction changes!

More control!
More speed!
More points!

Remember the name, or you can't win the game!



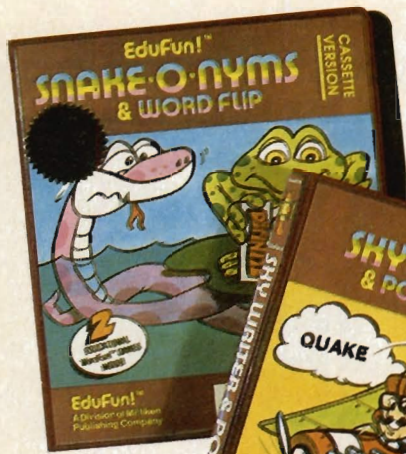
Smaller, more playable size.
No hand fatigue!

HIGHER SCORES!

(Need we say more?)

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THE POWER SYSTEM™ **AMIGA**
dedicated to the science of fun!



EDUFUN'S
SNAKE-O-NYMS
AND SKY
WRITER
(MILLIKEN)



Children enjoy learning on computers.

PLAYING IT SMART WITH EDUCATIONAL COMPUTER GAMES

By JOYCE WORLEY AND LISA HONDEN

Games Provide Painless Education

Ever wanted to take a magic potion, go to bed and learn tomorrow's chemistry lesson while you dreamed? There's hardly anyone around who hasn't wished for an easier way to learn, and now something has finally been invented to

make education just a little less arduous to acquire. No, not sleep learning. That idea has some merit, and there are certainly some fine minds out there trying to devise ways to teach the three R's to Junior while he's unconscious at night.

Sorry, but sleep learning will have to take a back seat for the present to something that's a lot more fun. Thanks to computer technology, there's no more pleasant way to learn any of life's lessons than while playing games!



Youngsters get "hands on" experience.





EDUCATIONAL COMPUTER GAMES

All computer games are educational, in a general sense. They all help the player become more computer literate — and the ability to use a computer is bound to be an important skill in the future. Action games teach hand/eye coordination; strategy games hone the mind's capabilities for logical thought; games with graphic splendors train the eye to appreciate beauty.

Let's leave the philosophizing now and move along to what most people mean when they say "educational games" — programs specifically designed to teach the player some fact or skill, while entertaining.

This is the year it's all happening. No matter what the lesson you want to teach or learn, odds are there's a game to help you get the message *while* you're having fun.

There's no doubt that computer educational games are an effective method of teaching, regardless of the student's age. Dr. Larry Lowery, who teaches "Evaluation of Educational Courseware" to doctoral candidates at the University of California at Berkeley, sums it up by saying, "When a child is exposed to software that teaches at home, chances for high success in school are greatly improved." Another well-known academician, Dr.

Alfred L. Moyer, former Deputy Assistant Secretary for the U.S. Dept. of Higher Education, believes in computer education so strongly that he recently became the National Educational Sales Manager for the Home Computer Division of Atari.

With over 75,000 parents buying a home computer each month, manufacturers of computer software recognize the great demand for educational entertainments. Whether you're a hot gamer hunting for a less painful way to learn to type, an ambitious musician hoping to perfect your tonal skills, or a game-loving parent who'd like to introduce a child to technology, computer games can help!

Nowadays when a young mother holds a tiny tot on her lap reciting nursery rhymes, there's a fair chance she'll be reading them off a computer monitor screen rather than from a storybook. An excellent choice for baby's first program is **Micro Mother Goose** (Apple II/48K) from Software Productions, Incorporated. This re-

**Micro
Mother Goose™**

\$39.95
Ages 3-9

**Fun games for kids
plus computer comics**

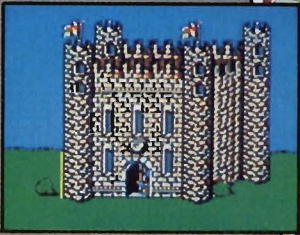
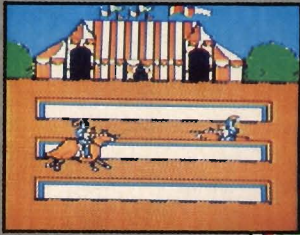
You are about to meet your match.

Your quest is clear...and dangerous – in this unique mix of software and boardgame.

Be the first to rescue the king from the clutches of the evil black knight!

Every step on the big, colorful gameboard – and the action-packed on-screen adventures that result – depend on your choices, your skill, your luck...and your opponents!

Beware! You'll be confronted with challenges requiring the skills of a master gamesplayer...battling against such formidable scoundrels as thieves, witches, trolls and dragons – in 20 breathtaking arcade-style computer games!



Chivalry

The ultimate marriage of software and gameboard – exclusively for the Apple!

Families will love playing this game over and over!

No two games are alike. Children, ages 8 and up, delight in the humor, playability and colorful, fully-animated pictures. Grownups are challenged by the expert skills and strategy required to become a master Chivalry player. For 1 to 4 players.

An original boardgame for the Apple® that gives you more!

Look what you get with Chivalry: A disk with sturdy, colorful gameboard...PLUS, playing pieces, full-color poster, instructions, strategy hints and attractive packaging! Only \$49.95!

Look for Chivalry, created by Optimum Resource, Inc., in finer computer stores everywhere. Or, call toll-free 800-852-5000, Dept. AB-41

Apple II or Apple II+, with 48K and one disk drive, 3.3 DOS; and Apple IIe or Apple III. Use with keyboard or joystick.

Chivalry, by Richard Hefter and Janie and Steve Worthington, is a registered trademark of Optimum Resource, Inc. Apple and Apple II, II+, IIe and III are registered trademarks of Apple Computer, Inc. A/M13-C31

Weekly Reader Family Software

A Division of Xerox Education Publications
Middletown, CT 06457



EDUCATIONAL COMPUTER GAMES

markable adaptation of the old classic is just the thing to start wee folk on their way to gaining computer literacy. *Micro Mother Goose* doesn't even require the child to be able to read in order to operate the program, because it's for kids three to nine. In fact, with some help from Mom showing Little Suzy how to move the cursor around and return to menu, *Micro Mother Goose* will even keep a two-year-old entertained for hours.

Just boot up the disk, plug in paddles or a joystick, and get ready for some nursery high-tech fun. A charm-

ing picture of Mother Goose introduces the program. The operator uses the space bar to move the cursor up and down the listing of titles, each of which is flagged by a small graphic design that kids too young to read can use to identify the selection. There are nine rhymes and three arcade-style games based on nursery themes, all designed just for the kindergarten set.

Dial up "London Bridge" and a handsome picture of the bridge appears on-screen. The words of the rhyme print out, followed by the traditional musical tune so the youngster

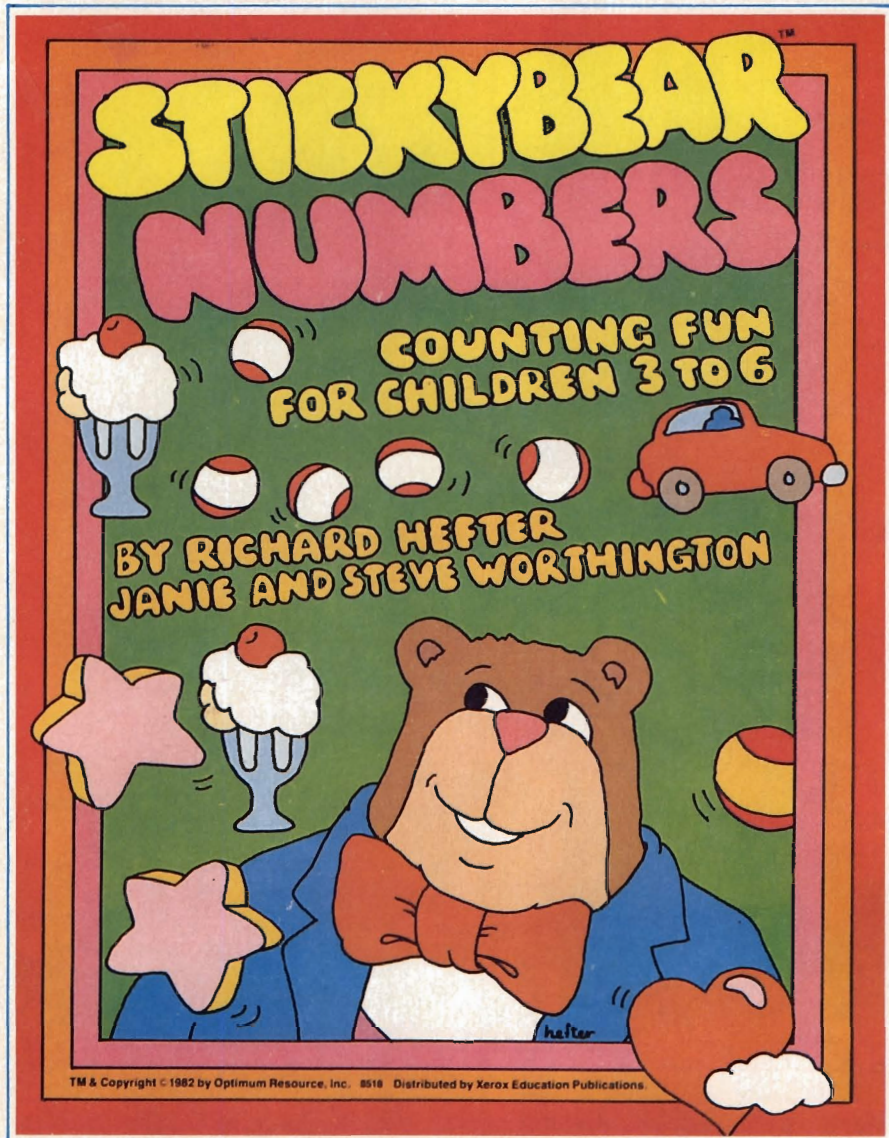
can sing along. This is not only good fun for mother and child, but starts Suzy on the path to learning how to read, while she gets comfortable using the computer.

The *Micro Mother Goose* games start out very easy and are completely suitable for the youngest arcaders. They gradually get more difficult. "Lamb Scram" is the easiest to play. Mary's stray lambs are on the other side of the hedge, and the tiny tot must move the woolly beasts up and down the screen, then through a gap that randomly appears in the hedge. If the lamb successfully crosses through to Mary waiting on the other side, the "Mary had a little lamb" song plays, and a flower grows in Mary's garden. If the player dawdles too long, a mean, hungry wolf darts down the screen and gobbles up a lamb for lunch. Game two, "Splat", requires kid-eogamers to catch Humpty Dumpty as they tumble from the top of a wall. Each time a half-dozen eggs are saved, the game gets harder. The most difficult game is "London Bridge-Out!", a wall-bashing contest that starts at a slow enough pace that won't frustrate tiny tots. The very first time a child plays, he'll immediately begin to improve his coordination skills. The game gradually speeds up until chunks of the bridge are being bashed away at a fairly challenging rate.

Micro Mother Goose, like many programs designed for the younger set, comes packed with a booklet to teach parents the best way to use it. It also provides a colorful poster about the do's and don't's of computer use and some cheery stickers for the kids to use as decorations.

The computer is probably the most elegant way for a kid to learn to count, and **StickyBear Numbers**, by Xerox Education Publications, is the prettiest number teacher ever made. This jolly counting game helps three- to six-year-olds develop the ability to recognize numbers.

Press the desired digit, and colorful objects appear in groups which add up to that total. Hitting the space bar removes one item at a time to display a new number on-screen, until all the objects are gone and the display reads "zero". The beautiful graphics elevate this program far beyond the typical counting book that pre-computer kids had to learn from. There are at least 20 different objects, all in hi-res graphics, brightly colored and cleverly ani-



STICKYBEAR NUMBERS

Vectrex
GRAPHIC COMPUTER SYSTEM

THE HIGH PERFORMANCE MACHINE



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



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



VECTREX LIGHT PEN
A Unique Learning Tool!

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

Only Vectrex has its own built-in screen so it's portable—pick it up and play almost anywhere!

For unbelievable realism, put on the new Vectrex 3-D Imager™ accessory. Get ready for a real 3-D experience—in color—that will surround you and draw you into the action like no other video game, home or arcade.

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

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

Vectrex™
GRAPHIC COMPUTER SYSTEM

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

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

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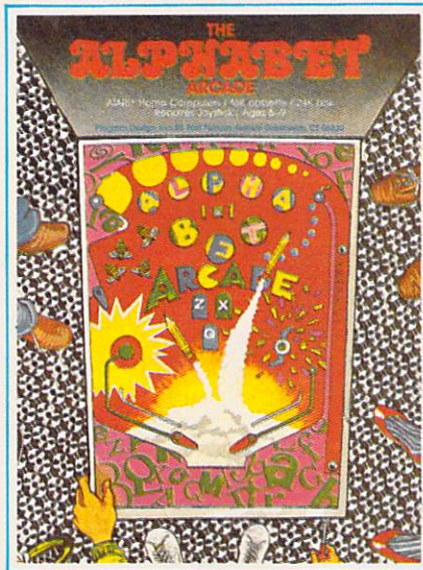


EDUCATIONAL COMPUTER GAMES

mated. Ice cream sundaes slide onto the counter and StickyBear, the cheerful cartoon bruin who lends his name to the title, gobbles the cherry from the top. Flying geese flap over a housetop; spaceships jet across the screen. Drums roll, balls bounce, cars drive past, snow shovels plow, and StickyBear peers out of nine windows in a frame house. Push the space bar and one item in the group goes away. Except for counting on your own 10 tootsies, *StickyBear Numbers* is the most user-friendly, colorful and comfortable way to learn how to count. "Take-away-one" might not be the most exciting game you've ever seen, but pre-schoolers are fascinated by it, and it certainly teaches the number lesson beautifully. *StickyBear Numbers* is packed with some nifty stickers and a colorful reading book for the tots, plus a nice picture of StickyBear to hang on the nursery wall.

Once baby knows how to count, it's time to learn the alphabet. There are a variety of outstanding first alphabet programs, no matter which computer you use. StickyBear is back with *StickyBear ABC*. Every letter has two pictorials, both animated in hi-res, each with its own sounds. Press "A" for a picture of an airplane flying across the sky. The letter appears in

THE ALPHABET ARCADE (PROGRAM DESIGN, INC.)



large block print with the word "Airplane". Press "A" again, and an apple falls from a tree. Again, the letter "A" is bright and bold, and the word "apple" appears on-screen. Every letter features comparable design work with two pictures by noted children's artist Richard Hefter, programmed by Janie and Steve Worthington and Spencer How. It's so good, it makes me almost sorry I already know my ABCs.

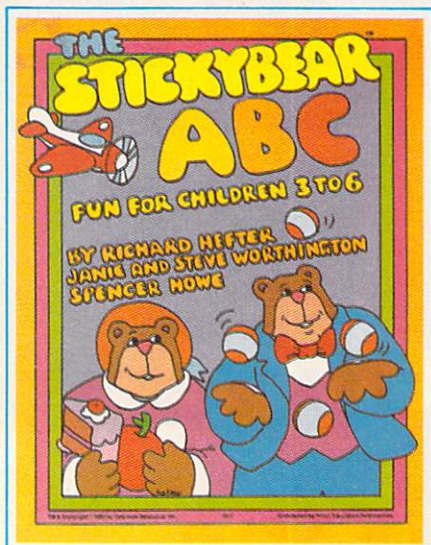
Atari computer users have some excellent choices available for baby's first program. *My First Alphabet* by Atari for the Atari 800 with disk and BASIC (32K RAM) is a prize-winning program created by Fernando Herrera for his own son. Steve was born with an eye problem, and Fernando wrote the program not only to help his boy see better, but also to teach him his numbers and alphabet. The disk, most effective when used by parent and child together, slowly draws pictures on-screen to go with the appropriate letter or number. Even a child playing alone benefits from the cheery scenes and music, just by pressing random keys. In this way, kids quickly begin to recognize the connection between the keyboard letters and their on-screen counterparts. Press "A" and the com-

puter sketches an airplane on-screen, line by line, propeller slowly spinning. The words "A is for airplane, arrow, arm, ant" appear on-screen, then the computer asks what picture you'd like to see next. For example, press "3" and nine clowns are slowly drawn on-screen. Then the computer goes back and paints smiles on the faces of three bozoes, as well as putting frowns on the rest. The numeral "3" is painted on-screen, and the logo reads "Three happy clowns". This program gives a real headstart to preschoolers, while introducing them to the family computer!

Also available for the Atari is *Alphabet Arcade*, published by PDI. Three games help older kids acquire more skills with the alphabet. In one game, "Letters For Lisa", fussy eater Lisa only chomps her letters for dinner in alphabetical order. "Letter Treasure" asks computerists to help a diver retrieve booty from the ocean floor by defusing mines and detagging fish all in alphabetical order, then breaking down a wall of words by hitting them in alphabetical order. The third game, "Order, Please!", requires gamers to put a series of words into alphabetical order. The cassette version of *Alphabet Arcade* has a voice introduction to each game and requires 16K. The disk version runs on 24K.

Software Productions has followed the excellent *Micro Mother Goose* with another good tutor for preschoolers, *Alphabet Beasts & Co.*, for the Apple II. Press any letter and a picture of a mythical beast appears on-screen with a humorous rhyme. *Alphabet Beasts* not only helps prepare children for reading and writing by showing the word written in the handwriting script that's taught in most schools, but it also provides a rich background of fantasy folklore.

Milliken Publishing has long been involved in the manufacture of educational software. Its *WordFun* titles cover vocabulary development, word structure and spelling. Each *WordFun* package includes two age-specific games and a user's guide to suggest ways for parents to bring these educational concepts into daily life. Milliken's *EduFun* programs teach a variety of skills for gamers ages five to 14. *Snake-O-Nyms & Word Flip* is a combination program available on cassette, cartridge or disk for the Atari 400-800-1200 computers. It teaches synonyms and antonyms, plus word



STICKYBEAR ABC

INTRODUCING BLUEPRINT™

The Bally/Midway™ arcade memory-twister you can play at home.

Remember playing BLUEPRINT in the arcades? How it drove you nuts? The damsel in distress? The crazy contraption? Fuzzy Wuzzy? Ollie Ogre? The bomb pit? The explosions on the way to the bomb pit? You forgot all that?!!

Well, our new BLUEPRINT didn't forget a thing. It's just as nutty at home as in the arcades, whether you play it on your Atari® 2600,™ 5200,™ 400/800/1200XL™ or Mattel Intellivision.®

See for yourself. And don't forget to remember not to forget to send in the coupon for up to \$20.00 in CBS Electronics arcade game cash rebates!

After you remember not to forget what to remember, you can't forget to remember what you remembered not to forget.

Don't forget to rescue me. If Ollie Ogre catches me, he'll, he'll...

Forget about getting rescued, Daisy. Your hero will never build his contraption in time.



Says you, Ollie!...

I have to remember which houses had the parts to my contraption... get rid of a bomb every time I make a mistake...

stay out of the clutches of my arch-rival Fuzzy Wuzzy...

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EDUCATIONAL COMPUTER GAMES

endings and structure. **Sky Writer & Pop 'R Spell** helps kids choose the right letter or word. **Alien Counter & Face Flash** teach visual memory and counting. **Gulp** encompasses addition and multiplication drills. **Golf Classic** improves angle and length estimation. All games have user's guides and other support materials to help the concerned parent guide his young fry through the intricacies of elementary education right on his own computer.

This year many of the giant companies from the education field are getting interested in educational computer software. Scholastic, which markets programs under the trademark Wizware, has **Microzine**, the first children's magazine in computer format. One of the activities in **Microzine** is an adventure allowing the child to explore a haunted house, making his own choices at every step as to how to proceed next, where to go and what to do. Other programs in the Wizware software library include **Your Computer**, a hands-on introduction to computer technology for the first-time user, that might help parents as well as the younger set.

ISA Software uses bright doggie Benji as the leading character in the **Benji Discovery Series**, a group of educational videogames that teach subjects such as astronomy, geography and computer literacy. One of these, **Benji Saves The World**, teaches the order of the planets, their sizes, details about gravitational pull and orbits — all to help Benji fight off alien invaders. That's some smarts for a dog!

ISA also has **COCO**, a game that breaks BASIC programming into simple steps, to teach anyone from nine to 90 how his computer works and how to write a simple program. It's available for the Commodore 64 and the Atari 400/800/1200 computers. **COCO 2** takes this program one step further, allowing kids to design their own videogames. A menu format makes it possible for even the uninitiated to create their own games with varied colors, sounds, scoring, speed and instructions.

Sometimes you can find educational software in unexpected places. For example, take a gander at EPYX's strategy game, **New World**, for the

Apple II and TRS-80. Players lead expeditions to the New World, circa 1495, to establish colonies in the Americas. They must struggle against weather, pirates, disease, bankruptcy and warfare. Gamers pick up a feel for the history of that period and a sense of New World geography. It also takes a strong sense of management and strategy to gain political and financial control of the Western Hemisphere, the goal that players strive for in order to win.

There are four separate programs in Sierra On-Line's **Learning With Leeper**. Youthful gamers learn counting, hand-eye coordination, and number-, shape- and color-recognition. An on-screen Lunar Leeper acts as tutor, guiding them through games like "Dog Count", in which bones are fed to hungry mutts; the shape-matching "Balloon Pop"; and "Leap Frog", with a lost toad that must be guided through a maze that leads to the forest. The fourth game in the program is "Screen Painting". Select from a four-color palette, then paint a picture right on-screen.

Adventure games are an attractive way for young arcaders to get practice in reading, as well as more subtle lessons in cause and effect, logic and deduction. Sierra On-Line suggests **Dragon's Keep** and **Troll's Tale** for second and third graders. Both adventures are played with the keyboard, but typing proficiency isn't needed.

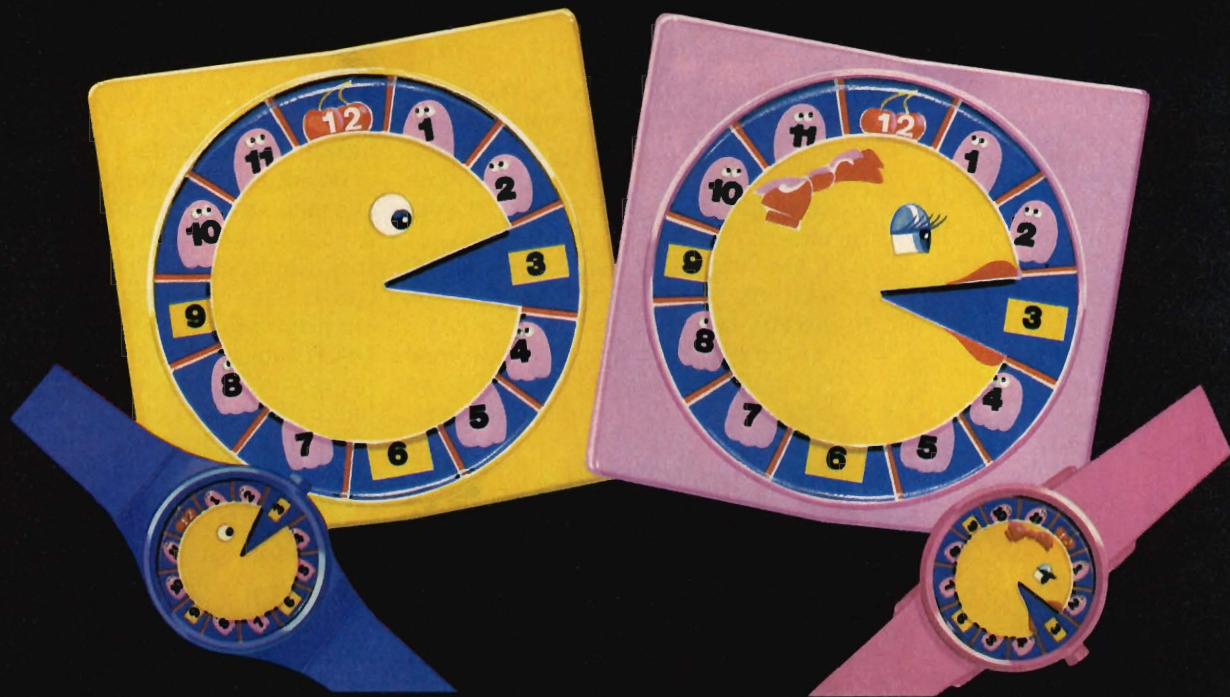
A kid can even learn hygiene from his or her computer! Commodore has **Tooth Invaders** for the VIC-20 and Commodore 64 computers, aimed at youngsters ages four and up. Plaque Man is the hero, and Decay is the villain. The only way to fight tooth decay is to clean off the dirt using an on-screen toothbrush.

The lessons to be learned while playing computer games don't stop with just children's diversions. **Fact or Opinion**, by Learning Well, challenges players to identify a paragraph or sentence as either reality or hype. Designed for third to fifth graders, it lets up to six players move around an electronic board. Gamers enter their names, after which the computer keeps track of their turn order, and rolls the dice for everyone. Arcaders move around a shopping mall until they land at the door of a store. Then a statement is displayed, and the gamer decides whether it's fact or opinion. If you're worried that your child might not know the difference between a



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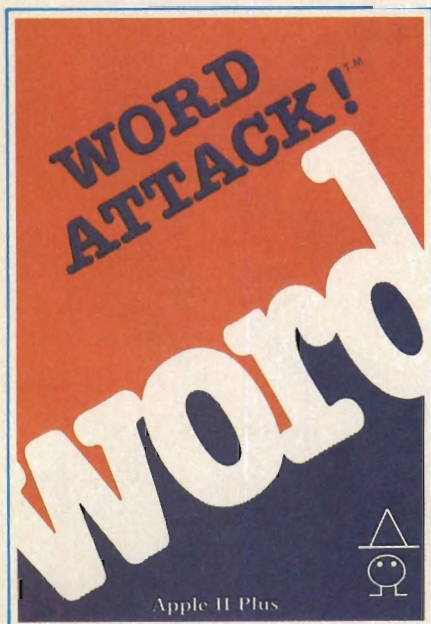
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EDUCATIONAL COMPUTER GAMES



WORD ATTACK

commercial and a real story, this should help him or her learn to spot the advertising.

Spinnaker has always had the best interests of younger computerists at heart, and it has developed a variety of programs for these arcaders. One of the best is **Snooper Troops**. This adventure story casts the gamer as a detective trying to find out who stole the dolphin right out of his aquarium. The gamer has to question suspects, talk to agents, and explore the premises to come up with the right answer. This exciting amusement is nothing less than sugar-coated education. Although the player will probably have too much fun to notice he's being taught, this detective game actually teaches kids how to take notes, draw maps, organize information, as well as develop reading and vocabulary skills. It's recommended for enthusiasts age 10 and over, and many mystery-loving adults will get as big a kick from this one as the kids do.

Words and letters are the basis of many educational computer games. **Whiz Kid** from Romox for the Atari 400/800/1200 computers lets one or two players choose spelling drills, math quizzes or even create their own

word lists at five skill levels. The object is to form words or mathematical equations by combining letter cubes, while fighting against on-screen opposition that will try to hinder your moves.

