ABC TO THE VCS
2nd Edition
A DIRECTORY OF SOFTWARE FOR THE ATARI 2600

video computer system™

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game reset

BY LEONARD HERMAN

ATARI®

ABC TO THE VCS

(A DIRECTORY OF SOFTWARE FOR THE ATARI 2600)

2ND EDITION

BY

LEONARD HERMAN

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This book is dedicated to Tamar

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In your hands is a book that by all rights, should never have been published. It's the second edition of a book whose first edition should logically never have been released either. After all it summarized all of the games that were available for the Atari 2600, a system that was already 14 years old when Atari put it out to pasture in 1991, five years before *ABC To The VCS* was released.

So why a second edition of such a book? The answer is simple. Although the Atari has been out of production for nearly 15 years, it is still one of the most popular systems to develop new software on. It's miniscule amount of usable memory makes it a challenge to develop new and exciting games for. And yet new games keep coming out each year. And because the 2600 was such a popular system during its hey-day, dozens of unknown and unreleased games that were written for the system in the early '80s, are constantly being discovered and released to the collecting public. This edition of *ABC To The VCS* contains 163 titles that hadn't appeared in the first edition. In all, there are over 700 summaries within these pages.

Not all games that have been released for the 2600 appear in the book. Basically there are three groups of games:

• **Commercially Released Games**: These are the games that have been released by Atari and a multitude of third-party companies between 1977-1991. All known NTSC titles are included in this book. In addition there are many PAL only games included also. However, there are still many PAL titles that I'm not aware of and were not included. If you have any information on such games please let me know at lherman@rolentapress.com.

• **Homebrews**: These are the games that have been written and released since 1991. Homebrews are usually written by lone programmers and then released in small quantities. All known homebrews are included in this book.

• **Hacks:** These are games have been written from existing code that has been modified. Only commercially released hacks, such as those titles released from Panda and Froggo, are included in this book.

ABC To The VCS was originally conceived in 1981 when a multitude of new games for the Atari VCS appeared on the market. Some were good but many were bad. Since magazines like *Electronic Games* were not yet available there was no way to distinguish the good games from the bad. Thus the idea for an encyclopedia of games was conceived. The original idea was to have an alphabetic listing of each game, thus the title *ABC To The VCS*. However it soon became apparrarent that by listing the games alphabetically, there would still not be any way to distinguish games of a similar theme from one another.

The slant of the book quickly became one of where all of the similar titles would be grouped together in separate chapters. Rating the games wsas never a factor since I don't believe in ratings. I for one do not like fighting games so in my eyes, even the best fighting games would rank low. On the other hand I like logic games. *Dice Puzzle* by Panda always appears at the bottom of most collector's lists but I happen to like. Therefore, no ratings!

The major part of this book was written between 1981 and 1983. When I determined that the book would not be timely when it was released if I only included games that were available, I quickly sought ways to include new games. I began attending CES and Toy Fair in order to get information on games that would only be released when the book came out. This lasted until 1984 and then the bottom burst. The industry crashed and nobody cared about Atari games anymore.

When the industry got back on its feet with the arrival of the Nintendo NES, Atari made a half-assed attempt to keep selling its 2600 and 2600-compatible 7800. New high quality games were released but the magic was gone. nobody cared about Atari. There was no need ofr such a book any longer.

I put the book into storage and began writing my history of videogames, *Phoenix: The Fall & Rise of Home Videogames.*When that book was completed in 1993, I learned about the 2600 Connection, a fanzine released by Tim Duarte. Tim published a letter that I wrote to the fanzine regarding *ABC To The VCS* and a summary of the non-released Telesys game *The Impossible Game*. Afterwards people wanted to see more and asked me to publish *ABC To The VCS*. Since I knew the demand would be low, the only economical way to produce the book was by selling a photocopied book with microscopic fonts to keep the page count low. That edition came out in 1996 and was sold through 2001.

All along I wanted *ABC To The VCS* to be a 'real' book with actual screen shots. And so that brings us to this edition. Printing costs have lowered in costs while at the same time rising in quality. This is the edition that should have been released in 1984.

There are many people who have been connected with this book in one fashion or another. In no special order they are Michael Thomasson, Chris Cavanaugh, Patrick Wong, Al Yarusso, Scott Stilphen, Joe Santulli, John Hardie, Tim Duarte, Russ Perry Jr, Al Backiel, Matt Reichert, and as always, Tamar, Ronnie, and Gregory.

Leonard Herman
Springfield, NJ
October 21, 2005

Probably the most popular theme in videogames is that of the alien invasion. In these games, the aliens are displayed at the top of the screen while dropping bombs at the player's laser cannon at the bottom. The basic premise of these games is destroying them before they destroy you.

The games featured in this chapter are all derived from the most popular alien invasion game of all time: Space Invaders. Their common denominator is that you must dodge any bombs the aliens at the top of the screen are dropping. With one exception, the object that you control in each game can be moved horizontally and fire upwards.

SPACE INVADERS
(ATARI/SEARS)
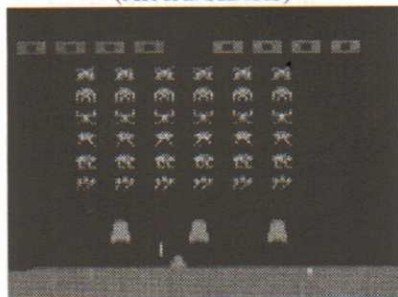
Space Invaders is the granddaddy of the alien invasion game. Although it may seem primitive when compared to other games in this chapter, it nevertheless continues to remain very popular.

The object of the game is to destroy all thirty-six aliens as they slowly descend towards the bottom of the screen before they can destroy your laser base. The aliens are grouped into six horizontal rows each containing six invaders. Throughout the game, each row of aliens marches from one side of the screen to the other as they drop deadly bombs. Once a creature reaches the side of the playfield, all of them will drop one row and begin marching towards the opposite side where they will again repeat the process once they reach the border. This

will continue until they reach the bottom of the screen at which time the game ends. If you destroy all of the invaders before they reach the bottom, a new group of thirty-six creatures will appear on the screen, beginning one row lower than the previous group.

By moving your laser cannon at the bottom of the screen horizontally, you can avoid the invaders' bombs as well as line up your shots. When you destroy a creature, you will score points depending upon the invader's position within the grid. The closer the creature is to the top of the screen, the more points it is worth. As you begin to clear the board of invaders the remaining creatures will continue their march across the screen at a quicker pace. Additionally there is a 'mother ship' that periodically flies across the top of the screen. Although this ship won't drop any bombs at you, it is worth a substantial amount of bonus points if you can hit it.

To avoid the invaders' bombs, there are three shields directly above your laser cannon you can hide beneath. Unfortunately, a piece of a shield disappears whenever a bomb touches it. In addition, once the crea-

tures reach the same horizontal row as the shields, the shields will completely vaporize leaving your cannon out in the open. In addition to the basic game, *Space Invaders* includes a number of variations such as: zigzagging bombs; moving shields; fast bombs; and invisible invaders. The variations can be used separately or in conjunction with one another.

In two-player games, you can compete against one another or join forces and fight together against the common enemy: the invaders. Players may elect to share one laser base, or each can control their own.

When compared to the newer games, *Space Invaders'* main weakness lies in the fact that it is too predictable. You know where the invaders are heading and how long it will take for them to get there. In early stages of the game the player is never in any direct danger from the invaders. Until the aliens approach the bottom of the screen, the game is just like a shooting gallery where you shoot at the passing animals.

SPACE INSTIGATORS
(XYPE)
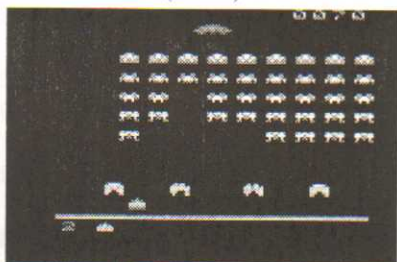
Space Instigators is a version of *Space Invaders* that closely resembles the arcade original. In this game you must tackle 45 aliens and you have four shields to hide behind.

INV
(HOMEBREW)
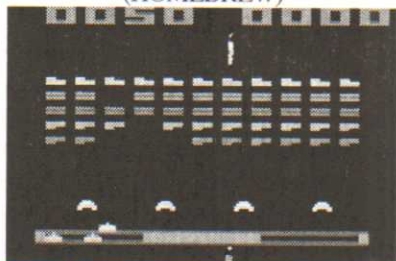
INV is basically a colorful version of *Space Invaders*. The rules of both games are identical. The only differences are that in *INV*, you must wipe out 55 invaders and you have four lives to do it with.

RAINBOW INVADERS
(HOMEBREW)
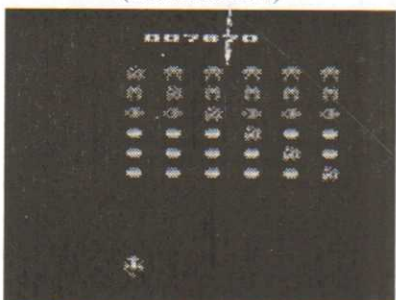
Rainbow Invaders is another *Space Invaders*-type game which features colorful graphics. However unlike *INV* which closely resembled *Space Invaders'* graphics, *Rainbow Invaders* looks more like *Galaxian*.

GALAXIAN
(ATARI)

In **Galaxian**, the rows of creatures sway back and forth across the top of the screen in an unpredictable manner. There are four types of creatures: Drones, Emissaries, Escorts, and Flagships; each a different color and worth different points. Without warning they will swoop down upon your
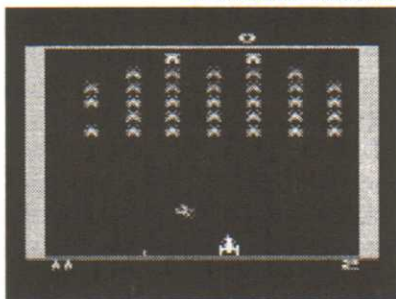
cannon as they drop bombs. Although you will score points by destroying the invaders no matter where they are, the closer the creature is to the bottom of the screen, the more points you'll earn. You can also score additional points by destroying flagships with escorts when they are descending towards you. If you miss any of the descending creatures, and if they don't destroy your cannon, the creatures will drop down to the bottom of the screen and reappear at the top.

CONDOR ATTACK
(ULTRAVISION)
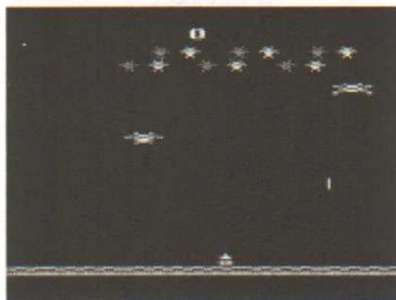
Condor Attack is similar to *Galaxian* in that two birds swoop down to attack your base. The birds that attack you are worth more than the ones that float back and forth across the top of the screen, and are worth progressively more for each wave you pass through. As the game progresses, the birds fly at lightning fast speeds dropping their bombs all over the screen. However, unlike the previous games, the birds will only fly above your cannon, never trying to ram directly into it. Another difference between the two games is the fact that the birds that swoop down will never leave the screen until you hit them.

If you don't want to fight against birds, *Condor Attack* features two other varieties of creatures: spiders and bats. As in *Space Invaders*, you could also adjust the size of your laser cannon.

ASSAULT
(BOMB)

Assault is another game similar to *Galaxian*. In this game a mother ship flies across the top of the screen discharging three aliens that must be destroyed by shooting at it while avoiding their laser fire. Whenever you destroy an alien a new one will take its place. A wave ends after you destroy ten aliens, and a new wave begins with even faster creatures you must shoot and avoid.

COMMUNIST MUTANTS FROM SPACE
(STARPATH)

Communist Mutants From Space is another game similar to *Galaxian*. Again you must destroy the aliens as they dive down in an attempt
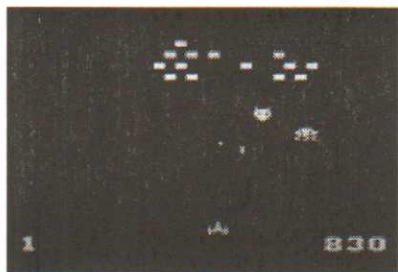
to destroy your cannon. Unlike *Galaxian*, *Communist Mutants From Space* features an astounding number of variations. By way of an on-screen menu you can select one or more variations by using the joystick rather than the game select switch. This method will give you 576 variations such as shields, guided fire, penetrating fire that will allow your shots to hit every alien within a vertical row, and time warp, which slows down the actions of the invaders.

PHOENIX
(ATARI)
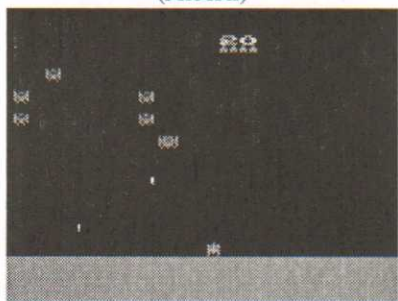
In *Phoenix*, you fight against giant birds, rather than aliens. As in the previous games, the birds will sway back and forth across the screen as several swoop down to drop bombs. As in *Galaxian*, the lower the bird is when you hit it, the more points you'll score. An additional feature of *Phoenix* is a shield you can activate for a few seconds to protect you from the birds' bombs. Unfortunately you can't move your cannon while the shield is on.

Phoenix features five separate waves. In the later waves you must shoot the birds directly in their centers to destroy them. If you shoot their wings, you will merely destroy the wing and a new one will quickly regenerate in its place.

The final wave features a space ship that slowly descends towards the bottom of the screen. You must destroy the alien inside before the ship can reach the bottom. This is accomplished by destroying the ship piece-by-piece, similar to *Breakout*. Once you have made an opening in the ship's hull, you will be able to shoot the alien within. The faster you destroy the alien and ship, the more points you'll score. Unfortunately the ship is also dropping bombs that you must avoid. Once the ship is destroyed, you'll return to a faster version of the first wave.

PLEIADES
(UA)
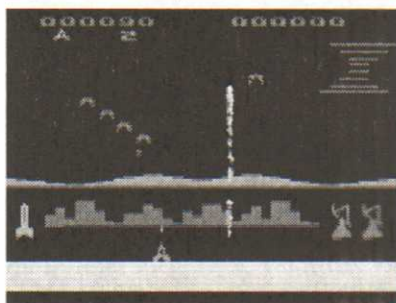
Pleiades is a sequel to *Phoenix*. On the first screen, you must protect yourself from the waves of aliens who are firing down at you. You must shoot back up at them and hit them to destroy them. When there is only one ship left, it will begin to build a wall

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that stretches across the screen. You must destroy the ship before the wall is competed.

In the second screen, you must destroy the mother ship. You do this by shooting into it and hitting the ball-like object that moves across the ship. Unfortunately the mothership keeps sending bird-like creatures down to destroy you. You must fire at them to destroy them while you are trying to get at the mother ship.

On the third screen you start at the bottom and must get your ship to the top while avoiding many other ships that are sitting there. You'll lose a life if you hit any other ship. If you successfully reach the runway you'll start again at the first screen.

shooting at you. In levels when the demons don't split, there are never more than four demons on the screen at any one time, with each occupying its own horizontal row. In levels where they do split, there can be up to seven demons on the screen at a time.

In later waves, the demons, rather than be destroyed, will split into two separate creatures when they are hit. One of the pair will continue to fire at you (if they are in the lowest row), while its mate will move around the screen harmlessly. If you destroy one of them, then the other will dive-bomb upon your cannon. Bonus points are earned if you destroy the descending demon, but you'll lose your cannon if the demon falls onto it.

DEMON ATTACK
(IMAGIC)
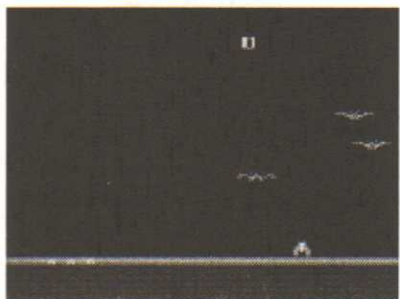
Demon Attack also features invading birds, or demons. However, unlike *Phoenix*, a swarm of remaining demons does not appear on the screen. *Demon Attack* doesn't feature an alien ship either, but to compensate, the demons are much more aggressive than those in *Phoenix*.

In *Demon Attack* only the demon in the lowest row will ever fire down at you. If you destroy the lowest one, either a new one will replace it or the demon directly above it will begin

GORF
(CBS)

Gorf incorporates four separate themes into one game. The first of these themes, or missions, is "Astro Battles", a *Space Invaders* clone with only eighteen invaders. You must successfully destroy all of these invaders before they can reach the bottom of the screen in order to continue to the second mission. "Laser Attack" is similar to *Galaxian* in play, although it only features four invaders on-screen.

In the third mission of *Gorf*, "Space Warp", you must destroy an

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attack ship as it emerges from a space hole in the center of the screen. Once it leaves the hole it will fly in a spiral pattern around the screen while dropping bombs at your cannon. When you destroy the attacker another one will emerge from the hole. You must destroy five attack ships before you can proceed to the fourth mission.

"Flag Ship", the fourth and final mission, resembles the fifth wave of *Phoenix,* as you must destroy an alien ship before it can reach the bottom of the screen. However in this version the ship quickly flies across the screen. In a *Space Invaders* fashion, it drops down one row each time it reaches a border of the screen. In the center of the ship is a small hole separating its left and right halves. You must fire your shot directly into this hole to destroy the ship. If you succeed you'll go back to a tougher version of "Astro Battles".

DEADLY DUCK
(FOX)
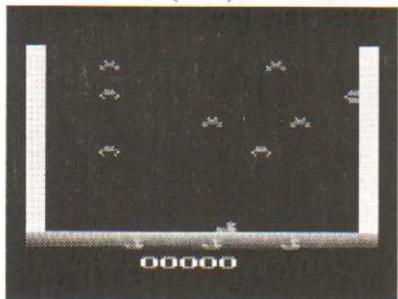
In *Deadly Duck,* instead of a laser cannon, you control a duck at the bottom of the screen. And instead of shooting down alien creatures, you must destroy haphazardly moving crabs that drop bricks. You can destroy the bricks as they fall, because if you don't, and it falls to the bottom of the screen without hitting your

duck, it will turn into a barrier through which your duck cannot pass. Although these barriers will only stand for a few seconds, your duck might be trapped between two of them long enough for another bomb to land on top of him.

The second wave is identical to the first, but adds two dragonflies that act as shields for the crabs. Although you will score points if you hit a dragonfly, the insects will not disappear and they'll immediately retaliate by dropping a bomb right over your duck. Because the dragonflies are located so close to the bottom of the screen, their bombs are very hard to avoid. As the game progresses, up to six dragonflies will appear on the screen at one time.

MEGAMANIA
(ACTIVISION)
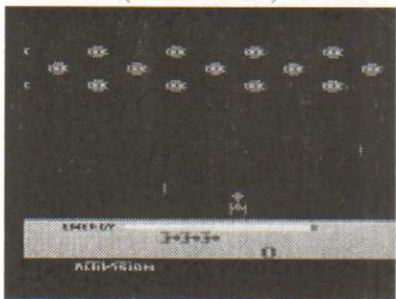
Despite an amusing theme that features enemy hamburgers, cookies, bugs, radial tires, diamonds, steam irons, bow ties, and space dice, *Megamania* is a game that should be taken seriously. The game consists of eight waves, each featuring one of the above-mentioned objects. Some of the objects move horizontally across the screen dropping bombs, while others descend vertically. In all cases you will lose a laser base if you get hit by a bomb or by an enemy object. If you

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can successfully negotiate all eight waves, you'll return to the first one with a different, tougher pattern.

Megamania, unlike the previously mentioned games, includes a time limit in which you must shoot all of the objects on-screen. An energy bar is displayed at the bottom that starts out yellow, but gradually turns red as time runs out. If you haven't destroyed all the objects in the wave before the energy bar turns completely red, you'll lose a cannon. On the positive side, however, you'll earn bonus points for all the time remaining when you destroy all of the enemy objects. Whenever you enter a new wave or start with a new laser cannon, you'll begin with a full allotment of time, and the energy bar will be completely yellow.

SPACECHASE
(GAMES BY APOLLO)

In *Spacechase* you pilot a Mark 16 Starcruiser that you use to shoot down alien space crafts that are firing down upon you. As in the previous games, you can control the horizontal movement of your ship. In addition, you can also move vertically within the lower half of the screen.

As in *Demon Attack*, the enemy ships in *Space Chase* fly haphazardly across the top of the screen. Initially you must fight against only four ships,

but as the game progresses you will find yourself facing six. The enemy ships fire at you with two types of missiles. Standard missiles are similar to those found in the other games; the kind you merely avoid or destroy. The second, and the deadlier of the two, is the heat-sensing missile. When fired, it automatically heads toward your ship, rather than just descend straight down.

Although it doesn't add anything to the play, your battle against the enemy ships takes place over the surface of a planet. As it scrolls you can see the planet's features as the ships fly overhead. Another feature of *Space Chase*, which doesn't add to the play value, is the fact that you can choose from either a day or night mission. Aside from the background colors, the two games are identical.

AIR RAID
(MENAVISION)
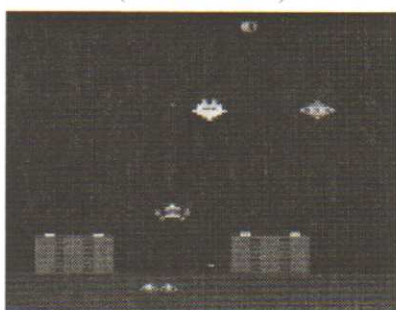
In *Air Raid* you must protect your city from the multitude of alien ships that are shooting down.

You can destroy a ship by firing back at it. You will lose a life if you are shot by an alien. If an alien ship descends off the screen, nothing will happen. Howver if one of its shots hits a building below, a piece of the building will disappear. The game ends

when you lose all of your lives or when all of the buildings are gone.

XEVIOUS
(ATARI)

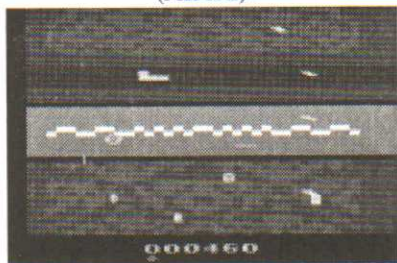*Xevious* is an overhead scrolling game in which you command a Sovalou jet fighter and attempt to push the alien Xevious forces back into space. You must destroy ground targets as well as alien ships that fly towards you. If you get hit by alien fire, or crash into anything, you'll lose a turn. In addition, one type of enemy craft has the ability to deflect your missiles back towards your own ship.

Merely shooting at the enemy targets isn't enough to destroy them. A cursor continuously appears over your ship as it flies over the terrain, and any missile you fire will head towards the cursor. You can only destroy an enemy ship if your missile hits it while both are within the cursor.

ESPIAL
(TIGERVISION)
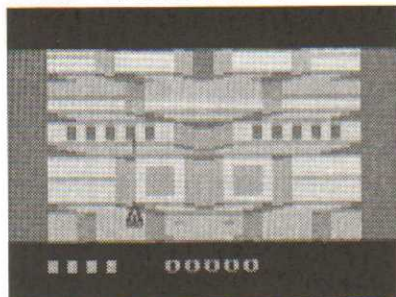
Espial is similar to Xevious. As

in the previous game you must fly over a scrolling playfield as a multitude of objects come at you while firing. You have two weapons you can fight back with. Pressing the red firing button activates your laser beam gun, shooting a beam straight out and destroys whatever is in its path. You can also use the red firing button to shoot a double-barreled missile. This missile is aimed by moving the on-screen cursor onto a target and pressing the red firing button. The object is to make your way to the three enemy bases - a different one for each of the three levels of the game.

SPACE CAVERN
(GAMES BY APOLLO)
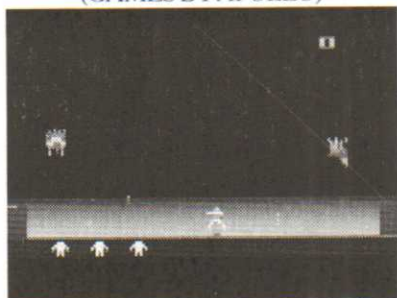
Space Cavern is a sequel to *Space Chase* and takes place on the planet over which the battle was fought in the previous game. The premise of the game is that you have successfully wiped out the squadron of enemy ships and have landed on the planet where you are exploring a cave. Dwelling inside the cave are bizarre creatures that want to stop you from proceeding.

You control a horizontally moving man who can shoot upwards at the creatures that are moving around overhead and dropping bombs. In addition there is another creature that sneaks up and attacks you from the

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left and right sides of the screen. Because of this unique situation, you can also fire in a horizontal direction to keep these strange creatures from touching your man, which would prove fatal.

SPACE CANYON
(PANDA)
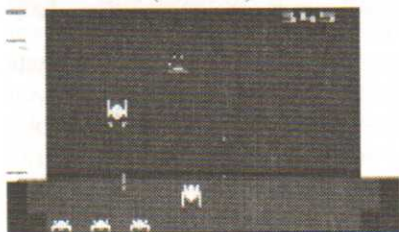
Space Canyon is virtually the same game as *Space Cavern*. Instead of controlling a man at the bottom of the screen you control a spider-like creature that can shoot in three directions.

GREMLINS
(ATARI)
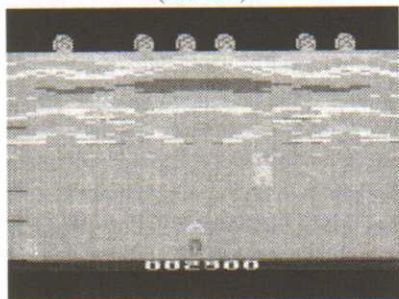
In one level of **Gremlins** you move horizontally and must shoot up at the Gremlins that are walking down the screen to get you. This game is covered in more detail in Chapter 11.

THRESHOLD
(TIGERVISION)

Threshold is another shoot'em up game that is similar in execution to a number of other games. In *Thresh-*
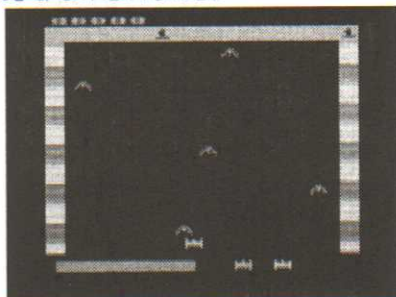
old you fly through a tunnel where you encounter strange creatures that shoot at you as they descend towards the bottom of the screen. As in *Galaxian*, if a creature reaches the bottom without hitting you, it will reappear at the top. The creatures can also move off one side of the playfield and reappear on the other. Like *Megamania*, each wave you pass through will feature different creatures. Once you get through all eleven waves you'll return to a more difficult version of the first. As in *Spacechase*, you can move your cannon vertically to some extent.

SPIDER FIGHTER
(ACTIVISION)
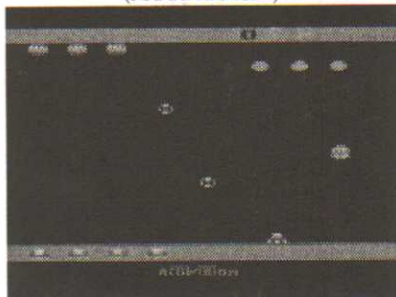
Of all the games featured in this chapter, *Space Invaders* has the slowest moving invading objects. **Spider Fighter**, on the other hand, includes the fastest. In this game you must protect your fruit in the upper right corner of the screen from spiders with your horizontally moving bug blaster.

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Destroy all the bugs before they can carry off your fruit while at the same time avoid being hit by the spiders' eggs that are constantly being dropped.

Spider Fighter features four different on-screen objects you must contend with. The Master Nest is the one that will go after your fruit so it is the one that you should try and destroy. Unfortunately, the Master Nest constantly releases bugs to distract you. There are Spy Pods that tell the Master Nest to release more bugs, Green Widows that act as shields for the Master Nest to keep your shots from getting to it, and Stingers, which constantly dump harmful eggs over your blaster. If you destroy a Master Nest, your fruit will be temporarily safe but all of the remaining on-screen creatures will turn into Stingers, and you will have to avoid a shower of eggs.

Each wave begins with three fruit and four Master Nests. If you can successfully traverse an entire wave without losing a blaster or fruit, you'll score bonus points.

CROSS FORCE
(SPECTRAVISION)

In *Cross Force* you control two ships: one at the top of the screen and the other at the bottom. Both ships move horizontally at the same time. The object is to destroy the creatures in the center of the screen that are constantly firing deadly missiles at both of your ships. When you fire, a 'laser-line' will form from one of your ships to the other, and any alien caught in this crossfire will be destroyed.

Unfortunately, you have to watch your temperature gauge at the bottom of the screen. Every time you fire a shot, your instrument temperature gets a little hotter. If it gets too hot you won't be able to fire until it 'cools' down. If this occurs you will be free game for the aliens until your ability to fire returns. The aliens' missiles aren't the only things that can cause you to lose a ship. You will also lose one if you run out of fuel. A gauge at the bottom of the screen monitors your fuel, and when the bar gets low, a shuttle ship carrying extra fuel will appear on-screen. The only way you can get the fuel is by firing a shot so the shuttle gets caught within the crossfire. If you can't hit the shuttle, your ship runs out of fuel and you will lose a turn.

There are two ways that your ships can be moved. In the 'Diagonal' variation, your two ships will move in opposite directions, with the crossfire usually appearing as a diagonal line. In the 'parallel' variation, both ships will move in the same direction and the crossfire will always appear as a vertical line.

BACKFIRE
(HOMEBREW)

In *Backfire* you again control two ships: one at the top of the screen and the other at the bottom. However unlike *Cross Force*, this time you could only control one ship at a time. Push

credibly harder.

ENCOUNTER AT L-5
(DATA AGE)
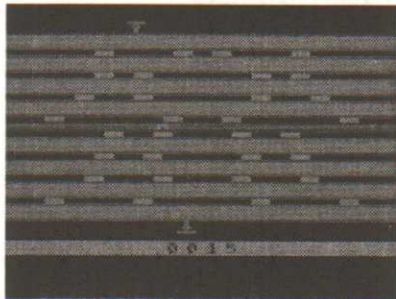
the joystick forward to control the ship at the top and pull the joystick towards you to control the ship at the bottom. Pressing the joystick to the left or right will cause the ship that you control to move horizontally.

The object of the game is to score points by simply shooting the targets that travel across the screen. However if your missile travels up or down the entire screen without hitting a target, you run the risk of it hitting your ship that is not currently in your control. Beginning with the second level, there are also barriers that move across the screen. If one of your missiles hits a barrier it will bounce back towards your ship. You must quickly get out of the way or you'll lose the ship if you're hit by the missile. The game ends when you lose all of your ships.

There are four types of targets that you must shoot at: Spaceships and three types of UFOs. The spaceships are worth ten points if they're in the center line, five points if they're on any other line except the one next to your gun. You won't get any points if you hit a spaceship that's on the horizontal line next to your gun. Red UFOs are worth 100 points. Blue UFOs will earn you an extra gun and green UFOs will clear all of the barriers and return you to an easier level. However if you don't shoot any green UFOs for some time, the game will get in-

In *Encounter At L-5* enemy ships descend in a steady procession, with each object occupying a different vertical and horizontal row. When an object reaches the bottom of the screen it will be replaced by a new one at the top. As in *Demon Attack*, only the bottom-most ship will fire upon you, however the closer a ship is to the top of the screen, the more points it is worth if you hit it.

Occasionally a death ship will appear at the bottom of the screen, which must be destroyed before it can reach the bottom. If you don't, you will lose a turn. A warning alarm sounds when the Death Ship appears on-screen.

Unlike the previously mentioned games, *Encounter At L-5* employs the paddle controller rather than the joystick, and performs two functions. When the firing button is not pressed, turning the controller knob moves your Antimatter Launcher across the bottom of the screen. When the button is pressed you control a horizontally moving aiming cursor at the top of the playfield. Throughout the game a steady stream of bullets are automatically discharged from your launcher and head in a straight line to

the aiming cursor. As in *Cross Force*, enemy objects are destroyed if they are caught within the crossfire.

## MOON PATROL
(ATARI)

Moon Patrol is a game that includes elements found in several types of games. In addition to featuring alien objects firing down upon your craft, it also features a scrolling playfield (see Chapter 2) and the element of jumping over obstacles (see Chapter 8).

The object is to drive your moon buggy across the lunar surface while avoiding rocks and holes, which can be avoided by either jumping over or blasting them. In addition, players must avoid enemy attacks from above as swarms of objects bombard your buggy with missiles. These attackers can be avoided by moving your buggy horizontally and by destroying them with your guns. Whenever you press the red controller button, two shots are fired: one vertically and the other horizontally.

You must avoid the obstacles to stay alive and complete your journey. The background scrolls to give the illusion that your buggy is traveling over the moon's surface. A meter at the bottom of the screen measures how far you have traveled and how much distance you must yet cover. As you get closer to your destination, more and more objects will attack you.

DEMONS TO DIAMONDS
(ATARI/SEARS)
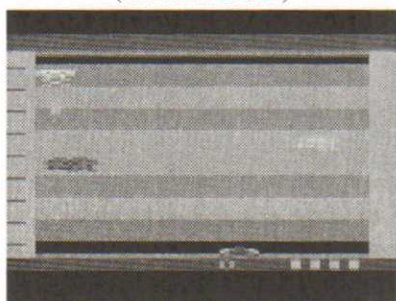
Demons To Diamonds features eight rows of red and white horizontally-moving demons in the center of the screen. In one-player games you control a horizontally moving laser base at the bottom of the screen. Your base will be the red one at the bottom and you must fire only at the red demons to score points. When this is achieved, the demon will turn into a diamond for a few seconds. If you can shoot the diamond before it disappears you will score additional points. On the other hand, if you hit a wrong colored demon, it will turn into a skull and begin firing deadly bullets towards both the top and bottom of the screen. You lose a turn if you are hit by one of these bullets.

In the two-player version, one player controls the base at the bottom of the screen and fires upwards, while the other controls one at the top and fires downwards. Since each laser base will be different colors, you must only shoot at the demons that are your own color or a skull will appear. As in the one-player variation, the skulls will shoot in both directions and both players are vulnerable to its shots. Likewise, diamonds that appear are open ground for both players, and the

first to hit it receives the bonus points. An added attraction of the two-player version is that you can try to destroy your opponent outright by hitting his cannon with your own laser.

To fire a shot you merely have to press the red firing button. However, the longer you keep the button depressed, the higher (or lower if you are using the top base) your laser beam will reach.

TAC-SCAN
(SEGA)

In *Tac-Scan* you control a squadron of up to five ships at the bottom center of the screen. Unlike the other games in this chapter, you cannot control the movement of your ships. By turning the knob of the paddle controller, you control the direction from which the enemy ships approach.

Tac-Scan ends when you lose all five ships of your squadron. Whenever enemy fire hits you, you only lose one ship. You can gain reserve ships by scoring a certain multiple of points, although your replacement will not immediately appear on the screen. Whenever you reach the end of a round and have lost at least one ship,

your extra ship(s) will descend from the top of the screen. You must then make it land in its correct position in the squadron. If you don't, you'll lose the extra ship. Regardless of the number of ships you may have in reserve, the game will end when you lose all of your on-screen ships.

ALLIA QUEST
(EBIVISION)

The controls in *Allia Quest* are somewhat similar to *Tac-Scan*. As in *Tac-Scan*, here you again control the direction of the attacking invaders, not your own ship which remains at the center of the bottom of the screen throughout the entire game. Moving the joystick to the right will give the illusion that your ship is moving to the right, where in reality it will remain stationary while the attacking force move to the left.

The object of the game is to destroy all of the invaders by shooting missiles at them by pressing the red controller button. You must also avoid their missiles as well as avoid having a collision with them. If you get them all you'll next face a new swarm of invaders. The game ends when you lose three lives.

CHAPTER 2
LET'S SCROLL AWAY TOGETHER

In most videogames, the action occurs within the confines of the screen, with the four sides of the playfield forming barriers that cannot be passed. However some games, such as *Asteroids*, feature 'Wraparound' - a term used when an object can leave the playfield from one side of the screen, and reappear on the other.

Although wraparound gives the illusion of unlimited movement, any obstacles on the playfield will remain unmoved; thus you are still stuck within the confines of the one playfield. Many adventure games, such as *Pitfall!* and *Adventure*, need more room than a single playfield can provide. In these games, a new playfield will appear onscreen whenever your object leaves the present screen. The problem with this type of movement is that you cannot always watch your object. As in "Wraparound," the object will leave from one side of the screen and reappear on the other. However, because the playfield is different, your eyes might momentarily wander to view the new playfield and thus lose control of your object.

Another type of movement alleviates this problem, as your eyes will never lose sight of your object. As in other games, your object is again confined to the limitations of the screen. If you move your object to the right it will move until it reaches the border, at which time it will stop. However, background objects such as buildings or mountains will move in the opposite direction and give the illusion your object is still moving. This type of movement is known as scrolling and was first introduced to the VCS in *Skiing*. Although many sport games now use scrolling in their graphics, the majority of games utilizing this feature are of the action variety. Covered in this chapter are action games that feature a horizontally scrolling playfield.

LASER BLAST
(ACTIVISION)
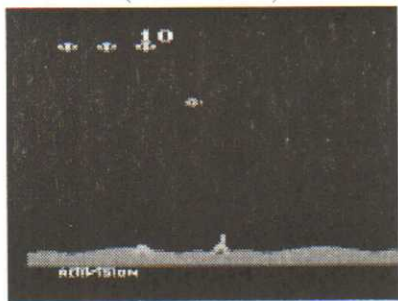
Despite the fact that its scrolling effect enhances visual attraction rather than playability, *Laser Blast* was the first action game to feature a scrolling playfield.

Basically *Space Invaders* in reverse, *Laser Blast* puts players in the role of the invader who must destroy three cannons at the bottom of the screen by firing laser beams. While you are firing at them, the cannons are sending beams back up at your ship that will cause you to lose a turn if you get hit by one of them. Once all cannons are destroyed, your ship will continue to fly over the scrolling landscape until three more cannons come into view. Each new group of cannons encountered will fire laser beams faster than the groups before it.

SPACE JOCKEY
(VIDTEC)

In *Space Jockey*, your ship appears at the extreme left of the screen as it flies over the scrolling ground beneath it. You must shoot at a host of objects such as planes and tanks that appear at the right border of the screen and move to the left while firing at your ship. You may move your ship vertically in order to avoid crashing into the enemy objects, and there isn't any penalty if any of the enemy objects reach the left side of the screen where they'll harmlessly exit from the playfield. You must destroy these objects by hitting them with missiles before they destroy you.

## PLANET PATROL
(SPECTRAVISION)
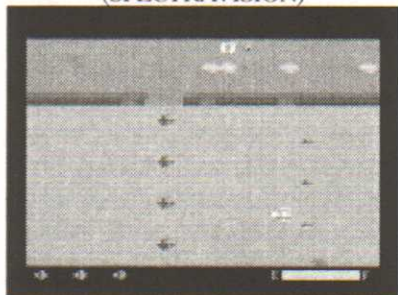
In *Planet Patrol* you do not merely fly over a planet's surface endlessly while destroying objects in your path. In this game you are constantly burning fuel and must reach a landing strip so you can refuel

before you run out and lose a turn. Although your ship remains on the right side of the screen and can be controlled vertically, enemy objects move across from left to right, while mountains scroll in the background to simulate your ship's movement.

In the first portion of the game you must direct your ship past a barrage of enemy ships that are firing at you as they move across the screen from left to right. Once past this group, either by destroying or avoiding them, you'll encounter three enemy missile bases that also move across the screen. You must destroy all three, one at a time, before they can reach your ship or it will be destroyed. Once all three are destroyed, the bases will blow up and their remains will scatter across the screen. By moving your ship vertically, you must avoid touching any of this wreckage. Once you have successfully navigated past them, you must then guide your ship over a landing strip. If accomplished, a fuel truck will appear to refuel the ship. If you miss the strip and don't land, you will lose the opportunity to be refueled and stand the chance of running out of fuel.

After the landing sequence, you'll return to a speedier barrage of enemy ships. As you fight them the second time, the sun will go down and the enemy ships will only be seen when you fire a shot. As you approach the end of the attack, the sun will rise and all enemy ships will become visible. However, the only way you can get back to daylight is by successfully maneuvering past all of the enemy ships.

STARGUNNER
(TELESYS)
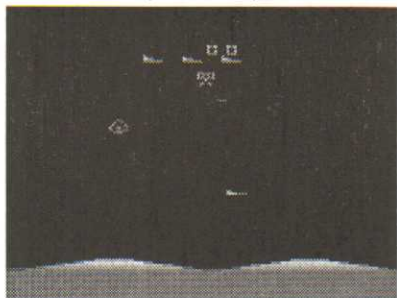
Like many non-scrolling games, *Stargunner* features a 'wraparound' screen. When your ship leaves the playfield from one side it will reappear on the other. However the ground at the bottom of the screen constantly scrolls in the direction opposite the one your ship is heading.

The object of *Stargunner* is to destroy a group of enemy objects that move quickly around the playfield. Although these objects will not return fire, you'll lose your ship if you collide with them. When one of these enemy objects is destroyed it will be replaced by another that can appear anywhere on the screen (even in the exact spot that your ship might be located). There will always be at least two enemy objects onscreen at any time, and as the game progresses, they will become more numerous and faster.

In addition to objects you must destroy, there is a creature at the top of the playfield that moves horizontally as it drops bombs (see *Kaboom!*). This creature cannot be destroyed and you must avoid its bombs at all costs, or they will destroy your ship if they hit it.

DEFENDER
(ATARI/SEARS)
The best known of all scrolling
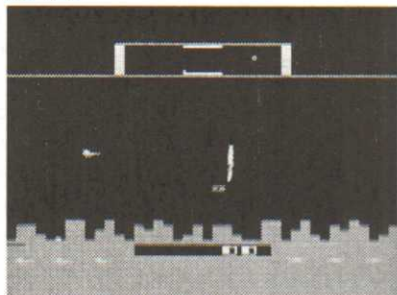
games is *Defender*, a game of interplanetary survival. You are on a planet recently invaded by hostile aliens that are hell-bent on destroying the human race by turning every last person into a mutant. By maneuvering your ship you must protect your fellow human beings from the aliens and destroy the aliens.

Defender is a complicated game that features six different types of aliens and a playfield so huge that you need a scanner at the top of the screen to show the entire perspective. Its playfield 'wraparounds' so when you fly your ship in either direction, you'll eventually arrive at the location from which you originally started. Not only must you contend with the aliens that are on the screen, but you must also monitor your scanner for the aliens that aren't on the screen.

The overlying objective is to remain alive by destroying the aliens and by avoiding their fire. If you collide with an alien, or if you get shot, you'll lose a turn. Whenever all aliens are destroyed you'll move on to a faster wave. The secondary objective in *Defender* is to save five fellow humans, who are scattered at the bottom of the playfield, from being scooped up by the aliens. If a humanoid, whether on or off screen, is kidnapped, a cry for help will be heard. You must save that human

before he can be brought to the top of the playfield. If you destroy the kidnapper, the humanoid will fall to the ground and you must catch him or he will be lost when he hits the bottom of the screen. If caught, the aliens won't kidnap any more humans until the one you saved has been returned to the ground. Bonus points are earned for rescuing the human, and for returning him to the ground. Bonus points for any remaining humans are tallied at the end of a wave. If you can't reach an alien and it makes it to the top of the screen with a human, the humanoid will turn into an enemy mutant that will chase after your ship. When you lose all five humans your world will disappear and you'll find yourself in the mutant's haven. At this point the city you're flying over will disappear and scores of mutants will attack you by grouping into very aggressive packs. If you destroy all of the mutants, you will remain in the mutant world until all of the waves you have survived equal a multiple of five. At that time you will return to the city playfield where you must again go after the aliens while protecting the humans. If the aliens close in on you, and there's no way out, move your ship to the top of the playfield and press the red firing button of the joystick. This will send your ship into hyperspace and transport it to another location of the playfield. You are also equipped with 'Smart Bombs' that can destroy all objects on the screen at one time. To set off a 'Smart Bomb,' move the ship to the bottom of the screen and press the red button. All onscreen aliens will instantly disappear. Unfortunately a limited number of smart bombs are provided.

STARGATE/DEFENDER II
(ATARI)

Stargate is an enhanced version of *Defender*. The plot line for the two games is the same. However in *Stargate* you can fly through stargates that automatically teleport you to a humanoid that is in danger. If all humanoids are safe then you will be teleported to the opposite side of the planet. Another new feature is 'INVISO' which makes your ship invisible to the enemy for two seconds, yet still allow you to shoot.

Stargate employs two joysticks. The left one is used for navigating the ship and firing shots, while the right stick is used to employ hyperspace, INVISO, and smart bomb features.

CHOPPER COMMAND
(ACTIVISION)
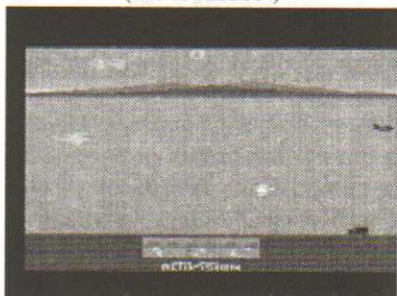
Like *Defender,* ***Chopper Command*** features a wraparound playfield, a scanner, and ground objects you must save. The games differ in the fact that *Chopper*

Command is set in a desert where you control a helicopter and must protect a group of trucks carrying medical supplies. The trucks move across the desert floor while constantly being bombarded by enemy planes and choppers. In *Chopper Command* you don't have tricks at your disposal such as hyperspace and smart bombs, so success rests solely upon your ability to shoot down the enemies and to dodge their fire.

Similar to *Defender,* the overall objective is to save your own chopper; however, you'll score bonus points for each truck remaining at the end of a wave. Nine new trucks will be reinstated at the beginning of each new wave.

FUNKY FISH
(UA)

Funky Fish is basically an undersea version of *Defender.* You control a swimming fish. There are four groups of seamonsters that you must destroy. As you come near them, the seamonsters send out smaller monsters that try to get you. If they touch you you'll lose a life. However you can fire bubbles at them. If you hit them with a bubble they'll turn into a cherry for a short period of time. You must eat them while they are cherries. You must eat eight cherries for every seamonster in order to make the seamonster disappear.

SEAHAWK
(PANDA/FROGGO)
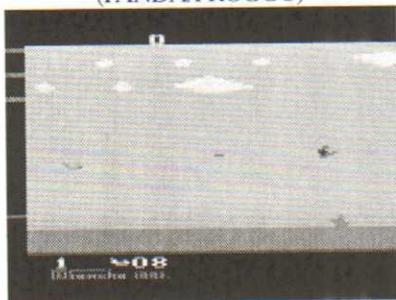
Seahawk is a non-stop action game in which you must fly your plane over the high seas to destroy enemy planes and boats. You can shoot machine-gun fire that moves horizontally or torpedoes that drop in a diagonal direction. As it falls, the torpedo can be guided into an enemy ship or plane.

The enemy consists of black planes and boats, but there are also friendly red boats that must not be destroyed. 500 points are earned by hitting a black ship, 100 points for hitting an enemy plane, and 500 points will be deducted if you destroy one of your red ships.

Your pilot will attempt to parachute to safety if your plane is hit. If guided to the safety of a red ship you will not lose a turn, however you'll lose a turn if the pilot lands anywhere else.

CHOPLIFTER
(ATARI)

In *Choplifter,* players must pilot a helicopter into enemy territory and rescue 64 peace delegates who have been held hostage. Whenever landing in enemy territory, those hostages not locked up will jump onto the helicopter so they can be whisked away to freedom. You may only carry 16 people

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at a time and when they are brought to safety, you must return to get the next batch.

Unfortunately the trip between friendly and enemy territory is filled with danger. The enemy wields three types of weapons to try and stop your mission. The most apparent is the tank that patrols the area around the enemy headquarters. If it's not there when you land, it will arrive shortly. The only defense against the tank is to take off and try to land on it, stamping it to the ground.

Enemy jets that fly across the screen firing missiles at you must also be avoided. The third type of weapon is the air-mines that home in on your copter. Fortunately you can retaliate with machine guns.

At the top of the screen are three sets of numbers referring to the hostages. The number on the lefts tells how many were killed; the one in the center tells how many are on the helicopter; and the one on the right refers to the number of hostages who were actually saved. The game continues until all three copters are lost or until all hostages have either been saved or killed.

### SUPER COBRA
(PARKER BROTHERS)

Another horizontally scrolling game in which you must pilot a helicopter is *Super Cobra*. In this game

players must fly through mazes, caves and cities in an attempt to destroy the enemy base.

While you are trying to get to the base, the enemy is constantly trying to stop you from succeeding in your mission by attacking with missiles, rockets, tanks, and UFO's. You can shoot down any object that is in your path or bomb any that is directly beneath you. If an enemy missile strikes you, or if you crash into anything, you will lose a turn.

Another way to lose a turn is by running out of fuel. Though you constantly burn fuel as you fly, a fuel gauge at the bottom of the screen displays how much is remaining. Refueling is accomplished by destroying enemy fuel depots.

COSMIC COMMUTER
(ACTIVISION)
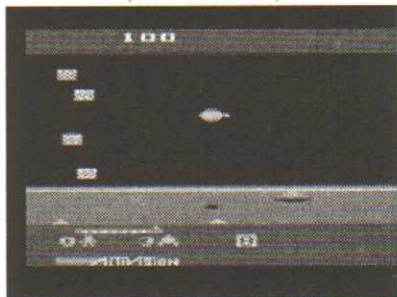
The ground rules in *Cosmic Commuter* are simple. As a galactic bus driver you merely have to land on a planet, fly across the surface and pick up passengers, return to the launching site, and take off. It's the execution of the ground rules that are a little more difficult.

To land the ship you must maneuver your joystick. Pressing the stick forward will give your ship thrust forcing it to go up. By not giving it enough thrust it will cause it to crash

to the ground so you must apply just enough so the gravity will pull you down but not all the way.

Once you land you have to pick up passengers. While flying your ship across the surface of the screen a radar strip at the bottom displays where your ship is on the surface, and where the passengers are. A passenger is picked up by scooping down over him and flying through him. Unfortunately there is debris flying across the screen that must be either avoided or destroyed by firing your red controller button. A fuel gauge monitors how much fuel you have, and occasionally red fuel barge will fly across the top of the screen. You can 'fill up' by flying through the fuel barge.
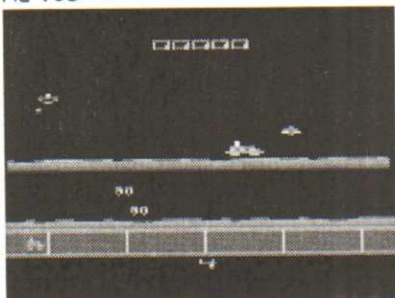
When you complete your route you must return to the launching pad. At this point no more fuel barges will appear so care must be taken to ensure you'll have enough fuel before reaching the launch site. You must wait for all the debris to pass over for you to take off or you risk losing a ship. Once you are ready to depart, apply thrust to the ship and take off.

If launched successfully you will receive bonus points. Additional points are earned for every passenger taken onboard. The game then proceeds to the next round that plays the same but is more difficult.

incoming enemy ships, and running into floating numbers will earn you those numbers in points. Moving the joystick in the direction you're traveling will increase speed, and pressing the joystick in the opposite direction will slow you down.

Gas Hog displays two levels on the screen at all times. You begin on the top level and move across the screen from left to right. Occasionally there will be gaps in the surface that will cause you to fall to the lower level. In the lower level you will travel in the wrong direction, however fuel barges exist in the lower level, which allow for refueling. If you crash into enemy ships you'll lose a ship and return to the upper level. The game ends when all four of your ships are lost.

GAS HOG
(SPECTRAVISION)

Gas Hog resembles *Moon Patrol* because players once again control a buggy that cruises slowly across a barren planet. A graph at the bottom of the screen monitors your progress. Pressing the joystick forward causes the ship to jump and you can fire at
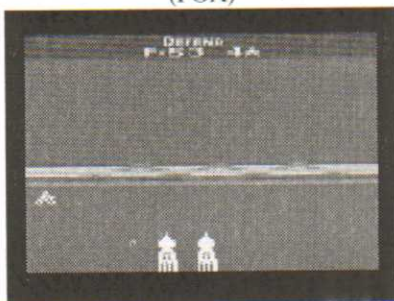
MEGAFORCE
(FOX)

In *Megaforce* players must make their way from the nation of Sardoun to the enemy headquarters and destroy it. Your quest is timed, and

you must reach the destination before all of your fuel is lost, which is used up at the rate of one gallon per second of play. Destroying fuel depots will earn additional fuel and time, but if things get desperate you may return to Sardoun and gain fuel for each building you destroy.

Play begins outside Sardoun, which is comprised of five white, mosque-like buildings. Your vehicle, a Moto-Fighter, has the power to either fly or roam along the planet's surface. When your fighter is on the ground it fires downwards in a 45-degree angle, and when airborne will fire in the direction it is heading. As you head towards the enemy headquarters, you will be constantly bombarded by enemy arsenal, which you can choose to either avoid or fight. If you decide to avoid the enemy aircraft, they will head towards Sardoun and attempt to destroy the city. If the five buildings that make up Sardoun are destroyed then you won't be able to score any more points for the remainder of the round.

Besides enemy aircraft, other obstacles must be dealt with including ground rockets, which must be destroyed before they rise from the ground to attack your fighter. Once they have launched, the only way to shake them is by moving away from them fast enough to get them off screen.

Fuel depots usually appear next to the ground rockets and you can score points and gain additional fuel for each tank destroyed. By destroying the entire depot, a hidden prize will appear that may also be destroyed. However some prizes are more dangerous than others so

discretion must be used. While traveling to enemy headquarters, warning messages will appear onscreen. ALERT means that enemy aircraft are approaching from the right, while DEFEND means that Sardoun is under enemy attack.

The final target is the enemy headquarters, which consists of five black buildings. By destroying the headquarters you'll score many points and end the round without losing your Moto-Fighter.

Sardoun represents the extreme left end of the playfield, while the enemy headquarters represents the right. Venturing past either of these landmarks will find you deep in the desert where nothing happens and there's nowhere to go. Arrows will point you back in the correct direction. While lost there won't be any action happening elsewhere on the playfield, leaving Sardoun momentarily safe from enemy infiltration.

MASTERS OF THE UNIVERSE
(MATTEL)
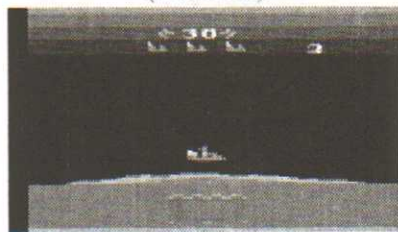
In *Masters of the Universe*, you control He-Man as he uses his Wind Raider to fly 30 miles to Castle Grayskull. Unfortunately the journey is fraught with danger as you must constantly evade ground forces firing up at you, and avoid flying into deadly satellites.

You can begin the game by either flying to the left or right since Castle

Grayskull will always be in the direction you originally choose. Once flying, the playfield will scroll, and your remaining 'miles' will appear at the top of the screen. Firing warp trackers will destroy the satellites that might be in your way, or bombs can be dropped to destroy the ground forces. If you are hit by anything you will lose one turn and be returned to the starting point.

Once the Castle is reached, the playfield will change to the interior of the castle. Once inside, you must make your way from the left side of the screen to the right while avoiding flying arrows (see *Dragonfire*) and moving walls.

THE EMPIRE STRIKES BACK
(PARKER BROTHERS)

In *The Empire Strikes Back* players assume the role of Luke Skywalker flying a Rebel Snowspeeder across the surface of the ice planet Hoth. Your targets are the Imperial Walkers that are walking across the planet's surface towards your power generator. The Walkers must be destroyed before they can reach the generator and blow up the planet.

Because the screen displays only a segment of the playfield at a time, a scanner (at the bottom of the screen) must be utilized, as the entire playfield is eight TV screens wide. The Rebel power generator appears at the extreme right of the scanner and the Walkers begin their march from the left. There are always five Walkers on the playfield at any time.

Each Walker must be hit 48 times before it will be completely destroyed, and unfortunately as you're firing at them, they're shooting back at you. Your snowspeeder can be hit up to five times before it will be destroyed. When hit, it will change color to indicate damage, but if you position your damaged snowspeeder at the bottom of the screen in one of the valleys, it will become fully repaired and return to its original color. Each snowspeeder is allowed two such repairs.

If you can keep your snowspeeder in use for two minutes, then The Force will be with you for 20 seconds. When you have the Force, the Star Wars theme will play and your Snowspeeder will become invulnerable to any attack. When the 20 seconds are up, your craft will return to its vulnerable state but it will be like having a brand new ship. If needed, you can again make two 'pitstops' in the valley. If you can last another two minutes, The Force will return to you.

For every eight hits you make on an Imperial Walker, it will change color and become substantially weaker and slower. Occasionally a bomb hatch (a flashing square) will appear on a Walker. If you hit the bomb hatch you'll destroy the Walker instantly. Each time a Walker is destroyed, a new one will appear at the extreme left end of the scanner, and remaining Walkers will increase their pace towards your generator.

The Empire Strikes Back will end

when you lose all of your snowspeeders or if the lead Walker reaches the shield generator.

KILLER SATELLITES
(STARPATH)

The object of **Killer Satellites** is to save the city from falling satellites and meteors. To do this you must first locate them on your radar band, which sits directly over the playfield. Once they appear onscreen you must then line your ship up with it and fire away. Missing it will cause the object to penetrate the energy barrier at the bottom of the screen, most likely allowing it to land on one of the buildings. Passing below the energy barrier or being hit by a falling satellite or meteor will destroy your ship instantly. Successfully navigating through a wave will advance you to a more difficult one.

Besides the falling satellites and meteors, you must also avoid falling meteorites that cannot be destroyed by your ship. In addition to the radar band, there are two other gauges that must be monitored. A green band at the top right of the screen is the fuel level indicator. Running out of fuel causes your ship to fall down to the energy barrier and be destroyed. Although there isn't any way for you to refuel if you should run out, bonus points are earned for all remaining fuel at the end of a wave.

The second gauge is a laser overheat display that monitors the ship's temperature, and each time a shot is fired the gauge goes further into the red zone. If it gets too hot you won't be able to fire any more shots until it cools down, leaving the ship defenseless and at the mercy of the falling meteors and satellites.

STAR FOX
(MYTHICON)
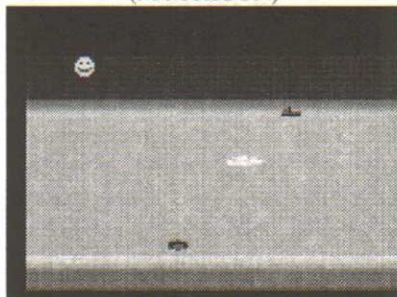
The object of **Star Fox** is to retrieve as many crystals as possible while avoiding a melee of attacking crafts. As you fly horizontally along the top of the playfield, you must occasionally drop down to the bottom of the screen where the crystals lie. However the move towards the bottom is not easy, as the enemy will constantly attack as you evade them and fire back. As your score increases, so does the danger level.

Star Fox differs from other games in the way enemy ships react to your attacks. Attackers in other games are programmed to react a certain way for every move you make, making the game repetitive. *Star Fox*, on the other hand, introduces a new type of artificial intelligence to video games which tends to produce a different reaction each time you play.

VANGUARD
(ATARI)

In *Vanguard* you must direct your ship through a series of both horizontally and vertically scrolling tunnels, with each screen representing the section of the tunnel you are currently flying through. Whenever you leave a section, a map appears onscreen, displaying your location within the entire tunnel.

In each section of the tunnel you must avoid enemy ships and obstacles that are heading towards your ship. In most cases objects can be destroyed or simply avoided. Many of the enemy ships fire back at your ship, and all of them will be instantly destroyed along with your ship if you crash into them. Sometimes an 'energy pod' will appear at the bottom of the screen. If you fly through an energy pod, your ship will become invulnerable to all dangers for a few seconds.

Control of your ship in *Vanguard*, differs from other games. To move your ship in any direction you must first press the red control button, and then move the stick in the direction you want to go. Pushing the stick without first pressing the button causes your ship to shoot in the direction the stick is pressed.

If you reach the end of the tunnel and destroy the creature, you will then enter a new tunnel that you must navigate. Successfully reaching and destroying the creature at the end of this tunnel will return you to the beginning of the first tunnel.

LASER GATES
(IMAGIC)
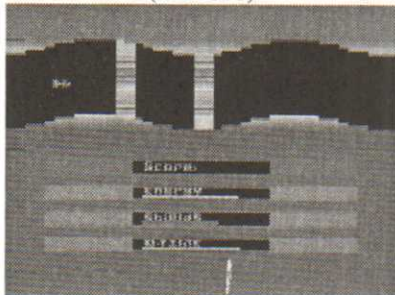
In *Laser Gates*, you must pilot your ship through a very narrow horizontal tunnel while avoiding a variety of objects that move across the screen as you approach them. Some of the objects, such as missiles, must be shot down before they can destroy you. Flashing and moving walls must be avoided and there are solid walls that you must shoot a hole through in order to pass. If you crash into any wall or get hit by any missile, you will lose valuable shields. The game ends when all shields are lost.

In addition to conserving shields, energy must be conserved that is depleted as you fly through the tunnels. Reaching an energy pod will renew your energy.

A final factor you are fighting against in *Laser Gates* is time. You must reach and destroy a Failsafe Detonator by firing a missile at a pin on its side before it blows up. Success will advance you to a more difficult level, but failure will end the game.

SUBTERRANEA
(IMAGIC)
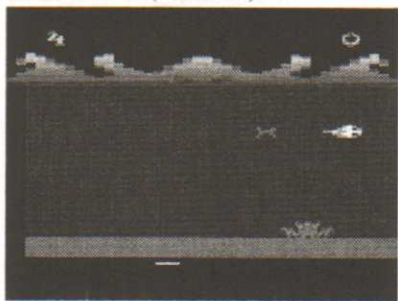
In **Subterranea** players fly horizontally through a tunnel, while avoiding flying into foes or being hit by their weapons. However, before entering the tunnel you must first survive the Cavern of the Hexuplex. This octopus-like creature moves horizontally at the bottom of the screen, sending up evil Aeobots that cause you to lose a life if they collide with you. You must shoot them before they can get you, and once all are destroyed you will descend into the bowels of the cavern and enter the tunnel.

In the tunnel all foes must be destroyed before they can get you. You can attack them by flying horizontally or vertically (within the confines of the tunnel). If they get you you'll lose a life, and if you hit the walls of the cavern you'll lose points. Once you destroy all of the foes you can descend into an even lower tunnel. However the entrance to the tunnel is guarded by Electro-Gates that intermittently shoot out an electric pulse. You have three chances to fly down between the gates without being hit by the electric pulse to descend. If you fail you must once again blast away your quota of foes in the tunnel to descend to the next level. Once you've cleared the bottom tunnel of

foes, you'll descend again to another Cavern of the Hexuplex, but this time the action will be a lot quicker.

CAVE 1K
(HOMEBREW)
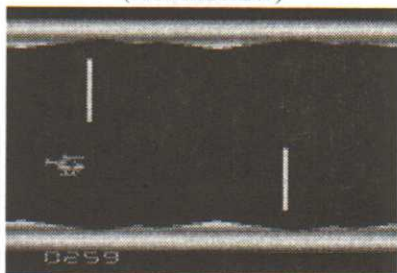
Cave 1K is a game of endurance as you pilot a helicopter through an endless obstacle filled cave. You must fly over or below the obstacles to continue onwards and score points. The games ends the moment you hit an obstacle.

The only control in the game is the joystick controller's red firing button. Press the button to make the helicopter go higher and release the button to make the craft descend.

COSMIC CORRIDOR
(ZIMAG)

In **Cosmic Corridor** players must fly through a vertically scrolling tunnel with aliens attacking from all sides. You must avoid contact with the aliens or their missiles because either will destroy your ship instantly, as will

contact with either tunnel wall.

Like *Vanguard, Cosmic Corridor* also features a unique way to control your ship. When you move the joystick up or down, the ship will move in the direction you chose. When moved to the left or right, the ship will move horizontally while continuing to travel through the tunnel in the direction it was previously heading. Pressing the red firing button will fire missiles in the last direction the stick had been pressed.

CAVERNS OF MARS
(ATARI)
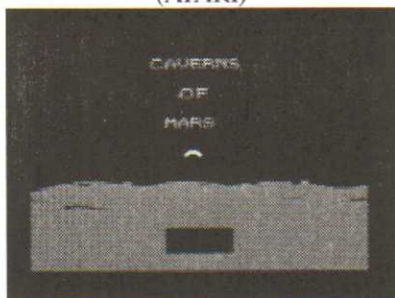
Caverns of Mars is another game where you have to steer a ship down a series of vertical caves. You won't come across anyone firing at you, but you must shoot or avoid the enemy ships that appear in the way. You must also shoot down the fuel barges to keep from avoiding running out of fuel.

After you descend through the caverns you'll come across a large area where dozens of enemy ships are flying up the screen. You must avoid them or shoot them to keep from being hit. If you can stay alive you'll eventually reach the bottom of the cavern. Here you'll find a fusion bomb. You activate the fusion bomb by landing on it. At that point you'll have 80 seconds to head upwards and get out of the caverns. If you succeed in

escaping from the caverns before the fusion bomb explodes, you'll move on to the harder level where more enemy objects await you.

BERMUDA TRIANGLE
(DATA-AGE)

Bermuda Triangle brings the scrolling game to the depths of the ocean, rather than the outer reaches of space. In this game you control a sub patrolling the ocean floor searching for artifacts from a lost city that hold the key to the Bermuda Triangle mystery. Once an artifact is found you must bring it to the top of the screen where a research ship rests on the ocean's surface. Unfortunately there are many obstacles trying to keep you from accomplishing this task. One problem is the fact that not all the artifacts can be brought up. Of the four artifacts in the lost city, one will instantly destroy your sub if touched.

The trip up to the surface is also fraught with danger. Two menaces, a giant squid and a man-eating shark, will cause you to lose the artifact you are carrying and temporarily immobilize your sub. Another pest, a remote controlled saucer called an Aquatic Drone, will also steal your artifact if you come in contact with it. Finally, if your sub touches one of the explosive mines that float under the water, it will be instantly destroyed.

You're not even safe once you make it to the surface of the ocean. If the research ship isn't there you'll have to wait until it floats by. Unfortunately an enemy ship occasionally appears and if you give it the artifact, it's another way that your sub will be destroyed.

Each of the undersea objects can be destroyed by simply shooting at them. You'll score points if you hit them but you'll lose points if you miss and they get you.

CRASHDIVE
(FOX)

Although *Crashdive* features *Bermuda Triangle*-like graphics, player's ships can fly above the water's surface as well as below it. The higher you fly, the faster your ship will move. This is important because the submarine Seaview must be reached before fuel runs out. If successful, you will be rewarded with additional fuel upon reaching the sub.

Shooting everything in your path scores points, but occasionally you'll encounter a sea monster and a mine — both which can't be destroyed. However, when you encounter either, a treasure at the bottom of the playfield will be revealed. Flying through six such treasures will award you with many points and an extra turn.

EXOCET (PANDA)
CRUISE MISSILE (FROGGO)

In *Exocet* and *Cruise Missile* players control a UFO that must first fly over the ground and then underground. While flying over the ground two types of towers must be destroyed as you pass them. Both towers will be shooting at you, but you can fire back by pushing your joystick in any direction and pressing the red firing button. Shots are fired in the direction the stick is pressed.

You must destroy the larger tower by firing into the exact spot from where its missiles are launched. If the large towers are not destroyed, you will crash into them and lose a turn, since they are too massive to avoid.

Once you destroy ten towers an opening will appear in the ground. Once it is wide enough you can fly down the hole, and your mission continues underground. Once again you must shoot at the targets that are firing at you. As time passes, the tunnel will get smaller and smaller, and you'll lose a ship if you hit a wall. In addition, whenever a turn is lost, you must start over at the beginning above ground.

DOLPHIN
(ACTIVISION)

In *Dolphin*, as in *Bermuda Triangle*, you must avoid squid. As a

dolphin, players must keep as much distance between themselves and the squid because a turn will be lost if it catches you.

While attempting to escape from the squid you'll encounter a group of fish swimming together in a vertical school. Swimming into any of the fish will slow you down and possibly allow the squid to catch up. However, in this school, there is one opening large enough to swim through without slowing down. Because the squid is too large to fit through the opening effectively, it will have to slow down. Unfortunately, the fish move across the screen so quickly that you won't have enough time to see where the opening is. For this reason your dolphin is equipped with sonar clues which allow you to figure out where the opening is before the fish appear onscreen. Just before the fish come into view, you'll hear a sound cluing you in to where the opening is. The higher the frequency, the higher the opening will be between the fish. Likewise, the lower the sound, the lower the opening.

The waves can also help, although they can also be a hindrance. A small arrow points in the direction the wave is heading. If you can catch an arrow that's heading in the same direction as you, you can ride it and dash farther away from the squid.

However if you catch a wave that's going in the opposite direction, it will slow you down and allow the squid to catch up. Unfortunately the squid can also catch the waves and likewise catch up or fall behind.

You can also turn the tables on the squid and capture it. Occasionally a seagull will fly across the water's surface. By jumping and catching the bird, you'll be able to turn around and zap the squid for bonus points.

DESERT FALCON
(ATARI)

Desert Falcon is a diagonally scrolling game similar to *Zaxxon*, in which players assume the role of a falcon that picks up the lost Pharaoh's treasures from the desert. As you fly you must avoid the enemy creatures firing at you, while avoiding the desert structures (pyramids and obelisks). Also scattered around the desert are hieroglyphs. If three of these are picked up, you will gain magic powers to aid your search. If you survive, you will reach the Howling Sphinx at the end of your journey. By successfully shooting the Sphinx between the eyes, you will enter a bonus round where you can fly and get as many treasures as possible within a time limit. During the bonus round you won't have to worry about being shot down or crashing into structures.