One important skill your computer can help you perfect is typing. **Type Attack**, published by Sirius Software for the Apple II computer, helps hone typing skills by making you match the letters or words flashed on-screen. Select the speed setting that's best for you, so your typing will get faster every time you play!

Word Attack by Davidson & Associates helps build vocabulary. Each word is displayed with its synonyms or definitions and a sentence using it correctly. Then a multiple-choice quiz tests the knowledge just gained. The next exercise is sentence completion, using the words included in the first listing. Finally, play "Word Attack", an arcade-style game. The player shoots the word that corresponds with the definition appearing on the bottom of the screen.

Howard Sams & Co. distributes an unusual educational program for the Apple II called **Music Games**. Twelve diversions help would-be musicians of all ages learn to read music and recognize rhythms. The program comes with a user's guidebook, which recommends the simpler games for youngsters down to age five. But many a music-loving adult who always wanted to play can satisfy this ambition too.

There are a lot of adult education game programs that make good use of the computer. Soft Images has one first-rate tutorial that should make many grown-ups happy: **Black Jack Strategy**. The company doesn't exactly guarantee you can make a fortune as a riverboat gambler after mastering this, but there's little doubt you'll end up a much better player than when you started. The tutorial leads you through the game step by step, teaching strategies, percentages, the basics of card counting, and everything you need to know about break-

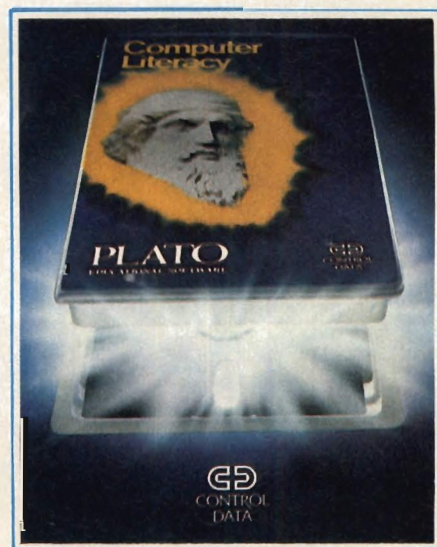
ing the bank at Monte Carlo.

CBS Software's series of programs for the Apple and IBM PC, **Learn Bridge With Charles Goren**, uses the bridge-master's techniques to take a beginner all the way up to intermediate or even advanced player ranking. The software programs help computerists learn the game, then develop strategy, tactics, psychological and partnership skills, as well as providing bridge games to be played with or against the computer.

Perhaps the ultimate computer education games are those that make it possible to use the computer as a tool. Control Data Publishing specializes in Plato Educational Software. Its excellent program, **Computer Literacy**, is a foundation in computer technology and simple programming, for junior or senior high and vocational students. Through lessons for individual and group study, simple exercises, and guidance games, a novice can learn everything needed to get started computing. The booklet included with the program answers questions, as well as providing a crash study program in the history of the computer, and a glossary of terms that any computerist must learn.

No matter what lesson you wish to learn or teach, it's probably most palatable on the computer. And when you take a good lesson about a subject you already enjoy, then wrap it in the graphics, sounds and arcade-style amusements that combine to make computer gaming so much fun, the odds are you're going to learn even more rapidly than from standard texts. This, after all, is the thing that makes computer educational games so great.

They're fun!



COMPUTER LITERACY (CONTROL DATA)

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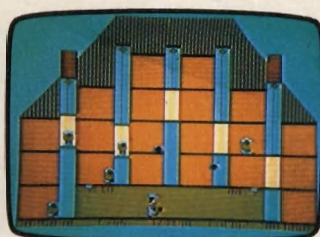
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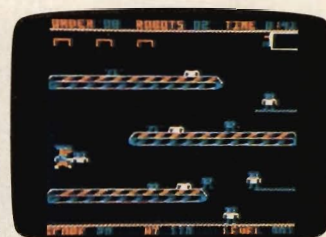
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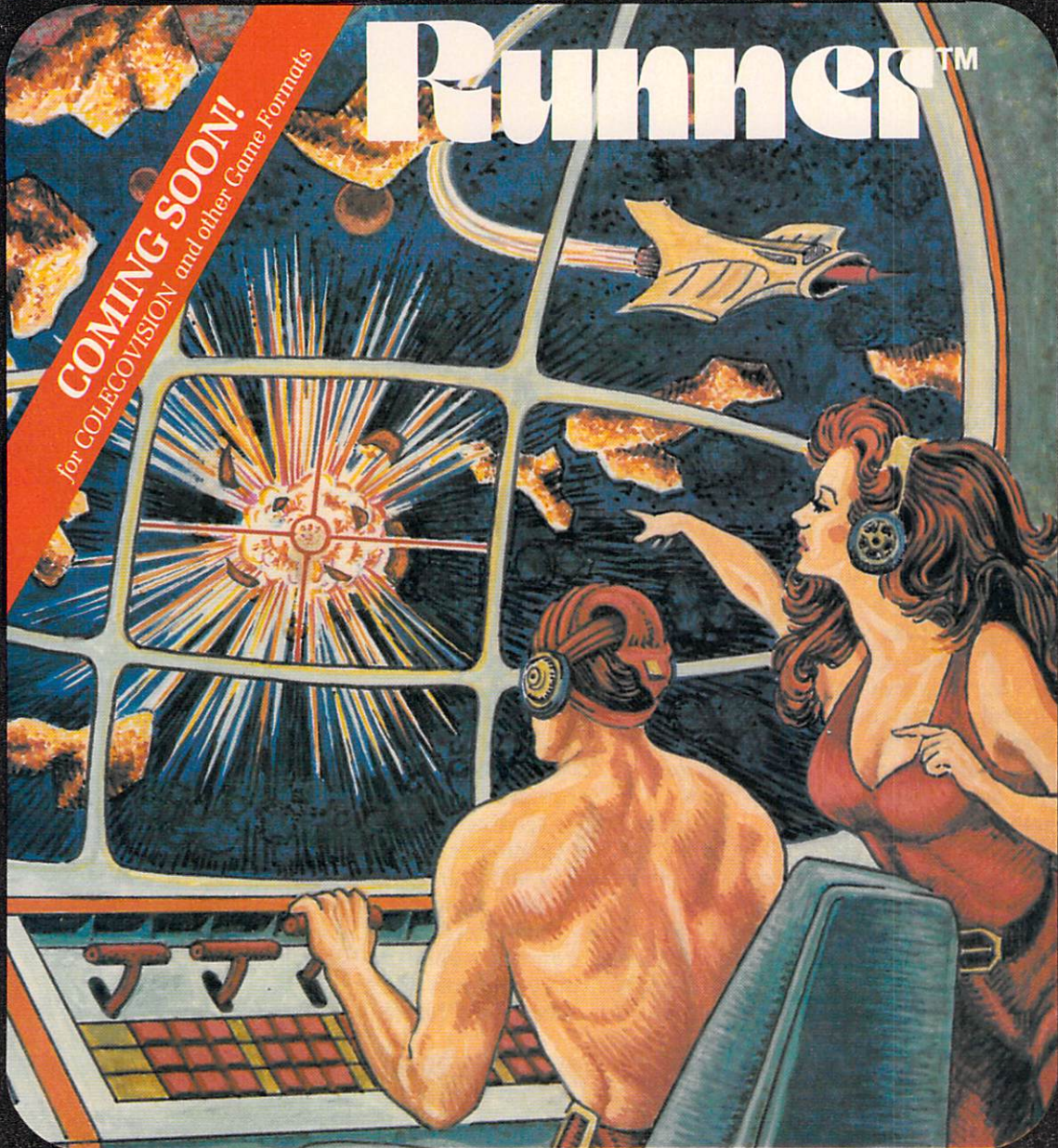
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SUPER

UNVEILS THE

Atari Promotes the Man of Steel

By LES PAUL ROBLEY

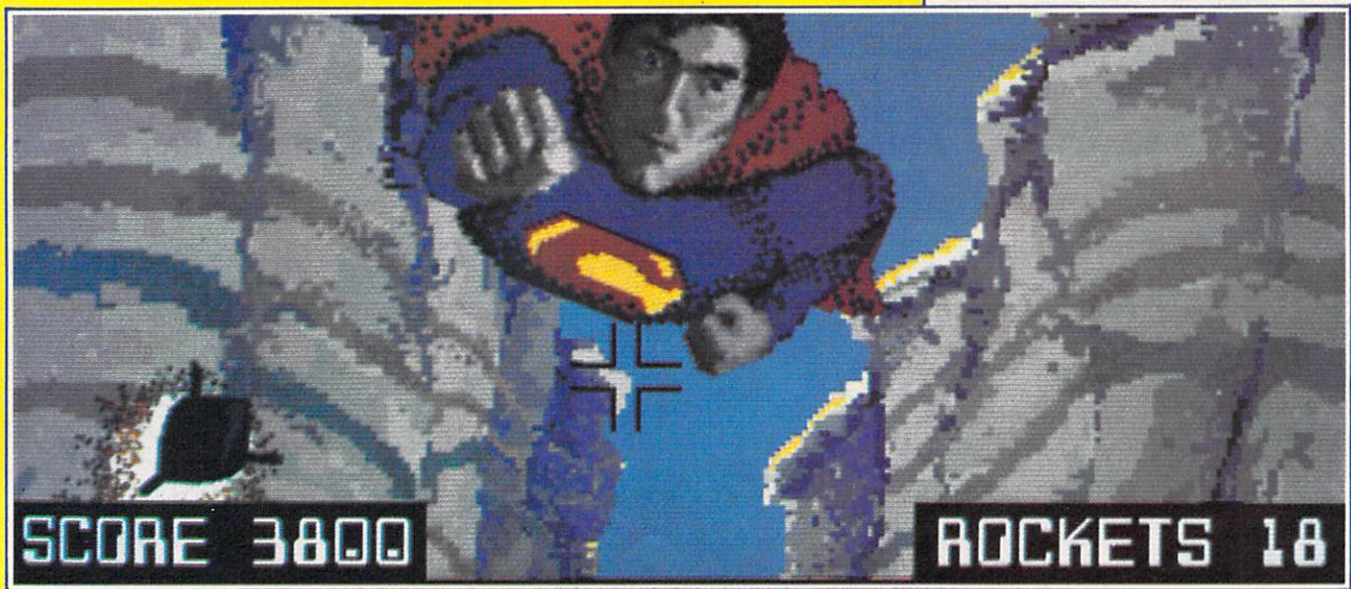
The folks at Atari are doing more than just designing great games. The Special Programs Division, helmed by Steve Wright, worked 14 weeks creating a sequence for the summer's special effects blockbuster, "Superman III". They call what they did, "computer visualizations" (a fancy name for stop-frame computer animation), and according to Wright, "have helped push ahead the frontiers a little in this burgeoning state-of-the-art technology."

The sequence involves the portion of the movie in which the Man of Steel battles the Ultimate Computer, or as the movie's computer-wiz Gus Gorman (Richard Pryor) puts it: "The world's first stone killer-diller get-down, get-it-on and twice-on-Sunday

super computer." The footage Atari provided shows monitor images of Superman flying through a canyon as rockets explode all around him. Everything on the monitor, including the caped crusader himself, is entirely computer-generated by Atari.

Why was Atari chosen for the job, with so many established computer animation production companies clamoring for the business? Well, if your \$35-million production happens to be part of the same company, in this case Warner Communications, then you might ask your sister division to help out, especially if it's within a field in which they specialize.

"Warner Brothers wanted the sequence to convey the spirit of a super mega-videogame of the future," ex-



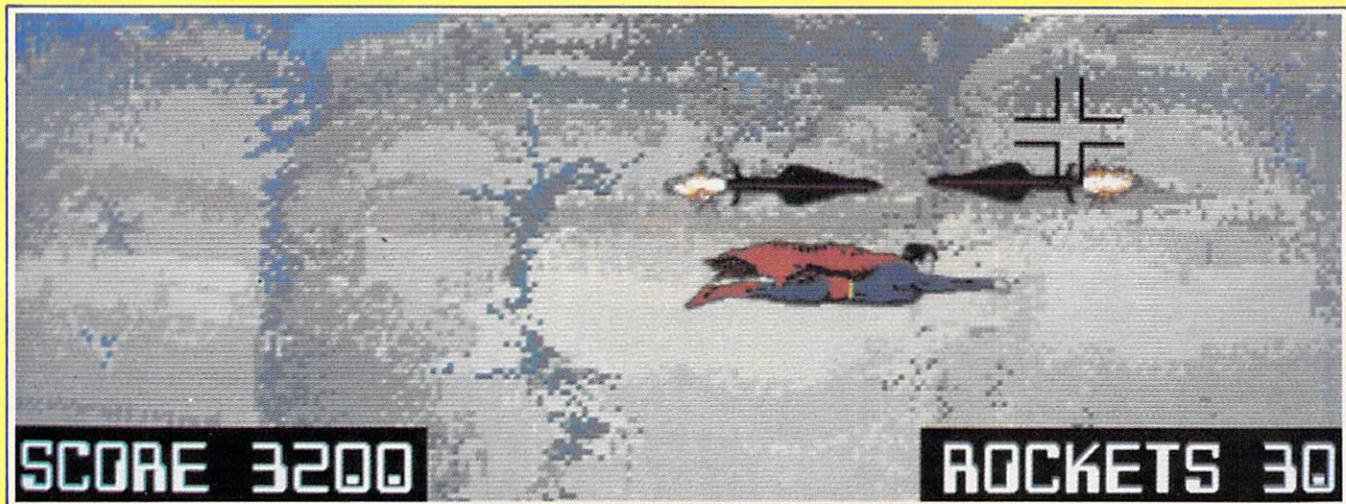
"Superman III" does more than thrill its fans with the adventures of their favorite comic book character; it also introduces the videogame of the future.

MAN III

VIDEOGAME OF THE FUTURE



SUPERMAN III



When Atari produced the videogame animation for the film, they wanted to create the feel of a game of the future.

plains Wright, "so they asked us to provide graphics that would resemble closely how a coin-op game might look several years from now. It was really a blind guess on their part. They had no idea we'd accidentally have the equipment in-house to make the sequence work."

Added Software Manager of Special Programs, Pat Cole (one of several who designed the spectacular computerized Genesis sequence for Lucasfilm on "Star Trek II: The Wrath of Khan"), "I suspect they thought we'd be able to produce it on the same kind of machines we use for games. They really lucked out, because our Special Programs Division has been developing a number of tools using more sophisticated computers. We were able to use those tools with some additional software to produce the sequence."

Compared with the recent MAGI footage for "Something Wicked This Way Comes" and "TRON", Atari's computer footage is a totally different style. The Disney films used three-dimensional computer animation — images that had volume and shadow characteristics — to try and emulate real life. Effects for "Superman III" intentionally carry the look of low-resolution graphics, called 2½-D in the computer animation vernacular. This means combining flat "xy"-type images with a few visual tricks to make

them look as though they have depth. "The extra depth is where the '½' comes in," adds Cole. "We had a different set of challenges than the work on 'Star Trek II.' If it looked too real we'd have failed. Our effort was to firmly establish a look of videogames, but not any game you would see on earth today."

Basically, 2½-D is similar to the multi-plane animation pioneered in Disney's work of the late '30s. It's as if an artist has painted a scene on several sheets of glass. On the rear-most sheet are the mountains, the next contains a tree, a third has a car, and a person is on the glass closest to the observer. This simulates a feeling of depth whereby the car can pass behind the person, and objects further away are somewhat hazed by atmosphere.

These added "visual tricks" cost Warner Brothers roughly \$95,000 in equipment and nearly four months of production time. It took 10 weeks to actually prepare the program, and four weeks to shoot the 26 seconds that end up on film.

But wow, what a sequence! It literally forecasts the look of electronic gaming of the future. (Atari actually provided Warner Brothers with 60 seconds of final footage. But true to big-budgeted-picture form, over half of it was cut.)

Special Programs used an Ikonas

Frame Buffer computer to create the sequence, under lower resolution. The first step was to build a software program permitting the creators to visualize how their animation would look. This came in two parts: a paint and animation program to physically produce the visual image, and a script and sequence controller so writers could pen a script covering what the objects were to do.

For example, a shot was scripted then recorded with an elaborate stop-frame video unit called a Lyon-Lamb Animation Controller. This device accurately records the sequence one frame at a time onto two Sony ¾-inch broadcast-quality tape decks, which serve as a tool to preview the computerized action. It took the Ikonas approximately one to two hours to calculate and process all the low-res graphics in the scene onto videotapes so each frame could be viewed.

Once the look was finalized, a medium-resolution "take" was then photographed onto 35mm film using a Dunn Instrument Camera (Dunn box). The box contains a high-resolution black-and-white monitor with a custom-modified 35mm Mitchell camera, precision-mounted to it, for recording the images onto film. Custom-making the box to Atari's specifications alone costs \$35,000. It takes the computer four to five hours to process a single frame of a scene.

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SUPERMAN III

Under automated computer control, each frame is displayed on the Dunn monitor in black and white separations, analogous to the method used for the rear projection compositing of matte paintings, or the storing negatives to prevent color fading. Each black and white separation was photographed by the Mitchell camera through the appropriate red-green-blue Kodak gelatin filter to composite the full color image onto Eastman color negative 5247. The process from computer image to film goes as follows:

The computer sends the picture to the high-res black and white monitor and the camera photographs the single picture in three passes. First the Dunn box puts the image of red information on the monitor's screen and then the camera photographs it with a red filter over the lens. The film doesn't advance and the filter automatically rotates to green as the green line appears on the monitor. A second picture is now taken. After the blue line is photographed in a similar manner, the camera advances to the next frame and the entire process repeats itself . . . automatically, of course. By keeping the frame of film stationary for the three takes, perfect film registration is achieved.

Once everything checks out on the medium-res test film, a final run of the scene is made with high resolution (that is, as high as the scene's "unrealistic" requirements dictated). This process takes an additional 12 to 15 hours per frame.

A few interesting side effects came out of this rigorous process. Since the film was shot in Panavision format, the proper 2.35 to 1 aspect ratio was achieved via software programming rather than through anamorphic lenses on the taking camera. In other words, they "squeezed" the image to Panavision through an anamorphic software package, without worrying about any distortion characteristics

Atari Plans a Game Based on the Movie For its Computer Systems in '85

from having to film through an extra piece of glass. This could lead to game manufacturers actually marketing games in Cinemascope for future projection television sets modified for anamorphic images.

Another aspect of the computer aided the optical supervisor of "Superman III." In the flying missile sequence, a bit of computer text was required to read like a videogame printout. Atari's group shot the text on separate pieces of film so the optical crew would have more flexibility in positioning the text during final compositing.

"It was really a full team effort of six talented individuals to create the effect," acknowledges Cole. "Programmers Vicki Parish and Mike Marshall developed the paint program. Art Director Larry Wright and Richard

Sachs helped conceptualize the whole scene. And Paul Hughett (a pilot by profession) used his aesthetic judgment for Superman's flying motions."

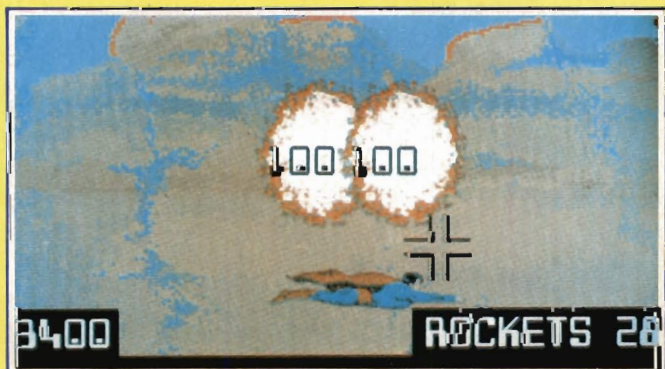
Adds Steve Wright: "We didn't know how state-of-the art we were going when we began this project. We assumed the videotape world had quality single-frame, and that video recordings would be down pat out of the frame buffer. They weren't. People also really didn't know how to make 35mm film off of frame buffers, so we had to solve a myriad of technical problems with Dunn Instruments,

"It wasn't ideal working with a production crew based all the way at Pinewood Studios either. There was a two-day wait getting feedback on our footage. The computer link-up accomplished with "TRON" wasn't possible because of incompatibilities with the PAL European system, among other reasons. Pat even had to travel to London three times (poor girl)."

When portraying the ultimate videogame created by the Ultimate Computer, and developed by the king of game companies, a tie-in game cartridge would seem a natural, wouldn't it? As of this writing, Atari has no merchandising plans through their Consumer Electronics Division for such a title. However, there are plans for a 400-800-1200 version of the game for owners of Atari home computers. The Superman III game, of course, cannot look nearly as good as the one in the movie. But, if "Superman III's" electronic gaming vision is correct, anything is possible in the future. ☺



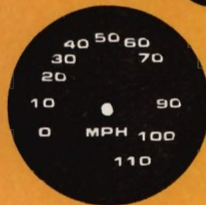
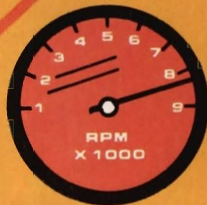
Some arcaders may find their fingers hitting non-existent fire buttons during the videogame sequences.



Though Atari plans to come out with a computer version, the graphics won't equal those found in the film.

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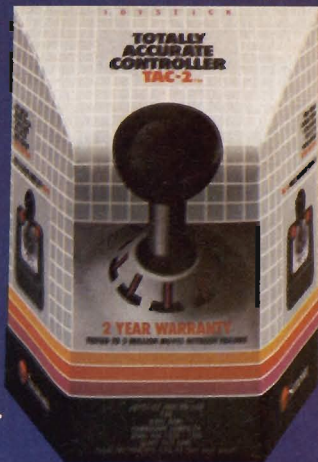
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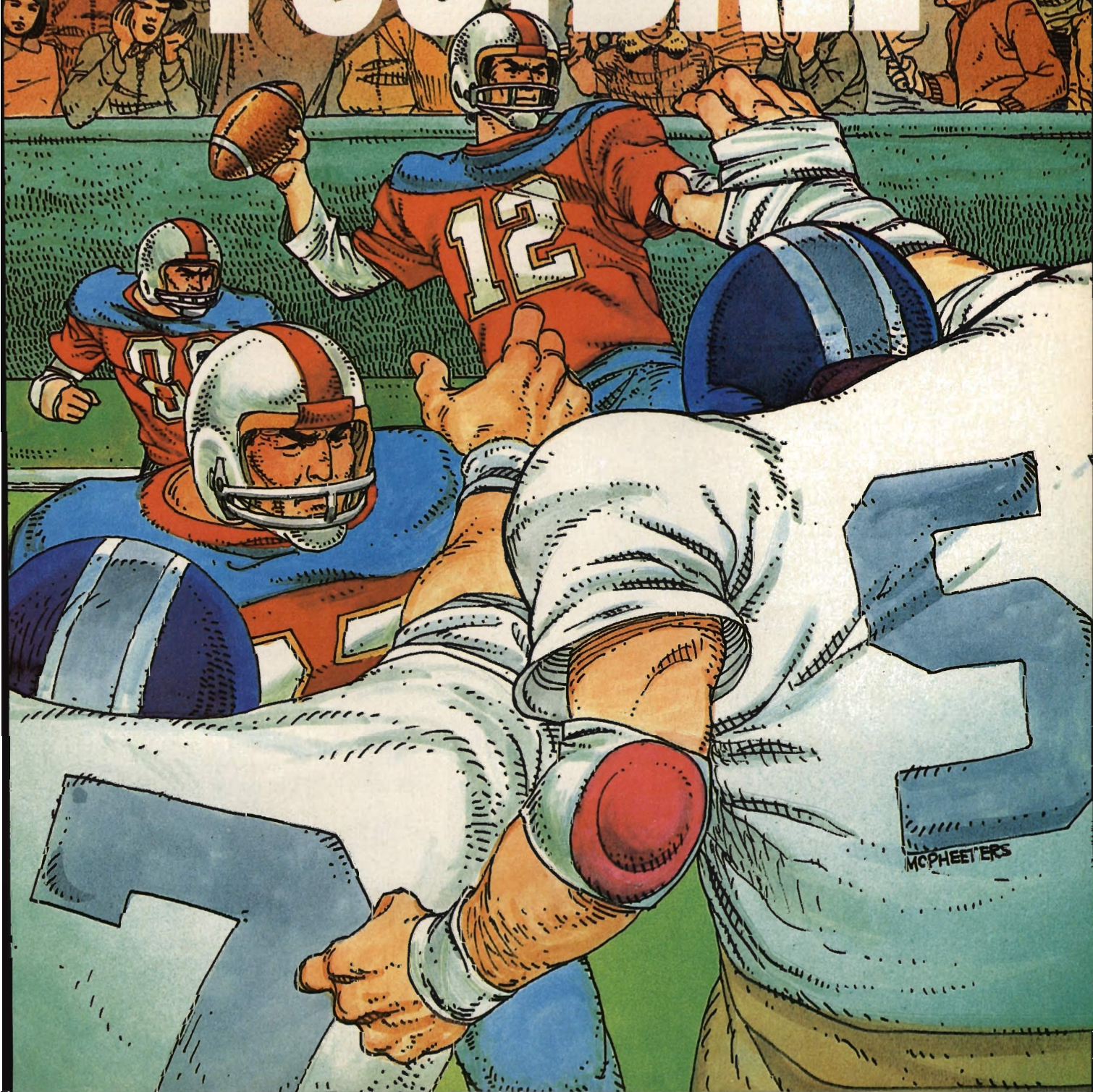


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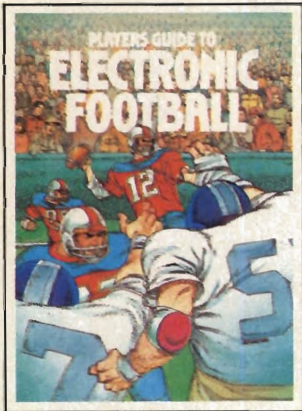
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PLAYERS GUIDE TO ELECTRONIC FOOTBALL



SCORE A TOUCHDOWN



Pre-Game Chatter

Even last year's NFL strike (and the USFL's first-season ineptitude) haven't hurt the popularity of electronic gridiron action. The real-life squads stumbled and bumbled their way through the last 12 months, but video-game and computer game manufacturers have been operating in high gear over the same period.

Things looked rosy for football-loving gamers in 1982; they look even better in 1983. New entries have plugged some gaping holes, pushing the state of the art further and further ahead.

Drafting the Right Football Cartridge

Choosing a football game used to be simple. You simply bought the one made for whatever system you owned. These days, many hard-core home arcaders have two or three machines within easy reach—and there may be as many as three possibilities for each.

Those who wish to use this "Players Guide" to gain pre-purchase information are advised to pay particular attention to data about each program's features. The way you evaluate the good and

bad points, giving each the specific weight you deem proper, will lead you to the proper selection — *for you*. After all, even the greatest two-player game is useless if you seldom have another hu-

man coach readily available.