One form of entertainment that has existed for centuries is the maze. Whether it be traced on paper with a pencil or actually walked through, such as a 'house of mirrors' in an amusement park, the maze always offers a sophisticated and logical type of fun.

In videogames, mazes appear in various formats. The VCS video maze games have been around as long as the unit itself. One of the earliest cartridges, *Combat*, features a maze in its "Tank" variation. Even strategy games like *Adventure* contain mazes.

This chapter is divided into five sections, each covering different genres of maze games. The first section includes the non-violent '*Pac-Man*' type games in which the object is to move around the maze collecting dots while avoiding another onscreen object. The second section features the '*Berserk*' type games; kill or be killed shooting games that take place within a maze. In the section on '*Amidar*' type games, you'll find games where you must fill in certain sections of a maze while being chased by moving objects. The fourth section includes other one-dimensional maze games that feature unique gameplay and can't be included in the other sections. The final section features three-dimensional games that actually put you in the maze, rather than viewing it from above.

PAC-MAN TYPE MAZE GAMES

DODGE'EM (ATARI)
DODGER CARS (SEARS)

The first game to feature a dot-gobbler racing through a maze while being pursued by other objects was *Dodge'em*. In this game players control a racecar that is being pursued by another racecar.

The maze consists of a four-lane road where you can only change lanes at specific points. Your car will always travel in a counter-clockwise direction while the crash car will approach you from the opposite direction as it travels in a clockwise direction. Each lane consists of a number of dots that disappear when run over. You must go from lane to lane and clear the dots without running into the crash car.

If you succeed, you will move on to a second maze. By successfully clearing the second maze, the first maze repeats, but will include two crash cars that you must be avoided.

Dodge'Em can be played by solo with the computer operating the crash car, and can also be enjoyed by two players. In two player games you and your opponent can alternate turns while avoiding a computer controlled crash car; or you can alternate turns as one player controls the crash car and the other tries to avoid it with the scoring car.
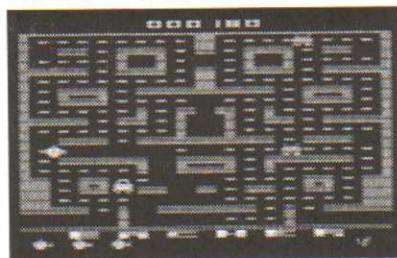
PAC-MAN
(ATARI/SEARS)
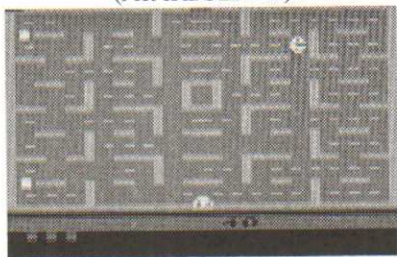
In **Pac-Man** you control a little round creature with eyes and a mouth that runs around a maze munching up dots for points. Trying to stop you are four ghosts that must be avoided at all costs. If you run into a ghost you will lose a turn. However there is a way that you can briefly overcome them. In each corner of the maze lies a power pill. If eaten, the ghosts will temporarily turn blue and try to avoid you. If you catch them while they are in this state you will receive bonus points and remove them from the game for a few seconds. Each caught ghost will be worth more points than the one before it. Occasionally a vitamin appears in the center of the maze that also earns bonus points if you can gobble it before it disappears.
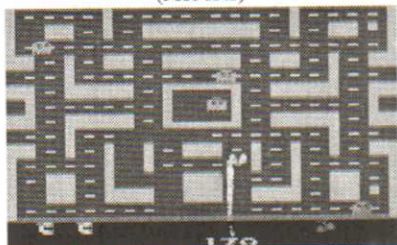
Although you will earn an additional turn each time you clear a maze of all its dots, the game ends when you lose your last Pac-Man.

PESCO
(EBIVISION)

Take Pac-Man and turn him into a fish. Next take the four ghosts and turn them into crabs. Finally remove the flicker from the Atari 2600 version of *Pac-Man* and you will have **Pesco**.

MS. PAC-MAN
(ATARI)

Ms Pac-Man is played exactly the same as *Pac-Man* with a few additions. Unlike the previous game, *Ms Pac-Man* features multiple mazes and bonus fruit that move around the board. While one or two players can play *Pac-Man*, *Ms Pac-Man* is for one player only, although you have the option to play against one, two, three, or all four ghosts. On a harder note, players can only gain an additional turn each time they score 10,000 points, rather than every time you clear a board.

JR. PAC-MAN
(ATARI)
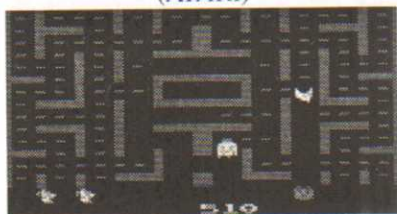
Jr. Pac-Man is the same as *Ms Pac-Man* wth one exception: srolling mazes. In addition, toy candies ru through the maze. Every dot tey hit turns into super dots worth 50 points (regular dots are only worth ten

points). Unfortunately the super dots will slow you down if the ghosts are pursuing you.
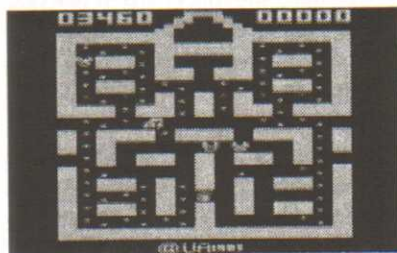
MOUSETRAP
(COLECO)

In **Mousetrap** you're a mouse trying to get all the cheese (dots) in the maze while being pursued by four cats. A bone is located in each corner of the screen. By eating and accumulating the bones you'll have the power to briefly turn into a dog, which can go after the cats. Unlike the power pills in *Pac-Man* that work right away, in *Mousetrap* you can save your bones and use them when you want.

Mousetrap also differs from other maze-chase type games in the fact that the maze can be changed as you play. The maze contains doors that can be opened and closed by pressing the red button of the joystick quickly.
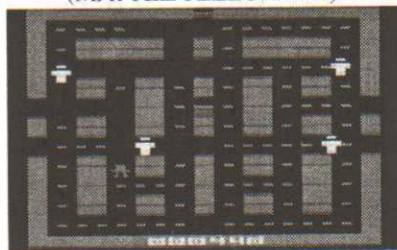
CAT TRAX
(UA)

Cat Trax is the opposite of *Mousetrap*. This time you are a cat that is being pursued by dog. As in the other games you score points by eating the dots. In this game if you drink a potion you'll turn into a dogcatcher truck. While you're a truck any dog that you catch willb e sent to the pound.

## LOCK 'N' CHASE
(MATTEL/TELEGAMES)

Lock 'N' Chase puts you in the guise of a robber who enters a bank vault (the maze) to rob gold bars (dots). Unfortunately, the vault also contains four cops who roam the maze trying to capture you. In addition, treasures appear from time to time in the center of the maze that will earn you bonus points.

Lock 'N' Chase omits two features used in most other maze-chase games. The first notable omission is the ability to allow you to 'get back' at the cops by giving you the power to pursue them briefly for bonus points. However, as in Mousetrap, you have the power to close doors behind you as you run. If a cop can be locked between two doors you'll score extra points. Unfortunately, only close two doors can be closed at a time and will only remain closed for only a few seconds.

The second omission is the addition of a bonus turn if a certain amount of points is scored. In *Lock 'N' Chase* you only get five thieves, and once the last one is caught the

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game ends.

JAWBREAKER
(TIGERVISION)
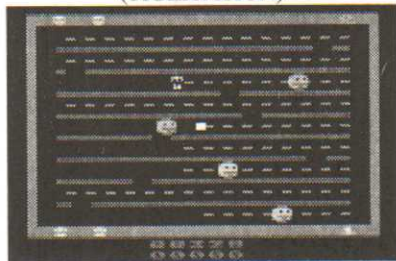
In **Jawbreaker** you are a pair of teeth roaming through the maze picking up candy (dots). The objects that chase you are hard jawbreakers that can break your teeth. Unlike the previous games, *Jawbreaker* features a moving maze.

The maze consists of eight horizontal rows and two vertical rows on each side of the screen. The horizontal rows are separated with horizontal barriers. Each barrier contains an opening that moves horizontally along the width of the barrier. You may move vertically from row to row by moving through the opening in the barrier, or by going to one of the vertical rows.

While the jawbreakers can only move horizontally within their respective row, there is one jawbreaker in every row, although they all won't appear at the same time. Occasionally a vitamin pill appears in the center of the screen. By eating the pill before it disappears, you'll have the power to temporarily go after the jawbreakers. When the maze is cleared, a toothbrush will appear to brush your teeth, and then the game will resume with faster moving jawbreakers.

ALIEN
(FOX)
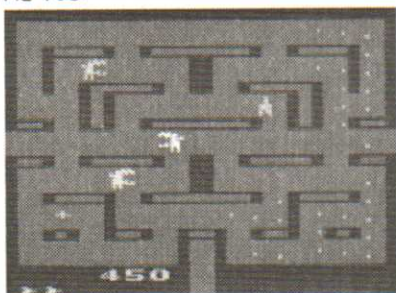
Alien's mazed playfield represents the inside of a space ship where you must crush all of the alien eggs (dots). Unfortunately, three adult aliens roam around the ship and will cost you a turn if you come in contact with one of them. As in the most of the previous games, Alien has three spots that can be passed over to receive the power to get back at the aliens for a few seconds. In addition, you are also equipped with a flame-thrower that can be used to make a chasing alien back away from you. Unfortunately the flame-thrower can only be used a few times before it becomes useless.

Unlike the other games that only featured a mazed playfield, *Alien* includes a second bonus board when you get rid of all the eggs. In this bonus board you must get from the bottom of the screen to your ship at the top while avoiding five rows of horizontally moving aliens. If just one of the creatures touches you, the bonus segment will end and you will return to the maze now consisting of faster moving aliens. Luckily, because this is a bonus board, you will not lose a turn if the alien catches you on your way to the ship. If you can make it to the top of the screen you'll receive bonus points before returning to the maze.

LOCHJAW/SHARK ATTACK
(GAMES BY APOLLO)
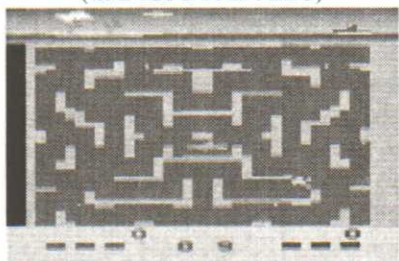
Lochjaw allows you assume the role of a diver searching for jewels (dots) beneath the water's surface (maze). Because the water is filled with kelp it is very difficult to navigate through the maze.

Unlike other dot munching games, in *Lochjaw* points aren't immediately scored when you pass through a dot. To score points, you must deposit the collected jewels in a 'shark cage' located at the center of the maze. Once you touch the interior cage walls, one point is scored for each jewel you can get rid of. At the extreme bottom center of the screen are numerals representing the number of jewels you have passed through. As you touch the walls of the shark cage, these numerals will decrease and be added to your score as you gradually unload your supply of jewels. If you leave the shark cage, any jewels not deposited will not be added to your score, and their number will stay at the bottom.

As you scurry around the maze collecting jewels, you have to watch out for a shark that quickly swims across the screen. If you happen to be in the path of the shark and it touches you, a turn will be lost. In addition, you will lose any jewels you might be holding, and your jewel count will revert back to zero without being added to your score. The problem lies in the fact that you never know where the shark will appear, and as the game progresses, the shark will swim faster and faster. By moving fast enough you can get out of the path of the shark by merely moving up or down. Because the shark cannot swim vertically, it will not follow you. If you are in one of the four corners of the maze, you can escape through a tunnel that will quickly bring you to another corner of the board.

As the game proceeds, Nessie, the Loch Ness monster, will occasionally appear from one of the tunnels. She will then chase you through the maze and the only way you can avoid her is by leading her back to one of the tunnels. If she catches up with you, you'll again lose a turn.

CRYSTAL CASTLES
(ATARI)

The several playfields in *Crystal Castles* feature multi-leveled castles filled with gems. You must walk around the various corridors of the castles collecting them. The first gem you collect is worth one point and each succeeding gem is worth one point more than the one collected before it. When you clear the playfield of gems you'll move on to a tougher board.

Because the castles consist of several levels, you can't merely walk

to any point of the playfield you choose. You must follow the paths and climb up or down stairs in order to get to the desired gems. This can act as a handicap because there are several creatures on the playfield that are constantly after you, and by jumping out of their way you'll never know where you might land.

Among the creatures you must watch out for are gem-eaters, which can be gotten rid of by knocking into them while they are eating. Trees can be stunned by jumping over them. Swarms of bees appear whenever the action slows down, and to get rid of them you must keep moving. The final creature you must watch out for is a witch who appears in later playfields.

Unfortunately you can only get her when you a snare a magical hat that makes you invincible to all of the creatures on the playfield.

BERZERK TYPE GAMES

OUTLAW (ATARI)
GUNSLINGER (SEARS)
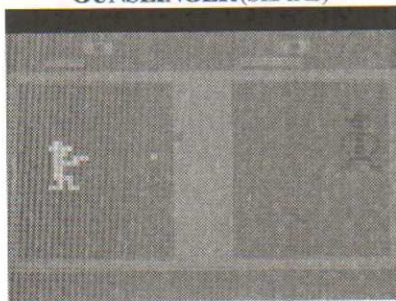
The earliest maze shoot-out for the VCS was "Gunslinger," a game included on *Outlaw*. In this two-player only game each player assumes the role of an old-time gunfighter - one on the left side of the screen and the other on the right. The object is to move around the board trying to shoot your

opponent ten times before he shoots you ten times.

In some variations of "Gunslinger" you are allowed unlimited shots, while in others you may only fire six shots before you run out of ammo. When this occurs, you will be given a new supply of six bullets only your opponent has also run out.

Although the playfield cannot really be considered a maze, there are objects you can hide behind such as a cactus, stagecoach, or wall. In some cases these objects move, leaving you out in the open if you happen to be hiding behind one of them.

BERZERK
(ATARI/SEARS)
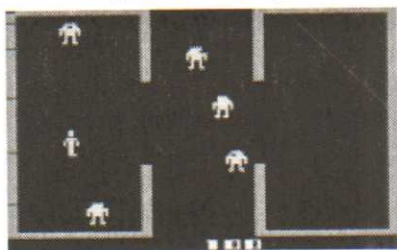
In *Berzerk*, players must run through a maze while avoiding mindless robots who roam aimlessly in the maze and attempt to kill you. You can destroy the robots by merely shooting at them and you'll score points for each one that you get rid of. In addition, bonus points are earned if you destroy all of the robots before leaving the maze. Unfortunately, by staying in the maze too long, a smiling face called Evil Otto will appear out of nowhere and bounce after you.

You can lose a turn in a variety of manners in *Berzerk*. Not only do you have to avoid the bullets that the

robots fire at you, you mustn't allow the robots or Evil Otto to touch you. A turn will also be lost if you run into one of the walls within the maze.

By avoiding all of the hazards and eventually escaping the maze, you'll then enter a newer one with faster moving and shooting robots.

MARAUDER
(TIGERVISION)
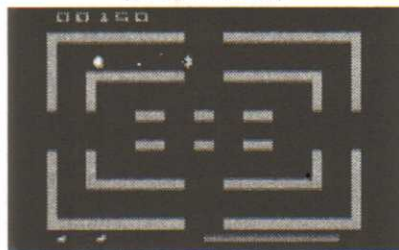
In *Marauder* you must again run from one maze to another while avoiding mindless shooting robots. The difference here is that each maze is a room and you can enter or exit any room from any one of four openings. The object is to find the power center that is hidden in one of the six rooms within the time limit. If you fail to find the power center before your time expires, you'll lose a turn.

Each room contains four to six robots that will be invisible if a wall lies between you and them. Once they come into view they'll begin shooting at you. You can either avoid their shots or try to score points by shooting back and hitting them. If you leave a room without destroying all of them, any robot you already destroyed will return if you reenter.

Some rooms contain a flashing suit of armor that can only be seen as long as there isn't a wall between you and it. If you pass through the armor you'll be invulnerable from any attack

for a few seconds, and you'll only need to pass through the robots to destroy them.

When you enter the room containing the power center you'll see it as a flashing object in the center of the screen. A single shot will destroy it and earn you bonus points based on how much time you have remaining. Afterwards you will be transferred to another room where the robots roam and shoot faster as you once again attempt to locate the power center.

VENTURE
(COLECO/ATARI)
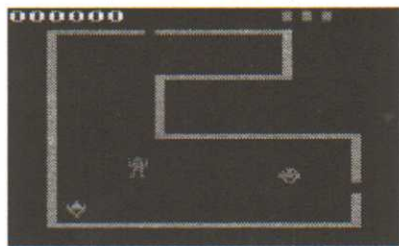
In *Venture* you must again roam from room to room, but the idea is not to be so fast on the trigger. Although the enemy creatures of this game won't shoot at you, you will lose a turn if they run into you.

As Winky, a brave explorer, you must search each room for treasure. If you aren't in a room, the screen will display the entire floor plan showing the location and shape of each room as well as your own location. When you enter a room, the screen will then display only the inside of the room you happen to be in. You'll immediately locate the treasure but there will be monsters protecting it. The monsters can be shot at any time, but you can only score points by hitting them after you have retrieved

the treasure. If you stay in a room too long, a hallmonster will enter that is just as dangerous as the other monsters, but your bullets won't be able to destroy it.

If you leave a room without claiming its treasure, you'll be able to reenter it. However, as in *Marauder*, any creature you previously destroyed will return to life. When you leave a room after getting the treasure, it will then be sealed for the remainder of the round.

One room, the 'Wall Room', doesn't contain any monsters, but contains moving walls that will destroy you if you touch them. You must get past these walls in order to get to the treasure. As in the other rooms, the hallmonster will appear if you remain in the room too long.

By successfully claiming all treasures on the floor, you'll move on to another floor containing different rooms and faster moving monsters.

## ROOM OF DOOM
(COMMAVID)
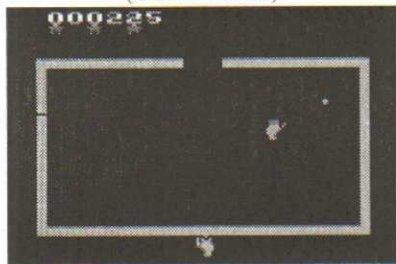
Room of Doom consists of only one room. Doors that line the room will suddenly open and men hidden in the doorways will shoot at you. You must not only avoid their gunfire or lose a turn; you must also destroy the gunmen by shooting and hitting them before the doors that they're hidden behind close. Unfortunately you'll never know which doorway will open at what time.

While attempting to evade or shoot at the gunmen. a monster will chase after you within the room. For a certain amount of time you can destroy the monster by shooting at it, but unfortunately once time runs out, the monster will become invulnerable to your shots and all you can do then is try to outrun it.

You must remain in each room until you kill all of the gunmen who surround it. Once this is accomplished, you will then be transported to another room containing more doorways, faster shooting gunmen, and a faster moving monster. Later rooms also contain obstacles that must be avoided. As in *Berzerk*, contact with any of these obstacles will cause you to instantly lose a turn.

DARK CAVERN (MATTEL)
NIGHT STALKER (TELEGAMES)
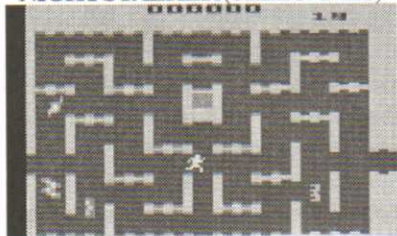
Dark Cavern features one maze containing three types of enemy creatures: spiders, blobs, and robots. If a spider touches you, you'll be paralyzed for a few seconds and become a sitting duck for anything wandering the maze. If a blob touches you, you'll lose some much needed bullets. The longer a blob touches you, the more bullets you'll lose. The most dangerous creature in the maze is the robot that can destroy you by shooting at you. There are two types

of robots. One-headed robots can only shoot in front of themselves, while two-headed robots can also shoot from behind.

Although firing bullets at them can destroy any of the creatures, you'll only score points by hitting a robot. The points you receive depend upon the color of the robot you destroyed.

Whenever a robot is destroyed, the remaining robots on the board will change color. After a few seconds, another robot will replace the one you destroyed, and the remaining ones will return to their original color. To score bonus points, you must try and destroy the remaining robots before they return to their original color. Initially the robots start out as purple. When you destroy one, the other robots will turn red. If you hit a red robot, you'll score additional points and the remaining robots will turn green. Shooting a green robot will cause the remaining ones to turn yellow. If you can hit the final robot while it is still yellow, you'll receive an extra turn. No matter what color the robots on the board might be, they will revert back to purple as soon as a replacement appears. You must then begin the cycle again.

In *Dark Cavern*, you're limited to twenty bullets. Occasionally a gun will briefly appear somewhere on the board, which will give you ten additional bullets if you can get to it. Unfortunately if you run out of bullets and can't get to a gun, you'll be left at the robot's mercy.

WIZARD OF WOR
(CBS)
Like *Dark Cavern*, **Wizard of Wor**
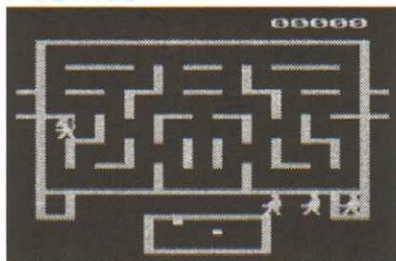
pits you against a variety of creatures. Because some of the creatures are invisible, a scanner at the bottom of the screen displays each creature's location in the maze.

There are five types of creatures you must shoot and destroy while avoiding being shot yourself. Burwors appear first, firing shots in the direction they're headed. They're followed by Garwors and Thorwors, which have the power to turn invisible and shoot in two directions. Then appears a Worluk that teleports around the maze. Shooting a Worluk will earn you double the value of all creatures in the following maze. Once the Worluk leaves the screen, the Wizard may appear. The Wizard shoots off lightning bolts while teleporting around the maze. Once the Wizard leaves the screen, you will move on to the next maze.

Although *Wizard of Wor* can be played solo, it is more exciting as a two-player game. In the two-player variation, each player controls his own man at the same time. You can play as a team and try to get through as many mazes as you can by destroying all of the creatures; or you can play 'every man for himself' and shoot your opponent at the first opportunity. Bonus points are earned by killing your opponent. The player with the most points at the end of the game is the winner.

AMIDAR TYPE GAMES

AMIDAR
(PARKER BROTHERS)
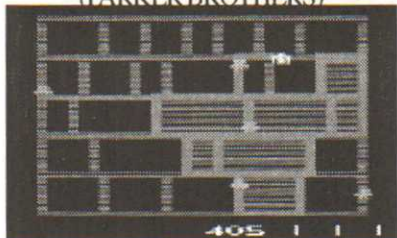
In *Amidar* players guide a monkey around a maze consisting of horizontal and vertical lines that meet at intersections. Initially the lines are orange with black borders, but every time you travel an entire line from one intersection to the next, you will have completed that line segment causing it to turn blue. When you have completed the four segments around a border, the border will turn blue. Completing a segment will earn you points based upon its length; completely surrounding a border earns you bonus points.

While you're traveling around the maze, there are five warriors following you. Four of the warriors will move anywhere within the maze, but will always change their direction when they come to an intersection. The fifth warrior continuously travels around the outer border of the maze. You will lose a turn if you come in contact with any of the warriors.

If you get into a bind where you can't get out of a warrior's way, pressing the red firing button of the controller will turn them into shadows for a few seconds, allowing you to safely pass through them. In addition, if you successfully surround the borders in each of the four corners of the maze, the warriors turn briefly into chickens, giving you the opportunity to score bonus points by passing through them.

When you have traveled every line on the maze, you'll then move on to a harder level. In the second maze you'll control a paint roller pursued by pigs. Once you complete this maze, the action will alternate between the two mazes.
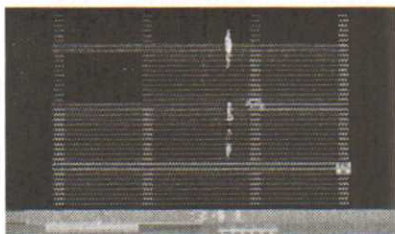
SPIDERDROID
(FROGGO)
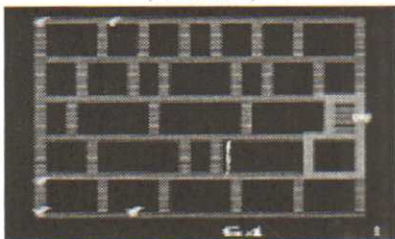
Spiderdroid is the exact same game as *Amidar*. In the first screen you control a spider that is pursued by chickens, and in the second screen you're a gorilla pursued by faces. The sound effects are different but gameplay is identical.

DEMOLITION HERBY
(TELESYS)

Demolition Herby, as in *Amidar*, has players filling in squares by moving their object around each of its four borders while other objects are on their trail.

Players control a car with a limited amount of fuel, attempting to fill

squares while being pursued by three other cars. Each time a square is completed, additional fuel and points are rewarded. If you fill two squares at one time you'll receive bonus fuel and points, and a turn is lost if you run out of fuel.

A turn is also lost if one of the enemy cars crashes head-on into yours. Hitting any of these cars in the rear can score additional points. If you do this, the car you hit will bounce around the playfield and become immobilized temporarily. If the car hits you while it is bouncing around, you'll lose a turn.

As in *Amidar*, any section you drive over will turn red, however you won't earn any points until an entire square has been completed. Additionally, any section you have passed over will return to its original color if an enemy car travels over it, forcing you to pass over it again.

If you press the red firing button, your car will accelerate and cause fuel to be used faster. Also, any section of the track will not turn red while you're traveling with the red firing button pressed, therefore not allowing you to complete any squares while moving at the faster speed.
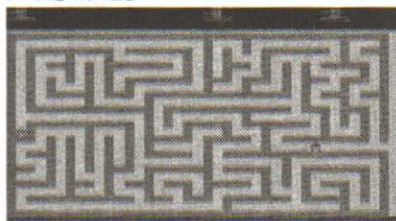
Unlike *Amidar*, in which the entire maze appears onscreen, the one in *Demolition Herby* is so huge that it scrolls vertically.

UNIQUE MAZE GAMES

MAZE CRAZE (ATARI)
MAZE MANIA (SEARS)

The archetype of all maze games is *Maze Craze*. This is the video version of the maze-escape games that appear in magazine puzzle sections.


However instead of using a pencil to trace your way out, you use a joystick and cursor. The screen displays a randomly generated maze and your job is to get from the left side of the screen to the exit at the right. Although one person can play alone, *Maze Craze* is more challenging when two people compete to see who can get through the maze first.

Maze Craze includes many variations. For instance, you can play in an empty maze where the only thing that keeps you from reaching the end is your own disability to navigate it. There are mazes that contain little creatures (robbers) that try to keep you from reaching the end. In some games you'll get paralyzed briefly if a robber runs into you, while in other variations you'll be knocked out of the game altogether if you get hit. In yet a third variation you must capture three robbers before you're permitted to leave the maze. There are also four settings for speed and visibility. Speed is simply the four different speeds in which you and the robbers can move through the maze. Visibility means how much of the maze you'll be able to see at one time. In the easiest of the four visibility levels, you'll be able to see the entire maze; while in the hardest level, the entire maze is invisible.
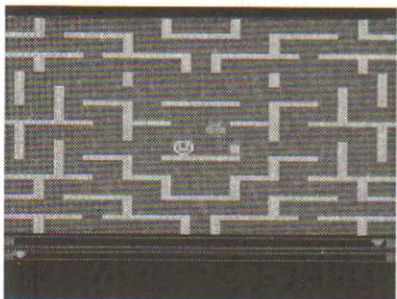
ADVENTURE
(ATARI)
The first quest game for the 2600
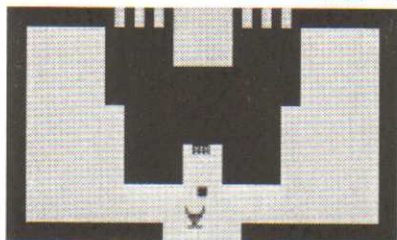
actually takes place in a large labyrinth. Information on this game can be found on page 130.

DUNE
(ATARI)

Dune is an uncompleted game based on the science-fiction novel of the same name. In this game the player plays the part of Paul Atreides. The player must help Paul navigate through the desert planet Arrakis while dealing with the planet's creatures. Paul can pick up tools to help him in his quest to defeat the evil Baron Harkonnen and free Arrakis.

SWORD OF SAROS
(STARPATH)

In *Sword of Saros* you must make your way through seven levels of mazes in order to collect pieces of the famed sword. Each level contains eight rooms, each room filled with six treasures (gems, scrolls, crosses, gold, rings, potions, lamps, and keys) and one monster. One room also has a door that leads to the next level, but a key must be found to open the door.

You begin the game with 25 life-force and lose it by having the monsters touch you. If you use a ring you'll become invisible to the monster for ten seconds, while using the potion will raise your life-force.

As you travel the mazes, a wizard and a bat stay on your trail. If the bat gets on your trail he'll immediately transport the wizard to his position. If the wizard reaches you, some life-forces will be lost and then you must navigate past some skeletons and touch the wizard in order to return to the maze. By using a cross, the wizard and bat will be sent as far away from you as possible.

The complete maze is visible in the first two levels but becomes invisible afterwards. In the third and fourth levels, the maze will only become visible as you walk through it. Using a lamp will reveal the entire maze for a few seconds, and the scrolls will reveal the locations of the wizard and the bat. In levels five and higher, the entire maze will remain invisible and you'll only be able to see the section you roam through.

Once nine gems are collected you can cash them in for one of every other treasure. The final level only contains doors, all of which must be tried until the exit is found. The monsters won't hurt you as long as you pay them one

hundred pieces of gold for every door tried. Once the exit is found, you will have collected all of the pieces of the Sword and the game is won.

X-MAN
(GAMEX)
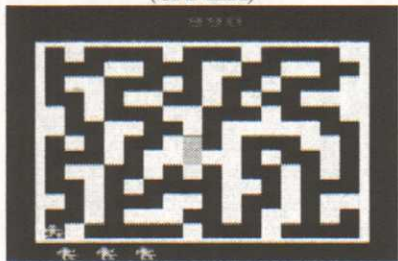
In **X-Man**, an X-rated maze game, you must make your way to the room in the center of the maze where your lady friend is waiting. Unfortunately, between you and the room are crabs, teeth, and scissors that must be avoided or a turn will be lost. There is also a time limit for you to get to the room. If it isn't reached before you run out of time, you'll again lose a turn. By reaching the room, you'll receive points based upon the amount of time remaining.

When the room is reached, the maze will disappear and the screen will display only the man and women, both in naked splendor. You must make love to the woman by moving the joystick back and forth quickly. If done quick enough, you'll earn additional bonus points before returning to another maze. Each time you navigate through the maze successfully, you'll find the man and woman in a different position.

COOKIE MONSTER MUNCH
(ATARI)

Cookie Monster Munch is as different from *X-Man* as day is from night. While *X-Man* was designed with
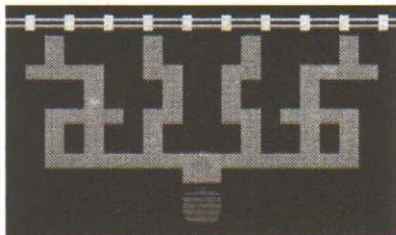

adults in mind, *Cookie Monster Munch* is a maze game for young children. *Cookie Monster Munch* features two games that teach young children directional movement and counting. In the easier games, children must move Cookie Monster through a maze by pressing the arrow on the Kid's Controller that corresponds with the direction they move onscreen. The object of the game is for Cookie Monster to pick up cookies that are scattered around the maze and bring them to a cookie jar elsewhere onscreen. Whenever a cookie is inserted in the jar, a close-up of the monster will appear eating the cookies one at a time. Numerals on the screen will count the number of cookies as they are eaten.

In the more difficult variations, you control a Cookie Kid who runs through the maze collecting cookies while the Cookie Monster runs around chasing him. As before, you must bring them to the cookie jar so the Monster can eat them one at a time.
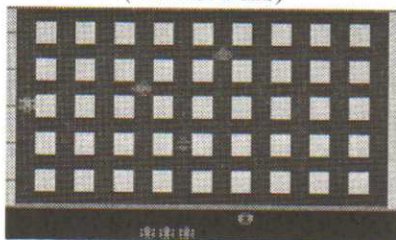
SLOT RACERS (ATARI)
MAZE (SEARS)

In **Slot Racers**, a game for two players only, you and an opponent must control cars traveling around a maze. The object is to shoot your opponent 20 times before he can shoot you 20 times. You can fire bombs that automatically turn corners, or bombs
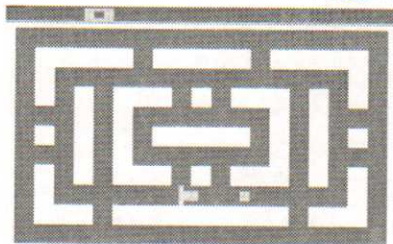
that automatically stop and disappear at the first wall they encounter. You can also control the speed the cars or bombs can travel. The bombs can be set to move faster or slower than the cars. You may also choose from four different mazes.

TARG (CBS)
### UNIVERSAL CHAOS
(TELEGAMES)

Universal Chaos is similar to a one-player version of *Slot Racers*. Here you control a car through a grid consisting of 45 sqaures. At the stsrt of each level, six ships will appear at the left of the screen. While trying to shoot them and destroy them, you must avoid crashing into them or you'll lose a turn. In addition, alien creatures occasionally hatch and they'll be after you all also. You can shoot them for bonus points.

When you shoot the initial six ships, you will advance to a faster board with six more ships.

IXION
(SEGA)

In *Ixion* your goal in Ixion is to
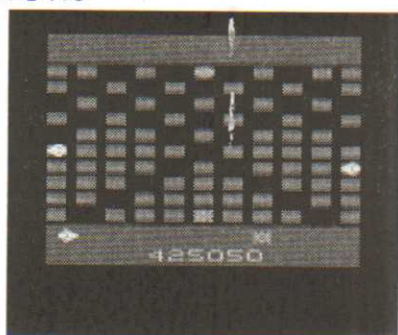
fly over five white squares which appear one at a time somewhere on a playfield consisting of 110 yellow squares. You can fly over the yellow squares to reach your quest. However you must avoid two alien ships that are constantly firing shots at you. You lose a ship if they hit you, or if you run out of time before obtaining the five squares. The game ends after you lose three ships.

Although you can fly over the brown squares, in some cases the brown squares will not be visible. If they're not visible, you can't fly over it and must find another path to reach the white square. Fortunately you have two spheres at your beckoning. The spheres only move if you ram them or if one of your missiles hits them. However once they move, any invisible square that they pass over will become visible.

After you get all five squares you come to a bonus round. Here you start with a playfield consisting of only invisible brown squares. By using your two spheres, you must uncover all 110 brown squares before the time runs out.

Throughout the game, you will constantly alternate between regular play and bonus rounds. As you play, each level will become more difficult

than the one before it.

ROBOT CITY
(HOMEBREW)
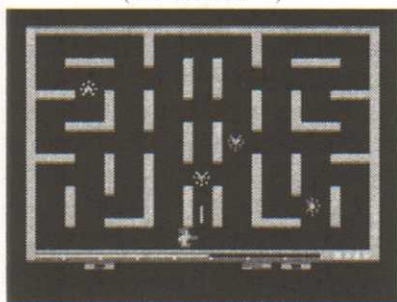
In **Robot City** you control a helicopter that can move in four directions, firing missiles in the direction that you're travelling. Roaming through the maze are four missile-firing tanks. You lose a life if one of their missiles hits your helicopter. You must hit all four tanks before you run out of lives.

You can only stop a tank by hitting it from behind. Once a tank is out of commission it will stay in one spot and your helicopter will not be able to pass it. When you disable all four tanks you move on to a new level and start over.

DUKES OF HAZZARD 1
(ATARI)
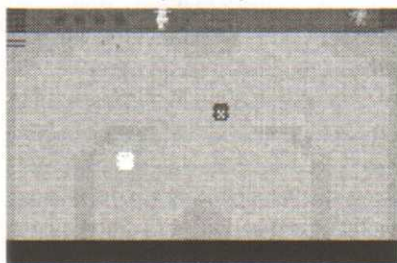
You control the General Lee and must attempt to break Daisy out of jail before Boss Hog can get to her. To accomplish this, you must drive the

General Lee through the maze and touch the jail at the top of the maze. While driving through the maze you must avoid the cars driven by Sheriff Rosco P. Coltrane and Deputy Enos Strate.

If either Rosco or Enos get too close to you they'll speed up and crash into the side of your car causing you to lose a life.

At the top of the screen you'll se Boss Hog slowing advancing across the screen. Daisy appears on the right side of the screen. If he reaches her before you reach the jail, you'll lose a life. However, if you get to the jail first, the screen will display the General Lee jumping over a bridge and you'll advance to the next level which features faster police cars.

FLASH GORDON
(FOX)
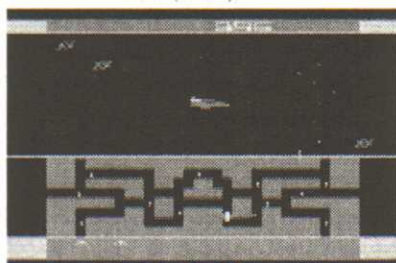
In **Flash Gordon** you must maneuver through the streets of Spider City in order to get to Hatching Pods. Unfortunately there are disrupters, which as their name implies, try to stop you from completing your mission. If you succeed in getting to all the Hatching Pods within the city, you'll move on to a higher level of play.

Flash Gordon is different from the other games in this chapter as it contains a split screen. The lower half of the screen is a scanner (map)

displaying a map of Spider City. The scanner displays the location of your ship, as well as those of the Disrupters and Hatching Pods within the city.

The upper half of the screen displays a close-up of your ship as it flies. In this area you will see the dangers that come across.

By pressing your joystick you will control the movement of your ship in both portions of the screen simultaneously. Initially the action takes place on the scanner as you navigate your ship through Spider City trying to avoid the Disrupters while getting to the Hatching Pods. Whenever you come in contact with either, the action will switch to the upper portion of the screen. When your ship comes in contact with one of the Hatching Pods, Spider Warriors will appear, which you must either destroy or avoid. If you destroy all of the Warriors your ship will become energized with a force shield for a few seconds. Any Warrior not destroyed will harmlessly fly off the screen without earning you a force shield.

If a Disrupter catches up with you, the upper portion of the screen will become alive with deadly space Debris. If you have a force shield you can easily destroy the debris. If you don't have a shield you'll have to either avoid the debris or shoot them to destroy then and score points. Unfortunately, the only way you can escape the Disrupters is by navigating your ship through the scanner. Although you may well indeed get away from the Disrupter, you may run into some debris in the upper portion of the screen. To successfully play Flash Gordon, you must constantly be aware of what is happening on both sections of the screen.

Besides Warriors and Debris you must also look out for Generators that you can shoot. Occasionally a spaceman will float past and you can score bonus points by picking him up. However if you accidentally shoot him, you'll lose more points then you would have gained.

MINES OF MINOS
(COMMAVID)
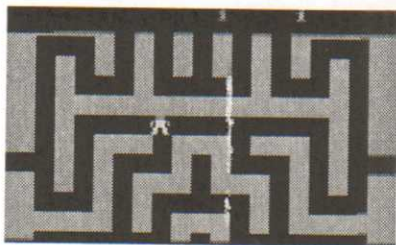
In **Mines of Minos** you control a robot that must make its way through five levels of scrolling mazes. At the fifth level you'll find three stationary monsters that must be destroyed. In each level, a variety of moving monsters continuously try to destroy you by touching your robot. You can fight back against them with an unending supply of bombs, which you can release one at a time. Although the bombs will only last a few seconds after they are touched, they will instantly destroy the first monster that touches it.

At the beginning of the game, you only have one life; so if a monster catches you the game will end. However, you can go around the maze collecting spare robot parts to build yourself additional lives. Each robot consists of between three and six parts and the more robots you can build, the more turns you'll have in case your robot gets destroyed.

Actually, you'll have to have at least three spare robots in order to win the game. When you reach the stationary monsters in the fifth level you will only be able to destroy them by running through each one. Unfortunately this will destroy your robot. If you don't have any spare robots left in reserve, you won't be able to destroy all of the monsters and win the game.

Each spare robot part is located on opposite ends of the maze. If you find the first piece at the top of the maze then you'll have to make your way to the bottom to collect the second piece. The third piece will again be located at the top and so on. Unfortunately, if you spend too much time within a level, water will soon appear in the maze, beginning from the top. Although you will be able to slowly move through the water, the monsters can move through the water at their normal speed and you won't be able to drop any time bombs, making you certain prey for any monster that might approach. In addition, the longer you spend within a level, the more aggressive the monsters will become.

You can move onto the next mine level at any time. However, the higher the mine level the more difficult it is to destroy the monsters.

When you begin the game in level one, you start out with a power level of one. When your power level equals your mine level, you only need one time bomb to destroy an approaching monster. If your power level is less than your mine level, then the difference will equal the number of bombs that you must set off to destroy one monster. The only way to raise your power level is by having your score reach a multiple of one thousand points. You score points by destroying monsters and claiming robot parts.

Mines of Minos also contains a two-player version where you control a robot as before. In addition, a second player controls one of the monsters that are trying to stop you.

ENTOMBED
(U.S. GAMES)
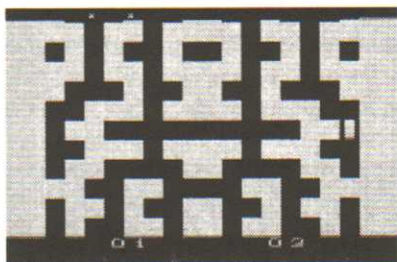
Like *Mines of Minos*, **Entombed** also features a vertically scrolling maze, but gameplay is executed differently. In this game the maze automatically scrolls upwards and you must keep from being dragged to the top of the playfield. Because you are moving down the screen as the maze scrolls upwards, you won't be able to see what is coming. The occasional dead end and will have you turning around to get out. You are equipped with 'make-breaks' that can create holes in the walls allowing you to escape. Throughout the maze are additional 'make-breaks' that can be earned if you can get to them.

There is also a zombie within the maze that must be avoided. If the zombie is blue you will be safe as long as you keep away from it. If it turns orange then it will be able to make its way through walls and go after you. A turn is lost if it catches you.

The object of the game is to get

as far into the tomb as you could. You must get through five complete sections of a tomb before you can move on to a faster scrolling maze. The total number of tomb sections you have passed through appears at the bottom of the screen.

Entombed may also be played by two players moving their characters through the maze at the same time. The object is to keep alive longer than your opponent, rather than trying to get as far into the tomb as you can.

MARBLE CRAZE
(XYPE)

Marble Craze is similar to the wooden games in which you must maneuver a marble through a maze while tilting the floor of the maze to guide the marble in the correct path. In this case you maneuver your on-screen marble with a pair of paddle controllers. Once paddle allows you to steer your marble horizontally while the other lets you steer vertically. You start out with six marbles. Your goal is to complete each level before time runs out without running off the path. You'll lose a marble if either happens and the game ends when you lose all of your marbles.

In some levels you'll come across a white Power Bar. If you roll over a Power Bar you'll be rewarded with extra time, bonus points, and several other surprises.

Marble Craze can be played by one or two players at a time. Each player controls his own marble down his own maze.

## CRAZY BALLOON
(HOMEBREW)

Crazy Balloon is another game in which you must get an object from the beginning to the end. This time the object is a balloon fluttering in the wind. You must nqavigate the balloon in four directions and get it through slim passageways . The problem is that since the balloon is constantly waving back and forth, a passageway that was easy to navigate suddenly becomes impassable. In addition, many mazes also have moving barriers which must be avoided.

You must avoid the walls of the maze at all costs as you will lose a life if you run into them. However you must also navigate the maze completely before a time bar at the bottom of the screen runs down. You'll lose a turn if you run out of time and the game ends after you lose three balloons.

BOUNCE!
(HOMEBREW)

In ***Bounce!*** you must navigate a bouncing ball through a maze of tiles. Your goal is to have the ball bounce on the number of tiles that are dictated at the bottom left of the screen.
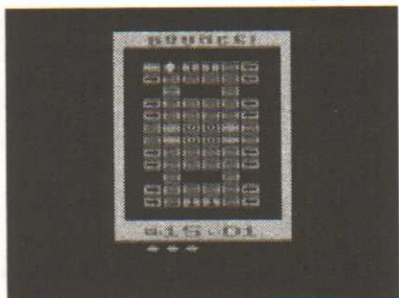
There are many different types of tiles but your goal is to get the ones that have a checkboard symbol on them. Each time you land on one, it will disappear from the maze. If you land on a oprtion of the maze that doesn't have a tile, then you lose a turn. The game ends when you lose three lives.

The ball will bounce in the direction that you press the joystick. However you must press the joystick in the desired direction before a ball lands on a tile. Some tiles have arrows on them and the ball will automatically bounce in the direction of the arrow. Some other tiles cause your balll to jump over tiles. Finally there are some tiles that do not disappear when you land on them.

When you land on the required number of checkerboard tiles, you'll advance to a new maze.

TUTANKHAM
(PARKER BROTHERS)
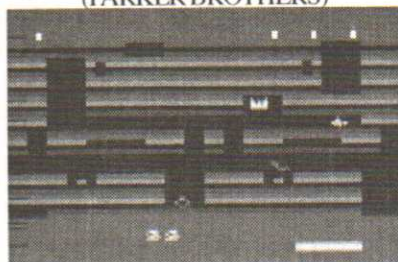
Tutankham is also set inside a tomb, but this time it is the tomb of the old Egyptian king. In this game you

must make your way through a vertically scrolling maze as you proceed deeper and deeper into the bowels of the tomb. As you move around you must avoid a multitude of creatures such as snakes and bats, which will cause you to lose a turn should you come in contact with them. You can shoot them if they are to your side and you are facing them. If you spend too much time in one of the four sections of the tomb, you'll eventually run out of ammunition and must outrun these creatures. Whenever you enter a new chamber, you are given a new supply of ammunition.

You are also given three laser flashes that can be set off by pushing the joystick forward and pressing the red firing button. When a laser flash is set off, all creatures within your immediate vicinity will be instantly destroyed. You must use your laser flashes sparingly as you won't get a new supply each time you enter a new section of the tomb.

There are also a variety of treasures within the tombs that you may pick up for points if you wish. However, one of the treasures is a key and you must claim it. You will be unable to leave the chamber if you fail to find and pick up the key.

## SKATE BOARDIN'
(ABSOLUTE)
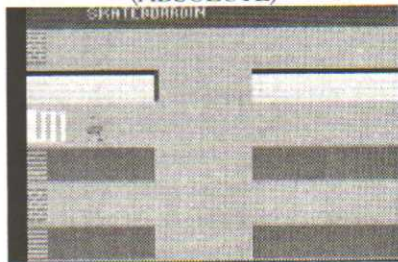
In *Skate Boardin'* you take on

the persona of a young student who skateboards to school. You have five minutes to make your way through the maze of streets and paths to get to school. At first you will be walking with your skateboard, but pressing the red controller button will cause you to jump onto the skateboard, which in turn allows you to negotiate the maze faster. However getting through the maze won't be your only problem in your quest to get to school. Scattered around the maze are 30 obstacles you must pass in order to reach school.

There are two types of obstacles. The first is a ramp, and you have to be on the skateboard in order to pass over the ramp. The other obstacle is a tube that you must crouch to get through. To crouch you must press the controller button to jump and then keep it pressed. If you crash into any obstacle you must then once again jump onto your skateboard. You must find and get through all 30 obstacles to complete the game.

THE TOWERING INFERNO
(VIDTEC)
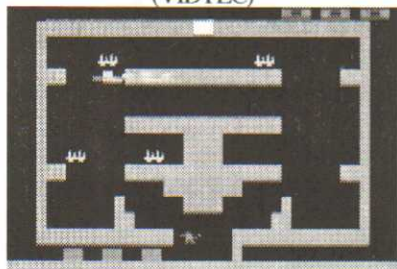
The Towering Inferno begins with a skyscraper on fire (see *Fire Fighter*). As the fireman, you must make your way through the building, floor by floor, and save the four people trapped on each floor.

When the screen displays an overhead view of the floor you're ready to play. Your fireman starts at the lower left corner and the people are trapped at the top. You must get to them and bring them to the exit at the lower right corner of the screen. Unfortunately, lying between you and the people are horizontally moving walls flames. You must carefully make your way across the floor while avoiding the flames to get to the survivors.

You can extinguish the flames by standing below each one and pressing the red firing button. However, you must try and get to the people as soon as possible. If you take too long, the people will perish one at a time. The more people you can rescue and bring to the lower right corner of the playfield, the more points you'll earn. If you can extinguish all of the flames, the clock will stop and no more people will die on that floor.

You can lose the game two ways. The first is by getting killed. Each time you reach a floor, you are given four turns. If a flame touches you you will lose one of your turns, and the game will end when all of your turns are gone. The game will also end if all four of the people you are after die before you can rescue them. If you succeed in getting at least one person off the floor, you will then move on to the next floor. Altogether there are nine buildings, each containing nine floors.

THE ALLIGATOR PEOPLE
(FOX)

As in *The Towering Inferno*, the game play of *The Alligator* People requires you to obtain something in a maze and then bring it to another part of the maze. In this instance you must obtain an antidote that will prevent
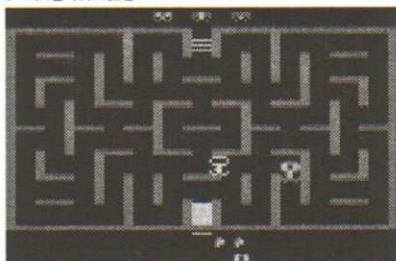
six of your scientist friends from transforming into alligators in stages. The vials of the antidote are scattered around the maze and you can get them by running over them. You must then go to one of the scientists and fire the antidote into him. However the more advanced the stage, the more shots of antidote that will be needed to cure the scientist. Once a person is cured, he will remain that way through the remainder of the level.

Naturally there are obstacles to prevent you from curing the scientists. There are plenty of real alligators roaming the maze and if they bite you you'll lose a life (you start with four). You can fire shots at them which will kill them and earn points for you. Also, the walls of the maze move. If you get squashed by the moving walls, you'll also lose a life. The game ends when you lose all of your lives. If you cure all six scientists then you'll advance to a new level and receive a bonus life.

MALAGAI
(ANSWER SOFTWARE)

Like the previously mentioned *Alien*, the maze in *Malagai* represents the inside of a spaceship from which you must escape. The only exit is through the three locked airlocks at the top of the screen. There are also three alien creatures, called Malagai, roaming the ship, each carrying a key to one of the airlocks. You must capture the Malagais one at a time in order to get their keys.

At the beginning of the game, you start at the bottom of the screen within your compartment. The three different shaped creatures are displayed at the top of the screen in the order of how you must capture them. If you haven't yet captured one of the creatures, and do not yet possess a key, then the Malagai will flee from you. If you can't catch one within 15 seconds of leaving your compartment, you'll lose a turn. If your time is running low you can return to your compartment for additional time.

Once you capture a Malagai and steal its key, all three of the creatures will turn around and chase you instead. If you have stolen the correct key, you must bring it to the airlock before your time expires. If it is the wrong key, you must return to your compartment as fast as possible. Again, you'll lose a turn if your time runs out or if a hostile Malagai captures you. Once you return to your compartment, the creatures will again become friendly and you could then go after the correct key. Once you have acquired all three keys in their correct order, and have gotten all the airlocks open, you can escape to a more difficult maze.

BANK HEIST
(FOX)
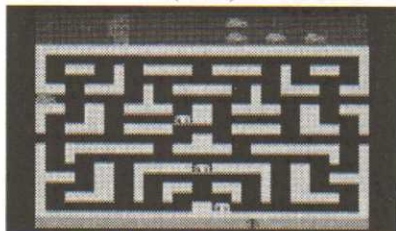
Bank Heist is reminiscent to the *Pac-Man* genre of maze games, especially *Lock 'N' Chase*. You must ride around a maze passing through banks while having the police on your trail. However, Bank Heist is different from the other games, as the maze is not filled with dots: at most you only have three banks to reach.

In *Bank Heist* you must travel from town to town, robbing banks. Each town initially contains three banks that can be robbed by merely driving your getaway car through it. After you rob it and receive points, the bank will turn into a police car that will cause you to lose a turn if you run into it. After you have robbed all three banks you will have three police cars going after you. The only way you can get more banks is by blowing up a police car. If you press the red firing button, your car will drop some dynamite behind it. The dynamite will only last a few seconds and anything that rides over it (including your car) will blow up if it comes in contact with the explosive. If you blow up a police car, a new bank will appear somewhere on the maze.

As you move around the maze your car is constantly using up fuel, and the only way to refuel is by leaving the town and going on to the next one. If you exit the maze from the upper right corner your car will reappear in a new town complete with three new banks. The amount of fuel you receive in the new town depends upon the amount of banks that you robbed in the previous one. If you completely run out of fuel you'll lose a turn.

There are nine levels of fuel that you can receive upon entering a new town. Every time you rob a bank, your fuel tank will raise one level. If you must leave the town before robbing nine banks, you will only receive the amount of fuel that the gauge is on.

CHASE THE CHUCK WAGON
### (SPECTRAVISION)
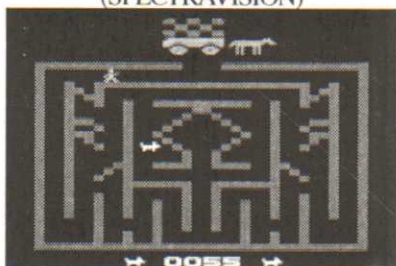
Chase The Chuck Wagon is based upon the dog food commercial where the dog chases the little covered wagon that leads him to a bowl of "Chuckwagon." In this game you assume the role of the dog who must chase after the wagon through a maze while avoiding the dogcatcher. At irregular intervals, obstacles appear in the maze that you must avoid. If you run over a dog, cat, or fire hydrant, you will slow down and give the dogcatcher a better chance to catch up with you.

If you catch up with the wagon, the playfield will switch to one showing the wagon moving across the screen with the dog on its trail. A bowl of dog food will fall from the wagon and the dog must stop to eat from it.

Once this is accomplished the game resumes to the maze at an advanced level of play.

WIZARD
(ATARI)
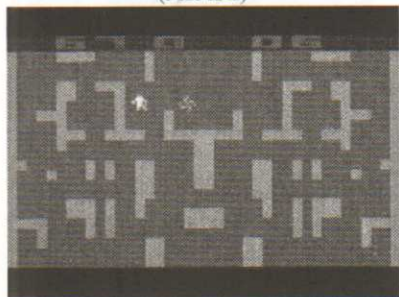
You control a wizard who must try to destroy a swirling star-shaped creature. The screen layout is a giant maze, which makes it hard to run from the creature and to get a clean shot off. While the creature can move through the maze walls, it can't shoot through them. Once you take a shot you'll notice that your wizard dims a bit, this means you are recharging, and cannot shoot. Once your wizard is done recharging he will light back up again, and you can take another shot. You don't have to worry about aiming you shots, as you will automatically shoot in the direction of the creature.

Your wizard starts out with zero damage (indicated by the right number), and will die if the damage counter reaches 99. Each shot you take from the creature causes you two points of damage. Touching the creature will also cause you two points of damage. As you take more and more damage your wizard will weaken until he finally dies. In your weakened state you will move slower and take longer to recharge.

The creatures damage counter is on the left side of the screen. Each time you shoot the creature it will take two points of damage and be stunned for a few seconds. This is your chance to get away to a safe distance and hide as you recharge. The creature is normally invisible unless it's shooting at you or it has taken a hit. You can tell where the creature is by listening to the "heartbeat" in the background. The closer the creature, the louder the sound.

If you manage to get the creature's damage counter up to 99, it will turn black and die. Your victory is short lived however as a new and more deadly creature will replace the old one. Each new creature starts with less damage than the previous one, and moves and shoots much faster. Each time you kill the creature your kill counter (next to the creatures damage counter) will go up by one, and your damage counter will go down significantly.

Wizard also has a two player mode where one player controls the wizard while the other player controls the creature. Since the creature is normally invisible, the second player must move blindly about the maze until he comes in range of the wizard. The second player's creature will automatically fire at the player.

Randomly hidden in the maze is a small glowing flame called the Fox Fire. If the left difficulty switch is set to A then you Wizard has the added task of defending the Fox Fire. If the creature touches the Fox Fire your wizard will slow down as his source of power has been captured. On the easy setting the Fox Fire is invulnerable to the creature and doesn't have any affect on the game.

PENGO
(ATARI)
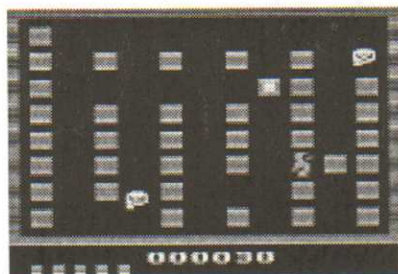
In **Pengo**, you control a penguin that must go around and freeze deadly Sno-Bees before they catch up with you. The action takes place in a maze consisting of moveable ice blocks that, because of their mobility, allows the maze to be ever changing. Besides freezing or avoiding the Sno-Bees, you must line three diamond blocks in a row that appear at different parts of the playfield. When you succeed, the remaining Sno-Bees will freeze and you'll progress to a harder maze. Another way a Sno-Bee can be frozen is by squashing it with a moving block of ice. The red firing button is used to move the ice block or to melt a block that is in your way. If you touch the edge of the playfield while any Sno-Bees happen to be alongside it, they too will be frozen. Unfortunately, new Sno-Bees hatch from eggs. To keep them from hatching you must seek out the eggs and smash them by walking over them.

MISS PIGGY'S WEDDING
(ATARI)
Miss Piggy's Wedding features Miss Piggy and Kermit at the altar. Unfortunately Kermit changes his mind at the last minute and flees the altar into a maze while Miss Piggy desperately tries to catch him. You can
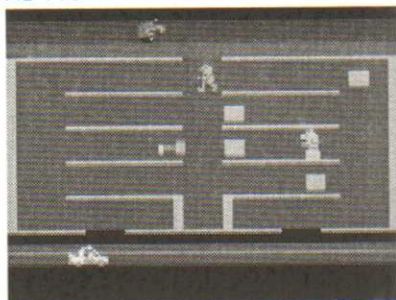
play the game as Miss Piggy, where you have to catch Kermit; or as Kermit trying to avoid Miss Piggy and the wedding guests.
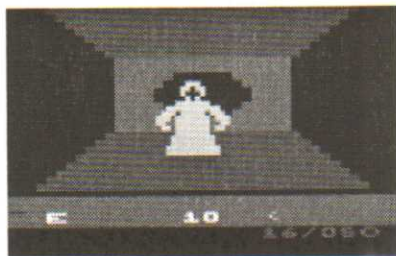
FIRST PERSON MAZE GAMES

CRYPTS OF CHAOS
(FOX)

In **Crypts of Chaos** players walk through corridors trying to descend as far into the crypt as possible, while seeking treasure and avoiding monsters. Because this is more of a strategy game, it is covered more fully in Chapter Thirteen.

ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
(MATTEL)

Like *Crypts of Chaos*, **Advanced Dungeons & Dragons: Treasure of Tarmin** is a first-person quest game in which you must descend through several levels of a cavern searching for treasure. This game is covered in more detail in Chapter Thirteen.

SURVIVAL RUN
(MILTON BRADLEY)

Survival Run has you flying through a huge maze searching for the end. The screen displays the maze from the first-person view so it seems like you're actually flying through it. As you fly, enemy ships and enemy bars will come towards you and you must destroy them before they close in and deplete your energy. Every ship destroyed will earn you points, but every shot you fire will result in a loss of energy. The game will end if you run out of energy.

As you fly through the tunnels, you will arrive at intersections and must decide if you want to take the left or right route. If you don't decide fast enough, you'll crash into a wall and the game will end. If you choose one of the tunnels, but it is the wrong one, you'll crash and the game will end. If you choose the correct path, the game will continue until you reach the next intersection. There is only one correct way to get through the maze and if you choose the wrong one, there is no turning back. A map at the top of the screen displays the maze from an overhead view and constantly shows your location in it.

If you reach the end of the tunnel you'll encounter a ship that can only be destroyed by hitting it a number of times. Once you destroy this ship, you will enter a new maze and your ship will travel faster than before.

Although *Survival Run* can be played with a joystick, it is packaged with the Cosmic Commander, a controller that gives you the impression that you are actually flying a spaceship. The console includes a gun sight you can line up with the onscreen target to destroy the enemy ships as you fly.

TUNNEL RUNNER
(CBS)
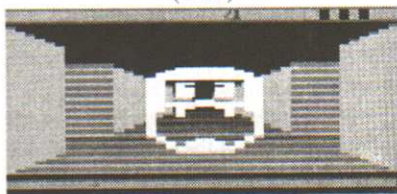
The object of **Tunnel Runner** is to get out of a three-dimensional first-person maze in the fastest time possible. Points are scored for each passage of the maze that you walk through. Unfortunately, four monsters also roam through the maze and you'll lose a turn if they run into you. There are several doorways within the maze. Some doorways will merely move you to another part of the maze, while other doorways will allow you to advance one or two levels to a harder maze. To pass through either of these doorways, you must first find a key that is hidden somewhere in the maze. To pass through the doorway that will advance you two levels, you must first

find the doorway that will take you up one level. Every time you pass through either of these doorways, you'll receive bonus points based upon how much time is remaining on the clock.

A fourth doorway will make you go down one level. If you are pushed down to an easier maze, you won't receive any points upon reaching the exit.

To find your way through the maze, pressing the red firing button will display an overhead view of the maze. In earlier levels, the overhead map will show your location, as well as the locations of the monsters and the exit. As the levels get higher, you may be shown an invisible map or one in which yours or the monster's locations aren't displayed. Unfortunately, while the map is displayed, you won't be able to move. The monsters, however, will continue to move.

Tunnel Runner can be played with a different maze being generated every time you insert the cartridge. You can also have it generate the same maze each time.

LONDON BLITZ
(AVALON-HILL)
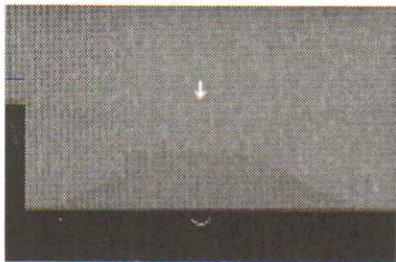
London Blitz, like *Tunnel Runner*, also features an overhead maze showing your location within the first-person maze. However the overhead maze displayed in London Blitz scrolls

in a fashion similar to the maze in *Mines of Minos*.

In this game, you are a member of the Royal Engineers who must keep the city of London free from bombs. The overhead maze is actually a map of the city and displays your location as well as those of the bombs. Once you know where you are and where they are, you can switch to the first-person maze by pressing the red firing button and make your way through the streets of the city in search of them.

Once you reach a bomb, you must diffuse it. Each bomb consists of three slides, three indicators, and a timer. To diffuse a bomb you must place the slides in their correct positions to uncover the combination. The three indicators tell when each of the slides is in its correct position in a manner similar to *Codebreaker*. When you think the slides are in the correct positions, push the joystick to either the right or left and the indicators will tell how many are right and in what direction to move the incorrect ones. Depending upon your level of play you can have as many chances as you want to diffuse a bomb, or only a few turns.

You will encounter three types of bombs. The Basic Bomb contains green slides and is the easiest. In this bomb each indicator stands for a specific slide and you must adjust the slides yourself. In the blue Automatic Bombs, each indicator will again stand for a specific slide. However the slides will move automatically through 16 different combinations and you must press the stick when you think the correct combination is on the screen. If you are wrong the indicators will

give you clues to the right ones. The Random Indicator Bomb features orange slides and like the Basic Bomb, you must adjust the slides yourself. However you won't know which indicator stands for which slide.

In all cases you may leave a bomb after you encounter it and go search for another. However each bomb contains a timer, and if you happen to have a bomb onscreen when its timer runs out, you will be given an additional 33 seconds to diffuse the bomb. Unfortunately, once the timer runs out, you will no longer have the opportunity to leave the bomb and must do your best to diffuse it. If you can't, and your additional time runs out, the bomb will explode and the game will end. Because bombs explode even when you aren't near them, the object of the game is to diffuse more bombs than you allow to explode. Every bomb diffused will move you up one level of command. However, every time a bomb explodes, your rank will drop one level. As you move up in levels, the time that you have to diffuse a bomb will decrease. Although you can choose from six starting ranks, there are eight levels of command that you can go through. However, if you allow too many bombs to explode, and your rank falls below the lowest rank, the game will end even if you weren't caught in the explosion.

ESCAPE FROM THE MINDMASTER
(STARPATH)

The premise behind *Escape From The Mindmaster* is that you are a human being who has been kidnapped by the Mindmaster because he thinks it is amusing to test

humans within a labyrinth. The goal is to make your way through the maze until you find the exit.

Before you can get out, you must pass certain tests that are given along the way. Each maze contains a certain number of different shaped blocks and holes. Each block has a corresponding hole and only one block can fit in a given hole. You must find each block and then bring them to their corresponding holes one at a time. You won't be allowed to leave the maze until all of the blocks are sitting in their holes.

Occasionally you may wander into a room and be given a special test. For example, one test is a memory game similar to "Count Me." The Mindmaster will give you a sequence of arrows and you must repeat them in order. You will receive bonus points depending on how long you can take the test.

Throughout the entire game, you're never alone in the maze. There is another creature roaming the hallways that must be avoided. If it touches you, you'll lose a turn. Audio clues will alert you if you're near the creature.

At the bottom of the screen appears an overhead view of the entire maze pinpointing your location, as well as the creature's. However the overhead map will not disclose the location of the exit.

Once you find the exit of the first maze, you'll climb a flight of stairs leading to a second tougher one. Beginning with this second maze, you must also avoid moving walls that will also result in the loss of a turn if you should run into one. Altogether there are five mazes. The final maze is practically a video version of a house of mirrors, as you'll think you're feeling your way through the walls in order to get out.

At the end of the game the Mindmaster will rate you on your performance. Whether you succeed in making it through all the mazes, or die trying, you will be rated.

LABYRINTH
(STARPATH)
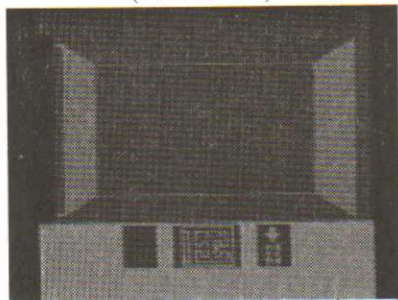
Labyrinth is an early, unreleased version of *Escape Of The MindMaster*. The mazes differ from those in the finished game and the various puzzles do not exist at all. There is a creature roaming around the maze but nothing will happen if he catches you.

SKELETON
(HOMEBREW)

In *Skeleton* you must walk through a labyrinth and destroy the skeletons before they get to you. The odds are against you. There are 80 of them and only one of you. If any one of them touch you the game ends.
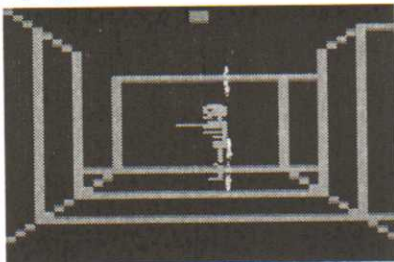
There are eight levels of mazes and each level contains ten skeletons. You must get all ten skeletons in each level before you could move on to the next.

You can shoot a skeleton by pressing the red controller button when the skeleton is in front of you. Each new skeleton will be more powerful then the one before it and will require more shots to destroy it.

Throughout the game you will hear the footsteps of the skeletons. The footsteps will be louder if the skeletons are close or in front of you. They will be softer if the skeleton is behind you or far away. In addition, if the left difficulty switch is in the 'B' position, a cursor will appear at the top of the screen when the skeleton is in front of you, and at the bottom of the screen when the skeleton is behind you.

MERLIN'S WALLS
(EBIVISION)

Merlin's Walls is another game wherer you must make your way through a three dimensional wall. You cam use dynamite, get energy, and discover special walls in your attempts to escape from the 16 levels of *Merlin's Walls.*

One problem with *Merlin's Walls* is that the game was deisgned with the height taller than the width. Unfortunately to accomplish this, the

game was designed sideways! In order to adequately play this game, one has to turn their TV set on its side.
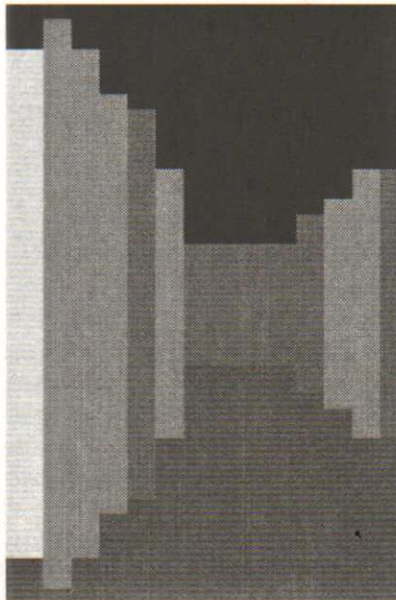
Chapter three featured a variety of maze games. However in each game the maze was already on the screen and you had to trace your path through them. In this chapter we will explore another group of maze games - those games in which you create your own mazes. In these, the playfield features a solid area in which you must create your maze. Mazes are constructed by maneuvering your onscreen object through an area, leaving paths in your wake.