Mattel's NFL Football

Those who put the emphasis on the first word in "sports games" are certain to be par-



ticularly appreciative of the wealth of detail included in **NFL Football**, Mattel's Hall of Fame cartridge for its Intellivision system. No home game provides greater flexibility in offensive and defensive play-calling than this two-player contest.

Purists may quibble about the fact that each digital team has only five on-screen athletes, but getting started by choosing one of the cartridge's four speed levels generally banishes any worries of this kind. It's hard enough to keep track of the variety of possible formations, patterns and coverages, and additional characters zipping around the gridiron. This might only add confusion instead of increasing realism.

Here's a quick rundown on the order-entry process the offensive coach uses to set up his or her team for each down. The first choice, made by pushing the appropriate spot on the keypad controller, is to determine the general nature of the next play. That is, will it be a pass, run or kick. (Note, however, that the quarterback can always elect to tuck the pigskin under his arm and hoof it toward daylight.) The coach then consults either memory or the pre-printed play-aid supplied by Mattel, to select from one of nine formations. If the team is going to take to the air, the coach must also pick a receiver and one of the nine passing zones.

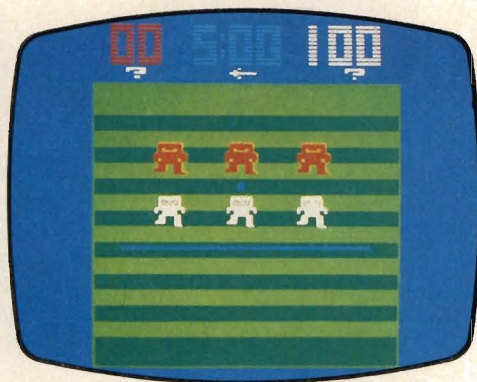
If **NFL Football** has a play-action flaw, it's that movement isn't very fast even at the "high speed" pro setting. Action gamers may even find the going a bit slow, but then football isn't supposed to unwind at the same pace as the typical action game.

One question which each arcader must answer regard-

IN VIDEO FOOTBALL!



SUPER CHALLENGE FOOTBALL (M NETWORK)



ORIGINAL 2600 FOOTBALL (ATARI)

ing this cartridge is: "Do I want to get fully immersed in video football?" Casual players sometimes report that the complexity of *NFL Football* cuts into their enjoyment. But for real connoisseurs of football, there's no question that *NFL Football* holds a unique place of honor and reverence.

Football on the 2600

Last year's release by Mattel of *Super Challenge Football* was more welcome to pigskin-starved Atarians than a first round draft choice. This two-player contest between five-man teams on a horizontally scrolling playfield permits a surprising amount of coaching by both offense and defense.

An innovative — and simple — system of joystick commands lets each coach individually program every on-screen athlete prior to the snap that starts each play. Skillful arrangement of blocking assignments makes possible that rarity in video football, a strong ground-oriented offense.

When gridiron pundits speak of a runner's "elusive speed", it is doubtful they had the phantom-like movement of the players in Atari's *Football* in mind. This two-player

contest is unusual in that it puts a complete, non-scrolling playfield on the screen with the goal lines at the top and bottom, instead of the more usual arrangement that stations the uprights near the left and right edges.

Fortunately, the Sunnyvale, Ca., videogame colossus is aware of the limitations of this somewhat elderly title. The company will shortly replace it in the catalog with *RealSports Football*. If this entry is close to the other titles in that sports game line, it should be a real treat for football minded gamers.

Odyssey Football

It only stands to reason that a football cartridge for a standard programmable videogame system like the *Odyssey*² can't cram as much detail into the contest as a 48K computer disk. So the *Odyssey Football!* must be judged in perspective.

Considered in that light, it's a very solid program that takes an action-packed approach to America's favorite fall sport. The omissions (lack of a real kicking game, non-scrolling playfield and the absence of first downs), should not obscure the fact that *Football!* is a lot of fun to play. And though the number

of offensive and defensive options is more limited than in some other programs, both coaches can brainstorm tactics before every single play.

Astrocade Football

Football for the Astrocade merits the designation of "overlooked classic" more than just about any other cartridge on the market. Only the fact that the system with which it is compatible has failed to attract as large an audience as competing

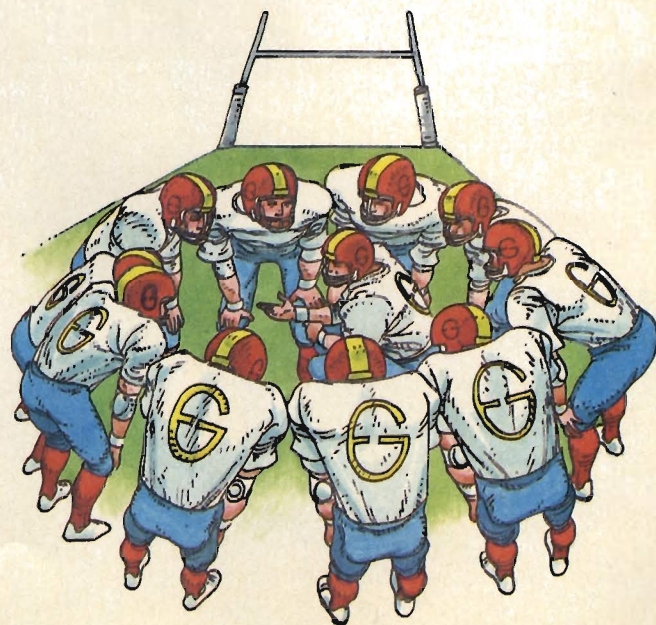
machines has kept this title in obscurity.

If *NFL Football* is for those who are primarily football fans rather than videogamers, then *Astrocade Football* is the best available pigskin program for those who have only a minor interest in sports *per se*.

The best thing about *Astrocade Football* is the system used for calling the offensive plays. Although the game is equipped with a playbook slightly thinner than the one for Mattel's *NFL Football*, an on-screen prompt informs the offensive coordinator of every possible call which can be made prior to each play from scrimmage. This keeps the options manageable, while gently guiding competitors into using a more-or-less realistic attack.

More to Come

By the time the snows begin to fly this winter, there may be as many as four new football games on the market for popular videogame sys-



tems. While little is known about the specifics of each program, sneak previews have left EG's editors tantalized and hopeful in every case.

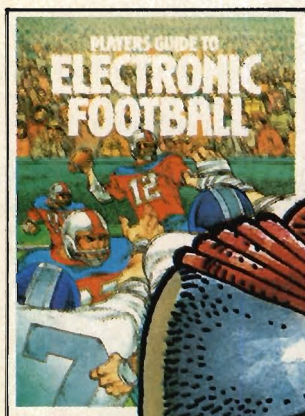
RealSports Football is the

name of Atari's entry for the 2600, and it should actually be in the stores by the time this issue hits the nation's newsstands. Also announced by Atari is **Football** for the

5200. Given the graphics and memory capabilities of the 5200 "third wave" programmable system, this should vault right into contention for top video football honors.

Coleco intends to have a football cartridge for the ColecoVision in the stores before the pros and collegians start butting helmets in earnest. The company has thus far

YOU'RE THE COACH IN THE COMPUTER



group focuses on giving the gamer the experience of coaching analogs of real-life touchdown heroes.

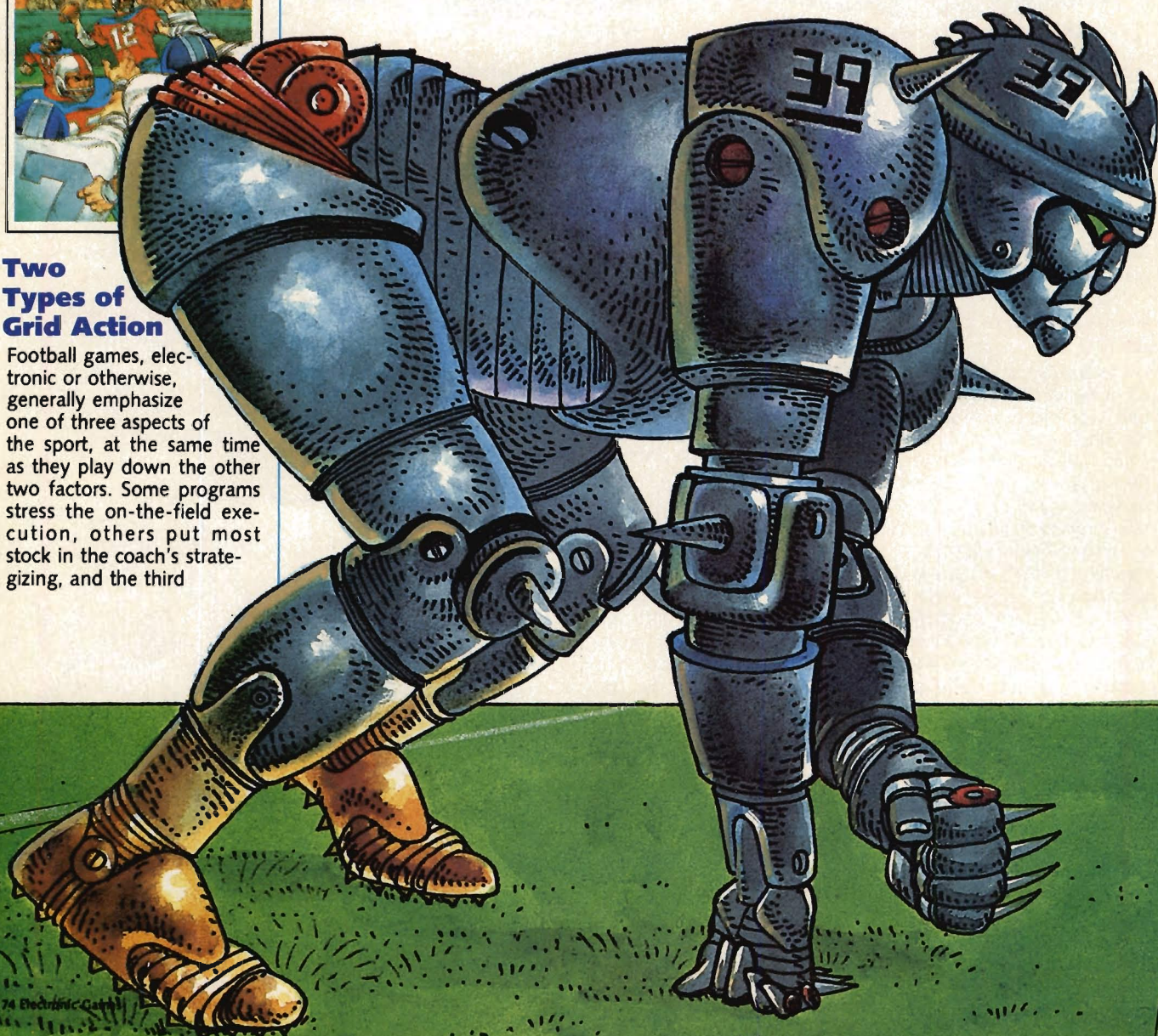
Limited memory and the

action-orientation of most videogamers tends to keep the spotlight on executing plays on the digital gridiron. Computer football games fre-

quently place more stress on signal-calling than execution, though it would be hard to find a game with a heavier strategic component than

Two Types of Grid Action

Football games, electronic or otherwise, generally emphasize one of three aspects of the sport, at the same time as they play down the other two factors. Some programs stress the on-the-field execution, others put most stock in the coach's strategizing, and the third



given advance publicity for this game a back seat, preferring to accent its new baseball title, but advance word is encouraging. The cartridge is expected to utilize the new Co-

leco super-controller and will feature extensive playbooks for both offense and defense.

Blitz is the first sports cartridge for the Vectrex by GCE. Although the version tested

by this magazine was not deemed by its manufacturer to be fully ready for commercial distribution, it looks entirely capable of giving other football videogames a run for

their money. It presents a vertically scrolling playfield and six-man teams represented by "x's and "o's in a one- or two-player contest. (Solo games are just for practice.)

SUPERBOWL

Mattel's NFL Football.

Statistical replay games haven't had much impact on computer gaming yet. Strategic Simulations' Com-

puter Quarterback offers a disk for separate sale that allows play with representations of actual gridgers, but things are pretty sparse ex-

cept for that. Since stat-replay games are a big interest among non-electronic sports gamers, it seems reasonable to assume that this facet

of football will get its due before too much longer.

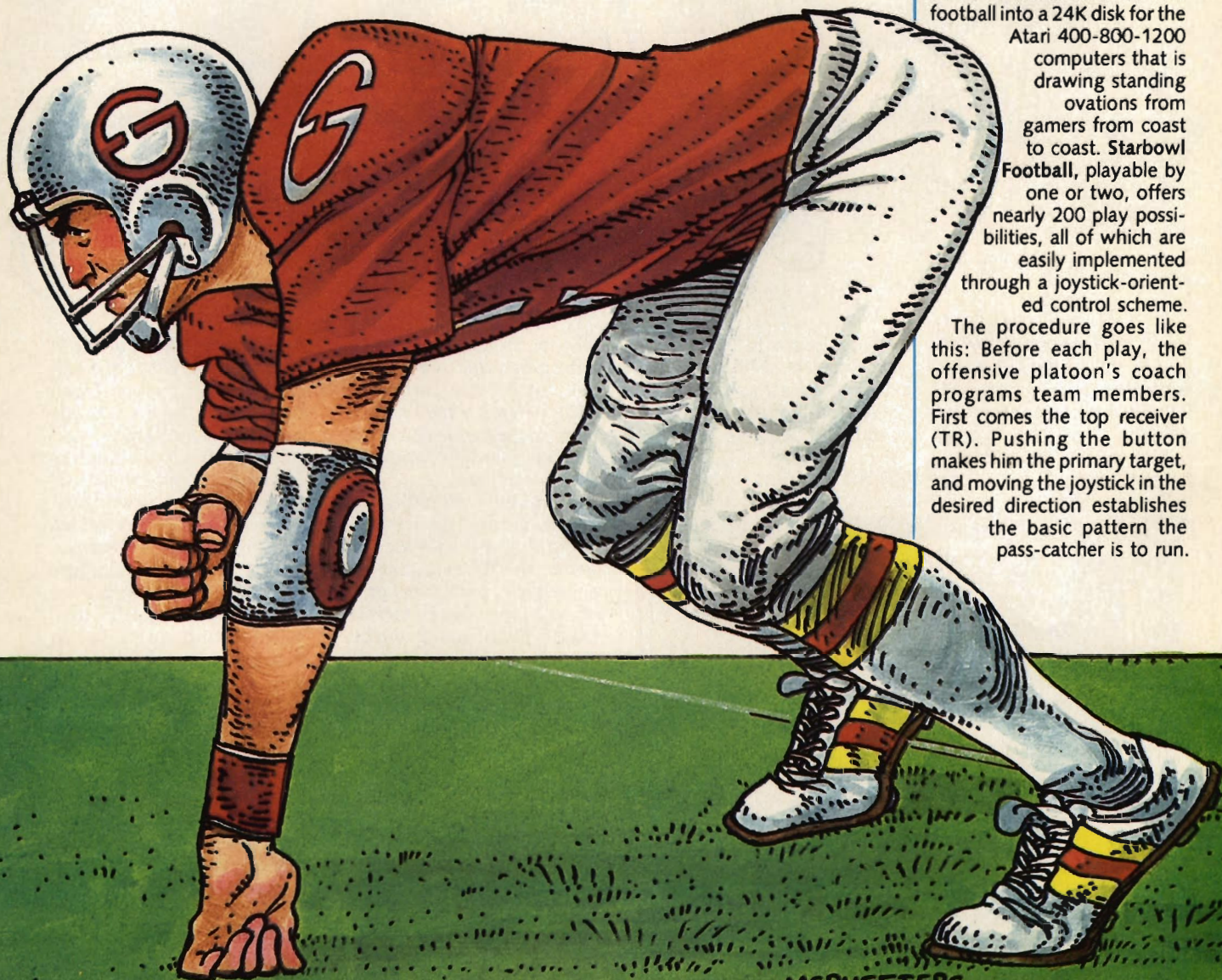
Starbowl Football for Atari

Dan Ugrin and Scott Orr have translated their love for football into a 24K disk for the Atari 400-800-1200

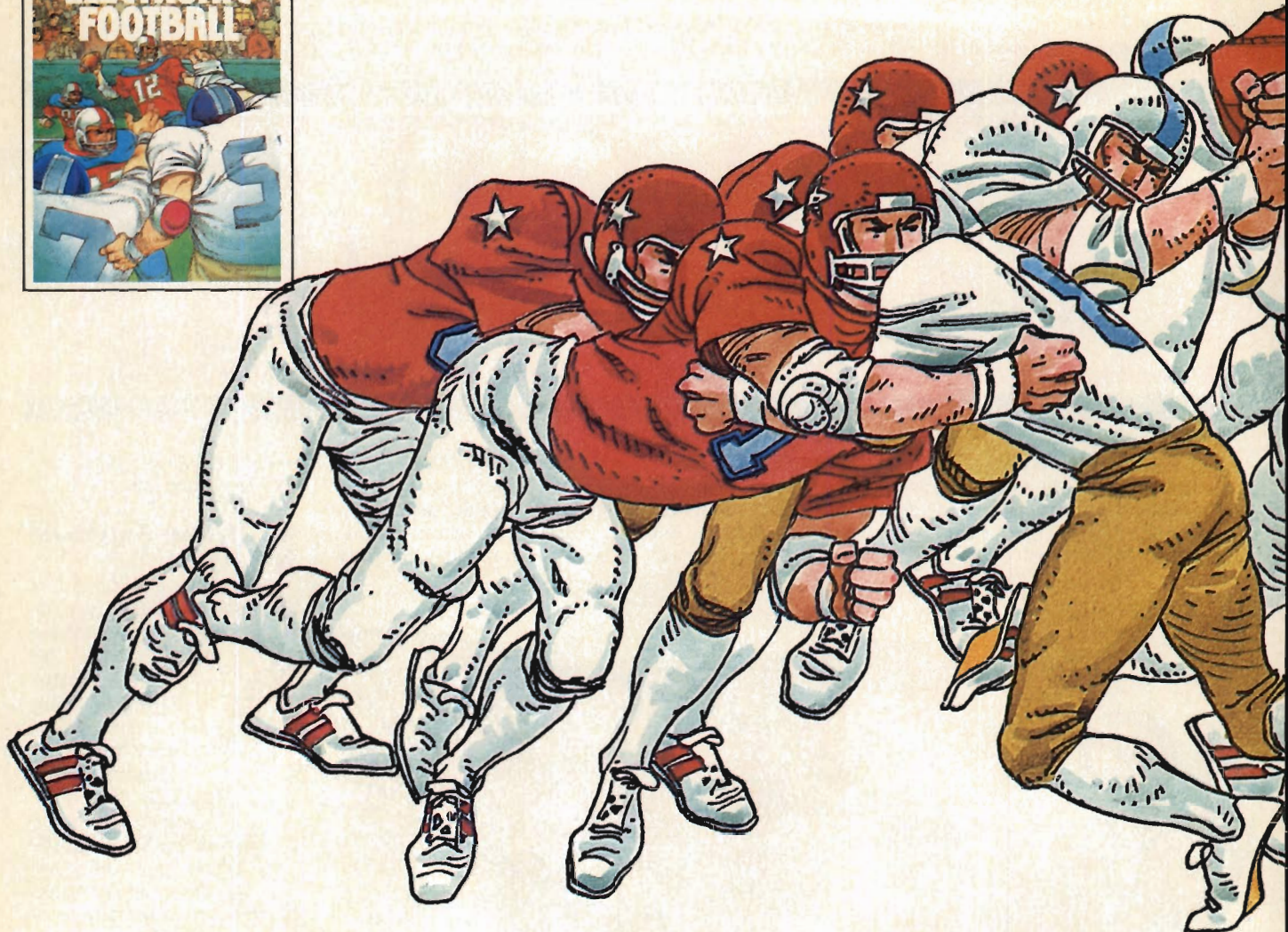
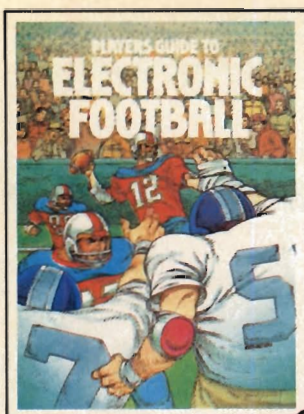
computers that is drawing standing ovations from gamers from coast to coast. **Starbowl**

Football, playable by one or two, offers nearly 200 play possibilities, all of which are easily implemented through a joystick-oriented control scheme.

The procedure goes like this: Before each play, the offensive platoon's coach programs team members. First comes the top receiver (TR). Pushing the button makes him the primary target, and moving the joystick in the desired direction establishes the basic pattern the pass-catcher is to run.



MCPHEETERS



Next the blocking assignment for the entire offensive line is entered, again by moving the joystick in the appropriate direction. Finally, the TR procedure is repeated with the bottom receiver (BR). The

offense coach has total joystick control of the quarterback, and control shifts to any player on the team who subsequently acquires the pigskin.

The routine is roughly par-

allel for the defensive coach. After programming the coverage for the top cornerback (TC), defensive line and bottom cornerback (BC), the joystick gives full control over the free safety.

Starbowl Football is unusually detailed, even including a full-fledged kicking game. Though executing the called plays, particularly passes, will give novice *Starbowl* players fits, at least in the beginning, a little practice will allow the sports gamer to luxuriate in one of the most satisfying gaming experiences available on a computer today.

SSI's Computer Quarterback

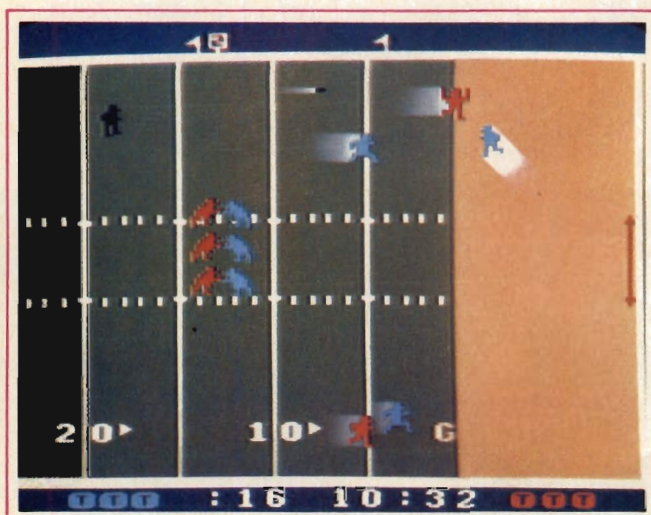
There's more than one method to shove the ball past the goal line for six big ones. Some teams, like the current

New York Jets, hope to ride to victory on the wings of a balanced attack; the San Diego Chargers live or die with the pass, and what would Houston be without its crunching Earl Campbell ground attack?

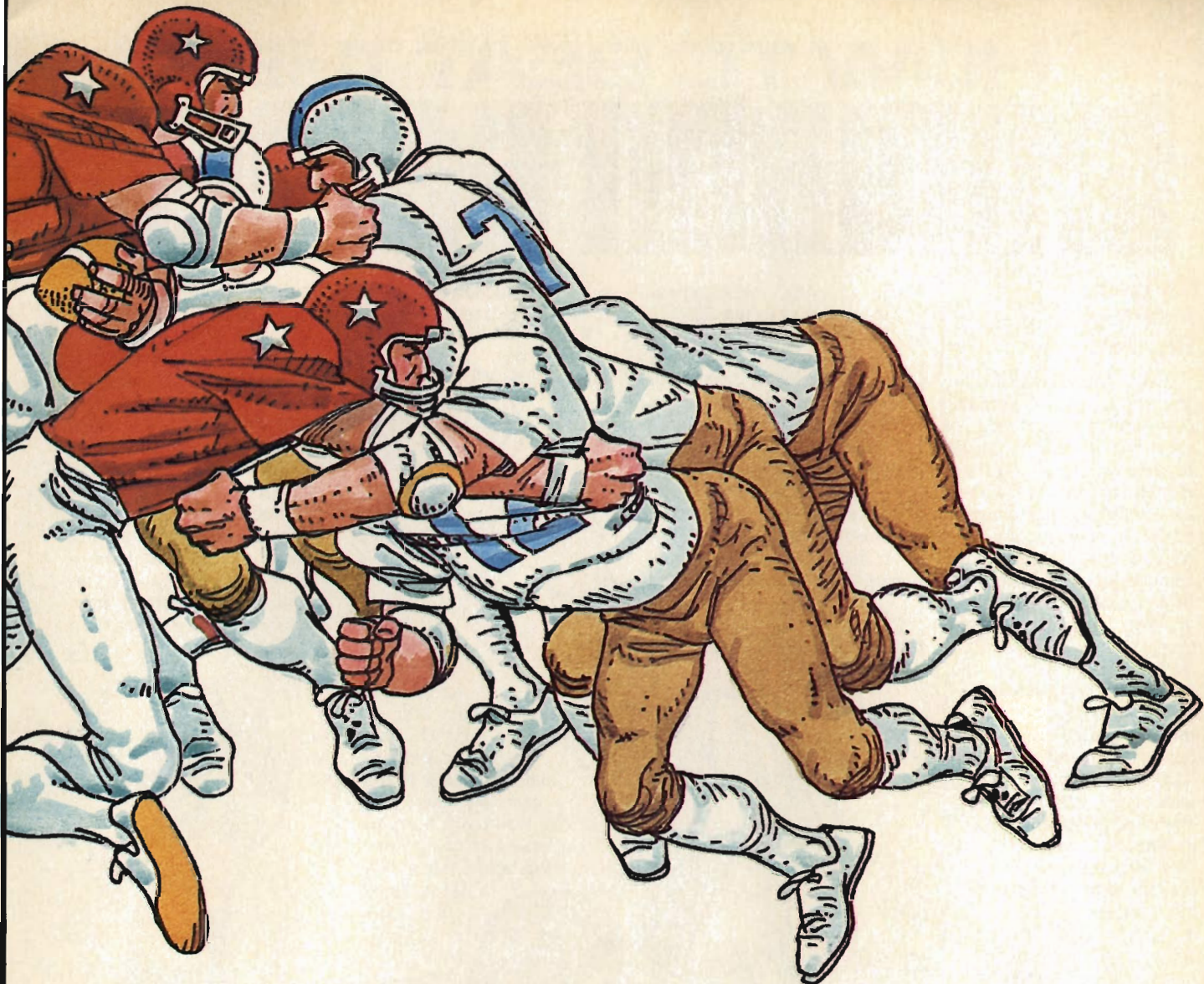
It's the same way with electronic football games. A case in point is **Computer Quarterback**, published by Strategic Simulations for play on the Apple II computer. It's a truly outstanding game, even though it doesn't rate very well with regard to graphics or the pace of on-screen action.

What it does have is an engrossing simulation of what it's like to coach a football team. It provides the opportunity to exercise team-building and play-calling skills without having to descend, even vicariously, into the trench where lines collide.