DIG-DUG
(ATARI)
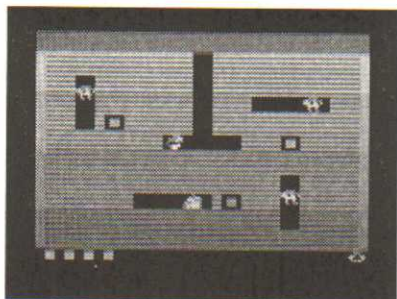
In **Dig-Dug** you control a little character that moves around the screen digging tunnels through the dirt, scoring points for each section of dirt burrowed. If you unearth dirt that is directly beneath a rock, the rock will fall down to your level. If the rock lands on you you'll lose a turn.

If two rocks are dropped during the course of the game, a vegetable will appear in the center of the screen for ten seconds. Getting to the vegetable before it disappears scores bonus points.

While digging through the tunnels you must avoid two types of creatures: Pookahs and Fygars, which will pursue you through the tunnels you have created. You must also watch for Fygar ghosts that can travel through the dirt. You'll lose a turn if you make contact with any of these creatures. Additionally, the Fygars,

which are actually fire-breathing dragons, can destroy you with their flames. The Fygar doesn't even need to be in the same tunnel as you, for its fiery breath can penetrate through two thin walls of dirt.

A creature can be destroyed in two ways. The first and more common method is by pumping it full of air until it explodes. This is accomplished by running towards your pursuers while pressing the red firing button repeatedly, causing your air pump to extend. When the pump attaches to a Fygar or Pookah, the creature will inflate and finally explode. However if you quit pumping before the creature explodes, it will deflate and continue to pursue you. If you accidentally run into a creature while you are inflating it, you'll lose a turn. Dropping rocks on them can also destroy creatures, and the more creatures you destroy with one rock, the more bonus points you'll earn.

MR DO!
(COLECO)

In **Mr Do!** you must again move around the screen digging tunnels while avoiding the various enemies. As in the previous games, you can drop objects on your opponents to destroy them. In this case the objects are apples, which can even be moved

by pushing them horizontally.

Another way to destroy a creature is with your Power Ball. When you press the red firing button, Mr Do will throw the Ball in the direction he's facing. If the Ball strikes a creature it will be destroyed. Though the Power Ball eventually returns, you will be vulnerable to the creatures since you won't be able to throw another Ball.

Occasionally a creature will turn into a Blue Chomper that is able to dig its own path to get you. Other creatures include Alphamonsters, which carry letters around with them. Although they are just as deadly as the others, killing the five Alphamonsters that carry the letters E-X-T-R-A will award you with an extra turn.

THUNDERGROUND
(SEGA)

In *Thunderground*, you control a tank that must destroy six strongholds sitting at the top of the playfield. Protecting the strongholds are two tanks that will destroy yours

if they hit it. Though shooting at them can destroy enemy tanks, a new one will replace them in battle. The reason *Thunderground* appears in this chapter rather than Chapter Eighteen is due to the huge field consuming most of the screen. As your tank moves around the field it will leave trails. This is very important since the player must account for the ever-changing location of the two enemy tanks. If the tank is white, it will only be able to enter the field in a trail that was already created. If the tank is blue it can generate its own trails.

Trails are created in order to search for a key hidden somewhere in the field. If the key is located, the strongholds will be worth many more points when destroyed than if no key was found.

You also have a time limit in which to destroy the six strongholds. At the bottom of the screen appears a tank moving from the right to the left. If the tank reaches the left side of the screen before all of the strongholds are destroyed, a turn is lost. If all strongholds are destroyed, you'll earn bonus points based upon the remaining time.

Thunderground is comprised of four levels divided into several rounds each. In the first round, all the strongholds appear at one time, while in every subsequent round only one stronghold will appear at a time. Each time you destroy a stronghold a new one will appear. In addition, the enemy tanks will move and shoot faster as the rounds get more progressive.
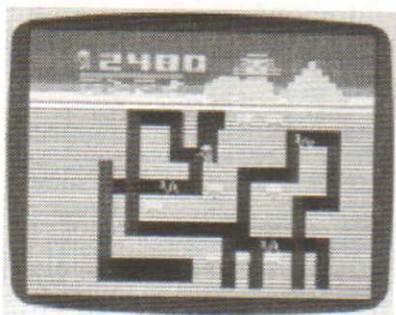
The first level of each round pits you against two white tanks. In the second level, one tank will be white and the other blue. The third level

includes two blue tanks. You will again face two blue tanks in the fourth level, but will be fighting in a wide-open field. Even though you won't be leaving trails as you move through the field, you must still search for the key if you want bonus points. After you survive the fourth level you will receive an extra turn and return to the first level, although it will be one round higher.

PHARAOH'S CURSE
(TECHNOVISION)

The object of *Pharaoh's Curse* is to dig up all the dirt rather than move around trying to kill the enemy creatures. You must avoid spiders and snakes that will only move through the tunnels you create. As in Dig-Dug, there are rocks that will fall if you dig beneath them. To keep the creatures off your tail, you can shoot them only if they are in the same horizontal tunnel as you. Unfortunately, whenever you destroy one, a new creature will take its place.

CHAPTER 5
INTO LITTLE BITS & PIECES

In most games where you have to shoot objects in order to score points, your target will instantly disappear the moment you hit it. Fortunately not all games include targets that disappear once they are shot. In the games included in this chapter, the targets will break up into smaller targets once they have been hit. The smaller the object, the more points it will be worth when hit and the harder a target it will become.

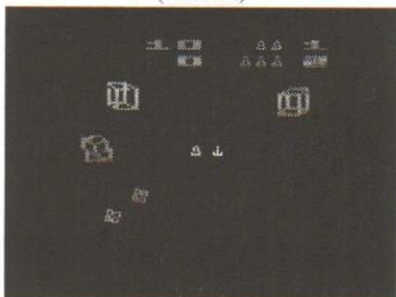## ASTEROIDS
(ATARI/SEARS)

Asteroids was the first game to feature this type of play. The game is set in outer space where your space ship is bombarded by dozens of asteroids. Each asteroid moves vertically as well as a little bit horizontally. Whenever an asteroid exits from one side of the playfield, it will reappear on the opposite side. Your ship can sit in one position and rotate while firing, or you can apply thrust and move.

In addition to avoiding the asteroids that break up into smaller pieces when hit, you must also avoid large satellites and small UFOs that fly across the screen and fire at you. You lose a turn if your ship is either struck by either an asteroid or enemy ship, or if it is hit by one of the blasts from a satellite or UFO.

Asteroids contains a number of options for both one and two players. Hyperspace allows you to quickly teleport your ship from one part of the screen to another, but unfortunately you might materialize right in the path of an approaching asteroid. Another variation includes the use of Shields, which when activated, allow your ship to pass through asteroids without destroying it. However, if you use the shields for more than two seconds at a time your ship will explode and you'll lose a turn. The final variation is called Flip, which instantly rotates your ship 180 degrees.

SPACE DUEL
(ATARI)

The arcade version of *Space Duel* was esentially a color two-player version of *Asteroids*. Since the 2600 version of *Asteroids* is already in color, the only thing that can be said about *Space Duel* is that it supports two-player cooperative play. Otherwise, this game is basically *Asteroids* where you shoot and avoid geometric shapes.

3D HAVOC
(AMIGA)

3D Havoc is similar to *Asteroids* in that you're riding through space and encounter an asteroid belt. As before, each time you blast an asteroid, it will break apart into smaller pieces.

What makes *3D Havoc* stand apart from *Asteroids* is that this is a three-dimensional game. When played with special 3D glasses (included), it will seem as if the asteroids are actually coming towards you from the TV. The 3D effect also adds another aspect to this game. Since the graphics are in 3D, not all of the asteroids will be in your firing range, so the ship must be maneuvered to destroy all of the asteroids - no matter what dimensional plane they might be on.

SUICIDE MISSION
(STARPATH)
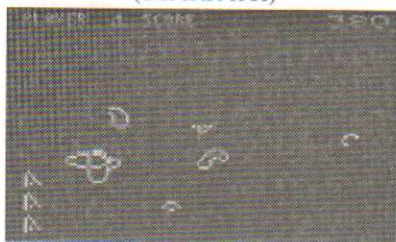
*Suicide Mission* is the same as the previous two games with the exception that it is set in a different location. Rather than occurring in outer space, *Suicide Mission* is set inside the human body (see also *Fantastic Voyage*). The object of the game is to control a tiny ship within a person's bloodstream and combat lethal viruses. There are four types of viruses - which split up when hit -worth different points.

Your ship is equipped with shields to protect against the viruses, but they will also cause your ship to explode if used too long. Unlike the shields in *Asteroids*, an idea is given as to how long they can be used. The border of the screen, originally dark black, lightens in color the longer the shields are used. There is also an audible signal that becomes higher in pitch as the shields are being used. The higher the pitch, the less time you'll have remaining to operate the shields before the ship explodes. When the shields are not being used, the border color will slowly darken until you once again have full use of them.

One good strategy to use in all three games mentioned in this chapter so far is to keep your ship positioned in the center of the screen and have the objects come after you. One variation of *Suicide Mission* doesn't allow for this type of strategic play, because a 'current' always keeps your ship on the move.

ASTROBLAST
(MATTEL/TELEGAMES)

Astroblast is similar to the *Space Invaders* games featured in Chapter One. It is comparable since a horizontally moving laser cannon that fires missiles at the falling asteroids. However, unlike those previous games, the descending objects in *Astroblast* do
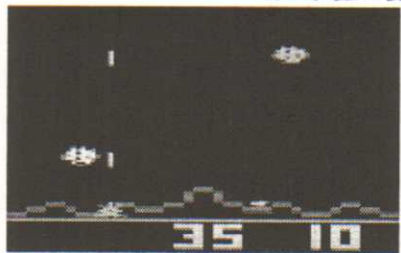
not fire missiles back at you. Instead they mercilessly rain down on your cannon. If any falling object touches the cannon you will lose a turn. You must avoid the falling objects by either moving away from them or by shooting them. If you shoot any of the larger objects it will split into two smaller ones worth more points.

Unlike other games, there is an incentive in *Astroblast* to make you hit as many of the falling objects as you can - if any of them hit the bottom of the playfield, points are subtracted from your score. Turns are lost if one of the objects lands on your cannon. There is also an object called a Spinner that must be shot down immediately. If a Spinner hits the ground, a turn is lost regardless if your cannon is hit or not.

Of the more than four hundred games available for the VCS, *Astroblast* is unique in one respect: it

is the only game in which you can use either the joystick or paddle to move the cannon.

METEOR DEFENSE
(ITT FAMILY GAMES)

In *Meteor Defense* you control a space craft that flies across the screen. In your path, moving from right to left, are rows and rows of meteors, satellites, and space ships that you must destroy before they hit you. You destroy them by pressing the red firing button while you're in the same row as them. If you hit a meteor, it will break up into smaller pieces.

There is no danger if any of the space debris go past your ship and off the left side of the screen. You will only lose a ship if any of the debris hits your's. You begin the game with six ships and the game ends when you lose all of them.

The scenario of most shoot'em up games is usually always the same: it's you against them. Although the game always ends when you are destroyed, you try to hold out as long as possible by destroying as many of the enemy as you possibly can. However the basic theme is always 'save your own skin.' *Defender* went a little beyond that basic premise by adding the extra attraction of having to save the onscreen humans before the aliens were able to kidnap them. Of course in the end it all comes down to you against them, but the added feature of saving the humans gives you a small sense of importance and power. For the few minutes the game lasts, you're a critical factor to the future of the video humanoids since it is up to you to save them. After all, you're not only playing for yourself, you're playing for them as well. The games included in this chapter follow that basic principal by placing you in the role of the protector of entire cities.

MISSILE COMMAND
(ATARI/SEARS)
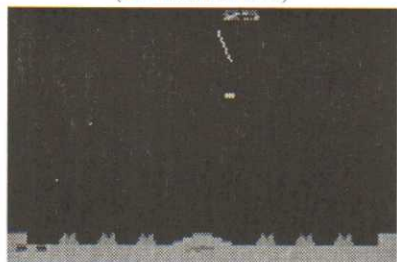
In *Missile Command*, the six cities making up your planet are under attack by people from another world. They have sent interplanetary ballistic missiles (IBM) to destroy your planet, and as commander of your planet's defense program, it is up to you to stop the alien missiles with your own antiballistic missiles (ABM).

The ABM's descend from the top of the screen, leaving a radioactive trail behind them, and threaten your cities that sit at the bottom. A city is destroyed whenever an IBM hits it. You must stop the ABMs from reaching the cities by launching the ABMs at them. This is accomplished by positioning a cursor, which can move any-

where on the screen above the cities, into the path of the ABMs and pressing the red firing button. This will fire an ABM from your command base at the bottom center of the screen to the spot where the cursor is. If the ABM and the IBM meet, the IBM will be destroyed and you'll score points. If you miss the IBM, it will continue to fall.

You're supplied with thirty ABMs per wave but may only launch three at a time. Your command base can only store ten ABMs and the remainders that are not in use are hidden in an underground bunker. This is beneficial for you because your command center is not invulnerable to the ABMs. If it is hit you will lose the ABMs that are in it at that time. Fortunately you won't lose those that were in reserve. Once the command center is out of ABMs you will immediately be re-supplied with another group of ten as long as there are some remaining in reserve. If none remain, you will have to sit out the remainder of the wave without any protection.

At the end of each wave bonus points are awarded for each of your remaining cities and ABMs. At the beginning of each new wave you will automatically be re-supplied with thirty new ABMs. You will also receive a bonus city each time your score reaches a multiple of ten thousand points. If at that time there are still six cities standing, the extra ones will be put into reserve until they are needed.

As the game progresses the ABMs will begin falling much faster and in greater numbers. Cruise missiles, which are just as deadly as the ABMs, but don't leave trails behind them, will begin falling in the sixth wave. There are two types of cruise missiles: dumb missiles, which descend in a straight line; and smart missiles that fall haphazardly and evade your ABMs.

Eventually all six of your cities will be destroyed and the game will end. When this happens the entire screen will turn red as your planet blows up.

COMMAND RAID
(VIDTEC)

Commando Raid has you defending a city rather than an entire planet. Your missile base is located at the bottom center of the screen and flanked by two buildings on each side. Enemy helicopters and planes fly across the top of the screen in a man-

ner resembling that of *Air-Sea Battle*. However this game doesn't merely consist of shooting down these vehicles, although you can do that if you wish and earn extra points. The aircraft are not the real threat; it's their cargo you have to worry about. As the helicopters fly overhead, paratroopers jump out and try to capture the buildings by landing on them. You must shoot the paratroopers down by firing missiles at them before they can storm a building. After a paratrooper lands, a section of the building he landed on will disappear. A building will be destroyed and disappear entirely from the screen after three paratroopers have landed on it.

Despite the description, *Commando Raid* is not an imitation of *Missile Command*. The game doesn't end after all four of your buildings have been destroyed because the real object of the game is to save your command post rather than the buildings. Once a building has been taken over, the paratroopers dig underground tunnels starting from the site of the building, edging their way towards your base. The game ends when they reach the base and destroy it. Each time your score reaches a multiple of ten thousand points, your most severely damaged building, or the empty site where a destroyed building stood, will be replaced by a brand new structure.

To make matters worse, you must also worry about the bomber that flies by. Instead of releasing a paratrooper, the plane drops a bomb. If you don't destroy the bomb before it reaches your base, the base will explode and the game will end instantly.

M.A.D. (MISSILE ATTACK AND DEFENSE)
(U.S. GAMES)

M.A.D. combines elements of both *Missile Command* and *Commando Raid* to form a completely different game. In this one you control a photon cannon at the bottom center of the screen that is surrounded by three energy stations on each side.

As in *Commando Raid*, a squadron of harmless planes flies horizontally across the top of the screen and can be shot down for points. However, as they fly across, some of the planes will suddenly turn white and these are the ones that must be shot down quickly. Not only are they worth more points, but once they turn white they will dive down and try to destroy either your cannon or one of the energy stations. If a station is hit it will be destroyed instantly and cannot be replaced. If the plane hits your cannon, an energy station will be lost. When all six stations have been destroyed the game will end. Each successive wave encountered will be more difficult than the previous one since more and more planes begin dive-bombing your arsenal at the same time.

M.A.D.'s strongest feature lies in its two-player variation. Unlike most two-player games where players alternate turns and compete against one another by fighting a common enemy, in *M.A.D.*, players actually compete against each other by taking turns at being both offense and defense. For the defensive player the game is played exactly the same as in the one-player version. However the offensive player controls the planes flying above and decides which ones will do the dive-bombing. This is accomplished by using an onscreen cursor similar to the one in *Missile Command*. As the planes travel across the screen, the offensive player positions the cursor over the chosen plane and presses the red button. The plane will immediately fall straight down. Players alternate offensive and defensive roles after every wave. Only the defensive player can score points by shooting down the planes.

ATLANTIS
(IMAGIC)

In *Atlantis* you must protect the mythical undersea city by shooting down the overhead vehicles before they can bomb its seven important areas.

Unlike other games in this chapter you are not restricted to one command base at the bottom center of the screen. In addition to the center base there is also a base on each end of the screen. If you want to shoot from either of the end bases, you must press the joystick in the direction of that particular base (left or right) and then press the red button. If you want to fire from the center base then press the red button while the stick is in the

neutral position. The bases on either side of the screen send an arcing missile high into the air and across the screen while a missile from the center base will shoot straight up.

The seven installations of *Atlantis* that must be protected are: the Aqua Plain; the Domed Palace; the Bridged Bazaar; three generators; and the center base. If an enemy missile hits any of these installations, it will instantly disappear from the screen. If the center base is destroyed then you will no longer be able to shoot from that position. Your two remaining bases, however, are impervious to the alien attacks.

At the end of each wave 500 points are scored for each installation remaining. For every 10,000 points scored, you regain a previously destroyed installation. The game ends when all seven installations have been destroyed, at which time you will see an explosion on the screen as Atlantis blows up. A small ship will then leave the rubble of the dead city and head for space. This is the *Cosmic Ark*.
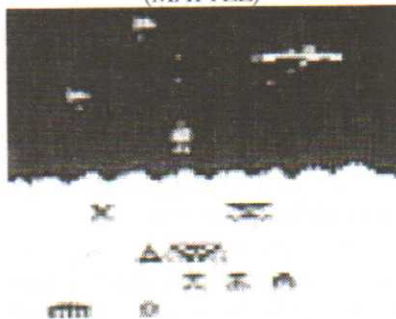
Smartbomb which will clear the entire screen of invading ships. Finally, your city is protected by a shield which the invading ships knock away *Breakout*-style. Onc`e they get through your city can be hit by their fire.

Z-TACK
(BOMB)

At first glance you might think that **Z-Tack** is really a clone of *Atlantis*. However after playing you will find that it is the complete opposite of *Atlantis*. In *Z-Tack* you control a ship that flies at the top of the screen and must destroy the cities at the bottom by dropping a bomb on them. Care must be taken to avoid the random missiles the cities are firing back at you. If you are hit you'll lose a ship.

COLONY 7
(HOMEBREW)

In *Colony 7* you must protect a city from alien attack by using two ion-cannons that fire exploding shots which will knock out any nearby target. You also have access to a

CUMULUS
(MATTEL)

You must protect your city from descending enemy ships. Your first line of defense are battle pods that float above the city. If the enemy ships

destroy the pods, you must fight the enemy on the planet surface. You must keep the enemy from attacking the generators that keep a protective energy shield around the city. If the generators are destroyed, then the game is over.

CHAPTER 7
CLIMB TO THE TOP

Although Chapter Two featured a number of horizontally scrolling games, scrolling is not limited to a horizontal direction. The three games in this chapter all feature vertically scrolling graphics. However unlike the games previewed in Chapter Two, the games introduced here do not have 'wraparound' playfield. This means that if you keep moving up or down you won't eventually wind up in the spot where you started. There is a definite beginning and end. This is necessary because the following three games have another common feature. In all three games the object is to climb a skyscraper without falling. The scrolling gives the illusion you're actually climbing, while the screen only displays a segment of the building at a time.

CRAZY CLIMBER
(ATARI)
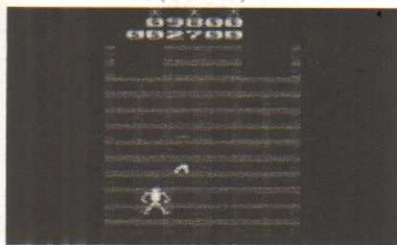
In *Crazy Climber*, you must get to the top of the building in as fast a time as possible. Although you'll score points for every floor passed, you'll receive additional bonus points for the amount of time remaining on the clock when you leave the building. When the roof is reached you'll then have thirty seconds to jump onto a helicopter, which will bring you to the ground floor of another skyscraper.

Climbing is accomplished by moving the joystick forward to raise your character's arms one level, and then backward to bring your man up to that level. You can only grab hold of windowsills, and if the window happens to be closed, you won't be able to grab onto it. If you try to climb using a closed windowsill, you will fall and lose a turn. As you climb you must also watch that the windows don't close as you're climbing past since you must wait until it reopens in order to continue. Though this is time consuming, it will save you from losing a turn.

Pressing the joystick to the left or right will move your character horizontally. This is a necessity because not only will it get you around closed windows, but it will also allow you to get out of the way of falling objects.

There are three types of falling objects that you must be avoided since they will cause you to fall and lose a turn if they land on you. A mad scientist who constantly sticks his head out from different windows drops the first object, while the second is an egg dropped from a bird that flies past. The third deadly object, which appears after you reach the second building, is a falling girder.

If you reach the third building you'll eventually encounter a fourth deadly object in the form of an electric sign that is attached to the side of the building. You must avoid a live wire extending out from the sign or you will lose a turn if it's touched.

SPIDER-MAN
(PARKER BROTHERS)
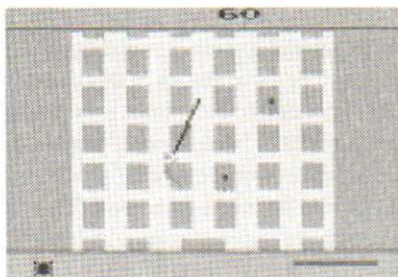
As *Spider-man* you must climb to the top of a building to defuse a Super Bomb planted by your arch-enemy, the Green Goblin. You can only climb up the building by first releasing Web Fluid (by pressing the red firing button and moving the joystick) so it sticks to any part of the building that is higher than you. Once the fluid has stuck to the building, it becomes a web line that can be climbed. Unfortunately you are only supplied with a limited amount of web fluid, and if it runs out you'll lose a turn.

Occasionally criminals stick their heads out of the windows and try to cut the web as you climb. They will succeed if any part of the web line touches them. If this happens Spider-man will fall, but he can save himself by quickly shooting a web line. If he fails to catch himself, he will hit the ground and lose a turn. You can catch the criminals by passing Spider-man's body over them, but the only way this can be done is by positioning the top of the web line in a location that is diagonal from where you stand and

swinging as you climb. If you position the web directly over your head, then you won't be able to capture a criminal because he will cut the line before you can get to him.

When you reach the top of the building the Green Goblin must be avoided before you can reach the bomb. There will also be additional smaller time bombs that can be defused by touching them before they explode. Touching the Green Goblin or being near or on a time bomb when it explodes will cause Spider-man to plummet. By reaching the Super Bomb and defusing it, you'll continue to another building where your web fluid will be used more quickly.

THE FALL GUY
(FOX)
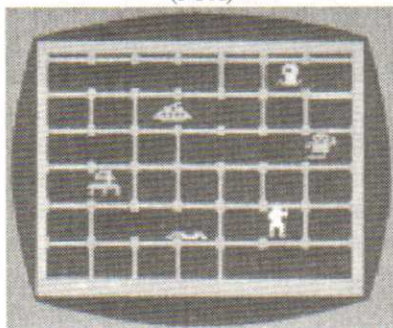
In *The Fall Guy*, you must get to the top of the skyscraper to obtain an important suitcase. As in *Crazy Climber* flying creatures and falling objects must be avoided since both will knock you off your feet and send you to the ground where you'll lose a turn.

CHAPTER 8
CLIMBING, JUMPING, & EVADING

One way to take a breather from the vast multitude of shoot'em up games that are available is by playing a nice refreshing climbing and jumping game. Unlike the climbing games in the previous chapter, those featured here don't have scrolling playfields although most of them have multiple playfields.

This chapter is divided into three sections. The first section features game in which you must climb to the top of the screen. You must again climb to the top of the screen in the games included in the second section. However these games have an added factor in that you must also jump over objects.

Finally, you don't have to climb up and down the playfield in the games of the third section but you must again jump over objects.

CLIMBING GAMES

DONKEY KONG JUNIOR '
(COLECO/ATARI)
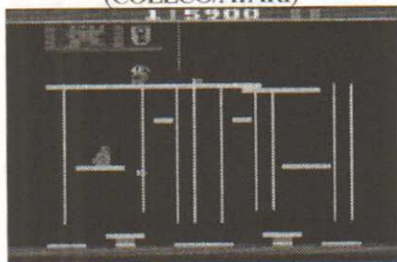
Donkey Kong Junior is a sequel to *Donkey Kong*. In this game the ape Donkey Kong has been captured by Mario and placed in a cage. As Junior, you must rescue your father.

In the first board you must climb up and down vines in an attempt to get the key at the top of the screen, which opens Donkey Kong's cage. Unfortunately the climb up the vines isn't an easy one as Mario continuously drops snapjaws above your head. If they land on you, or if you fall off a vine you'll lose a turn. To avoid the snapjaws you must either grab hold of another vine or quickly get to the bottom of the screen where you could run out of the way. If you grab hold of two vines at a time you'll be

able to climb up and down the vines faster then if you only cling to one vine. When you finally reach the top of the screen and can claim the key, you'll move on to the second playfield.

In the second board you'll find three keys dangling at the bottom of three pairs of chains. You must climb up each pair of chains and push all three keys to the top of the screen. In addition to the snapjaws, which still fall, you must also avoid birds that run across the bottom of the screen. Once you get all the keys to the top, you'll move on to the third board.

In the third board you must run across coils and climb up more vines to get to the top of the screen. The snapjaws will still continue to run after you and you must jump over them every chance you get. When you reach the top of the screen you'll return to the first board where you must repeat the process while facing even greater dangers.

During all three boards, a bonus amount appears at the top of the screen. The longer it takes you to complete the board, the less the bonus will become. If you complete the board you'll receive in points the amount of

the bonus. If you fail to complete the board before the bonus runs out you'll lose a turn.

INFILTRATE
(GAMES BY APOLLO)
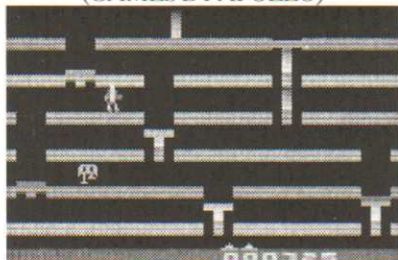
In *Infiltrate* you assume the role of a secret agent who must infiltrate a top secret fortress to steal top secret documents. The object of the game is to make your way from the bottom of the playfield to the top where the secret documents lie. Once you reach them, you will score bonus points and then must make your way down to the bottom of the screen where you'll find more documents. The game then continues as you run up and down the screen constantly trying to get to the documents.

The fortress is made up of six horizontal levels, each connected by a series of elevators. Every floor can be reached by one of two elevators. One of the elevators will only raise or lower you one level while the other will carry you two levels. Unfortunately you aren't the only agent who is running around the fortress. There are also two enemy agents who try to keep you from stealing the documents. You will lose a turn and return to the bottom of the playfield if an enemy agent runs into you or shoots at you and hits you. If you can't get to an elevator in time to evade their bullets, you can duck under them by pressing the joystick

down. You can also shoot at them and score points by hitting them. Unfortunately you can't kill the enemy agents. If you shoot them they'll only move to another location within the fortress. If you are ducking one of their bullets, you won't be able to fire one of your own. If you try to escape them by hopping onto an elevator, you might find an agent waiting for you when you get off.

FADE OUT
(HOMEBREW)

In *Fade Out*, a two-player only game, you and your opponent both assume roles of assassins who are hunting each other down in an abandoned factory. One assassin is red and the other is blue. As in the other games in this chapter, the factory is made up of horizontal levels which the assassins climb up and down while going after and avoiding their opponent. However the backgrounds of the rooms change colors, including red and blue so when an assassin is in a room with the same background, he 'fades out' and cannot be seen by the opponent.

CLIMBER 5
(HOMEBREW)

As *Climber 5*, you must climb from the bottom of the screen to the top to get a ball at the upper left of the
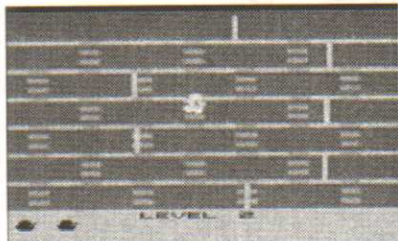
playfield. The playfield consists of seven platforms, each connected by three or four ladders. Unfortunately, each platform also contains a moving wall that travels across the screen at varying speeds. Your job is to climb up and down the ladders making your way to the top while avoiding the walls. If you make it to the ball on the top platform you'll advance to the next level where the walls move at faster speeds. You'll lose a life if a wall hits you and the game ends when you lose all of your lives.

ELEVATOR ACTION
(ATARI)
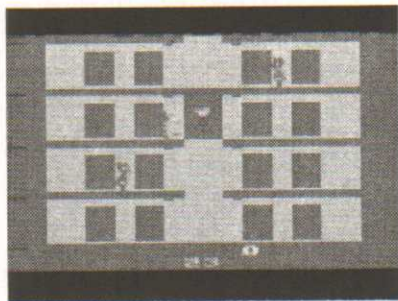
Elevator Action is another game in which you control a spy. In this scenerio you start at the top of a 30-story building and must obtain secret documents from each floor as you make your way down to the ground via elevators and staircases. You have to be careful though because enemy spies can be hiding behind every doorway. You can shot them by facing them and pressing the red firing button to fire a bullet. However they will be shooting at you also. You jump by pressing the joystick forward or duck by pulling the joystick towards you. If you're in an elevator, pressing the joystick forward will cause the elevator to rise and pulling it back will make the elevator descend.

If you successfully retrieve all of the documents and make it down to ground levee taken to the roof for another mission.

TAX AVOIDERS
(AMERICAN VIDEO)
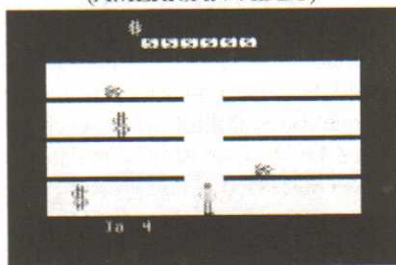
Tax Avoiders is another game that involves ladders and elevators. The object of this politically inspired game is to collect as much money as possible during the year while avoiding red tape. You literally do this by passing through the dollars signs that shoot across the screen and avoiding the moving red tape.

The game consists of 365 days, 12 months, and four seasons. The game begins on the income screen where you will remain for half a season. It is on this screen that you must collect the cash and avoid the red tape. You will receive $2000 for every dollar sign that you touch but you will lose $2000 for every red tape that touches you. The income screen is divided into four levels with an elevator in the center. Each level stands for a bureaucracy. Each level is divided into two

sides: the left and the right. The elevator in the center of the screen represents the political center where there is no money.

Halfway through each season you will switch to the Tax Shelter Investment Screen. Here you must climb ladders to reach a Tax Shelter Investment. Once you get one you must return to the bottom of the screen where you can place your investment into your portfolio. However there is another character on the screen who you may or may not have to avoid depending on his color. If he is black he represents an IRS who will take away half your cash if he catches you. When he is pink he represents a CPA who will charge you $1000 for your services. When he is green he is a registered Investment Advisor who you will want to catch because he can provide the best Tax Sheltered Investment.

The game ends at the end of the year. Your goal is to become a millionaire before the end of the game.

little teddy bear from the bottom of the first screen to Mommy who waits at the top of the second screen. When you reach the top of the two screens an apple will greet you and send you to the bottom of the second playfield.

As in other climbing games there are objects, 'Dream Demons', that you must avoid or return to the bottom of the first screen and lose a turn. If you can catch a kiss that is occasionally sent down by Mommy, you'll be able to knock the first demon you run into out of commission.

Before you can climb up to a higher level, you must first set up a ladder. Each level contains two markers and when you stand on the marker and press the red firing button, a ladder will appear in the marker's place and extend up to the next level. Although you will only need one ladder to climb up to any level, all the ladders on the screen must be set up before you will be permitted to climb up to the very top level of each playfield.

I WANT MY MOMMY
(ZIMAG)

I Want My Mommy is a children's game where you must get to the top of the screen in the fastest time possible. Unlike previous games, you cannot score any points and a timer at the top of the screen ticks off the seconds as they pass.

The object of the game is to get a

MR DO'S CASTLE
(PARKER BROTHERS)

In *Mr Do's Castle*, you once again control Mr Do. This time the action takes place inside a castle and your goal is to climb to the very top and claim a shield. Unfortunately a variety of creatures, including those from the original game, are chasing you and should they catch up with

you, you'll lose a turn. There are ways that you can stop them, however. First of all you can move staircases so the enemy creatures can't climb them. You can also drop blocks on them so they can't cross bridges. If you claim the shield you'll move on to a harder playfield.

POPEYE
(PARKER BROTHERS)
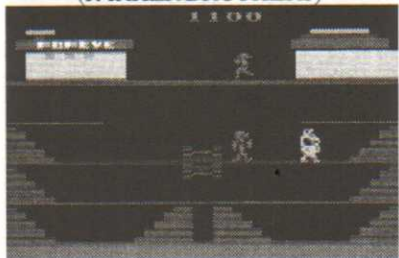
As **Popeye** you must rescue your beloved Olive Oyl while trying to keep away from the pesky Brutus. Throughout the game Olive constantly throws down objects such as hearts, musical notes, and kisses (X's). In each of the three screens you must catch twenty objects before you could move on to the next board.

The playfields are divided into several levels connected by stairs. Olive Oyl will always appear at the top. You have access to all of the levels with the exception of the one Olive is on. The higher you are when you catch one of Olive's falling objects, the more points you'll score.

Besides trying to keep away from Brutus, you must also stay away from bottles that are thrown by a Sea Hag. If you get hit by one you'll lose a turn. The bottles can be knocked away by pressing the red firing button and punching them very quickly as they come near you. Unfortunately your strength is no match against Brutus.

To knock him out you must first eat your Spinach which will appear only once during each playfield. Once you eat it, you'll be given extra strength for ten seconds. During this time you could knock out Brutus with one punch.

The second playfield features trampolines at the bottom of the screen that will send you towards the top if you jump on them. The third playfield features a sliding mast that will automatically send you from side of the screen to the other. When you complete this board you'll return to the first one where you must avoid faster moving objects.

OBELIX
(ATARI)
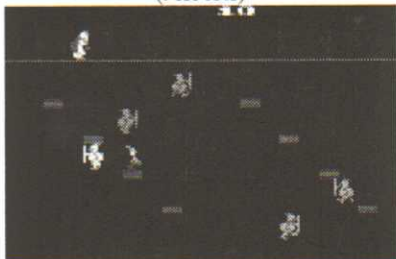
In **Obelix** you must move up and down the screen and knock down the Roman soldiers. Six soldiers roam across the screen at six different levels. You can move from level to level via various bridges. Your buddy Asterix roams across the top of the screen dropping huge boulders. Your job is to knock into a soldier and stun him and then have Asterix drop the rock on him.

The soldiers start out blue. You stun them and turn them white by merely walking into them. When they are stunned they will not move. At this time you must wait for Asterix to walk overhead. When he is directly above

the stunned soldier press the red controller button and Asterix will drop the boulder. If it lands on the soldier, you will score points, and the soldier will be replaced by another. If you miss, the soldier will regain his senses and turn red with anger. If he runs into you while he is red you will lose a turn.

There is only one way that you can get the soldier to turn blue again. Asterix will occasionally be replaced at the top of the screen by Getafix, who drops a magic potion. If you catch the potion you will gain super speed and super strength. While you are in this condition you can run into the angry soldiers and make them blue again. However you must be quick because the potion will wear off.

BURGERTIME
(MATTEL)

In **Burgertime**, you must climb up and down ladders to collect ingredients to make hamburgers while avoiding other foods such as hot dogs, eggs, and pickles.

Each hamburger is made up of four ingredients: two buns, a patty, and lettuce. When you pass through an ingredient it will drop down one level. If it lands on another ingredient, that one will fall a level. This process will repeat until the ingredient reaches the bottom of the screen. The hamburger is complete when all four ingredients have reach the bottom of the screen. To move on to a new level of play you

must build four complete burgers.

LOCOMOTIVE
(MATTEL)
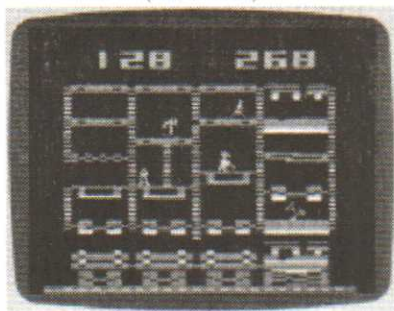
Locomotive is basically the same game as *Burgertime*. Rather than build hamburgers, you must construct trains: a locomotive and four cars. While collecting the train pieces you must avoid floating tools. If you get into a tight position, you can give the enemy tools the slip by releasing a little oil. Once the train is completed you'll advance to a higher level of play.

MOUNTAIN KING
(CBS)
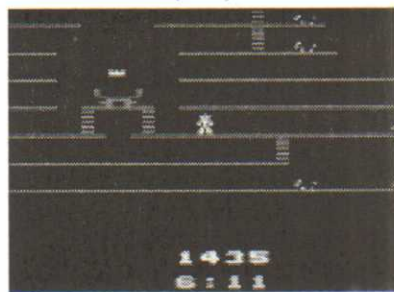
As the **Mountain King**, you must climb up and down ladders deep inside a large mountain cavern and score points by picking up diamonds. Your main objective in the game however is to uncover a coveted cavern Crown and bring it to the very top of the mountain.

Before you can claim the Crown,

you must first run around the diamond filled caverns searching for the Flame Spirit, your key to finding the Crown and you can only search for the Flame after you have scored one thousand points (by picking up diamonds). When you have reached this score, theme music will lead you to the Flame. As the music gets louder, you are getting closer to it. The music will only play for a short time and if you don't reach the Flame before this time you must score another thousand points before you could search for the Flame again. As you get closer to the Flame, you will only be able to see brief flashes of it. To see its exact location you'll have to turn on a flashlight by pressing the red firing button (see Haunted House). Once you uncover the Flame, more musical clues will lead you to the Crown. As before, the music will only last a short time and failure to find the Crown will result in the loss of the Flame. Once you do find the Crown you must steal it. Another musical tune will sound and you must get to the top of the mountain before the song ends.

Depending upon the level of play, you'll have between three and eight minutes to get the Crown to the top of the mountain. The game will end when the time runs out.

Throughout the game you must avoid a spider and cave bats. The bats will attempt to steal the Flame or Crown once you have found them. The spider resides at the extreme bottom level of the cavern and will tie you up in a web if it catches you. You must try to escape from the web before the spider could make a return appearance or else the game will end.

ROC'N ROPE
(COLECO)
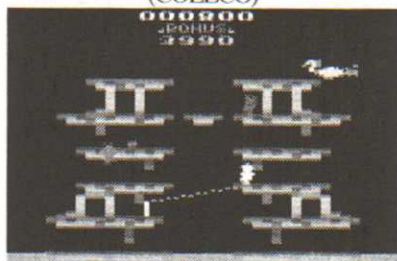
In *Roc'N Rope* you control an explorer who must climb to the top of the screen and capture the Roc, a valuable prehistoric bird. When you reach the top and capture the bird, you'll receive in bonus points any time remaining on the clock. You can also earn additional points by picking up feathers.

The screen is divided into several ledges. In some cases the ledges don't extend across the entire playfield and if you step into this canyon you'll fall down and lose a turn. To climb from one ledge to the next you must shoot a rope up from your rope gun. Unfortunately, the dinosaurs and cavemen guard the ledges. They will do their best to cause you to lose a turn. You can only destroy them by picking up a gold egg. While the egg is in your custody you'll also be able to move faster. If you don't have the egg the only thing you could do to your attackers is blind them so they can't see where you are heading. Another way you can lose a turn is by being struck by a falling rock.

Using your rope and climbing isn't the only way you can go from ledge to ledge. Scattered around the playfield are various caves that will bring you to another part of the screen. Unfortunately, as in the case of Lochjaw, you'll never know from

where you might emerge. If you capture the Roc you'll move on to a harder screen.

CLIMBING & JUMPING GAMES

DONKEY KONG
(COLECO/ATARI)

In **Donkey Kong** you assume the role of Mario, a little carpenter whose girlfriend has been kidnapped by the gorilla Donkey Kong and brought to the top of a building. You must climb up and rescue her.

Ladders connect each level of the building. Unfortunately some of the ladders are broken and you cannot use them to climb up. While you are trying to make your way to the top, Donkey Kong will be rolling barrels down the building one at a time. The barrels will roll horizontally down each level until they reach its end at which time they will drop down one level and continue to roll. Sometimes a barrel will merely roll down a ladder to get to the next level. This will keep repeating until they reach the bottom of the playfield. If any of the barrels crash into you, you'll lose a turn. Your only recourse is to avoid the barrels by either leaping over them (by pressing the red firing button) or by getting out of their way by climbing onto a ladder.

At the fifth level you'll find a hammer that you can claim by jumping up and grabbing it. You can use the hammer for a few seconds to smash the barrels as they come towards you. Unfortunately, you cannot climb any ladders while you are holding the hammer.

Once you reach the very top level, you'll move on to another playfield. In the second screen Donkey Kong and the girl will be at the top of a six-story building while you must again start at the bottom. Each level has two rivets which you must claim before you can reach the top. Each rivet sits at sides of the floor and between them roams a fireball. You'll lose a turn if you are hit by the fireball.

You can collect the rivets by merely walking over them. However, whenever you pick up a rivet you'll leave a hole in the floor, which you can only avoid by jumping over it. When you collect all of the rivets and get to the top of the screen you'll return to the first playfield with Donkey Kong dropping faster rolling barrels. As in *Donkey Kong Junior*, you can never complete the rescue as the game continues to switch back and forth between the two screens.

Donkey Kong, like the previously mentioned *Donkey Kong Junior*, is timed and you must reach the top of the screen before your time runs out or else lose a turn. When you reach the top any time remaining will be added to your score.

KING KONG
(TIGERVISION)

King Kong is basically the same game as *Donkey Kong*. Again you must climb to the top of a building to rescue your girlfriend who has been kidnapped by a gorilla.
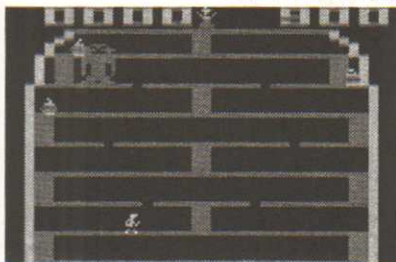
King Kong only features one playfield but contains two elements in play that aren't found in *Donkey Kong*. King Kong drops two objects that you must avoid while climbing: bombs and candles. Both are equally dangerous if you get hit by them. However, if you jump over a candle, you will automatically move up up one level. Another added feature of this game is the fact that once you reach a certain level King Kong will jump down to the bottom floor and begin sending the bombs and candles upwards. As in *Donkey Kong*, the game is timed and you'll be awarded your remaining time once you reach the top.

CONGO BONGO
(SEGA)
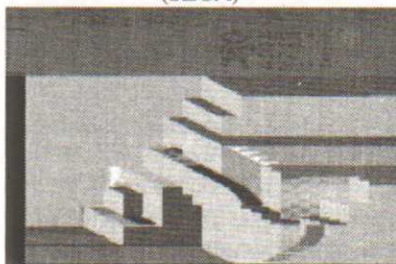
Congo Bongo is another *Donkey Kong* type game with one exception: it is displayed with 3D-like graphics. Despite the difference in the graphics, the play is roughly the same.

Set deep in the jungle you control a hunter going after a gorilla. To get to the gorilla you must jump over waterfalls, climb up mountains, and avoid coconuts that are being tossed down by the ape himself. The coconuts won't harm you in early levels. Later, you'll lose a turn if a coconut strikes you. You'll also lose a turn if you fall in the water or fall off a cliff. You must also try to avoid a group of small, deadly monkeys. If you don't shake them off of you, they will attack you and attempt to throw you into the water.

If you make it to the top of the mountain, the gorilla will back away and you must follow him to a second screen which is similar to *Frogger* as you must cross a river full of deadly creatures by jumping onto their backs. As before, falling in the water results in the loss of a turn. Once you reach the opposite bank, you must avoid a group of charging rhinos or lose a turn. If you get past them you'll have reached the ape and the screen will switch to a third board. Although there isn't any play involved in this board, the screen will display the ape tied up as the hunter grabs a pole of fire and gives the monkey a hot foot. The game then returns to the first board with increased difficulty.

Congo Bongo also features a timer. As before, you must reach the top of the screen before the timer runs out. If you succeed you'll receive the bonus points; if you fail you'll lose a turn.

MINER 2049ER
(TIGERVISION)

As Bounty Bob in ***Miner 2049er*** you must collect radioactive rocks from a mine. Unfortunately alien creatures try to stop you from accomplishing your work. The mutant organisms
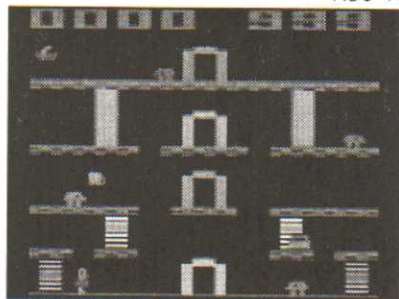
can be avoided either by jumping over them, or by quickly getting to another level. You'll lose a turn if they touch you. However, there are tools scattered around the mine such as shovels and flashlights that you can get by jumping up and grabbing them. When you grab one of these tools the mutants will begin flashing on and off for a few seconds. If you touch a mutant while it is flashing, it will disappear and you will be awarded with bonus points. Unfortunately the tools will only appear in the first two playfields. Once you reach the third playfield you will be on your own.

To mine the rocks, all you have to do is walk over them and they will disappear. When you have cleared the entire shaft of ore, you will move on to another playfield and shaft. The first shaft consists of several levels that are connected by various ladders and slides. You can climb up or down any ladder, but a slide will only bring you down to a lower level. Some levels also feature open shafts that you must jump over or lose a turn.

The second shaft, like the first, consists of several levels connected by ladders. Missing from this shaft are the slides that you will drop you down to a lower level. In their place is an elevator that will raise or lower you to the level that you want to get to.

The third shaft is again divided

into several levels but the only way you can reach them is by blowing yourself out of a cannon that is situated at the bottom of the screen. The height that you shoot yourself to is determined by the amount of TNT that you load into the cannon. The more TNT that you load, the higher you will be sent. However don't load the cannon with too much dynamite or it will explode with you in it. If you clear this shaft you'll return to the first one. Unfortunately there won't be any tools waiting for you so you can get the mutants.

Miner 2049er also includes the standard clock. You must clear the shaft of ore before the on-screen timer runs down or you'll lose a turn. If you succeed, you'll be awarded the extra time in points.

MINER 2049-VOLUME II
(TIGERVISION)
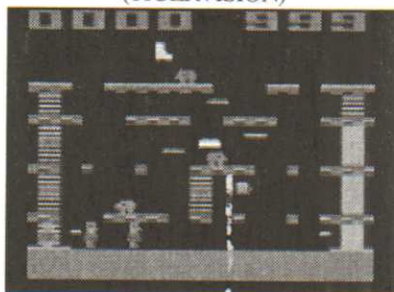
Miner 2049-Volume II is played exactly the same as *Miner 2049er* but features three entirely new and different playfields. In the first playfield you control a lift which will take you up to higher levels. Unlike the elevator in the previous game, the lift can also be moved across the screen. In the second playfield, you must climb up ladders at the right side of the screen. Every time you reach a platform, you must step off it and be brought to the

left side of the screen where you'll uncover a bonus object. Once you claim the object you'll find yourself on a ledge filled with mutants. When you clear it you'll return to the bottom of the screen where you'll face more mutants. If you get pass them you must then make your way through three pounding crushers. If one hits you you'll lose time. If you get past them you'll find yourself back at the ladder at the right side of the screen. You must then climb it and then proceed to the next platform. There are four platforms in all. In the third screen, the bottom of the playfield is filled with radioactive wastes. You must be careful not to fall into it, as well as avoid the mutants to pick up all the ore. When you clear this screen you'll return to the first one.

KANGAROO
(ATARI)

In **Kangaroo** you must climb up ladders to rescue your baby kangaroo who is imprisoned at the top of the screen. While you are attempting to get to the top, you will constantly be bothered by monkeys that appear on the right side of the screen and throw apples at you. If either a monkey or an apple touches you, you'll lose a turn. To earn points, you can 'punch' either of them as they approach you by facing them and pressing the red firing button. If you can-

not punch an apple in time, you can either hop over it or duck under it to avoid being hit. There are also apples that are dropped from the top of the screen. Again you must avoid them by standing out of their way, or by punching them as they fall past.

There is also fruit scattered around the board which you can claim by jumping up to them. Catching the fruit will award you with extra points. If you run out of fruit there is also a bell that you can jump up to ring. Ringing the bell will put more fruit, which are worth more points, onto the screen.

You must rescue the baby before your time runs out or you'll lose a turn. When you do get to the top of the screen, you'll be awarded in points your remaining time and you'll move on to a tougher playfield.

AIRLOCK
(DATA AGE)
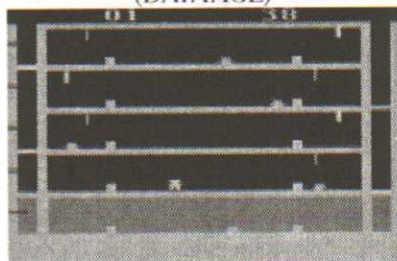
The action in **Airlock** takes place in a sinking submarine where you are trapped at its lowest level. Your only way out is by grabbing the keys to each elevator that will allow you to escape to the next level of the ship. You must eventually make your way to the airlock at the top of the screen and escape. If you fail, the submarine will completely fill with water and you'll drown.

Each level contains two keys, one

white and the other orange, which can only be claimed by jumping up and grabbing them in the correct order. Once you have both keys you can get into the airlock. Unfortunately you only have ten seconds in which to claim the two keys before the level fills with water. To make matters worse, each level also contains a torpedo that moves horizontally across the screen. If you get hit by a torpedo, you'll become paralyzed for a few seconds. However you can avoid the torpedo by simply jumping over it as it approaches you.

If you can grab both of the two keys and get into the elevator before your time runs out, you will be brought up to the next level where you must again collect the two keys so you could get into the elevator on the opposite side of the screen. If you had any time remaining from the previous level it will be added to the time that you have to get out from the new level.

If you can't escape from a level in time, it will immediately fill with water and you'll drown. Unlike other games, you only get one chance to escape. Once you lose your one turn the game will end. *Airlock* is a do or die game: either you make it or you don't. Because it is a game where you'll either win or lose, you won't score any points.

If you win, the screen will display a scene showing you safely outside the sub. If you lose, the scene will show you sinking along with the sub.

FRANKENSTEIN'S MONSTER
(DATA AGE)

In *Frankenstein's Monster* you must build a wall around the monster before he can become fully energized
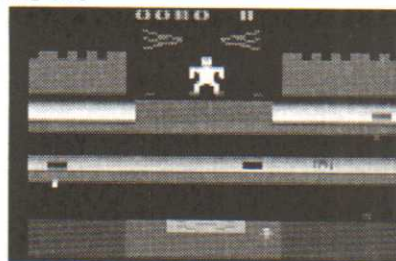
and wipe out the town. The playfield consists of three levels, each connected by ladders. You begin at the center level and must first climb down to the bottom where you'll collect the stones that you'll need to build the wall. You can only carry one stone at a time to the top level where the monster dwells.

The levels are connected by stairs; one staircase on the left side of the screen connecting the center level to the bottom one; and the other on the right, connecting the center level to the top. A tarantula roams the center level between the two staircases. If it touches you you'll become paralyzed for a few seconds. You can avoid the creature by jumping over it.

When you reach the bottom level, you'll come across an acid moat that will lie between you and the stones that are situated on the right side of the playfield. You must jump over the moat or lose you a turn if you fall in. You must also avoid deadly spiders which try to push you into the moat. Once you cross the moat and get a stone, you must again jump over it in order to return to the staircase.

Once you reach the top level, you cannot merely set down the stone and return to the bottom. Before you can get to the monster you must make your way through a pack of vampire bats before you can reach the monster. The playfield will change to display the

bats descending from the top of the screen. In a manner that is similar to *Journey Escape*, you must make your way from the bottom of the screen to the top by avoiding the bats. If you succeed, the screen will return to the original playfield once you reach the top. At this time one stone will have been placed and you must again go downstairs to get the next stone. Unfortunately the trip to the bottom level will be filled with more dangers than on your previous venture. During the entire time that you are moving around the old house, the monster is energizing. The wall must be completed before the creature is fully energized. If it's not, the monster will leave the house, destroy the town, and the game will end. Another way for the game to end is by you losing three turns which can happen by falling into the acid moat. The only way you can win the game is by making six complete trips from the lower level to the upper level to complete the wall.

Like *Airlock*, *Frankenstein's Monster* is a win or lose game against time. Unlike the previous game you are given a score. You may gain points by placing the stones around the monster. However you can also lose points by walking into any of the obstacles on the screen.

FAST EDDIE
(FOX)
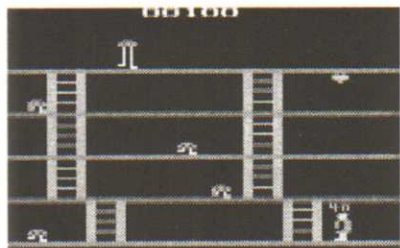
As *Fast Eddie* you must go from level to level collecting prizes. The prizes float across the screen, two at a time, in different levels. Trying to stop you from getting the prizes are little sneakers that roam back and forth each level. You'll lose a turn if you get hit by a sneaker so you must avoid them by either jumping over them or by climbing to another level.

A High Top appears at the highest level. Initially the High Top will be too large for you to jump over. However each time you catch a prize it will shrink a little bit. After you have collected nine prizes the High Top will be small enough for you to jump over. At this time a key will appear over the High Top. You must jump up and grab this key to proceed on to a new playfield featuring faster and larger sneakers.

ALFRED CHALLENGE
(EBIVISION)
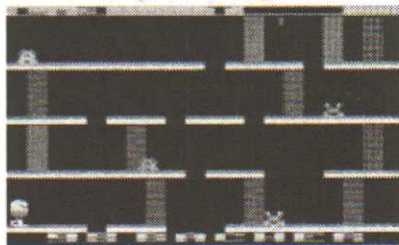
As Alfred you must navigate four screens collecting keys. Each screen consists of a series of platforms and ladders. You must collect four keys from each screen before you can mowhile avoiding monsteve on to the next one. To get to the keys you have to contend with monsters that will kill you upon contact. You can escape them by pressing the red controller button and jumping over them, or by getting out of their way by climbing up or down ladders or by climbing

down ropes. And all of thid has to be done within a time limit! In some cases, the platform that you stand on will disappear and you will lose a turn and return to the beginning again. The game ends when you lose all three turns.

POWER OFF
(EBIVISION)

Power Off is similar to *Alfred Challenge*. In this game you must once climb ladders and avoid robots. In this game you have to run around and collect sixteen blue blocks. Unfortunately if you are hit by a robot you lose a life and all of the bricks that you collected and have to start all over again. When you do collect sixteen blocks you advance to a new board.

STUNTMAN
(PANDA)
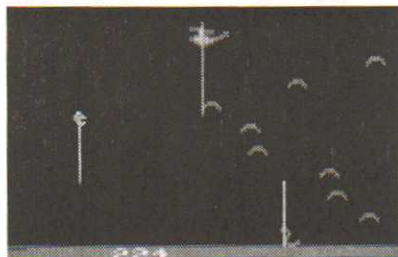
In ***Stuntman*** your goal is to reach the helicopter that flies across the top of the screen. The way to get to the helicopter is by climbing 'magic ropes' which float across the screen. When you reach the top of one magic rope

you must then jump to another one when it passes by.

Naturally there are a number of creatures that want to keep you from getting to the helicopter. Every level has a snake that roams along the bottom of the screen. You must avoid the snake by jumping over or grabbing a rope or you'll lose a life. You'll also encounter flying birds in the first level that must also be avoided. If a bird touches you as you climb the magic rope, you'll fall to the ground where the snake may be waiting for you.

In the second level you'll encounter, in addition to the dangers found in the first level, 'devil faces' which could only be destroyed by hitting them when they face you. After you hit a devil face it will turn into a bird. You cannot enter the helicopter until all of the devil faces have been turned into birds.

The third level introduces balloons. You must catch the balloons by jumping onto their string from a magic rope as they pass. Once you have the balloon you will float to the ground and then the balloon will turn into a devil face that must be hit to turn it into a bird. As before, all of the objects must be birds before you could reach the helicopter.

In all the levels there is a clock that counts backwards. If you run out of time you'll lose a turn. You'll gain an additional turn whenever you reach the helicopter.

MARIO BROS.
(ATARI)
Mario Bros. is the third game in the trilogy that includes *Donkey Kong* and *Donkey Kong Junior*. However in a departure from the previous
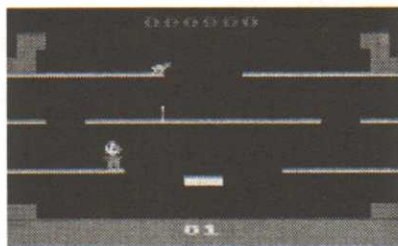
games, neither the giant ape nor his simian son can be found in this game.

The game allows one player to compete against the computer or two players against one another. In two player games, one player controls Mario the carpenter while the other player controls his brother Luigi.

In *Mario Bros.*, you must avoid turtles, lobsters, and flies that are ejected from two water pipes at the top of the screen onto four horizontal levels of floors. To destroy the creatures you must jump up by pressing the red firing button and hit the floor that the creature is on. This will cause the creature to flip over. You must then get onto the floor and knock the animal off the floor before it could recover. If you succeed a coin will fall from one of the water pipes that will award you with extra points if you could get it before it reaches the bottom of the screen. If you catch all of the coins that fall during any game period, you'll again be rewarded with additional points.

Near the bottom of the screen is a 'POW' button that causes every creature on the screen to flip over at one time if you pass through it. Unfortunately this can only be utilized three times in a single game.

In one level, blocks of ice fall which freeze the floor and not allow you to flip over any creatures. To avoid this disaster you must catch the

ice blocks before they could reach a floor. Another level has the two brothers competing to catch as many hanging coins as possible before the time runs out.

If a creature recovers before you can knock it into the water, it will turn color and move faster than before. You'll lose a turn if you run into any pest that has not been flipped over before-hand; or if you touch one that has since recovered from being flipped. You will also lose a turn if you come in contact with one of the fireballs that appears on the screen. The game ends when you lose all of your turns.

ADVENTURES OF TRON
(MATTEL)
**ADVENTURES OF GX-12**
(TELEGAMES)
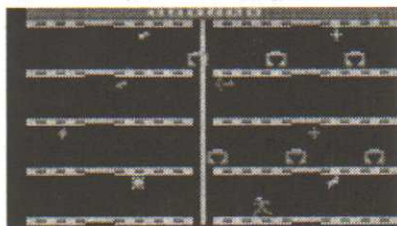
The playfield in *Adventures of Tron* is divided into four levels, each connected by two elevators at each side of the screen. At the center of the playfield is an I/O Beam that you can use to slide down to a lower level. In order to use either elevator, you must first jump over the I/O beam.

As in *Fast Eddie* you must jump up and catch floating 'bits' as they pass over each level. As you try to get the bits, you must avoid a number of objects that move across each level and will destroy you if you touch them. As the game progresses, tanks will appear which in addition to being

fatal if they touch you, can also fire missiles at you. With the exception of the tanks, you can avoid the deadly objects by jumping over them. The only way to avoid the tanks is by escaping to another level. When you have captured all of the floating bits, the I/O Beam will turn blue. If you jump onto it while it is blue, it will bring you to a new, faster-paced screen.

SPRINGER
(TIGERVISION)
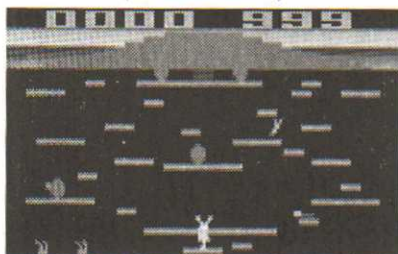
In *Springer* you control a rabbit that must hop from cloud to cloud in an effort to get to the sun at the top of the screen. Some of the of the clouds contain treasures which eventually turn into deadly dragons in you don't get to them in time. In order to keep from getting caught by a dragon, you could kick it by moving the joystick.

If you reach the sun, you'll move on to another screen and level of play. However, you mustn't be too hasty in your jumps. A miscalculated jump may cause you to miss a cloud which will result in your falling off the screen and losing a turn. If you reach the top of the screen before the bonus timer reaches zero, you'll receive the points remaining. Unlike previous games, you won't lose a turn if you fail to reach the top before the time runs out.

SPIKE'S PEAK
(XONOX)
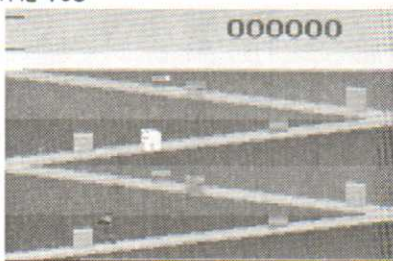
In *Spike's Peak* you are a climber who must scale the top of a high mountain. In the first playfield you must jump over bears, duck from flying eagles, and seek shelter in canyons and caves as you walk along winding foothills. If you survive this screen, you'll move on to the second playfield where you must jump from ledge to ledge or climb straight up the face of the cliff using ropes and pitons. There is also a cactus that you must jump over. Contact with the cactus will paralyze you briefly and leave you at the mercy of falling rocks.

If you reach the third screen you will face ice, snowslides, crevasses, and the Abominable Snowman that you must avoid. You will also find Ice Diamonds that will lead you to the top of the mountain.

As you climb up the mountain the temperature will continue to drop along with your own body temperature. The lower your temperature gets, the harder it will become for you to climb any farther. You must get to the top of the mountain and plant your flag before your body temperature is too low for you to survive.

KEYSTONE KAPERS
(ACTIVISION)
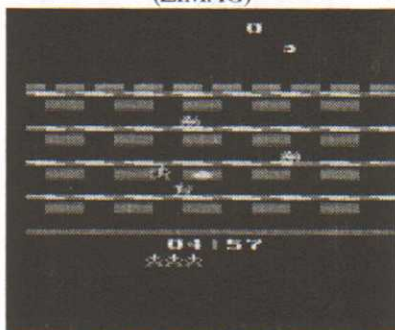
In *Keystone Kapers* you assume the role of a keystone cop, and your job is to catch a crook who is running around a department store. The store

A MYSTERIOUS THIEF
(ZIMAG)
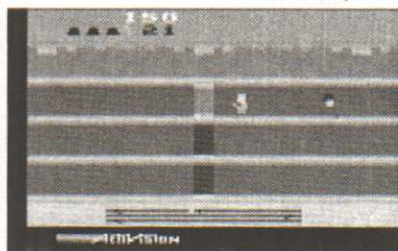
consists of three levels, each connected by up-only escalators and an elevator. An additional escalator connects the top floor with the roof. Although the screen displays all four levels at one time, only a section of each floor can be viewed because the overall length of the store is too big to fit on the screen. To compensate, a scanner at the bottom of the screen shows yours and the criminal's relative position within the store. You have only fifty seconds to run through the store and catch Harry. If you can't catch him in that time, you'll lose a turn. If you do catch him, your remaining time will be multiplied by one hundred and added to your score.

Another way to score points is by finding stolen suitcases and moneybags that the crook dropped throughout the store. However you must also watch out for a battery of deadly objects that move across the screen at each floor of the store. You must avoid them by either jumping over or ducking beneath them as they pass. Some objects, such as bouncing beachballs, cathedral radios, and shopping carts will deduct nine seconds from your remaining time if you run into them. As the game progresses these objects will move faster and faster across the screen. In addition to them you must also avoid a toy biplane that flies over the floors as you'll lose a turn if you touch it.

A Mysterious Thief is the opposite of *Keystone Kapers*. In this game you assume the role of a thief. The object of the game is to steal as many items from a building before your time runs out.

The building contains four floors which you can move between via access holes which appear randomly on the floor above you, as well as on the extreme edges of each floor. is separated into four floors each with five windows.

Each of the three center floors have a guard dog that runs around which you must avoid by jumping over them. You must also avoid a guard who will appear in each of the windows of the floors. You'll lose a life if the guard catches you. Various treasures also appear in the windows which you'll want to grab. When you get enough treasures, a helicopter will appear above the building and you must get to the roof and escape onto the elevator

PITFALL!
(ACTIVISION)
Pitfall! features two levels connected by a ladder and 255 screens. You can leave from either side of the screen to reappear on another

playfield. The object of the game is to find as many of the thirty-two treasures hidden somewhere among the various playfields before you lose your three lives or run out of time. The game automatically ends after twenty minutes and the more treasures that you can find, the more points you'll earn.

Set deep in the jungle, you will face many obstacles while searching for the treasures. While running you will come across obstacles such as rolling barrels which will cause you to lose a point for every second you touch them. Other obstacles, like fire, will cause you to lose a turn if you don't jump over it. You will also come across tar pits that you must be careful not to fall into as you will lose a turn if you do. The pits are too large to jump over but there are ways you can get around t hem. Some of the pits will open and close so you can get past them while they are closed. Other pits have vines swinging over them so you must jump onto a vine to carry you over it. Finally some pits have three crocodiles in them that sporadically open and close their mouths. You must jump over them, one at a time while their mouths are closed, to cross the pit.

If you constantly run across the top level you will run out time before you will find all of the treasures. However, when you descend to the lower

level and move from one playfield to another, you'll cover the same amount of ground as if you passed through three playfields on the top level. Unfortunately some lower level passages lead to dead-ends which will force you to turn around and retrace your steps. Because of the strategic nature of this game, *Pitfall*! is explained more carefully in Chapter 14.

JUMPING GAMES

JUNGLE HUNT
(ATARI)
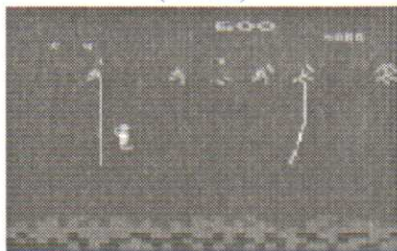
Jungle Hunt is similar to *Pitfall!* although it is not a strategic game and features a horizontally scrolling screen rather than separate playfields. As a jungle hunter you must rescue your wife who has been kidnapped by cannibals. To get to her you must succeed through a number of jungle contests.

In the first portion of the game you must make your way through the jungle by swinging from one vine to the next. Because some vines swing faster than others you must time your jumps to make sure you have enough momentum to reach the next one. If you miss a vine you will fall to the ground and lose a turn.

The second playfield has you swim under water evading a group of sharks swimming from the opposite direction. If a shark runs into you

you'll lose a turn but you can stab it by swimming beneath it and pressing the red firing button. As you swim you will constantly use up oxygen. To avoid losing a turn you must return to the water's surface before you run completely out of air.

In the final playfield you'll be up against a number of boulders that roll across the screen and are disastrous to you if they touch you. To avoid them you must jump over the smaller boulders and duck under the large ones. When you have successfully passed the required number of boulders you will find yourself face to face with a cannibal. You must successfully leap over him while avoiding his poisoned spear to avoid losing a turn. If you can get past two cannibals you will reach your wife. After you rescue her you'll return to the swinging vine playfield and must start out again.

As with other rescue type games (*Donkey Kong*; *Kangaroo*), you must race against time. If you rescue your wife before the time runs out, you'll receive the remaining time in points.

TARZAN
(COLECO)

Although not a jumping game, **Tarzan** is very similar to *Jungle Hunt*. As in the previous game you must swing across vines and swim across crocodile filled rivers. One difference in this game is the addition of a robot who shoot bullets at Tarzan. You must avoid them and get around the robot.

SMURF: RESCUE IN
GARGAMEL'S CASTLE
(COLECO)

As Smurf in **Smurf: Rescue in**

Gargamel's Castle you must make your way from your house to Gargamel's castle where Smurfette is being held hostage. The journey to the castle involves jumping over obstacles such as fences and rivers and to avoid nasty creatures like spiders, snakes, and bats. If you run into any of these objects, you'll lose a turn.

As in *Pitfall!*, you will walk into a new playfield whenever you reach the end of the screen. If you spend too much time within a single screen, you will begin to get tired. A bar at the top of the screen measures your energy. When your energy level gets too low you won't be able travel any farther and will lose a turn.

Once you reach the castle and rescue Smurfette, you'll be awarded with bonus points and then the game will begin over again with each screen repeating itself one or more times and with more aggressive creatures chasing after you.

FOREST
(SANCHO)

In **Forest**, you are a woodcutter who must avoid ferocious animals as you stroll through the forest. You avoid them by pressing the joystick forward which will cause you to jump up. With the exception of the snakes, you can also stop the animals by driving your axe into them. This is done by pulling the joystick towards you
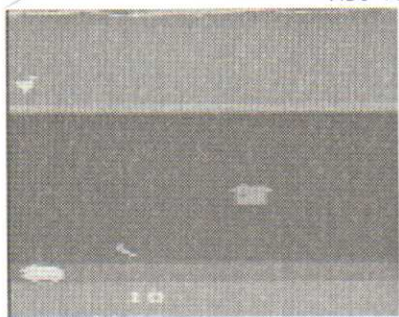
and pressing the red button at the same time. Meanwhile a pesky bird flies above dropping stones. If a stone hits you then you won't be able to move for two seconds.