Although the game is play-



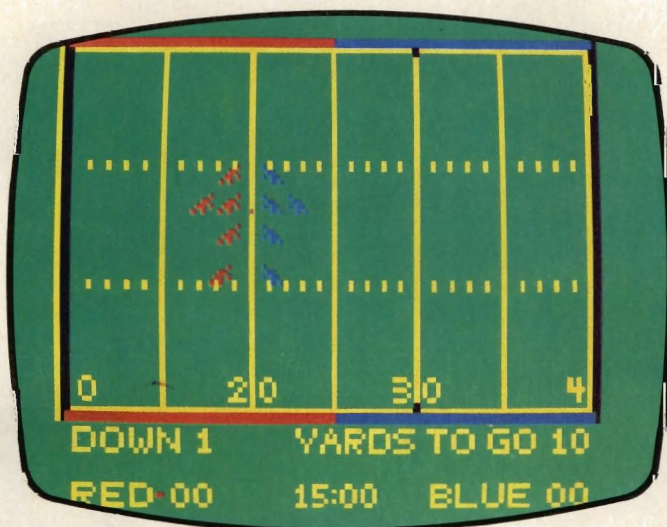
STARBOWL FOOTBALL (GAMESTAR)



able without the drafting option, the chance to custom-design your own team is probably *Computer Quarterback's* most attractive feature. In this variation, all the gridders aren't created equal. If you favor an air circus attack, you'd better spend the bulk of your cash allotment on a quarterback, some receivers and perhaps a blocker or two.

Tuesday Morning Quarterback

While *Tuesday Morning Quarterback* by EPYX has some things in common with *Computer Quarterback*, such as its use of actual NFL teams, it offers a little extra in the graphics department. For instance, it is necessary to display a little coordination and timing to kick a field goal in this one.



TRS-80 FOOTBALL

Computer Football Strategy

For the pure fun of coaching, it's hard to beat Avalon Hill's Football

Strategy. Now the Baltimore, Md., company's Micro-computer Games Division is readying an electronic version of this superb design. It lets

two computerists square off head-to-head in a duel of offensive and defensive strategies. Few games can match the breadth of play possibilities contained in this program.

The non-electronic version of this head-to-head classic spawned a number of arm-chair coaches; the video version may do the same.

The only bad news is that, at this writing, Avalon Hill only intends to make this title for the TRS-80 Models I and III and the IBM Personal Computer. Perhaps if owners of such systems as the Commodore 64, Apple II and Atari 400-800-1200 let the publisher know their feelings, Microcomputer Games might be induced to make *Computer Football Strategy* available for some or all of these popular systems.

HOW TO BEAT THE GRIDIRON GAMES

Winning Football for Non-Fans

If you follow football in the real world, you've probably got a pretty accurate idea of what strategies are most likely to work on the ol' electronic gameboard. Many arcaders are not really gung ho pigskin partisans, however, and may need a little help to avoid coming out on the short end of a lopsided score in games against students of the grid game.

1. Practice. This is especially necessary for arcade-style action games. Even the best strategy is no good if you can't pull it off successfully under game conditions. The most important thing to rehearse is passing. This takes more coordination and timing than any other aspect of these video football contests and is,

consequently, the toughest aspect of play to master.

2. Mix up your plays. Even if a play works once, it doesn't necessarily follow that it will work a second time in a row. The naive football gamer should avoid falling into a predictable pattern of signal-calling, especially early in the game. If your opponent knows you always throw long on third down, he'll be running those intercepted passes


back for touchdowns every couple of minutes.

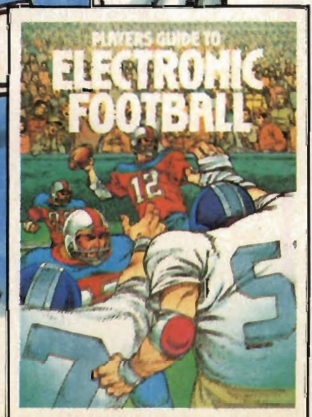
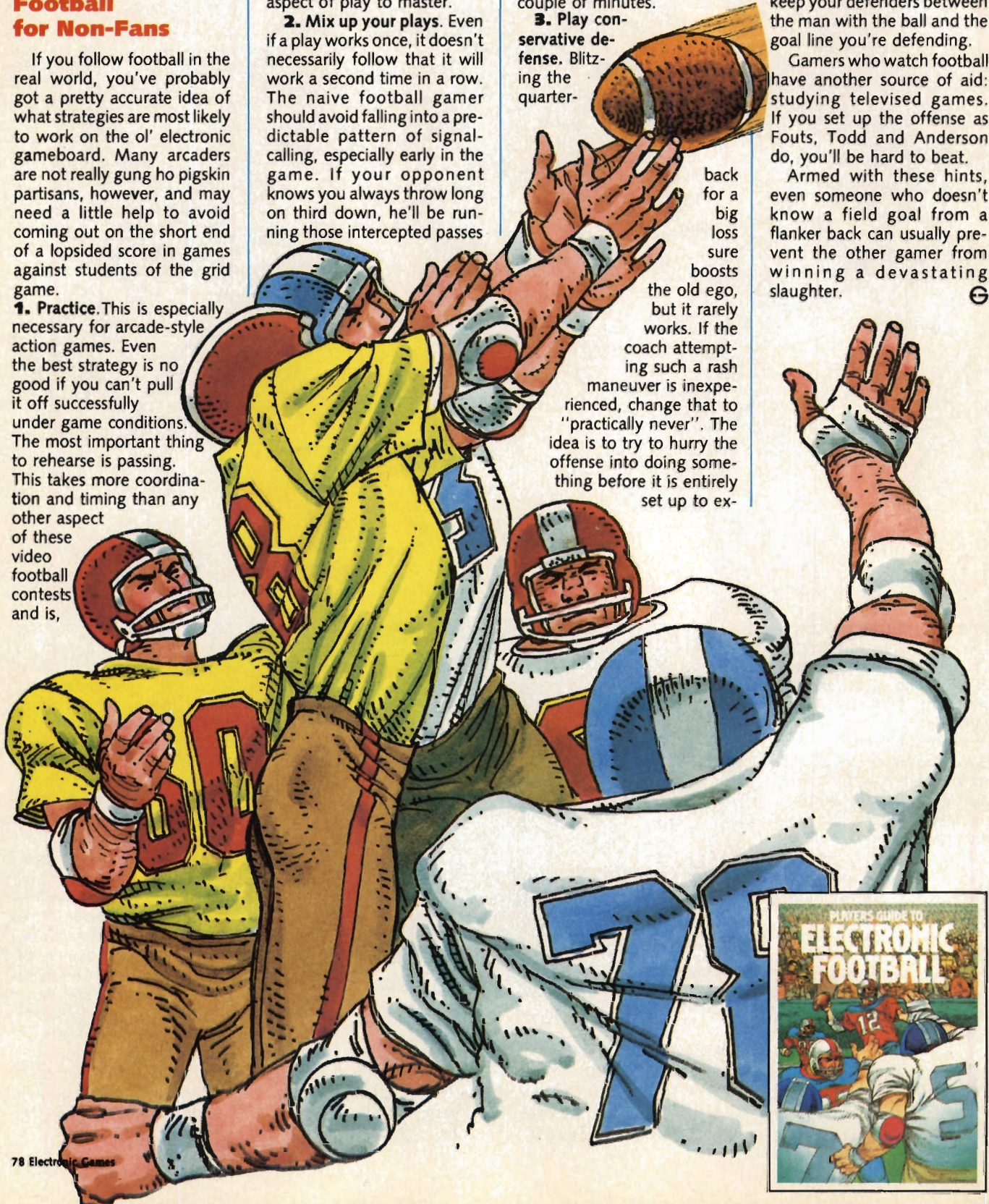
3. Play conservative defense. Blitzing the quarter-

back for a big loss sure boosts the old ego, but it rarely works. If the coach attempting such a rash maneuver is inexperienced, change that to "practically never". The idea is to try to hurry the offense into doing something before it is entirely set up to ex-

ecute—and then drop back to keep your defenders between the man with the ball and the goal line you're defending.

Gamers who watch football have another source of aid: studying televised games. If you set up the offense as Fouts, Todd and Anderson do, you'll be hard to beat.

Armed with these hints, even someone who doesn't know a field goal from a flanker back can usually prevent the other gamer from winning a devastating slaughter. 



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PROGRAMMABLE PARADE

Roam the Cosmic Castle in Search of Danger!

By ARNIE KATZ and BILL KUNKEL

SPACE DUNGEON

Atari/Atari 5200

Complaints about the controllers Atari currently supplies with the 5200 have been so widespread that it's needlessly repetitive to add to the lament here. Yet Atari hasn't grown into a manufacturing giant by letting little miscalculations bar the way to higher sales and profits.

Atari's answer was to produce software which, unlike titles such as *Super*

juggernaut of explosive force, *no* home videogame has ever equalled the vicarious experience attained by *Space Dungeon*. The player rips through the labyrinth of interconnected, full-directional scrolling chambers, shredding the various flying and hovering menaces inhabiting this cosmic castle's innards. The experience of the on-screen surrogate's carnage is communicated more directly to the arcaders gaming brain centers than

the player can enter or exit a chamber, but take care, for there is frequently a series of empty, totally innocuous rooms even in the early racks. Feeling cocky, the player begins to pick up speed, covering rooms with less and less caution. Suddenly, a too-abrupt entry — and the arcader is stuck in a room literally swarming with malevolent space ghouls.

Also present are stationary "bonus" items, which the cannon collects by passing over them. These items — mushrooms, crosses, etc. — are safe so long as the cannon makes it to the transport chamber in one piece. But as the legend reads: "The thief's in view on level two!" (As the gamer transports down, this is followed by such homilies as, "There's more to see on level three", etc.) Should the thief touch the cannon, the felonious alien will steal your prizes. Similarly, destruction negates any amassed prizes. The thief is not content with that, however, he moves onto the playfield and makes off with bonus items before the player can snatch them!

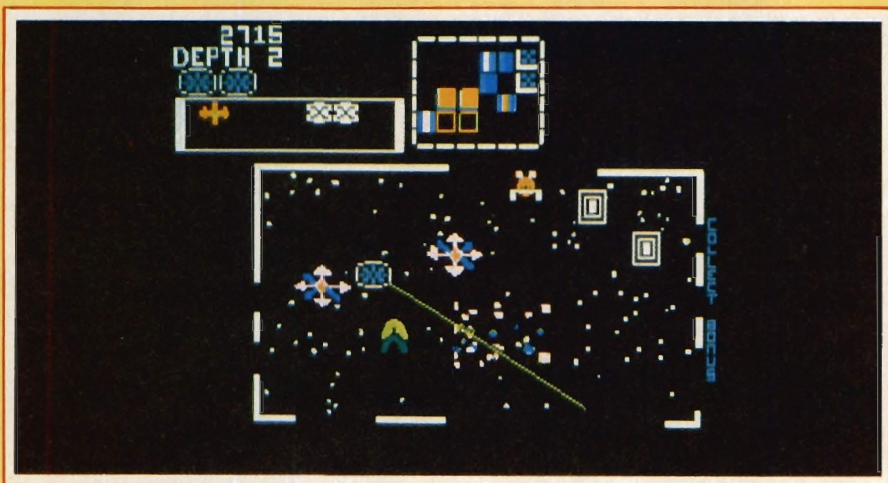
The music here is good, though not outstanding; however, the play action is barely describable. As the street peddlers tell their prospective customers: "Check it out." *Space Dungeon* is a classic.

MINER 2049ER

Tigervision/Atari 2600

The videogame that's got the whole hobby hopping has finally come to the "Model T" of videogame systems in the form of Tigervision's 2600 version of *Miner 2049er*. The cartridge offers three totally distinct playfields, each requiring specific arcading skills to be mastered.

Interestingly, this most streamlined of the "Miners" is by far the most



SPACE DUNGEON (ATARI 5200)

Breakout, capitalize on the strengths of the 5200 controller instead of magnifying its weaknesses. So Atari has somewhat de-emphasized contests that require strict vertical and horizontal movement, like *Pac-Man*, in favor of titles that stress a more free-flowing, omni-directional form of action. (The availability of a 5200 trackball, a top-quality item, only serves to make free movement games even more attractive on this system.)

Space Dungeon is for closet blast-brigaders who like a dash of strategic play to keep them from going totally over the edge. In terms of simulating a

any home videogame we've ever seen.

While the round, single-directional, diagonally firing cannon travels from room to room within the outer space dungeon, a color-and-symbol-coded radar screen at the top of the playfield monitors movement. As the gun enters a room, the block-shaped space on the chart is lit. Similarly, a room blinks on each rack on the grid, indicating that it houses the transport chamber through which adventurers move into the dungeon's deeper and more forbidding levels.

There are several points at which

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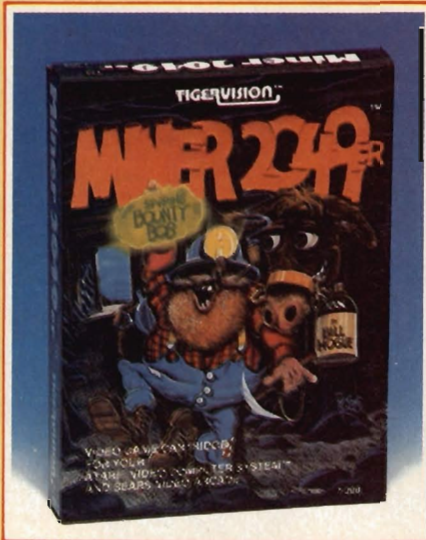
PROGRAMMABLE

PARADE

difficult. The initial field, generally considered a milk run on computer versions boasting 10 or so screens, is a matter of life and death right from "jump" street in this version! Still, the mechanics of claiming prizes, bounding over mutants, scaling and claiming territory are all mastered on this level.

By the second rack, the transporter scenario, the prize items (which render the mutants temporarily vulnerable to contact destruction) thin out considerably. There is also a particularly knotty ledge in the upper right corner that requires the player to claim all of the territory while leap-frogging back and forth over a roving mutant!

Bonus items are a fond memory by the final screen. In the cannon scenario, players must trek into the underground chamber where the bombs are stored. One bomb is necessary for



MINER 2049ER

each level the player surrogate wishes to scale. There are three outcroppings on each side of the field, and, again, the girders must be cleared while hopping over deadly mutants. Tigervision's *Miner 2049er* is a magnificent 2600 rendition of the Bill Hogue/Big Five classic, and after a few rounds with this game, players will be thirsting for the sequel, on its way in the near future.

Graphics, while naturally blockier

than those found in more sophisticated systems, are nonetheless sparkling 2600 workmanship, with spare but appropriate sound effects. This is a cartridge that belongs in every VCS owner's collection.

JUNGLE HUNT

Atari/Atari 2600

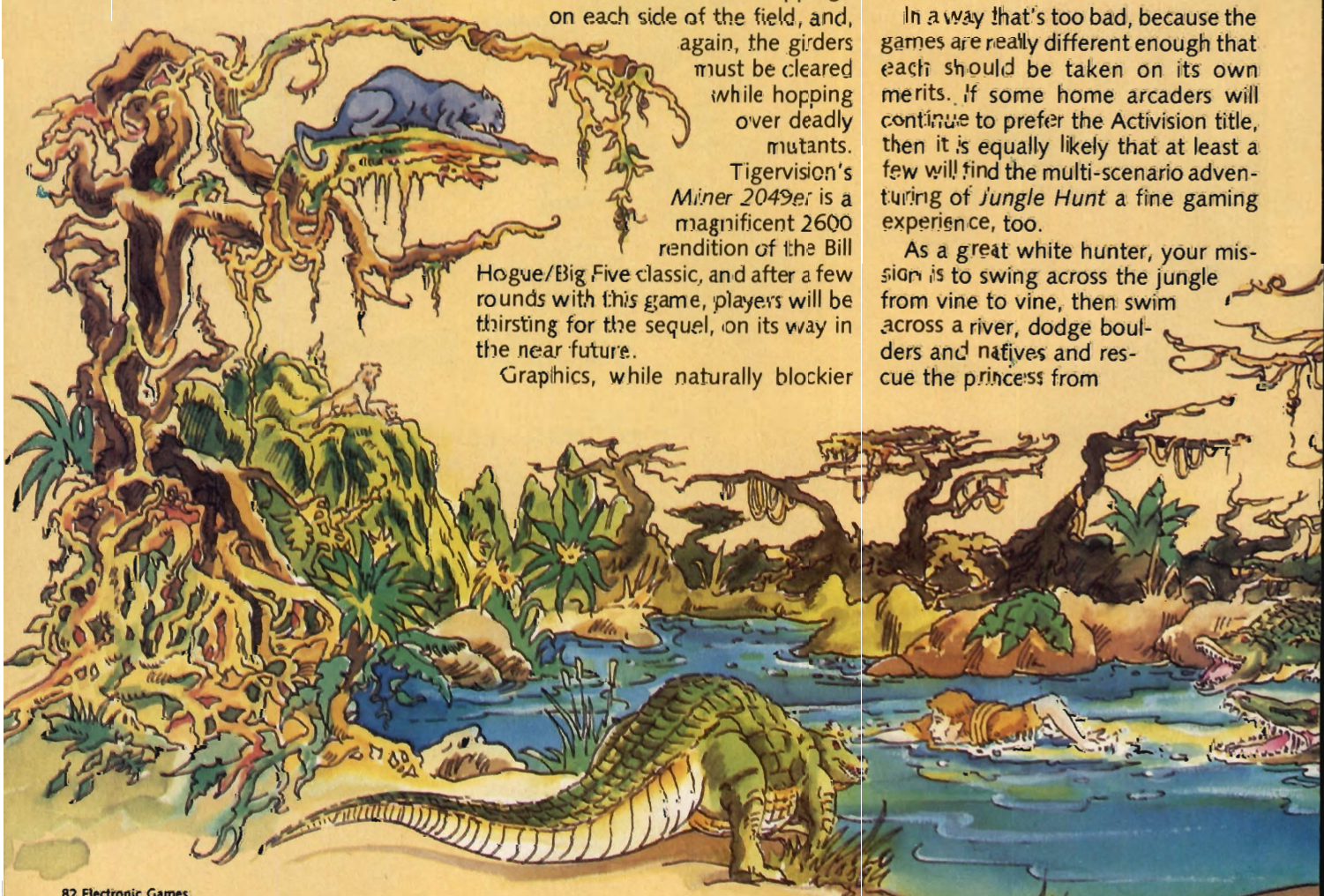
Designers of home games have frequently acknowledged the debt they owe to the creators of coin-op machines. More than one popular videogame cartridge has started down the long road to publication only after someone glimpsed the shape of a new idea while feeding quarters to the fun machines at the local pay-for-play amusement center.

Though *Jungle Hunt*, which began as *Jungle King* with a different on-screen hero, can't be considered a "me, too" or rip-off in any sense, Activision's *Pitfall* certainly seems to have exerted at least some influence on it.

Now things have come full cycle, since Atari has produced a 2600-compatible cartridge based on the Taito coin-op. Comparisons between *Jungle Hunt* and *Pitfall* will now be inevitable.

In a way that's too bad, because the games are really different enough that each should be taken on its own merits. If some home arcaders will continue to prefer the Activision title, then it is equally likely that at least a few will find the multi-scenario adventuring of *Jungle Hunt* a fine gaming experience, too.

As a great white hunter, your mission is to swing across the jungle from vine to vine, then swim across a river, dodge boulders and natives and rescue the princess from





JUNGLE HUNT (ATARI 2600)

danger. The only real fault with this cartridge is that it's easier than it sounds to accomplish all this. The game does not provide a tough enough challenge for veteran players, and only the river scenario, in which the player battles crocodiles with his knife, has a high level of excitement.

For instance, the vine-swinging is as close to automatic as it could possibly be without removing all traces of game-like action. Jump to the next one when the vine you're holding is swinging to the left, and



it's almost impossible to miss.

The graphics in *Jungle Hunt* are pretty good, especially for a contest with such a variety of on-screen objects. The coloring, while fairly true to the Taito coin-op, is messy and not altogether eye-pleasing.

Note that both of this reviewer's complaints apply, with equal justice, to the commercial arcade device as well as the home edition. If you found the Taito title entertaining, you won't go wrong with this 2600 version. Atari's design staff has done a masterful job of translating *Jungle Hunt* from arcade to home.

HAPPY TRAILS

Activision/Intellivision

Does anyone out there remember those sliding number puzzles? They generally had 15 numbered tiles arranged in a wooden or plastic frame that was large enough to contain 16 such tiles in a four-by-four configuration. The idea was to juggle the order of the 15 tiles, using the empty space as maneuvering room, until they were arrayed in numerical sequence.

Carol Shaw remembers. Not only that, but the same designer who gave us *River Raid* earlier this year had the smarts to utilize this play-mechanic in a program for the videogame system best able to take advantage of it—the Intellivision! At last, there's an action-strategy contest for Intellivisionaries that ranks with the best in challenge, innovation and chap-splitting humor.

Happy Trails begins with a four-space, three-tile format and a border that extends into play. A tiny cowboy



HAPPY TRAILS

begins wandering along a border path and it is the gamer's job to make sure that appropriate pieces of fitting-trail lanes are placed in his path. Along the perimeter of the grid are moneybags, and the object is to lure the cowboy over them. Collect all the moneybags and, for your reward, you face an even

PROGRAMMABLE PARADE

more challenging series of six- and even eight-slot mazes with as many possible combinations for success as there are hamstring pulls in the NFL.

As play speeds up — along with the pulse-pounding musical soundtrack — the strategies take on rococo twists that would have befuddled O. Henry himself!

The major accomplishments of Carol Shaw's *Happy Trails* are bountiful indeed. The game proves that Activision can produce Intellivision I & II software that ranks with the very best from any of the heavyweights. Moreover, Activision has realized that wild action contests bereft of cerebral stimulation which rely entirely on manual dexterity are doomed from conception — except for a few examples of brilliant programming exceptions that only serve to prove the rule.

GORF

Coleco/ColecoVision

Of all the shoot-'em-ups that have exploded on the coin-op scene in the last few years, one of the titles that has adapted best to the needs of the home gaming market is Midway's *Gorf*. This multi-screen invasion game provides video sharpshooters a pleasing variety of action with easy-to-learn play-mechanics.

Perhaps because of the ColecoVision's enormous capabilities, this is perhaps the best home edition of *Gorf* to date. It offers one or two players four of the coin-op's original five screens — the *Galaxian*-like scenario is omitted from all home versions — in



GORF

a visual setting that certainly conjures up the quarter-snatcher from Bally. (The sound effects aren't quite as close to the coin-op. Possibly Coleco's forthcoming *Super Gorf* for the Adam will bolster that area.)

The first scenario is strongly reminiscent of *Space Invaders*. The player defends the Earth with a horizontally-mobile cannon located at the bottom

of the display. Marching toward the defender's position are three horizontal rows of attackers with eight attackers in each row. A little flying saucer periodically crosses the screen above its marching minions and can be blasted for bonus points. The defender's gun is protected by a semi-circular shield at first, but incoming fire quickly disrupts this defense perimeter.

Split second fire-and-move routines are the player's only salvation in the second scenario, in which you must contend with a small force of kamikaze robot ships clustered around a laser ship and a Gorf robot.

Once the gamer vanquishes the force in the second scenario, Gorf calls in reinforcements from every corner of the galaxy. They pop into view through a giant hyperspace warp which dominates the center of the third screen. The gamer must destroy the ships as they spiral outward from the gate while also managing to either avoid or blow up the radiation bombs the attackers are lobbing.

The fourth, and weakest, of the scenarios involves a duel between the player's ship and a shielded Gorf flagship that chugs back and forth across the screen, moving first lower and then higher from the defender's movement line as this phase of the game progresses. The idea is to shoot away parts of the shield and then blow up the flagship by scoring a direct hit on its internal reactor. This is mostly a matter of getting the timing down pat, which makes it frustrating for beginners and a bit dull for those who've mastered the trick.

There are four levels of difficulty,



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with number three roughly equal to the coin-op in overall challenge. Completing a round of four missions earns a promotion to the rank of Space Captain — and the right to try the whole thing again at a higher difficulty setting in a bid to rise to still higher ranks such as Space Colonel, Space General, Warrior and Avenger.

Coleco's edition of *Gorf* is an excellent addition to the growing library of cartridges for this popular system.

SOLAR STORM

Imagic/Atari 2600

All right, the sun just exploded. As if that wasn't enough to start the day off on the wrong foot, you have to defend this burnt-out husk of a planet from a crew of despicable Deltoids. All in a day's work for arcaders who like invasion games with multiple scenarios, and Imagic's *Solar Storm* qualifies as a surprisingly good entry in the heavily worked genre.


The initial contest sees the gamer moving the defender craft horizontally across the bottom of the screen while

a never-ending barrage of Deltoid rat-rockets make their way downscreen. Control is via the paddle, a little unusual these days.

Strategically, take the following approach: Only one ship in every three or so actually fires. Let all the ships move down the playfield a bit. Once one fires, blast it. If it makes it halfway down and hasn't launched a line of destructive heat rays, it probably won't. Obliterate it.

Players who move beyond this scenario chug along onto the centrally-stationed orbital platform where the gamer's paddle manipulates a rotating perimeter-cannon that can take out the enemy's ships moving horizontally across the upper four corners.

The graphics won't leave you breathless, but they are first-rate stuff, and the game plays like a gem. Believe it or not, *Solar Storm* proves that even a genre as tired as the invasion theme can be made interesting through creative design.

Of course, it *does* help to have a despicable Deltoid. 



SOLAR STORM

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COMPUTER

SPEEDWAY BLAST

IDSI/Atari 400-800-1200/cartridge

The only thing that's predictable about Innovative Design Systems, the publisher of this 16K cartridge for the Atari computer systems, is its unpredictability. Few companies have compiled such a consistent record of coming up with the unusual title, the game that's at least several strides off the beaten track. IDSI games don't always have nail-biting play-action, but they seldom fail to present a new and novel arcading experience.

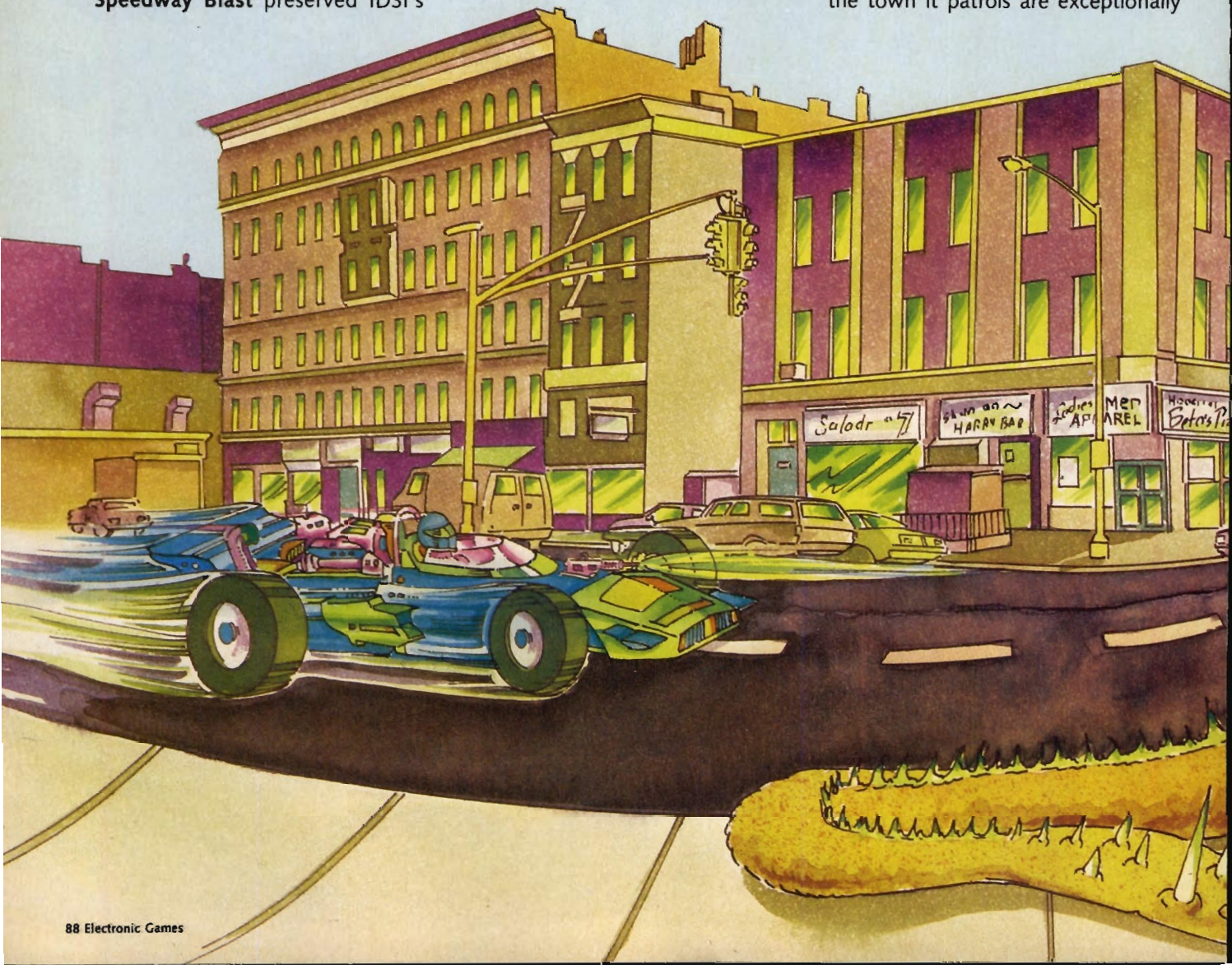
Speedway Blast preserved IDSI's

reputation intact. The player wields a joystick to steer a racing car through a macro-maze composed of the streets of a small city. Driving the vehicle is a snap, and it shouldn't take most arcaders too long to learn how to execute hairpin turns even at top speeds.

It's a good thing the racer is highly maneuverable, since it has to be just about everywhere at once to battle the pothole monsters that are rapidly chewing up the asphalt. A secondary display helps the gamer find the quarry, which "hatch" out of eggs that can

be found at most intersections when the game begins. The player scoops up as many of these eggs as possible — and then uses a hood-mounted gun to fill in the holes and dispatch the monsters which dug them. When all the streets are free of both monsters and potholes, the game kicks up to the next difficulty level and resumes.

The graphics in *Speedway Blast* are about the best ever seen on an IDSI game. Though the monsters are little more than a few lines without a great deal of charm or character, the car and the town it patrols are exceptionally



GAMING

**Get Ready!
Get Set!
Take Off For
A Real
Speedway
Blast!**

well-depicted. Wheeling the little auto up and down streets at breakneck speeds is actually fun in and of itself, and the addition of the shoot-'em-up element completes the picture in outstanding fashion.

(Arnie Katz)

ZENDAR

SubLogic/Apple II/48K disk

For those who have plenty of time and need new worlds to conquer, **Zendar** is a simulation that can provide some stimulating, thought-provoking play. For those who want the most

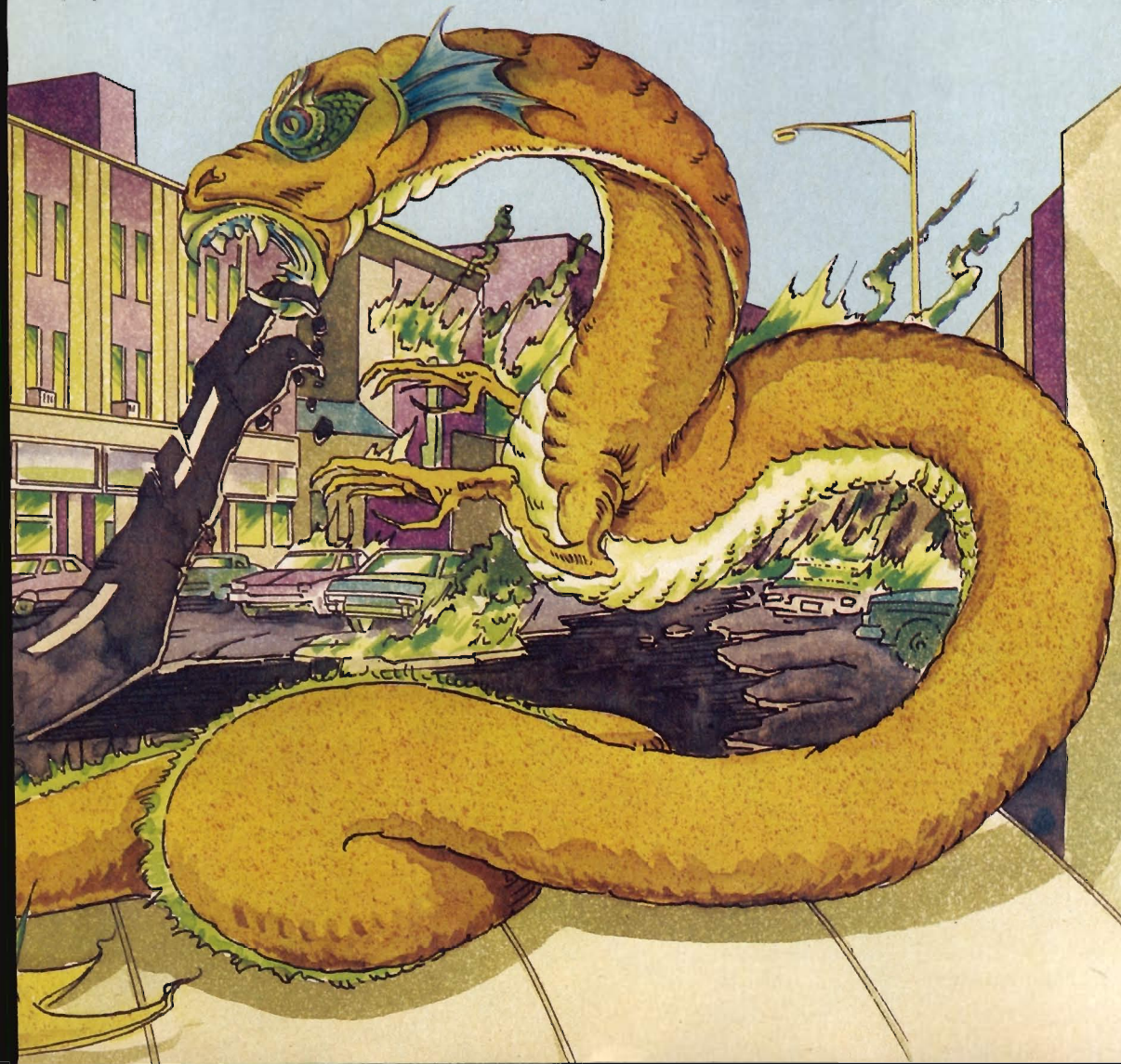
teeth-gnashing, heart-stopping action possible from a computer, **Zendar** won't even reach the first notch on a 1-10 scale.

Zendar is a fictional island community made up of eight separate countries. In the opening scenario, the island is in trouble. You and 250 assistants/assets are given a 10-year period to turn things around.

At the start of the game, you divide the 250 into five categories: administrators, military personnel, scientists, engineers and units of gold. Then a ship takes you to the one country you

actually run. At the beginning of the simulation, one war-hungry nation is getting ready to cause trouble. The objective is to get as many countries under your control as possible and then strengthen those countries in the areas of energy, raw materials, production, manpower, transportation, agriculture, health, wealth, morale and war strength.

That brings up the simulation's problems. First of all, it is impossible to completely wipe the enemy off the island for more than one turn. Ran-



COMPUTER GAMING



ZENDAR (SUBLOGIC)

dom revolutions, that not only create new enemies, but also cause the loss of some of those 250 assistants/assets, erupt periodically. Of course, this flux also has the beneficial effect of adding a dollop of uncertainty to any long-range plans.

There are two ways to bring a country under your control. First, there is annexation during which one of the countries you own must bargain with the other country in terms of assistants/assets for the takeover. While it is a kick to barter with a computer, if you enter this phase you must be prepared to work out an agreement. There's no graceful way to exit the bargaining session once it starts.

Then there is war. The computer controls the conflict once it erupts, but generally the country with the best war strength rating wins.

Other options include the assignment of assistants/assets to friendly or owned countries to improve that country's weak areas of development. Trade is also possible, which can strengthen a weaker country or help it survive longer during a period of conflict. The computer also introduces gold discoveries, floods, earthquakes and so forth which definitely make a

difference in the total outcome.

The game is totally keyboard-oriented. There are four time periods for each of the 10 years, giving the gamer 40 chances to make decisions. Two hours is a minimum time period for *Zendar*. At the end of the game, the computer scores your performance.

(Rick Teverbaugh)

PROTECTOR

HES/VIC-20/cartridge

Looking for a real challenge? Try HES' *Protector* — but don't come

crying if this slam-bang slugfest turns out to be too tough a nut to crack. This VIC-20 edition of the game conceived by Mike Potter and previously marketed by Synapse for the Atari 400-800-1200 computers may well prove to be too much of a good thing for all but the best action-gamers.

The player faces a series of tasks as "Protector" of 16 helpless people. Under attack by the Fraxullan Slimehordes, their only hope is rescue by the gamer's Needlefighter. The ship must collect these folks one at a

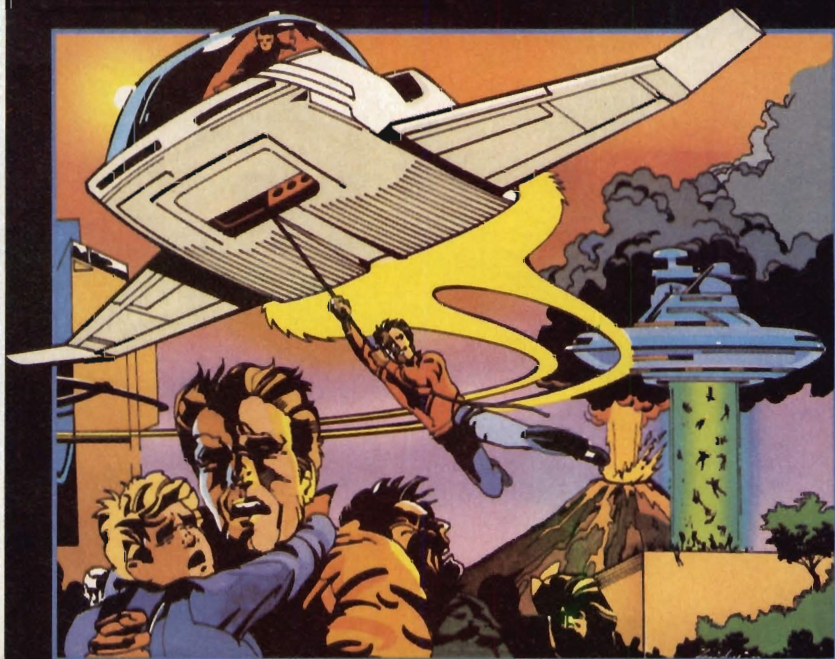
Protector™

By Alec Dziabczenko

The Fraxullan Slimehordes are attacking your cities and capturing the citizens. You must rescue the helpless people and lift them to the City of New Hope on the other side of the volcano. But the survivors are not safe there. Every person must be taken into the Verdann Fortress before the volcano explodes, burying them all!

RAM Expansion Not Required
Joystick Required

Cartridge
for VIC 20



PROTECTOR

A million laughs

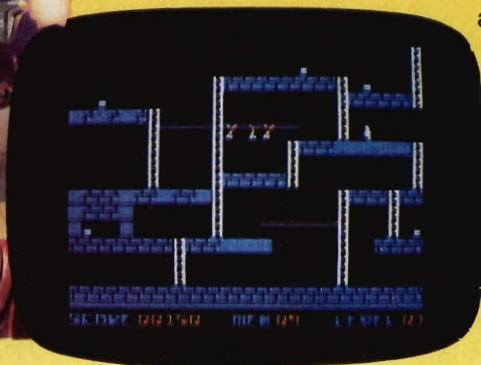
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COMPUTER GAMING

time and transport them across the about-to-erupt Dragonmaw volcano to the City of New Hope. As the lava begins to flow, they have to be moved to the safety of the Fortress of Verdann, by dropping down an escape chute.

Accomplishing this mission requires pinpoint steering accuracy. This is where the problem lies. For all but top gamers, *Protector* ranks low in playability. Even the opening sequence of the scrolling game requires such painstaking maneuvering that some may grow discouraged almost before they begin.

The ship must be very carefully guided through a tunnel, then travel down through closely-placed lasers. Only then does the player have the opportunity to take to the skies and face the xytronic pulse-trackers — which can be deadly if not blasted — and the Fraxullan Mother Ship — which is not only indestructible, but very dangerous.

There are a variety of other dangers, as well as a time element to worry about — and fuel to keep an eye on. Combined with the exact maneuvering required in most operations, it becomes a bit too much. The graphics are very good, with vibrant colors, and the sound effects are acceptable. Despite the game's pluses, it seems likely that many will simply find it too rich for their blood.

(Charlene Komar)

METEOR RUN

UMI/VIC-20/cartridge

There's a problem with *Meteor Run*. It's not that it's a bad game; it isn't. It's just that it isn't particularly exciting, either. It's just the same old thing.

The scenario depicts the player fighting enemy saucers, which launch photon torpedoes at the gamer's flagship. Just to complicate matters, the battle takes place in a meteor field, forcing the human pilot to dodge or blast the space rocks while concentrating on the dangerous aliens.

An added touch is a radar screen at the top of the playfield. It pinpoints the location of each member of the

current wave of saucers. The flagship can change direction if that strategy seems desirable.

Graphics and sound effects are all quite acceptable, if not earth-shaking. The game is certainly very playable, but offers little new. "Fine. What else have you got to play?" is probably the reaction most gamers will have to this ho-hum effort.

(Charlene Komar)

SKY BLAZER

Broderbund/Atari 400-800-1200
48K disk

All gamers who thought they'd go



mad if forced to deal with one more videogame whose title begins with "Star—", ought to give a cheer for the folks at Broderbund. When Tony Suzuki set to work at programming an Atari version of his Apple II classic, *Star Blazer*, not only was a new "Star—" *not* born, the company actually re-named the program, *Sky Blazer*. Obviously, Broderbund didn't want this hot little number lost among the "stars".

For those familiar with the Apple II edition of this program, seeing the Atari version is like *deja vu*. The action graphics so distinctive to games generated on an Apple have never before been so completely translated. The legendary hero, *Sky Blazer*, takes his west-to-east scrolling skykraft to obliterate hostile radar stations, ICBMs, two deadly tanks (one of which fires heat-seeking missiles) and, ultimately, enemy headquarters.

The multi-function bombs-and-phasers element is represented by the use of height-dictated triggering. When the craft is above a certain altitude blasts; the juggernaut drops bombs.

All in all, this is a fine translation, but it may take Atarians a while to adjust to the sparser Apple-style graphics. The addition of Atari audio, however, should be universally applauded.

(Bill Kunkel)

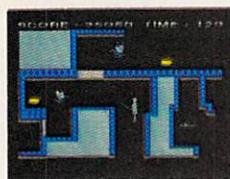
KICKMAN

Commodore/Commodore 64/cartridge

Bally Midway's *Kickman* didn't turn out to be a huge hit in the family amusement centers, despite rosy predictions made concerning it at the time of its release. Certainly, it appeared to have just about everything in its favor — good graphics, interesting play-action and even a guest shot by Pac-Man!

It's never easy to explain why something *didn't* happen, but the most logical explanation for the coin-op's relative lack of success is that it may have been too difficult for many gamers. The Commodore 64 edition isn't a whole lot easier, but at least you've got the trusty "restore" key to

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and the next you're being
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Gateway to Apshai, cartridge, joystick control.*



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GAMING

KICKMAN

A special home version of the *Bally/MIDWAY* Arcade Game.

commodore 64



commodore

KICKMAN (COMMODORE 64)

reset the program and try again.

A clown on a unicycle is the gamer's on-screen representative. He can be moved along the bottom playfield boundary using either the keyboard or a joystick to catch the balloons, which fall from columns near the top of the screen, one at a time. If the clown misses the balloon with his head, a push of the action button lets the harlequin kick the sphere skyward.

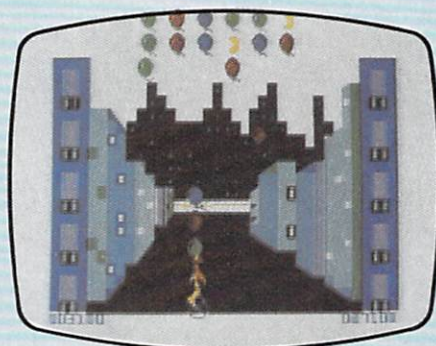
The first round is little more than a warm-up in which the clown blows up

each balloon on contact. In subsequent rounds, the balloons pile up on his head until the clown can catch a Pac-Man, which gobbles down the stack for points.

The goblin' guy can, however, also be a nuisance. Any balloon that lands above Pac-Man in the stack can be eaten by the yellow yahoo — and Kickman gets no points for it at all! (A third type of object, the ghosts, also score points for the player when eaten, and are, in fact, worth two to

five times as much as a balloon of the same color.)

Kickman is more intriguing than flat-out exciting. That is, it's an action



KICKMAN (COMMODORE 64)

game in which strategy is worth much more than speed, and accuracy weighs heavier than mere aggression. (Steve Davidson)

SPORTS ILLUSTRATED KNOCKOUT

Avalon Hill/Atari 400-800-1200
16K cassette

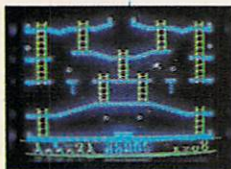
The newest sports simulation from Avalon Hill invites home computerists to climb into the ring and trade punches with a human or computer-controlled opponent in a joystick jockey's version of the gentlemanly art of self-defense.

Players set the number of rounds, from two to 15, in a match. Each round lasts 90 seconds, and there are 30-second rest breaks between them. The player who gets the most punches wins, and it's possible to TKO your opponent with enough hits to the head.

The graphics, although sparse, are functional. They show a side view of both boxers — complete with sneakers and socks — as they square off in the ring. At the start of a match, the fighters come to the center of the ring and shake hands before returning to their corners to get ready for the fisticuffs.

When hit, a fighter grimaces and adjusts his stance to a more guarded position. Unfortunately, aside from this touch of realism, the action isn't convincing. It's nearly impossible to

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So jump to it. And find out why Jumpman and Jumpman Jr. are on a level all their own.

One to four players; 8 speeds; joystick control. Jumpman has 30 screens. Jumpman Jr. has 12 screens.



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*1983 C.E.S. award winner.

COMPUTER GAMING

duck a punch, although pulling the joystick toward you makes your man bend down slightly. The number of moves is so limited that any but the simplest strategies are just about impossible.

It's hard to believe that a 16K game doesn't have the memory capacity for smooth action, much less for "frills" such as sound effects, background graphics, or an allowance for a variety of tactics. It looks like the game designer — whom Avalon Hill doesn't name — didn't put enough effort into designing a game that would do anything other than the bare minimum. While *Knockout!* does what it promises, it doesn't offer the extra touches that add so much to the fun.

Knockout! is more enjoyable when two players compete in the head-to-head contest. The joys of vicariously punching a buddy in the labonza may well outweigh any deficiencies the program might have. The display mode is also a very interesting touch. Just sit back, unplug the joystick and watch the two fighters slug it out!

(Tracie Forman)

CLOSE ENCOUNTERS OF THE WORST KIND

Machine Language Games/VIC-20

Perhaps the most notable thing about this entry from a new software company is the simple fact that it has a two-player option, designed to take advantage of the same company's second port for the VIC-20. **Close Encounters of the Worst Kind** thus marks a first for VIC gamers.

Otherwise, the game isn't particularly outstanding. It is simple, for those who hate complicated rules and different types of operations within the same game. As a matter of fact, the directions are written on a small address label, pasted on the back of the cart. They're even fairly complete.

You have two choices to make as the game begins: speed and number of players. There are nine speed options. One thing the creators could have announced is that "nine" is the slowest, and "one" is super-manic, so have your finger on the firing button

CLOSE ENCOUNTERS



USE WITH JOYSTICK CONTROLLERS

CLOSE ENCOUNTERS (O.E.M., INC.)

when you hit the variation number, or you're dead.

Those without the second port can play the solitaire version happily, but the game is really better when two play. Both blast away simultaneously at the invading saucers, which move downward in the basic *Space Invaders* style, but without the polite marching in military ranks. This is more like facing an angry mob than a disciplined army. The two blasters can pass over each other without hindrance.

Besides the barreling invaders, the obligatory mother ship is always present atop the playfield. This jumbo-sized saucer drops bombs from time to time; the bombs can be destroyed, but

the mother ship itself cannot.

The sound effects are run-of-the-mill, as are the designs of the game elements. The colors, though, are something else; bright and bold, they liven up the action.

This is definitely a game for the bash-and-blast brigade.

(Charlene Komar)

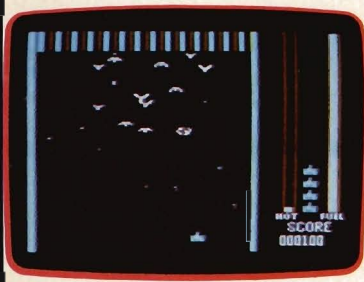
PEST PATROL

Sierra On-Line Systems/Apple II/48K disk

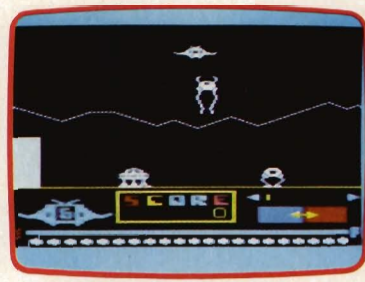
Pest Patrol's play-mechanics are pretty much right off the shelf. The broad outline of the game will remind home arcaders of such invasion contests as **Demon Attack**, **Bandits** and **Galaxian**. Yet there is something



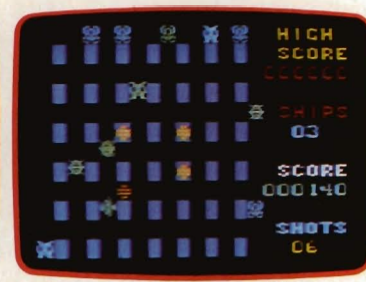
"YOU WON'T BELIEVE YOUR EYES"



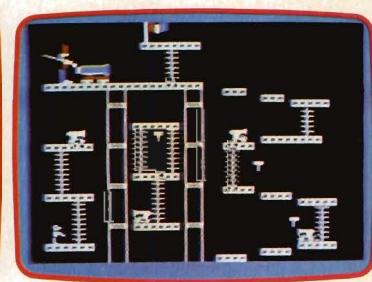
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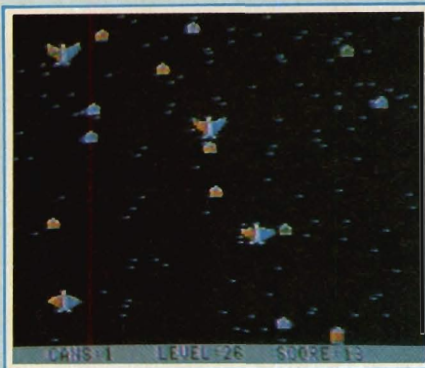
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PEST PATROL (SIERRA ON-LINE)

about this program that can keep a gamer coming back again and again to fight more pests.

The pest patrolling is done with a gun that moves laterally back and forth across the bottom of the playfield. The target-pests include: fleas (three points), which die after a single hit; beetles (three points), which can't survive even one squirt of poison; snails (10 points), which must be hit with the can; waldos (10 points), which can only be eliminated after three hits; spiders (10 points), which jump around the lower portion of the screen before finally exiting; worms (10 points), which can survive up to four squirts; and the killer butterfly, (250 points), which can absorb five hits before perishing.

The player is awarded an extra spray can for each 1,500 points scored. Reinforcements are like manna from heaven in a game in which there are so many lethal adversaries. This is especially true of *Pest Patrol*, in which the player must dodge an endless rain of bombs from the bugs as well as line up the can for a successful spray.

If all this sounds many miles away from "plug-and-play", you're absolutely right. Fortunately, designer Mark Allen has included a practice round in which the computerist starts with a generous supply of 77 cans of spray. The program also provides a means to view any of the first 29 levels. The next 10 levels must be earned in the competition mode.

Pest Patrol can be played with keyboard, joystick, or paddle. The keyboard is varied in its capabilities, yet difficult to master. Most gamers will prefer the joystick.

The desk also keeps track of high scores, but only in the game mode. High practice scores accumulated with 77 cans don't count. In the game mode, the exterminator is equipped with five cans.

Prospective gamers should be

warned that each level has two screens and both must be cleared successfully before advancing to the next, so even with 77 cans, there is some likelihood that the round might end in that mode even after displaying only a few screens.

Graphics are outstanding in this outing, which is of the high quality one would expect from an industry leader like On-Line.

Pest Patrol might have been just another invasion shoot-'em-up. Fortunately, the variety of play and the overall challenge should be more than enough to earn it a place on most gamers' shelves.