Your goal is to walk across three screens. On the third screen you'll encounter a tree that you have to chop down. You must knock four blows into the two sides of the tree in order to knock it down.

You begin the game with five lives. Each life has 5000 seconds to get to the tree and knock it down. You'll lose a life each time an animal bites you and be returned to your starting position but each new life will start you with 5000 seconds. You'll also lose a life if you run out of time but you won't bre returned to the starting position. If you manage to chop down the tree you'll receive bonus points based upon your remaining time. You will then start at the beginning screen but the animals will run much faster than before. The game ends when you lose all of your lives.

BOBBY IS GOING HOME
(TAIWAN COOPER)

Bobby thinks that the world is so beautiful. He feels his life perfect. But this day as he going home, he meets many strange troubles. At the start of game, Bobby has 5 lives, total has 256
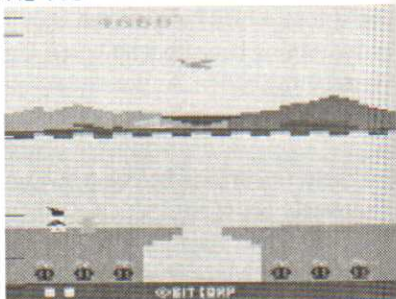
scenes of the game. Bobby must pass through 7 scenes.

SCORING:

At the start of the game, you have 3,000 points. When past through one scene, get 1,000 points. If Bobby failed, try again. Plus 1,000 points too. But failed 5 times, the game is over. The scores will count down to zero, so please don't hesitate!

MR. POSTMAN
(TAIWAN COOPER)
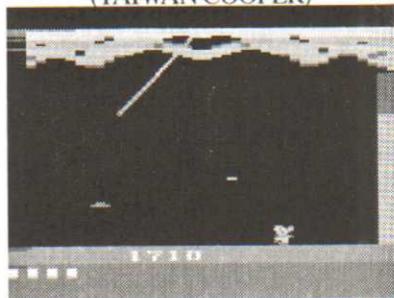
Your mission is to protect the Mr. Postman sending a secret letter safely to Silent City. To press the button is to make Mr. Postman should keep away from hails and the eagle, or you press the button to shoot down them. Mr. Postman can not touch the wall as he is walking on the street, otherwise all will be gone.

SCORING:

Any lose and mistake: deduct 10 from the basic scores 2000.

DRAGONFIRE
(IMAGIC)
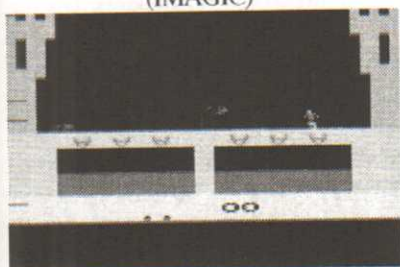
In **Dragonfire** you must dodge fireballs as you run across the screen in order to get to a treasure room. Once in the room you must gather all of the treasures while avoiding more fireballs that are being released by a dragon.

You begin at the castle on the right side of the screen and must make your way along a horizontal bridge to get to the stockade containing treasure at the left side of the screen. Unfortunately, the dragon, who is the guardian of the treasure, doesn't want you to reach the stockade and hurls high and low fireballs at you as you cross the bridge. You must avoid the fireballs by either jumping over them, ducking under them, or by returning to the castle where they can't reach you. If you get hit by a fireball you'll lose a turn and return to the castle where you must start over.

Once you succeed in crossing the bridge you'll enter the treasure-room. Here you must collect all the treasures within the room by running through them. The dragon patrols the room by walking across the bottom of the screen and sends fireballs upwards at you to stop you from stealing the treasures. If you're hit by a fireball then you'll again lose a turn but you'll remain inside the inside the treasure room to continue from where you left off. Once you get all the treasures an exit door will appear so you can leave. At this point you'll return to the first playfield where you must cross another bridge while avoiding faster moving fireballs. If you cross this bridge then you'll find yourself in another treasure room inhabited by a faster moving dragon. Should you survive and get out of this room, the game will continue back and forth between the two playfields as you try to collect more and more treasures while avoiding fireballs that are coming at you faster and faster.

KNIGHT ON THE TOWN
(PLAYAROUND)

The object of **Knight on the Town**, an X-rated game, is to get from the left side to the screen, to the lady in distress inside a castle on the right side. Unfortunately a moat filled with harmful creatures lies in the center of the screen so you must build a bridge before you can get to the lady.

The bridge is built one piece at a time. Bridge pieces are picked up at the left side of the screen and brought as far to the right as you could go. At this point you must drop the piece and return to the left for another one. Every time you deposit a piece, the bridge will get a little bigger until it finally reaches across the width of the moat and you are able to cross it.

While building the bridge you must avoid a variety of creatures such

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as crabs and fish that can jump up and castrate you. You must also be careful not to fall into the water or the same fate will await you. Once you reach the tower and the lady, the screen will switch so the two of you could engage in sex. When this act is over, you must start all over again and build another bridge. The obstacle that you will face will be more difficult than before. A timer at the bottom of the screen records how long it takes you to build the bridge. You must rescue the woman in as quick a time as possible.

LADY IN WADING
(PLAYAROUND)

Lady In Wading is the same game as *Knight on the Town*. In this version you portray a woman who must build a bridge to get to the man waiting on the right side of the screen. Once you get there the two of you will engage in sex.

EVADING GAMES

FREEWAY
(ACTIVISION)
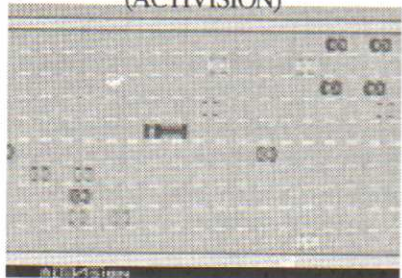
Freeway is based on the old riddle: why did the chicken cross the road? In this case the answer to that question is: "to score points!"

The object of *Freeway* is to simply get your chicken from the bottom of the screen to the top. Once you reach the top you'll score one point and the chicken will automatically return to the bottom where you must make the journey again. The only catch here is that your chicken must cross a busy ten-lane highway in order to reach the other side.

The highway runs horizontally across the screen and is displayed as if it was viewed from above. The traffic, which consists of cars and trucks traveling at various speeds, moves from left to right in the bottom five lanes, and from right to left in the top five lanes. Once the vehicle reaches one end of the screen, it will wraparound to the opposite side and travel across the playfield once again at the same speed.

Your chicken can only move vertically, either up or down. The bird will move continuously as long as the joystick is pressed in the desired direction. If a passing vehicle hits it as it crosses the road, it will sound out a cry and either drop down one lane or return to the beginning (depending upon the difficulty setting).

The object of the game is to score as many points as possible before time runs out. Because there are two chickens on the screen (one on the left and the other on the right), two players may compete against one another at the same time.

FROGGER
(PARKER BROTHERS
/STARPATH)
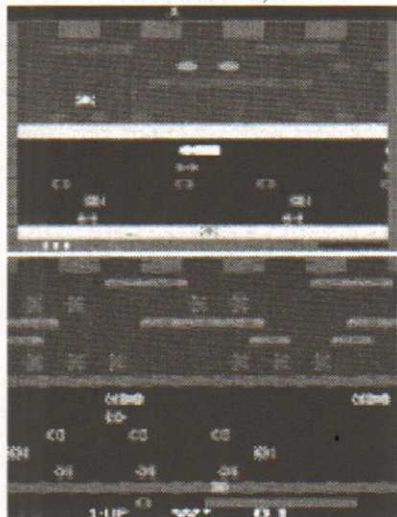
In *Frogger*, you must get a frog across a five-lane highway, again displayed horizontally across the screen. Unlike the chicken in *Freeway*, your frog has the ability to hop horizontally as well as vertically. It can, however, only make one jump each time you press the joystick.
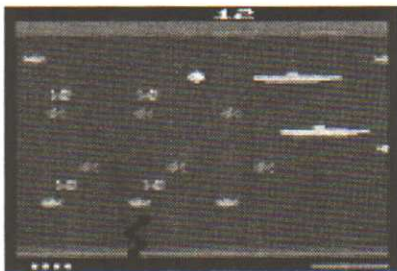
Your frog doesn't return to the bottom of the screen once it has traveled across the highway. You must then get it across a horizontal river. To do this, the frog must leap onto floating turtles (which sometimes submerge under the water), logs and alligators that can eat the frog if you land on its head. If the frog falls into the water you'll lose a turn. Once you reach the opposite side of the river, you must then get your frog into its lily pad. There are five lily pads altogether. Once this is accomplished you will then advance to the next frog. If all five frogs arrive safely into their lily pads, you'll move on to a progressively harder level of play.

Besides having to deal with the moving traffic and the dangers of the river, there is a time limit to get each frog into its lily pad. A time line at the bottom of the screen monitors how much time remains. Once the lily pad is reached, all unused time is scored as bonus points. If time runs out, you'll lose a turn.

There are other ways to score bonus points. If you jump onto a log that is carrying a female frog, you will receive a bonus upon reaching the lily pad. Also, an occasional fly wanders into one of the pads. If you land in a pad with the fly, you'll score extra points. On a darker note, an alligator also finds its way into the pads. If you jump into one with an alligator, you'll lose a turn.

FROGGER II: THREEEDEEP!
(PARKER BROTHERS)

Frogger II: Threeedeep! is a sequel to *Frogger*. In this game you must once again get your frog from the bottom of the screen to the top. However this game features three different playfields. In all cases you begin with five frogs. Every time a frog is lost you'll return to the first screen. You must also be mindful of the time line at the bottom right of the screen. If you don't reach the top before time runs out you'll lose a frog and return to the first screen. A turn is also lost if your

frog moves off screen.

The first screen is titled "Underwater Frogger." On this screen your frog begins at the bottom of a river and he must get to the logs at the top. Gameplay is similar to that of *Frogger*. You must move your frog in any direction to avoid the creatures of the sea and submarines as you make your way to the top of the screen. Each row has a different current that can send you off the side of the screen. Riding on the back of a friendly turtle will keep you safe from all harm. When you reach the top of the screen you must climb onto a log and fill it. In order to get to the second screen you must climb onto a log that is already filled or you must climb onto the ends of the logs.

The second screen is called "Surface Frogger." This screen resembles the original *Frogger* most of all. Here you must cross the river in order to get to the other side. You do so by jumping on the backs of different sea creatures. Falling into the river will return you to the bottom of the river (first screen) but you won't lose a life. However, if the alligator catches you, you will lose a life AND return to the first screen. When you cross the river you must jump on the back of the mother duck that will fly you to the next screen.

The third screen is called: Airborne Frogger." Here Frogger is atop a bouncy cloud. The object of this screen is to reach the cloud at the top of the screen by jumping. The cloud at the bottom of the screen is like a trampoline. Every jump you take will bring you a little bit higher. If you jump on the back of a bird you will then be able to hop from level to level until you reach the top cloud. Once you reach this plateau you will return to the bottom of the first screen at a slightly more difficult level.

SPACE TREAT
(HOZER)
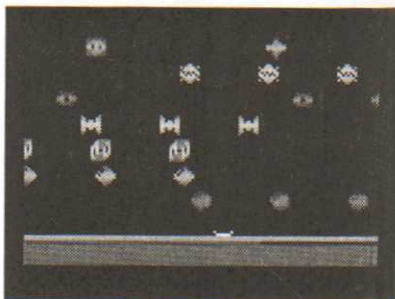
Space Treat takes the premise of *Frogger* and sets it in outer space. In this game, you must leave the safety of your space station at the bottom of the screen and travel to the top of the screen to get some candy. Once you get the candy, you must return to your station at the bottom of the screen. All along the way you must avoid rows of space debris that are travelling across the screen at various speeds. In addition, you must return to your space station before your fuel runs out.

Each trip to the candy and back constitutes a level of play. Once you reach the third level the candy will be locked. To unlock the candy you must first get the passkey which will sit somewhere on the screen.

CHAPTER 9
HOPSCOTCH

Although the games in the previous chapter featured jumping as a vital inclusion of play, jumping wasn't the primary part in the playing of the games. In those games you only had to jump whenever you encountered an obstacle and there was no other way out.

In the games featured in this chapter, you must again make your character jump from one place to another. However, the games are based entirely on jumping. The object in all of the following games is to hop from one block to another and change the color of the block you land upon.

Q*BERT
(PARKER BROTHERS)
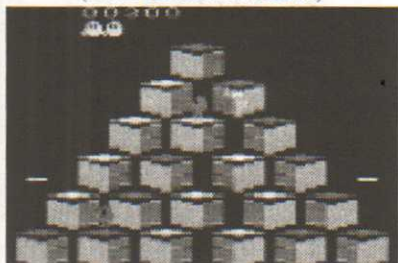
In *Q*Bert* you control a little character named Q*Bert who must jump from one cube to another on a 3-dimensional pyramid. The pyramid consists of six levels, with each ascending level having one less cube than the level below it. Thus, there is only one cube in the top level, while there are six cubes in the bottom one. Q*Bert begins at the top and must jump from cube to cube, causing each one that he lands on to change to another color. The object of the game is to land on all of the cubes so the entire pyramid will be one color. Once accomplished you'll move on to another pyramid.

Unfortunately there are other characters on the playfield that try to stop you from completing the assigned task. One of them is Coily, a purple ball, which descends from the top of the pyramid and tries to squash

Q*Bert by landing on him, causing you to lose a turn. When Coily reaches the bottom of the pyramid he will turn into a deadly snake, which will then move around the playfield chasing Q*Bert. If Q*Bert cannot evade the snake, you can have him jump onto a disc that is located on each side of the pyramid. The disc will return Q*Bert back to the top giving him temporary safety.

There are two other characters roaming the playfield, but they don't chase Q*Bert and you won't lose a turn if you run into either of them. Sam will cause every cube he lands on to revert to their original colors, causing you to go over them again. Bonus points are earned if you can catch Sam.

The other character is a green ball that drops from the top of the cube. If you can run into the ball, you will freeze all of the other objects on the screen, allowing you to move safely around the playfield.

A turn is lost if you make a wrong jump and fall off the side of the pyramid. In later stages of the game, you must jump on each cube more than once to get the required color.

Q*BERT'S QUBES
(PARKER BROTHERS)
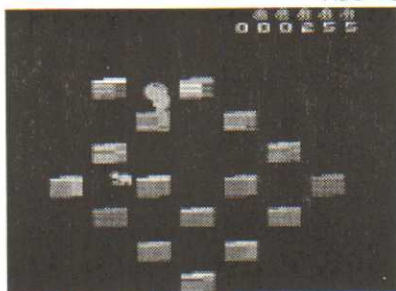
Q*Bert's Qubes reintroduces the characters from *Q*Bert* in a more complex jumping game. This time Q*Bert must jump from one cube to another. Each time he jumps, the cube he was on changes color. The object of the game is to get four cubes in a row to be the same color as the cube that appears at the upper left of the screen. There is one catch however. Each cube consists of three colors: the top and two sides. Whenever you jump off a cube you set the cube spinning.

BOING!
(FIRST STAR)

Boing! is similar to *Q*Bert* although it doesn't feature a 3-dimensional pyramid. In this game the blocks you must jump around on are arranged in a 6x6 grid.

In *Boing!* players must avoid falling bombs and a creature that chases you from block to block. If timed right, you can lead the creature into the path of a descending bomb that will momentarily knock it out. This will allow a few seconds to jump around the board and change the blocks' colors

unhindered. When you have changed all of the squares on the playfield to your color, you will advance to another playfield that is slightly harder than the one before.

RABBIT TRANSIT
(STARPATH)
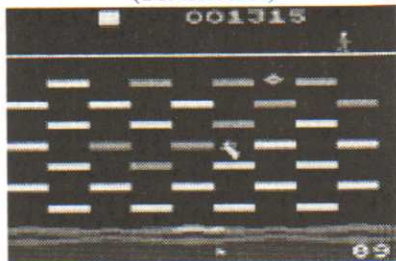
Rabbit Transit is a combination of *Frogger* and *Q*Bert*. In the first portion of the game players, in the guise of a rabbit, must hop their way from their home at the top of the screen to the lake at the bottom. In your path are a variety of horizontally moving creatures such as snakes that must be avoided or you'll lose a turn by running into them. There are also flies that send you back to the top of the screen if they touch you. Because you are racing against the clock, the lake must be reached before time runs out or a turn is lost. Once the lake is reached you must jump onto the back of a turtle, and any remaining time is converted into points as the turtle carries you to the next portion of the game.

It is in the second part of the game where you must jump from block to block (arranged in a grid) and change them all to the same color. As in the first board, you must race against the clock in order to succeed. Unfortunately a man at the top of the screen drops bombs (see *Kaboom!*) that are not only deadly if they hit you, but in later boards will cause all blocks it

passes through to revert to its original color. Once you succeed in changing the color of all the blocks you'll advance to the third playfield.

The third board allows you to take a break from the action since there isn't any playing involved. On this screen your rabbit will run into the bushes alone and then run out with a mate and a group of baby bunnies! Each time you return to this playfield, your rabbit will scamper of the bushes with more and more baby bunnies. Following this momentary break, the game will return to the first playfield where you must dodge faster moving creatures. To skip the third playfield entirely, pressing the red firing button when it appears will return you to the first playfield.

blocks may be jumped on, but it won't add any more blocks to your igloo. Once all four rows of blocks are blue, they will return to their original white color so enough blocks can be gathered to complete the ice hut. This will continue until the igloo is complete. Unfortunately, while you are trying to collect the blocks crabs, clams, and birds will attempt to push you into the water, which will result in the loss of a turn.

Once the igloo is completely built you must get into it. However a hungry polar bear patrols the shore and will pursue you once you are on dry land. If you reach the inside of the igloo safely, you'll move to an advanced level of play where you must build another igloo.

FROSTBITE
(ACTIVISION)

In *Frostbite*, you appear on the screen as Frostbite Bailey, an Arctic explorer who must build igloos to keep warm in the Arctic Circle. Initially the temperature is 45 degrees but falling steadily. You must build the igloo and be safely inside it before the thermometer drops to zero. To build the igloo, white ice blocks that flow across the screen must be gathered. There are four horizontal rows of blocks, and each time you land on a white ice block the entire row will turn blue, and one block will be added to your igloo. Blue

QUICK STEP
(IMAGIC)

Quick Step takes place on a scrolling playfield where the blocks descend steadily down the screen. While jumping from block to block, caution must be used when jumping to any block in the lowest row on the screen. If they scroll off the screen while you are on them you'll lose a turn.

In *Quick Step*, you assume the role of a kangaroo while another player or the computer controls a squirrel. Both characters appear onscreen at the same time. All squares start out gray and they can't be jumped on

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when they are this color, but once they turn pink you can go after them. Whenever you land on a square, it will change to your color. However, if your opponent lands on a square with your color, it will change to his color. You must try and change it back to your color by landing on it again. Points are scored for every square that exits the screen in your color.

There is also a magic white square that when landed on gives you the power to paralyze your opponent briefly by touching him. As in *Boing!*, this will grant some uninterrupted time to get to as many squares as possible. As the squares scroll downward, they will occasionally speed up. When only one vertical column of squares descends from the top of the screen you must jump up each square in procession. If a square is missed, you'll fall off the side and lose a turn. To make the game more challenging, you can make a square disappear by landing on it and pressing the red firing button. If you dispose of an important square right before the one vertical row appears, you could leave your opponent without the means to get to it. Unfortunately you can only do this six times, but another six chances can be earned by landing on a gold square. The game ends after both players have lost all of their turns, and the player with the most points is the winner.

All of the games featured in previous chapters have one thing in common: you control an on-screen object or character. While you are *part* of the game, you're never actually *in* the game. You are an omniscient character whose actions change the fate of what happens on the screen, while never really experiencing it.

In this chapter we will look at first-person games: those titles that actually put you in the action, rather than merely viewing it. Instead of watching your spaceship destroy the enemy objects as in *Asteroids*, you are looking through the windshield of the ship as the asteroids come towards you.

Although this chapter only previews the first-person games that are set in outer space, they aren't the only first-person games available. In later chapters you will see games that make you a tank commander (*Robot Tank*); a grand-prix racing driver (*Pole Position*); and an airplane pilot (*Air Raiders*).

In most first-person games, you can move the object on the screen by changing the direction of your ship. For instance, if you want to get a meteor from the left side of the screen to the center, you must move the joystick to the left (even though you want to move the object to the right). This will in effect, turn your ship left. As the window moves to the left, the object on the screen will appear to move to the right.

STAR SHIP (ATARI)
OUTER SPACE (SEARS)

Star Ship, one of the first cartridges to be released along with the original VCS, includes two first-person games. Each game lasts two minutes and sixteen seconds and the scores at the top of the screen will flash on and off during the remaining sixteen seconds.

In "Starship," you must either shoot down or avoid a variety of space objects such as enemy ships and space robots as they approach your ship. At first they will appear as tiny objects in the distance, but become larger as they advance. You must either maneuver them to the center of the screen where you can shoot them or get them to the sides of the screen where your ship can safely pass without crashing into them. Destroying them will earn points, while crashing will cause you to lose points. Meteors, which cannot be shot down, must also be avoided.

There is also a two-player version of "Starship" where you get two minutes and sixteen seconds to pilot the Starship to destroy your opponent's on-screen spacecraft as many times as possible. Once your time is up, your opponent will pilot the Starship while you control the on-screen ship. Only the player controlling the Starship will

have an opportunity to score since you can only score by shooting down the ship that appears on the screen. As the defending player controlling the on-screen ship, you must try and keep your opponent from scoring points by keeping your ship away from the screen's center. Unfortunately, the Starship's pilot can try and maneuver your ship to the center by turning his ship.

The object of the second game on *Star Ship*, "Warp Drive," is to cover as much distance as you can during the length of the game. As you travel through space, a bombardment of meteors must be avoided. Pressing the red button will put the ship into 'warp drive,' which will accelerate your ship tremendously, but at the same time cause the meteors to approach at an increased rate. The more distance that you can cover, the more points you'll score.

STAR VOYAGER
(IMAGIC)

In *Star Voyager* you must shoot down the enemy ships for points as they appear. However this time you won't be racing against the clock since you're given a certain amount of energy that will be depleted every time you fire a missile or when your own ship is damaged. The game ends when the energy level hits zero. A scanner at the bottom of the screen displays your location in space along with approaching enemy ships.

The enemy ships appear one at a time, occasionally firing at you. To destroy them, press the red firing button when the enemy ship is in your sights at the center of the screen. If it is not destroyed immediately, it will fire at you for a few seconds before retreating and being replaced by another ship. The number of ships that attack you within a wave will be the same number as the wave you are playing. Once the last ship in the wave is destroyed or retreats, a star portal must be located on your scanner and maneuvered to the center of the screen. Once it is in place, your ship will automatically enter it. Attempting to steer while traveling through the portal will cause your ship to crash and end the game. Once the portal is entered, your energy will be replenished and a new wave of invaders will begin attacking. If the portal is not located, you will enter the new wave without regaining a full supply of energy.

If you don't crash into a star portal, the game will end when all energy is depleted. At this time you will be rated on how many ships you destroyed and how many star portals you flew through. The ratings range from AWOL to Admiral.

As in "Starship," two players may also compete in *Star Voyager* as one player controls the on-screen ships and the other flies the main ship. Only the player controlling the main ship will receive points and players will not change roles after a certain point in the game.

STAR FIRE
(XYPE)
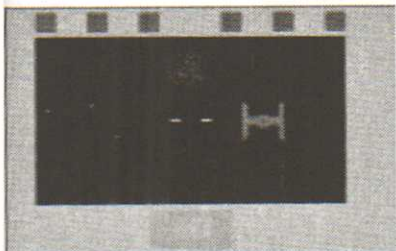
Star Fire is similar to *Star Voyager*. You must again shoot down enemy ships (Exidy freighters) while avoiding their fire. A radar displays the sector that you are flying through and shows you the eney ships as they approach your's. When you rid the sector of the enemy, a space warp will appear and bring you to the next sector.

A red bar beneath your window mnonitors your heat lasers. If you fire rapidly the heat will build up and if it gets too hot, your lasers will be rendered useless momentarily. The top of the screen displays your shield state. The more green lights that are displayed, the better.

STARMASTER
(ACTIVISION)

Starmaster is a little more complicated than the two previously mentioned games. In this game the enemy ships won't pursue you until they are found first. As in *Star Voyager* you are given a certain amount of energy with which to wipe out all enemy ships. Not only does firing missiles and being hit by enemy missiles deplete energy; it is also lost by merely flying your ship and by warping from one quadrant of the galaxy to another. Running completely out of energy will end the game, but fortunately you can refuel by warping to a Starbase.

The galaxy in *Starmaster* is divided into several quadrants. To enter a desired quadrant you must first call up a Galactic Chart depicting where your ship is located within the galaxy, as well as the positions of your Starbases and the enemy ships. You can move your ship from one quadrant to another by positioning the cursor representing your ship on the map to the new desired location and then pressing the red firing button. The playfield will change to display the window of your ship as it is soars from one quadrant to the next. At this time several meteors may hurl towards you, which must either be avoided or destroyed. When your destination is reached, your ship will decelerate and a flashing 'X' will appear in the center of the screen. If the bottom of the screen is red then you are in a quadrant containing enemy ships.

Only one enemy ship will attack you at a time, but will be constantly firing missiles. To destroy the enemy you must maneuver your ship so the enemy is within your crosshair's sights. If you fire and the entire screen turns red, it means the enemy was destroyed. If the screen turns blue then you destroyed the missile that was fired at you. If the screen turns yellow then your ship was hit by an enemy missile and may have sustained damage. Four types of damage may arise: 1) You can lose your shields and the game will end if you receive one more

hit; 2) Your warp engines may be destroyed and you'll have to use twice as much energy to get from quadrant to quadrant; 3) Your laser cannons will be destroyed and you will be unable to return fire; and 4) Your radar will be destroyed and you will be unable to see the enemy's locations when you call up the Galactic Chart. Docking with a starbase will repair all damage.

To dock with a starbase you must call up the Galactic Map and move your cursor to the symbol representing the base. When the red firing button is pressed, the bottom of the screen will turn blue as your ship warps towards its destination. Once the ship slows down and the base comes into view, maneuver your ship so the base appears at the center of the screen in order to dock. Once docked, all damage will be repaired and a full amount of energy will be supplied.

As you warp from sector to sector, the enemy ships will be closing in on your starbases. If they reach a base they'll destroy it and perhaps leave you unable to repair your damage.

At the end of the game you'll receive a score based upon how long it took you to play; how many dockings you made with the starbase; the amount of energy you have remaining; and whether you destroyed all of the enemy ships or not.

PHASER PATROL
(STARPATH)

In *Phaser Patrol* the galaxy is displayed on a Sector Map as a 6x6 grid. As in *Starmaster* you must first call up the map to discover your position within the galaxy. The major difference in this game is that initially, the map won't reveal where any of the enemy
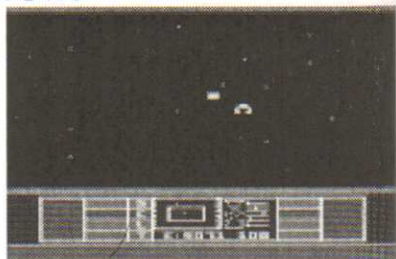
ships are hidden. Every time you warp to a sector, the map will reveal what is contained within the surrounding sectors to the one that you warped to. Once in a sector, you must flip the left difficulty switch to have the screen display the view as it looks from the window of your ship.

The playfield features a scanner at the bottom of the screen that displays enemy ships as they enter the target zone. When you see the ships on the screen, line it up with your Phaser Torpedo Sight. The Sight will turn red as long a ship is in target range. If you fire while the Sight is red, your missiles will automatically home in on the enemy ship and destroy it.

Your ship is also equipped with shields that protect you from enemy fire. However, if an enemy hits you just right, the shields could be destroyed leaving you vulnerable to further attack. Other damage you can receive is: 1) the loss of your torpedoes; 2) the loss of your Long Range Scanners (the ability to see if there are any enemy ships in the surrounding sectors); and 3) the loss of your computers. Losing the computers will cause your scanner and Torpedo Sight to no longer operate. As in Starmaster, a trip to the starbase will alleviate all damage.

Instead of being totally destroyed, different parts of your ship

can also be damaged. If they are damaged, they'll still work, but only sporadically. Your computer monitor at the bottom of the screen will always tell you whether everything is okay or if you have received damage or total destruction.

Phaser Patrol ends when you have either destroyed all of the enemy ships or have run out of energy. At this time you'll receive a rating ranging from Greenhorn to Hero.

STAR RAIDERS
(ATARI/SEARS)

Star Raiders is similar in play to both *Starmaster* and *Phaser Patrol*, but is packaged with a video touch pad (similar to the keyboard controller), and is used with the joystick. The video touch pad is used to switch from the Galactic Map to a Fore View from your ship. It can also be used to send your ship into hyperspace, and to turn your computers and shields on and off. The reason you would switch either of these functions off is because more energy is used up when they are on.

The galaxy in *Star Raiders* consists of sixteen quadrants, which are displayed on the Galactic Map as a 4x4 grid. As in the two previous games, the map shows your Starbase, the location of your ship, and the locations of the enemy Krylon force. To move from one quadrant to another

you move the cursor that symbolizes your ship and press the hyperspace button on the video touch pad. The object of the game is to destroy all of the Krylons before they make their way to the Starbase and destroy it.

At the bottom of the screen is a display that will always show you how much energy remains and how many Krylon ships are left. It also shows the status of your photons, engines, shields, and computer. There is also a scanner at the bottom of the screen that displays the general location of two Krylon ships in relation to your ship.

If you destroy all of the Krylons, the computer will rate you for your achievement. The rating will range from the lowest of cooks to a very high mystery rating. If you fail in your mission and your ship gets destroyed, no rating is awarded.

STAR WARS-THE ARCADE GAME
(PARKER BROTHERS)

Star Wars-The Arcade Game puts players behind the controls of the Millennium Falcon with the task of reaching the Death Star and destroying it. The game is divided into three episodes. In the first, you must do battle with Darth Vader's ship and Imperial Tie-Fighters. If successful, you'll advance to the second part where you must maneuver your ship and destroy bunkers and deflector

towers that are on the Death Star's surface. In the final portion of the game you must speed through the trench of the Death Star while avoiding obstacles and gun turrets. Once the end of the trench is reached, your photon torpedo must directly hit the exhaust port, causing the Death Star to blow up, and advancing you to another mission.

The joystick controls an onscreen cursor, and whenever the red firing button is pressed, lasers will shoot from the bottom of the screen and meet at the cursor; destroying whatever target happens to be there. Your ship is equipped with a number of shields, but one is lost whenever you crash or are hit by anything. The game ends when you get hit without a shield. Extra shields are earned each time the Death Star is destroyed.

THE EARTH DIES SCREAMING
(FOX)

The title: *The Earth Dies Screaming*; refers to what happens at the end of the game. However during the game, the object is to try and keep the Earth from being destroyed. As the pilot of a ship, you must hover just slightly above the Earth's atmosphere and search for attacking invaders. The screen displays the space in front of your ship, as well as the planet's surface below.

A radar scanner at the top of the screen displays the space surrounding your ship as if you were looking down on it. Your ship will move on the scanner in the direction you press the joystick. When your ship is beneath an alien ship, that ship will then appear directly in front of you.

To destroy the alien ships, you must get them to pass through the onscreen crosshairs and then press the red firing button. The crosshairs will automatically follow the vertical movement of the aliens, but you must steer your ship left and right to follow their horizontal movements. There are two types of alien ships: Kamikaze Satellites and Trillian Fighters. Kamikaze Satellites will try to get to the Earth's surface where they will explode, while Trillian Fighters will try to get to the surface where they'll explode, but will fire lasers at your ship if you get in their way. If either of these enemy ships explode on Earth, the planet will lose energy. If their missiles hit your ship then you'll lose energy. If either you or the Earth runs completely out of energy, then the Earth will die screaming.

A status bar at the bottom of the screen will constantly display the energy remaining for both your ship and the Earth. If either begins to run low, you must seek out a Trillian Attack Base in order to regain the lost energy. Since the bases are not displayed on the radar, you must seek them out by first locating a Returning Fighter, which can be distinguished by its white stripe. If you can keep a Returning Fighter onscreen for a full five seconds, it will lead you to the base that must be destroyed to replenish your energy. If you lose sight of a base before destroying it you must find an-

other Returning Fighter to follow you to another base. If you cannot find a base in time, you'll run out of energy and the game will end.

STAR TREK-STRATEGIC OPERATIONS SIMULATOR
(SEGA)
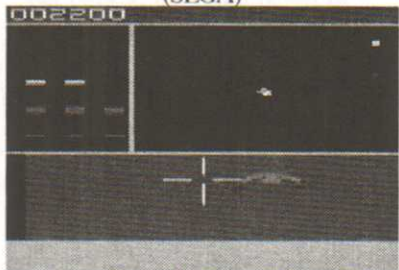
Star Trek - Strategic Operations Simulator features three different playfields on the screen at one time. In addition to featuring a scanner and a first-person view, one section of the screen is also reserved for instrumentation readouts. This section will constantly display how much energy remains for shields, torpedoes, and hyperspace.

The object of *Star Trek* is to fly through the galaxy destroying enemy Klingon ships. Your ultimate goal is to destroy NOMAD, your greatest enemy. As in *The Earth Dies Screaming*, the scanner displays the area surrounding your ship as if you were viewing it from above. It will also show the location of your Starbases. Each time you dock with a Starbase you will be awarded with an extra shield, an extra torpedo, and additional energy for hyperspace. If a Klingon destroys your Starbase, you will be left without the ability to be resupplied.

To succeed at *Star Trek* you must fly through ten sectors of the universe, each one harder than the one before it. Each sector is divided into six rounds. In four of the six rounds, you must shoot down the enemy Klingon ships. There are three types of Klingons you will encounter. Red Klingons will attack your Starbases while ignoring your ship. Purple Klingons will attempt to destroy your ship from a distance. When the red Klingons destroy a starbase, all of the Klingons will turn white and attempt to ram your ship. You must also avoid yellow Anti-Matter Saucers that appear randomly. If they attach themselves to your ship, they will deplete all of your ship's hyperdrive energy. If you survive two Klingon encounters, you must navigate through an asteroid field or meteor shower while searching for Starbases. If successful, you will experience two more Klingon encounters.

In the sixth round of each sector, you must destroy NOMAD while avoiding missiles and mines, each of which will deplete you of valuable supplies. If you destroy NOMAD you'll advance to the next sector.

There are two types of weapons you can use. Phasers are unlimited but can only destroy one ship at a time. Photons, which are in limited supply, will destroy all enemy ships in your path. If weapons aren't the answer, you can always escape by going into hyperspace. Although you will stay within the same sector and round you are in, you will gain distance from enemy ships. Unfortunately your hyperspace and shields are limited. An indicator at the bottom of the screen displays how many shields are remaining.

SPACE SHUTTLE
(ACTIVISION)

Space Shuttle is closer to an actual simulation than a game. Players are made to feel as if they are actually piloting a real space shuttle as it takes off and returns to Earth.

The object of *Space Shuttle* is to launch from Earth, dock with an orbiting satellite, and then return to Earth safely. Throughout the game you must check the onscreen instruments because even the slightest problem can force you to abort the mission and return to the ground. Everything must be done precisely at the right time and in the correct order. In addition to using the joystick, the VCS switches, such as the Color/BW switch, need to be adjusted just as a real shuttle commander will turn switches on and off.

CHAPTER 11
BOMBS AWAY

Although many games are violent and include a lot of shooting, and others are so complex that they require multiple screens, a game doesn't have to be violent or complex in order to be fun and popular. The games covered in this chapter are based on the simplest of premises. All feature the simple theme of catching falling objects.

KABOOM
(ACTIVISION)

In *Kaboom!*, the first of the 'catch the objects' games, you control the horizontal movements of three buckets of water that are stacked together in a vertical row at the bottom of the screen. At the top of the screen is a computer-controlled criminal who moves back and forth in an unpredictable manner releasing bombs. You must catch the bombs before they could reach the bottom of the screen by positioning the buckets beneath them.

At first the bombs will fall very slowly making them very easy to catch. However each time you enter a new wave, the bombs will fall a little faster. By the eighth wave they will be dropping at the rate of thirteen per second. If you miss a bomb, you'll lose one of your buckets. Whenever your score reaches a multiple of one thousand a lost bucket is regained. The game ends when all three buckets are lost.

MUSIC MACHINE
(SPARROW)
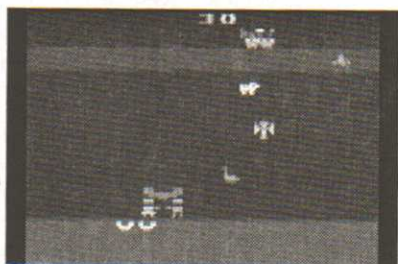
Music Machine is a religious game that is similar to *Kaboom!*. Here you must catch different religious objects such as angels and harps. You receive ten points for every object you catch in a round, but you lose ten points for every object missed. If you miss any objects during a round you'll lose one man at the end of the round. The game ends when you lose three men.

EGGOMANIA
(U.S. GAMES)
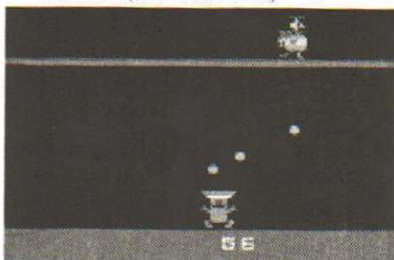
In *Eggomania* a crazy bird moves back and forth across the top of the screen while dropping eggs. You control a bear with a bowl on its head at

the bottom of the screen. You must move the bear horizontally so the eggs land in the bowl. If you miss an egg, it, and the remaining eggs, will crack open when they reach the bottom of the screen and their yolk will begin to surround the bear.

Besides the characters, there are other differences between *Eggomania* and *Kaboom!*. *Eggomania* will not end when you miss three eggs. It will end when thirty eggs have reached the bottom of the screen. Every time an egg hits the bottom and leaks yolk, the yolk level around the bear rises. After thirty eggs have cracked opened, the there will be enough yolk to drown the bear, causing the game to end. After you have successfully caught all of the eggs that have been dropped during a wave, you will have a chance to throw the eggs back at the bird as it continues to run around at the top of the screen. If you hit the bird with an egg, your yolk level will drop a bit.

BIG BIRD'S EGG CATCH
(ATARI)
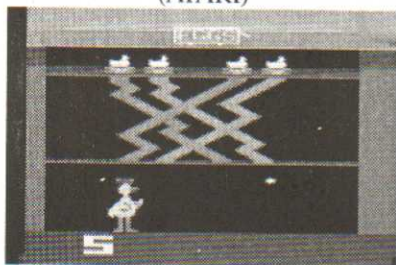
Another game featuring egg-laying birds is *Big Bird's Egg Catch*. This game was especially designed for younger children between the ages of three and seven.

In this game you control the horizontal movements of Big Bird, who roams around the bottom of the screen. You must have Big Bird catch

eggs that are dropped by four chickens who sit at the top of the screen. Using the Kid's Controller, you must press the correct arrow to make Big Bird move in the direction you want him to go.

BEAT'EM & EAT'EM
(MYSTIQUE/PLAYAROUND)
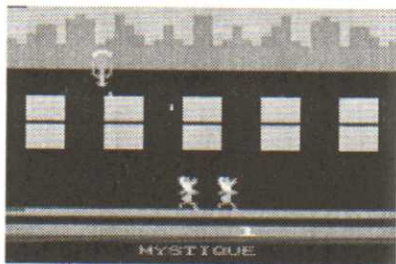
Since very young children have their own version of a *Kaboom!*-type game, it's only fair that adults do also. In *Beat'Em & Eat'Em*, you control two women at the bottom of the screen who must catch a certain secretion being ejected by the continuously moving man at the top. The falling fluid must be caught in the mouths of the women. The game ends when you have missed three drops.

PHILLY FLASHER
(PLAYAROUND)
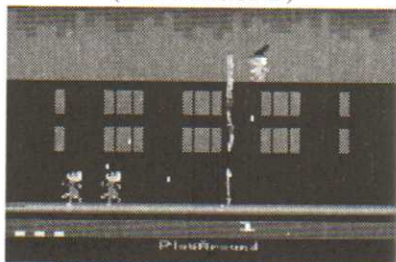
Philly Flasher is the exact same game as *Beat'Em & Eat'Em* with the exception that you control men at the bottom of the screen who must catch a liquid that is secreted by a woman at the top.

GREMLINS
(ATARI)
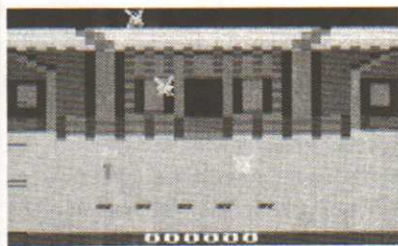
Gremlins is really two games in one. One screen follows the *Space Invaders* genre found in Chapter 1. However the first part of the game fits in this chapter.

The creatures in *Gremlins* begin as Mogwai, which are tame little creatures that are harmless. However if the Mogwai get overfed they turn into dangerous Gremlins! In the first part of the game, you must prevent the Mogwai from overeating and becoming Gremlins. You do this by catching them as they fall from the top of the screen. If you miss one it will hit eat a hamburger and turn into a pupa. If eight Mogwais turn into pupas then you will go on to the Gremlin phase. If you succeed in catching four waves of eight Mogwai, you will advance to the Gremlin phase, but will receive 200 bonus points. Each succeeding wave will drop faster than the one before it.

The Gremlin phase is similar to the games featured in Chapter 1. Here you will see the eight pupas at the top of the screen while you control the horizontally moving boy at the bottom. Each pupa will turn into a Gremlin and begin to walk down the screen. You can stop them by shooting upwards and hitting them. If you miss, the Gremlin will reach the bottom of the screen and knock you down. During each Gremlin phase you are given two flashbulbs to slow down the Gremlins. If you pull down the joystick when a Gremlin is at the bottom of the screen, it will run away and the remaining Gremlins will momentarily slow down. In later levels, the Gremlins have to walk through water, which causes them to multiply.

You lose a life and return to the Mogwai phase each time you get knocked down by a Gremlin. The game ends when you lose three lives. If you shoot all of the marauding Gremlins you will also return to the Mogwai phase.

LOST LUGGAGE
(GAMES BY APOLLO)
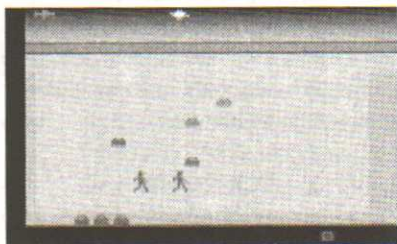
The premise of **Lost Luggage** is that your plane has just landed and you have gone to claim baggage. Unfortunately the baggage carousel has gone out of whack and is sending your luggage flying all over the place. You must catch your baggage, which are dropping from the carousel in the center of the screen, before they could fall to the bottom of the playfield.

Unlike the other games of this genre, you can move vertically to a certain degree as well as horizontally. Because you're not restricted to just two directions, the game-play tends to become a little more difficult.

SORCERER'S APPRENTICE
(ATARI)

In *Sorcerer's Apprentice*, you control Mickey Mouse who must keep the Sorcerer's cavern from filling with water. This is accomplished by moving Mickey horizontally to catch falling stars and shoot down meteors. Each one you miss turns into a water-filled broom, which will flood the caverns. Fortunately, you can go down to the cavern and swoop up the broom before they release the water. However, while you are doing this, the stars and meteors will continue to fall. The game ends when the cavern is completely filled with water.

COCONUTS
(TELESYS)
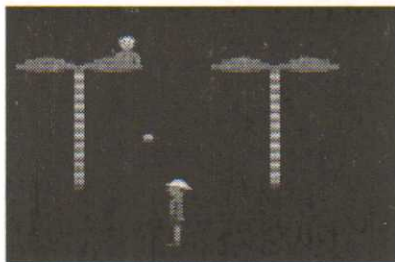
While playing any of the games covered in this chapter you may get the urge to miss an object rather than catch it. Unfortunately, with the exception of *Fast Food*, a miss can cause you to lose the game. However, if you're really determined to miss the objects, rather than catch them, then *Coconuts* is just for you.

You are Stanley I. Presume, an explorer in Africa. To your dismay, a pesky monkey keeps annoying you by dropping coconuts from a tree high above your head. Your only protection from the coconuts is an umbrella and a pith helmet. If you get hit on the head once you'll lose the umbrella. A second smack on the head will result in the loss of your helmet. A third zonk will be curtains for you. Fortunately if you reach a certain plateau in your score, you'll regain one of your lost possessions.

You control the horizontal movements of Stanley, but unlike the previous games, you must avoid the coconuts, rather than catch them. The coconuts aren't dropped in a random manner since the monkey tends to drop them over the spot you're standing. You must keep moving at all times in order to avoid being hit

NUTS
(TECHNOVISION)
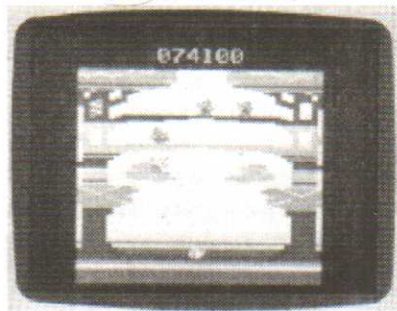
In *Nuts* you are a squirrel storing food for the winter. Unfortunately a weasel has stolen all of your food, and you must recover it by throwing nuts at the sneaky weasels, knocking them off their branches.

You can move the squirrel horizontally at the bottom of the screen while the weasels move across the playfield at two different levels near the top. Pressing the red firing button

will cause a nut to fly up the screen and hit a weasel if one is in its path. Unfortunately, as you throw the nuts, the weasels will retaliate and throw them back down at you. As in *Coconuts*, you must avoid the falling nuts. If they hit you too many times, the game will end.

A-VCS-TEC CHALLENGE
(HOMEBREW)
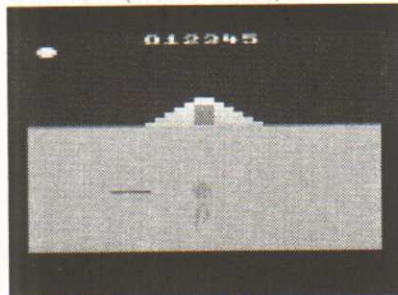
At first glance *A-VCS-Tec Challenge* looks like it's a land version of *Survival Island*. In this game you assume the persona of an Aztec Warrior running towards a distant pyramid. As you run towards it the pyramid looms larger and larger, until you finally reach it.

However the impressive graphics are the resemblance that this game has to *Survival Island*. Remove the fancy graphics and you have a *Kaboom*-type game where you have to avoid a melee of weapons.

As you run towards the pyramid, you have to avoid spears that fly across the screen. You avoid them by pushing forward on the joystick to jump over a spear, or by pulling back on the joystick to duck under the spear. You'll lose a life if you duck too long, or if you are hit by a spear. The game ends when you lose three lives.

If you reach the pyramid, the screen will display a large ladder that you must climb up by pushing the joystick forward. However while you are climbing, you must avoid the large stones that are being dropped from the top. If you succeed in making it to the top of the ladder, you'll return to the screen where you must once again run towards the pyramid while avoiding faster moving spears.

CHAPTER 12
JUST PASSING THROUGH

In many of the games we have seen so far, you must shoot down targets in order to score points. However, there are other games, such as *Pac-Man*, in which you merely have to pass through an object in order to score. In *Pac-Man* the player scores points by passing through the dots, and the ghosts when they are in a vulnerable state.

The dot-munching games aren't the only games available in which you must pass through objects to score. Although all of the games included in this chapter differ in play, you will score points in all of them for 'just passing through' another object.

INDY 500 (ATARI)
RACE (SEARS)
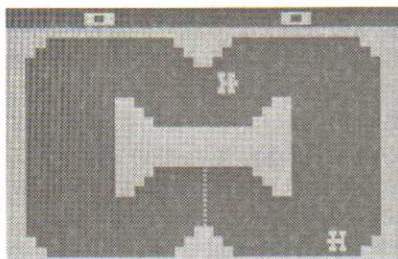
In *Crash n' Score*, a variation included on *Indy 500*, you control a car that can move anywhere on the playing field (even through barriers, although they will slow you down). A block will appear at random points onscreen and you must drive your car through the block to score one point. Whenever a car passes over a block, a new block will appear elsewhere. In one-player games you race against the clock, trying to amass as many points before your time runs out. In two-player games you must race against another opponent trying to reach the blocks first. The first player to score fifty points is the winner.

STREET RACER (ATARI)
SPEEDWAY II (SEARS)
Street Racer includes a variation
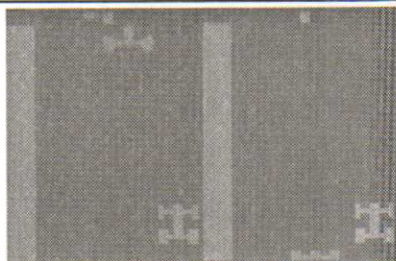
called "Number Cruncher," in which you control the horizontal movement of a 'motorcycle' at the bottom of the screen. Numerals descend from the top of the screen and you must steer your motorcycle to pass directly over the numerals. If you make a clean pass, you'll score in points what the numeral is worth. If you crash into the numeral, you'll lose the amount of the number. The first player to score ninety-nine points is the winner.

SOLAR PLEXUS
(HOMEBREW)
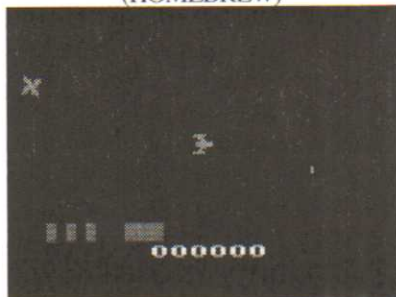
In **Solar Plexus** you must guide a ship around the screen with the joystick. Your goal is to keep flying while avoiding a red fireball that bounces around the screen, You'll lose a ship if you get hit by a fireball and the game ends when you lose three ships. Meanwhile you're quickly using up fuel while you fly and if you run out of fuel you'll also lose a ship. Fortunately fuel pods appear on the screen and your fuel gets replenished whenever you fly over a pod. Unfortunately the fireball also moves faster whenever you obtain more fuel.

TAPE WORM
(SPECTRAVISION)

Tape Worm is very similar to *Surround* as you control a cursor that, as it moves, leaves a solid, unbroken line in its trail. The cursor is the head of Slinky, a tapeworm who must move around the playfield eating beans. Each time he eats a bean by passing over it, his length will increase.

Initially, you must only pass over ten beans to advance to a new board. At first, only one bean will appear onscreen at a time. Each time you pass over one, a new one will appear. At the bottom of the screen is a counter keeps tally of how many beans remain. The counter decreases by one every time you pass over a bean.

Each bean must be consumed before a beetle at the bottom of the

screen can make its way across the playfield. Should the beetle reach the right side of the screen before you reach a bean, two more beans will be added to the total amount of beans you must eat.

A turn is lost if you run head first into a border or a segment of yourself. The longer it takes to get to a bean will result in more beans you must eat. Each time Slinky eats a bean, he will increase in length, restricting the amount of room to move around the board.

Besides running into yourself or into a wall, a turn can also be lost by having a bird or spider hit you in the head. The bird flies across the screen and the spider descends from the top, and must be avoided at all costs.

WARRING WORMS
(BAROQUE GAMING)
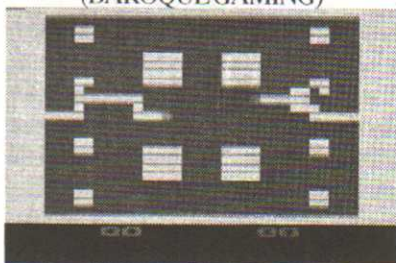
Warring Worms is similar to *Tapeworm* as you once again control a worm that leaves a solid unbroken line in its trail. There are several differences however. In this game, the worm continuously grows. Another difference here is that you are playing against a second worm, controlled either by the computer or by a second player. Your goal is to knock the opponent in your trail or a wall before he does the same thing to do. You score a point whenever your opponent crashes and the first player to score

99 points is the winner.

Another difference between *Warring Worms* and *Tapeworm* is that in this game you can fire a missile that will knock a hole in any obstacle in your path. You can only fire one shot at a time and you must wait until your bullet hits a target before you can fire another shot.

As time progresses, the worms will begin moving faster until finally one of them hits an obstacle.

SOLAR FOX
(CBS)

In *Solar Fox* you must fly your ship through a matrix of solar cells. Each time you fly through a cell, it will disappear and you'll score points. Whenever you clear the entire screen of cells, you advance to a tougher board.

Unfortunately there are two ships that move across the bottom and top of the screen while sending bombs to the opposite side of the screen from which they travel. If you are hit by one of the bombs you will lose a turn. In each succeeding board you play, the bombs will move faster.

At the beginning of each board, the words 'SKIP-A-RACK' will appear in the lower left-hand corner, and will disappear one letter at a time. If you can wipe out all the cells before the letters run out, you will skip the next board and receive all the points

you would have received if you played it. If the board isn't cleared in time, there isn't any penalty, but you will have to play the next board.

In advanced boards you must pass through each cell twice before it disappears. Each time four boards are completed you will come to a Challenge Rack. Clearing the Challenge Rack will uncover one letter of a secret password. To really succeed at *Solar Fox* you should uncover the entire password.

ELKATTACK
(HOMEBREW)
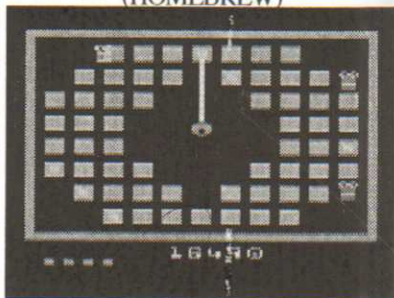
There are no elks in *Elk Attack*. Instead, there are several monsters that you have to avoid. Your job is to go around the board and collect all the squares.

You move to a square by pressing the joystick controller in the desired direction. Your ship sends out a line that latches onto the first square in the direction that you want to move. You are then drawn into that square. Once you reach the square it will disappear and you then move to another one.

There are three monsters on the board that are trying to get you. If they touch you you'll lose a life. Several of the squares have embedded energizers. If you reach one of these squares, the monsters will begin to flash and

you will be able to go through them without any harm.

Once you retrieve all of the squares, you will move on to the next level.

BEANY BOPPER
(FOX)

In *Beany Bopper* you control a 'bopper,' a round ball that moves and shoots in any direction. Out to get you are two 'beanies,' - little hats with propellers. They too can move anywhere onscreen and can destroy you with just one touch. To stop a beany, you must first immobilize it by hitting it with a missile. When you pass through a non-moving beany it will disappear and you'll score points.

When a beany disappears, a falling object such as a bomb, paratrooper, or a bouncing ball will replace it. You must run through these descending objects as they fall in order to score points. If they're falling too fast, hitting them with a missile will slow them down. If a falling object reaches the bottom of the screen, another beany will replace it.

During gameplay, the playfield will scroll vertically bringing new obstacles onto the screen, and neither you nor any of the objects can pass through them. As you get farther into the game, the obstacles will descend faster.

SKY SKIPPER
(PARKER BROTHERS)
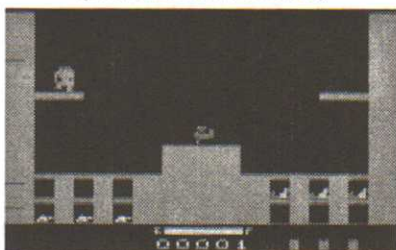
In *Sky Skipper* you pilot a biplane that flies around a vertically scrolling playfield that contains four groups of three animals. Your mission is to rescue the animals by flying through them. Unfortunately these animals live in buildings that cannot be reached by the plane, and since two gorillas live on the playfield, the animals are afraid to emerge from their safe houses.

In order to rescue the animals you must first knock out the gorillas by flying over the hairy apes and dropping a bomb over their heads. When the bomb hits an ape, the monkey will become momentarily stunned and fall to the floor. This allows two groups of animals to come out from their hiding places, allowing you to fly through them. Each animal you fly through will disappear from the screen and score you points. Once the ape recovers and gets back to its feet, the remaining animals will return to their homes.

You may scoop up all three animals of a group at one time or you can try and get one animal from each group. The latter method is preferable because while you are flying around the playfield, precious fuel is being consumed. Each time one animal is rescued from each of the four groups, your fuel will automatically be refilled.

Once all animals are collected,

you will advance to a more difficult playfield. Turns are lost by crashing into a border or ape, or by running out of fuel.

MASH
(FOX)
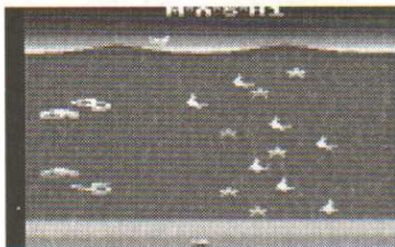
In **MASH** you must pilot a chopper through war-torn Korea in order to rescue wounded men while avoiding trees and enemy tank fire.

Although your chopper is being constantly fired upon, you don't have the ability to fire back. While you're trying to rescue the wounded with your chopper, your opponent (either human or computer) is attempting to do the very same thing with his chopper! The object of the game is to rescue more men than your opponent.

Rescuing a soldier requires flying right through him. You can only rescue five men at a time before returning to your base. Failing to return to base you will not allow you to pick up any more men. Each time you return five men to base, the point values of the succeeding rescued soldiers will increase.

The tank at the bottom of the screen will only shoot at the chopper belonging to the player with more points. Although your chopper cannot be destroyed, a hit by a tank shell will force it to the ground where you must await rescue from an ambulance, which wastes precious time as your opponent rescues more men.

After thirty men have been rescued the round will end and the playfield will switch to the operating room where you have fifteen seconds to remove shrapnel from a wounded man's body. To remove the metal, you must direct a set of tweezers into the body without hitting any part of the patient. Each piece of shrapnel is worth more points than the previous one. This round ends when time runs out or if you touch the patient. When surgery is over, you'll return to the battlefield.

In another variation, you and your opponent must rescue paratroopers as they jump from a place that moves across the top of the screen. As in *Sky Diver*, points are based on how close the paratrooper was to the ground when rescued. The closer your chopper is to the ground when rescuing a man, the more points you'll earn. As in the previous game, the tank at the bottom of the screen will fire at the chopper with more points, and the game switches to the surgery scene after forty men have been rescued.

KOOL-AID MAN
(MATTEL)
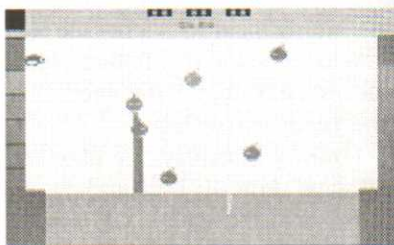
In **Kool-Aid Man**, you control the famous pitcher that has graced the packages of Kool-Aid for years. The object of the game is to snare as many drinking Thirsties as you can in order

to score points while staying clear of the non-drinking ones before time expires.

You, as well as the Thirsties, can move anywhere on-screen. Occasionally, some of the Thirsties will stop, drop a straw into the pool at the bottom of the screen, and begin drinking. While they are drinking you can pass through them and score points and eliminate them from the screen. However, making contact with either a non-drinking Thirsty, the borders of the playfield, or the water, will cause Kool-Aid Man to bounce around the playfield for a few seconds, allowing precious seconds to pass. The game ends when the Thirties rid the pool of water.

Kool-Aid ingredients also move around the screen and can be recognized by their letters: 'K' (Kool-Aid); 'S' (Sugar); and 'W' (Water). If you pass through any of these ingredients, you will briefly acquire the power to pass through any of the Thirsties safely, even if they're not drinking.

FAST FOOD
(TELESYS)

In *Fast Food* you control a pair of teeth that can move anywhere onscreen and must catch different varieties of food as they fly across the playfield. Having the food pass through the teeth scores points. There isn't any penalty if you miss any of

the food, but purple pickles should be avoided at all costs. If you catch a purple pickle you'll get indigestion, and the game will end when you have consumed five of the purple pickles.

Catching the food will rack up calories, and at the end of each wave, a message appears warning that you're getting fatter. Once the message has been displayed, a new wave begins and the food flies across the screen at a faster rate. When the game ends a second message appears announcing that the snack bar has closed.

TAZ
(ATARI)
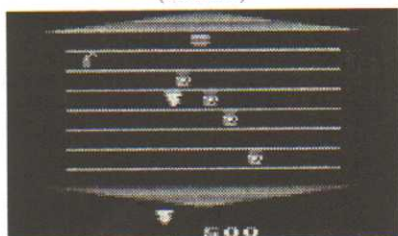
Taz is similar to *Fast Food*. As Taz, the Tasmanian Devil, you must once again move around the playfield collecting food, which flies across the screen. In this case the object you must avoid to keep from losing a turn is dynamite.

ASTERIX
(ATARI)
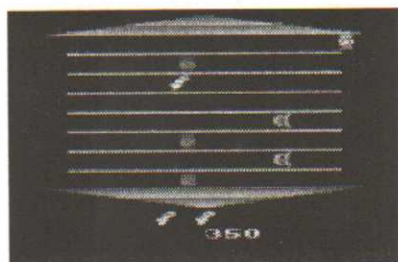
Asterix is the exact same game as *Taz*. The only differences are that you

control Asterix and Obelix, French cartoon characters, and must collect objects such as cauldrons, helmets and shields while avoiding deadly Lyre's.

SNOWPLOW
(SUNRISE)

In *Snowplow* you operate a snowplow that must clear eight horizontal rows of snow by moving your plow through it. Somewhere in each row you'll uncover a car that will then move across that row. If the car strikes your plow you will lose a turn. When all the snow has been cleared, one of the six cars will flash on and off and you must get to it before time runs out while avoiding the other cars. When the car has been reached, another car will begin to flash. After all six cars have been retrieved, you'll progress to a harder screen where you must again clear the snow.

Another popular genre of games that has been around as long as the VCS itself is racing. There are three different types of racing games available. In the first, you operate a car around an onscreen course, and the entire screen is shown from overhead. The second type of game is one where you only see a portion of the track at a time. In most instances, you car always appears in one place while the other objects or objects scroll towards you. These games are displayed from both overhead and side positions.

The third type of racing game is the first-person game. As in the space games featured in Chapter Ten, your TV screen becomes the windshield of your car as you're zooming down the track, maneuvering around passing cars and avoiding curves in the road.

ENTIRE ONSCREEN TRACKS

INDY 500 (ATARI)
RACE (SEARS)
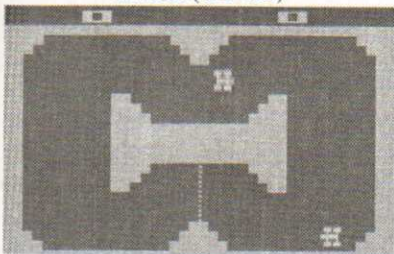
Indy 500 features two racing games in which you must keep circling an oval course in an effort to complete as many laps as possible. Both "Race Car" and "Ice Race" feature games for one or two players. In the two-player contests you race against an opponent and the first player to complete twenty-five laps is the winner. In the one-player games you must complete as many laps as you can in sixty seconds. The only difference between "Race Car" and "Ice Race" is that the latter simulates an icy race-course where your car can skid and slide while attempting to make turns.

Indy 500 is packaged with two driving controllers. Although these controllers resemble the paddles, they differ in the respect that the dials can be rotated in either direction indefinitely. The dials on the paddles can only be turned a little bit in either direction before they stop. Because you will constantly be steering in one direction (right turns) the paddle controllers are not suitable for *Indy 500*.

SPRINT MASTER
(ATARI)

Sprint Master is very similar to *Indy 500*. It is harder to play because you must use the joystick controllers instead of the steering controllers. You can choose from nine track layouts and whether the track will consist of blacktop, ice, or dirt. Playing against the computer or another opponent will allow you to choose the number of laps you must complete. There are two

boxes you can run over. The red box will give your car more speed (for blacktop games) and the blue box will give your car more traction (for ice games).

MATH GRAN PRIX
(ATARI/SEARS)

Math Gran Prix, which is also included in Chapter Seventeen, is an educational racing game. The object is to complete a racing course by correctly solving rudimentary math problems. Every time a problem is answered correctly your car will advance a few spaces.

Math Grand Prix isn't simply a game of getting the problems right and reaching the finish line first; there also basic strategies involved. For instance you must first choose between two types of problems. By correctly answering an easy problem, you'll move ahead two spaces. By choosing a hard problem, you'll move ahead three spaces! If you land on a space occupied by your opponent, you'll bump him off the track. On his next turn he must then answer a problem to just get back onto the road, and won't be able to advance until his following turn.

Track markers also add a strategic element into the game. If you land on a 'spinner,' you will advance one to four spaces, depending upon what the spinner randomly picks. You will be awarded an additional turn if you land on a 'skipper.' Finally, you won't be bumped off the track if you are on a 'sinker' when your opponent lands on it.

GAMES FEATURING SECTIONS
OF TRACKS

STREET RACER (ATARI)
SPEEDWAY II (SEARS)
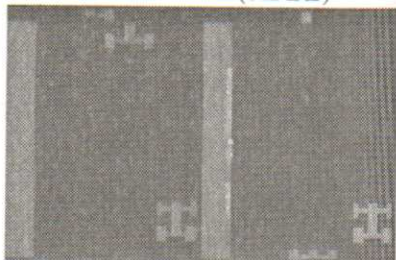
In "**Street Racer**," a variation on the cartridge of the same name, you control the horizontal movement of a car at the bottom of the playfield. By steering left and right you must avoid computer-controlled cars that descend from the top of the screen. You score points for every computer car that reaches the bottom of the playfield. The object is to score as many points as possible before time runs out. Although you can control the speed of the descending cars, they will all stop and then slowly resume their pace if you run into them.

GRAND PRIX
(ACTIVISION)
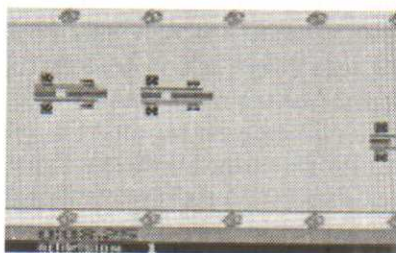
In *Grand Prix* your car appears on the left side of the screen and faces the right as you control its vertical movement to steer it out of the way of computer-controlled cars that sped across the screen from right to left. The object of the game is to travel a simulated mile in the fastest time possible.

The red firing button on your joystick acts as an accelerator, and you can use the joystick to steer and brake. If you crash into an oncoming car your car will come to a dead stop, costing you valuable time. Occasionally you will encounter oil slicks that will cause you to momentarily lose control of your car.

HELL DRIVER
(ITT FAMILY GAMES)
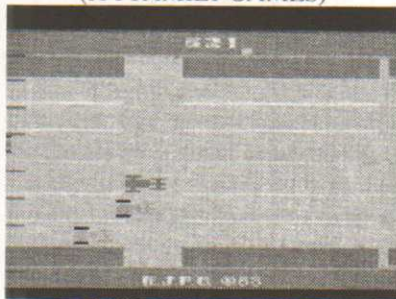
In *Hell Driver*, your job is to drive like, uh hell and score as many points as possible. You score points by merely driving and avoiding other vehicles and by staying on the road. The road consists of six horizontal lanes of traffics where other cars are also driving like hell in either direction. Press your joystick to the right to go forward and to the left to go in reverse. Move the joystick forward and backward to change lanes up and down. You start with three cars and the game ends when you lose them all.

RUSH HOUR
(COMMAVID)
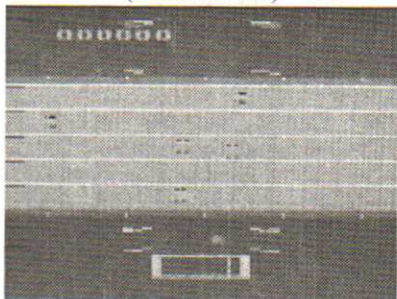
In *Rush Hour*, your car races across a horizontal five-lane highway. Although your car can shoot other cars on the road to clear the way, the resulting debris will remain. If you come across debris or approaching cars you must quickly change lanes to avoid a collision, but you must be traveling at a considerable pace to change lanes.

ROAD RUNNER
(ATARI)
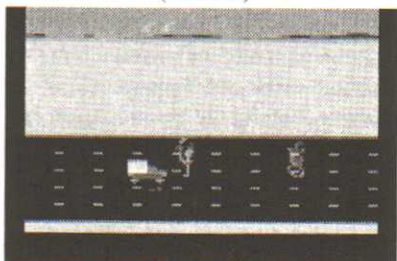
In *Road Runner* you become the Road Runner running down a horizontal highway trying to avoid Wile. E. Coyote. Scattered along the way is birdseed that can be run over to give you extra speed. Oncoming traffic, such as trucks, must also be avoided, but unlike the cartoon Road Runner, you will lose a life if you are hit by a truck or caught by the Coyote. Having the Coyote run into the hazard instead of you can score extra points. In later levels you must jump over cliffs

and watch for Coyote's arsenal such as cannon balls or falling rocks. The game ends when you lose all of your lives or when you outrun the Coyote through eight levels.

BUMP 'N' JUMP
(MATTEL)

Bump 'N' Jump, a vertically scrolling racing game, gives you the choice of avoiding the other cars on the road or crashing into them. The object is to cover as much distance as you possibly can. Knocking the other cars into the sides of the road scores points.