(Rick Teverbaugh)

AXIS ASSASSIN

Electronic Arts/Apple II/48K disk

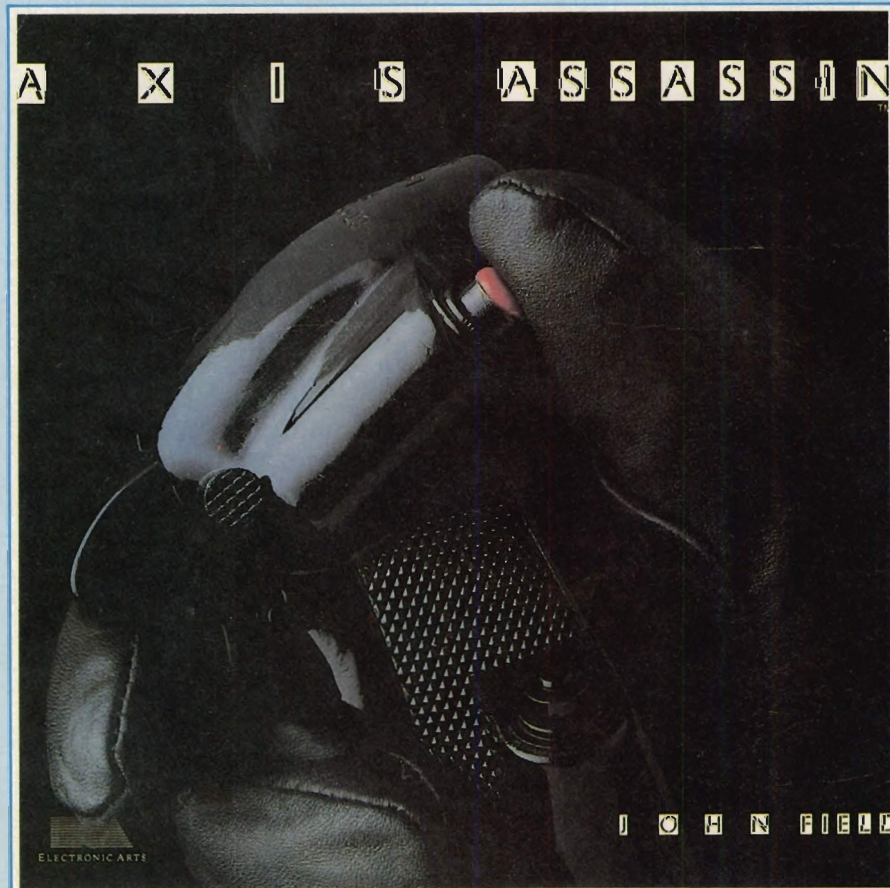
The first group of releases from a new company is like a calling card. It serves as an introduction to the publisher's wares and, perhaps, suggests the direction the company is likely to take in the future. If John Field's *Axis Assassin* is a true foretaste of what we can expect from Electronic Arts, then there's no question that computer gaming has gained another first-rate software producer.

Axis Assassin presents some genuinely new ideas within the perimeter

shooting game genre pioneered by *Tempest*. It uses the joystick to control a shooter which must blast various attackers as they appear on a succession of more than 100 different geometric battlefields. The gamer begins with three shooters, but can acquire an extra one by freeing a captured *Axis Assassin* from the Master Arachnid's nest after clearing a field of all the attackers and firing a pulse bomb just as the shooter exits the display. (Arcaders get only one pulse bomb per battlefield, and good players will want to save it for a trip to the next playfield if at all possible.)

Oposing the *Axis Assassin* is a batch of nasties with varying powers and modes of attack. Spinners weave traps all over the grid, drones lay down webs methodically, hunters follow the shooter like kamikazes, and exterminators are paired creatures which must be eliminated one immediately after the other.

Unlike *Tempest*, *Nexar* and *Tube-way*, *Axis Assassin* doesn't require the shooter to hug the rim of the battlefield. In fact, the best strategy is often to let on-coming invaders get past the shooter, which can then whirl and pick them off from behind! It makes for a much more freewheeling game, while removing the temptation



AXIS ASSASSIN (ELECTRONIC ARTS)

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COMPUTER GAMING

to mindlessly whirl the shooter around the edge of the field in a bid to lay down an impenetrable curtain of fire.

The fine-line multi-colored graphics are good, but they may not be entirely appropriate. Since the shooter — and the targets — don't have to keep to any of those thin lines but can range freely around the battlefield, it might have been nice to distinguish *Axis Assassin* and *Tempest*, visually, by using wider bands of color to liven up the look of the various playfields. That's merely a quibble, though, since few gamers will be sorry about the way this program looks on the Apple.

It doesn't make much difference once the action actually starts, but the skill selection process is both detailed and elegantly implemented. After using the joystick to choose one of three basic skill levels, the player has a virtually limitless choice of the shape of the first battlefield in the game. This is known as "choosing your own poison", since all of them will seem equally hard, at least at first.

Axis Assassin is an excellent first effort from Electronic Arts and designer John Field. Hopefully this is just the outline of the shape of things to come from both.

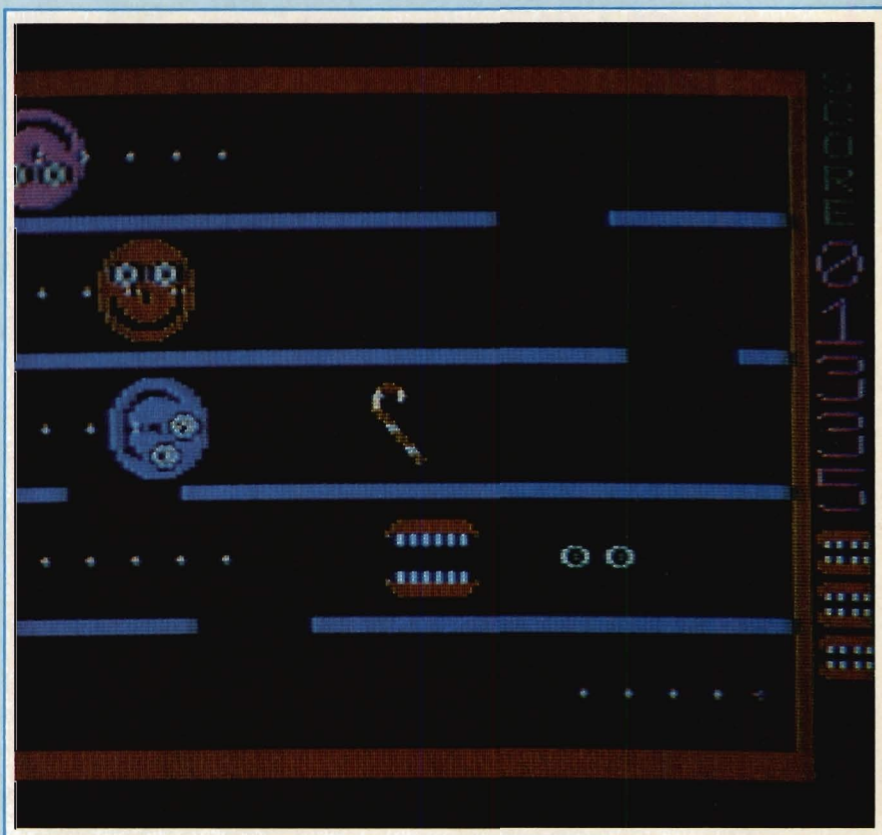
(Arnie Katz)

JAWBREAKER II

Sierra On-Line/Atari 400-800-1200
32K disk

When Tigervision picked up the rights to On-Line's thoroughly enchanting, maze chase-in-a-candy-store, *Jawbreaker*, it was faced with a knotty problem. In the first place, the sophisticated visuals would have been virtually impossible to duplicate in 2600 form. Then, too, there was the very possibility that Atari's legal division would come down on Tigervision with both feet to protect *Pac-Man*'s territory.

Ken Williams, founder of On-Line faced a similar dilemma on the computer end. Atari was about to introduce a computer version of a game featuring the gadabout gobbler, and it was no longer in the mood to brook such titles as *Arcade Plus' Ghost Hunter* and *Jawbreaker*.



JAWBREAKER II (SIERRA ON-LINE)

Williams solved both Tigervision's and On-Line's problems with a single masterstroke, re-inventing the maze-chase concept in the process. He replaced the usual, twisty maze with a series of horizontally scrolling bars. Gaps in the bars permit the on-screen character — a set of chomping teeth — to switch from lane to lane as the moment demands. The teeth stay in motion constantly, unless the action button — or should that be "inaction button" — is pressed, pursued as always by the four bullies.

The new version turned out so well that Sierra On-Line has now decreed it the standard configuration for all systems. The Atari 400-800-1200 and Apple II versions are essentially reworkings of the Tigervision 2600 cartridge with one major deviation: static jawbreakers located in each of the playfield's four corners have replaced the randomly appearing jawbreaker of the videogame.

This difference makes a marked impact on play. By comparison with the

original, this "four corners" edition of *Jawbreaker* qualifies as a milk run. Even tyro arcaders can run amok over this jawbreaker-festooned playfield. Anyone who can't roll this baby over after a week should turn in their joystick.

The centrally-reappearing jawbreaker made the entire concept much more challenging. As bullies zipped wildly from left to right, it proved necessary to make periodic "suicide runs" back to the playfield center and gobble a bonus hard candy. In this version, the overweight bullies roll from one side to the other in a predictable manner, making clearing out anything but the center of the field child's play.

It is possible to get *Jawbreaker II* going at a respectable clip, but it shouldn't take so long! Please, put the jawbreaker back in the middle where it belongs!

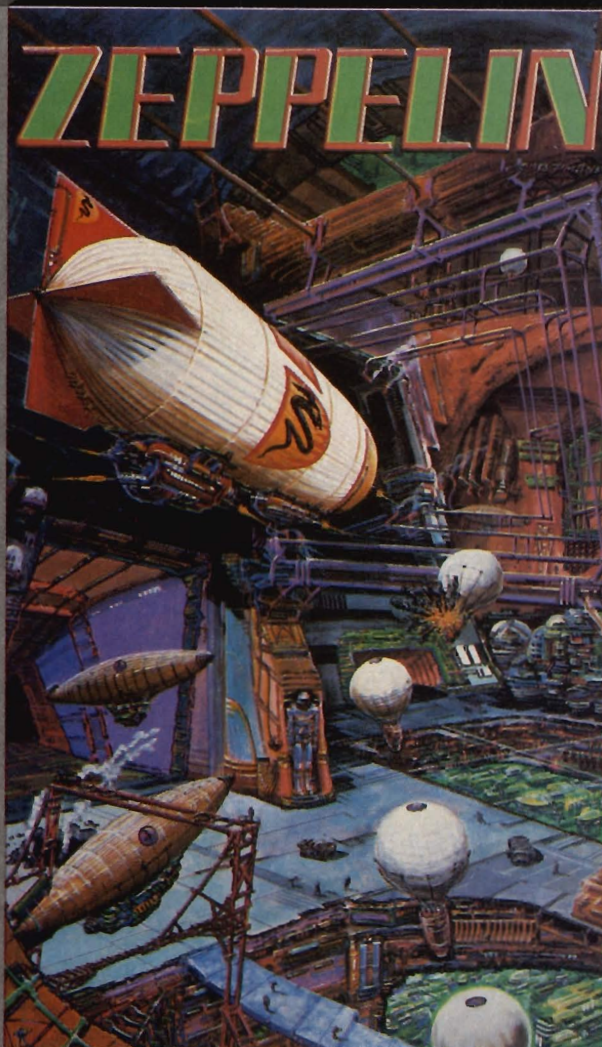
Even computer games can be too easy, you know.

(Bill Kunkel) G

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STRATEGY SESSION

Command the Wooden Soldiers!

By FRANK TETRO JR.

NECROMANCER

Synapse Software/Atari 400-800-1200

Necromancer pits you, Illuminar, against the evil wizard Tetragorn. You must assemble a tree army and destroy Tetragorn before his evil reigns supreme.

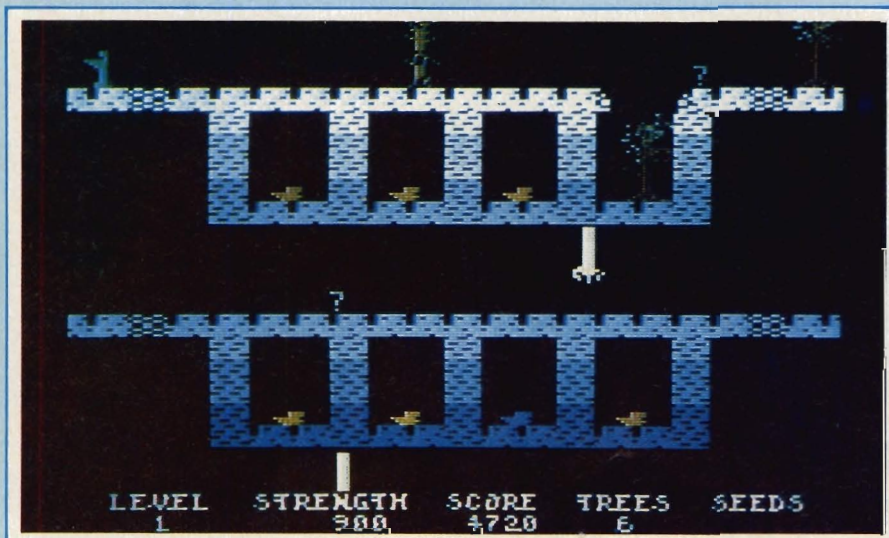
The first level of *Necromancer* gives

Illuminar the chance to grow his tree army, while he fights off deadly ogres. Once Illuminar's strength is depleted, he is transported into the larvae vaults where he must use the trees to destroy as much of the spider larvae as possible. Once Illuminar exits level five of the vaults, he descends into the ceme-

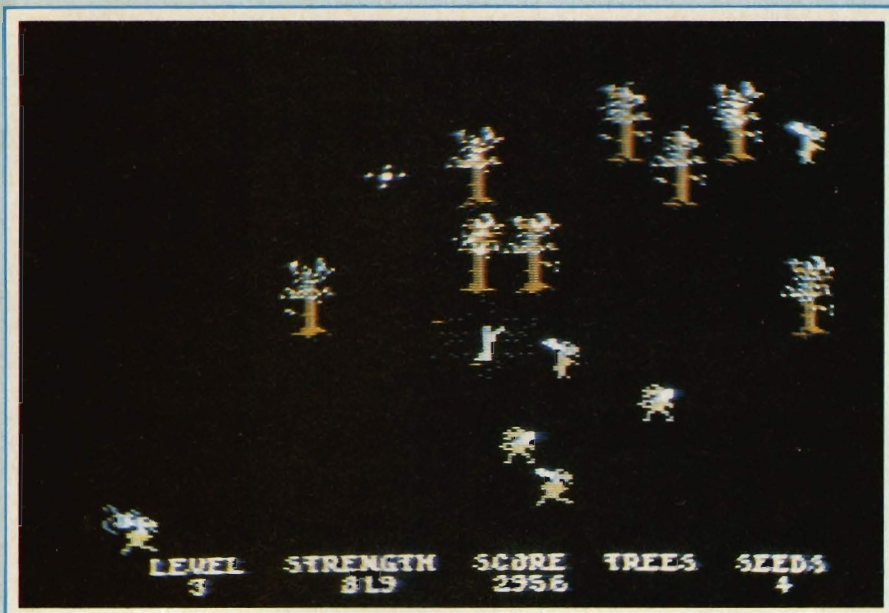
tery where he attempts to destroy Tetragorn by completely wiping out all of his gravestones.

When Act One begins, the gamer controls Illuminar's wisp with the joystick. Plant your seeds close to Illuminar, making them easier to protect. Try to sow them one at a time and wait for one to grow fully before you plant another. This makes it easier to protect the Saplings from the ogres' deadly attacks. Once the spider appears, try to hit him with the wisp. This increases precious strength, which will keep Illuminar alive longer. If the spider hits a full-grown tree, he poisons it. When you hear the yelp, immediately run your wisp over the tree's crying face, or it will perish. Don't worry too much about running out of seeds, because the moment you plant the last one, an eye pod appears. Kill him with the wisp to gain extra seeds. It is important to grow as many trees as possible, because they are your army. The more Illuminar has, the stronger he is at the beginning of Act Two.

Act Two requires Illuminar to kill the



NECROMANCER PLAYFIELD



NECROMANCER

larvae in the vaults. It is not necessary to kill all the larvae on a level before moving on to the next one, but remember, the spiders you leave in the vaults must be fought in the cemetery. In other words, it is better to kill them when they are dormant, than to deal with them at full size.

Once the level begins, start moving your trees and planting over the vaults. Watch the Hands of Fate. If they grab a tree, it is gone forever. If a larvae starts to blink, don't plant a tree over it unless you're already right next to it. That larvae is about to hatch, and if it hatches with a tree over it, it will eat the tree. Once the larvae hatches, don't panic. Just keep the wisp close to Illuminar and the trees, and the spider will keep his distance. The time to strike the spider is when he is on a ladder or moving left or right and you can intercept him with a diagonal pass of the wisp.

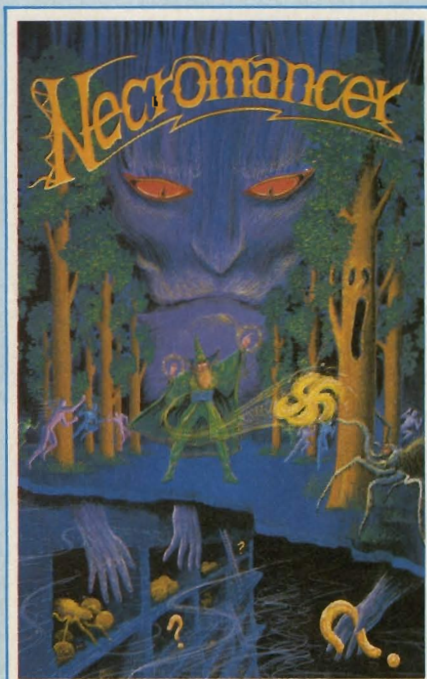
On the first two levels, the spiders move slower than the wisp, and are not much trouble. Once you reach level three, watch out! Should a Janitor ring appear, try to get it as Illuminar needs all the strength he can get in order to defeat the Evil Wizard. Once Illuminar hits a question mark and lowers the ladders, he has the option of hitting another for a mystery prize. Hitting it again is not recommended. Two of the three things that may happen are bad (the third gives bonus points).

Once Illuminar walks off the bottom of level five, he goes into the cemetery. Here he faces all the spiders he did not kill or let hatch. He may kill them with his wisp, but they have a

tendency of being reincarnated.

Once this level starts, go for the gravestones immediately. If the wizard or a spider blocks the way, shoot the wisp out straight ahead. Try to hit the wizard as often as possible, since this gives Illuminar 200 strength points.

The second you stop, Illuminar will be surrounded and attacked. In the first two levels of the cemetery, it is possible to *gain* strength by continuously hitting the wizard and simply outrunning the spiders. Once level three is hit, this is no longer possible as the spiders move too fast. Try to gain as much strength as possible in the first two levels. Once you reach level three, don't bother trying to hit the wizard



NECROMANCER (SYNAPSE)

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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.

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because he appears and disappears much too quickly. The same holds true for the spiders. So, your best bet is to run for the gravestones as fast as possible.

Necromancer is a game of quick thinking and fast action. It may be quite frustrating at first, but with a little practice, you will be able to restore truth, justice and the American way...

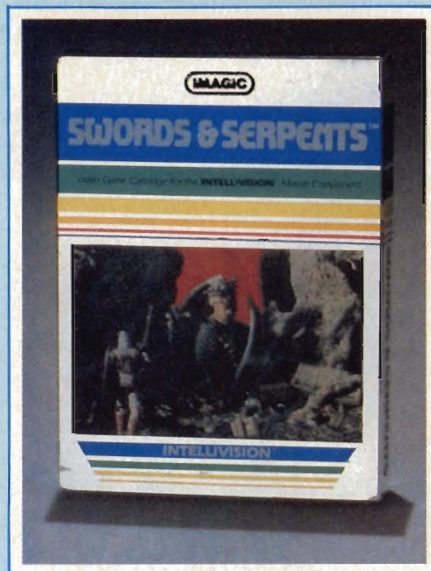
SWORDS & SERPENTS

Imagic/Intellivision

In *Swords & Serpents*, you are the warrior prince, who battles phantom knights and evil sorcerers to rid the kingdom of the Sinister Serpent. The Prince may compete alone or acquire the help of Nilrem the Wizard whose magic can prove quite useful. If you decide to play alone, you must handle the prince. Be forewarned that it is impossible to solve this adventure without the aid of the wizard.

Once the quest begins, the wizard must stick close to the prince. The wizard should stay away from the edges of the screen for that is where the phantom knights originate. Try to explore as much of a level as possible before moving on to the next, and read every possible scroll. When studying a scroll or picking up a treasure, let the wizard do the work while the prince stands guard. If a phantom knight appears, the wizard should attempt to freeze him, while staying out of range.

The phantom always heads for the closer of the two opponents. If the phantom is coming at the knight, point



SWORDS & SERPENTS

the sword directly at him, and slowly back up using the side button. If you don't back up you'll get him, but he may finish you as well. When an evil wizard appears, he *always* fires at the knight. Nilrem should keep away from the path of the fireball, or it will hit him. The prince may destroy a fireball by pointing his sword at it and backing up

as with the phantoms. If one of you gets wounded, and you know where there is a lantern, get to it. Don't waste the Heal Spell, you will need it later.

There is a little trick you can use to heal the prince if there is no lantern or Heal Spells left. Have Nilrem hit you with an Invincible Spell. This not only makes the warrior invincible, but restores full health when it wears off.

Another trick maneuver involves the closing doors. When passing through them, line up in the exact middle of the door and run straight through the second the door pops open. It is important to remember that the layout of the kingdom never changes. So, making a map may prove very helpful.

Once the prince and Nilrem make it to level four, things begin to move like lightning. Don't panic, just keep moving and stay away from the edges of the screen.

QUEST FOR THE RINGS

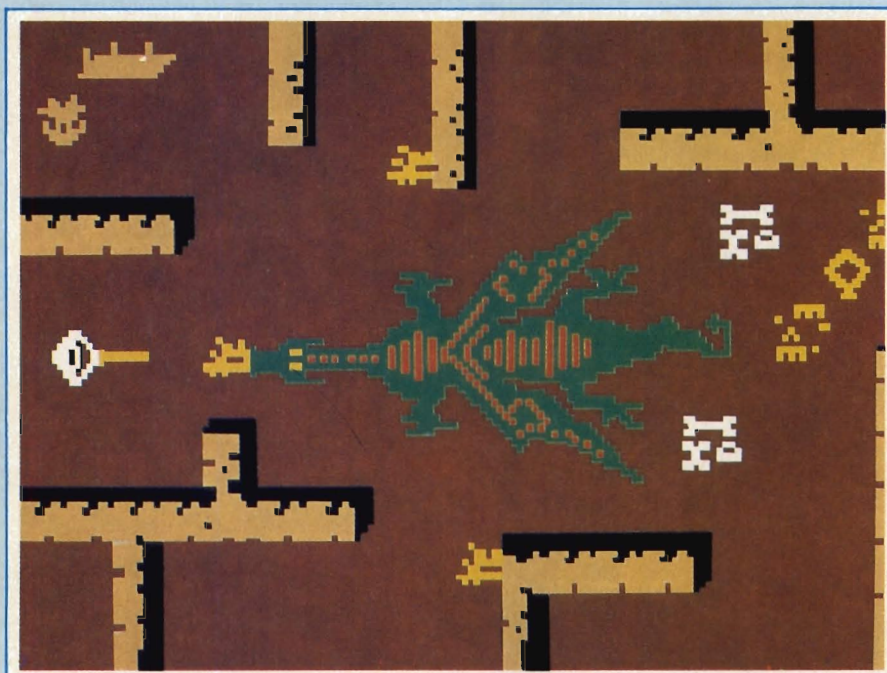
Odyssey/Odyssey?

In *Quest for the Rings*, two home arcaders team up to fight deadly spiders, demons, orcs and dragons while they search for the 10 mystical rings hidden somewhere within a huge underground cavern. A third player may be dungeonmaster and hide the rings, or the computer can perform this deed. You and your adversary have a choice of four heroes, each possessing unique powers.

These are: the warrior whose sword is most deadly; the wizard whose spell freezes all (temporarily); the phantom who can walk through walls, and the changeling, who can become invisible. Try as many different combinations of heroes as you wish, but it is usually best to have a warrior in the clan, because he is the only one who can *kill* anything. It is also a good idea for both players to choose different types of heroes. Two heads are better than one!

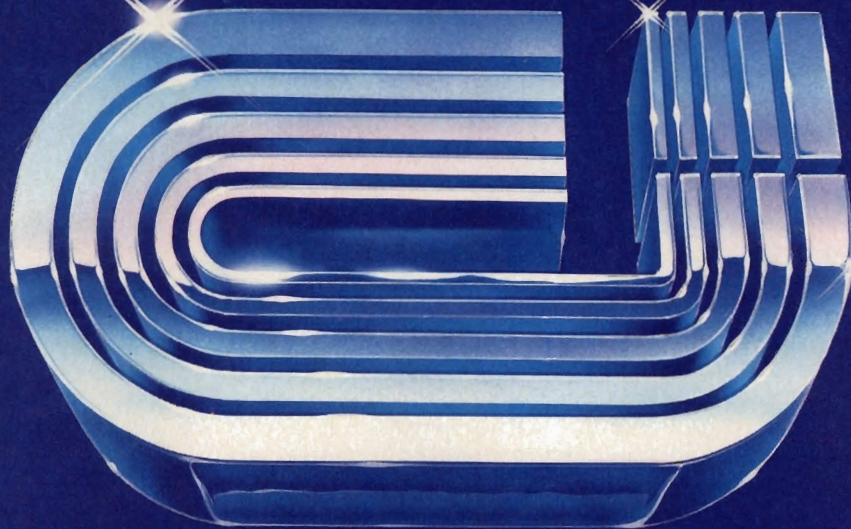
Quest transports the two adventurers to one of four different types of caverns. Each possesses a different feature. The plain dungeon is just a maze of walls. The Infernoes, which are red, have lethal walls that spell death on contact for heroes. The shifting halls have walls that jump from left to right. One may catch your character and hold it stationary. Wait until they jump again to get free. The crystal caverns, whose walls are invisible, require the heroes to gingerly creep through the cave.

Once in a dungeon, look for the ring



SWORDS & SERPENTS (IMAGIC)

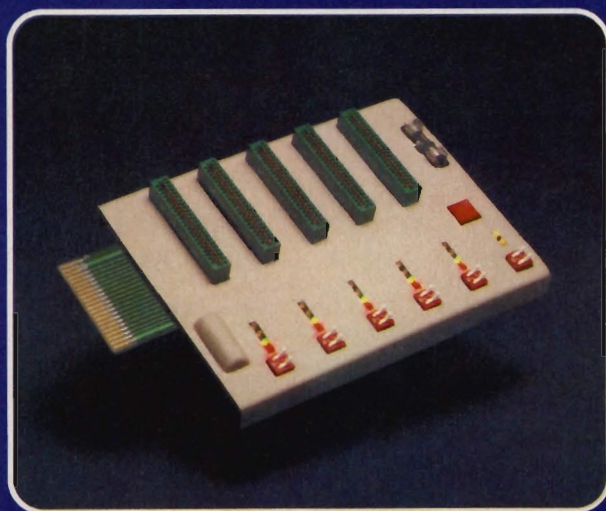
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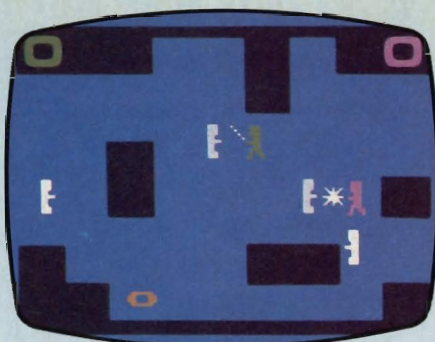
located somewhere along the bottom which must be retrieved in order to escape. If there is no ring, an arrow points the way out. Touching this arrow transports you and your friend to the surface.