In addition to bumping, your car also has the ability to jump. As long as you're traveling more than one hundred miles per hour (acceleration is controlled by the joystick) you can make your car jump by pressing the red firing button. The faster your car travels, the farther it will jump, and landing on another car will earn you bonus points. Occasionally a symbol will appear at the top of the screen signaling that your car is about to come to water that must be jumped over. Falling in will cost you a turn.

You can also lose a turn by having your car bumped into the side of the road by another car, and by crashing into debris that is spilled onto the road from a dump truck. There are four types of vehicles you'll encounter on the road. Race cars will bump the farthest if you knock into them, the dump

truck is a little heavier and won't move as far, the tractor is very heavy and will be knocked even less of a distance, and The skull & crossbones is the most dangerous of all. This car cannot be bumped very far but is capable of knocking your car into the wall. To make matters worse, it will follow your car very closely.

SPY HUNTER
(SEGA)
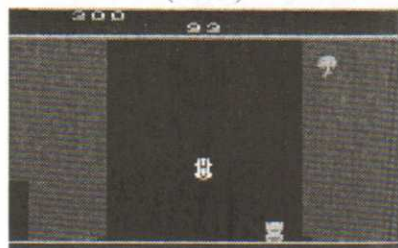
Spy Hunter is another game with a vertically scrolling roadway. On this one, you control a Spy Car that must avoid being shot at by other cars, while shooting the enemy cars.

The game starts with a red van pulling alongside the road. Your car automatically backs out of the van and then you proceed up the highway armed with machine guns. Occasionally the red van will reappear. When you see it you must drive into and receive more advanced weapons such as smoke bombs and oil slicks.

All enemy vehicles appear blue. Some can be shot down while others must be rammed off the road. If you lose a vehicle, and you still have new ones in reserve, the red van will appear to drop off your new car. If you do not have any remaining cars, the game ends.

If you travel long enough, you will enter a boat house and your spys will leave thr car and enter a boat.

Gameplay will continue on the water but all boats that you'll come across will belong to the enemy.

Spy Hunter utilizes two joystick controllers. The left joystick controls the steering and speed of the car and the left controller button will let you fire straight ahead. The right controller button allows you to use your advance weapons.

UP 'N DOWN
(SEGA)

In *Up 'N Down* you control a buggy that must collect 8 flags that are scattered around a vertically scrolling roadway. You collect these flags by passing through them. However you must also avoid the other cars on the road by jumping over and landing on them. If they hit you you'll lose a buggy and when you lose all of your buggies, the game ends.

To make things even harder, the roads that you travel on constantly zigzag. Your buggy will continue to proceed forward when you jump, but if you jump at a zigzag, there won't be any road to land on and you'll lose a buggy.

You control the buggy by pressing the joystick forward to move faster and backward to slow down. Pressing the stick left and right will allow you to change directions at intersections. Pressing the red firing button will cause your buggy to jump.

You score points by knocking out the other cars, collecting flags, and collecting other objects on the road such as cherries and balloons.

DRAGSTER
(ACTIVISION)
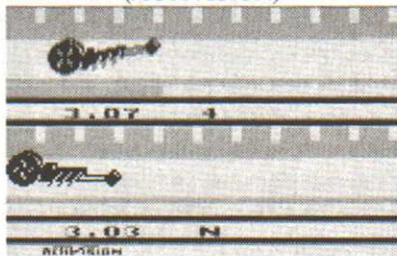
In *Dragster* you must travel a simulated mile in the fastest time possible. Instead of driving an Indy Racer viewed from overhead as in *Grand Prix*, you're now in control of a dragster that is displayed viewed from the side.

As in a real drag race, the game begins with a clock ticking down ten seconds to the start of the race. If you release the clutch before the clock finishes, a message will appear announcing that you were early and are therefore disqualified from the race. If you release the clutch after the race starts then you must shift through all four gears in order to complete the mile within a decent time. An onscreen tachometer informs you if you're running the engine too high. If you attempt to switch gears while the tach is 'in the red' then you'll blow the engine and 'limp' to the finish line with a lousy time.

MOTORODEO
(ATARI)

MotoRodeo puts you behind the wheel of a customized 4X4 truck as it makes its way down an obstacle filled
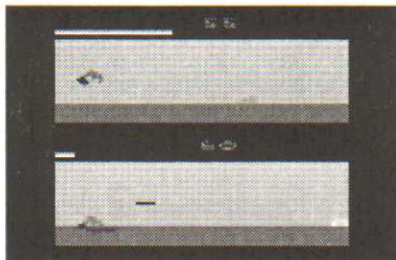
track. As in *Dragster*, the screen is split so two players can compete at one time. There are two options. In one game you play for score and in the other for time. *MotoRodeo* also offers two forms of play: practice and competition.

First you must choose between a truck or a blazer. Next you must choose between tires or trax. If you choose tires you will be able to go over obstacles more easily. Trax will allow you to bounce higher.

Once you start the game, the controller is used for various tricks such as wiggling through mud, wheelies, or jumping. When you jump there are various ways that you can land. You can land on a platform in mid-air which then extends your jump even farther for additional points. Or you can land on another ca and attempt to crush it. While on the ground you can crash through walls. You can also come across some nitro which will give you an extra burst of speed and a small jump.

STREET RACER (ATARI)
SPEEDWAY II (SEARS)

"**Dodgem**", is another variation on *Street Racer*. In this game you must get your car to the top of the screen by pressing the red controller button. One point is scored when you reach the top, and then 'wrap-around' to the bottom. Unfortunately, as you're head-

ing towards the top, obstacles descend while moving left and right across their portion of the playfield. Colliding with an obstacle will automatically return you to the bottom without scoring any points.
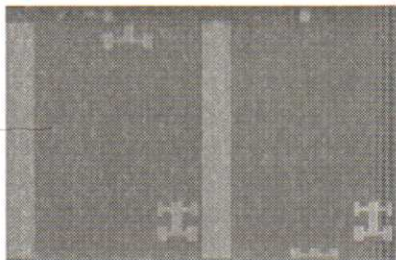
PARTY MIX
(STARPATH)
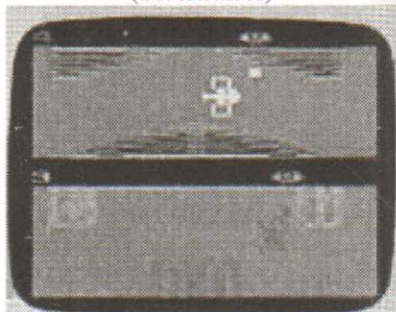
"**Bop a Buggy**," which is included on *Party Mix*, has two players racing towards the finish line on an identical racecourse. Your buggy will slow down if you run into an obstacle or if you run into any bombs being dropped from computer-controlled boppers. In the four-player version of "Bop a Buggy," players are divided into teams of two. One member of the team controls the buggy while the other controls the bopper.

MOTOCROSS RACER
(XONOX)

Motocross Racer is a collection of three different race scenes, in which you control a motorcycle competing

cars approaching from the opposite direction.

The object is to cover as many 'miles' as you can in ninety seconds. The red button on your paddle controller is your accelerator and pressing it will increase your speed. If you crash into an oncoming car or drive off of the road you'll crash and lose precious time.
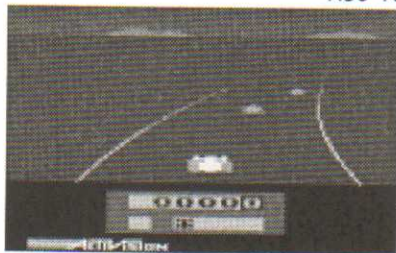
TURBO
(COLECO)

In *Turbo* you drive through various cities and landscapes rather than a continuous dark road. In addition to trying to stay on the road, you must also build up enough speed to pass the cars that are in front of you without crashing into them.

ENDURO
(ACTIVISION)
Enduro is a game of endurance

in a desert race. In the first stage of the game, the screen displays a first-person view with hills in the distance. By avoiding pylons and staying within the flags, you must get to the hills within a qualifying time. If you don't accomplish this within the required time, the game will end once the hills are reached. Although accidents won't destroy your motorcycle, they will slow you down. Once the hills are reached you'll then have to climb them. In this portion of the game, the screen displays an overhead view of the course as you make your way through scrolling and twisting passages. If this course is completed within the required time you'll find yourself at the beach. As in *Moon Patrol*, your motorcycle will travel from the side as you speed across the horizontally scrolling playfield. You must avoid approaching dune buggies by jumping over them. If you survive this section of the game you'll finally reach the finish line.

FIRST-PERSON RACING GAMES

NIGHT DRIVER
(ATARI/SEARS)
In *Night Driver* you must speed down a dark highway consisting of straight-aways and curves while steering your car left and right to avoid

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where you must keep driving as long as possible and cover as many miles as possible. As the game begins you are given a simulated twenty-four hour period to pass two hundred cars on the road. By passing the required number of cars before time runs out, you'll be awarded an additional 'twenty-four hours' to pass three hundred more cars, thereby covering more miles. Each time the required number of cars is passed, an additional 'twenty-four hours' is awarded. The game ends when you fail to pass the required number of cars within the twenty-four hour period.

Although there is no onscreen clock telling you how much time remains until the end of the round, *Enduro* includes an interesting feature that at least gives you an idea. Since each round takes place within a simulated day, the round begins at sunrise, and ends at sunrise twenty-four hours later. As you drive, the background colors on the screen will constantly change to show the differences in the time of day. As you approach the end of your day, the screen will turn dark to simulate night. As dawn approaches, an early-morning fog will settle in and you'll only be able to see the taillights of the cars directly in front of yours. After the fog clears, a warning buzzer will emit to tell you a new day is beginning and that you should hurry to pass the remaining cars.

Throughout the game a meter tells you how many cars you must still pass. There is also an odometer that displays how many 'miles' you have traveled. The number of miles is your score. A third meter displays how many 'days' you have traveled. Although the longer you travel, the higher your score, your overall objective is to travel as many days as possible.

A collision will not only slow you down, but also allow cars to pass you, adding to the number of cars that you must still pass to complete the round. If you do pass the required number of cars, you can then continue to cover as many miles as possible before the new round begins. When the new day arrives, you will be given a new number of cars to pass.

POLE POSITION
(ATARI)

In *Pole Position*, you must compete in two races. The first is a qualifying lap that will determine your pole position in the main race. Your position is awarded based on the time it takes to complete one lap. If your time is below the minimum acceptance for the main race, the game will end when you complete the lap.

If you qualify for the main race, your car will return to the starting line once the qualifying lap is completed. Bonus points are awarded for completing the lap, with extra points

earned depending upon your pole position. The main race is played exactly as the qualifying race, but you must complete the lap within a certain time limit to continue racing. The game will end whenever you fail to complete a lap within the specified time period.

FATAL RUN
(ATARI)

The storyline behind *Fatal Run* is that it is the year 2089. Earth had collided with a meteor which leaving the planet with radioactive pollution. Your job is to drive from city to city as quickly as possible to deliver a radiation vaccine to the survivors. However the road to each city is filled with danger, as henchmen are constantly trying to run you off the road so they can steal the vaccine. Your job is to run them off the road before they can stop you. You can do this by ramming them front the front or rear, or even the side. However, you also risk damaging your car. You must constantly monitor the status of your engine, tires, and armor. If they get too low, you're in danger of losing your car and ending the game. Other dangers that will damage your car include hazards in the road such as oil slicks and brick walls, as well as trees and houses that line the sides of the road. You need to keep your car in optimum shape in order to travel as quickly as possible to each city. The faster that you travel, the more survivors will be waiting for you for the vaccine. And you score bonus points for each survivor that you find!

You can use your bonus points that you received from saving the survivors, to repair your car. The better shape that your car is in, the better it will perform in the following level.

There are 32 levels in all and you must reach the end of the 32nd level in order to release the life-saving satellite that will save the human race. Whenever you reach the end of a level that is multiple of four, you will be rewarded with a password so you can start at that level at a later time.

STUNT CYCLE
(ATARI)
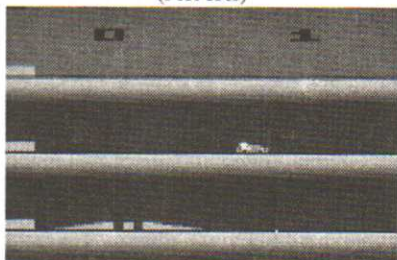
In *Stunt Cycle* you control a motorcycle that you must drive over a ramp and across open air and land on the ground without crashing.

Before reaching the ramp you must drive across two horizontal tracks while shifting gears to pick up speed. You shift gears by rotating the paddle controller. If you fully turn the paddle controller, the car will shift into first gear. Turning to the center shifts the car into second, and turning the paddle only a third of the way shifts the car into third.

The distance that you have to jump depends on how many successful jumps you made. Initially, you only

have to jump the width of one car. However with each successful jump, another car width is added. The number of cars that you have to jump over appears at the upper right of the screen. Your number of misses appears at the top of left. The game ends after you have jumped nine cars.

DUKES OF HAZZARD 2
(ATARI)

Dukes of Hazzard is essentially the same game as *Stunt Cycle*. Here, instead of a motorcycle, you control the General Lee. Instead of a ramp, you must drive up a small hill and then over a pond.
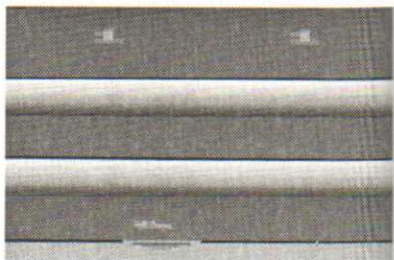
CHAPTER 14
ON WITH THE QUEST!

The object of most videogames is to shoot down onscreen objects before they can get you. Although the games end when you run out of turns, there is never a definitive ending. The better you get, the tougher the game gets, and it will continue forever if you're good enough. Your goal is to score as many points as possible before you run out of turns.

Fortunately, there are other games that do have a definitive ending. In the adventure/quest games you must go on a journey in search of certain objects. Once you find all of the objects the game ends. In some cases the game will continue until you find all of the objects. These games are timed and you are playing for the best time. In other games you have a specified number of lives to complete your journey. If you fail, the game will end.

Adventure/Quest games are exclusively for one player. Because most of these games feature multiple screens, a good memory is often needed to complete them successfully. In some cases sound logic is also an integral part of the game.

SUPERMAN
(ATARI/SEARS)

The first adventure/quest game was **Superman**. As Superman you must initially enter a phone booth and change into Clark Kent. When you leave the booth and begin walking towards the Daily Planet building, Lex Luthor suddenly blows up the Metropolis Bridge. As you witness Luthor and five of his henchmen leaving the scene, you must promptly return to the phone booth and change back into Superman. As Superman, you then fly around the streets of Metropolis searching for Luthor and his band of accomplices. Once they are found, you must carry them to the Metropolis jail, one at a time.

In addition to searching for the criminals, you must also find the three pieces of the bridge and put them back together over the Metropolis River. Once the six criminals are safely behind bars and the bridge is rebuilt, you must then return to the phone booth and again change back into Clark Kent and proceed to the Daily Planet. The game finally ends once the building is entered.

Superman consists of a number of playfields, each representing a different part of Metropolis. Whenever you exit from one playfield, you'll reappear on the opposite side of the screen on a different playfield. You may also "look" onto an adjoining playfield without entering it by using your X-ray vision.

The object of Superman is to reach the Daily Planet in the fastest time possible. To help you move around the city faster, there are a series of subway tunnels that allow you

to quickly move from one section of the city to the other.

You must also avoid touching the three kryptonite satellites roaming the city since they will erase your abilities to fly, leaving you powerless to capture the villains. To regain your powers you must locate Lois Lane and kiss her.

Although the helicopter that flies around doesn't pose any danger, it becomes a nuisance when it steals sections of the bridge and randomly relocates them - usually taking a section of the bridge after you have deposited it over the Metropolis River.

PRIVATE EYE
(ACTIVISION)
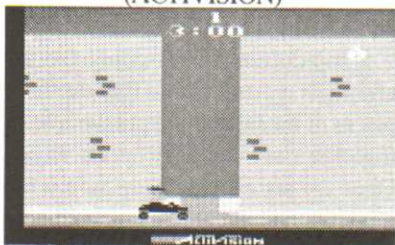
Private Eye is another game in which you must search city streets in order to find a wanted criminal, Henri Le Fiend, and bring him to jail. As Private Eye Touche you must navigate city streets and parks searching for evidence and stolen goods. After the stolen items have been returned to their rightful owners, you must then capture and book Henri Le Fiend.

While driving a car you may encounter dead-ends, one-ways, secret passages, and detours, all while avoiding flowerpots falling from second story windows. Occasionally, questionable characters will peek out from these windows and you must jump up to catch them and see what they want.

Private Eye can be played within

a time limit of three to twenty minutes. The game ends when you either run out of time or deliver Le Fiend to the police station.

DARK MAGE
(HOMEBREW)
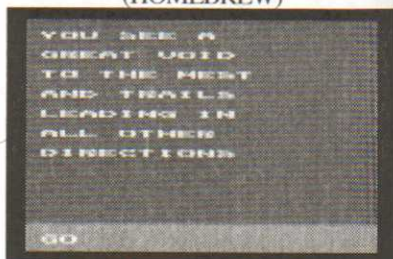
Dark Mage is patterned after the original adventure games that appeared on mainframe computers as strictly text adventures. In the original games the player typed simple text commands. In this version you don't have to type. Pressing your joystick in different directions brings up different commands and you choose the one you want by pressing the red firing button. In this game you assume the role of a jester who has been banished from the kingdom. Your goal is to find and return the king's black rose.

ADVENTURE
(ATARI/SEARS)
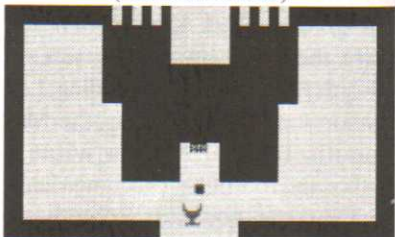
In *Adventure*, you must search for and find an enchanted chalice that was stolen by an evil magician and hidden somewhere in the video kingdom. Upon finding the chalice, you must return it to the Gold Castle.

The kingdom consists of three locked castles (Gold, Black, and White), which can only be opened by finding its corresponding key and bringing it to the gate. Lying between the castles are various visible and invisible labyrinths, which must be navigated. Assorted objects, such as a sword or the keys, may be hidden within these labyrinths.

Running back and forth between the castles searching for objects is not an easy task because there are three dragons patrolling the kingdom. Your only defense against the dragons is the sword that will slay them. Unfortunately, since you can only carry one object at a time, you cannot carry the sword with you at all times. If a dragon catches you, the game will end. If this occurs, pressing the "RESET" switch will bring you back to life, and start the game from where you left off. However any dragons you may have killed will also be brought back to life.

Another creature you must watch out for is a pesky bat that flies around and frequently steals the object you're carrying. If the bat had been carrying something already, it will trade its cargo for what you are carrying.

Unlike most games, *Adventure* doesn't have a timer or a scoreboard. The object of the game is to get the chalice to the Gold Castle no matter how long it takes you.

ADVENTURE II
(ATARI)

Adventure II is a 'sequel' to *Adventure*. Gameplay is the same but this time you have to retrieve the chalice from any of four kingdoms (Water, Hedge, Fire, and Ice) and each kingdom has its own group of castles.

To make it even more difficult, the Fire and Ice kingdoms can only be entered by first entering the gold castle of the Hedge kingsom. But first you must find the key to that castle and it could be hidden anywhere within the Hedge and Water kingdoms.

HAUNTED HOUSE
(ATARI/SEARS)

Haunted House is similar to *Adventure* in the fact that you must search for an object and bring it to your starting point. In this case you must locate three pieces of a magic urn that are hidden somewhere within the four floors of the old haunted house. You have nine lives to find the urn, which can be lost by running into evil creatures such as ghosts, tarantulas, and bats. The game ends by either losing all of your lives or by returning the completed urn to the entrance of the house. Unlike in *Adventure*, a reincarnation option doesn't exist in this game.

Each floor of the house is represented by a scrolling maze that is similar to the ones in *Mines of Minos*, with staircases connecting each floor to the ones directly above and below it. Besides the three sections of the urn, there is hidden within the house a scepter that will render any of the creatures harmless if you carry it; and a key that will unlock closed doors. As in *Adventure*, you may only carry one object at a time.

Because the house is dark, you must strike matches in order to find the hidden objects. You are given an unlimited supply of matches, but the object of the game is to get the three sections of the urn to the entrance of the house by using the least amount of matches and by having as many of your nine lives left at the end of the game as possible.

RETURN TO HAUNTED HOUSE
(ATARI)

Return To Haunted House is an expanded version of *Haunted House*. The house contains addition areas such as storage roons, cemetaries, basements and sub-basements. The goal of this game is to find the skull of old man Graves and return it to the tomb located in the cemetary.

DARK CHAMBERS
(ATARI)

In *Dark Chambers* you must make your way through 26 levels and collect as many points as you can by finding secret treasures. Each level features a number of creatures that will zap your strength, and the game ends when you lose all of your strength. Fortunately you can shoot them before they touch you. There are also traps and poisons scattered around the levels that will drain you of your strength if you run into them.

There are a number of weapons scattered around the Dark Chambers

that can be used during the quest. Guns will help you fire faster, daggers will make your shots more powerful, and a shield ensures you will lose less strength if you run into one of the enemy creatures. You can also find bombs that will kill every creature on the screen at once.

Weapons are not the only items you will find as your roam the Chambers. Potions will increase your strength, keys will unlock many passages, and chalices will increase points. You can also find strongboxes, jewels, and a gate that will lead you to the next level.

MONTEZUMA'S REVENGE
(PARKER BROTHERS)
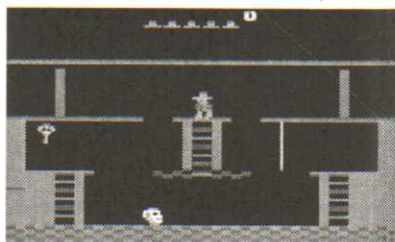
In *Montezuma's Revenge* you take the role of Panama Joe who is in search of Montezuma's treasures within the walls of the emperor's fortress. To find them you must travel from room to room, while avoiding traps and picking up tools and rewards along the way. Hazards to avoid include snakes and spiders, disappearing floors, laser gates, moving skulls, and fire pits. If you fall prey to any of these dangers you'll lose a man. The game ends when you lose all of your men.

Fortunately there are rewards along the way that can be picked up and carried. However, once you have picked up four objects, you cannot

pick up any more. Amulets will temporarily disable any creatures that are after you; jewels will earn you 1000 points; keys will allow you to open locked doors; a sword will kill a spider or moving skull; and a torch will light up dark rooms.

Once you reach the treasure room you will have several seconds to scoop up as many jewels as possible. When time runs out you'll advance to the next level and start over.

QUEST FOR QUINTANA ROO
(SUNRISE/TELEGAMES)
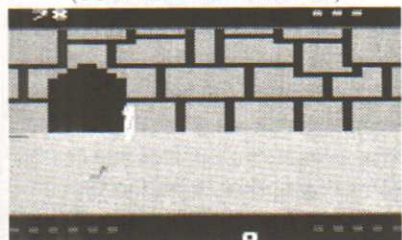
In **Quest For Quintana Roo** you must explore the temples of Quintana Roo in search of five map rocks (keys) that will open a vault full of riches. The game starts with you standing outside a temple where you must avoid poisonous snakes, as well as the wrath of the moon god, who occasionally fires a pellet at you. You must enter the temple from the side where you will also find stairs that will carry you up one level. You can enter a room at any level by pressing the red firing button. Once inside the temple you must avoid snakes while searching for hidden treasures and map rocks that will allow you to enter the vault. By pressing the "Game Select" switch, you can change the color of your man. If your man is white he isn't carry anything, but if he finds a map rock he will turn yellow. If he is blue he has drawn

his gun and can fire bullets by pressing the red firing button. Snakes can be killed with the bullets. When the man is red he is carrying a flask of acid, which can be used to kill any mummies that appear. If the man is green it means he has grabbed a chisel and is able to dig holes into the walls by pressing the red firing button. Unfortunately you can only leave a room if you are white or yellow and are only given 90 seconds to explore the rooms. Once the 90 seconds are up, all of the oxygen will run out, so you must be outside the rooms. If a snake bites you then you'll have sixty seconds to find an antidote.

Once a map rock is located you must then find the map vault. You do this by first finding the proper map rock hole. When you find what you believe is the correct hole, stand under it and press the red firing button. If you are right, the hole will disappear. If you are wrong, your map rock will be relocated randomly within the temple.

SECRET QUEST
(ATARI)

In **Secret Quest** you must navigate and destroy eight space stations by navigating its rooms in search of a secret code that appears as an icon. Once the code is located you must go to another room where the self-de-

struct mechanism exists and deliver the code. Once the correct code has been delivered, you have 20 seconds to get to the teleporter room. If successful, you will advance to the next station, but if you fail the game will end.

In some rooms weapons can be picked up. These weapons will be necessary to battle the creatures that challenge you when a room is entered. Contact with a creature will cost you precious oxygen and strength, however if you destroy all of the creatures in the room you'll be rewarded with extra oxygen or energy.

XENOPHOBE
(ATARI)

Xenophobe also takes place in eight space stations. The first one you enter has only one level, but other space stations can have as many as four, with each level consisting of eight rooms. As in *Dragster* and *MotoRodeo*, the action takes place via split screen so it can be viewed from the side. To move from one room to another you merely have to move to the edge of the screen and enter the next room. Although in two player games each player has his own playfield, players must alternate turns rather than play simultaneously.

The object of the game is to clear the space stations of alien creatures. There are different types of aliens,

with each type requiring a different amount of force units to destroy them. The number of force units you use depends upon the type of weapon you are using. Weapons are scattered around the space station for you to pick up, but you can only hold one weapon at a time.

There is a time limit to clean up the space station. If you succeed you'll receive bonus points and move on to the next space station. If you fail you'll still move on to the next station, but receive no bonus points.

You begin the game with 1000 units of strength and lose varying amounts of strength units if the aliens hit you. Fortunately you can locate a hamburger or flask of water somewhere in the station that will restore some of your lost strength. The game ends when all of your strength is depleted.

E.T.
(ATARI)

As *E.T.*, you must search for the pieces of the telephone so you can "phone home." Like the urn in Haunted House, the phone is divided into three sections, which are hidden somewhere within the various playfields. Four of the six playfields feature numerous wells that you must fall into since these wells contain the phone pieces. Once the three pieces are found, you must then call for the mother ship to come down and pick

you up. If you are at the landing site when the ship arrives, the game will end successfully.

Unfortunately there are characters in the game that don't want you to phone home. A sinister FBI agent will steal the pieces phone you have accumulated, and a scientist will keep bringing you to his lab. Fortunately Elliot is available to help chase away both the agent and the scientist.

If you fail to find the pieces of the phone, or to call the mother ship, you will eventually run out of energy and the game will end. You will constantly lose energy by moving, and the faster you move, the quicker your energy will be depleted. Additional energy can be burned up by using special powers such as levitating out of a well or by calling Elliot. The game will end when you lose all of your energy three times. After the first and second loss, Elliot will come to your rescue with additional energy. You can also get an unlimited amount of energy by collecting Reeses Pieces candies.

CRYPTS OF CHAOS
(FOX)

Crypts of Chaos features 18 levels of crypts, each filled with eight lairs containing monsters and treasures. The object of the game is to slay the monsters and collect all of the treasures from each level before leaving the crypt. The deeper you are within the crypt, the tougher the monsters

are to battle.

Crypts of Chaos is harder than most quest games because you never know where you are within a crypt. Because the playfield is displayed from a first-person view, and because there isn't any overhead map displaying where you are, you're always in danger of losing your way within the crypt. If enough creatures attack you, you'll eventually run out of weapons and energy and be unable to continue, thus ending the game unsuccessfully.

ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
(MATTEL)

Advanced Dungeons & Dragons: Treasure of Tarmin is very similar to *Crypts of Chaos*. As in the previous game you must make your way through a first-person maze collecting treasures while avoiding or destroying creatures. The goal is to find your way to the very bottom of the cavern where you must avoid the dragon, and then make your way back up to the top.

Unlike *Crypts of Chaos*, *Treasure of Tarmin* employs two joysticks. The left joystick controls your movements within the cave while the right one controls the weapons you want to use.

RIDDLE OF THE SPHINX
(IMAGIC)

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In **Riddle of the Sphinx** you must roam the deserts of Egypt, while avoiding thieves and scorpions, in search of treasures that can be offered to the various temples and gods. The correct treasures must be offered to the temples or they will refuse them and punish you by subtracting points. Offering a correct treasure will reward you with additional treasures and bonus points. Throughout the journey you must avoid being wounded or getting too thirsty. Unlike many other quest games, *Riddle of the Sphinx* doesn't feature multiple boards. As you walk through the desert, the different objects and characters scroll down towards the bottom of the screen. You may move horizontally by pressing the joystick to the left or right. Pressing the stick forward or backward will cause the scroll to speed up or slow down.

Objects you pick up along your journey appear at the very bottom of the screen. In order to use a specific treasure, you must place an onscreen cursor over the object you wish to utilize. Like *Treasure of Tarmin*, *Riddle of the Sphinx* uses two joysticks. The left joystick controls the movement of your character while the right stick allows you to move the cursor over the desired treasure.

As you wander the desert, nomad traders will approach you. If you meet them you can trade some of your artifacts for new ones. Unfortunately not all of the traders are honest, with some taking one of your artifacts and not giving you one in its place.

Thieves will also approach and pursue you by throwing stones. Running into a thief or being hit by a stone will cause you to lose an artifact, lose points or obtain wounds. You can avoid them by moving out of their way or by throwing stones back at them that will earn you points if you hit them. Scorpions must also be avoided since they will also cause you to lose points and gain wounds if one bites you. Although you will die and end the game if you get too many wounds, you can heal your wounds by walking. The faster you walk, the faster your wounds will heal.

Another danger that can cause your death is thirst, which can be caused by walking too much. Fortunately there are various oases scattered around the desert that will cure your thirst if you walk into them. In addition, one of the artifacts is a jug that will also quench your thirst.

Riddle of the Sphinx ends successfully when you complete your journey by making all of the correct offerings. However it will end unsuccessfully by getting too many wounds or by getting too thirsty.

PLANET OF THE APES/
REVENGE OF THE APES
(FOX)
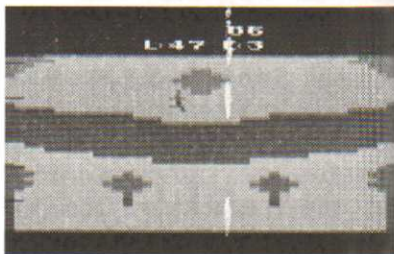
This is another game where you'll find yourself roaming through the desert, among with several other locations.

You start the game with a set number of life points and up to nine escapes. You start off in the jungle where hordes of apes are trying to capture you. If you are captured, you'll get sent to a cage in the village. You can press the red controller button to escape but you'll lose an escape point. When you lose all of your escape points, your life points will dwindle to zero. The game ends when you lose your points.

Besides trying to get caught by the apes, you must also avoid the quicksand. If you fall in you must use an escape point to get out.

Once you get through the jungle you'll find yourself in the desert. You must make your way through several screens of desert while avoiding the ever-attacking apes. After you get out of the desert you'll find yourself in the caverns.

The caverns consists of many screens. They all look alike but are different in color. There are four ways out of each cavern but there is only one path to your stronghold. If you find the correct one, you'll win the level. If you don't find the right one you'll wind up in more caverns and eventually in another jungle. There won't be any apes after you while you're in the caverns .However your life points will tick away much faster.

If you get caught by an ape you will be taken to the village. You can escape from the cage by pressing the red controller button but you will still be in the village. The village consists of several screens and you must get

out of them while avoiding the apes that are after you.

You can score points by shooting the apes. There are three kinds of apes. Chimpanzees are the smallest and you'll earn three points each time you shoot one. They cannot capture you if they touch you.

You'll earn 200 points if you shoot an Oranutangs. However you'll lose a lifepoint and get carted off to the village if one should touch you.

Gorillas are the most powerful of the apes. Besides catching you, they can shoot at you as well. You'll lose two lifepoints if they shoot you. You'll gain 42 points if you shoot them!

LORD OF THE RINGS
(PARKER BROTHERS)
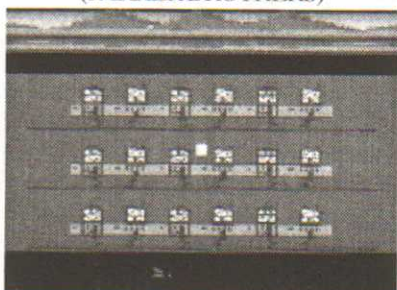
Relive the adventures of Frodo as he travels from his home in the shire to Rivendell. You'll face constant choices as you journey through Middle Earth, trying to avoid the Black Riders. Use the unique map to pinpoint your location as you move through more than 2000 exciting screens.

PITFALL!
(ACTIVISION)

As mentioned in Chapter Seven, the object of *Pitfall!* is to find as many treasures as possible before you lose your three lives or before time runs
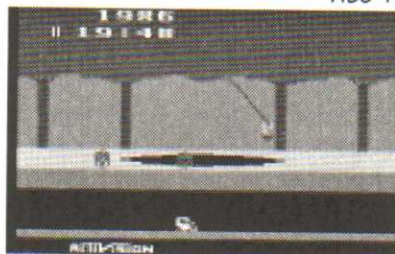
out.

As Pitfall Harry, you must dash horizontally through each playfield, running through each treasure that you encounter, while avoiding various obstacles. When you leave a playfield from one side of the screen, you'll reappear on the opposite side on a new playfield. The object is to score as many points as possible. You begin the game with two thousand points and can only earn more by finding treasures. Unfortunately there are two ways in which you can lose points. The first is by running into the logs that roll across the ground. The points you lose by tripping over them will depend upon how long you make contact with them. The second way to lose points is by falling into holes that lead to the underground tunnels. You'll lose one hundred points every time you fall. Other objects will cause you to lose turns if you run into any of them. These objects include cobras, scorpions, and campfires that can only be avoided by leaping over them. Another danger is the tar pits that continuously open and close and must be avoided by running past them when they are in the closed position. Some tar pits have vines over them that will allow you to swing over the pits when you grab hold of the vine. The final obstacle that must be avoided is a lake full of crocodiles. Once again you can avoid them by swinging over them via

a vine or by jumping over each crocodile's head while being careful not to fall into their mouths.

You must try to recover all 32 treasures that are hidden within the 255 different playfields. Unfortunately it is very difficult to get to all of them within the allotted twenty minutes without making use of the underground passages. Each underground playfield you pass through equals three surface playfields. However the underground passages are not continuous, with some leading to deadends that will force you turn around and return to the surface.

The real test of *Pitfall!* is to find the right combinations of paths between both the surface and underground tunnels. In a way, *Pitfall!* is a very complicated maze that can only be successfully navigated through trial and error and lots of patience.

PITFALL II: LOST CAVERNS
(ACTIVISION)
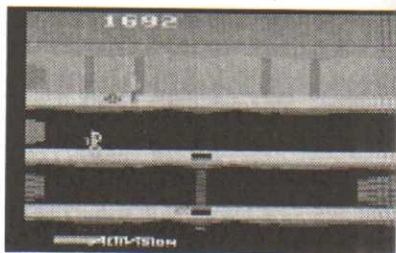
In *Pitfall II: Lost Caverns*, you must help Pitfall Harry find his niece Rhonda and cat Quickclaw. Both were lost while the three were on an expedition to find the legendary Raj diamond located somewhere in the mountains of Peru. In addition to finding the two, you must also find the Raj diamond, bars of gold, and a rat that guards the entrance to the cave. Once all have been found, the game ends. Unlike the

case in *Pitfall!*, there isn't any time limit, nor can you lose any lives to end the game. Throughout the game you will find mystical healing crosses. Whenever you strike danger you'll be transported to the last cross you touched.

Lost Caverns features a playfield that is eight screens wide and 28 levels deep. The cavern consists of narrow rows of ledges connected by ladders, and two cliffs that are separated by a wide hole that can be navigated by balloon. If you fall into the river at the bottom of the cliffs you must avoid electric eels. While on the ledges you must stay away from scorpions, frogs, bats, and condors.

HUNCHY
(HOMEBREW)
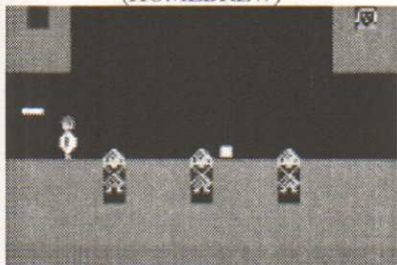
In *Hunchy* you control the Hunchback of Notre Dame moving through the cathedral of Notre Dame in an effort to rescue Esmeralda. In order to do this you must jump over pits, avoid missles, and grab hold of a Pitfall!-style swinging rope.

FATHOM
(IMAGIC)

Your goal in *Fathom* is to find the missing pieces of the Trident in order to rescue an imprisoned mermaid from her cage. To accomplish this you must pass through 256 screens while alternating control between a dolphin
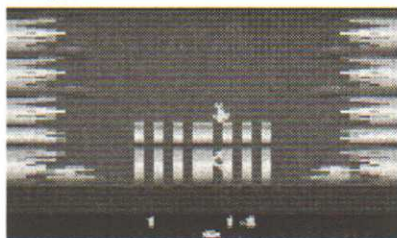
and a bird.

As a dolphin, you must swim through the water searching for the Trident. You begin with fifty points but they decrease as time passes. Coming in contact with seahorses will earn points, but running into coral will cause you to lose points.

When a bird appears you must surface and become a bird, flying horizontally and passing through platforms, earning additional points while avoiding crows. When a dolphin appears, you must head back to the water and resume moving as a dolphin.

If you collect all pieces of the Trident, you must make your way down to the mermaid's cage and release her. However, the moment you run completely out of points the game will end.

To move you must position the joystick in the direction you wish to go while pressing the red firing button repeatedly. The constant pressing of the button will flap your flippers or wings depending which animal you are. If you stop pressing the button at any time, you will stop moving, but will continue to lose points.

SNOW WHITE
(ATARI)

Your goal in *Snow White* is to guide the seven dwarfs through an adventure in order to find Prince Charming. This must be accomplished before the witch can reach Snow
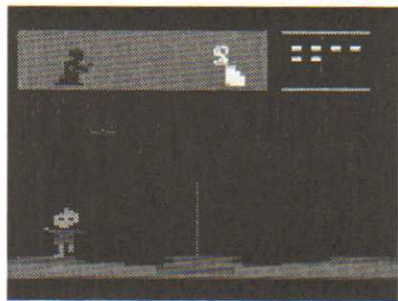
White.

Initially, you must guide the Dwarves through a mine tunnel to pick up a total of twelve diamonds. You have to be careful because there are obstacles throughout the mineshaft to keep you from getting the diamonds.

In order to leave the mineshaft, you must pick up a ruby.

Once you exit the mineshaft there are a series of adventures that you must get through in order to reach Prince Charming. On one screen you must cross a river while bats try to knock you over. On another screen you must walk through a forest while evil trees are all around you.

On the upper left of the screen you'll be able to see the witch dressed as an old woman with a poison apple in her hand making her way to Snow White. If she reaches Snow White before you get to Prince Charming, you lose.

SCAVENGER HUNT
(AMIGA)

In **Scavenger Hunt** you control a little man who must go from house to house searching for six objects before time runs out. Each object is displayed at the top of the screen and you must go to each house to see if one of the objects is locked inside. By ringing
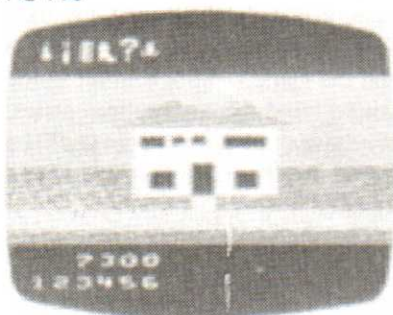
the doorbell you can discover if the object is inside. If it is, you'll be able to take it. If it's not there, you must keep searching.

Although a turn's lost if you run out of time, time is not your only enemy. You can also lose a turn if you step on a crack in the sidewalk, fall in a river; or get bitten by a dog. You can avoid the cracks and rivers by simply jumping over them. To keep from being bitten, you must first find a bone and carry it with you. The game ends when you lose all of your turns.

STELLAR TRACK
(SEARS)
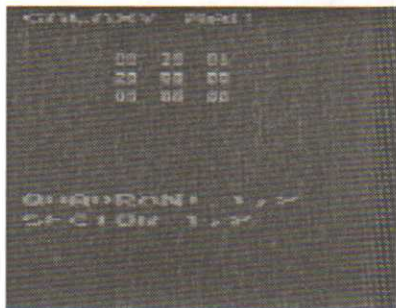
Stellar Track can be described as a text version of *Star Raiders*. In this game you can choose how many aliens you want to destroy and in how much time you'll get to do it. Actually the game isn't timed, but you are given a limit to the amount of Stardates you can use. Each time you move from one

quadrant to another, you will use up a Stardate. The *Stellar Track* galaxy consists of forty-eight quadrants displayed on an 8x6 grid. Each quadrant is made up of sixty-four sectors that are displayed on an 8x8 grid.

You can choose between three maps, which can be summoned at any time. The Galaxy Map will only display what is inside the quadrants you have already explored. The Long Range Scan will only display the quadrants surrounding the one you are in. Each quadrant is displayed on the two maps as two digits. The number on the left refers to the number of alien ships within that particular quadrant (up to three). The digit on the right will tell you how many Starbases are in that quadrant. Since there are only two starbases in the entire galaxy, the numeral on the right will usually be a zero.

The third map, the Short Range Scan, displays your position within the quadrant as well as those of the aliens and Starbase. If the aliens occupy a sector that is in a straight line from you, you can fire a photon at them that will travel in a straight line until it reaches its target. If the enemy ships aren't in a straight line from you, you may move your ship to get them into one, or you may fire a phaser. Unfortunately phasers use up a lot of energy, and the farther away an alien ship is from you, the more energy you'll need to destroy it.

Every time you use one of your weapons, each alien ship within your quadrant will get a turn to fire back at you. Depending upon their proximity, you can lose energy or sustain damage in a number of areas such as: 1) Loss of Long or Short Range Scans;

2) Loss of engines; or 3) Loss of photons. A visit to a starbase will repair all damage.

Your ship is equipped with a status chart that shows how many stardates are remaining; your energy level; and the condition of your controls. Whenever one of your controls is damaged, the status chart will display the number of stardates you must use before they can be repaired without docking with a starbase. The starbase will also replenish your energy but not your stardates.

Because this is basically a text game, you will never see the actual battles between you and the enemy ships. The text that appears at the bottom of the screen will tell you if you hit them or if they hit you, and how much energy was lost.

As in *Starmaster*, the color of the playfield plays an important part in the game. If the screen is red, you are in a quadrant containing aliens. If the screen is blue, there is a starbase in your quadrant, and you are alone within the quadrant if the screen is green. These colors are particularly important if you cannot use your Short-Range Scan.

The game ends by one of three ways. You will win if you destroy all of the alien ships, and you'll lose if your energy level or stardates reach zero. You will then be rated on your performance whether you win or lose.

MASTER OF ARCTURUS
(HOMEBREW)

Master of Arcturus is similar to *Stellar Track*. However in this game the action takes place in real-time. While you are attacking one star system, your enemy (the computer) is
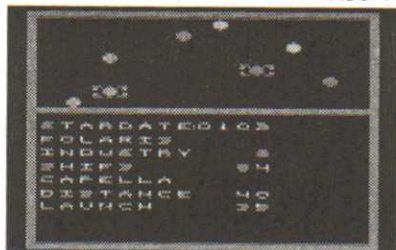
probably attacking another, *Master of Arcturus* also differs from Stellar Track in the aspect that the star systems are industrial and you can build new star fleets as time passes.

DRAGONSTOMPER
(STARPATH)
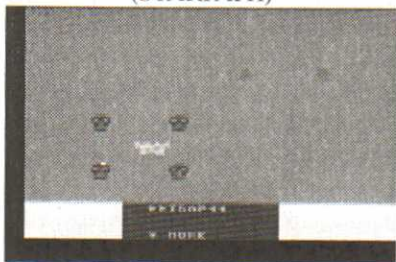
Dragonstomper, like *Stellar Track*, utilizes text, but is similar in play to *Adventure*. While this game also involves dragons, the gameplay is totally different. *Dragonstomper* is a Multi-load game that features three completely different playfields. The object of the game is to get to the dragon and either destroy or tame it without getting killed yourself. To get to the dragon you must first fight creatures and buy weapons while conserving your energy and money.

The first playfield puts you in The Enchanted Countryside where you must collect gold and other important objects while keeping your strength up. Occasionally a creature will challenge you to a fight. You can either fight back or retreat. As in *Stellar Track* you won't see the actual battle

since it is in text. The computer merely tells you if you won or lost, how much strength was depleted, or what treasures you gained. If you lose all your strength you will die and the game will end. However if you save enough money you can pay to cross the bridge (by bribing the bridge's guard) and enter the second playfield, The Oppressed Village.

In the village you will find stores where you can buy food, medicine, and magical items that can be equipped to fight the dragon. You can even try and enlist aid from some soldiers if you can agree on a price with them. Once you have everything you think you'll need, you can then enter a cave and proceed onto the third playfield, The Dragon's Cave.

The third playfield is a long, vertically scrolling tour through a cave filled with the bones of past explorers. Throughout this walk you can also be hit by poisoned darts that will cause you to lose strength through fever. At the end of the cave you'll enter The Dragon's Lair and must use all the weapons at your disposal to try to either tame or kill it. If successful, the game will end on a happy note with you being the victor. However, if you fail, you will eventually lose all of your strength and die, making the dragon the winner of the battle.

ADVANCED DUNGEONS & DRAGONS: TOWER OF MYSTERY
(MATTEL)

In *Advanced Dungeons & Dragons: Tower of Mystery*, you are imprisoned at the top of a multi-storied tower. The object of the game is to make your way to the bottom of the

SURVIVAL ISLAND
(STARPATH)
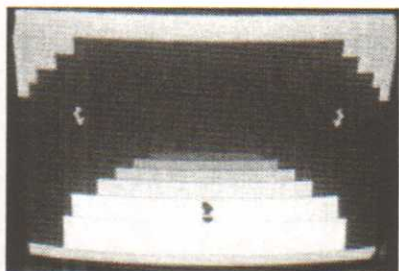
tower and out to freedom. To do this you must run through a maze, one room at a time. On each level you'll encounter creatures with which you can barter goods or attempt to destroy or avoid. You will also uncover treasures that are worth points. Other objects you may find are scrolls that allow you to call up your status, shoes that help you run faster, a hat that allows you to see through doors, a magic wand, a rope that allows you to climb out of a deadly pit, and swords and keys. Each time you find the staircase, you'll move down to a lower level. If you get lost on a level you can call up a map that will display the rooms you have already been through. If you have the scroll you can call up your status that displays your strength, stamina, charisma, number of treasures found, arrows, and level number. You must keep your strength, stamina, and charisma high or risk losing the game.

Tower of Mystery employs two joysticks. The left stick controls your movement while the right one calls up the map and status.

At the beginning of the game you must input your name via the joystick. Throughout the game messages will scroll across the screen informing you of different things. The game ends in success if you reach the bottom of the tower and escape.

Another game in which you must avoid deadly creatures and collect supplies in order to win is *Survival Island*. This game begins with a first-person view of a man swimming in an ocean towards an island. To successfully reach the island you must avoid sharks and collect supplies that lie in the water. You must reach the island before your life force runs out, which can only be maintained by collecting food and water.

Once the island is reached, you must make your way to a temple. By pressing the red firing button, you can call up a menu that allows you to choose the correct path and supplies to reach the temple. You can choose to walk fast and face possible risks or you can walk slow and "feel" the way ahead of you. Your life force will slowly dwindle as you walk, so it must be kept from reaching zero. Deadly hazards such as lava flows and creeks must also be avoided since both will rapidly decrease your life force if you step into them. Once the temple is reached, you'll then have to explore the mysteries within it.

The remaining strategy games are strictly for true adventurers since their enclosed instruction booklets only give a gist of the game. If you found the designer's name in *Adventure*

merely from the visual clues, then these games are for you.

RAIDERS OF THE LOST ARK
(ATARI)

Raiders of the Lost Ark is a quest for the lost Ark of the Covenant. Although the instruction manual gives you some clues on how to solve the game, it doesn't explain enough for the casual player to immediately play it once and win. No matter how much of the instructions you read, at some point in the game you'll be on your own.

Raiders of the Lost Ark is actually many games in one. As Indiana Jones, you must contend with many obstacles before you'll uncover the Ark. Many of these obstacles are actually targets that must be hit before you can go on.

Raiders of the Lost Ark also utilizes two joysticks. The left stick controls the movement of Indiana Jones while the right stick controls the onscreen cursor that is placed on the object you wish to use.

PIZZA CHEF
(ZIMAG)

Like *Raiders of the Lost Ark*, *Pizza Chef* also consists of several mini-games. *Pizza Chef* is primarily a memory/game in which the goal is to correctly match up the proper kitchen utensil/food combination with the cor-

rect cooking pot before your time expires. The game is separated into five different rooms: the dining room, the refrigerator, the kitchen, the storage room, and the trash room.
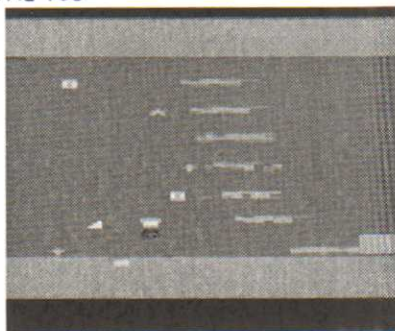
The dining room connects the four other rooms. Here you must avoid clumsy waiters who are attempting to serve food to non-existent customers. If a waiter touches you you'll lose time. In each of the four corners of the dining room are colored squares which represent the four other rooms. By moving your chef onto the appropriate square you'll enter the room that you want to go to.

In the Storage Room you must pick up a kitchen utensil (a cup, cleaver, or bowl) while avoiding giant rats. If a rat touches you, you'll lose time and your item. Once you have your cooking utensil, you can exit the room through the square at the top right of the screen.

In the Refrigerator you must correctly match the cooking utensil that you picked up in the Storage Room with the correct food item. Once you've correctly matched your utensile with the proper food item, you can pick up the food item and exit this screen.

After you've collected the proper utensile and food item, you'll make

your way to the Kitchen. Here you must correctly guess which pot (represented by squares on the far right of the room) matches your utensil/food combination. To do this, simply walk next to a pot and press the red firing button. If you have guessed the correect pot, it will disappear and you can begin working on the next one. Each pot is color coded to a specific food item so make sure you've picked the proper pot before pressing the fire button. If you choose the wrong pot you'll be sent to the trash room to dispose of your food item. Once you make all eight pots disappear, move over to the ovens on the left side of the screen and press the fire button to bake your pizza and win the game.

If you go to the Trash Room, you must make your way down the steps and throw your food out in the trash can. After you've thrown out your food, you must walk back up the stairs.

SWORDQUEST
(ATARI)

The *Swordquest* series presents

the cream of the crop for true adventurers. The four games in this series: *Earthworld*, *Fireworld*, *Waterworld*, and *Airworld* are all different from one another and can only be solved if you can find the proper clues that are hidden within the games, their instruction manuals, and specially written comic books that accompany them. Some false clues are even thrown in to keep you on your toes.

Each of the four games is independent from one another, and originally were part of a contest that could have netted you $25,000 if you completed them successfully. Each game also contains a clue that will help you solve the game that followed it. Finally another puzzle involved all four games and was worth $50,000 for the person who could solve it.

Although a game called *Computer Space* was the first arcade videogame in history, it was too complicated when it was released and quickly withdrew from the market. It was soon followed by a very simple video tennis game that most people term as the very first videogame. *Pong* was an instant success when it was released in the arcades and was soon followed by a home version: the very first home videogame unit. So popular was this simple game that millions of *Pong*-only home videogames were sold.

While *Pong* is very primitive by current standards, it has still stayed in the hearts of many players and designers. Many of the games available for the VCS feature some aspect that is directly or indirectly related to the original game.

VIDEO OLYMPICS (ATARI)
PONG SPORTS (SEARS)
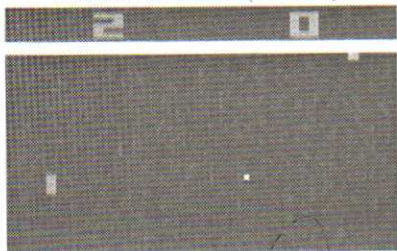
One of the original cartridges for the VCS is *Video Olympics* that could also be referred to as a video documentation of the evolution of *Pong*. That classic game is included on this cartridge along with several of its variations that were introduced into the arcades directly following the release of the original game. Most of these variations are sports games and are thus featured in Chapter 16. However the unique games, and the original *Pong* are included here.

Many of the games offer variations that put some spice into the play. With "Whammy," you can make the ball bounce off a border at a strange angle while "Speed" allows you to suddenly increase the ball's speed as it races across the playfield. A third variation, "Catch," allows you to hold the ball onto your paddle until you are ready to release it.

"Pong", the granddaddy of all videogames, is simplicity in itself. The graphics merely consist of vertically moving paddles on each side of the screen that are used to block the ball that travels across the screen. The object of the game is to keep the ball from exiting from your side of the screen by blocking it with your paddle and sending it back to your opponent's half of the screen. If you can't block the ball then your opponent will score a point. The first player to score 21 points is the winner.

"Super Pong" is similar to the original "Pong" with the one exception that each player controls two vertically moving paddles at the same time. Both paddles enjoy the same horizontal plane and therefore move together when you turn the dial on your controller.

In both "Pong" and "Super Pong" there aren't any borders surrounding the playfield, and the ball can leave the screen at any point. This isn't the case in "Soccer" where the playfield

is surrounded by a border. If the ball hits the border it will bounce back towards the opposite of the screen. Cut into the center of the two vertical borders are openings that you must knock the ball into to score.

"Foozpong" is a variation of "Soccer" in which each player controls two vertically moving sets of four paddles. Only three of the paddles in each row can be on the screen at any one time.

"Quadrapong" is a four-player variation of "Soccer" in which all four of the borders surrounding the playfield have a goal cut into their centers. The four players are divided into two teams and one player from each team guards one of the horizontal goals with horizontally moving paddles while the remaining two players guard the vertical goals with vertically moving paddles.

Video Olympics also includes other *Pong*-like games that are featured in the following chapter. "Hockey" is similar to "Soccer" with the exception that its goals are on the playfield, rather than cut into the borders. In "Handball" both you and your opponent each control vertically moving paddles on the same side of the playfield and must hit the ball when it is your turn. In "Volleyball" you and your opponent each control a horizontally moving paddle which is used to block the ball before it can hit the bottom of your side of the screen. Finally in "Basketball," you must knock the ball into your basket on the opposite side of the screen with a horizontally moving paddle which can only move on one half of the playfield before your opponent can knock the ball into the basket that lies on your side of the screen.

MONDO PONG
(HOMEBREW)

Mondo Pong is a variation of *Pong*. Here, you have two balls and they don't behave normally! You'll never know how the balls will react when you hit them with your paddle. Sometimes they may come right back at you.

BREAKOUT (ATARI)
BREAKAWAY IV (SEARS)

Like *Pong* and its sister games that are included on *Video Olympics*, the games on ***Breakout*** also involve hitting a ball with a paddle. However the object of here is completely different. In *Breakout*, your paddle moves horizontally at the bottom of the screen and you must use it to keep the ball from reaching the bottom. However instead of having an opponent's paddle at the top of the screen there is a wall of bricks that keep rebounding the ball back to you. The object of *Breakout* is to destroy six horizontal walls of bricks by smashing holes into them until there is nothing left. Whenever the ball hits

your paddle it will be sent towards the top of the screen and won't return until it either hits the top of the playfield or a brick. If a brick is hit, it will disappear and you'll score the amount of points that it is worth. If you bust a hole through all six rows and hit the top of the playfield, the size of your paddle will reduce by half and the game continues. You get five chances to destroy all the bricks, and if you succeed six new rows of bricks will appear. The game ends when you use up all of your turns or when you completely destroy the second set of bricks.

The *Breakout* cartridge contains three games. "Breakout" is the game described above. "Timed Breakout" is exactly the same as "Breakout" with the one exception that you are playing for time rather than points. You must destroy both sets of bricks in the fastest time possible. The third game, "Breakthru," is also similar in play to "Breakout" with the only difference being that your ball will pass through every brick it meets rather than returning to the bottom of the screen upon contact with one brick.

Breakout also contains a few variations on the above-mentioned games. "Steerable" allows you to change the direction of the ball as it heads towards the bricks. In "Invisible" all the bricks are invisible and can only be seen for a split second when the ball comes in contact with one. "Catch" lets you hold the ball onto your paddle.

BIONIC BREAKTHOUGH
(ATARI)

Bionic Breakthrough is essentially the same game as *Breakout*. The
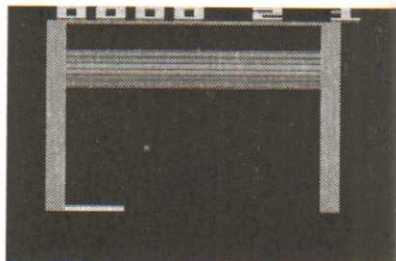
only difference is that this game had been designed to have been used with the Mindlink controller that attaches to the player's head. The player would use the muscles in his forehead to control the paddle.

SUPER BREAKOUT
(ATARI//SEARS)
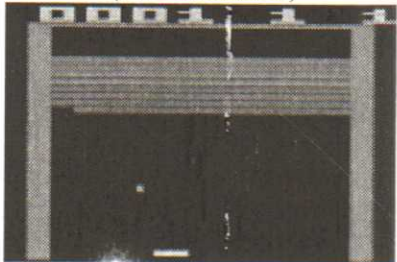
Super Breakout is an updated version of *Breakout* and includes four games: "Breakout," "Double," "Cavity," and "Progressive." Although the bricks are displayed with better resolution in this version, the real stars of the cartridge are the sounds. Rather than hearing a "beep" whenever the ball strikes a brick, you'll hear one of eight different unique sounds every time you play.

"Breakout" on *Super Breakout* is played exactly the same as the version included on the *Breakout* cartridge. The only difference between the two is that the newer version of the game features eight rows of bricks rather than six. Additionally, there isn't any limit to the amount of bricks you can destroy. Instead of the game end-

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ing after you smash through two complete sets of bricks, the walls in *Super Breakout* will reset every time.

In "Double" you control two horizontally moving paddles, one atop the other. The reason for this is because you must deal with two balls on the playfield at the same time. When two balls are in play, the bricks are worth twice as much as they are when you are only playing with one ball on the screen. You can only lose a turn when both balls have been lost. If you lose only one, your turn will continue until the second ball is lost.

Although you only play with one ball in "Cavity," you must again control two sets of paddles. In this game the third and fourth rows of bricks have two holes built within them and each contains one bouncing ball. When you break a hole through the bricks to these openings, the balls within them will escape onto the playfield. At this point the same becomes similar to "Double" with the exception that there may be as many as three balls in play at one time. Points are doubled when two balls are in play and tripled when you're playing with all three balls.

In "Progressive" each row of bricks descends towards the bottom of the screen after the ball has hit your paddle a certain number of times. The bricks are grouped together in rows of four and each group is separated by four rows of empty space. As the game advances, the bricks will drop down one row every time the ball hits the paddle. The closer the bricks are to the top of the screen, the more points they're worth if you hit them.

FIREBALL
(STARPATH)

1 PLAYER
FIRE TRAP

Fireball includes five games that are very similar to the ones found on *Super Breakout*. One difference between the two is that you don't use a paddle in *Fireball*. Instead, you control a juggler who must run back and forth across the screen and block the falling fireballs before they can reach the bottom of the screen. Unlike the previous games, the red controller button must be pressed in order to block the ball. If the button is released, the juggler will catch the falling ball. However, instead of holding the ball indefinitely, as can be done with the "Catch" variation of *Breakout*, the ball will burn the juggler's hands if he holds them too long. This will cause him to drop the ball, costing you a turn.

Every game in *Fireball* allows you to play with up to six balls at one time. As in the "Double" and "Cavity" variations of *Super Breakout*, the more balls in play result in the bricks being worth more points when you hit them. However your turn ends when you lose your first ball, not when you lose your last. If conditions get a little rough, your juggler can hold up to three balls at a time, but he'll drop them if they're held too long.

As in *Super Breakout* the bricks will keep resetting indefinitely when-

ever you knock out all of them. Each time you receive a new set of bricks, one more ball will be added to the amount that you must contend with (to a maximum of six).

"Firetrap" is similar to "Cavity" with the difference being that the bricks do not run the entire width of the playfield, but instead are formed to look like two large "plus signs" at each side of the upper portion of the playfield. In the center of each of these "plus signs" is a ball bouncing around. As in "Cavity" the ball will escape when you break a hole through the surrounding bricks.

"Marching Blocks" is *Fireball's* answer to "Progressive." In this version the bricks will drop down one row every time you block the ball. At various points in the game, additional balls will appear as new bricks descend from the top of the screen. "Knock-A-Block" is played exactly the same as "Breakout." However, as in the other *Fireball* games, you can play with up to six balls at one time.

"Migrating Blocks" is the same as "Knock-A-Block" with one vital addition. In this game each row of bricks moves horizontally. While one row moves to the left, the rows surrounding it will move towards the right. The result is an ever-changing pattern of walls and openings.

The final game, "Cascade," is another variation of "Cavity." The difference being that there are now five holes cut into the bricks with each hole containing a ball.

at the bottom of the screen. The object of the game is the same: to break through the wall of bricks by constantly hitting the ball back up to it. Above the wall of bricks lies a slithering dragon. If you can break through and hit the dragon with the ball six times, you'll earn an additional life and move on to the next level. Likewise, if you clear the screen of all the bricks you'll advance to the next level.

Throughout the game, several objects appear between your man and the bricks. If the ball hits the bird it will fall back towards the man. There are also tokens that will appear. Hitting the zigzag token with the ball will cause the ball to rise in a zigzag pattern. The mystery token can give you bonus points, stop the blackbird, or speed up your ball. The magnetic token will cause the ball to fall towards your man. The nuke ball will break out a larger number of bricks than normal. Finally the Mega Paddle will allow you to hit the ball more easily.

Off The Wall also features a two-player variation. In this version players take turns trying to break down the blocks from the same wall. The player with the higher score at the end is the winner.

OFF THE WALL
(ATARI)
Like *Fireball*, **Off The Wall** (Atari) also has you control a little man

WARLORDS
(ATARI/SEARS)
Warlords is a combination of "Breakout" and "Quadrapong," which
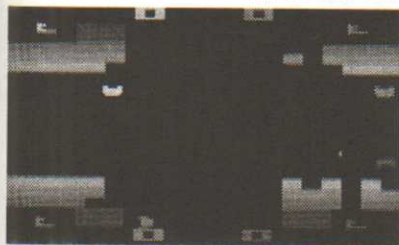
is included on *Video Olympics*. In this game, up to four players each controls a corner of the playfield. The premise is that you're a warlord who is feuding with your three neighboring warlords by sending fireballs at one another. As the warlords, you are hidden in each of the four corners of the playfield with walls around you for protection. Each wall is made up of individual bricks that are destroyed whenever a fireball hits one. If enough bricks are destroyed, the fireball will be able to get through to the warlord and kill him. A playerr is removed from the game when his warlord has been destroyed.

Each warlord controls a shield that can move both horizontally and vertically around the outside of his wall. Whenever the fireball hits a shield, it will rebound and head towards a wall belonging to another warlord. The game consists of a number of battles with each battle ending when three of the warlords have been wiped out. The game ends when one warlord has won five battles.

REFLEX
(HOMEBREW)

In this *Breakout*-variant, one or two players compete to hit as many bricks as they can. The difference here is that the bricks are in the center of the screen and the paddles move around the screen a full 260 degrees!

WALL BALL
(AVALON-HILL)
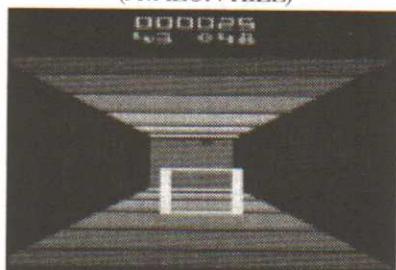
Wall Ball is *Breakout* as seen from an entirely different angle. To imagine the graphics in this game, think of *Breakout* with a little man beneath the paddle who is looking upwards towards the bricks. In *Wall Ball*, you are that little man, and the playfield displayed is a first person view looking at the bricks that are in the center of the screen. The paddle appears as a cursor that can be moved anywhere on the screen. The object of the game is to use your paddle to block the ball and knock out the bricks one at a time.

BACHELOR PARTY
(MYSTIQUE/PLAYAROUND)

Although it doesn't feature bricks, balls, or paddles, **Bachelor Party** can still be considered as both a vertical and adult version of *Breakout*.

In this game you control the vertical movement of a bottle of Spanish Fly along the left side of the screen. At the right portion of the playfield are two rows of women. Using the Spanish Fly, you must block a little man who moves back and forth across the screen from reaching the left border of the playfield (as in *Pong*). The Spanish Fly gets him excited and in turn makes him rush back to the women to perform some hanky-panky. Every woman he touches will disappear and score you points. If the little man hits the right border of the playfield, he will rebound from it at a faster speed. When all the women have been hit, a new group will appear and you'll get an extra turn. You'll lose a turn each time you fail to block the man with the Spanish Fly and cause him to exit the playfield. The game ends when you lose all of your lives.

BACHELORETTE PARTY
(PLAYAROUND)

While *Bachelor Party* features a man chasing women, **Bachelorette Party** is just the opposite and has the player controlling a woman who goes after men. Aside from this minor difference in the gender of the charac-

ters, the two games are exactly the same.

TOOTH PROTECTORS
(CAMELOT)
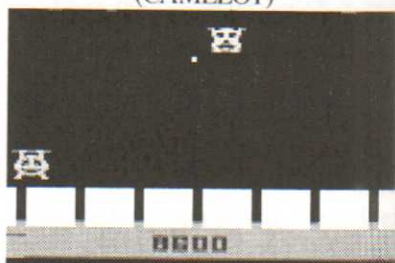
Tooth Protectors, a promotional game from Johnson & Johnson, is similar to *Plaque Attack* in the respect that both games promote good dental hygiene. However, while *Plaque Attack* is basically a target game, *Tooth Protectors* is more within the *Pong* genre of games.

In *Tooth Protectors*, you control T.P., the Tooth Protector, who moves horizontally at the bottom of the playfield. Directly beneath T.P. is the row of six teeth that you must protect. Moving back and forth across the top of the screen is a Snack Attacker who constantly drops down cubes of food. You must block the food particles with T.P. and send them back towards the top of the screen. If you miss a food particle, it will settle in the tooth it lands on. When a tooth has been hit with three particles it will begin flashing and begin decaying. You must clean up a decaying tooth quickly or you will lose it. You are allowed three clean-ups per game. To clean a tooth you merely have to press the red firing button. This will cause the game to momentarily pause while Dental Floss, a toothbrush, and dental rinse move across the screen to cleanse each tooth. When they have finished, the

game will resume and all your teeth will be as good as new. Occasionally the Snack Attacker will descend to the bottom of the screen and try to capture T.P. The game ends when T.P. has been captured three times or when you lose three teeth.

CIRCUS ATARI (ATARI)
CIRCUS (SEARS)

Circus Atari is another game that has its roots in *Breakout*. However instead of trying to break holes through brick walls, you must pop balloons with clowns.

Three rows of balloons float horizontally across the top of the screen. The balloons in the top row are worth the most points while those at the bottom are worth the least. Each time you wipe out an entire row, you'll score bonus points, and depending upon the variation, the row will be replaced by new balloons. If the wipe out the top row you'll receive an additional turn as well as bonus points.

Instead of a paddle, you must control a horizontally moving seesaw at the bottom of the playfield to keep the clowns from hitting the ground. Throughout the entire game, one of your two clowns will always be in motion while the other will always be on one end of the seesaw. As the airborne clown descends, you must have him land on the vacant end of the seesaw, which will then propel your other

clown into the air towards the balloons. You'll lose a turn if your descending clown either hits the ground, or lands on top of your stationary clown. If a collision between the clowns seems imminent, pressing the red button will move the stationary clown over to the vacant end of the seesaw.

Circus Atari includes two games. In "Breakout," the clown will fall back to the ground after hitting one balloon. In "Breakthru" the clown will proceed through all three rows and will not descend until it hits the top border of the playfield.

For professionals, there is a variation allowing you to play with a moving row of shields beneath the lowest row of balloons. When a clown hits a shield he will bounce back towards the ground without hitting any balloons or scoring any points.

CANYON BOMBER
(ATARI/SEARS)
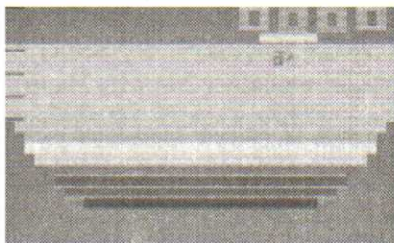
"**Canyon Bomber**," which is included on the cartridge with the same name (Atari), is a return to the *Breakout*-genre of games where you must break a wall brick by brick. In this case the wall is actually rocks within a canyon. The rocks appear at the bottom of the playfield in eight horizontal rows. The lower a rock is to the bottom of the playfield, the more points it is worth. When you destroy

all of the rocks, a new set of eight rows will appear. "Canyon Bomber" differs from games previously mentioned in this chapter because it doesn't feature any rebounding objects. The balls used to destroy the rocks appear as bombs that are dropped from two planes flying across the top of the playfield. In two-player games, each player operates one plane. In one-player games the computer takes charge of the vacant plane. Although you can't control the plane itself, it is up to you to decide when a bomb should be released. When you press the red controller button, a bomb will drop in a straight line from the plane and destroy any rocks it lands on. As in "Breakthrough," the bomb will pass through each rock and also destroy any rocks below it. If you play "Suspended Bricks," the rocks will stay in their place and not move if the rocks beneath them have been destroyed. In "Falling Bricks," gravity is added to the game causing bricks to fall to the ground if those beneath them are shot out. "Canyon Bomber" may be played two ways. With "Unlimited Bombs" the game will continue until one player scores one thousand points. With "Limited Bombs" you will run out of bombs if you have six misses. A miss is a fallen bomb that does not land on a rock, or a plane that makes a complete pass across the screen without dropping a bomb. The game ends when both players have had six misses. The player with the higher score is the winner.