Quest for the Rings is a game of teamwork. It doesn't matter who gets the ring, just as long as someone does. As a matter of fact, you may sometimes have to sacrifice yourself so your partner can snag the prize.

There are three types of monsters, each requiring a different strategy. If transported into a dungeon with only orcs, the best course is simple; the warrior should go first while the second player sticks close behind and tries to use his power to the fullest advantage. Just fight your way to the ring.

Remember, though, that the warrior's sword swings only left and right. If an orc approaches from above or below, it's time for a quick retreat. If your group doesn't have a warrior, it's going to be a little more difficult. The wizard should freeze as many orcs as possible, or if a phantom is present, walk him through the walls to the ring. Don't forget that the phantom cannot go through Inferno walls.

The second horror awaiting the



QUEST FOR THE RINGS (ODYSSEY)

heroes is a nightmare. This scenario features not only orcs, but tarantulas and bloodthirsts as well. This situation goes much easier with the help of a warrior. The tarantulas and bloodthirsts may not be killed by the warrior, but they can be knocked back a quarter of an inch or so when struck on the head. This is where teamwork comes into play. One player should fend off the horrors while the other sneaks past and grabs the ring. If no warrior is present, use a wizard to temporarily freeze the creatures. If a phantom is present, walk him into a wall and leave him there.

The last and most dangerous adversary is the dragon. There are two

strategies which may be used to defeat the dragon. The dragon goes back and forth across the middle of the screen. It senses when a player crosses his path and immediately pursues him. The dragon cannot be killed, but can be frozen temporarily by a wizard's spell or a blow from the warrior's sword. If a warrior is in play, he should walk over to the second hero and stab him with the sword. This sounds deadly, but don't fear, a character hit by the warrior's sword reappears somewhere on the right side of the screen. If he pops up under the dragon, you've got it made. Just walk over and get the ring. If not, repeat the procedure until you achieve the desired result. The only catch comes if he reappears on top of an orc or right in the dragon's path. If no warrior exists, the next best thing is for the pair of explorers to split up. One goes to the extreme left of the screen and the other to the extreme right. The person directing the hero farthest from the ring should run down the screen into the dragon's path to get his attention. Simultaneously, the other one heads down screen. While one adventurer gets fried, the other can sneak down and get the ring!



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Enter the Dragon's Lair!

By TRACIE FORMAN

DRAGON'S LAIR

Cinematronics

Just as the rumors began flying hot and heavy concerning Cinematronics' departure from the coin-op field, the company turns up with the most revolutionary title on the market! The outfit that introduced vector graphics games, with such titles as *Starhawk* and *Star Castle*, is now ready with the first videodisc coin-op to be made available to arcade owners.

Dragon's Lair is a lavishly animated cartoon in the best Saturday cartoon tradition. The player is represented by a noble knight in armor who appears on-screen as the action begins. Deep within the guts of this coin-op, a videodisc machine has stored not only the images the player sees, but also an entire catalog of alternative plotlines. The disc is simply a visual storage system that frees the computer — for



Animator Don Bluth & Co.

example — of the memory-consuming task of creating images. Visuals are stored and merely selected according to the input entered into the disc selection system.

Let's say you want your knight to run left. Push the joystick in that direction and the screen blanks for an instant while the laser scans for the appropriate sequence. We then see the gamer's knight striding down the left corridor, headed for an enormous oaken door. When you open the door, however, your knight is somewhat alarmed to discover that he's standing over a chasm of flame with only a few burning strands of rope hanging from above. Using perfect timing, hit the action button and the knight will leap

into the air, grasping madly for a rope (Don't wait too long, though, or the rope will incinerate!). Miss, and well, it isn't pretty. But players *do* get a nice bird's eye view of their champion plunging into the flaming abyss!

After the loss of a life, perhaps the game's neatest sequence occurs. Your champion again faces you, still clad in his armor, but now he is a grinning skeleton! Slowly, flesh reforms around his body and once more you have a whole knight to command!

Dragon's Lair is no one-trick pony, either; there are plenty of rooms, dungeons and even an exterior view of the castle itself. Technologically, it is just a hair's breath away from being completely *there*. The time lag is the biggest problem, but that could be remedied by a secondary, mechanical device that could provide a fill-in visual while the laser scanned the record.



The Dragon's turf is full of surprises!



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Bally **MIDWAY** TM

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Still, as a supreme novelty and an experience every gamer will want to enjoy, take a peek into the future with Cinematronics' *Dragon's Lair* — and be careful not to singe your eyebrows!

BUMP 'N' JUMP

Bally/Midway

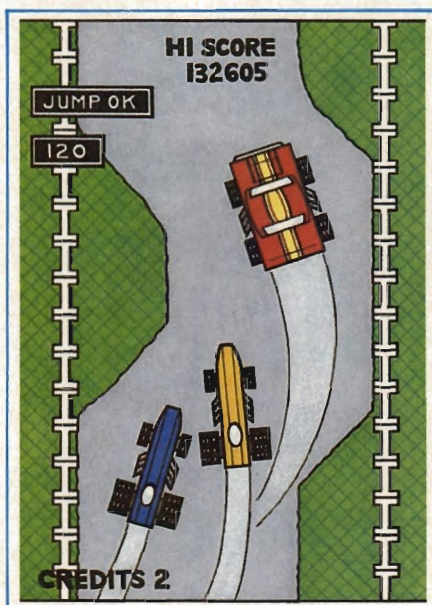
Don't let the cute graphics fool you. Bally/Midway's **Bump 'N' Jump** is every demolition demon's dream-come-true, despite its sugar-coated package. No namby-pamby pass-and-avoid racing game, this high-speed hot rodding contest is mighty strong stuff. The name of the game here is "search and destroy!"

Arcaders take control of a deceptively cute little red car as it innocently chugs along the paved race track. The idea is to send competing race cars careening into the guardrail and watch the poor blighters explode in a final blaze of death and destruction. Not a game for people who expect to pass Driver's Ed, but an awful lot of fun just the same.

Would-be road warriors have two options in their quest to smash, crash, and bash their way down the road to glory. The first is to smack into cars and knock them off the road. If a car hits the guard rail with enough force, it explodes in a blinding cloud of dust, never to be heard from again. Watch out, though — not every car on the road is about to play patsy for players' automotive antics, and even demolition derby devils might end up taking a sudden and quite unexpected journey to the guard rails.

But the bumper-buggy is not without its secret weapon. When travelling at speeds of over 100 miles per hour, a quick stab at the "jump" button sends the crash car leaping through the air like an oversized mechanical frog. Gamers can steer the red racer even while airborne, and careful maneuvering can land it smack onto the head of an unsuspecting motorist. This is unquestionably the most gratifying way to teach the old grannies to stay off the road.

But the road to glory isn't all smack-and-smash. Obstacles appear periodically to bar the bash-buggy's path, and a crash into one can prove a real dead end. So can the river that cuts right through the raceway. Arcaders must vault over the deep-running water and land on a skimpy stretch of



BUMP 'N' JUMP

pavement if they don't want their spirits — and their engines — suddenly dampened.

With *Bump 'N' Jump's* 32 different racetracks and fast-action fun, this joystick joyride is highly recommended for anyone who wants a shot at being the undisputed King of the Road. Just don't tell your driving teacher!

ZOO KEEPER

Taito

Since the phenomenal success of Bally/Midway's *Pac-Man* series, one can practically hear the refrain echoing off the walls of the game designers' think tanks: "Cute sells!" In sharp contrast to last year's blaze-of-glory blast-athons, the new crop of games is directed at a more pacifistic arcader, who's more concerned with rescuing fair damsels than with blowing up alien invaders.

Taito's *Zoo Keeper* is targeted right at the heart of the "cute" game player. The trouble is, it's so clearly "cute", it practically screams it at you. Even the control panel is adorably festooned with colorful, cartoonish zoo creatures.

Unfortunately, though, the whimsical touches that can make or break a game of this genre are sadly lacking here. While there's nothing really wrong with *Zoo Keeper*, there's nothing really right with it, either. It just sort of sits there.

Players control the movements of Zeke the Zookeeper, whose job is to keep the animals caged in a large trap in the middle of the screen. The zoo animals — no fools, they — attempt to





timer fuse is at its final quarter, Zeke has the opportunity to "net" the rampaging beasts and banish them back to their cages.

If Zeke manages to stay alive for the entire first round, it's on to the next screen, where he climbs and jumps along moving ledges to rescue his girl friend, who's imprisoned at the top. (Don't these dippy women ever figure out how to find their way down by themselves?) If he falls off a ledge, is hit by a falling rock, or has an unfortunate run-in with a zoo animal, his life is ended. During this sequence, gamers can earn bonus points by jumping over the zoo animals scattered over the ledges.

The third sequence requires Zeke to leap over wild beasts in order to gain access to the escalator, which leads him — yes, again — to his helpless female friend.

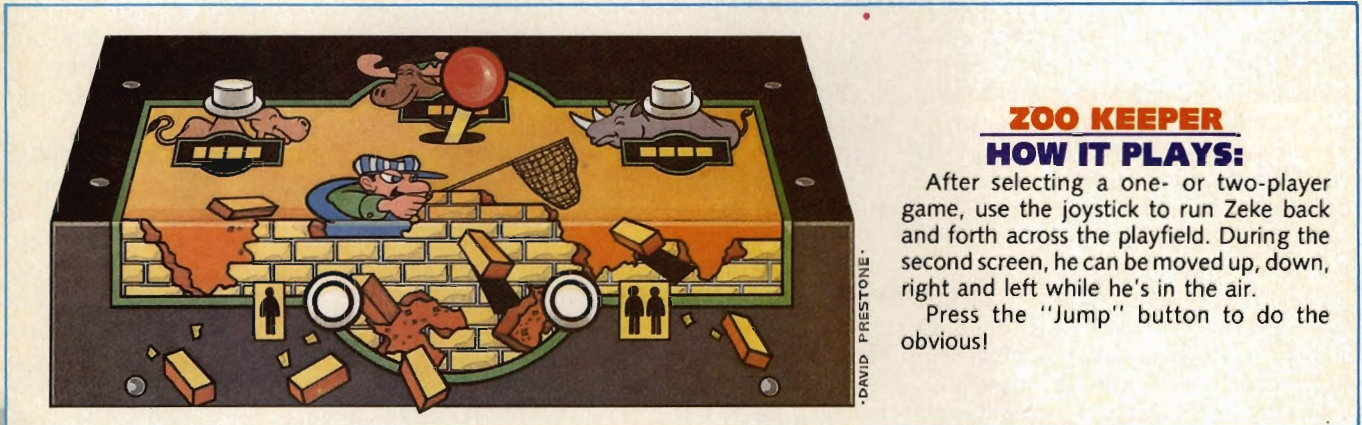
While *Zookeeper* is a mildly interesting diversion, it lacks the excellent animation, originality of theme, and sense of humor found in the most successful cute games.

Alas, there are already too many coin-ops that fit that description. ☹

break through the restraining walls by chipping their way through the bricks. If they succeed in escaping, they make a bee-line for their hapless warden, who must jump over them to survive with his skin.

Zeke has to fill in the gaps before the animals have opened them wide

enough to trot on through. He also has to avoid any irate ex-prisoners who have the audacity to outsmart him. If an animal catches him, the screen reads "Gotcha!". . . too adorable for words, huh? He must keep himself generally intact until the timer at the top of the screen runs out. When the



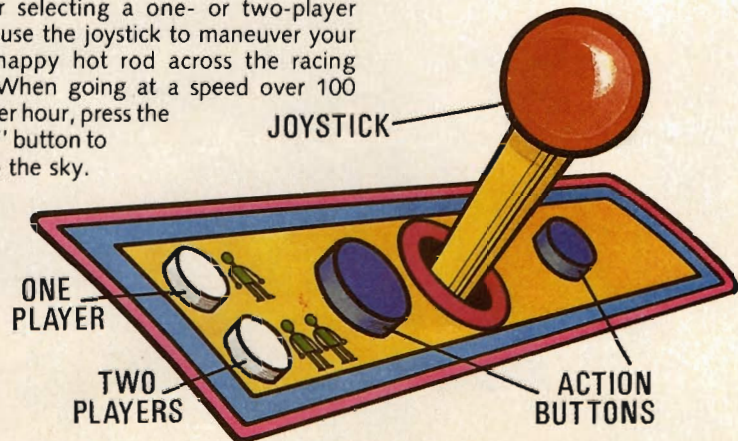
ZOO KEEPER
HOW IT PLAYS:

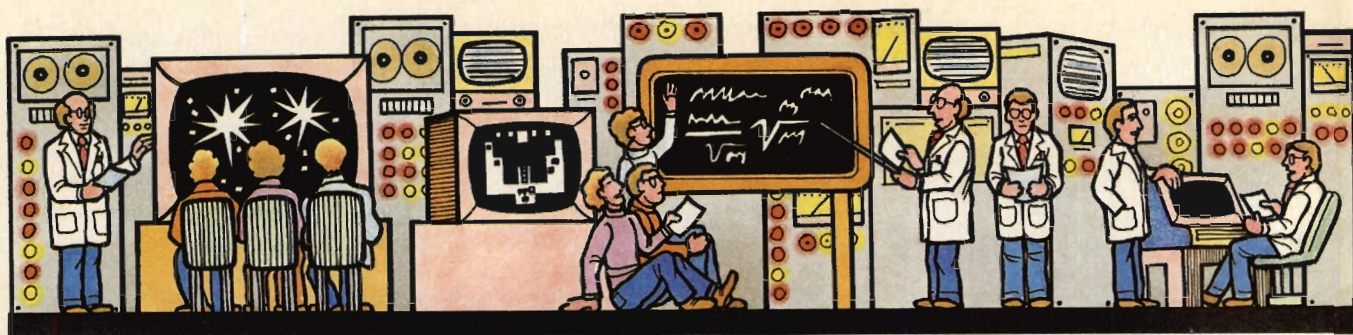
After selecting a one- or two-player game, use the joystick to run Zeke back and forth across the playfield. During the second screen, he can be moved up, down, right and left while he's in the air.

Press the "Jump" button to do the obvious!

BUMP 'N' JUMP
HOW IT PLAYS:

After selecting a one- or two-player game, use the joystick to maneuver your crash-happy hot rod across the racing track. When going at a speed over 100 miles per hour, press the "Jump" button to take to the sky.





The Grandmaster Makes Its Move

By HENRY B. COHEN

With all due respect to the ancient game of pawns and queens, chess-playing devices are rarely showstoppers. Yet Milton Bradley's Grandmaster chess computer had even blase industry executives awestruck when the manufacturer unveiled the unit at a mid-winter game-business product expo.

The big attraction is that the Grandmaster moves its own pieces. At least one other machine, the Novag, manipulates the chessmen, but that device costs a lot more. Unlike the Novag with its ultra-sophisticated robot arm, the Grandmaster directs to the desired squares from underneath the board. Best of all, it performs this minor marvel with such speed and accuracy that you'll be tempted to peek under the board just to make sure a tiny little person isn't shoving the knights and bishops around.

No type of photograph can do the Grandmaster complete justice. It is, literally, a machine that you must see to believe. Even under the closest examination, the Grandmaster still ap-

pears remarkably human-like in its movements.

The play-features are nothing to sneeze at either, but following time-honored "Test Lab" custom, let's pry open the casing and look inside before moving on to judge the unit's overall performance.

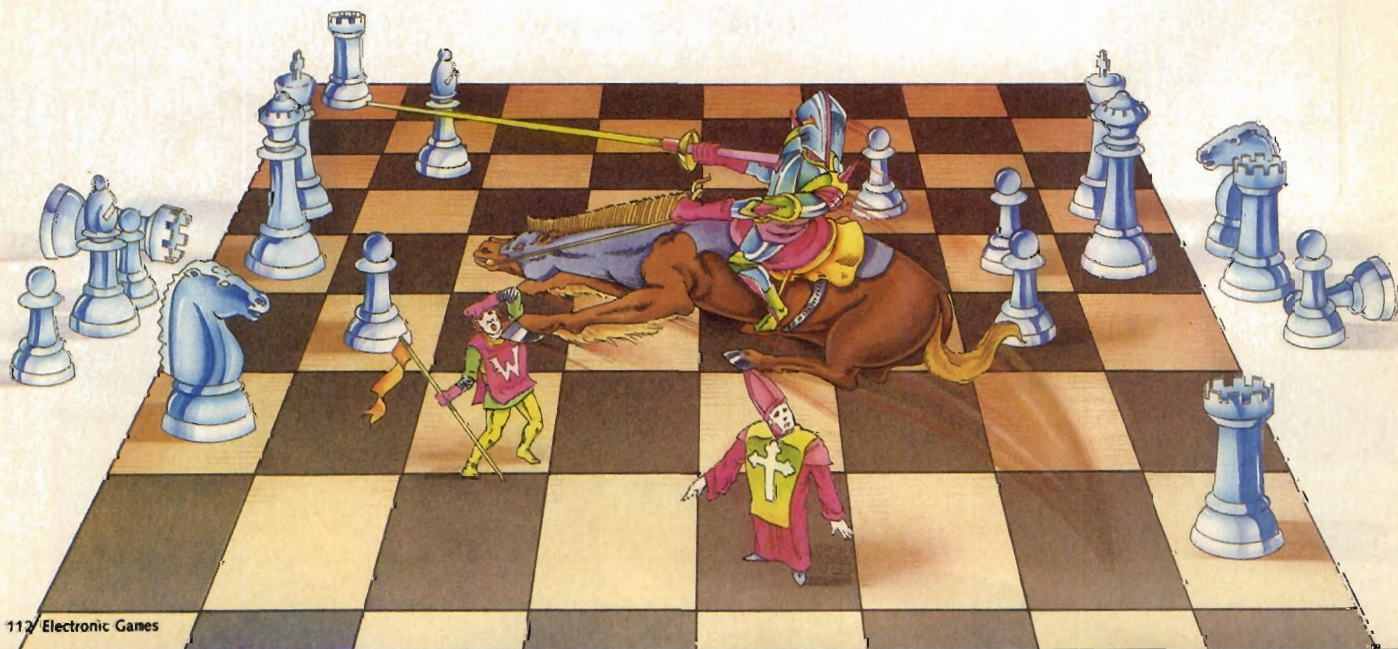
The beauty of the Grandmaster lies in its simplicity. Put two small motors, a couple of belt drives turning moving metal rods on an X and Y axis, and a computer-driven and -controlled electromagnet suspended between the rods in one package and—*Abra-cadabra*—instant Grandmaster.

Obviously, a tremendous amount of painstaking engineering went into the mechanism, but the basic description is accurate. More important, the streamlined design insures a long life span. There just isn't that much that can go wrong. True, the motors may eventually wear out, but they can be easily replaced. The electromagnet should last as long as the computer circuitry that drives it, and the belts are certainly beefy enough.

WHAT NEXT?

From the moment we first laid eyes on the Grandmaster, a single thought kept passing through our electronic games-oriented craniums. What other games could be enhanced with this new technology? Certainly, the machine has its limitations. For the moment, it can only move a single playing piece at a time. And its repertoire of sound effects is presently limited to a beep or two. Three, it cannot identify a piece which starts in the wrong square. Still, these are not major problems, only minor engineering refinements, not needed for chess but necessary for what gamers might like to see in the future.

One potential use might be in sports simulations of adventure-type games. Imagine two football teams lined up on the playfield. A computer-directed play (selected by a human coach, of course) commences. The pigskin warriors scramble across the field, viciously blocking their rivals while the ball carrier weaves through the magnetically directed onslaught. The two-



TEST LAB

dimensional world of the videogame is finally rendered in full 3-D—no longer tied down to the graphics designer's choice of perspective. Football, baseball, and soccer could all be simulated in this manner. Perhaps the games most easily adapted are war games and adventures. Imagine entire armies of magnetic troops marching across a battlefield from hidden bunkers or fortresses. All these are possible.

As Grandmaster is constructed, chessmen must be placed on their correct squares before the game begins. After play, the men are situated along the right and left flank of the chessboard itself. At the push of a button, they march out onto the board, one by one, and assume the proper positions.

Road racing games, maze chases or, in short, almost any game that can be televised can be adapted to a magnetically controlled board with even more excitement than the original.

Just how good a chess machine is Grandmaster?

In a word: strong. This is particularly true at the lower levels of play where the game reacts almost instantly. While Grandmaster hasn't been tested against the Sargon II or Mephisto, it appears that Grandmaster gives the average player a tussle. It is unusually relentless in its pursuit of material. In chess lingo, this means it's out to get your men without a shred of compassion.

Grandmaster contains many unique features. Of primary concern to beginning chess players is that, at the lowest level (one), it really teaches. It is programmed not to win unless you give it no other choice. No other machine is so kind to neophytes. At level two (of 12) it responds in about five seconds. This is the starting level for real game play and should provide a good, quick game for an average chess player. As the levels increase, so does the response time. When you play at level 11, the average move takes four minutes.



MAKE YOUR MOVE!

At the highest level, (12), the computer "thinks" until the human presses "stop" and forces it to move. This can be valuable in postal chess games or for those with unlimited time on their hands.

This machine does everything expected of a chess computer and then some.

Naturally, it can play against itself—and that *is* something to watch! The pieces scurry about the board as though guided by an alien, and unseen, force. It replays from any position, can verify the position of each piece and, for teaching purposes, can

display all legal moves for every man selected.

The display panel, fully illuminated by red cutouts of each piece, alerts the gamer to the status of the move. If you pick up a pawn, the pawn light goes on, and so on. When you capture a man and place your piece on the board, the light flashes again, and you'll hear a beep indicating that the computer has properly recorded your move. Moreover, if you set the captured piece anywhere on the board, the device takes it and puts it in the proper parking position on the sidelines. That way, the computer keeps

MOVING?

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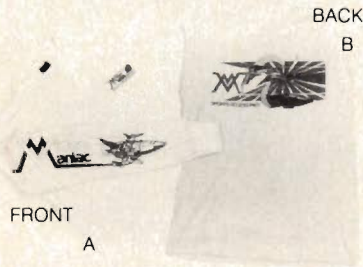
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track of all pieces and is ready to start a new game instantly. When you're ready for another contest, simply press the "new" button. You may also order all men to the sidelines and leave them parked for another game at another time.

At any time during a game the level of play can be altered. You can swap sides, replay moves, verify positions, play manually or automatically, check for legal moves or ask for help. This latter feature is especially intriguing. After activating the "hint" button, the computer wiggles the man it suggests you move—but it will not tell you where to move it to.

Grandmaster honors all legal rules of chess including the 50-move rule and three-fold repetition. If these terms leave you cold, fear not, for the unit is packed with two instruction books. One recounts all the rules of chess. The other, a multi-colored 44-page instruction manual, tells all about the machine itself. This latter guide is particularly well-written, -organized and -illustrated. It is clear that Milton-Bradley has left no stone unturned in its quest for perfection regarding the

Electronic Grandmaster. Grandmaster is expensive, averaging \$500. As we mentioned at the outset, it is affordable, and that is true when compared to the \$1600 price tag of the Novag chess robot. The playing surface must be kept clean (no problem as it is a "worldproof" mono-plane design), and the unit makes a fair amount of noise when it moves the men around.

To input a move, the centers of two squares must be lightly depressed. The first is the square from which the piece is taken, the second, the square to which it is going. To accomplish this, you may use the bottom edge of the piece itself or your fingertip. The important thing to keep in mind is that a light pressure in the center of the square is all that's necessary to enter a strategy.

Grandmaster, by Milton Bradley, is a demonstration of applied robotics and breaks new ground with the many wonderful things it can do. As a portent of things to come, it is positively mind-expanding. In all, a grand and masterful achievement.



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By THE GAME DOCTOR

Everybody's got questions! Being the Game Doctor has become a full-time job. In fact, I should have some interesting news coming up for my "Q&A" legions in the very near future.

In the meantime, some of you folks have been cramped up in my over-air-conditioned waiting room long enough to rust a joystick. So let's start with the T-shirt winning patient for this month. John Connolly of Aberdeen, MD is the lucky reader. Nurse, why don't you bring him into the examination room?

Q: I heard about a year ago that Atari developed "bank switching", a process that doubles the memory from 4K to 8K. The 400/800/1200 Atari computer versions of 2600 games such as Pac-Man also use only 8K. Why can't the 2600 versions look like the computer game?

(John Connolly, Aberdeen, MD)

A: First of all, let's talk a bit about the process Atari had dubbed "bank switching". The 2600 was designed to read a maximum of 4K. This new process allows the programmers to circumvent this roadblock by flip-flopping two 4K programs in such a way as to actually fool the 2600 into reading a program twice as large as its capacity should allow.

This flip-flop procedure *does* have limits, however, and it may not be practical for all game programs.

Far more important, however, are the differences between the two systems you are comparing. The Atari computers are just that — powerful home computers with astonishing graphics capabilities. The "Video Computer System", however, is misnamed. The 2600 isn't a computer, simply a microprocessor designed for moving objects and creating color.

In spite of its limitations, however, breakthroughs in sound and harmonics (Parker Brothers' **Frogger**) and graphics (**Enduro** from Activision) still boggle the mind of *this* old game croaker. The 2600 has lived this long because it is a *software-oriented* game system. That is, the cartridges contain most of the technical miracles. It's like putting the engine from an F-14 into a sturdy old biplane chassis and then marveling at how fast that relic can move!

Q: Recently, Mattel ran a commercial on TV regarding its new keyboard for use with the Master Component. My questions are: When will this amazing keyboard be available; will it make the Intellivision comparable to a personal computer; and what kind of software will be available for it?

(Bud Castner, Edwardsville, PA)

A: As of this writing (May 20, 1983), the *second* attempt at a keyboard for

the Intellivision I and II is *still* not in the stores! Ultimately, Mattel plans a whole slew of additional add-ons, but as release dates for virtually everything get constantly moved back, credibility is becoming a genuine problem.