STRONGHOLD
(COMMAVID)

Like *Canyon Bomber*, ***Stronghold*** features blocks at the bottom of the screen that must be destroyed. What sets this game apart from the previous one is that it is set in outer space and there is an enemy ship beneath the bricks that constantly tries to destroy you.
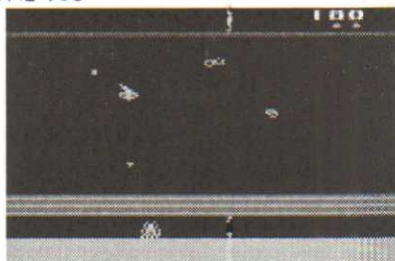
The object of *Stronghold* is to blast a hole through the bricks and destroy the enemy ship that lies beneath them. Your ship can move anywhere on the playfield over the bricks. Unfortunately no matter where you move, the enemy ship will constantly follow you by staying directly beneath you. If there is an opening in the wall it will shoot at you.

Besides having to worry about the enemy ship beneath the bricks, there are other obstacles that must be dealt with. Also flying in the area above the wall are additional enemy ships. Although these objects won't fire at your ship, they will cause instant destruction if you run into them.

If you take too long to destroy the enemy ship at the bottom of the screen, a red horizontal bar will slowly descend from the top of the screen. Your ship won't be destroyed if you hit this bar, but it cannot pass through it. The bar is a barrier limiting the space in which you can move. The lower the bar, the less room you can navigate, and the easier the target you become for the enemy ship and obstacles.

SQUEEZE BOX
(U.S. GAMES)

In *Squeeze Box* you assume the identity of a criminal who wants to break out of prison. The only way out is by breaking a hole through the walls which closes in on you from both sides. To accomplish this, you are equipped with a gun that can be used to shoot holes through the bricks and escape from the room. However, you must make a hole large enough for you to pass through since any contact with the walls will result in instant death. When you escape from one room, you'll enter a new one that contains faster moving walls.

The game ends when the moving walls hit you three times. At this time you'll be transported to Hell where you'll be taught by the Devil that crime doesn't pay.

RAM-IT
(TELESYS)
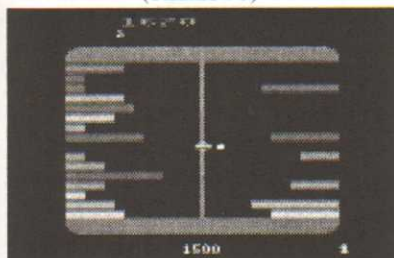
Ram-It is similar to *Squeeze Box* because you must again shoot at horizontally moving rows of bricks. However this is a completely different game than the previous one.

In the center of the screen lies a vertical track containing a blaster that can move along its length. The blaster can only move up and down along this track and can only shoot to the left and right. You must shoot and destroy the moving rows before all of them can close in on the center and touch the track. If you destroy an entire row, you won't have to worry about that row any longer. However, if a row reaches the center, you will no longer be able to destroy it. Destroying all of the bricks will earn you an extra turn, but having all the rows reach the center will cause you to lose a turn. The game ends when you have lost three turns.

Having all the bricks reach the center of the screen isn't the only way you can lose a turn. At the bottom of the screen is a counter that begins at 5000 and counts down 100 every second. If you have not cleared the entire screen by the time the counter reaches zero, you'll lose a turn. However if there is any time remaining on the counter when your turn ends (regardless of whether you destroy all of the bars, or they all reach the center) you'll receive in bonus points the remaining number of seconds on the clock. Occasionally a row will flash on and off for a few seconds. If you can zap a flashing row with your blaster, the entire row will disappear and time will be added to the counter. Even a row that has already reached the center, which is normally invulnerable to your shots, can flash on and off and be instantly destroyed.

OINK!
(ACTIVISION)
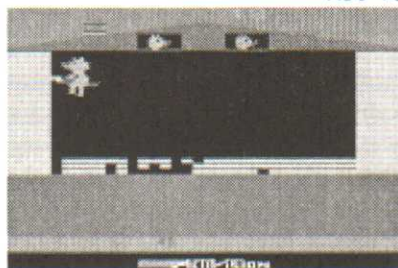
Oink! is a children's game where you assume the role of the three little pigs, each living in their respective homes built from straw, mud, and brick. At the bottom of the screen roams the big bad wolf that, with a breath of fire, will huff and puff and try to blow your house down. Actually the wolf tries to blow a hole through the floor of house. You must grab bricks (or mud or stone) from the ceiling of the house and fill in the holes as quickly as possible. You score points for each hole covered. If the wolf creates a hole large enough for you to fall through, you'll be captured and lose one of your turns. The wolf will then go after the next little pig in the next house. The game ends when all three of the pigs have been captured.

Oink! includes variations for both one and two players. In two-player games, you have the choice of both players assuming the roles of the pigs and alternating turns while the computer controls the wolf. A second variation has one player control a pig while the other controls the wolf. Again you must alternate turns since only the player who controls the pigs can score.

NO ESCAPE!
(IMAGIC)
Another game that involves
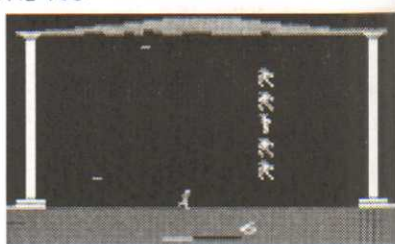
bricks on a ceiling is *No Escape!*. In this distant cousin to *Demon Attack* you assume the role of Jason (of Golden Fleece fame) who is being held prisoner by the Furies in Aphrodite's Temple. You can move horizontally along the bottom of the playfield while a group of up to five Furies appear above you in a vertical column and follow you around. Your job is to destroy them before they can destroy you.

The Furies can kill you dropping stones. Your only defense against the Furies is by throwing stones back at them. Unfortunately you must not hit a Fury with a stone because if you do, the Furies will multiply. The only way they can be destroyed is by dropping a brick from the roof of the Temple onto them. Throwing a stone at the roof will knock down a brick that will hopefully land on a Fury and destroy it. When all the Furies have been destroyed, you'll advance to a harder level of play.

If a brick doesn't hit a Fury, it must be avoided as it falls to the ground. If it isn't avoided, you'll lose a turn. If you are unable to get out of the way of a falling rock because a wall on one side and the Furies on the other surround you, you can throw a rock to destroy the falling brick. This action won't net you any points but it will save your skin. Destroying Furies with bricks scores points, and bonus points

are awarded for each brick remaining on the ceiling at the end of a wave. If you run out of bricks before destroying all of the Furies, you will be defenseless and they will eventually get you.

KRULL
(ATARI)
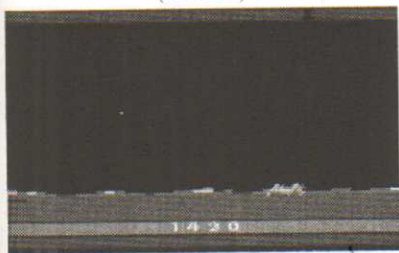
Krull is a multi-screened game in which you, as the warrior Krull, must rescue your bride Lyssa from the Beast's Black Fortress. The game begins at your wedding as you and Lyssa walk down the aisle. Suddenly slayers break in and run down the screen in an effort to kidnap the woman. You must protect her by killing the Slayer's with your sword, an action accomplished by pressing the red firing button. If you attack a Slayer when his sword his drawn, he will stab you and you'll lose a life. Points are scored for every Slayer you kill, but as time passes, more and more will appear. Eventually one will get to Lyssa and carry her off to the Black Fortress.

Once Lyssa has been kidnapped, the screen switches to a desert scene as you ride horseback searching for the Black Fortress. Occasionally Glaives, your only key into the Fortress, scroll by at the bottom of the screen. In order to pick up a Glaive, you must press the red firing button just as your horse rides over the weapon. If you fail to pick up a Glaive,

you won't be able to get into the Fortress to rescue Lyssa. There isn't any limit to the number of Glaives you can pick up. In addition to Glaives, extra lives also may scroll by at the bottom of the screen. These can be picked up in the same manner as the Glaives.

After your ride through the desert you will reach the Crystal Spider's Web. You must get from the bottom of the screen to the Spider's cocoon at the top. Unfortunately the moving webs slow you down. You must reach the cocoon before the hourglass at the top of the screen runs out of time. If not reached in time, the spider will rush you. If you spider catches you, you'll lose a turn.

If you reach the cocoon, a flashing light will appear somewhere on the screen. This marks the location of the Fortress. You must get to this point before the hourglass runs down or the location will change. If the location changes you must return to the cocoon for the new location. When you reach the spot where the light flashed, the screen will change to another desert scene as you once again ride horseback towards the Fortress. When you reach the Fortress, it will rise from the ground and beckon you to enter.

Once the Fortress is entered you must rescue Lyssa from her prison at the top of the screen. The only way you to free her is by breaking down the walls of the prison brick by brick. This can only be done by throwing the Glaive at the wall. Each time the Glaive hits the wall, one brick will disappear. Upon hitting the wall, the Glaive will return to the bottom of the screen where you must catch it. If you miss it, you will lose the Glaive.

Between you and the prison wall wanders a Beast who constantly throws daggers at you. You'll lose a turn if a dagger hits you. Furthermore, you'll lose a Glaive if it hits the beast. If you run out of Glaives you will be unable to free Lyssa so you must leave the Fortress in order to find more Glaives in the desert. Unfortunately, once you leave the Fortress, the only way you'll be able to find it is by returning to the Spider's web.

If you can break a hole through the prison wall and get a Glaive through it, Lyssa will leave her prison and run to you and give you a fireball. Throw the fireball at the beast and it will be destroyed. After this, the game will return to the wedding screen and play will be more difficult. *Krull* ends when you run out of lives.

DEATH STAR BATTLE
(PARKER BROTHERS)
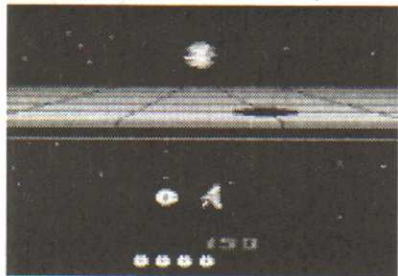
Death Star Battle puts you in control of the Millennium Falcon, in a scene from the movie *Return of the Jedi*. Your goal is to eventually get to the Death Star and destroy it.

Throughout the game, your ship is limited to the bottom half of the playfield with freedom to fly in any part of it. At the beginning of the game, the Death Star appears at the top of the screen, being built block by block. Directly beneath it is an energy field.

Your ship appears below the energy field, and you must get through it in order to get to the Death Star.

As you move around the screen, a number of TIE Interceptors will fly around your portion of the screen. You must shoot down as many of them as possible while avoiding their fire. When you shoot down a number of them, an opening will appear somewhere in the shield. If you can get to this opening while the bottom of the shield is gray, you'll be able to get through. If you attempt to get through the shield when it isn't gray, or when an opening isn't there, you'll lose a turn.

Once the Death Star has been completely built, a Death Ray will appear. Looking like a small green block that moves in the vicinity of the Death Star, the Death Ray sends out a ray that will destroy your ship if you get caught in it.

When you break through the shield, you'll briefly go through hyperspace and finally come to rest directly beneath the Death Star. At this point you must fire shots at the Death Star and break it down block by block. If you can make enough holes, you'll eventually be able to fire a shot directly to the center of the Death Star. If you do, the Death Star will blow up and send fireballs everywhere. You must avoid these fireballs to earn points. The longer you avoid them, the more points you're score. Once one hits your ship, you'll advance to an advanced version of the first screen.

While you attempt to tear down the Death Star, more blocks will be constantly added to it. In addition, you must still avoid the TIE Intercep-

tors and the Death Ray. Another hazard that appears is the Imperial Shuttle that moves across the screen. You'll lose a ship if it crashes into you but you'll gain three thousand points if you can vaporize it by firing a shot into its upper body.

YARS'REVENGE
(ATARI/SEARS)

In *Yars' Revenge* you assume the role of a Yar, a large alien housefly whose planet has been invaded by an alien creature called a Qotile. You must avenge your planet by firing missiles at the Qotile and destroy it. Unfortunately, a shield that must first be destroyed, brick by brick, surrounds the Qotile.

While you are trying to destroy the Qotile, it will also be trying to destroy you in two ways. The first way is by sending out an energy missile that follows you and will destroy you on contact. The Qotile also sends out deadly swirls that will quickly travel in a straight line towards your position. Although you can seek refuge from the energy missiles within an area called the Neutral Zone, a vertical multicolored strip appearing on the left side of the playfield, the swirl can destroy you anywhere.

You can destroy the shield that surrounds the Qotile by eating the blocks piece by piece or by shooting pellets at it. Once the shield is partially destroyed you must then destroy

the Qotile by firing a missile at it from your Zorlon Cannon. Zorlon Cannons will appear at the extreme left side of the playfield only after you have eaten pieces of the shield or have flown through the Qotile. The Zorlon Cannon will only fire one shot and then disappear until you eat another block or fly through the Qotile again. Once the Cannon is fired, its missile will head in your direction so you must quickly move out of its way or lose a turn. You can also use the Zorlon Cannon to destroy swirls as they go after you. If you destroy a swirl before the Quotile has fired it, you will receive an additional turn.

YARS'RETURN
(ATARI)

Yars' Return is similar to *Yars' Revenge*. However this time around the Qotile resides in the center of the screen completely surrounded by a shield. The ion zone now surrounds the Qoitle on three sides.

OUTLAW (ATARI)
GUNSLINGER(SEARS)

Another game in which you must shoot through a wall in order to get to your target is a variation of "Gunslinger" which is featured on the *Outlaw* cartridge. In this two-player game you must shoot your opponent before he can shoot you. Each of you is
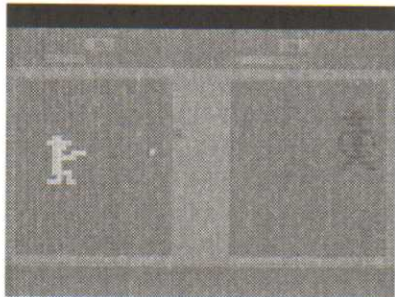
limited to one half of the playfield that is divided by a solid wall in the center of the screen. You must shoot holes in the wall piece by piece before you'll be able to get a bullet near your opponent.

REVENGE OF THE BEEFSTEAK TOMATOES (FOX)

Unlike the previous games, the object of *Revenge of the Beefsteak Tomatoes* is to collect bricks and build walls rather than destroy them.

In this game, three tomato plants move horizontally at the bottom of the playfield while firing fatal tomato seeds towards the top of the screen. As a tomato sprayer, you must build three walls above the plants to keep them from firing their bombs.

You must "catch" bricks as they fly across the top of the screen. Three different colored bricks (yellow, pink, and green) will fly past randomly one at a time and you must catch them by firing a shot at them as they pass. If you hit a brick it will be "captured" and your sprayer will assume the color

of that brick. However, if you fire a second shot after capturing a brick, you will lose it and your sprayer will revert back to its original color. Once you have control of a brick, you must aim the sprayer towards the bottom of the screen and press the red controller button. This will cause a block to appear. You must then build rows by adding to the block, and must eventually wind up with three different colored rows. When you fire a shot, a block will automatically appear in the corresponding colored row as long as there is an opening in that row. Since your shot cannot pass through a solid block, you won't be able to complete one of the higher rows until those beneath it are completed. Every time you complete all three walls, you'll finish the round and move on to a harder level of play. The three walls will disappear and you must begin catching blocks from scratch.

Revenge of the Beefsteak Tomatoes also includes several variations featuring different objects that are fatal to your sprayer. In addition to the dangerous seeds that are being tossed by the tomato plants, you must also watch out for cherry tomatoes that roam around the screen and shoot bombs. There are also Beefsteak tomatoes that must be avoided since they will destroy your sprayer if they run into it. You must also lookout for and destroy "Brick-Eaters," small plants that grow on the bricks that have already been placed over the deadly tomato plants. Brick-Eaters can be destroyed by flying through them or by shooting them before they grow to their full-height. If a Brick-Eater isn't destroyed, it will then destroy the brick it is attached to.

CHAPTER 16
AND NOW FOR THE SPORTS

Most video games put the player into scenarios they can never duplicate in real life such as commander of space ships or slayer of alien beings. Other games are more down to earth as they feature factual themes such as the military. A third genre of video games is also based on fact and is also very non-violent. This is of course sports titles.

Nearly every sport known to man is represented in video form of the VCS. This however isn't unusual since the very first videogame, *Pong*, was actually the video version of Tennis.

TENNIS

VIDEO OLYMPICS (ATARI)
PONG SPORTS (SEARS)
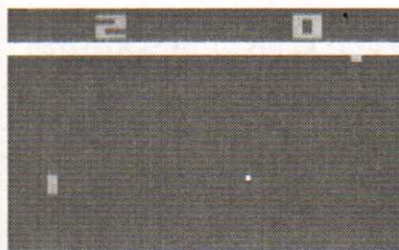
In "Pong," which is available on the *Video Olympics* cartridge, two players each controls a vertically moving paddle that is used to hit a horizontally moving ball. If you fail to block the ball with your paddle, it will disappear from your side of the playfield and your opponent will score one point. The first player to score 21 points is the winner.

TENNIS
(ACTIVISION)

Like most pioneers, *Pong* has been replaced by more sophisticated versions of tennis that capture the flavor of the real game more adequately. *Tennis* replaced the block paddles of *Pong* with realistic human figures holding racquets. The action takes place on a vertical court featuring a net. The
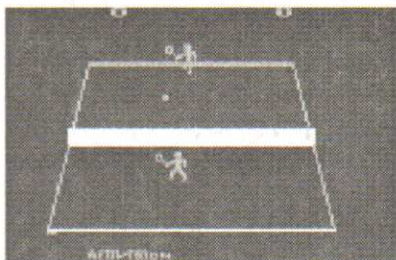
onscreen characters can move both horizontally and vertically to hit the ball, which even casts a shadow.

Scoring is also more realistic in *Tennis*. Instead of scoring only one point each time your opponent misses the ball, the point values are the same as in the real game: 15-30-40-etc. The first player to reach 40 and also have a two-point lead wins the match. The first player to win six matches (with a two match lead) is the winner of the game.

REALSPORTS TENNIS
(ATARI)
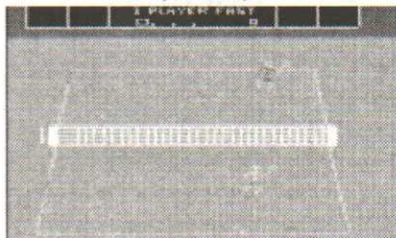
Realsports Tennis is a deluxe version of *Tennis*. Although the two

games are played exactly the same, *Realsports Tennis* features more detailed graphics. The onscreen players wear different colored tennis shorts, and the wire mesh of the net and racquets can be seen.

Gameplay is also a little more detailed in *Realsports Tennis*. Not only can you choose between a slow or fast game as in the previous game, but you can also play against a skilled or novice computer opponent. If you want to make the game a little tougher, you could set it so that one, none, or both players must press the red firing button in order to swing their racquet. There are also three types of shots that can be hit. The ball can be smashed when it is hit at the same time you're running towards the net. If you hit it while running away from the net, it will be a lob. Finally, if you're standing still, or running horizontally when you smack the ball, it will be a normal shot.

The most notable difference between the two games is how the score is displayed. In *Realsports Tennis*, a real scoreboard is featured at the top of the screen complete with the names of the players competing. You can fill in any name by moving the joystick up and down at the beginning of the game. Each player's score is displayed alongside his name. In addition, the scores for each set is constantly displayed. The first player to win a match, best out of three sets, is the winner.

RACQUETBALL
(GAMES BY APOLLO)

Racquetball resembles *Tennis* with the exception that both onscreen players are on the same side of the court and must alternate hitting the
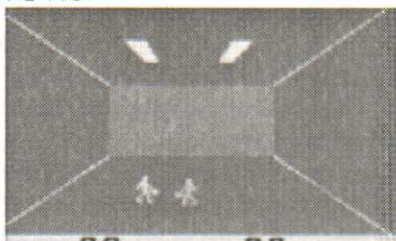
ball against the wall. The graphics of *Racquetball* are excellent and give the appearance of a 3D effect. Unfortunately *Racquetball* is not just a game of simply positioning your man in front of the ball and hitting it. It is very difficult to judge exactly where the ball hits the ground, therefore making it very difficult to score. As in *Tennis*, the ball casts a shadow, but its appearance only makes the game more confusing.

VIDEO OLYMPICS (ATARI)
PONG SPORTS (SEARS)

In real life, racquetball is very similar to handball with the exception that the player uses a racquet to hit the ball, rather than his hands, which is used in handball. In video handball you must use paddles as in *Pong*.

"Handball" is included on the *Video Olympics* cartridge. In this game you and your opponent each control a vertically moving paddle along the right border of the playfield and must hit the vertically moving ball towards the left border when it is your turn. If you hit the ball when it isn't your turn,

your opponent will score a point. Likewise, if he hits it when it is your turn, you'll score the point. You will also score a point if your opponent fails to hit the ball when it is his turn. You'll know when it is your turn to hit the ball by the condition of your paddle. If your paddle is flashing, then you shouldn't hit the ball; if you do, your opponent will score. Only go for the ball when your paddle is solid. If you miss the ball while controlling a solid paddle, your opponent will again score a point.

WALL BALL
(AVALON-HILL)

Although the primitive "Handball" is an exceptional simulation of the real game, it can be hard for a player to get the feel of the real version as it is played with a paddle and viewed from "above." **Wall Ball**, on the other hand, is a much truer-to-life version of handball since it is displayed in a first-person perspective, where the screen shows the wall as you would actually see it if you were standing in front of it. Rather than using your hand, a cursor is used to block the ball and knock it back to the wall. Unlike real handball, however, the wall is actually a series of blocks that must be knocked down one at a time as in *Breakout*.

SOCCER

VIDEO OLYMPICS (ATARI)
PONG SPORTS (SEARS)
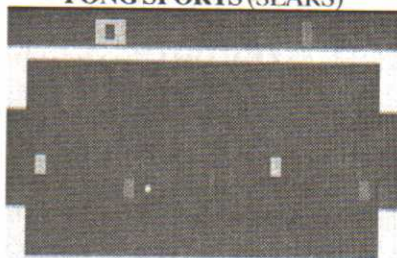
Soccer is a sport which is just beginning to attract a large following in the United States. Strangely enough this sport has been available in videogame form to owners of the VCS since the unit was first released in 1977.

Soccer, in its most primitive form, appears on the *Video Olympics*. Basically, "Soccer" is just a reworking of the game *Pong* where you must knock the ball into your opponent's goal by hitting it with your paddle. Unfortunately the only resemblance this game has to the real thing is its name. One of the main setbacks that keeps it from playing like real soccer is that you never have actual control of the ball.

CHAMPIONSHIP SOCCER/
PELE'S SOCCER
(ATARI)
SOCCER (SEARS)

In *Championship Soccer* one or two players control three men who run along a vertically scrolling playfield. The soccer field is viewed from above

and the players appear as rectangles. The three men always run together as they stay in a formation resembling a triangle (one in front and two behind).

If one of your men has possession of the ball, he will gently kick it in the direction your joystick is pressed. If you wish you pass the ball, pressing the red button will move the ball away from the man who was controlling it in the direction your stick is pushed. While you're running with the ball, the opposing team will constantly be trying to get it. The defensive team will also run a trifle faster than the offensive team.

The goalies of both teams are computer controlled and constantly try placing themselves between the ball and the goal. If you can get the ball past the opposing goalie, you'll score a point and the screen will briefly give off a fireworks display before returning to the center of the field where the opposing team gets possession of the ball.

Championship Soccer can be played in two three minute or five-minute halves. Other variations include the speed the ball can travel and the width of the goal. You can also allow the ball to go out of bounds or have it bounce off the border and back onto the field.

INTERNATIONAL SOCCER
(MATTEL/TELEGAMES)
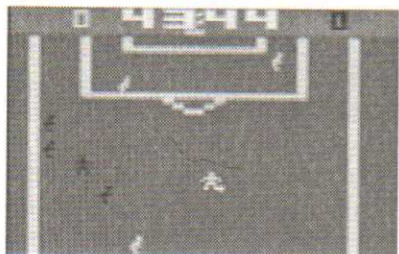
International Soccer is for two players only and is also played on a vertically scrolling playfield. Each player controls a four-man team. When you are offense you can only control the man with the ball. When you are defense, you'll only control one of the four men. The computer controls all of the remaining men for both players.

As in *Championship Soccer*, the defensive players will run a mite faster than the offensive players. However the players are a bit easier to control. Offensive play is very similar to that of the previous game. *International Soccer* is played in two simulated 45-minute halves.

REALSPORTS SOCCER
(ATARI)
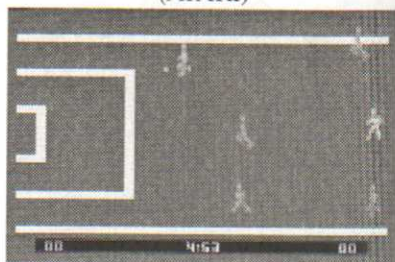
One or two players can compete in *Realsports Soccer*; the only soccer game to feature a scrolling horizontal field. In this game each player controls one of three men, while the computer controls the remaining players. The offensive player can only control the man with the ball. The defensive player can control all three of his men, although only one man can be controlled at a time. To change the man you wish to control, you must press the red controller button until the desired player changes color.

Although *Realsports Soccer* closely resembles *International Soccer* in play, there is one major differ-

ence between the two games. Unlike the previous game, you cannot move your player anywhere on the field. Each of the three players is restricted to one section of the field. The "top" player is limited to the top portion of the screen while the center and bottom men are restricted to their individual sections of the playfield. As before, defensive players will run faster than their offensive counterparts. Unlike the two previous soccer games, there aren't any computer-controlled goalies in *Realsports Soccer* to block the shots.

You can choose to play either a five-minute game or a nine-minute game. However, unlike the previous soccer games, *Realsports Soccer* isn't divided into two halves. You'll play through the entire game until the time finally runs out.

HOCKEY

VIDEO OLYMPICS (ATARI) PONG SPORTS (SEARS)
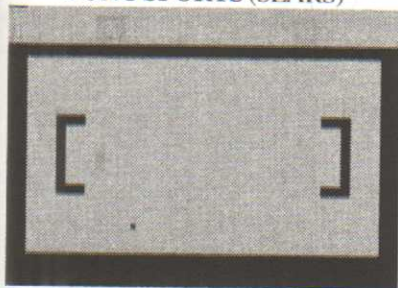
The earliest version of Hockey to appear for the VCS was another *Pong* variant that appeared on the ***Video Olympics*** cartridge. Although "Hockey" is very closely related to "Soccer" in play, it differs from "Soccer" because its goals are on the playing field rather than in the borders of the field. All four of the borders surrounding the playfield in "Hockey" are closed.

ICE HOCKEY (ACTIVISION)
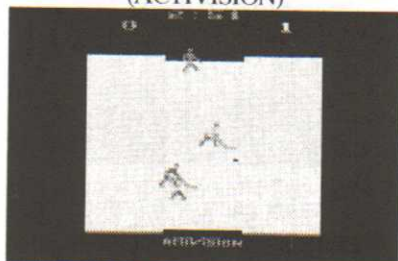
Ice Hockey captures the spirit of the real game as you control two men against two opposing men that are controlled by another player or by the computer. You can only control one man at a time (the one nearest to the puck). The men can move in any direction the joystick is pressed. To pass the puck, you must press the red controller button just as your man's stick comes in contact with the puck. The puck can move in any one of 32 directions depending upon the angle of the stick.

As in real hockey, *Ice Hockey* also features some violence as you can body-block or knock down your opponent. If you knock your opponent down, the realistic onscreen player will fall onto the ice and sit there for a few seconds. During this time, your opponent will be unable to move his remaining player, giving you a few seconds to attempt a goal without opposition.

The playing field is vertical with a goal at both the top and bottom of the screen. Each game lasts three minutes and an onscreen clock keeps track of the remaining time.

VOLLEYBALL

VIDEO OLYMPICS (ATARI)
PONG SPORTS (SEARS)
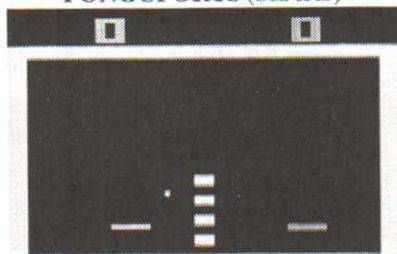
Another game that originated in *Pong* form is "Volleyball." In the *Video Olympics* version, you and your opponent each control a horizontally moving paddle at the bottom of the screen. One player controls a paddle that can only move at the bottom of the left half of the screen while the other can only move on the right half. In the direct center of the playfield is the "net." The object of the game is to hit the ball over the net with your paddle to keep it from landing on your side of the playfield. When the ball hits a paddle, it will rebound back up towards the top. Depending upon where it hit the paddle, the ball may pass back over the net to your opponent's side of the field.

You can score points by knocking the ball over the net so it hits the bottom of your opponent's half of the playfield. You'll also score a point when your opponent hits the ball into the net. As in all *Video Olympics* games, you'll score one point each time. The game ends when someone has scored 21 points.

Standard "Volleyball" is played like "Pong," since you must block the ball with your paddle. However there is also a variation that allows you to make your paddle "jump" up and spike the ball.

REALSPORTS VOLLEYBALL
(ATARI)
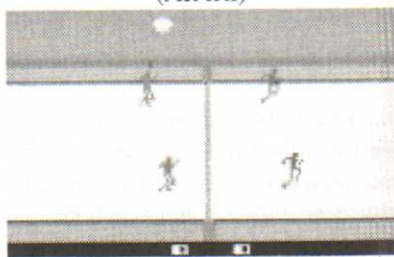
Rather than a paddle, in *Realsports Volleyball* you and your opponent (or the computer) each control two onscreen men. The two men move together in any direction on your side of the horizontal playfield via the joystick controller. The net appears directly in the center of the screen.

The game is played according to standard volleyball rules. You can only score if you have served the ball and your opponent misses it. If you serve the ball but it is hit out of bounds, your opponent will receive the serve but no points.

BASKETBALL

VIDEO OLYMPICS (ATARI)
PONG SPORTS (SEARS)

The final sport to appear in *Pong* form on the *Video Olympics* cartridge is "Basketball". In this game you and another player each control a horizontally moving paddle at the bottom of the screen. As in "Volleyball" each paddle can only move across the

operator's half of the playfield. Appearing in the center of the screen at the extreme left and right borders of the playfield appears a small rectangle that is the basket. The object of the game is to knock the ball from your paddle into the basket at your opponent's side of the playfield. You score one point each time you make a basket. The game ends when one player scores 21 points.

BASKETBALL
(ATARI//SEARS)
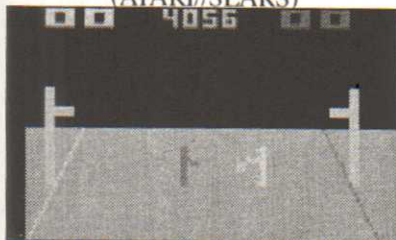
Basketball simulates real one-on-one basketball where you compete against a human opponent or against the computer. Each game lasts four minutes and a clock at the top of the screen counts down the remaining time. You can move anywhere on court and can choose between long, high arcing shots, or short easy shots. Whenever you shoot the ball into your opponent's basket, you'll score two points. The ball will automatically dribble as you run, but this gives your opponent a chance to steal it from you. Another way he (or you) can steal the ball is by jumping up and blocking the ball just as it leaves your man as you attempt to shoot it into the basket.

DOUBLE DUNK
(ATARI)

In *Double Dunk* you play two-on-two basketball against either the computer or another player. The
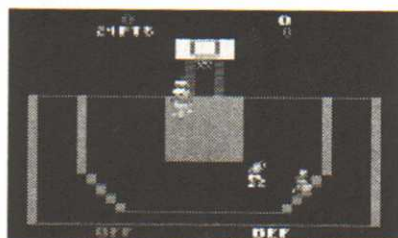
screen displays one third of a full court with the basket appearing at the top. Before action commences you must program your plays into the computer using the joystick and fire button. There are a multitude of options such the game length (you can play by point or time limit), three-point shots, ten second clock, three second line violation, and foul detection.

REALSPORTS BASKETBALL
(ATARI)

Featuring more detailed graphics than the earlier *Basketball*, *Realsports Basketball* also features two players on each team that allows you to pass the ball from one man to the other. As in the previous *Basketball*, you can play against the computer or a human opponent.

BASEBALL

HOME RUN (ATARI)
BASEBALL (SEARS)

Fans of America's favorite pastime can choose from three different formats of the game that are available for the VCS. *Home Run* is the oldest

and simplest of the three. In this version, the diamond is depicted merely as four squares. The square at the very top of the screen is home plate and second base appears in the center. Each player's score is displayed at the very top of the screen along with four letters and numerals representing Innings, Outs, Strikes and Balls.

Home Run may be played against the computer or another human being. When you are at bat you control a figure who appears at home plate. To swing the bat all you have to do is tap the joystick in any direction. If you hit the ball into the outfield, your batter will automatically run to first base. He will remain at the base if your opponent has caught the ball. If the ball hasn't been caught by the time your man reaches the base, he will automatically proceed to second base unless you press the red firing button. This will cause him to remain at the first base he arrives.

Playing defense is a two-step operation that involves both pitching and fielding. You can control up to three characters that all stand and move together. You must press the red firing button to pitch. Once the ball has been released, the joystick is used to control the speed and direction of the ball. Once the batter has hit the ball, the joystick will then control the movement of the outfielders. The object is to have one of your outfielders

"catch" the moving ball before it leaves the playfield at the bottom of the screen. Since every hit is a grounder, you can only get the base runner out by tagging him before he reaches a base, or by getting the ball to one of the bases the runner is forced to run. Unfortunately, because all of your outfielders run together in a group, you must carry the ball to the bases to get your opponent out. There aren't any basemen for you to throw the ball to.

SUPER CHALLENGE BASEBALL
(MATTEL/TELEGAMES)
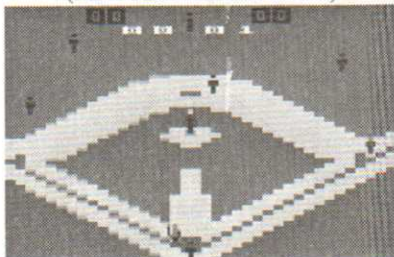
In *Super Challenge Baseball*, a game for two players only, the playfield has been redesigned and home plate appears at the bottom of the screen. The diamond looks like an actual baseball diamond. In this game each player controls eight fielders (only the shortstop is absent) and each man can be controlled independently from one another.

Because you can control each player, fielding is a little complicated and confusing. To activate any of your fielders, you must first press the red firing button and then move the stick in the direction of the man you want to control. To activate one of the infielders, the stick has to only be pressed in the desired player's direction (left for the third baseman; right for the first baseman). The stick must

be press twice to control one of the outfielders. Once a fielder is activated he will assume a running position while the other fielders will stand motionless. Once the red firing button is released, the controlled fielder will move in any direction the stick is pressed. You can have any of your fielders throw the ball to any of the infielders by repeating the above instructions. When the red firing button is pressed, the ball will soar to the player in the direction that the stick was pressed.

Once the pitcher has the ball, you can pitch it by moving the stick without pressing the red firing button. The position in which the stick is moved determines the speed and direction of the pitched ball.

When you are at bat, you merely have to press the red firing button to swing the bat. Once the ball has been hit, your runner will automatically head for first base. Only singles can be hit, but you can attempt to have your lead runner steal a base at anytime.

The scores of both players appear at the top of the screen. Below them, and appearing only between pitches, are four numerals that stand for the number of balls, strikes, outs, and the inning.

REALSPORTS BASEBALL
(ATARI)
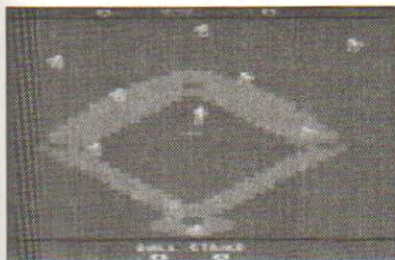
Like *Home Run*, **Realsports Baseball** can be played by either one or two players. This game features the most realistic graphics, as the onscreen players actually run on and off the diamond between innings.

Each team consists of nine players. Unfortunately you cannot choose which player you want to control because the computer automatically activates the fielder who is closest to the hit ball. The activated player differs in color from the non-controlled players so you can easily see which one you are controlling. The player that is activated appears as one solid color, while the remaining fielders appear in two colors. Once a fielder is activated he will run in any direction that you press the joystick. You must have him retrieve the ball and throw it to any of the basemen. This is done in the same manner as in *Super Challenge Baseball*. You must press the red firing button and then move the stick in the direction of the infielder that you want to receive the ball.

Pitching the ball in *Realsports Baseball* is a bit more complicated than in the two previous baseball cartridges. Before your pitcher can release the ball, you must first program the type of pitch you want to throw by pressing the joystick in the direction of the desired pitch. You may choose from four pitches: fastballs, risers, sinkers, and intentional balls. Once you have programmed your pitch, you may release the ball by pressing the red firing button and pushing the joystick in any direction.

Batting is also a little more sophisticated than in the previous cartridges. To bat, you must push the stick in the direction of the type of hit

you want, while pressing the red firing button at the same time. The different types of hits are grounders to right or left field, bunts, and fly balls to either field. If a fly ball is chosen, the outfielder can catch it and your batter will automatically be out. If a ground ball is chosen and the outfielder catches it, the ball must be thrown to a baseman to get the runner out.

In *Realsports Baseball* you can have any of your base runners steal a base, rather than just the lead runner. To activate a runner so he can steal, push the joystick in the direction of the base that the runner is on. The color of the runner will then change, and he will then run in the direction that the stick is pressed. The base stealer will run faster between bases when the opposing pitcher has possession of the ball. You must return control to your batter before your opponent pitches the ball or you will be unable to swing the bat. To return control to the batter, press the stick straight down.

The scores of both players and the number of outs in the inning appear at the top of the screen. After each pitch the "umpire" will announce either a "ball" or a "strike" and this call will appear at the bottom. At the end of an inning as the players change sides, the number of the new inning will appear at the bottom of the screen.

SUPER BASEBALL
(ATARI)

Super Baseball is essentially the same game as *Realsports Baseball*. The play and the graphics are practically identical. The only difference is

that *Super Baseball* offers a title screen when the cartridge is inserted, and one less two-player variation.

PETE ROSE BASEBALL
(ABSOLUTE)

Pete Rose Baseball simulates real baseball play. Rather than playing the game from an overhead view as in the prior baseball games, *Pete Rose Baseball* displays the action as if you were standing right at the plate. The screen displays the action from many angles. As the batter, you can move around the plate to find a good position. A smaller screen displays the ball coming at you. Press the red button to swing the bat. If you connect, the screen will change and display a close-up of the part of the field where the ball has been hit. At this point you can then use the joystick to control the runners that aren't forced (forced runners run around the bases automatically). Although the entire infield cannot be displayed at one-time, a smaller overhead view of the diamond will appear at the top of the screen so you will always know where your run-

ners are.

The player in the field gets control once the ball has been hit. If the ball is hit into the infield, you can choose any of the infield players at the touch of the joystick. If the ball is hit into the outfield, then the man in the particular field will get the ball, and you can then decide which infield player will receive the ball.

FOOTBALL

FOOTBALL
(ATARI/SEARS)
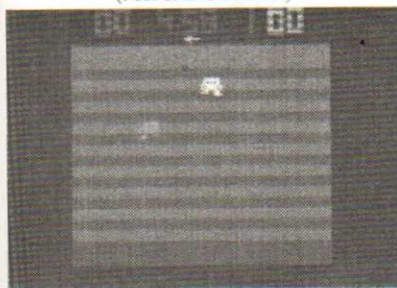
Like baseball, football can be found in three different formats for the VCS. The oldest and simplest is simply titled *Football*. In this two-player game, the playfield is depicted as a single large square in the center of the screen with the end zones being at the top and bottom of this square. Each player's score appears at the very top of the screen along with a clock, down indicator, and an arrow that points to the score of the offensive team. A question mark also appears beneath each player's score to signal that a play must be programmed.

Each player controls four characters: three linemen and a quarterback. Before any action can commence, both players must first choose one of five plays outlined in the instruction manual. Inputting a specific play is done by pressing the joystick in a certain direction or by pressing the red firing button.

Once both players have selected their moves, the men automatically follow the play. When you are playing defense you can control your three linemen with the joystick. If you press the red firing button, you will then control the defensiveback. When you are playing offense, the joystick will control your quarterback. If you press the red firing button down, your quarterback will pass the ball. While the ball is in the "air" you can move it slightly horizontally with the joystick. During this time your three linemen will be running according to the play you programmed. If one of them is in the path of the thrown ball, he'll catch it and you'll then control his movement with the joystick. Seven points are scored whenever you carry the ball over your opponent's goal line. If you can tackle your opponent while he is in his own end zone with the ball, you score a safety (two points).

In *Football* you have the option to punt. Unfortunately you cannot score points by kicking a field goal. Each game lasts five minutes, but the clock only runs when the game is in play, not when you are programming your moves. The game ends when the time runs out and the last play has been completed.

SUPER CHALLENGE FOOTBALL
(MATTEL/TELEGAMES)

Super Challenge Football is another game that is strictly for two players. Unlike the previous attempt, this cartridge features a horizontally scrolling 100 yard playfield.

Each team consists of five men.
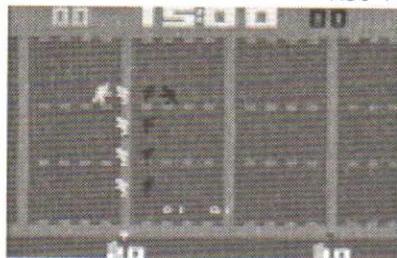
As in *Football*, you must first program the plays you want your men to carry out. This time, however, you can program each of your men separately, rather than all at one time. Pressing the joystick in a certain direction as indicated in the instruction manual programs the men. One lineman on the offensive team can be programmed to go out for a pass by pressing the red firing button. Once all the programming has been completed, the offensive player must press the red firing button to initiate the action. Each man will run the way he was programmed while you and your opponents control your quarterback and linebacker with your joysticks. If you are playing offense and have programmed one of your men to go out for a pass, you can have your quarterback throw it by pressing the red firing button. The ball will be automatically tossed in the direction of the selected lineman. If the lineman catches it, you will then control him with the joystick.

Super Challenge Football is played in four simulated 15 minute quarters. The clock appears at the top of the screen along with the scores of both players. The numerals representing the down and quarter appear at the bottom of the screen only during huddles. A first down marker appears at the lower boundary of the playfield. The yardage is clearly marked on the field in increments of ten.

Despite excellent graphics, *Super Challenge Football* suffers from one omission. Unlike *Football*, you are required to run out every play because there isn't any punting (and therefore no field-goals). Scoring, however, is exactly the same as in the older game with players scoring seven points by crossing the goal line with the ball or scoring two points by catching the opponent in his own end-zone with the ball.

REALSPORTS FOOTBALL
(ATARI)

Realsports Football, like *Football*, allows you the opportunity to punt, and goes beyond its two predecessors by giving players the opportunity to score three points by kicking field goals. This is also the only football game that can be played by one or two players.

As is *Super Challenge Football*, *Realsports Football* is played on a horizontally scrolling playfield that is wider than the one in the previous game. However this field contains less yard markers, which tends to give it a rather naked appearance. The five men on each team are excellently rendered to the point where they actually fall down when tackled.

When playing offense, you can only program the plays for your quarterback. You can program him to run right or left; make a short pass right or

left; make a long pass right or left; or punt. When the play is in progress, you'll control only the player who has the ball. When you're playing defense, you can program a blitz or defend against a pass. You'll always control your linebacker.

The scores and the clock are displayed at the top of the screen with the down, yards-to-go and line of scrimmage indicators displayed directly beneath them. A small dot appears next to the score of the player who is offense.

SUPER FOOTBALL
(ATARI)
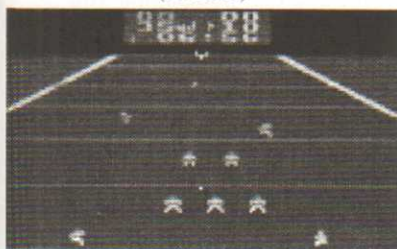
Super Football is played from a vertical perspective rather than a horizontal one. In this game the players are always in the foreground of the screen while the goal appears in the background. Diagonal sidelines that run along the sides of the screen give the illusion of depth. The offensive quarterback will always appear at the bottom of the screen and the defensive team will always be slightly higher on the screen than the offensive one.

You can choose either a one-player game against the computer or a two-player game. In one-player games you will be red and the computer will be green. The end zone at the top of the screen will always be the same color as the offensive team. In the event that the defensive team steals the ball, the end zone switches colors and the players must still continue to move towards the top of the screen.

A scoreboard appears at the top of the screen above the end zone. Besides the scores, the scoreboard also indicates the yard line, the yards to go till the first down, down flags, quarter indicator, and the time remaining in the quarter. There are four options that allow you to choose how many minutes each quarter lasts. The novice games allow for three minutes per quarter, while the expert games allot a full 15 minutes per quarter. Once the quarter begins, the clock will run continuously.

As in other football games you must program your plays by pushing the joystick in the certain direction and then locking in the choice by pressing the fire button. The offensive player has 25 seconds to select a play. Once his play is locked in, the defensive player then has four seconds to make his choice.

GOLF

In the real world we can find two popular, but totally different, types of golf: Golf and Miniature Golf. Both exist in the videogame world, and like their real counterparts, are two completely different games. The object of both is to try and hit your ball into each of the nine holes in the fewest number of strokes. However, the execution of both games are as different as day and night.

GOLF
(ATARI/SEARS)

In ***Golf***, the act of hitting the ball is a bit difficult to get used to as you must control an onscreen golfer. There
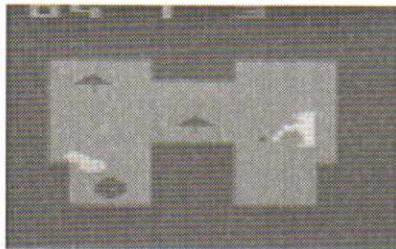
are a number of different positions in which the golfer must be placed in order to hit the ball with the club. Each position will send the ball in a different direction. Once your golfer is lined up in the correct position, pressing the red firing button will swing back his club. The longer the button is pressed, the farther back his club will swing. Once the button is released the golfer will follow through with his swing and hit the ball. The ball will take off in the direction that you chose and the distance it travels will depend upon how long the red firing button was pressed before being released.

There are many traps on the course that must be avoided or else a penalty will be enforced. If the ball gets caught in a sand trap, you will be unable to see it. Because the golfer moves much slower as he gets near the ball, you must "feel" your way towards the ball. Once the ball is found, extra strength must be used in order to hit it out of the trap. Another obstacle that must be avoided is the water trap. If the ball lands in the water, you will automatically lose one stroke. In addition, there are trees and borders around the course that stop the ball if it should happen to run into them.

When your ball lands on the green, the screen will switch to a close-up of the green with the hole in the center. Unfortunately, if the green isn't displayed, it is very difficult to get the ball into the hole. This makes it very difficult to get hole-in-ones.

MY GOLF
(HES)
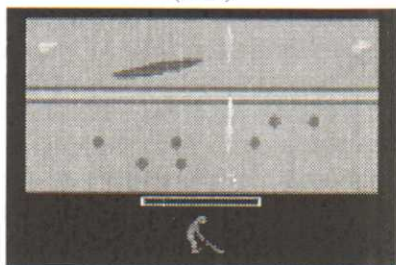
My Golf offers more realistic play than *Golf*. In this game you get to choose from 16 clubs (14 woods, 11 irons, and one putter) and you must face a range of hazards such as rivers, sand traps, ponds, trees, rough, and out of bounds. The screen tells you how many yards you are from the hole and this will aid when choosing a club. Once you choose a club, a man will appear on the screen with the club. First you must aim the ball in the correct direction and then you set the ball into play by pressing the red controller buttom three times. The first press will start the swing; the second press will select how hard you will hit the ball. The third and final press will complete the swing. You can also cause the ball to hook, slice, or go straight.

When the ball reaches the green the screen will change to display a close-up of the green and hole. At this point you will have use the putter but you will still be in control how how hard you hit the ball.

MINIATURE GOLF (ATARI)
ARCADE GOLF (SEARS)

Miniature Golf isn't exactly the game that its title suggests, however it is an excellent mixture of golf, pin-

ball and billiards. In this game you must knock the ball from one part of the playfield into the hole elsewhere on the playfield. As in pinball and billiards, the ball will ricochet off of every wall it hits at the angle it had going into the wall.
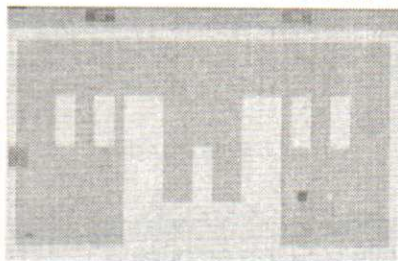
Your "club" appears as a cursor that can be moved anywhere on the playfield with the joystick. When the red firing button is pressed, the cursor will jump from the spot where you set it and proceed in a straight line to the ball. When the club hits it, the ball will catapult in the direction the club was heading. The distance the ball travels will depend upon how far the club was from it before the red firing button was pressed.

Although the club can be moved in order to line up your shot, the ball can only travel within the confines of the playfield, and will bounce off every wall it hits. To give the game a little atmosphere of a real miniature golf course, each of the nine holes features a moving obstacle that the ball will also bounce off from.

SKIING

STREET RACER (ATARI)
SPEEDWAY II (SEARS)

In "Slalom", a variation on *Street Racer*, you control the horizontal movement of a pair of skis at the bottom of the screen. Descending from
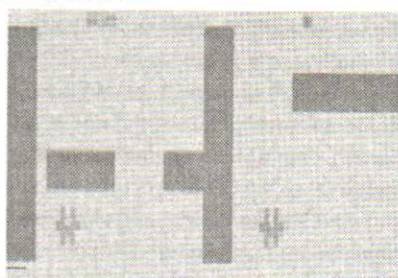
the top of the screen are gates. Each gate has an opening in which you must direct your skis through in a manner similar to that used in *Dolphin*.

Each game lasts two minutes and sixteen seconds and you score one point for each gate you pass through. You can control the speed of the gates by pressing the red firing button of the paddle controller. If you crash into a gate all action will stop for a few seconds.

As do all the games included on *Street Racer*, "Slalom" features a screen split vertically down the center. This allows two players or teams to compete against each other at the same time.

SKIING
(ACTIVISION)

Skiing is closer to the real sport than the previous "Slalom." Two different types of skiing appear on this cartridge. In both games you control a small man at the top of the playfield who must race against time to finish

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the course. If the man runs into an obstacle such as a tree he will fall down and lose some time before he can continue A clock at the top of the screen displays how much time has passed.

In "Slalom Runs" your man must pass through a number of gates that scroll upwards from the bottom of the screen. The gates are actually pairs of flags, and you must successfully navigate between the two flags. Beneath the clock appears the number of gates you have remaining before reaching the finish line. If you pass a gate altogether without going between the flags, you will not receive credit for passing through it, and five seconds for each gate you pass entirely will be added to your final time. If you crash into a gate, you will receive credit for the gate, but you will lose time as you will fall in the process.

In the "Downhill Runs" you must reach the bottom of a mountain in as fast a time as possible. Although there aren't any gates to go through, you still have to avoid the trees. If you wish, you can add moguls that must be jumped over by pressing the red firing button. Failure to successfully jump over a mogul will result in your man falling and losing time. In both games, the scrolling display can be controlled two ways. One way has the landscape scrolling straight up while you can move your man left and right to avoid the obstacles. The second way keeps your man stationary as you control the horizontal movement of the landscape as it scrolls upwards.

WINTER GAMES
(EPYX)

"Slalom," which is found on the

Winter Games cartridge, is virtually identical to the "Slalom Runs" variation of *Skiing*.

MOGUL MANIAC
(AMIGA)
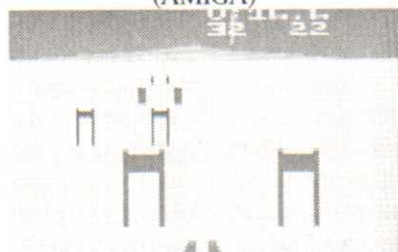
Mogul Maniac is a first-person skiing game in which the screen displays a slope just as you would see it if you were actually on skis.

When the game is played with the Joyboard, it feels as if you are really on the slope. To move out of the way of oncoming obstacles, you must move your body to the left or right just as you would if you were actually skiing. The game can also be played with a standard joystick although this hampers the illusion of real skiing.

By pressing forward or backward on the Joyboard, you can increase or decrease the speed at which you are traveling. Scoring is similar to that of *Skiing* in which you must pass through a certain number of gates as quickly as possible. If you miss a gate, five seconds will be added to your time. If you run into a gate, you will be disqualified, although you will be able to finish the run without a time. You

get two turns at each run and your score will be the best time of the two runs.

TRACK & FIELD

THE ACTIVISION DECATHLON
(ACTIVISION)

The Activision Decathlon is a video simulation of all ten events of the Olympic Decathlon. The ten events are: 100m Dash, Long Jump, Shot Put, High Jump, 400m Dash, 110m Hurdles, Discus, Pole Vault, Javelin, and 1500m Run.

Throughout the game, your character will appear on the left side of the screen and face the right. The running events are performed by quickly moving the joystick to the left and right. The faster the stick is moved, the faster your man will run. The character will always stay on the left side of the screen but the playfield will scroll to simulate actual running.

The jumping and throwing events also involving running as your character must run to a foul line. To get to the line you must again move the joystick repeatedly. Once you reach the line, a press of the red firing button will activate the desired movement. For instance, if the event is the Shot Put, pressing the red firing button will cause your man to throw the shot put.

Players are scored according to their achievements. In running events

you will receive a score based on your speed. Jumping events are scored according to height and throwing events are scored by distance. A clock at the top of the screen records the time of the running events in fractions of seconds. At the end of each event, your time (or height or distance) will appear at the bottom of the screen along with your score for that event. A scoreboard will flash onscreen between events to display your total score.

Up to four players can compete in the ten events of *The Activision Decathlon*. If you wish, you can also play each of the events separately in order to practice those events that you might be poor at.

SWEAT-THE DECATHLON GAME
(STARPATH)
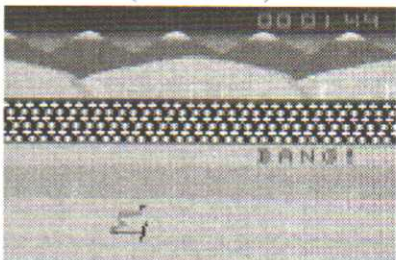
Sweat-The Decathlon Game is another video decathlon that is almost identical to *The Activision Decathlon*. Sporting better graphics than the previous game, *Sweat* features the same ten events in a similar fashion. The only real difference between the two games (besides the fact that *Sweat* utilizes the Supercharger) is that up to nine players can compete in *Sweat*.

TRACK & FIELD
(ATARI)
Track & Field is another game that is similar to *The Activision De-*
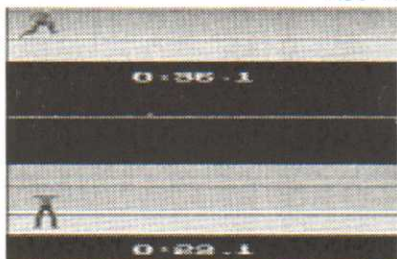
cathlon. In this game one or two players may compete in the 100-Meter Dash, Long Jump, Javelin, 110-Meter Hurdles, Hammer Throw, and High Jump. As in the previous games you must move your joystick to the left and right very quickly to gain speed. However, *Track & Field* also comes with a special controller consisting of three buttons. Two of the buttons take the place of moving the joystick, while the third button has the same function as the joystick's red firing button. *Track & Field* also differs from the other games because you are never guaranteed to compete in all of the events. Each event carries a qualifying time or distance you must match or beat in order to advance to the following event. The qualifying time or distance depends upon which level you are playing at: novice, arcade, or expert.

SUMMER GAMES
(EPYX)

Summer Games is also similar to *The Activision Decathlon.* This time you can compete against up to seven other players in a collection of Summer Olympic games. When you compete against other players, each of you will take a turn at an event. At the end of the events the team with the highest score will be honored as the Grand Champion. You can also play each event separately by pressing the Game Select switch.

In "Hurdles" you must race against a computer opponent. You run by pressing the joystick to the left and right quickly. You jump by pressing the joystick straight ahead.

In "Swimming" you swim one lap against a computer opponent. You swim by pressing the red firing button as your swimmer's arm hits the water.

"Skeet Shooting" can be found on page 202.

"100-Yard Dash" is similar to the 100m dash in *The Activision Decathlon.*

"Swimming Relay" is similar to "Swimming" however this time you have three men who each have to swim two laps.

In "Gymnastics" you must run towards the horse. Once mounted, you must circle it using your joystick and then dismount without falling.

"In Rowing" you must race a boat against a computer opponent. You must once again move your stick to the sides in order to gain speed.

WINTER GAMES
(EPYX)

Winter Games follows the same theme as *Summer Games.* You compete against up to eight other players in a number of sporting contests.

"Slalom" can be found on page 176.

In "Bobsled" you move the joystick to the left or right to keep the Bobsled in the center of the track. Move it forward and backward to increase the bobsled's speed.

In "Ski Jump" you must press the red firing button to start skiing. As you descend the hill you must press the button again to take-off from the hill. Once airborne, you must use the stick to keep your man in a stable diagonal position in order to land successfully.

"Biathlon" is similar to "Slalom." In this contest you must move your joystick to the left and right to go down the hill. When you reach the bottom there are five targets that you must shoot. You must push the joystick to cock your rifle and then press the red firing button to shoot. You must then return up the mountain where there will be five more targets waiting at the top. Following that you must go down the mountain a second time to find five more targets waiting at the bottom.

In "Speed Skating" you race against a computer opponent to the finish line. You must move the stick to the left and right to maintain your speed.

"Hot Dog" is similar to "Ski Jump," however this time you must do tricks while you are airborne. Moving the joystick in different directions will allow you to do your flips.

"Luge" is similar to the "Bobsled"

competition. You can use your red firing button to slow your luge.

CALIFORNIA GAMES
(EPYX)

California Games follows the same format as *Summer Games* and *Winter Games*.

In "Foot Bag" you must juggle a small sack in the air using your head, feet, and knees. You have 90 seconds to keep the sack in the air. The longer it's in the air, the more points you'll earn.

In "Half Pipe Skateboarding" you'll have 90 seconds to perform such tricks on your skateboard as Aerial Turns, Kick Turns, and hand plants. The action takes place on a half pipe.

In "BMX Bike Racing" you must complete a bicycle course in the fastest time. You must perform stunts such as flipping to gain points and you must avoid obstacles. The course consists of seven sections and you have a maximum of 30 seconds to complete each section.

"Surfing" can be found on page 185.

BMX AIR MASTER
(TNT GAMES/ATARI)
BMX Air Master combines aspects from both the "Half Pipe Skateboarding" and the "BMX Bike Racing" variations of *California Games*.
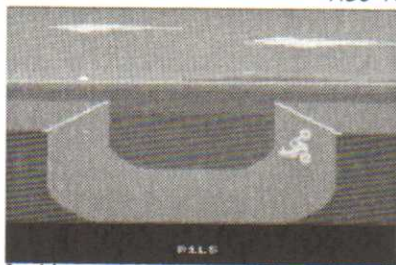
In this game you must perform the half pipe, quarter pipe, and a ramp jump while riding on a bike.

You start your bike moving by pressing the red firing button. You must then move the joystick left and right rapidly to get the pedals moving.

On the half pipe you have 90 seconds to perform as many tricks as possible. Tricks are performed while your bike is in the air. To get the bike in the air you must pedal as fast as you can to get the bike airborne when it reaches the end of a pipe. You must be careful that your bike is not going backwards before you reach the top of the pipe, or you won't be able to get airborne.

The quarter pipe only has one upward ramp to get you airborne. This time you'll have three attempts to do as many tricks as possible.

On the ramp jump you get a pedaling start to gain as much momentum as possible before reaching the ramp. Once airborne you again have three tries at performing as many tricks as you can. You'll get a bonus if you land on the ramp.

OTHER SPORTS

BOXING
(ACTIVISION)

Boxing allows you to take your frustrations out on a friend or the computer in a boxing ring that is viewed

from above. The joystick controls your character's movements around the ring. Pressing the red firing button causes your man to take a swing. If you hit your opponent, you'll score either one or two points depending upon where your opponent was hit. Each game lasts two minutes, and a clock at the top of the screen ticks off the seconds. If you can score 100 points before time runs out you'll knockout your opponent, ending the game instantly.

REALSPORTS BOXING
(ATARI)
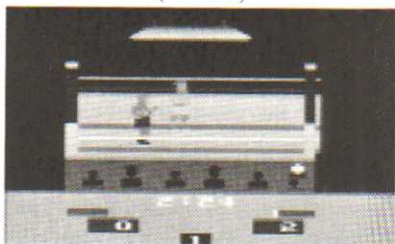
In *Realsports Boxing* the fighters are displayed from the side. You must fight seven simulated three-minute rounds. To make a punch, press the fire button. The direction you press the joystick will determine what kind of punch you made: Cover-Up, Jab, Body Blow, or Payoff Punch.

You must also use the joystick to run around the ring. Unfortunately, the more you move the faster you will get tired, causing your boxer to move

much slower around the ring. Strength bars at the bottom of the screen indicate how much strength you have over your opponent. If your strength bar is yellow it means your opponent is very tired and is susceptible to a knock down. If you can land 12 punches in a row onto your opponent without him punching you back, covering up, or getting away, you will have earned a technical knockout (TKO).

The game ends after a boxer has been knocked down, or has received a TKO. If neither occurs then the game will end after seven rounds and the player with the higher score wins.

TITLE MATCH PRO WRESTLING
(ABSOLUTE)
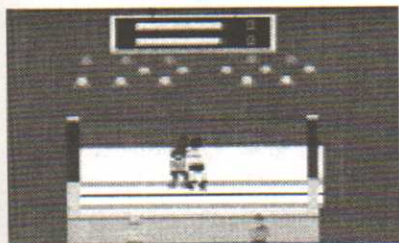
Title Match Pro Wrestling is very similar to the one in *Realsports Boxing*. However, as the title implies, this game is about wrestling. You can also execute pre-programmed moves by pressing the fire button and pressing the joystick in a number of positions. You must cause your opponent to *fall* by pinning him for a total of three counts. You win the match by getting your opponent to fall twice (best out of three).

KARATE
(ULTRAVISION/FROGGO)

At first glance, **Karate** resembles boxing. The graphics are so poor that the two stick characters look like they are boxing. You control your player by pressing the red controller button to kick, and moving the stick diagonally to punch. You score points for your kicks and punches. If you can kick your opponent in the head in the correct spot you'll knock him down. The player with the most points at the end of two minutes is the winner. Froggo's *Karate* is exactly the same as the unreleased *Karate* by Ultravision.
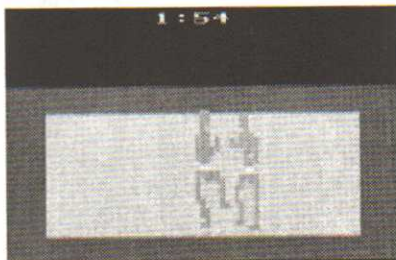
SWORDFIGHT
(MATTEL)
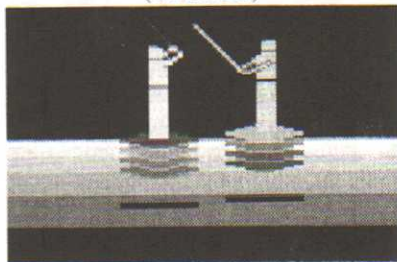
Although **Swordfight** might not be considered a sport by modern definitions, it was probably was a sport during the medival times. Besides, the one on one combat is reminiscent to that found in *Boxing* and *Karate*.

In *Swordfight* you and your opponent both control men who must duel each other with swords. The controls are very simple. The offending swordsman presses the stick towards the upper-left to swing left and towards the upper-right to swing right. Pressing the stick forward will allow

for an overhead swing. The defending player can block to the left by pressing the joystick to the left or block to the right by pressing the joystick to the right. An overhead block can be achieved by pulling the controller back.

At the beginning of the game, each of the fighters will stand on four energy platforms. Each time a fighter is hit by the opposing sword three times, he will lose a platform. The first player to lose all of his platforms loses the game.

KUNG-FU MASTER
(ACTIVISION)
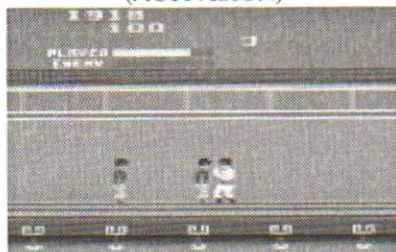
In **Kung-Fu Master** you must rescue Princess Victoria who has been imprisoned in the Evil Wizard's temple. Unfortunately you must make your way through five levels of the temple and each level has an army of men who will try to stop you. Your weapon against them is your kung-fu skills.

Kung-Fu moves can be achieved by moving the joystick and pressing the firing button at the same time. You can wipe out your enemies with a series of kicks or punches. Unfortunately they get tougher as you make your way through the levels. In some cases the enemies will throw bombs at you that can be avoided by either jumping or ducking.

You are given 2000 seconds and three men to rescue the Princess. The

game ends when you lose your men. Men can be lost by either having the clock run down to zero or by getting hit by enemy jabs or bombs. The screen displays an energy bar, and you lose a man when your energy is depleted.

DOUBLE DRAGON
(ACTIVISION)
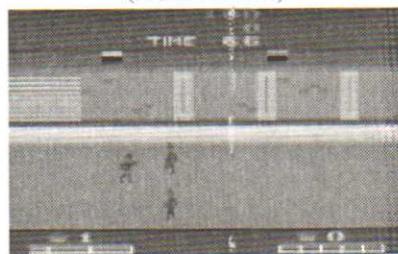
Double Dragon is a fighting game similar to *Kung-Fu Master*. In this instance you play an everyday person whose girlfriend Marion has been kidnapped by the Black Warriors gang. You must fight your way to get to their Secret Enemy Base so you can rescue Marion.

In one-player games you will battle against pairs of Black Warriors. By manipulating your joystick controller, you can punch then, elbow them, kick them, or jump-kick them. Sometimes they may have weapons, but you can knock the weapons away from them and use them yourself.

You must make your way through four missions in order to get to the Secret Enemy Base. You have 70 seconds to defeat the enemies and move on to the next mission. If time runs out you'll lose a turn, and the game ends when you lose three turns. You'll also lose a turn when you run out of strength, which is displayed on a meter at the bottom of the screen.

There are also two two-player

games. In the first, you and a friend cooperate to fight the Black Warriors. In the second version you and a friend combat one another.

BOWLING
(ATARI/SEARS)
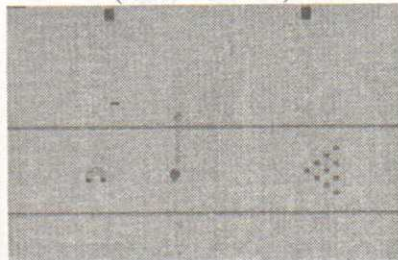
The object of **Bowling** is to roll the ball down the horizontal alley and knock down all the pins. You control a man who can move vertically at the left side of the playfield. When the man is in the desired position, pressing the red firing button will release the ball and send it down the alley towards the pins at the right side of the screen. Once the ball is in motion there are three ways you can play. 1) You can control the vertical movement of the ball as it rolls down the alley by pushing the stick up and down. 2) You can only change the ball's direction once by pushing the stick up or down. 3) You have no control of the ball at all.

Your score appears at the top of the screen along with a display of what you did each frame; strike (X), spare (/) or miss (-).

TRICK SHOT
(IMAGIC)

Trick Shot is a series of billiard games. Unfortunately, because of the limitations in the VCS's memory, only three balls and the cue ball can appear on the screen at one time. To compen-

sate for the lack of balls, the graphics are exceptional and give the appearance of a real pool table as viewed from above.
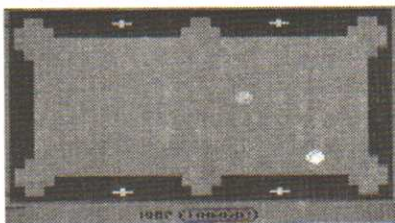
The cue appears as a little dot that circles the cue ball. By gently moving the joystick, the cue will rotate completely around the ball. To line up a shot, you must position the ball between the cue and the destination that you want to send it to. Once the cue is in the desired position, press the red firing button. When the button is released the cue will be knocked into the ball and send the ball spinning in the direction that you chose. The longer the red firing button was pressed, the greater the impact will be, and the farther the ball will travel. If you wish, you can also apply "english" to the ball by moving the stick as you press down on the button. If you apply too much english, you will hear a ripping sound as your cue tears a hole into the table's felt. Fortunately you won't be penalized if this occurs.