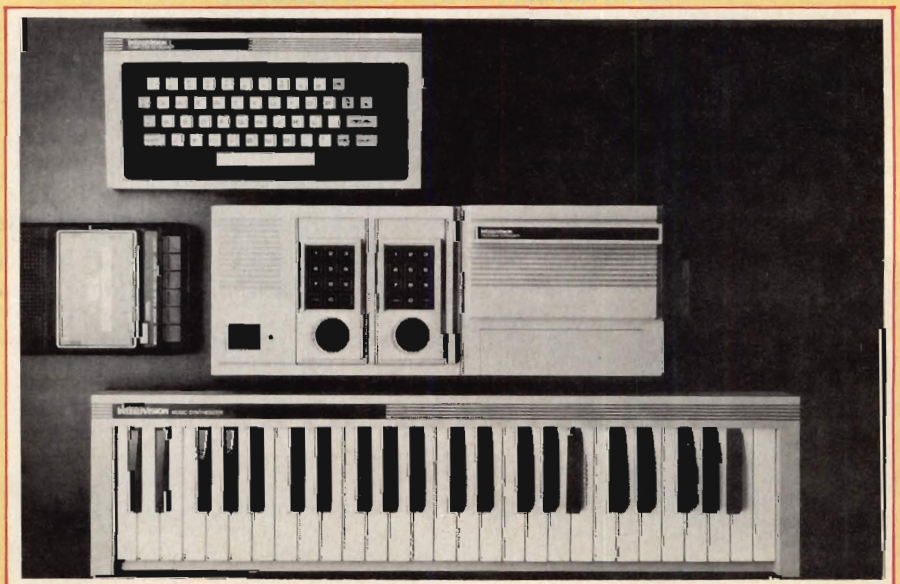
In addition, **EG** has received several reader complaints regarding unacceptable delays in getting their "free" IntelliVoice for purchasing an Intellivision II. Although the coupon promises prompt delivery, many **EG** readers have been waiting nearly three months for the voice units. Let's hope the folks at Mattel Electronics get their act together so we can actually enjoy some of these innovative products.

Q: Will Coleco produce Turbo for the Atari 2600, and can you use Expansion Module #2 (the steering wheel and gas pedal) in playing it?

(Steve Sigety, South Bend, IN)

A: Coleco has indeed produced a

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COLECOVISION TURBO



version of **Turbo** for the 2600, but the expansion modules only work on the Coleco's own system. The 2600 has no expansion port to accept such a peripheral.

Q: I plan to purchase the Coleco "Super Game Module" when it appears this August. My question is: Will I still be able to use Expansion Module #2 (steering wheel) for a version of **Super Turbo**, or will there be yet another module to fit with the Super Game peripheral?

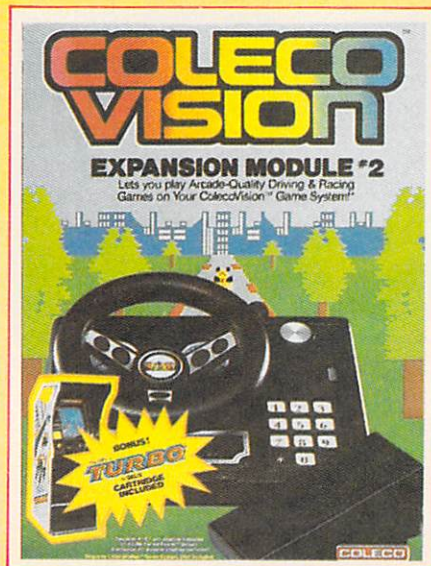
(John Matthews, Cape Girardeau, MO)

A: I'm sure the possibility of new modules has caused sweat to appear on the foreheads of gamers across the nation. Here's the rub: Coleco has been fairly tight-lipped regarding its Super Game Module. As far as **EG** can determine, it is not possible to "daisy chain" Coleco peripherals.

This procedure is commonplace with computers where a disk drive can be attached to the computer and a tape drive may be connected, in turn, to the disk drive. Since most of ColecoVision's expansion modules are inserted into the "trap door" port in the front of the console, the idea of linking up a series of such modules conjures images of six peripherals plugged into one another and extending out four

feet from the front of the system!

However, in the case of **Turbo**, rest at ease. The steering wheel expansion module plugs into the joystick input rather than the expansion port. Although, the *real* problems will begin arising with the advent of the keyboard expansion module. With the keyboard being accessed (we presume) through the single expansion port, will it be possible to use any of the other peripherals requiring that port simultaneously? Questions such as these will be fully dealt with in an upcoming **EG** feature by the Programmable Practitioner, the Doctor of Digitizing and the Silicon Sawbones—in other words, your humble Game Doc. The feature (obviously long overdue since my legions of token-sending



COLECOVISION EXPANSION MODULE #2

letterhacks have been clamoring after it for over a year!) is dubbed "The Game Doctor Answers Your 10 Most-Asked Questions!"

Q: This is my fifth letter and I have not gotten an answer yet. Is it my handwriting? Is it my breath?

Seriously, I would like to know what Mattel, the company I invested in, is doing about the growing sales of ColecoVision consoles. Why doesn't Mattel turn the tables and produce a ColecoVision emulator and not let Coleco unseat them for second place in the home videogame sweepstakes. I don't think the emulator will be very expensive because I saw Spectravision's going for \$70. I hope this will be the next addition after Intellivision introduces its VCS adapter.

Another question: A while back, you stated that all moving objects in Intellivision games were one color, but I have seen games in which multi-colored characters appear. Maybe these are two different objects moving simultaneously, but isn't that the same thing?

Final question: How are joysticks for the original Intellivision replaced?

That's it. But if I don't see this letter in an issue of **EG** in the near future, be expecting a sixth. And remember, Pac-Man only eats keys to prevent lockjaw.

(Toshi Mogi, Kailua, HI)

A: Geez, Toshi, if your previous four letters were as good as this one, the old doc must've slipped a gear when I passed them up! Occasionally letters are cut from a finished column due to lack of room and then are too dated to run in a subsequent issue.

Any-who, let's look at your scintillating queries one at a time:

Right now, it looks like Mattel's main hardware thrust will be the Aquarius computer. The Intellivision III, sneak-previewed last January, is no longer on the company's 1983 production schedule. The best guess is that Mattel will largely concentrate on software in the future.


While the digital Doc can understand your desire to see the system you own hold its popularity, it's probably not a good thing to get too partisan about any particular brand name. Almost every company has something positive to offer to electronic gamers, so let's not get bogged down in brand chauvinism.

Okay, next question: Your guess with regard to multi-colored graphic objects on the Intellivision is remark-

ably astute. Indeed, objects comprised of more than one color are indeed several segments mounted in such a way as to appear multi-hued. As to your musing regarding what the big difference is, this is it: Each differently colored, independent graphic element needed to comprise an overall on-screen object uses up a bit more of the computer's power, thereby limiting the overall memory and functions remaining within the Intellivision.

Broken joysticks on the original Intellivision are "easy as pie" to fix. You crate the entire unit up and send it back to the repair shop! Even I couldn't get tagged with a malpractice suit on *that* one!

Last but hardly least, even though I printed this, I better be seeing more letters from you, my friend! I love your outlook on our hobby — the most important thing to remember about these electronic games, after all, is that they're supposed to be *fun!* Readers such as Toshi capture that spirit perfectly. A 10-joystick salute, old boy!

Well, patients, that about fractures the joystick for this month's installment. Keep those cards and letters coming! 

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There's no end to the excitement you can hold right in the palm of your hand with today's miniature electronic games. What was once the step-child of the gaming hobby has grown into a major part of the pastime. Many arcaders once felt that no hand-held game could ever amount to much, because of the tiny playfields and diminutive controls. It just didn't seem possible that programs of sufficient complexity could ever fit into such tiny housings.

Things have changed. These early skeptics were wrong. Some very elegant games are now available in hand-held formats. It takes real programming expertise to cram a big game into such tiny quarters, but this month we'll look at some successful designs that even the most ardent coin-op fan would think twice before belittling. You can't judge a book by its cover, and you can't judge a man's brains by his size. The same logic certainly applies to games, where you can't judge the complexity of the program by the size of its package.

WRESTLING

Bandai Electronics/\$14.95

Crash! The masked man slams his opponent against the mat in an arena-shaking monkey-flip. Bang! The champion springs to his feet, grabs the sneaky villain, and then it's the masked fighter's time to hit the canvas. Smash! With a powerful over-the-head body-slam, our hero flings the nameless nastie over the ropes and

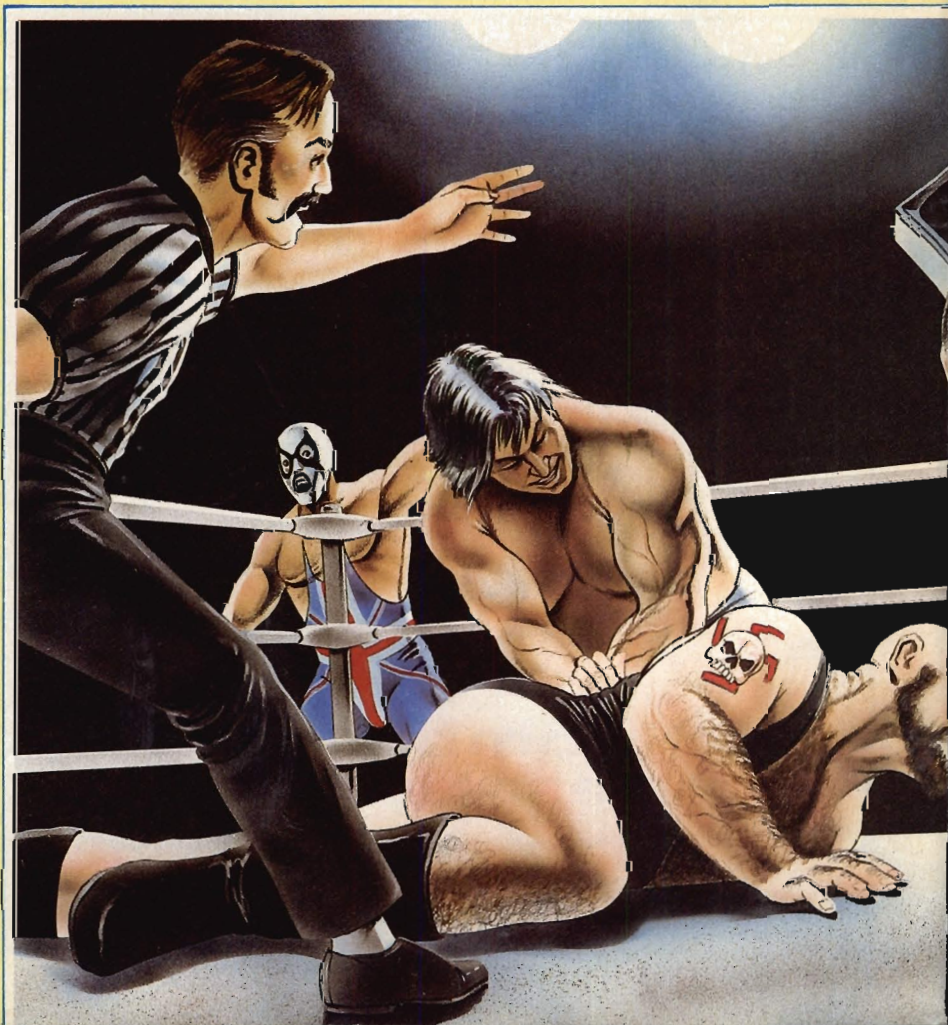
A Handful of Fun

By JOYCE WORLEY

completely out of the ring. But the masked villain is full of dirty tricks. He grabs a folding chair from a ringside spectator, and then, before the referee

can even raise his hand to protest, the masked man crashes the chair over the hero's cranium!

Sound exciting? It is! It's the first attempt to bring the wild and crazy world of big-time professional wrestling out of the arenas and right into arcaders' hands! Bandai tackled a big



job when it took on the project of programming a free-style wrestling game. The end result is a completely charming simulation of the violent "sport," that conjures up much of the wild flavor of a genuine wrestling match. This isn't quite the same as personally defeating Killer Kowalski yourself, but it's as close to the real experience as most of us will want to come.

Bandai centered the squared circle on a diminutive (1½-in. by 1¾-in.) LCD screen. The trapezoidal ring is contained by red ropes, and surrounded on three sides by the spectators' upturned faces. Inside the ring stands the referee with the two titans, waiting for the battle to begin.

Selecting game one or two starts the action. True to the world's most watched spectator "sport," the match features good versus bad personified in this instance by a clean-cut handsome champion defending against a nameless masked marauder.

The play-action is easy to control. Two buttons move the hero up or down the ring, and the attack button makes him jump into combat in the center. Each time the fighters engage, clever matrixing depicts their struggle right before your eyes. The hero's best



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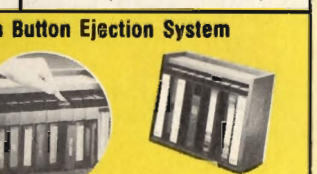
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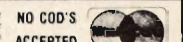
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move flips the masked fighter right over his shoulder and out of the ring. But when the unidentified wrestler crawls back into the ring, he brings a chair with him to crash over the unwary champ's head. The player-controlled fighter must stay constantly alert, because attacks come from every side. In a move that would do the great Mil Mascaras proud, the masked man crawls to the top ring rope, then springs across the ring to flatten his opponent with a beautifully matrixed flying body press.

The champion has some good moves, too, including his prize-win-



WRESTLING (BANDAI ELECTRONICS)

ning karate-kick that sends the villain sprawling.

Bandai prettied up the screen by putting colors in the background behind the fighters. The ring is sky-blue, decorated with a large two-toned eight-pointed star right in the center. The shadowy faces of the fans in the arena frame the action. It's these little visual enhancements that elevate this year's hand-helds above those of the past. Although the touches of color have nothing to do with the animation, they have a great deal of impact on the over-all imagery created on-screen.

Wrestling might be the most unlikely "sport" ever to inspire an electronic game, but Bandai's mighty midget successfully captures the thrills of catch-as-catch-can fighting. The clever cartooning, beautiful matrixing, and tongue-in-cheek ferocity make this tiny hand-held a big winner.

3-D SKY ATTACK

Tomy Corporation/Under \$50

Enemy spaceships roar from the sky, spraying Earth's defenses with laser blasts. The aliens enter from above, raining bombs on the player's position. A direct hit by the player's tank makes the invader disintegrate right before your eyes!

Tomytronic's 3-D Sky Attack is one of the most unusual hand-held games ever devised. The unit is styled to resemble futuristic field glasses and re-



produces the entire scene in three dimensions. It pops right out of the goggles at you!

The Tomytronic 3-D game uses separate images for each of the eyes. The binocular-like device acts just like the paper glasses you remember from 3-D movies to bring the scene together in the most stirring graphic achievement to date for hand-held games. This is real 3-D! Spaceships fly straight toward you, so real you feel you ought to duck! When they drop their deadly bombs, the missiles fly directly at the tank.

The arcader has a force of three tanks spread across the horizon, cannon turned skyward. After a moment, the two reserve tanks disappear. Then a squadron of enemy spaceships barrels out of the sky. Move the vehicle left or right, line up the best shot, and fire the laser. If the shell hits the invader, it explodes.

The controls are simple and conveniently located at fingertip level. One button starts the game, then fires missiles. The two buttons located on each side of the game move the tank left or right.

The tank can only destroy an enemy

by hitting it in the third row from the back of the screen. The aliens fire their lasers from the fifth row from the back. So if you miss one, be ready to dodge return missiles. This isn't hard to do, because the aliens only fire in a straight path before them. As the difficulty increases, the aliens fire at an angle, so it's harder to evade their lasers.

There are seven skill levels. Each ends when 20 enemy spaceships are destroyed. At the end of each skill level, as a break in the regular contest, there's a bonus fight. Four superfast enemies attack the tanks, one at a time. Destroy them for bonus points, and dodge their laser beams so you can go on to the next level of play.

At the upper skill levels, the enemy moves faster and fires more lasers at the same time. One laser blast goes straight down to the ground, and the other heads off at an angle. Get trapped between the two shots, and it's all over.

Each enemy spaceship destroyed during the regular game is worth five points and each ship blasted in bonus fights counts 10 times as much.

This is something really different in electronic games. The unique styling is well-conceived. Unlike most video-games, this one is especially well-suited for taking along to the beach. The playfield is lit by light coming in through a frosted glass panel on the top of the unit. The more light, the better the graphics look. There's even a neck strap to make it easy to carry.



3-D SKY ATTACK (TOMYTRONIC)

Tomy's 3-D Sky Attack is filled with a lot of color and action. Enemy spaceships are rendered in an orange shade that leaps right out of the dark sky. The defensive tanks are blue and yellow. But the most striking feature is the great three-dimensional effect, similar in depth to the ViewMaster you played with as a kid.

BURGERTIME

Mattel Electronics/\$24

There are hot dogs all over the kitchen in this merry madness from Mattel. The mighty masters of midgetry have shrunk the Data East coin-op hit down to pocket-size, but they didn't shrink the fun; it's all here, in one of the cutest games to be introduced this year.

BurgerTime is now a hand-held game, with all the action and fun of its coin-op big brother. The play-action begins with the melody from the pay-for-play game, then the tiny LCD screen blossoms with all the action that made this a hit. Move a chef around the kitchen, as he tries to prepare hamburgers for lunch. But animated pickle slices, fried eggs and hot dogs cooperate to try to keep him from finishing his task.

As the game begins, the chef is in his kitchen, trying to assemble two burgers. The ingredients are spread over three floors, and Cookie must scamper up the ladders, to try to shove the buns and burgers together into sandwiches. He does this by leaping on the bread or patties, to make them fall to the next level. In this way, the chef forces all the ingredients down to the first floor where they are assembled into a tasty treat to eat.

Cookie has some problems getting his work done. A fried egg scurries along the first level, and if it bumps into him, he dies. But if Cookie shakes some pepper on the egg, it goes away, at least for a few moments. On the second level, a slice of pickle threatens to do him in, and on the third, it's an animated hot dog. Cookie has four shakers of pepper to dispatch these culinary villains as he moves from floor to floor gathering up the goodies for his burgers.

From time to time, bonus ice-cream cones and cups of coffee appear. When one shows up, running the chef under the item gains 300 points plus an extra pepper shake.

This version plays almost exactly like its coin-op brother. Maneuver the chef up and down the ladders from floor to floor. As he manages to get on

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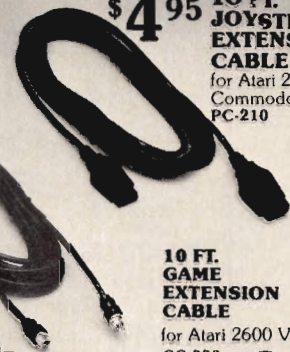
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THE GAME EXCHANGE



top of an ingredient, push the joystick down and it falls to the next floor. Continue in this manner until all the sandwich parts fall to the ground floor and are assembled into burgers. When this happens, the chef celebrates by doing a little dance, then the screen clears, Cookie gets four more pepper shakers to start again, and a new round of the game begins.

Every push of the miniature joystick moves the chef one step. When he is on top of a bun or hamburger patty, make the ingredient drop to the next level. In this way, all the buns and patties are forced to the first floor and turned into delicious sandwiches. Since the action of a bun falling on a patty below pushes the meat down to the next level, it's possible to use strategy to assemble lunch a little quicker. Work from the top, as much as possible, to make the ingredients fall into place. Careful timing can actually complete a burger with just one move. But stay on the alert for those flying pickle chips, hot dogs and fried eggs. If any of these nasties touch the cook, he's a goner!

This is a high-scoring game. Every time Cookie knocks a patty or a bun down a level, he gets 30 points. Sprinkling pepper on an egg, pickle or hot dog scores 30 points, and dropping a bun or patty on top of one of the nasties is also worth 30 points. Gobbling up the ice-cream cone or coffee grabs 300 points plus a valuable extra pepper shaker, and clearing a screen by successfully assembling both hamburgers gives 250 points and four new pepper shakers. Gain an extra chef for the first 5000 points scored.

BurgerTime's pretty yellow plastic housing is enhanced by clever cartoon drawings. The miniature 4-position joystick operates smoothly and seems sturdy enough to stand a lot of hard play. The animation itself is well done. Cookie is a cute fat chef, complete with hat and apron. The pickle chips, hot dogs and fried eggs are indistinguishable, and really race across the screen.

So, get yourself a take-out BurgerTime and work up an appetite!

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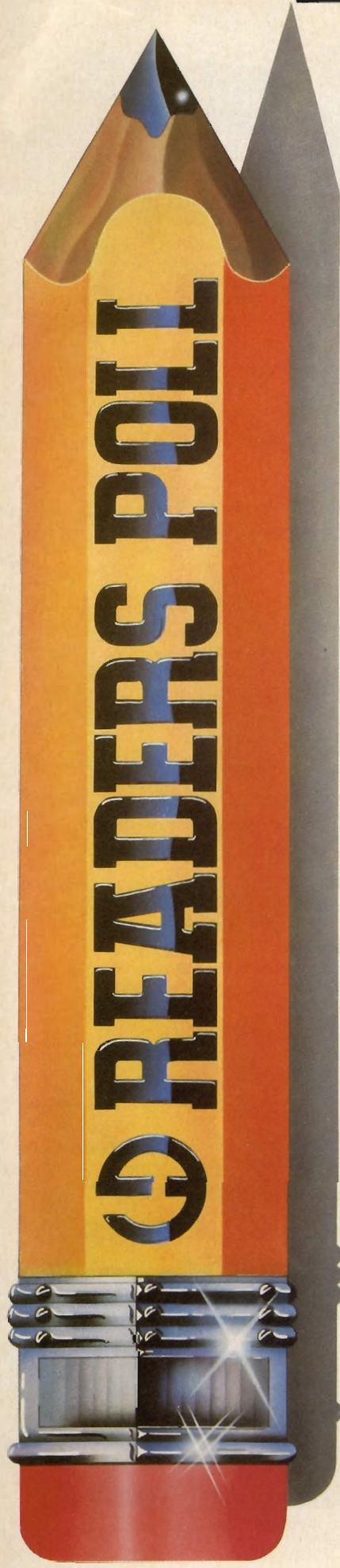
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Interaction between the readers and editors of **Electronic Games** helps make this a better magazine. The more we here at **EG** know about who you are and what you want to read, the better we can satisfy your needs and desires. That's why we run 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, New York, NY 10001.

SEX AND AGE:

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	Own	Plan to Buy
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Intellivision	_____	_____
ColecoVision	_____	_____
Odyssey ²	_____	_____
Atari 5200	_____	_____
Other Videogame System	_____	_____
VIC-20	_____	_____
Atari 400/800	_____	_____
IBM Personal Computer	_____	_____
Apple II	_____	_____
Other Microcomputer	_____	_____
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Less than 2 hours 2-5 hours 6-10 hours More than 10 hours

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My favorite videogame cartridges are:

1. _____
2. _____
3. _____

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1. _____
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1. _____
2. _____
3. _____

Coming Attractions

THE PLAYERS GUIDE TO PROGRAMMABLE VIDEOGAME SYSTEMS

You can't tell the game machines without a scorecard these days, what with technology inspiring better and better devices. EG's magazine-within-a-magazine covers all the most popular brands, delving into their strengths and weaknesses, to help you plan your next hardware purchase.

VIDEO PINBALL FLIPS OUT

Pinball held the hearts of many gamers back when Nolan Bushnell and Ralph Baer were tikes themselves. And now that video's king, designers who haven't forgotten their first love are creating video versions of flipper games for home arcing fun.

NEWSMAKERS: MEET DON BLUTH

Don Bluth has rocked the coin-op world

with his very first design, *Dragon's Lair*. In this exclusive interview with **Electronic Games**, Bluth puts aside his animator's tools to discuss the concepts underlying his newest achievement — and what *Dragon's Lair* may mean for the future of electronic gaming.

THE HAUNTED ARCADE—ELECTRONIC SCARY GAMES

What would Halloween be without a little fright, a dash of spine-shriveling terror?

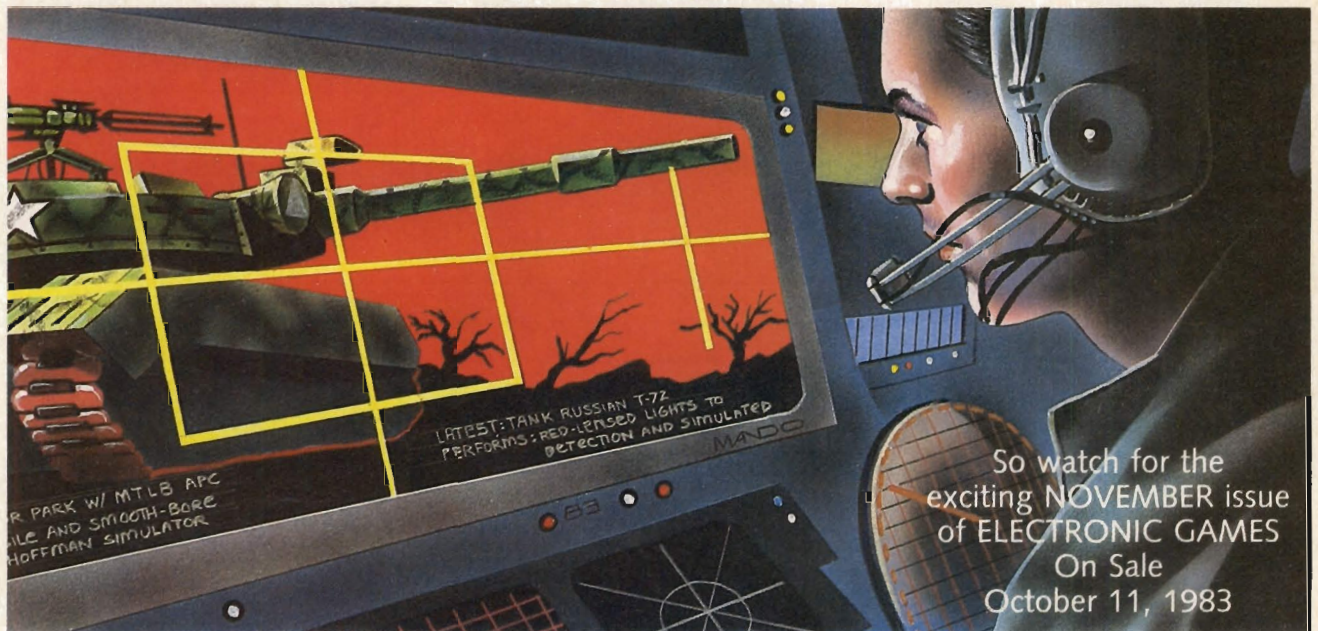
These are the games that can raise the hairs on the back of your neck!

THE VIDEOGAME HALL OF FAME

The votes are in and the polling stations are closed. The Hall of Fame has two new members. Which games did the readers pick to join the likes of *Space Invaders* and *Pac-Man*? Keep guessing until you read this article in the November issue of **Electronic Games**!

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
 - ★ In Control
 - ★ Strategy Session
 - ★ Insert Coin Here
 - ★ Articles of War



So watch for the exciting NOVEMBER issue of **ELECTRONIC GAMES** On Sale October 11, 1983

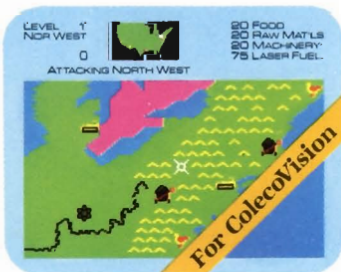
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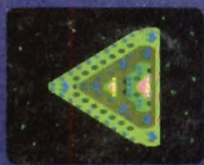
PROBE 2000 series

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