In "Trick Shot," you are given nine different combinations of table patterns. The object is to line up your cue correctly, press the red firing button just long enough so the cue ball will hit its target just right, and add enough english so you can sink all of the balls on the table. You only get one chance for each pattern. You'll score one point for each ball you sink and two points for each time you sink

all the balls on the table. If you wish, you can also select each pattern separately for practice.

In "Pool" you must sink all 15 balls that appear on the table in racks of three. Each ball sunk is worth one point, and sinking the last ball of the rack earns two additional bonus points. In two-player games, your turn lasts as long as you knock a ball into a hole. Once you miss, your opponent gets to shoot. The first player to score 25 points wins the trophy.

"English Billiards" is for two players only, and each player gets his own cue ball. The object is to knock the single red ball into a hole. Players alternate turns as long as the red ball doesn't go into a hole. If one of the players sinks it, he gets another turn. If you sink the red ball five times in a row, your opponent will automatically get to shoot. You can lose points as well as gain them in "English Billiards." If you sink your opponent's cue ball you'll score two points, while sinking the red ball will net you three points. However, if you knock your own ball into a hole after it hits your opponent's cue ball, then you'll lose two points. If your ball hits the red ball and then falls into a hole, you'll lose three points. Other points can be gained without even knocking a ball into a hole. If you can hit both your opponent's cue ball and the red ball with your own cue ball, you'll score two points. If your ball falls into a hole after hitting both of the other balls, you'll score two or three points depending upon which ball was struck first. Finally, your opponent will be awarded one point if you fail to hit another ball. He'll score three points if your ball falls into a hole without

hitting another ball. The first player to score 50 points wins the game.

VIDEO PINBALL (ATARI)
ARCADE PINBALL (SEARS)
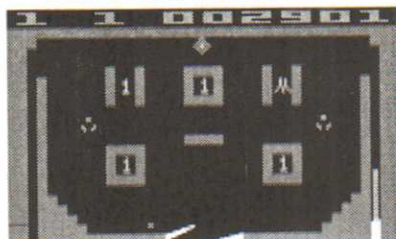
Video Pinball features drop targets, spinners, rollovers, bumpers, and special targets. The more targets you hit, the more points they're worth. One rollover is worth one thousand bonus points each time your ball passes through it. The second rollover offers a free ball if your ball passes through it four times.

The joystick controls the flippers and the ball. To first release the ball, push the stick down to pull the plunger. When the plunger is at the desired position, pressing the red firing button will release it and send the ball into play. Once in play, the joystick controls the two flippers at the bottom of the playfield. Moving the stick to the left will activate the left flipper and pressing it to the right will activate the right flipper. If you push the stick forward, both flippers will be activated.

You can even control the ball with the joystick. If you press the red firing button and move the stick at the same time, you'll apply "english" and be able to move the ball slightly in the direction that the stick is pushed. If you press too hard on the stick while applying english, you will "tilt" the machine and lose the ball that was in

play, as well as any bonus ball you may have earned.

may make playing difficult.

BUMPER BASH
(SPECTRAVISION)

Bumper Bash is another pinball simulator. Though play is similar to *Video Pinball*, it has more of a real pinball feel since it employs the paddle controllers. To release the ball you must first press the red button on the left controller. This will pull back the plunger. Pressing the red button on the right controller will release the plunger and force the ball onto the table. At that point you control the left and right flippers by pressing the red buttons on the left and right controllers.

MIDNIGHT MAGIC
(ATARI)
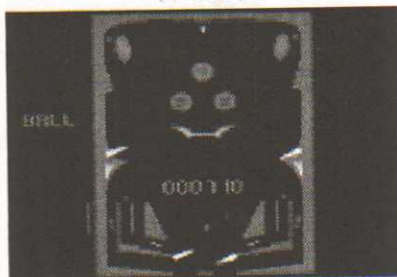
Midnight Magic is yet another pinball simulator. This game has more of a pinball feel than *Video Pinball* since the screen displays the table vertically rather than horizontally. Unfortunately, because it is a vertical table, its details are rather small and

SURF'S UP
(AMIGA)
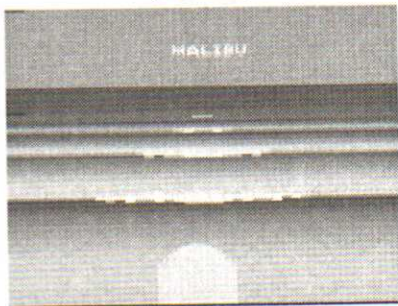
Surf's Up, like *Mogul Maniac*, is a first-person game that employs the joyboard for a strikingly realistic effect. In this game the action takes place on the ocean where you are video surfing. You can choose from a number of beaches such as Malibu, Santa Cruz, and Waimea. To play as realistically as possible you must lay down on your stomach on the joyboard and wait for that really big wave which you can see forming in the distance. As the wave gets closer you get up and stand on the joyboard as you ride the wave in.

CALIFORNIA GAMES
(EPYX)

In "Surfing," one of the competitions on the ***California Games*** cartridge, you must use your joystick to ride the face of the wave. The longer you ride, the more points you'll get.

PARTY MIX
(STARPATH)

In "Tug Of War," a game included on ***Party Mix***, your two men must pull your opponent's men over the center line before he can pull your men over it. The red firing button of the paddle
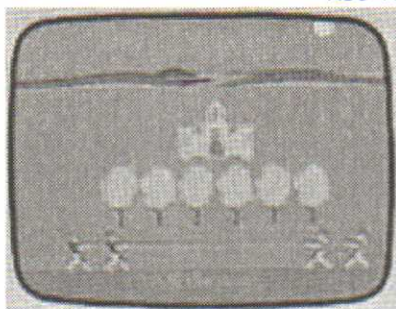
controller controls the pulling action of the men. The faster the button is pressed, the harder your men will pull. Four players divided into teams of two can also enjoy the game.

STEEPLECHASE
(SEARS)

Steeplechase is a horse race where four horses must jump over hurdles before they can reach the finish line. Up to four players can each control a horse that runs horizontally across the playfield to the finish line at the right side of the screen. The playfield is divided into four horizontal sections so all four players can compete at the same time. If less than four players take part in a race, the computer will control any of the un-controlled horses.

Jumping over a hurdle is a two-step process. Since the hurdles that scroll from right to left appear in varying lengths you must control how high you want your horse to jump in order to pass over them successfully. To

jump over the longer hurdles you must jump higher. Unfortunately the higher you jump, the more time it will take you to get back to the ground and slow you down. You must constantly adjust the distance your horse jumps without wasting any time. By turning the knob of the paddle controller, a cursor at the left side of the screen will rise and descend. The height of the cursor will be how high your horse will jump when the red firing button is pressed. Not jumping over the hurdle will cause you to crash into it, and your horse will fall and lose precious time.

Steeplechase includes three skill levels, with the difference between them being the skill at which the computer controlled horses run. At the hardest level the computer horses are unbeatable, while at the easiest level they practically fall over every hurdle

POLO
(ATARI)
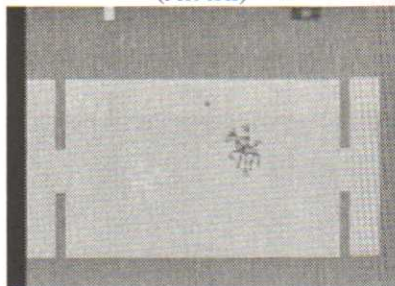
Another game in which you must ride on horseback is **Polo**, a game that combines elements of *Soccer* and *Pong*.

In *Polo* all you do is poistion your horse over the ball and hit it towards your goal while all of the time remembering that your opponent is trying to do the same thing

CHAPTER 17
TIME FOR SCHOOL

As this book will contest, the majority of video cartridges available for the VCS are games. However, "fun" games aren't the only programs that are available for this versatile unit. Educational programs are also available. Because most kids hate to learn when they think they are learning, the educational programs were designed as games with educational value. When children play an educational video game they have fun without realizing that they're also learning and the result is that they usually learn more than if they had been taught in the conventional manner.

Although all of the cartridges covered in this chapter are of the educational genre and teach important skills such as mathematics and spelling, not all educational games are included here. There are other games available such as *Cookie Monster Munch* and *Big Bird's Egg Catch* that are also educational and teach motor skills for very young children. These games are included in other chapters because they feature themes that are similar to other games.

BASIC MATH/
FUN WITH NUMBERS
(ATARI)
MATH (SEARS)
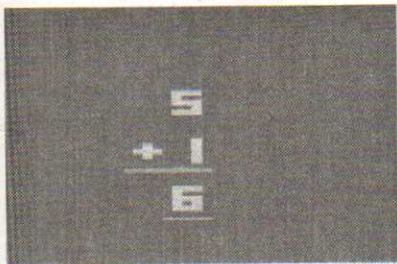
Basic Math was the first educational cartridge available for the VCS. In this program children are given ten elementary math problems that must be answered. If the child answers correctly he will then advance to the next problem. If the answer is incorrect, the computer will flash the right one before proceeding to the next problem. At the end of the session, the computer will display the number of problems that were answered correctly.

Although you can choose from addition, subtraction, multiplication,

or division, the operation that is chosen will remain the same for all ten problems. You can also choose problems that use one or two digit (tough when using multiplication) numerals. Problems can be answered with or without a time limit. If the time limit is imposed and the problem hasn't been answered when the time runs out, the computer will register it as wrong a wrong answer.

MATH GRAN PRIX
(ATARI/SEARS)
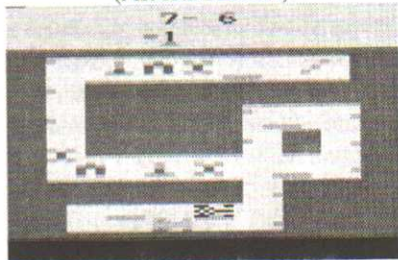
Unfortunately, *Basic Math* doesn't really give children a real incentive to learn. Either they will answer the problem correctly or they will get it wrong. Because *Basic Math*

isn't really a game, children know that the main purpose of the program is for them to learn (and because they know they are learning they won't want to learn). Fortunately the newer *Math Gran Prix* (Atari) teaches children mathematics in a guise they love: an auto race.

In this game, which is also mentioned in Chapter Thirteen, you can choose problems from a mix of addition and subtraction, multiplication and division, or a combination of all four operations. Besides the type of operation, you can also choose from three difficulty levels: easy, medium, and hard.

Because *Math Gran Prix* is also a racing game, children have the incentive they need to answer the problems correctly. Every right answer will move them ahead on the race-course. The first person to reach the finish line is the winner.

At the beginning of each turn, players can choose between easy problems that will move them ahead two spaces if they answer correctly, or a harder problem that is worth three spaces. If every problem is answered correctly, the computer will automatically give harder problems. However it will also automatically give an easy problem following an incorrect answer. As in *Basic Math*, you may decide whether to enforce a time limit or not.

ELI'S LADDER
(SIMAGE)

Eli's Ladder is another counting game in which children have an incentive to learn. In this game a mathematical problem appears on the "chalkboard" (screen) and below it is
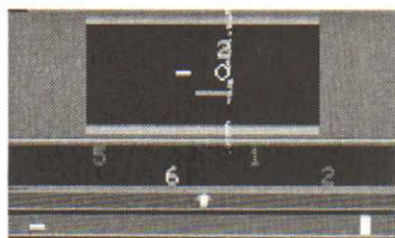
a horizontal group of four numbers. An arrow that is controlled by the joystick moves across the screen below the group of numbers, with one of the numbers being the correct answer to the mathematical problem. The child must position the arrow below one of the numbers and press the fire button. If the number is correct, Eli (a creature from outer space) will climb one rung of a ladder. If the answer is incorrect, the correct number will flash.

After 20 rounds of problems have been displayed, Eli will jump off the ladder and into his space ship, and the number of correct responses will appear. If the child got 18 or more correct answers, "WOW" will flash on the screen.

Eli's Ladder features three skill levels, and can be played using addition or subtraction problems. In the easiest level, there is no time limit for the child to respond. In the second level a "+" or "-" sign moves across the bottom of the screen and the child must respond before the sign reaches the opposite sign. The third level also has a time limit, but only the response that has the arrow under it will appear onscreen. When the arrow is moved, the number will disappear.

OSCAR'S TRASH RACE
(ATARI)

Oscar's Trash Race teaches young children how to count. In this
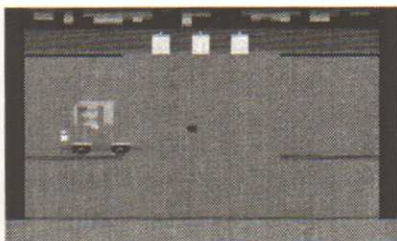
series of games, a garbage truck appears on the screen and dumps one or more cans of garbage. There are also several grouches on the screen, each with a unique number. The child must press the appropriate button on the kids' controller that cooresponds to the grouch whose number is the same as the features number of cans dropped. Once this is done the chosen grouch will go into action and the child controls him by using the directional arrow buttons on the controller.

BERENSTAIN BEARS
(COLECO)

While the previous math games teach children how to add and multiply, *Berenstain Bears* teaches young children how to recognize the names of numbers. The cartridge utilizes the KidVid Voice Module and comes with three tape cassettes. As an onscreen bear you must ride a unicycle across the screen. In "Big Number Hunt" you must catch the falling numbers as instructed by the Voice Module. If you catch the wrong

numeral then you must try again. When the correct numeral is caught, you'll hear a song telling you you're correct. You then proceed to a new screen where you must cross a bridge with your unicycle. Unfortunately the bridge won't always be whole and you must wait until it is in one piece before it can be crossed.

In addition to teaching mathematics, *Berenstain Bears* also teaches spelling. "Great Letter Roundup" is played exactly the same as "Big Number Hunt," with the one exception that letters fall instead of numerals. In "Spooky Spelling Bee" children learn how to put the letters together to form words.

ALPHA BEAM WITH ERNIE
(ATARI)
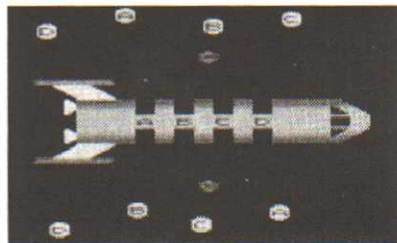
Alpha Beam With Ernie puts you in control of a gigantic space ship that suddenly runs out of fuel. To refuel, you must pilot a small shuttlecraft into space to shoot down fuel canisters. However this isn't your standard space shoot-em-up since the canisters feature letters of the alphabets on them.

The mother ship, which appears in the center of the screen, contains a number of ports, each featuring a letter. To win, you must shoot down the lettered canisters by positioning your shuttlecraft beneath them, and then return to the mother ship where

you fly the shuttlecraft into the port with the corresponding letter. When all the ports have been correctly filled, the mother ship will be refueled and will resume its journey to earth where it will beam down Ernie upon its arrival.

WORD ZAPPER
(VIDTEC)
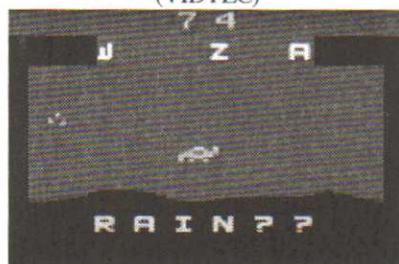
Once children master their letters, they are then ready to form words. In *Word Zapper* all the letters of the alphabet scroll at the top of the screen with only seven letters appearing on the screen at any given time. At the beginning of each round a four-letter word appears at the bottom of the screen for a few seconds and then disappears. You must memorize the word and then shoot down the letters in order as they scroll past.

Word Zapper is presented as a space game, allowing for children to enjoy it more. You are given a space ship that must shoot down the letters. To claim a letter, you must position the ship directly under the desired letter as it scrolls past and then press the red firing button. If you have blasted the letter, it will appear at the bottom of the screen. When all the letters of the word have been correctly blasted in order you must then shoot down a 'Freebie' which appears between the letters 'A' and 'Z '. Once the Freebie has been blasted, the ship will return

to its landing pad and then a five-letter word will be appear. You must then blast the five letters of the new word. Once this has been accomplished a six-letter word will appear. The object is to correctly shoot down the letters of all three words in less than ninety-nine seconds. If you do this you will be awarded a 'Zapper' rating. Other ratings will appear if all of the words couldn't be captured.

To make *Word Zapper* more challenging, there is more to the game than simply shooting letters as they appear. You must also avoid up to four different types of dangerous asteroids that attack from two sides of the playfield. If your ship runs into a Bonker or a Zonker asteroid, it will by pushed over one space to the left or right. This can hamper both your progress and timing if it occurs as you are lining up a shot. Contact with the third asteroid, a Scroller, will scramble the scrolling letters for a few seconds. The fourth asteroid, the Doomsday, is the mostdangerous since touching it will end the game.

To destroy the asteroids, players must position their ship in their path, press the joystick towards the asteroid, and then press the red firing button to fire missiles in the direction the stick has been pressed.

The Freebie, which must be blasted to complete a word, can also be used in place of any letter as a "joker." Unfortunately, when you use the freebie for this purpose, it will disappear. Since the Freebie will be needed to complete the word, you must get it back by destroying five asteroids.

Word Zapper includes a number

of variations that make it interesting for both adults and children. In addition to being able to choose the types or speed of the asteroids you want to fight, you can also decide on the number of asteroids appearing onscreen at any one time. You can also choose from three different scrolling speeds for the letters. Finally, you can choose the type of words you want to spell. They can be either real English words or nonsense words consisting of scrambled letters. When the scrambled letters are used, *Word Zapper* can also make for an excellent memory game.

HANGMAN (ATARI)
SPELLING (SEARS)

A more conventional word game is the well-known *Hangman*. Like the old pencil and paper game, the object is to guess the word that someone else has selected by choosing one letter at a time. Every time an incorrect letter is chosen, a piece of a monkey in a noose appears onscreen. The word must be correctly guessed before the monkey is hung on the noose.

In one-player games, the computer randomly selects a word consisting of up to six letters. The number of letters in the word appears at the bottom of the screen as spaces. By pressing the joystick to the left or right, the letters will appear onscreen one at a time. To select a desired letter,

press the red firing button when the letter appears. Each letter can only be selected once and it won't appear again after it has been chosen. If you choose a letter that is in the word, it will flash onscreen in the appropriate spot(s). When you choose an incorrect letter, a part of the monkey will appear hanging from the noose. You are allowed eleven incorrect guesses before the entire monkey is "hung," scoring the computer one point. If you guess the word before making eleven incorrect guesses, you'll win and score one point.

The vocabulary the computer uses can be adjusted to the age group playing. The words selected can range from a first grade to a high school vocabulary.

Hangman includes two variations of two-player games. The first variation has the computer choosing the word as it does in the one-player game. Players then alternate turns guessing the letters. Each time a correct letter is chosen, that player receives another turn. If an incorrect guess is made, a part of the monkey will appear on the gallows, and your opponent will get to choose a letter. The first player to complete the word before the monkey is completed will score one point. The first player to score five points wins the game. If neither player can guess the word before the monkey is hung, the computer will then display the word and select a new one without penalty to either player.

In the second variation, you and your opponent take turns choosing a word you want the other to guess. As before, you get eleven chances to guess the word and you'll score one

point for each correct guess. The first player to score five points is the winner.

As in the math games, *Hangman* can be played with or without a time limit. If a time limit is enforced, the player is given twenty seconds to select a letter while the computer makes distracting noises.

BOGGLE
(ATARI)
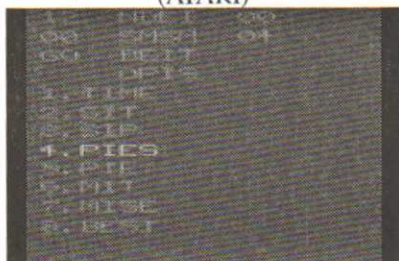
In **Boggle** you must form as many words as possible from a random 4x4 grid of letters. Each player has 99 seconds to form up to eight words and the player who scores the most points wins..

GLIB
(SELCHOW & RIGHTER)
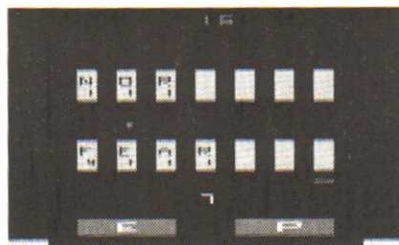
Glib is a video version of the classic word game *Scrabble*. In this one- or two-player game, the computer randomly selects seven letters worth varying points. You must take the letters and try to formulate a word out of them that will be worth the most points. Occasionally some letters or

words will be worth double or triple their normal value. After a word is selected, you must position your cursor over "Enter" and press the red firing button. If you play against an opponent, he can challenge your word at this point by checking a dictionary. If it is a legal word, he must press his red firing button and you'll receive the points. If it's not a word, you must move the cursor over to "Pass" and receive nothing.

Each game consists of fourteen rounds (98 letters). In two-player games, each player gets seven turns. The object is to have the highest score at the end of the game.

Glib features several variations including "Moving Letters" where you must 'catch' the letters as they move across the playfield in a manner similar to *Word Zapper*. You may also play each game with or without a time limit. In timed games your word must be formulated before the time bar at the bottom of the playfield reaches the right side of the screen. Your turn automatically ends once time runs out regardless of whether you have formed a word or not.

SMURFS SAVE THE DAY
(COLECO)

Smurfs Save The Day teaches young children colors, shapes, and sounds. The cartridge includes three tape cassettes and is used with the

KidVid Voice Module. The tape that is put in the Voice Module will select the game that is played.

Harmony Smurf teaches music. In this game a musical staff appears on the screen along with four to six notes. A melody is played according to where the notes are located on the staff. Once the melody finishes, the notes fall from the staff to the bottom of the screen, which must then be picked up and placed in their correct position on the staff.

Greedy Smurf teaches about colors. In this game you control a glass that can be moved horizontally at the bottom of the screen. Directly above the glass are four spigots containing the colors blue, red, yellow and white. A glass at the top of the screen displays a color that you must match in your own glass by selecting one color or a mixture of colors. If the glass is filled with the correct color, you can drink your concoction.

In Handy Smurf, different shapes of varying sizes move down a conveyor belt. You must catch them in sorting bins at the bottom of the screen. There are three bins that can catch the shapes, as well as an opening that appears over the bin you stand under. Each bin can store one of three different shapes, sizes, or colors. You must make the object fall into the correct bin.

Each game features a Game Mode and a Toy Mode. The Game Mode utilizes the voice module and keeps track of the number of correct responses. The Toy Mode is a random game that doesn't use the voice module.

BASIC PROGRAMMING
(ATARI)
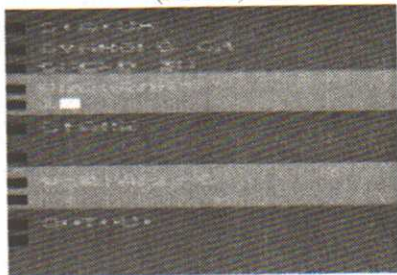
BASIC Programming utilizes the VCS to teach computer programming. BASIC is a computer language that stands for Beginner's All-purpose Symbolic Instruction Code. With the cartridge and the accompanying instruction manual, you can learn BASIC and create simple programs by inputting information via the keyboard controllers. The screen can be divided so different operations, such as graphics and programs, can be displayed. Although the cartridge does a reasonable job of teaching the computer novice the basics of this programming language, don't expect to plug in the cartridge and turn your VCS into a full-fledged personal computer. The cartridge only includes enough memory to allow you write a program consisting of no more than sixty-four characters (bytes).

MAGICARD
(COMMAVID)

MagiCard is similar to *BASIC Programming*. However while *BASIC Programming* is merely an aid to teach you the BASIC programming language, *MagiCard* actually allows you to program your 2600 in Assembler using hex code via the keyboard controllers.

Although *MagiCard* assumes you already know how to program in assembler, the 132-page manual that comes with the cartridge includes the complete code for the computer game Life (see *Video Life*). Another section in the manual teaches you how to hook up a cassette drive to the 2600 so you can store your games.

CHAPTER 18
BULLSEYE!

In all of the *Space Invaders* type games that are featured in Chapter 1, the object is the same. You must shoot down moving targets before they can destroy you. The idea of destroying targets can again be found in the *Missile Command* type games that are featured in Chapter 4. Even the war games that are mentioned in the following chapter include targets that must be destroyed. When you get right down to it, the majority of video games consist of shooting down targets.

Like the above-mentioned games, those highlighted in this chapter also feature targets. However, the games here are in a class by themselves, rather than featuring a theme common to many other games. The only common bond these games share is the simple fact that they all feature targets.

AIR-SEA BATTLE (ATARI)
TARGET FUN (SEARS)

The first cartridge to offer target games was *Air-Sea Battle*. Actually, this cartridge features a number of target games, but only three are mentioned in this chapter. The remaining ones are included in the following chapter. The three games mentioned in this chapter all follow the same format: you control a gun at the bottom of the screen and must shoot at objects moving across the top. All games last two minutes and sixteen seconds.

Though in the "Anti-Aircraft" games your gun is stationary, you can control the angle at which it fires. Your targets are planes flying across the top of the play field at various levels.

"Torpedo" is similar to "Anti-Aircraft" with the differences being that your gun can only fire straight up, and

instead of planes your targets are boats that sail across the playfield at various levels. While you cannot control the angle that it shoots, you may move your gun horizontally across one half of the playfield. Both "Torpedo" and "Anti-Aircraft" can be played where each target is worth only one point or where the point values vary depending upon the target.

The third target game included on *Air-Sea Battle* is "Shooting Gallery." Here your gun combines the controls from the two previous games so you can move your gun horizontally to the middle of the playfield while adjusting the angle at which it fires. The object is to shoot down three different targets (rabbits, ducks and clowns) that are worth different points

CARNIVAL
(COLECO)

Carnival takes "Shooting Gallery" one step farther. With your horizontally moving gun at the bottom of the playfield, you must shoot down three rows of animals such as ducks, rabbits, and bears as they march

across the playfield. In addition there are rotating pipes at the top of the playfield that must also be destroyed. Until you destroy all of the pipes, animals will continue to march across the screen. Once you finally destroy all of the targets you'll move on to a tougher board.

You are given a limited amount of bullets to play with and the game ends when your ammo completely runs out. However there are ways in which you can add to your supply. In addition to the animal targets that move across the screen, there are also extra-bullet targets that will award you with extra bullets if you hit them as they move past. Another way to earn extra ammo is by hitting a special target at the top left corner of the playfield when it is flashing. The longer it takes you to hit the target, the less extra bullets you'll receive. You have to be careful though because sometimes this target will appear and will take bullets away from you if you hit it, rather than give you more.

Every target that you hit awards you with points. In addition, a special target periodically appears in the left corner of the playfield, which awards you with bonus points if you hit it. As with the extra-target, the longer it takes you to hit this target, the less points you'll receive.

Sometimes the target will appear and subtract points from your score if

you hit it. One added attraction of *Carnival* is the sitting ducks that race across the screen. If you don't shoot these ducks, they will eventually become hostile and fly down and attack your gun. If you fail to shoot them before they reach the bottom of the screen, they'll eat some of your precious bullets.

SHOOTIN' GALLERY
(IMAGIC)
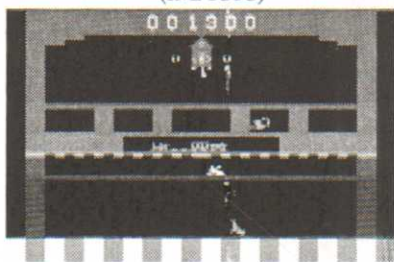
Although *Shootin' Gallery* doesn't feature hostile bullet-eating ducks, it does contain a multitude of targets that must be hit before more valuable targets can appear.

As in *Carnival*, your gun moves horizontally at the bottom of the screen and shoots upward. Directly above your gun is a target that moves across the screen. Although hitting it won't award many points, it will allow a train target to appear in the center of the playfield. If you shoot the engine, the entire train will disappear, scoring you one hundred points. However if you hit a boxcar before hitting the engine, you'll score one thousand points, and if you hit the caboose before hitting the engine you'll score five thousand points. Hitting the caboose will also raise the value of the target running across the screen directly above your gun.

Above the train are five windows that stretch across the width of the screen. A monkey, which moves horizontally, appears in each of the windows. If you hit the monkey you'll score five hundred points and set into motion kangaroos and seals that march across the screen directly above the row of windows. Hitting these targets will score you two thousand points. If you hit the monkey six times you'll set loose a penguin or squirrel that are worth three thousand points. There is also a clock at the top of the screen that is worth one hundred points if you hit it.

As in *Carnival*, the game ends when you run out of your limited amount of bullets. You will, however, be supplied with additional ammo when your score reaches twenty thousand, forty thousand, and eighty thousand points.

Some variations of *Shootin' Gallery* also offer a time limit. In these versions, you must hit the clock before all the spots on it disappear. If successful, all the spots will reappear and the clock will begin ticking down again. If you fail to hit the clock before all of the spots disappear you'll lose four bullets.

SHOOTING ARCADE
(ATARI)
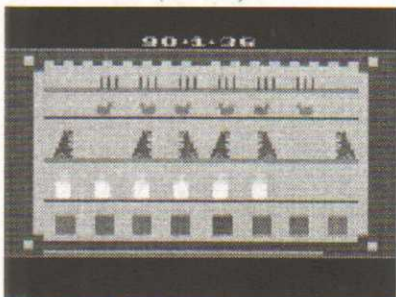
Shooting Arcade is a collection

of six different screens. Each screen has its own unique theme, rules, and objective. Depending on which skill level you choose, the scene's attributes change to make it more or less difficult and the timer at the bottom of the screen counts down more or less quickly. The status bar at the top of the screen shows the number of shots you have left, your current difficulty level, and the number of targets left. The six screens are:

Colored Squares - You must shoot out all the colored squares before the timer runs out. If you shoot an empty area where a square would be, a new square appears and you'll have to shoot it again! On later levels the squares will disappear after you take your first shot, and you must memorize where they were. Every square you successfully hit will give you two extra shots.

Shooting Gallery - Here you must shoot various carnival targets such as glass pipes, ducks, milk jugs, colored squares, and dinosaurs. You must successfully shoot all the targets to get clear this screen.

Birds – On this screen you must shoot all the black and white birds before the timer runs out. The background will change from black to white during the course of the scene effectively camouflaging the birds.

Target Practice – You must again shoot birds. However these birds only appear one at a time and they move very fast across the screen.

Demon - You must shoot a demon who randomly teleports around the screen.

Unicycle - Here you must shoot the unicycle out from underneath a poor clown and make him fall.

SENTINEL
(ATARI)
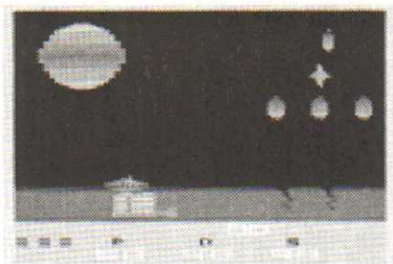
Although it is a space game that should really belong in Chapter 23, **Sentinel** is nevertheless a true target game. This game is the only one that requires a light-gun, a peripheral that was never released for the 2600.

You're in charge of the Sentinel, a giant sphere that skims across the surface of a planet as it avoids hostile fire. Every time the Sentinel is hit, it loses power. You lose one Sentinel when you completely run out of power, and the game ends after you have lost your fourth Sentinel.

You must destroy the enemy objects by shooting them with your light-gun. Every time you make a direct hit, more power is added to the Sentinel. You must preserve your power because the Sentinel must travel a certain distance before it can leave the planet. When you finally do leave the planet you will encounter a space station that must be destroyed before you can advance to the next world. Altogether there are four worlds you must conquer. After the fourth space station is destroyed you will come across an evil being controlling the entire planet. You must defeat this creature to win the game!

GHOST MANOR
(XONOX)
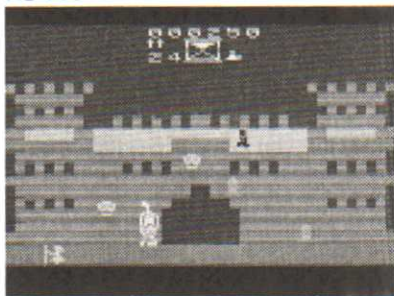
Featured in Chapter 30 as an unique game, the multi-board **Ghost Manor** features one segment that is similar to *Carnival* and *Shootin' Gallery*. When you reach the second playfield you must move your character horizontally at the bottom of the screen while shooting up at a variety of objects moving across the playfield. In addition, there is a "Chopping Mummy" at the bottom of the screen that will end the game if it catches up to you. You can only destroy the mummy after you have first destroyed all of the other targets. Once the mummy has been destroyed you'll move on to another portion of the game and another playfield.

GANGSTER ALLEY
(SPECTRAVISION)
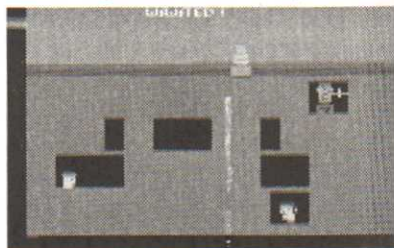
Gangster Alley is the videogame version of a police target range. The object of the game is to fire at the four criminals before they can shoot you. The playfield consists of an old building with several windows. You must fire at the criminals' heads as they

slowly appear in the windows.

To shoot them, you have to line up the sights of your pistol (an X on the screen controlled by the joystick) over the faces and fire. You must hit the criminal before his entire head appears in the window or else he'll shoot back. You have only 24 bullets in which to shoot as many criminals as possible. Once you run out, the gangsters will have free access at you.

The gangsters are also holding hostages who sometimes appear in the windows. If you hit either the woman or the child, you'll lose one thousand points (a lot more points than you'll earn by shooting the criminals).

As in *Kaboom!*, a criminal runs across the roof of the building while holding a bomb. You must shoot him before he can drop the bomb or else the game will end regardless of the number of turns you may have remaining.

As you trade shots with the gangsters, they eventually run out of ammo (if you don't first), ending the round. You'll receive bonus points based on how much ammo you have remaining. Afterwards, you'll advance to tougher levels including a night battle where you can only see the gangsters each time you fire a bullet.

TASK FORCE
(FROGGO)
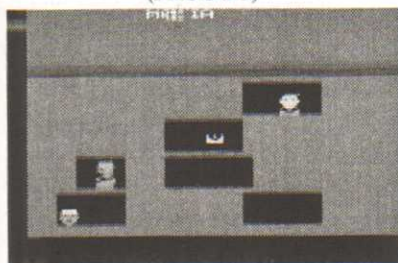
Although the characters are slightly different, *Task Force* is the exact same game as *Gangster Alley*.

CROSSBOW
(ATARI)
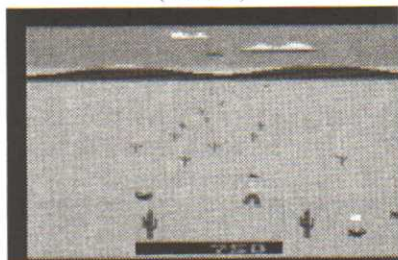
In *Crossbow*, you assume the role of an archer who sets out on a long trek in order to retrieve stolen treasures from a mysterious castle. Armed with your trusty crossbow, you must shoot at creatures and obstacles that get in your way. You must make your way through a desert, a cavern, a jungle, around a volcano, over a drawbridge, and into the Castle Hall. Each time you enter one of these areas you must make your way across the screen one or more times while shooting your trusty crossbow at any hazards encountered. Moving the onscreen crosshair with the joystick onto your target and pressing the red controller button accomplishes this, saving you from danger.

The obstacles on each screen vary. As you cross the desert you must avoid all of the tiny animals that live in the desert, while walking through the caverns you must avoid the falling stalactites (and the pesty bat!). The volcano shoots out deadly fireballs that you must shoot before you get hit with one, the jungle has monkeys that throw deadly coconuts, and the drawbridge has enemy marksmen shooting arrows at you. Finally

the Castle Hall has a fire-breathing dragon guarding the way. Each screen has an Evil Master's Eye that will blink momentarily. If it is shot before it disappears, you will receive bonus points.

One or two players can play crossbow. In two player games, the player with the most points at the end of the game is the winner.

CRACK'ED
(ATARI)

In *Crack'ed* you must prevent various creatures from stealing newly laid eggs that you are trying to protect. The eggs reside in various nests. Unfortunately there are a number of scavengers that come along and steal the eggs from the nests. You control a crosshair that moves around the screen. You can shoot the scavengers before they get the eggs by lining them up in the crosshairs and pressing the red firing button. If they get to an egg before you get to them, they will blink and fly or run off with an egg. If you shoot them while they're carrying an egg, the egg will drop to the ground. You must catch it by pressing the red firing button while the egg is within the crosshairs. If you are successful, bring the egg to one of the nests and release it from the crosshair by pressing the red firing button.

In the first level, the nests are in a large tree. In the second level, which

you can only reach if you have at least one egg remaining at the end of the first level, you must guard eggs in a subway station. The third level is a bonus level in which you must throw eggs at a chicken that pops its head up within a grid. You control one arrow that moves vertically at the left of the screen and another that moves horizontally at the bottom of the screen. You must line the two arrows up so they point to the right coordinate that the chicken is in. Pressing the red firing button will pelt the egg to the coordinate that you lined up and if the chicken is there, you'll score bonus points.

3D GHOST ATTACK
(AMIGA)
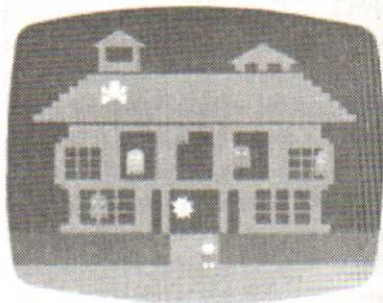
In *3D Ghost Attack* your enemies are a group of ghosts who reside in an old haunted house. Your onscreen persona appears in front of the house at the bottom of the playfield.

Initially everything is calm, but then suddenly there is a flash and a ghost will appear. Eventually there will be many ghosts coming out from the walls, doors, and windows of the building. The only way you can stop them is by hitting them with your photobeam; a fancy word for lining them up in the target and pressing the red firing button. When compared to

any other videogame, *3D Ghost Attack* is nothing special. However, as the name implies, this is a 3D game that is packaged with its own pair of 3D glasses. When viewed through the glasses, the play-screen takes on a new dimension as the ghosts actually come right out of the TV screen towards you.

OUTLAW (ATARI)
GUNSLINGER (SEARS)
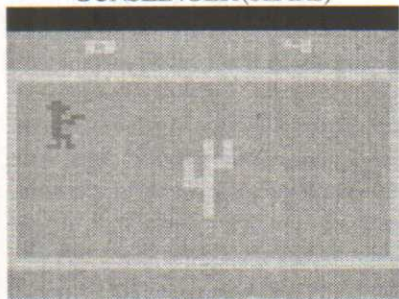
In "Target Shoot," a variation on the *Outlaw*, you appear on the left side of the screen in the guise of an old-time gunfighter. By firing bullets at an object that moves up and down the right side of the screen, you must hit the object as many times as you can in 99 seconds.

GUNFIGHT
(XYPE)
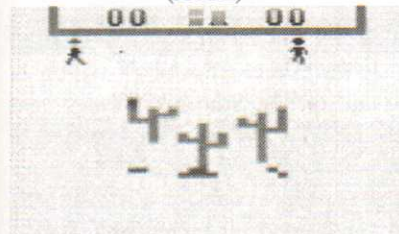
Gunfight is basically *Outlaw* with prettier graphics. The gameplay is essentially the same: shoot your opponent before he shoots you.

There are several options that make the game interesting. In the Stan-

dard Duel, the first player who scores seven points wins. Sixshooter Duel is the same as Standard Duel except that is this variation each player only gets six shots. Once they run out of ammo they have to stop and reload.

In the Escape Scenario, the left player wins if he shoots the right player only once. Meanwhile, the right player wins if he could survive 99 seconds without being shot.

In Target Shooting, everything you shoot is worth points! You'll score one point for every target that you hit and five points if you hit your opponent. The first player to score 77 points wins the game.

PARTY MIX
(STARPATH)
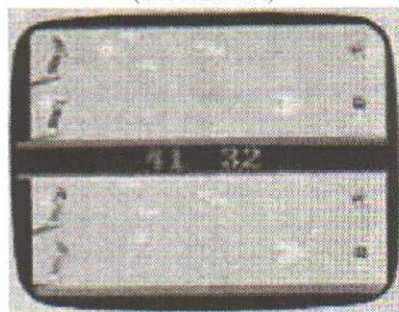
"Wizard's Keep," a game included on *Party Mix,* positions two wizards on the left side of the horizontally split-screen (one on the top and the other on the bottom). Each player controls one of the wizards. Scrolling down along the right side of the playfield are identical groups of targets that the wizards must hurl fireballs at. The wizard's arms constantly move in a circular motion, and when the red firing button is pressed, the fireball will be released. Turning the dial on the roller will determine the speed of the wizards' arm. In four-

player games, four wizards appear onscreen - one player controlling each, with two players working together as a team. The first player or team to score ninety-nine points is the winner.

FIRE FLY
(MYTHICON)

In **Fire Fly** you must shoot down various creatures that fire deadly missiles at you in order to advance to another playfield. In the first screen you must rescue the pixy while avoiding the deadly bee. Once you rescue the pixy you'll encounter a deadly pumpkin that is trailed by demons, bats, and bad-bugs. Each creature will be more evasive and deadly than the one preceding it.

SKEET SHOOT
(GAMES BY APOLLO)
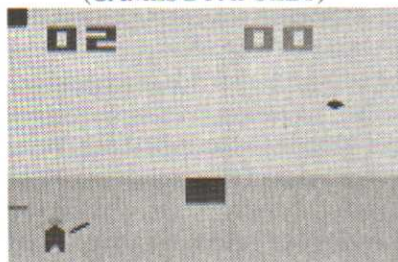
In **Skeet Shoot** you control a little man who can be placed at the left, right, or center bottom of the playfield. After you position him, a skeet will shoot out from a box in the center of the screen and will either soar straight up, or move diagonally to either the top

left or right corner. You must destroy the skeet before it can reach the top of the screen.

Your man can shoot in three directions: straight up, or diagonally to the left or right. Unfortunately, you never know which direction the skeet will be heading so by the time you position your man, it may be out of sight.

In two player variations, you and your opponent can alternate turns as both the skeet shooter and the skeet setter. As in the one-player version, you can also have the computer set the direction of the skeet. In another variation, as the shooter, you must decide where you want your man to stand (left, right, or center) while your opponent selects the direction the skeet will fly in.

SUMMER GAMES
(EPYX)
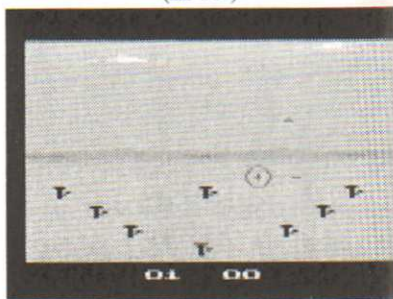
In "Skeet Shooting" which is found on the **Summer Games** cartridge, you are given 25 chances to shoot the target. There are eight posts you shoot from and you move to each one in sequence. You have a chance to shoot at one or two targets from each post. Firing is accomplished by lining your cursor up with the target and pressing the red controller button.

TURMOIL
(FOX)
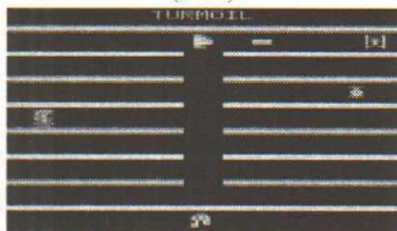
In *Turmoil* the playfield is divided into eight horizontal rows, with one vertical row in the center of the screen. You control a ship that can only move vertically through this center row. The object is to shoot the objects that are quickly moving across the screen through the eight horizontal rows. Occasionally a prize awaits you within one of the horizontal rows. You may retrieve the prize by flying horizontally (it's the only time you can move in this direction). If you fail to get the prize it will turn into a supersonic cannonball that will quickly zip across the screen. If you do retrieve the prize, a ghost ship will suddenly appear in your row and head towards your ship. You must destroy the ghost ship or get out of its way before a collision occurs. The game ends when your ship has been struck five times by the moving objects.

THE CHALLENGE OF NEXAR
(SPECTRAVISION)
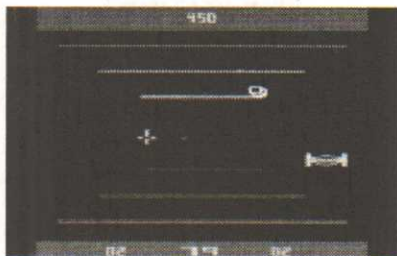
Another fast moving game is *The Challenge of Nexar*. In this game you control a cursor that can move anywhere on-screen. Appearing in the center of the screen are saucers that quickly head out to the boundaries of the playfield. You can destroy the saucers by positioning your cursor so that the saucer is between it and the center of the screen. The faster that the saucer is moving, the more points you'll score if you hit it.

Because the saucers move very fast, you must quickly position your cursor in order to destroy them before they leave the screen. If a saucer (or the fragments of a saucer if you hit one) collides with the cursor, you'll lose a turn. Although shooting down saucers will earn you points, you will not progress to more difficult levels of the game. To accomplish this you must destroy beacons that appear in the center of the screen and rush outwards. These are just as deadly if they touch your cursor.

The Challenge of Nexar features 99 levels, each one progressively harder than the level before it. In the first level you must shoot three beacons in order to advance to the second level. In the second level you must shoot down four, and in the third level you must shoot down five. Each new level adds one more beacon to the amount that must be destroyed.

You have 99 seconds to shoot down the required number of beacons. Depending upon the setting of the difficulty switch, you can either lose the game if time runs out or merely lose a turn. In the latter case, the clock will return to 99 seconds and allow you to destroy the remaining beacons.

TEMPEST
(ATARI)

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In *Tempest* you control a shooter that travels along the outside rim of a 3-dimensional tunnel. You must shoot enemies in the alleys of the tunnel while avoiding any that are coming towards you. You also have a *superzapper* that will kill all of the enemies present in the tunnel.

SORCERER
(MYTHICON)
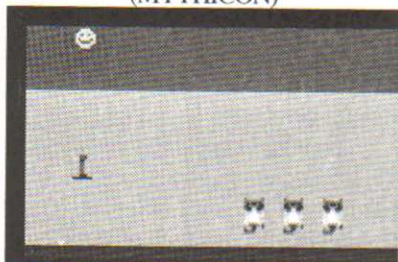
In *Sorcerer* you must move your character across the bottom of the screen while being attacked by invading objects. You must get them before they can get you. Occasionally you'll come upon a magic carpet that will allow you to fly to a better position to destroy your attackers. If you are shot while on the magic carpet, you must return to "foot patrol."

A treasure will appear each time you destroy an enemy creature. You'll earn additional points by picking up the treasure before proceeding to the next screen. Once you reach a new screen you can't return to the one before it.

DUMBO'S FLYING CIRCUS
(ATARI)

In *Dumbo's Flying Circus*, the object is to score points by flying Dumbo around the screen and pop balloons by shooting peanuts from your trunk. If you pop a balloon carrying a clown, you must catch the clown before he falls to the ground. As in *Defender*, where you score bonus points by returning kidnapped humanoids to the ground, you'll also score extra points by safely bringing the fallen clowns to the bottom of the screen.

PLAQUE ATTACK
(ACTIVISION)
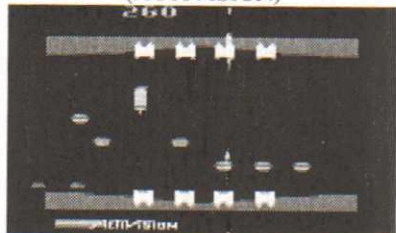
Plaque Attack is sort of a sequel to *Jawbreaker*. In the latter game you assume the role of a set of teeth chewing up candy as it moves around the board. Each time you clear the screen of dots, a toothbrush comes out and gives your teeth a much needed cleansing so they are able to go around and chew up more candy. In *Plaque Attack*, rather than playing the part of the mouth, you play the part of the tube of toothpaste, while the

playfield is a mouth.

As the tube of toothpaste you have 35 seconds to stop an invasion of food from wiping out your teeth, which line the top and bottom halves of the playfield. You can destroy the food by positioning the tube beneath or above it and firing away. Any piece of food that is hit will disappear and score you points.

The real danger appears when a piece of food touches one of your teeth. When this occurs, the tooth will turn yellow with plaque and will eventually erode from decay if left unattended. You can save the tooth by destroying the deadly piece of food before the tooth disappears. If you succeed, the tooth will turn white again.

When you destroy all of the food, you will receive bonus points for the number of teeth remaining and for any time that is left. If you run out of time, the tube will disappear, and the food will be free to destroy your teeth without being stopped. Although you are given a new tooth for every two thousand points scored, the game ends when you lose all of your teeth and don't have any back-ups.

Another game in which you must save teeth from harmful food is *Tooth Protectors*.

ARTILLERY DUEL
(XONOX)
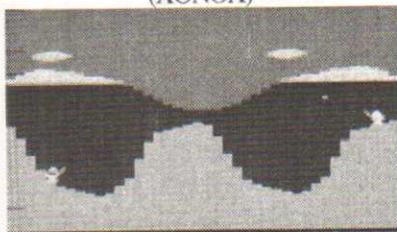
Artillery Duel is a combat target

game in which two players control separate artillery guns located at opposite sides of the playfield. You and your opponent alternate turns firing shots at each other. The first player who destroys his opponent's gun scores a point. Aiming your turret to score a direct hit is a three-step process. As in *Human Cannonball*, you must adjust the angle of your turret as well as the amount of powder in the gun. The more powder, the farther your missile will travel. A wind that blows in either horizontal direction must also be factored in to your calculations. If you are shooting against the wind, you will have to use more powder than if you were shooting with the wind. You have 30 seconds in which to adjust your controls and fire. If you aren't finished when time runs out, your gun will fire automatically. If your missile misses its target, your opponent will get a chance to return fire. On your next turn, your angle and powder amounts return, as they were when you previously fired. The wind factor, however, will change from turn to turn.

The alternating of turns continues until one player has finally destroyed his opponent's gun turret. A drum roll will then sound as two soldiers march across the playfield, followed by a shift to a new location where the game continues. The computer randomly generates a new playfield each time so no two playfields should be the same.

INCOMING
(HOMEBREW)

Incoming is similar to *Artillery Duel*. However in this game one person plays against a computer oppo-

nent.
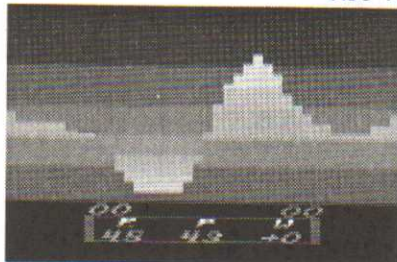
As in *Artillery Duel*, the player and the computer alternate firing missiles at each other. In this game the player controls the elevation and power of his shots. A graph at the bottom center of the screen displays the elevation and power amounts which the player controls. The player cannot control the wind speed or direction.

If you miss your opponent, a piece of the surrounding terrain where the missiles lands is removed. The player wins if he destroys his opponent five times. The player losers if the computer destroys his cannon five times.

WALL DEFENDER
(BOMB)
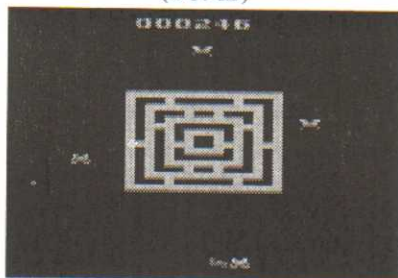
Wall Defender resembles a maze game but it's not. There is a maze in the center of the screen similar to the

one in *Slot Racers*, however in this game you can only move around the outer perimeter (the four walls). Your job is to protect the four walls. Enemy objects attack the walls from all sides and you must move around the wall and shoot the objects to destroy them. There is a catch though. If you are on the top horizontal wall you can only fire upwards. If you are on the lower horizontal wall then you can only fire downwards. Likewise, the vertical walls serve as the points from where the horizontal shots can be fired. The game ends when your walls receive ten hits from the enemy.

IMMIES & AGGIES
(ZIMAG)
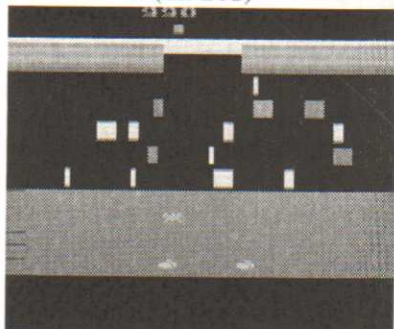
Immies and Aggies consists of a bunch of different colored squares which must be shot from a blaster. The squares are actually marbles and you must shoot as many marbles as you can that coorspond to the color of box that slowly dissappears from the top center of the screen.

Occasionally oval shaped objects will roll towards you and you must either avoid them or shoot them for points.

Since the beginning of time, war has been a major factor in the course of human events. Unfortunately it is something that has always been around, and if the video space games (*Defender, Space War*) are correct, it is something that will always exist. This chapter features the games that display war, as it exists in the twentieth century. As in real life, video war can be fought three ways: on the ground in tanks; in the air in planes; and in the water in boats and submarines.

TANK GAMES

COMBAT (ATARI)
TANK PLUS (SEARS)
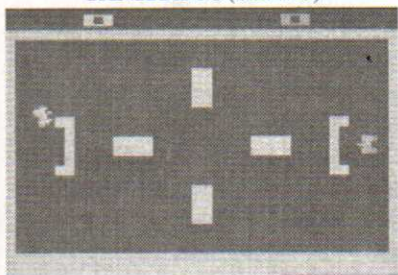
Of the various tank games that are available, the oldest and best known is "Tank," a variation on *Combat*. In this two-player only game, the object is to shoot and destroy your opponent's tank more times than it could be done to your own before time runs out. Both players control a tank that can move left, right and forward on the playfield. You can play on one of three playfields ranging from an open field to a difficult maze. When playing within a maze your tank can be hidden behind walls where your opponent's shots can't reach you.

You have a choice between two types of missiles that can be utilized. When employing "Straight Missiles," your shots will head in the direction they were fired without any modification. "Guided Missiles," on the other

hand, may be steered after they are fired.

Several variations of "Tank" are also included on *Combat*. In "Tank Pong" the missiles will rebound off any obstacle they hit. In some games the missile must first bounce off an obstacle before a tank can be destroyed. If a tank is struck before the missile has hit a wall, nothing will happen.

Another variation, "Invisible Tank," is played exactly the same as "Tank." The only difference is that in "Invisible Tank," the tanks of both you and your opponent are invisible. The only times a tank will become visible is when a shot is fired from it, when it is hit by an enemy missile, or when it crashes into an obstacle. "Invisible Tank" can be played like standard "Tank" or with ricocheting missiles as in "Tank Pong."

COMBAT II
(ATARI)
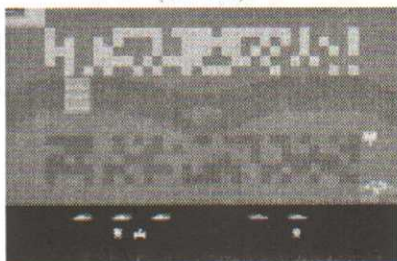
Combat II is a sequel to *Combat*. Once again two players compete against each to destroy the other player's tank. Each player only gets three tanks and the first player to lose all three tanks in the loser. Player's start the games at opposite corners of the screen at their home base. An opposing player cannot fire directly into a home base. You must first knock down its wall by shooting at them.

Players are also armed with guided missiles. Guided missiles can only be fired from a home base but it will strike the opponent's tank anywhere on the screen. Once you use a guided missile, you must wait a few seconds before the aother one is available.

You must shoot your opponent three times to get his tank out of commision. A hit with a guided missile counts as two shots.

The playing field depicts forests and rivers which acts as obstacles. You can move through the forests but you cannot fire through. You must shoot away the forest in order to rid yourself of it and get a better shot. The river, although it has bridges that cross it, do not act as a barrier for the tanks.

with only two tanks from each player appearing onscreen at a time. The game is divided into separate battles, each with a different playfield. The playfields feature roadways, trees, water, and buildings. The tanks move fastest on roads, slower on grass, and slowest through water. They cannot penetrate trees and buildings. Although you are given two tanks each battle, you can only control one at a time. The unused tank will sit unprotected until it is needed. You can switch control between the two tanks repeatedly by pushing the joystick down. When you do this, the unused tank will come alive, while the one you were previously using will become motionless.

Each battle lasts until one player has lost both of his tanks. A tank will be destroyed after it has been hit three times by enemy missiles, at which point the playfield will change and the game will resume with both players once again controlling two tanks. However, each tank you lose is deducted from your original supply of 25 tanks. The number of tanks each player has remaining will flash on the screen between battles. The contest continues until one player has lost all of his tanks, giving the remaining player the victory.

ARMOR AMBUSH
(MATTEL)

Armor Ambush is another tank shoot-out between two players. In this game, each player begins with 25 tanks,
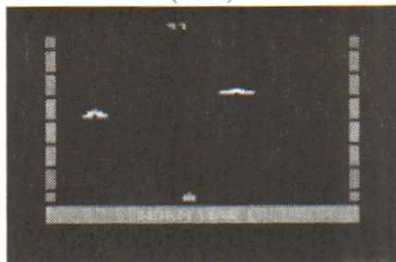
WORM WAR I
(FOX)

Although **Worm War I** isn't really a war game, it is included in this chapter since players take control of tanks. In this vertically scrolling game you control the horizontal movement of a tank at the bottom of the screen. Obstacles and pagodas descend from the top of the screen, which you may shoot down or avoid. The game is timed, but you can add more time by driving through a pagoda (refueling).

There are also a number of giant worms that slither across the playfield while descending vertically. You must try and shoot down all of the worms as they appear. Whenever a worm reaches the bottom of the screen it will reappear at the top. Unfortunately, new pagodas will not appear for you to refuel until all of the worms have been destroyed. Once the worms are destroyed you'll advance to a harder level featuring more worms, obstacles, and a pagoda. As you advance you will use up fuel, and if you run into a worm, you'll lose fuel rapidly. The game ends when you run out of fuel.

Two players may also play **Worm War I** in two ways. In one version players may share fuel and points while working together to destroy the worms. In the second variation players compete at the same time as each is given their own fuel and score. The game ends after both players run out of fuel. The player with the highest score wins. (A game that is similar in play to **Worm War I**, but features a plane is **River Raid**).

TANKS BUT NO TANKS (ZIMAG)
TANK BRIGADE (PANDA)

In **Tanks But No Tanks** you must defend your base at the bottom of the screen against an endless number of
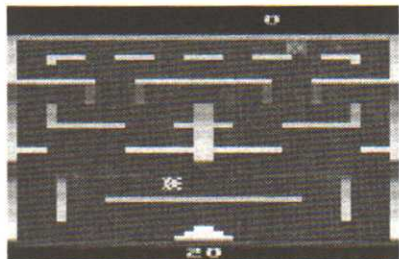
enemy tanks. Although you have five tanks to guard the base you may only use one tank at a time.

The enemy tanks attack you in waves of 20, although only four will appear at a time. In the first wave the screen displays a maze with obstacles similar to the one in "Tank." You may move anywhere onscreen to pursue the enemy tanks or you may just wait until they come after you. When you destroy all of them, a new playfield will appear featuring just one large obstacle in the center of the screen and 20 more tanks to destroy. The third playfield doesn't have any more obstacles, but 20 more tanks will advance on your base.

Tanks But No Tanks can end two ways. The obvious way to lose is by losing all of your tanks, and another way is to have your base destroyed by an enemy tank. This will end the game instantly even though you may have tanks remaining.

THUNDERGROUND
(SEGA)

In **Thunderground** you must use

your tank to destroy enemy strongholds. Because of the digging theme of this game, *Thunderground* is summarized in Chapter 4.

STRATEGY X
(KONAMI)
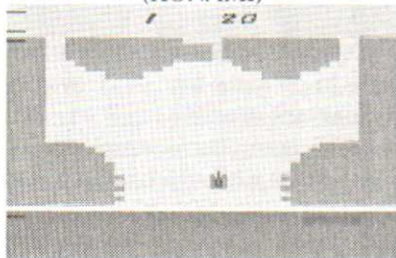
Strategy X is another vertically scrolling battle; however this game is fought entirely with a tank. To win, you must fight your way to the Arch of Triumph. Throughout your journey you'll constantly waste fuel and must keep refueling at fuel stations whenever you come to them. Your tank will explode if it runs out of fuel, costing you a turn. You must also try and avoid the "Slip Zone"; a portion of the screen that will slow your tank down and waste more fuel.

You must also stay clear from TNT that appears at different points along your path, while any brick walls you may encounter can be destroyed by shooting at them.

The main object of the game is to keep clear of the enemy tanks and planes firing at you as you try to destroy them. However, every shot taken uses up a little more fuel.

BATTLEZONE
(ATARI)

Battlezone is a first-person tank game in which the screen depicts what you would see as if you were actually looking out from a tank turret. At the

bottom of the screen are the tank's treads that move when you press the joystick. In *Battlezone* you must destroy the enemy tanks and space ships as they appear. When an enemy vehicle is in sights, pressing the red firing button will fire a missile. If the enemy is within the confines of the onscreen cursor, you'll destroy it and score points. Unfortunately the enemy tanks fire at you, and there is no way their missiles can be destroyed. You must destroy the tanks before they have a chance to fire. You'll lose a turn if your tank gets hit, and if you run out of tanks the game will end.

Radar at the top of the screen displays your location as well as that of the enemy. Your location is in the direct center of the radar, with enemy vehicles displayed at the top of the radar. If a vehicle appears anywhere else on the radar, you must rotate your tank (by moving the joystick to the left or right) to bring them into view.

ROBOT TANK
(ACTIVISION)

Robot Tank is also a first-person

tank game, however in this game, you aren't inside the tank. These empty robot tanks have TV cameras mounted on their fronts, and you take control of the tank from a safe location. The view you see is the picture the "camera" is taking.

As in *Battlezone*, circular radar displays your tank's location as well as those of the enemy tanks. When the enemy tanks are in your sight, pressing the red firing button will fire a missile. Unlike *Battlezone*, you can destroy the enemy missiles as they are fired back at your tank.

If your tank is hit, it may sustain irreplaceable damage. Any damage received is displayed on the screen. If "R" flashes, then your radar has been damaged and may be inoperative. "V" means video damage and your camera will experience some periodic blackouts. "T" means your treads are damaged, reducing your mobility. "C" means your cannon is damaged and your firepower is limited.

Once a portion of your tank is damaged it cannot be repaired, so you must continue with limited resources. If you receive a direct hit from the enemy, it will destroy your tank and you'll receive a new one if you have any remaining. The reserve tank will be in complete working condition.

A clock at the top of the screen displays what time of the day it is. If it is nighttime, the screen will turn dark and you'll only be able to see the enemy tanks when they fire a missile. During the day you may also encounter clear weather, fog, and snow.

TANK BLITZ
(MILTON BRADLEY)
Tank Blitz is another first-person

tank game. In this version you must face a number of enemy tanks at one time, rather than one tank at a time as is the case in the two previous games. It employs, and is packaged with, the Armored Commander Controller.

FRONTLINE
(COLECO)
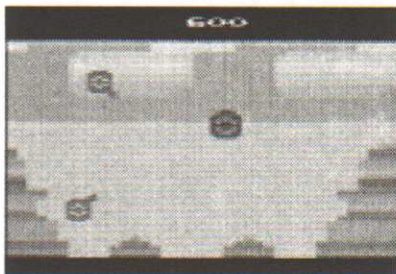
Frontline is a vertically scrolling game in which you must make your way through a battle zone and behind enemy lines to reach a fort that must be destroyed. Unlike the previous tank games, you won't control a tank throughout the entire game. In fact the game begins and ends without the use of tanks.

At the onset of the game you appear onscreen as a foot soldier walking through the battle zone while avoiding land mines and enemy soldiers who attack from all directions. To survive, you must shoot them as they approach or take refuge behind bushes and trees; anything to keep making your way into the enemy territory.

As you continue walking farther into the hostile territory, the path will become smaller, and tanks, rather than mere mortal soldiers, will suddenly attack you. To even up the score you can get into your own tank and proceed. Later in the battle you will have the option to operate an even more

powerful tank as you push your way through the landscape avoiding the other tanks, enemy foxholes, grenades, and mines. If you get this far you must go over a bridge and around brick walls. When you finally reach the fort, you must get out of your tank, run up to the fort, and hurl grenades that will finally destroy the enemy headquarters.

FOOT SOLDIER GAMES

COMMANDO
(ACTIVISION)

Commando resembles the first portion of *Frontline* where you control a foot soldier. However this time your soldier will be walking throughout the entire game with the goal of reaching the Mega-Fortress. However to get there you must avoid or shoot a never-ending number of enemy soldiers who may either rush you or be hiding behind a barricade firing at you. You have two weapons: an infinite amount of machine gun ammo, and a limited number of grenades. Grenades can be replenished by walking over them when you see them.

When you reach the Mega-Fortress you will only be allowed to enter after you have killed a certain amount of soldiers. Once you have achieved this you can enter the Mega-Fortress, causing it to explode and advancing you to the next level. There are eight levels in all.

IKARI WARRIORS
(ATARI)
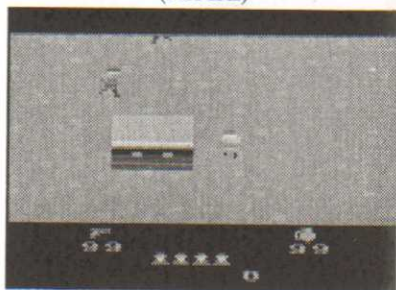
Ikari Warriors is similar to *Frontline* and *Commando*. As in the previous game you control a soldier who marches vertically through a scrolling playfield and must shoot the enemy while avoiding getting shot yourself. As in Front Line you can enter tanks. *Ikari Warriors* also one-ups the other games by introducing enemy helicopters that must be avoided.

GAUNTLET
(ANSWER SOFTWARE)
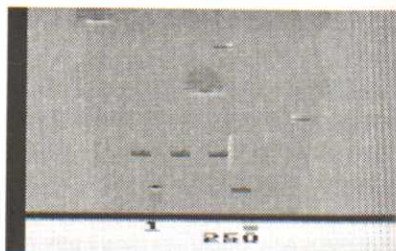
Gauntlet features a vertically scrolling screen in which you, in the guise of Sir Robert Wittenbaum, must run a course fraught with danger. The object is to reach the end of the course and put out a fire with whatever water you possess.

At the beginning of the course you'll receive a pitcher filled with water. As you run the gauntlet, you will be bombarded with obstacles such as rocks and moving arrows. If you come in contact with either object you'll lose

some water. Although you can run around the obstacles in order to save your water, you can only score points by jumping over the rocks and ducking under the arrows.

Occasionally you'll encounter an old Indian. Although it is not mandatory, you can give some of your water to the Indian in exchange for bonus points. As long as you have some water left to extinguish the fire at the end of the course, you'll be okay. If you run out of water any time before the end of the course, you'll lose a turn and eventually the game.

AIRPLANE GAMES

COMBAT (ATARI)
TANK PLUS (SEARS)
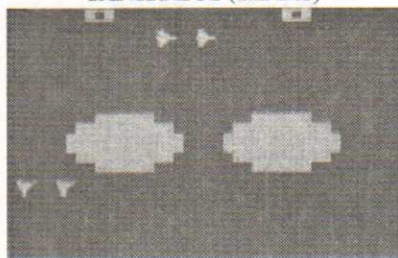
Going from the land to the air we return to *Combat* which also includes two games which take place in the sky. Both "Bi-Plane" and "Jet-Fighter" are really aerial versions of "Tank." You must hit your opponent with missiles more times than he can hit you before time runs out. The "Bi-Plane" games are played with old-time bi-planes of World War I and the playfield is viewed from the side. "Jet-Fighter" takes place in modern jet planes and the playfield is viewed from above the planes looking down. The action takes place a little faster than in "Tank" and since the playfield doesn't have any borders, you can make your plane exit

from one side of the screen and reappear on the other.

TIME PILOT
(COLECO)

While "Bi-Plane" and "Jet" are essentially the same game set in two different time periods, *Time Pilot* (Coleco) takes place in both eras (as well as a few others). In this game you pilot a plane that flies through the time barrier, and you must shoot down and avoid the state-of-the-art crafts belonging to the different periods.

As in *Tac-Scan*, your plane stays in the center of the screen while you control the direction from which the enemy crafts attack you. Initially you fight against bi-planes in 1910. You only need one shot to destroy the planes, and when you destroy a certain amount, a mother ship that requires several shots to destroy will appear. Once the mother ship has been destroyed you'll advance to the next time zone.

Next you'll arrive in 1940 where you must engage in battle with World War II planes and a zeppelin. The game is played exactly the same as before with the exception that the enemy planes are more sophisticated, and therefore harder to battle.

In 1970 you must fight helicopters armed with guided missiles. This is followed by 1983 where the enemy planes are jet fighters that are equal to

your own plane. The final year you will visit is 2001 where you must resist spaceships that will fight you with weapons that are superior to your own. If you survive, you'll return to 1910 where the bi-planes will fight you at a faster pace.

SNOOPY AND THE RED BARON
(ATARI)

The word "dogfight" is taken literally in *Snoopy and The Red Baron*). In this game you play the part of Snoopy, riding atop the famous "Sopwith Camel" (a flying doghouse) fighting it out with your foe, the faceless Red Baron who flies through the sky in his Fokker Tri-Plane. It takes eight shots to destroy the Tri-plane, and the Red Baron must hit you with eight shots to knock you out of the sky. Bonus points are earned each time you destroy a Tri-plane. In addition, you can score points by claiming beer steins, bones, and hamburgers that appear along the horizontally scrolling playfield.

AIR-SEA BATTLE (ATARI)
TARGET FUN (SEARS)

"Anti-Aircraft", included on *Air-Sea Battle*, is a forerunner to *Atlantis*. In this game you must shoot down enemy airplanes as they fly overhead. This game is mentioned in more detail in Chapter 18. Another game on this cartridge is "Bomber" in which you operate a plane that flies across the top of the screen. You try to hit the boats that are in the water below you by dropping bombs on them.

STREET RACER (ATARI)
SPEEDWAY II (SEARS)
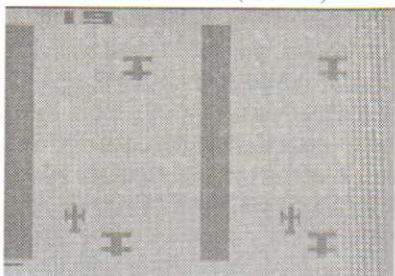
In *Street Racer*'s "Jet Shooter" you control a horizontally moving plane at the bottom of the screen. Descending from the top of the screen are enemy planes. You must shoot down as many of the planes as you could before time runs out. There isn't any penalty if you miss them and they reach the bottom of the screen, but you lose time if they crash into your plane.

RIVER RAID
(ACTIVISION)
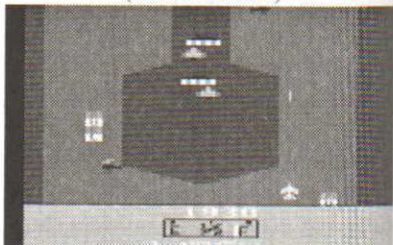
In *River Raid*, a game similar to

Worm War I, you pilot a plane that flies over a vertically scrolling river filled with moving boats, helicopters, planes, and fuel barges. You must steer your plane horizontally to avoid and shoot down the planes and boats. As in *Worm War I,* the game lasts as long as you have fuel, which can be replenished by flying your plane over a fuel barge. You can also shoot down the barges for extra points. However one difference in *River Raid* is that you won't lose fuel if you crash; you'll lose a turn. The river is divided into several sections separated by bridges that must be shot down before proceeding to the following section. If 'you lose a turn, you'll begin at the entrance of the section you were in when you lost your previous turn. Each section of the river is progressively harder than the one before it, and as you travel further up the river you'll encounter fewer fuel barges. The river also becomes narrower, making it much more hazardous since you are only allowed flying above water. If you attempt to fly over land you'll crash.

HARBOR ESCAPE
(PANDA)
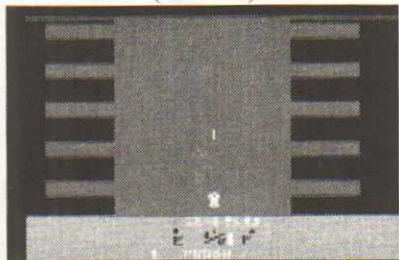
Harbor Escape is the same game as *River Raid* although the graphics are not as detailed.

SPY HUNTER
(SEGA)
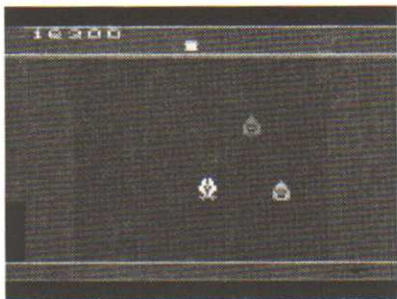
While *Spy Hunter* basically takes place on a highway, one portion of the game takes place on a river. While controlling your boat, you must constantly avoid the enemy boats by either shooting at them or ramming them.

RIVER RAID II
(ACTIVISION)

River Raid II takes the basic scenario of *River Raid* and makes it a bit more difficult. You once again pilot a vertically traveling plane, however this time you must first take off from an aircraft carrier at sea. Pressing forward on the joystick gives your plane thrust; while pulling back will give you speed. The bottom of the screen displays your thrust, fuel, and speed. Once you become airborne the "thrust" gauge turns into an "altitude" gauge. Pressing forward on the joystick raises your altitude but lower your speed, while pulling back on the joystick will do the opposite.

Once aloft, you will be flying over the ocean, eventually reaching a river similar to the one in the original *River*

Raid. If you stay alive you will eventually return to the ocean where you will have to land on the aircraft carrier.

You must avoid enemy helicopters and planes firing at you as you shoot them down to score points. You must also avoid enemy flak that cannot be shot. Close attention must also be paid to your fuel gauge. You can refuel by keeping your altitude high and flying through a "good" plane, or by keeping your altitude low and flying through a gold bar.

You are given three lives to complete your mission. When your plane is destroyed you will restart at the position your plane was hit. If you successfully land on the aircraft carrier you will receive bonus points based on the amount of fuel remaining. You must then take off for a more difficult mission.

TOMCAT: THE F-14 FIGHTER SIMULATOR
(ABSOLUTE)

Tomcat: The F-14 Fighter Simulator can be deemed as a first-person version of *River Raid II.* As in the previous game, you must take off from an aircraft carrier, shoot down and avoid enemy planes along the way, and return to the aircraft carrier. There are also gauges that register your thrust, engine speed and altitude. However since this is a first-person game, your console also displays when the enemy is within range and what kind of weapon can be used to return fire.

The switches on the 2600 console play an important role in this game. The "reset" switch is used to choose your weapon. When approaching the aircraft carrier you must toggle the left handicap switch in order to "lower" your landing gear.

If you successfully land on the aircraft carrier, the game will rate you and then prepare you for the next flight. If you are hit by the enemy, run out of fuel, or lose your altitude, you'll crash into the water and not be given a second chance.

AIR RAIDERS (MATTEL)
BOGEY BLASTER (TELEGAMES)

Air Raiders is a first-person airplane game that begins with the plane rushing down a runway. At the appropriate time you must press the joystick to take off. If you attempt to take off too soon, the plane won't have enough momentum and crash. If you wait too long, the plane will run off the runway and the result will be the same. One crash ends the game.

Once airborne, you must seek out and destroy enemy squadrons with your 99 pieces of ammo. When you find a squadron flying horizontally in front of you, try to maneuver each plane into the center of the screen where they can be hit. If the planes

evade you, you can attempt to follow them by raising or lowering your altitude. Unfortunately if you get too close to the ground you'll crash.

At the bottom of the screen is a gauge that displays your relative position. If your position is within the center of the gauge, then the airspace you're flying through is filled with flak. Contact with the flak will cause your plane to lose altitude. If you encounter flak while in low altitude, you may crash.

If the plane is kept in the air too long, it will eventually run out of fuel. Although fuel is burned constantly, it gets consumed at a faster rate whenever the plane rises in altitude. If you are unable to land and refuel, you'll crash and the game will end.

To land, the plane must be brought down to zero altitude. If done slow enough, the plane will automatically land on the runway. Once you have landed, the plane's ammo will be replenished. You will receive fuel and be able to take-off again only if at least ten enemy planes were destroyed during your previous flight. If the required amount wasn't destroyed, you won't receive additional fuel and the game will end.

Each time you hit an enemy plane, one point is scored. It is important to shoot down as many planes as possible before running out of ammo since a higher score earns you more ammo when your plane lands on the runway. If this is accomplished successfully, you'll receive one piece of ammo for every plane shot down. Once resupplied, you may take off again. Subsequently, you must shoot down at least ten more planes if you wish to get more ammo upon landing.

RADAR LOCK
(ATARI)

Radar Lock is another first-person game where you are in the cockpit of an air force fighter. As in the prior games you must take off from an aircraft carrier and shoot down enemy aircraft. However in this game you don't have to return to the aircraft carrier to complete a mission.

During your first mission enemies won't fire back at you, but missions become increasingly difficult. There are five missions in all and you are supplied with 2550 rounds of machine gun ammo, guided missiles, and proximity missiles. Unfortunately you must plug in the right joystick controller in order to access the latter three weapons. If only one joystick is used then you are limited to the rounds of the machine gun. Your control panel displays your gas gauge, the short-range radar and the long-range radar.

After you take-off from the aircraft carrier, the display will switch to the combat mode where rounds of enemy fighters will attack. When you succeed in destroying all of the enemy aircraft you will then have to refuel in the air. Use your long-range radar to seek out the refueling tanker. Once found, fly to it so the refueling tanker will lower its fuel hose to your plane. After refueling, you are returned to the aircraft to start your next round.

S.A.C. ALERT
(AMIGA)

The playfield in **S.A.C. Alert** displays a first-person view of what you see while piloting your fighter plane. Enemy planes will attack head-on, as well as fly across the screen. You must destroy them before you lose all of your fuel or ammunition, or before they shoot down your plane. If you run low on fuel or ammunition, you must locate a runway so you can land and get more. Your plane is equipped with gauges to inform you of your altitude, direction, and fuel.

SUPER COBRA
(PARKER BROTHERS)

In **Super Cobra** you must navigate a helicopter through tunnels while avoiding enemy fire in order to get to and destroy enemy headquarters. This game was a sequel to *Scramble*, an arcade game in which you have to fly a plane through a similar tunnel. *Super Scramble* (Konami), a first-person game based on the arcade game, puts you inside the plane as you go on your mission.

After taking off from an aircraft carrier you must enter enemy territory while dodging or shooting down enemy missiles, anti-aircraft guns, and enemy formation flights. By using your own missiles, as well as machine guns, you must get through the enemy territory and destroy their base and then safely return and land on your aircraft carrier.

SKY BLAZER
(BRØDERBUND)

The playfield in **Sky Blazer** displays the ground as seen from the front of your airborne plane. Equipped with 30 bombs and 3000 gallons of fuel, you must fly over the ground, which scrolls as you pass over, and bomb selected sites. When you begin to run low on fuel or bombs you can get resupplied by catching a cargo parachute that is periodically dropped from a supply plane.

You have three planes in which to carry out five missions. Each time you run completely out of either fuel or bombs, you'll lose a plane. The game ends when you lose all of your planes.

SPITFIRE ATTACK
(MILTON BRADLEY)
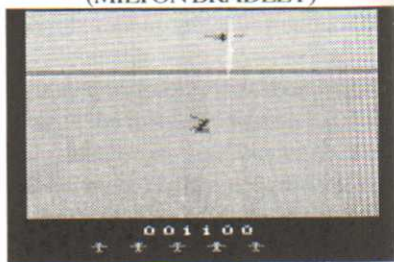
In **Spitfire Attack**, you must destroy anti-aircraft guns and ammo dumps while shooting down or avoid-

218

ing the attacking enemy planes. Pushing the joystick forward will cause your plane to dive towards the ground and allow you to shoot the ground targets. Unfortunately you can't stay near the ground too long or you'll crash and lose a turn. A red bar will flash across the bottom of the screen if you're too low and warn you to raise your altitude by pulling back on the joystick. Occasionally you will encounter flak. When this occurs you must immediately destroy an anti-aircraft gun. If you fail, you might lose a plane.

When in the air you can either shoot down the approaching plane or fly under it and out of its target range. Pressing the red firing button will fire your missiles, however you can only shoot a few at a time. *Spitfire Attack* is included with the Flight Command Console; a machine gun-like controller designed to make you feel like you're actually piloting a jet fighter and shooting down the enemy targets.

BOAT GAMES

AIR-SEA BATTLE (ATARI)
TARGET FUN (SEARS)

The earliest group of boat games appeared on *Air-Sea Battle*. One game, "Torpedo," is included in Chapter 11. Another game, "Polaris," is exactly the same as "Bomber", which was included earlier in this chapter.

The only difference is that you control boats at the bottom of the screen and must shoot up at the plane flying overhead.

Air-Sea Battle also includes a game entitled "Polaris vs. Bomber" in which one player controls the plane at the top of the screen while the other controls the boat at the bottom. Each of you must try to destroy the other as many times as possible before time expires.

POLARIS
(TIGERVISION)
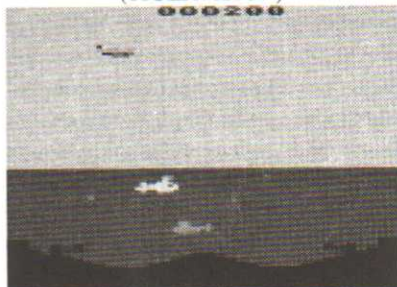
Polaris is also the title of a cartridge. In this game you control a submerged submarine. Besides avoiding bombs being dropped by enemy aircraft, you must also heed the enemy subs that move across the screen. If either hits you, or if you hit the bottom of the screen you'll lose a turn.

As in the *Air-Sea Battle* games, you must shoot missiles at the planes above the water's surface. Two types of aircraft will drop bombs on your sub: high altitude bombers and dive-bombers. If you survive their attacks and destroy all of the planes, the screen will display an overhead view of your sub floating through an underwater minefield. If you navigate the vertically scrolling channel without damaging your sub, you'll advance to the next level of play. In all there are

16 levels, each one harder than the one before it.

CANYON BOMBER
(ATARI/SEARS)
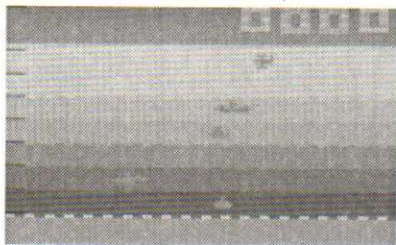
In "Sea Bomber", a variation on *Canyon Bomber*, you control a horizontally moving helicopter at the top of the screen. You must destroy the subs floating across the screen beneath your helicopter. However this isn't merely a game of dropping bombs and hoping they'll land on the targets. The water below your helicopter is divided into five separate horizontal sections. You must drop bombs to destroy the submarines as they move across the screen in each level at different speeds and directions. The lower the sub you hit, the more points you'll score.

Unfortunately your bomb will not hit just any sub it contacts. Before a bomb can be dropped you must first set a depth charge. The depth charge is a horizontal line that stretches across the entire screen. You can move the entire line up and down so it can be in any of the five sections of the water. When you drop a bomb it will only explode in the level where you set the depth charge. If the bomb hits a sub at a different level it will not explode.

In one-player games you compete against the computer, which doesn't have to set a depth charge. In two-

player games each player controls a helicopter at the same time. In both variations, the first to score 1,000 points wins.

SUB-SCAN
(SEGA)

Sub-Scan is similar to "Sea Bomber" as you must drop depth charges over submarines as they pass beneath the water's surface. You control one ship atop the water's surface that can be moved across the playfield. By pressing the red firing button you can drop up to four bombs into the water and hope they hit a passing sub. You have an unlimited supply of bombs that will explode on the first sub they hit (you don't have to set the depth). Points are scored for each sub hit, and extra points for a bonus sub that moves along the bottom of the screen at irregular intervals. Each time the bonus sub passes without being destroyed, the bonus goes up. At the bottom of the screen is a scanner that displays a wider field than is displayed onscreen. By using the scanner you can see where the subs are before they appear and thus set up where you want to unload your bombs.

Each time you reach a certain score, the subs will begin moving across the screen at a faster speed while your ship will continue to move at its same steady pace throughout

the game. The game ends when ten subs move across the entire playfield and reach the opposite side of the screen.

MARINE WARS
(KONAMI)

In **Marine Wars** you must fire missiles from your ship at the bottom of the screen and shoot down the ships that sail by at the top. What sets *Marine Wars* apart from other shoot 'em down games is the fact that your ship remains stationary throughout the entire game. Pressing your joystick moves the enemy ships, and you must get them into position above your ship in order to destroy them. Unfortunately these ships also move under their own power so you won't have a perfect shot.

You can lose a turn two ways: by either running out of fuel or by taking light hits by enemy bombs. Your ship can be repaired and refueled by docking with a supply ship that occasionally sails beneath your ship. When the supply ship is directly beneath your ship, pressing down on the joystick will give you the fuel and repairs you need.

SUBMARINE COMMANDER
(SEARS)

Submarine Commander is a first-person game that puts you inside a submarine looking through a peri-

scope. The object of the game is to shoot down the enemy ships as they pass. You can move the periscope up and down to see what's close or distant. A torpedo status gauge, similar to the radar scanner in *Battlezone*, tells you where a ship is coming from in any of six directions. Because you can move the periscope up and down, you won't be able to see the entire playfield at one time; therefore you must rely upon your Torpedo Status Gauge to know where and when an enemy ship will pass.
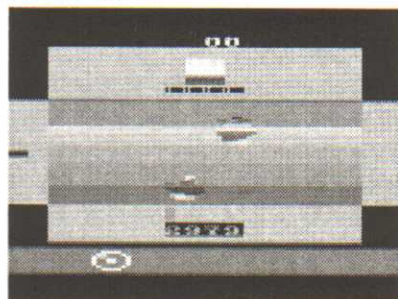
The Status Gauge offers information concerning number of hits, number of remaining torpedoes, amount of remaining fuel, and the amount of remaining air. Your sub's supplies must be monitored since the game ends if you run out of anything.

SEAQUEST
(ACTIVISION)

In *Seaquest* you control an underwater submarine that fetches divers as it moves beneath the water's surface. However, the water is patrolled

by schools of killer sharks and enemy submarines, both of which will destroy your sub if you come in contact with them. In addition, the enemy subs shoot deadly missiles. Your only defense is to fire missiles at them. You'll score points each time you hit a shark or sub.

To rescue a diver, you merely direct your sub right over one as he swims. Sometimes a shark will be directly on the trail of a diver, causing him to swim very quickly. When you scoop up six divers, you can resurface for more oxygen and receive bonus points based upon your remaining oxygen and the divers you rescued. You can surface at any time for extra oxygen, but if you have rescued less than six divers, you won't receive any bonus points, and you'll lose one of your divers. You also lose a diver each time your sub is destroyed. As the game progresses, an enemy boat that patrols the surface will destroy your sub if it touches it.

SAVE THE WHALES
(FOX)

In *Save The Whales* you once again pilot a submarine. This time you must destroy harpoons and nets that are being shot down from a boat by greedy fisherman.

At the bottom of the screen swim twelve whales. One will disappear each time a net or harpoon hits it. The game ends if you lose lose all twelve whales. The game also ends if you lose all of your submarines. You lose a submarine whenever its hit by a net or harpoon. In addition, six pieces of radioactive waste occasionally float across the screen. You must shoot each one of them to destroy them. You'll lose a submarine if they hit you also.

In two–player mode, one player controls the submarine and the other controls the greedy whaler.

SEA BATTLE
(MATTEL)

Sea Battle is a two-player game where the object is to take over your opponent's harbor. Each player starts with twelve boats: three desrtoyers, three battleships, three submarines, and three PT boats.

The game starts in map mode where the screen displays an ocean filled with islands and two harbors. The white harbor at the top belongs to the player with the left controller. The yellow harbor at the bottom belongs to the player with the right controller. Each player can have four boats on the high seas at one time. While in map mode, pressing the red controller will cycle through the boats that you have out and the harbor. When the harbor is flashing press the joystick forward to launch a destroyer, backwards to launch a submarine, left for a battleship, and right for PT Boat.

When the stick is in the correct direction, press the red button and the desired boat will appear on the screen.

The boats differ in the speeds that they can travel, the amount of hits they can take from an enemy shot before they sink, and whether they could fire a salvo or a torpedo.

If you select a boat while in map mode it will begin to blink and you can control its direction with your joystick.

When two opposing ships come close to each other, the action will switch to Battle Mode. You still control the direction of your boat in battle mode but when you press the red button you'll fire a missile. You could steer the missile if you keep the red button down. You will remain in battle mode until one of the boats has bene sunk by being with the correct number of missiles. The victor will survive but any damage that it recieves during battle mode will be retained.

In the previous chapter we took a look at *River Raid*, a game that takes place over a very hazardous river lined with danger. Fortunately, your average river can be very serene and quite unlike the one portrayed in *River Raid*. In this chapter we will look at those games taking place on rivers and aren't in the least bit violent.

RIVER PATROL
(TIGERVISION)
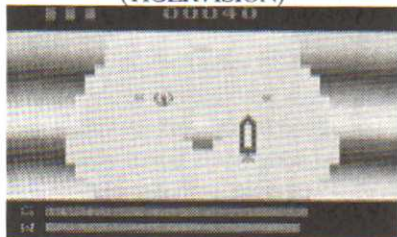
In **River Patrol** you pilot a boat that skims along a treacherous, vertical scrolling river. Your main task is to reach the dam at the end of the river as soon as possible. To do this you must steer your boat horizontally in order to avoid the many river obstacles such as logs, alligators, rocks, oncoming boats, and whirlpools. If you run into any of them you'll lose a turn. You'll also encounter people who are drowning in the water who mustn't be avoided. Running your boat through them will save them and earn you bonus points.

Unfortunately, your boat quickly takes in water while you're heading down the river, and the dam must be reached before the boat is filled with water and sinks. The screen displays a water gauge so you know exactly how much water is in the boat and how much more can be taken in before sinking. When the dam is reached, all of the water in the boat will be automatically pumped out and you'll be able to continue down the river on a more hazardous course leading to the next dam.

DONALD DUCK'S SPEEDBOAT
(ATARI)

Donald Duck's Speedboat takes place on a horizontally scrolling river. In this game you assume the role of Donald Duck at the wheel of a speedboat taking part in a speedboat race. As in *River Patrol*, you must avoid a variety of obstacles such as rocks, whirlpools, seaweed, fish, and buoys, although in this game you'll move your boat vertically rather than horizontally. Because you are in a race, the object of the game is to reach the end of the course in the fastest time possible. The sooner the finish line is reached, the more points you'll score.

RAFT RIDER
(U.S. GAMES)

Raft Rider also takes place on a horizontally scrolling river. Rather than pilot a powerful motorboat, Raft Rider puts players in control of a raft that requires only a pole to change

direction. -

The river is endless In *Raft Rider* and the object of the game is to keep floating as long as possible. Points are scored as long as your raft is moving and you want to score as many points as you could. As in the two previous river games, you must avoid obstacles such as rocks, floating trees (which were cut down by beavers) and a moose that occasionally pops its head out of the water, and the two riverbanks. Sometimes you'll come upon a gold nugget. If three gold nuggets are collected, you'll be awarded with an additional turn. Unfortunately the nuggets cannot be claimed by passing over them. Your onscreen character holds a pole that is used to change the direction of the raft. To pick up a nugget, you must position the pole in the direction the raft is heading. If the pole passes directly over the nugget, the prize is collected. If the pole doesn't touch the nugget, you won't receive it and face the danger of crashing into it. Any collision will result in the loss of a turn.

Unlike the previous games, you cannot steer your raft by merely pressing your joystick in the desired direction. When you move the stick up or down, the character on the raft will place his pole in the chosen direction. Once the pole has been placed, you must release the joystick. Once this has been accomplished, the raft will slowly drift in the desired direction. To quickly stop the raft from moving, you must push the joystick to the right. This procedure will only cause the raft to drift a certain direction, so to keep it in a constant vertical motion, you must keep positioning your joystick.

Many people who gamble find themselves in a Catch-22 situation. They cannot afford to lose money, yet they love to play Blackjack or feed slot machines regardless of the outcome. Unfortunately, these games exist solely for the purpose of gambling, so in order for fans of the games to partake in them, they must throw away their money.

Fans of the games face other problems when it comes to participating in their sports. Blackjack players cannot play if other players aren't available since the game needs at least two players. Fortunately for them, they at least can play anywhere as long as the people are willing and they have a deck of cards. Pity the poor slot machine feeders who can only find their machines within a locality with legalized gambling. Any other slot machines they are likely to come across are toys and banks used to store money.

For those of you who love to gamble but hate to lose money; or those who want to play but don't have a partner or access to a casino; there are videogames of chance available for the VCS.

BLACKJACK
(ATARI/SEARS)
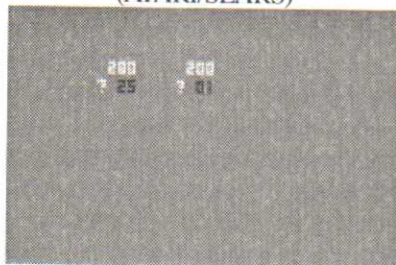
Blackjack was one of the first cartridges available for the VCS. In this version of the popular game, up to three players can compete against the computer dealer.

Each player begins with two hundred 'dollars' and can bet between one and twenty-five dollars at a time. You are automatically removed from the game if you run out of money or if you accumulate one thousand dollars.

The computer deals the cards to each player in vertical rows while its own cards are dealt horizontally at the top of the screen. Once the initial cards have been dealt each player then de-

cides in turn whether to hit (draw more cards) or stick with the ones they have. The object is to accumulate cards whose total value come as close to twenty-one without going over. If you go over you automatically lose. Once all the players have had a chance to hit or stick, the computer dealer then takes its turn. Unlike the players, the dealer doesn't have a choice whether to hit or stick. The computer must automatically take a hit if its cards total less than sixteen. If they equal seventeen or more the dealer must stick.

By adjusting the right difficulty switch, you can alter the rules of the game. When the switch is in the A position the dealer must take a hit on a soft seventeen (A=1) and stay on a hard seventeen (A=11). You won't lose if you tie with the dealer and you can only double down (doubling your bet and drawing only one card) if your first two cards equal ten or eleven. Finally, you aren't allowed more than

four hits. When the right difficulty switch is in the B position the following rules apply: the dealer must stick on all seventeens but will win on all ties. You can double down no matter what your first two cards add up to and you automatically win if you hit four times without going over. The *Blackjack* cartridge doesn't offer the player the ability to split (splitting your two initial cards into two separate hands) or to take insurance (allowing the player to receive one half of his bet if the dealer has Blackjack) limiting the players in their options. This has been rectified on the *Casino* cartridge.

CASINO (ATARI)
POKER PLUS (SEARS)
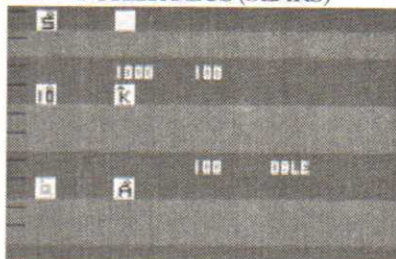
Casino features three games: "Blackjack," "Stud Poker," and "Poker Solitaire." One advantage this version of Blackjack has over the previous one is that up to four people can play at once instead of three. Each player's hand is spread out horizontally across the screen with the dealer's hand dealt at the very top of the playfield.

As in *Blackjack* the position of the right difficulty switch affects the game play. When the right difficulty switch is in the B position the dealer will stick on all eighteens and hard seventeens (A=11). In addition, you automatically win if you take the maximum number of hits without busting.

The maximum number of hits is three or eight depending upon the number of people in the game. When the switch is in the A position the computer dealer must stick on all seventeens and players can only win by beating the dealer, not by taking a maximum number of hits.

You may double down no matter what your first two cards add up to. Although splitting is permitted, it can only be done if there are less than three players in the game. Insurance can also be bought if the dealer's open card is an ace.

Each player begins with one thousand "dollars" and may bet anything between twenty and two hundred dollars (in ten dollar increments) at a time. If you have less than twenty dollars remaining, you must bet whatever you have left. As before, you are automatically removed from the game if you run out of money or if you break the bank by winning ten thousand dollars.

"Stud Poker" may also be played by up to four players. As in "Blackjack" you play against the computer dealer. By adjusting the difficulty switches you may choose to have the dealer's or the players' first card face up or down. The object of the game is to try and get a better poker hand then the dealer. You do not compete against your fellow players. Each card is dealt one at a time to each player and you get to bet after every card. You are also given the option to drop out each time. After five cards have been dealt to each player, all the cards are revealed. The players who have a better hand than the dealer will win what they have bet, while those with a worse hand will lose.

"Poker Solitaire" is for one player only. In this game you are dealt 25 cards, one at a time, which must be placed face up anywhere on a 5x5 grid. The result after all 25 cards are down is twelve possible poker hands. The computer will then give you a score based upon your twelve hands. The object is to get as many good poker hands as possible.

POKER SQUARES
(HOMEBREW)

Poker Squares is essentially the same game as the "Poker Solitaire" variation of *Casino*. You place down 25 cards, one at a time, on a 5x5 grid. Your goal is to make the 12 best poker hands out of the five horizontal, five vertical, and two diagonal rows. There is also an option to turn off the diagonal rows and only create ten poker hands.

SLOT MACHINE (ATARI)
SLOTS (SEARS)

Unlike a real slot machine, the one portrayed in the cartridge version features wheels with symbols such as cars, kitchen sets and TV sets. Despite the difference in symbols from actual machines, the payoffs are basically the same.

In *Slot Machine* one or two players may player either "Jackpot" or "Payoff" games. In "Jackpot" the wheels only consist of single, double, or triple bars and blank spaces. The wheels in "Payoff" feature six different symbols.

Both games may be played two different ways. If you play "center pay line," then you can only collect if a winning combination appears in the center window. The more you bet, the more you can win. In the "up to 5 pay lines" games, each additional 'coin' bet allows you one additional pay line (up to five). For instance, if you bet two coins then you can collect if a winning combination appears in the top line or in the center line. If five coins are bet then you get five lines (three horizontal and two diagonal). Each player begins with twenty-five coins and may bet up to five coins each spin. Coins are bet by pressing the red firing button. After bets have been made, pressing the joystick in any direction causes the wheels to spin. The amount won depends upon the winning combination. The game ends when a player has run out of coins. If you wish to continue, then press the "game reset" switch. The player who was ahead will receive twenty-five additional coins to those he had remaining from the previous game. The player who ran out of coins will also receive twenty-five coins.

CHAPTER 22
TEACHING OLD GAMES NEW TRICKS

Although they are popular, videogames will not last forever. As new technology emerges, the older primitive games fade farther and farther into obscurity. Despite its popularity today, *Pac-Man* will be a stranger to the new generations of fifty years from now.

Board games on the other hand, which don't change because of new inventions, seem to remain year after year. *Monopoly* has been around since the 1930s and it's still going strong. However, even *Monopoly* (which is now available in computer form) is a youngster when compared to other board games. Games such as Chess and Backgammon have been around for thousands of years and still remain very popular.

Despite the longevity of board games, videogames have one advantage over them: they can be played alone. Unlike chess, you don't need a partner to play *Space Invaders*. Fortunately the past always finds a way to catch up with the present; and the old classic games have not been ignored with the birth of the electronic age. The games of the past have been brought up to date and now you no longer need a partner in order to play them.

All of the games in this chapter are updated versions of ancient games and all of them could be played solo against the computer. With the exception of *Bridge*, all the games feature a 'set-up' mode that allows you to place the pieces anywhere on the board. This feature is good especially for chess players who can take problems from books and play from there.

VIDEO CHESS
(ATARI/SEARS)

Video Chess is for one player only and features eight skill levels ranging from beginner to expert. The difference between levels is the length of time the computer may take to make a move. The computer has up to ten seconds to make its move in the beginner level, while in the expert level it may take up to ten hours.

Players choose to be either red or white, with white always moving first. To move a chess piece you must first position a cursor over the piece that is to be moved. When you press the red firing button the cursor will key onto the piece, which will then move with the cursor. When you place the piece on the square where you want to place it, pressing the red firing button again will disengage it from the cursor. If it has been a legal move, the board will disappear and the screen will display an array of flashing colors as the computer 'thinks' out its moves. If you have attempted to make an illegal move, the computer will sound a warning and not allow you to drop the piece. When the computer completes its move, the board will reap-

pear on the screen. If the computer puts you in "Check," another alarm will signal you to the fact. If you or the computer is checkmated, then you will hear the same signal, and the loser's king will be displayed upside down at the upper right corner of the screen.

The computer knows all the little rules of chess such as "en passant" and "castling." There is also pawn promotion. Whenever one of your pawns reaches the opposite side of the board it will turn into a queen (or whatever piece you want it to be).

BACKGAMMON
(ATARI/SEARS)

Backgammon can be played by one or two players. No matter the number of players, you can choose to have the computer roll the dice or you can roll your own. You may also choose to play with a Doubling Cube, which is used when betting on the games.

Like *Video Chess, Backgammon* is played by positioning a cursor on the space you want to move your piece from. Pressing the red firing button will lock the piece in, while rotating the dial will move it to another space. You can only move your piece the number of spaces as dictated by the dice, and if your opponent has at least two pieces on that space, you will not be able to move there. If you attempt to make an illegal move, the

computer will sound off and not let you put your piece down. If you are unable to make a move, control is automatically passed to your opponent.

Backgammon also features "Acey-Deucy," which requires both players start with all their pieces in the bar. The pieces must be worked around until they are all finally off the board. If you roll an ace and a two you can then program the dice to give you doubles and then a free roll.

3D TIC-TAC-TOE
(ATARI/SEARS)
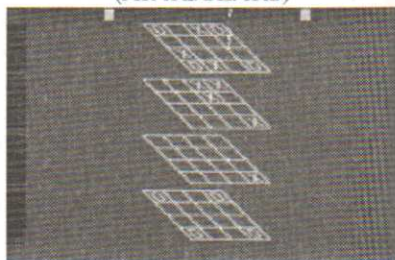
3D Tic-Tac-Toe features four boards each consisting of sixteen squares arranged in a 4x4 grid (sixty-four squares altogether). As in real tic-tac-toe the object of the game is to get your symbol in four squares in a row. The four could be in either a horizontal, vertical, or diagonal row on one single board or one on each of all four boards.

One problem with *3D Tic-Tac-Toe* is its perspective. Because a real three-dimensional effect cannot be achieved on the screen, you must play on four two-dimensional boards and imagine that each one is sitting directly above the board beneath it.

3D Tic-Tac-Toe, like *Video Chess*, is divided into several skill levels, with the difference in each being the amount of time the computer requires to make its move. The times range from

a half second to up to twenty minutes. As in *Video Chess* the screen will display an array of colors while the computer is thinking out its move.

CHECKERS
(ACTIVISION)
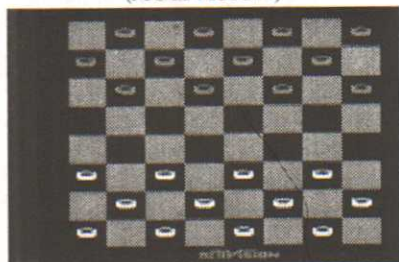
Checkers allows you to play against the computer in three separate skill levels or against a human opponent. Although *Checkers* doesn't feature flashing sounds to tell if you're making an illegal move, it does have a realistic looking board. You can choose to go first or second and you must jump if there is an opportunity to do so. Kings are displayed onscreen as one piece on top of the other, just as in the real game.

VIDEO CHECKERS (ATARI)
CHECKERS (SEARS)
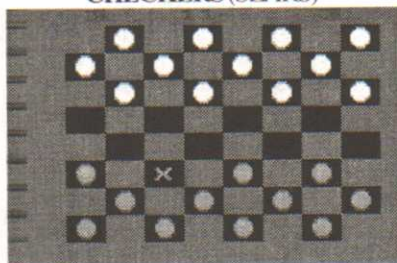
While the graphics in *Video Checkers* aren't as nice as those in *Checkers*, you can choose from nine different skill levels. It also includes nine levels of giveaway checkers where the object is to be the first player to lose all of their pieces.

For people who like to play checkers through the mail, each square is individually numbered. The screen displays the number of the square that you take a piece from as well as the square number you bring a piece to. If you must jump, a prompt will appear. If a jump is required, but you don't want to, the computer will not allow you to place your piece anywhere else.

The kings in *Video Checkers* look like the other pieces with the exception that they have a crown displayed in the center of them. Because of the greater amount of skill levels, *Video Checkers* tends to play a tougher game than *Checkers* if you're playing against the computer.

OTHELLO
(ATARI/SEARS)
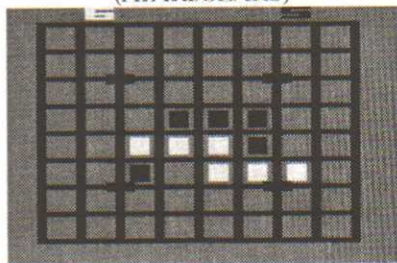
Like *Chess* and *Checkers*, **Othello** is played on an 8x8 board. Rather than move pieces around, you must capture your opponent's pieces by surrounding them with your own. The game can end three different ways: 1) By filling up all the squares on the board with pieces. The player with the most pieces wins. 2) Since you can only place a piece so it joins with another and surrounds your opponent's pieces, there may be a time when you cannot place down any pieces. When this happens, your turn ends and it becomes your opponents turn. If he cannot place a piece, the game ends

and the player with the most pieces is the winner. 3) If you totally wipe out all of your opponent's pieces than you naturally are the winner. Othello has three levels in which you can play against the computer, as well as a variation in which you can play against another person.

Unlike other games where one capture may mean the fate of the game, *Othello* constantly changes. Because all of your opponent's pieces captured are turned over to you, the winner can never be decided until the very end.

BRIDGE
(ACTIVISION)
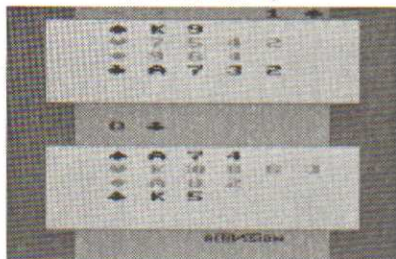
All of the games mentioned so far come with instructions that will teach beginners how to play. Unfortunately *Bridge* doesn't. Although its instructions tell you how to use the cartridge, they won't teach you how to play the game. However if you already know how to play and enjoy playing bridge then this cartridge may be for you since it allows you to play without having to find three partners.

In *Bridge* you play both North and South while the computer plays East and West. Since you always know what your hands are, the game isn't based upon trying to determine what your partner has. The main part of the game is the bidding, and you will have to do without "seeing" what your partner has. When bidding, your "part-

ner" will also bid. Since your two opponents East and West don't bid, the game comes down to how well you can bid against yourself.

This cartridge is not recommended for anyone who doesn't know anything about the game of bridge. However if you are in the process of learning how to play then you will probably find this cartridge very helpful. If you yearn to play the game, but can't always find a partner, then you'll probably find it a necessity.

EUCHRE
(HOMEBREW)

Like *Bridge*, **Euchre** is a card game that you should know how to play. This version follows the North American rules.

The objective of the game is to win at least three of the five tricks in the hand and earning your team points. The team that scores ten or more points wins the game

YAHTZEE
(HOMEBREW)

Yahtzee is a one-player game

where you use the joystick controller for all of your moves. The five dice are white in color when they are unselected. Pull the joystick down or move it right or left to highlight a die. When the highlighted die begins to flash, press the red firing button to select it. The selected die will be green. Do this for all of the die that you want to keep and then move the joystick up or down so that no dice are flashing and you have not highlighted any scoring options. Pressing the red firing button will then roll the unselected dice. You can roll the dice up to three times.

If you want to total your dice, you can press the joystick forward or backward to highlight the scoring options. Press the fire button when the appropriate scoring option is highlighted. The game will automatically total your dice.

KABLAMO!
(HOMEBREW)

Kablamo! is based on a game
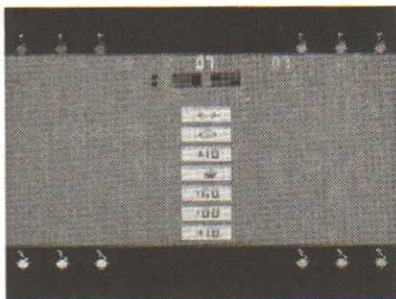
called *Boom-O*, where each player receives seven cards and three time bomb cards. Most of the cards either increase or decrease the timer total while some include commands such as 'Skip', 'Reverse', 'Draw 1 or 2 cards', and 'Trade Hands'. Each player discard one card per turn while keeping the timer total under 60. If a player can't play a valid card, they must flip over one of their three time bombs.

Kablamo! uses symbols instead of cards but the rules remain the same. If a player clears their hand, all other players have to flip one of their time bombs. Whoever flips all three of their bombs is out of the game. The last player remaining wins.

It cannot be denied that the majority of videogames that exist feature space themes. Many of the chapters in this book are devoted to themes based upon popular space games. *Space Invaders, Defender, Star Raiders*, and *Asteroids* have all spawned "copy-cat" games, while *Alien* is a science-fiction version of *Pac-Man*. All of these games have been mentioned previously because the playfields or themes of these games are similar to those of many other games. Fortunately these aren't the only games with space themes existing. However, there are many other space games that cannot fall into established groups due to their uniqueness.

STAR SHIP (ATARI)
OUTER SPACE (SEARS)

Besides featuring two early versions of *Star Raiders*, **Star Ship** also includes "Lunar Lander." The object of this game is to land your ship onto the moon's surface as many times as possible before time runs out. Your ship can move anywhere on the playfield and wraparound from one side of the screen to the opposite side. Each time you land on the moon, the satellite will briefly disappear and then reappear elsewhere, showing where you must again attempt to land on it. "Lunar Lander" can played on an empty playfield or on one filled with asteroid obstacles. The asteroids move vertically up and down the screen and cause you to lose points as well as move your ship to another point on the playfield if you run into one.

In one-player games you must land on the moon as many times as possible while the computer moves the moon around. In two-player games, each player gets a turn at controlling both the moon and the ship. Only the player controlling the ship can score points. The moon can be moved anywhere on the screen, but it will move slightly slower than the ship.

SPACE WAR (ATARI)
SPACE COMBAT (SEARS)
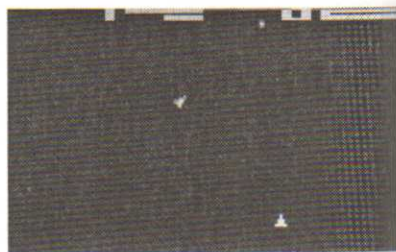
"**Space War**," a variation on the cartridge of the same name, is sort of a science-fiction version of "Tank." In this two-player game, each player controls a separate space ship. The object is to shoot and hit your opponent's ship without getting hit yourself. The first player to score ten points, or the player with the higher score at the end of ten minutes wins the game.

Control of the ship is similar to

the method employed in *Asteroids*. To move, you must apply thrust by pressing the joystick forward. The more thrust you apply, the faster your ship will move. To stop, you must apply thrust in the opposite direction from which you are moving. Unfortunately, applying thrust uses up your limited amount of fuel. Once the fuel supply is depleted, you won't be able to apply any more thrust, causing you to lose control of the ship (although you will continue to move in the direction you were heading). You will remain without fuel until your opponent runs out as well, at which time you will both receive a new supply.

Players are also limited to ten missiles each. Like the fuel, you can only get a new supply of missiles when both you and your opponent's stock have been depleted.

There are several variations of *Space War* that can be played. You can choose between a closed playfield in which your ship will rebound every time it hits the edge of the screen, and an open playfield that causes your ship to wraparound to the opposite of the playfield. Another variation includes a highly gravitational space sun in the center of the screen that tries to draw the ships into it. Your opponent will score a point if the sun catches your ship. Another variation features a space station in the center of the screen instead of a sun. This space station will automatically renew your fuel and missile supplies when you pass through it.

Another game included on *Space War* is "Space Shuttle." Here you must dock your ship with a little ball (shuttle) that bounces around the screen. In order to accomplish this,

both your ship and the shuttle must be traveling at the same speed and in the same direction.

GRAVITAR
(ATARI)

Although ***Gravitar*** borrows some techniques used in *Space War*, it is an entirely different game. As in the previous game, your ship can be moved by applying thrust and by pressing the joystick forward. The more thrust that is applied, the faster the ship will move. To stop your ship, you must turn it in the opposite direction and again apply more thrust to break the momentum.

Once you know how to operate your ship you are ready to play. Unlike the theme in *Space War, Gravitar* isn't a battle between two opposing players. The object of the game is to land your ship on the surface of several planets. Unfortunately the gravity of each planet makes this seemingly simple task very difficult.

You must land your ship on one of four planets while avoiding the sun in the center of the screen, which tries to draw you into it. You must also avoid an enemy saucer that flies after you. If you get too close to the saucer, all of the planets will disappear, and only your ship and the saucer will remain onscreen. At this point a dogfight will commence between the two of you, and you can't return to any of the planets until one ship has been

destroyed. When you reach a planet, the screen will change to show you the planet's surface.

Once the planet's atmosphere is entered you must destroy all of the bunkers by firing shots at them. You can also destroy one by crashing into it (see *Laser Blast*), but you'll lose your ship in the process. You'll also lose a ship if you crash into a wall. Once all of the bunkers have been destroyed, you can leave the planet and move on to the next. When you leave a planet it will blow up. While on a planet you must also avoid the Rammer, an enemy spaceship that tries to ram your ship out of commission. It can be destroyed with a simple blast.

Once all of the planets have been destroyed, you can leave the Solar System and move on to a new one containing more planets that must be destroyed. There are three solar systems to a galaxy and four galaxies total. The galaxies differ since some have reverse gravity that repel your ship rather than attract it. Other galaxies have invisible landscapes.

A faster way to leave a Solar System is by destroying the Alien Reactor Base that appears along with the planets. When you enter the Base, you must make your way through a spiraling tunnel towards the center of the screen. When you reach the center, you must fire a blast and then get out. You have between 60 and 25 seconds to complete your mission. If you fail, you'll lose a ship and remain in the same solar system.

Initially you start the game with 10,000 units of fuel, which are used up while applying thrust. The game will end if you run out of fuel. Fortunately you can pick up fuel canisters at each

of the planet's surface. To pick up a canister you must hover your ship above it and press the joystick down.

THIS PLANET SUCKS
(HOZER)
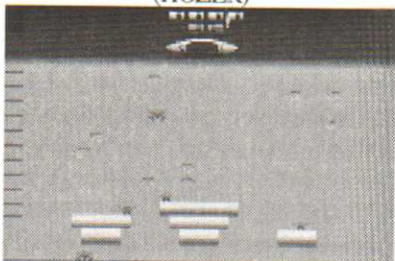
This Planet Sucks is another game that involves gravity. In this game you have to rescue humans who are stranded on an alien world. Each of the three humans stands on his own pedestal and your job is to pilot a lander from the mother ship down to each of the pedestals and back again. Unfortunately there is an asteroid belt between the mother ship and the pedestals that you have to avoid.

When the lander is released from the mothership, gravity will automatically draw it downwards. If you crash into an asteroid you'll lose a turn. You can avoid the asteroids by veering the lander left and right with the joystick controller. Or you cab raise the lander's altitude by pressing forward on the joystick and pressing the red controller button at the same time.

If you successfully make it down to the pedestals, you have to successfully land on one of them in order to retrieve the human who is waiting there. If you land on the human you'll crush him and if you crush all three, the game ends. If you successfully land alongside the human, he'll happily enter the lander and then you must return him back to the mothership.

You'll again have to avoid the asteroids but this time there are also enemy ships flying inside the asteroid belt that will fire shots at you. If you successfully get the human back to the mothership, you'll have to go down and retrieve the next human. When you successfully retrieve all of the live humans, you'll move on to the next level.

THRUST
(HOMEBREW)

Thrust is yet another game in which you must battle gravity. In this game your mission is to steal the Kylstron Pods that will power the battle grade staqrships that have been captured by the enemy. To get to the pods, you must pilot your ship and avoid the shots that are being fired at you from various Limpet guns. You can also shoot down the batteries of Limpet guns but they get more nujmerous at each level. Another way to disable the guns is to fire shots at the nuclear reactor that supply power to them. The more shots thatt you fire at the reactor, the more time it will take the Limpet guns to recharge. However, if you fire too many shots at the reactor, it will cause a meltdown. You will then have ten seconds to get off the planet before the reactor explodes. However if you leave the planet without rerieving a pod, your mission was a failure.

In order to retrieve a pod, you must hover over it and press the joystick down while pressing the red firing button. This will allow you activate a tractor beam which will catch the pod. Once you have the pod, apply thrust to your ship by pressing the joystick and leave theplanet. You will then move on the next level. If you blow up the reactor and rescue the pod you will receive a large bonus.

You must also monitor the amount of fuel that you use. Fuel is used up whenever you apply thrust toyour ship. You can get more fuel by hovering over a fuel station and pressing the joystick down.

OUT OF CONTROL
(AVALON-HILL)

Ships are controlled in *Out of Control* the exact same way as they are in *Gravitar*. You must press the stick forward to apply thrust and then turn in the opposite direction to slow down. *Out of Control* is similar to *Gravitar* in that controlling the ship in both games plays an important role.

In *Out of Control* you must move your ship through a space course consisting of several space buoys. In some cases you must fly between the space buoys, while in other cases the buoy is a single object with an arrow pointing to which side you must fly past. If you hit a buoy while flying,

you must go back through the previous buoy and continue from there. The next buoy you must pass through is white, so there is never a question concerning which one is next.

When you complete the course you must then pop ten space balloons. The space balloons appear randomly one at a time. When you deflate one, the next one will appear.

After you deflate the ten balloons you must dock your ship into the space bay. This will take considerable concentration on your part, as the dock is only big enough to fit your ship without any margin for errors. If you hit any portion of the bay, your ship will be transported outside of the bay and you must start again.

The entire game is a race against time. A clock at the bottom records your time.

OMEGA RACE
(CBS)

In *Omega Race* you must navigate your ship around a variety of enemy objects. Any crash will cause you to lose a turn. In addition, some of the objects fire at you. There are three types of objects that you must watch out for. Droid ships move around while shooting at you, but Vapor Mines remain stationary. Death Ships spin around sending shots in all directions. Every time you destroy all of the objects, you'll advance to a

higher level of play.

To move your ship you must apply thrust, and to stop it you must turn in the opposite direction and again apply thrust — similar to the manner of control in *Asteroids*. *Omega Race* employs the special Booster-Grip adapter that allows you to use one firing button for thrust and the other to fire shots.

COSMIC SWARM
(COMMAVID)
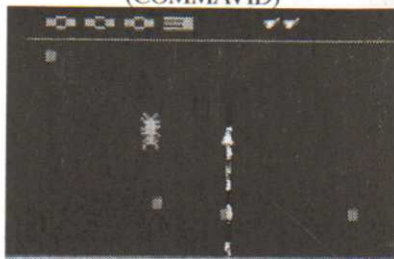
In *Cosmic Swarm* a swarm of space termites appear and carry blocks they deposit at random spots on the playfield. Although you can destroy the termites by firing at them, you can't destroy the blocks they are carrying unless the termite has been hit head on. If you run into either a termite or a block you'll lose a turn. After a termite deposits a block, it will quickly return to the top of the screen and disappear. Before long, the screen will be filled with dangerous blocks, making it very difficult for you to navigate.

Fortunately there is a way you can destroy the blocks. If you hit a block with a shot while a termite is carrying it, then all of the blocks will turn red. As long as a block is red firing a shot at it can destroy it. The blocks will remain red until a termite is hit with a shot. They will then turn green again and you'll be unable to

destroy them. You may decide not to shoot at the termites to keep the blocks red, but eventually some termites will decide to go after your ship after they deposit their blocks. When this happens, the only way to destroy them is by shooting them that will turn the blocks green anyway.

Avoiding the termites and the blocks aren't the only problems you have to deal with. Occasionally a refueling ship will travel down one of the sides of the playfield. When it reaches the bottom of the screen it will turn around and head back to the top. You must run your ship through the refueling ship before the latter ship reaches the top of the screen or else your ship will be destroyed and cost you a turn.

Although your ship resembles the one in *Asteroids* and *Space War*, its controls are vastly different. When the red firing button isn't depressed, then you can move your ship in any direction on the playfield. The direction the joystick is pressed will be the direction that the ship moves. When the red firing button is kept down and the joystick is pressed, your ship will rotate. Rotating is extremely important, as the ship will only fire from its nose. You can fire by pressing the red firing button without moving the joystick.

WARPLOCK
(DATA-AGE)

In *Warplock* you must destroy the enemy ships that fly around the

playfield shooting at you. Although the alien ships can move all over the playfield, your ship is limited only to horizontal movement below the center of the playfield. As the game progresses, the alien ships will begin attacking in greater numbers. Unfortunately, you aren't given any reserve ships, so once your ship is hit, the game ends.

COSMIC CREEPS
(TELESYS)

In *Cosmic Creeps* you must help two Kids get from the planet at the bottom of the screen to their ship at the top. In the first portion of the game you must get the male Kid to his ship. However between the planet and the ship is a band of horizontally moving meteors. You must control the Kid so he avoids the meteors and reaches the ship. If a meteor hits him he must return to the bottom of the screen and start over. Although you won't receive a score for this part of the game, it sets your time limit for the second half. When the game begins the planet begins to descend. Once it disappears completely, the game ends altogether. The less time it takes you to get your male Kid to his ship, the more time you'll have to score points in the second half of the game.

In the game's second stage you must get the Female Kid to her space ship as many times as possible before

the time runs out. Each Kid begins at the bottom left of the playfield and runs across the screen. When she reaches the right border, she will move up one level and begin running across the screen in the opposite direction. Altogether there are five levels that she must climb. Unfortunately two Creeps are after her. You mustn't let the Creeps reach the ship or the game ends instantly. You can get rid of them by dropping boulders from the ship onto them. If a boulder hits a Creep it will return to the lower left corner of the playfield and begin running across the playfield once more. The spaceship that releases the boulders can be moved horizontally. If a boulder lands on a Kid, it will also send her back down to her starting position. Some Creeps run faster than the Kid, and if they catch up with her, they will also send her back to the beginning.

Points are scored whenever a Creep is hit with a boulder, and whenever a female Kid reaches her ship at the top of the screen. If you score 5,000 points before running out of time, you will advance to a faster level of play and return to the first playfield. If you don't score the required 5,000 then the game will end when time runs out.

STAR STRIKE
(MATTEL)
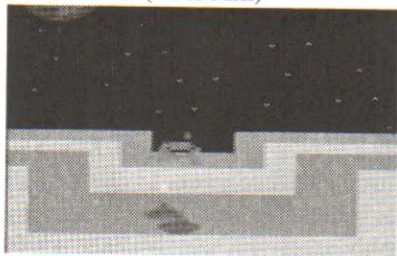
Another game that features a

moving planet is *Star Strike*; however in this game it is the Earth that moves across the top of the screen. As in *Cosmic Creeps*, the planet acts as a timer. If you run out of time in *Star Strike*, the Earth will be in a position where it will be destroyed by aliens.

In *Star Strike*, you control a ship flying through an enemy space trench while being attacked by alien ships and meteors. The aliens use the trench to set up missile silos in so they can fire missiles at the Earth. Your job is to destroy all eight silos before running out of time or being destroyed.

There are two ways in which shots may be fired. If you fly above the trench, pressing the red firing button will release missiles from your ship and send them to a "vanishing point" in the center of the screen. Whatever is in the path of your missile before it vanishes will be destroyed. If you press the red firing button while your ship is within the trench, you will release a bomb that will drop downwards and destroy whatever is beneath it.

Although the alien ships fire at you, their missiles don't have the power to destroy your ship. If you get hit, your controls will go out of whack temporarily and you'll have great difficulty in steering your ship. This can become a very dangerous situation since your ship will blow up if it touches any part of the trench. Once control is returned to your ship, it will be easy to stay clear from the trench since the shadow of your ship appears on the trench floor, giving you some idea on how far you are from it.

If your ship gets destroyed, you won't get a second one. If you haven't destroy all eight silos before time is up, the Earth will move into a position

directly above the trench and give the aliens a perfect target to aim their missiles. The game ends the instant the Earth is destroyed.

ASTRO CHASE
(FIRST STAR)

Another game in which you must save the earth from destruction is **Astro Chase**. In this game you control a saucer that flies out into space with the purpose of keeping enemy ships away from the planet. Although the four types of enemy crafts encountered are tough, you do have some defenses. First, you're equipped with "single thrust propulsion" that allows you to fire in any direction while moving in a completely different direction. You can activate shields and refuel by docking with energy grids. While some ships can pass through planets, you may be able to imprison ships between planets where they will be knocked back and forth forever.

If your saucer runs out of fuel or gets destroyed by an enemy blast, the enemy creatures will get to earth and blow up the planet, ending the game. If you destroy all of them before they can do so, you'll move on to a harder level of play.

COSMIC ARK
(IMAGIC)

At the end of *Atlantis* you'll notice a tiny ship leaving the destroyed city and heading out for space. This tiny ship is the Cosmic Ark that contains the survivors of Atlantis and must now travel through the universe picking up creatures; two of every kind.

Cosmic Ark is actually two games in one. In the first part, the Ark flies through space and must avoid meteors that come at it from all sides. Your job is to destroy the meteors before they can damage the ship. The meteors appear one at a time from one of four directions, but you'll never know from which direction the next meteor will come from. You can destroy them by pressing the joystick in the direction in the direction of the meteor. Each meteor you destroy will earn you points, while being struck by one will cost you energy. After you have survived a meteor shower you'll then arrive on a planet where the second portion of the game begins. As the Ark hovers over the planet's surface, you must disengage a shuttlecraft and pick up the two creatures on the surface. You can pick up the creatures by flying the shuttlecraft over one and pressing the red firing button. This will activate a tractor beam that will descend from the shuttlecraft. If a creature is caught in the beam, it will be drawn up to the shuttle. If you release the red firing button while the creature is rising, the beam will disappear and the creature will fall back to the surface.

While you're controlling the shuttlecraft, two electronic poles will rise and fall along each side of the playfield sending a flash across the screen. If your shuttlecraft is caught within the flash, it will be destroyed and you'll have to bring a new one out from the Cosmic Ark. If you take

too long to capture the creatures, the Ark will sound an alarm alerting you to return the shuttlecraft. After the alarm is sounded a meteor will head towards the Ark from one of three directions. If the shuttle has been returned to the Ark, you will be able to destroy the meteor by pressing the joystick in the required direction. If you haven't returned in time, the meteor will hit the Ark and you'll lose more energy. Energy is replenished by getting two creatures from one planet onto the Ark.

After the meteor has attacked the Ark, it will head back into space where the game will return to the first screen. Afterwards it will switch between the two screens until you eventually run out of energy.

VAULT ASSAULT
(HOMEBREW)

In *Vault Assault* you guard a vault that is being attacked from four directions. You defend the vault by placing your ship in the direction that you're being attacked from and pressing the red firing button.

Initially an enemy ship will appear at one of the sides of the screen. If you fire and hit the enemy ship, you will gain 100 points. However if you wait too long, the ship will fire a missile at your vault. If you hit the missile, you'll earn 10 points. If the missile hits the vault, you'll lose the vault.

The game ends when you lose all of your vaults.

Occasionally a miniature vault will appear at the top or bottom of the screen. If you do not fire and hit the miniature vault, you will gain an extra vault. You will also earn an additional vault for every ten thousand points that you score.

RESCUE TERRA I
(VENTUREVISION)
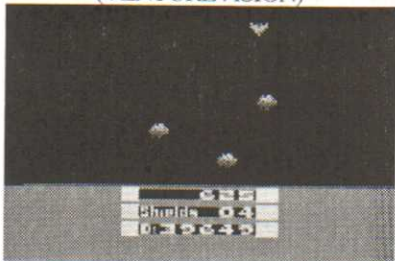
Another game where you must keep deadly asteroids and other objects from crashing into your spaceship is *Rescue Terra I*. In this game you control a vertically flying ship. Initially the ship heads off from the bottom of the screen while the asteroids are rising upwards. You must either avoid them or shoot them (your ship can only fire downwards). As the game progresses, alien ships will also rise from the bottom of the screen while firing at you. In the third screen your ship will fly horizontally back and forth across the screen while you avoid hook-like barriers vertically descending from the top of the screen.

Your main goal in *Rescue Terra I* is to reach the planet Terra I. During the course of the game the playfield displays how many miles you are from the planet. You begin 40,000 light years away from Terra I, and the playfield changes every 10,000 light years.

Because *Rescue Terra I* is very difficult you probably won't be able to get to all of the playfields in the course of a game. For this reason there are variations on the cartridge that allow you to partake each of the playfields individually.

OYSTRON
(XYPE)
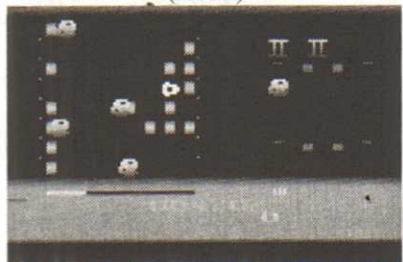
In *Oystron* you control a ship on the left side of the screen. Your job is to shoot the waves of objects that come towards you from the right side of screen. Most of the objects are flying space oysters and if you shoot an oyster enough times, a pearl will appear in its place. You must catch the pearl and drop it at the left side of the screen. When you drop eight pearls in a row, you will earn a bomb that you will need later in the game. You must be careful though because some of the flying objects can steal your pearls.

Some objects that come towards you cannot be wiped out. They will bounce to the right if you hit them, but they will immediately head towards the left of the screen again. You will lose a life if you get hit by any object. The game ends when you've lost all of your lives.

A bar at the bottom of the screen monitors your progress within a wave. As you get near the end of a wave, you'll hear a warning signal and the screen will flash. This will alert you

that an Oystron will enter the screen. At this point you will not be able to fire any shots. Only the bombs that you accumulated can kill the Oystron. You must drop a bomb and the Oystron will die if he steps on it. If you cannot kill the Oystron, keep yourself alive and the Oystron will eventually mutate into a standard space oyster. When the Oystron leaves the screen you'll enter a warp phase where space oysters and other objects come at you at very high speeds. If you survive the wap phase you'll proceed to the next level.

KAMIKAZE SAUCERS
(SYNCRO)

In *Kamikaze Saucers* you must shoot down the invaders that fly in waves of one, two, or three, across the screen. These invaders don't fire at you but you must shoot them down in a timely fashion or else the saucers that do fire will come after you!

You shoot at the invaders by pressing the red controller button. Now matter where on your screen your ship is, your missile will head towards the center of the screen. There are two gauges on the screen. The left one monitors the missles that you shoot when you're either at the left or center of the screen. The right gauge montors missiles shot from the right side of the screen. Your supply of missiles will be replentished each

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time you shoot down a complete wave of invaders.

If you take your time shooting at the invaders, the Kamikaze Saucers will come after you. They will fire at you and if they hit you you'll lose a life. You merely have to hit them once to destroy them and move on to the next wave of invaders.

SOLAR STORM
(IMAGIC)

Solar Storm has two different playfields. The first is similar to *Threshold* since you control a horizontally moving ship at the bottom of the screen and must fire at the objects that shoot at you as they descend upon you. As usual, you must avoid being hit by either the enemy objects or their missiles. However this is where the similarity between the two games ends.

A minor difference between the two games is that each of the attacking ships can only fire at you once while they are onscreen. The major difference between *Solar Storm* and *Threshold* is that you must keep the falling enemy objects from reaching the bottom of the screen. Each time something hits the bottom, your heat lasers, two vertical monitors on each side of the screen, will rise a little. If they reach the top of the screen they will be too hot, creating an explosion that will end the game.

When you reach the end of a wave and if your score is a multiple of 500, you'll move on to the orbital platform. In this part of the game you occupy a stationary space station at the center of the screen. You must destroy two ships that fly across both the top and bottom of the playfield by rotating a cursor that circles your space station. To launch a missile, just position the cursor between your station and your target. When you fire, your missiles will head in the direction of the cursor and destroy whatever is in their path. Whenever you destroy a ship, a new one will replace it. You'll earn an extra turn if you destroy five ships before the time runs out. When time does run out you'll return to the first playfield.

BEAMRIDER
(ACTIVISION)

As the **Beamrider**, you must clear the Restrictor Shield from an invasion of alien creatures. You can move horizontally and must destroy the aliens that move vertically along the beams. However, unlike the case in previous games in which the objects only went in one direction, those in *Beamrider* may head towards you and then quickly turn away in the opposite direction or across the screen to another beam.

You're equipped with an unlimited number of lasers and three torpedoes. Unfortunately the lasers won't

destroy everything that comes towards you. The main goal is to destroy the 15 white saucers that attack you each wave. Once you destroy them you'll move on to the next wave. However, as the white saucers head down the beam, they may discharge a pink missile that is invulnerable to your weapons. If a missile hits you you'll lose a turn. Occasionally a yellow Rejuvenator will pass down a beam. You'll be rewarded with an additional turn if you pass through the Rejuvenator. On the other hand, if you shoot at a Rejuvenator it will turn red and destroy your ship if they meet.

Whenever you destroy all 15 white saucers, you'll get a chance to destroy a Sector Sentinel that moves once across the screen. The Sentinel can only be destroyed with a torpedo, and space debris will try to get in your way. Once the Sentinel crosses the screen (or gets destroyed) you'll advance to the next wave where you must tackle 15 more saucers and additional aliens. Although there are 99 waves in all, the game ends when you lose all of your ships.

screen containing the three planets that you must protect. Your cannon lies directly above this field. At the top of the screen is an enemy starship that drops bombs that must be destroyed before they can hit the force field. If they hit the field they'll burn a hole through it and leave an opening for another bomb to get through. If a bomb does get through the field and strikes a planet, then that planet will be destroyed. If your cannon is hit, it will momentarily be unable to move, leaving the field defenseless to more falling bombs. The game ends when your final planet has been destroyed.

Guardian may also be played by two-players in a slightly different manner. In this version one player protects a field full of planets at the top portion of the screen and shoots downwards while the other player protects one at the bottom of and shoots upwards. The enemy spaceship appears in the center of the screen and releases bombs in both directions. The player with the last remaining planet is the winner.

GUARDIAN
(GAMES BY APOLLO)
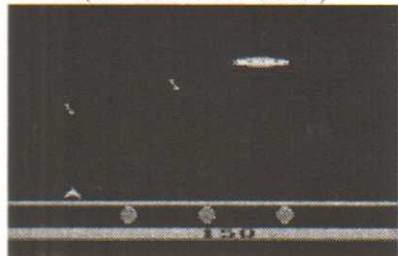
In *Guardian* you control a laser cannon (the Guardian) that moves horizontally at the bottom of the screen. In one-player games there is a blue force field at the bottom of the

LASERESAL 2600
(HOMEBREW)
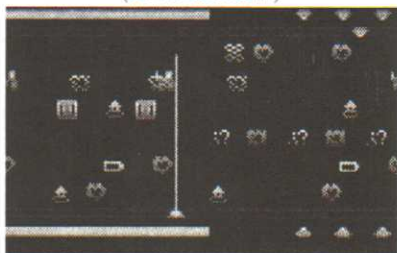
Laseresal is similar to the two-player option of *Guardian*. In this two-player game, one player controls a horizontally moving ship at the bottom of the screen while the second player controls a similar ship at the

top of the screen. The object of the game is to destroy your opponent by hitting his ship with rockets.

In the center of the screen lies dozens of objects that exist only to block your shot. In addition, certain objects have side effects when hit!

ZAXXON
(COLECO)
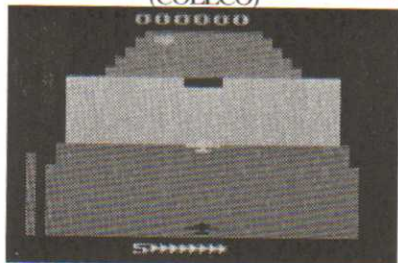
Zaxxon is a three-dimensional space game where you not only control the horizontal movement of your ship, but the rising and descending of it as well (not to be confused with the vertical movement of the ship). Your ship stays at the bottom of the screen, and the playfield scrolls downwards giving the illusion that your ship is flying. You must fly over a couple of walls, and if you fly too low you'll crash into them and lose a turn. After you fly over the wall, a variety of alien ships will come towards you at different levels. Some may fire at you, but they'll only be able to hit your ship if they are at the same level as yours. Unfortunately you'll only be able to hit them by flying at the same level as them.

At some points in the game your ship will take off into space, and you must destroy the ships as they descend and fire at you from above in a Galaxian-type manner.

When you reach the end of your destination, you'll confront Zaxxon, a

deadly robot. Hitting him in one vulnerable area several times can only destroy Zaxxon. If you fail to hit Zaxxon, it will fire a missile at your ship, which will eventually hit it and cause you to lose a turn.

GYRUSS
(PARKER BROTHERS)

As the pilot of the *Gyruss* space ship, you must navigate through the solar system in order to get to the Earth. Unfortunately, each time you reach one of the other planets of the system, you must confront waves of alien space ships.

As in *The Challenge of Nexar*, the alien ships appear from the center of the screen. Once they are onscreen they begin flying in a circular motion around the playfield. Your ship can only fly in the same circular pattern as you try to blast down the aliens who are constantly firing back at you. Occasionally a group of alien ships will break away from their circular motion and go directly after your ship.

You must go through a total of nine increasingly difficult stages in order to get from Neptune to Earth. If you have a successful defensive strategy in your earlier rounds you'll be rewarded with extra firepower in the later rounds of the game.

In addition to the alien space ships, you must also watch out for meteors that appear at the outer edges of the screen and make their way to

the center of the playfield where they turn into Warp Satellites. If you destroy a Warp Satellite you'll earn a second laser gun.

SHUTTLE ORBITER
(AVALON-HILL)

In *Space Shuttle* you pilot the space shuttle from Earth and have it dock with an orbiting space station. The theme of **Shuttle Orbiter** is the same, but its execution is completely different. This time you don't pilot the ship from a first-person perspective.

Once the shuttle takes off from Earth, the screen will display the Earth with four objects revolving around it at different altitudes: the space shuttle, space station, orbiting factory, and the orbital depot. The closer the object is to the Earth, the faster it will revolve around the planet. Each object is a different color and only the shuttle can change altitude.

Your job is to build the space station in the fastest time possible. To accomplish this you must first dock with the orbiting factory to acquire parts and then dock with the space station. To dock, you must move your shuttle up or down so it can move to the altitude of the object with which you wish to dock. An altitude indicator at the bottom of the screen graphically displays the various altitudes, and moving the joystick forward or backward can change the one that

stands for the shuttle. When the indicator for the shuttle is the same as that of another object, you will be in the same altitude as it. To dock with it, you must line your shuttle up with it. Once they are together the screen will display a close-up so you can acquire or deposit your cargo.

You must accomplish your mission before you run out of fuel. If your fuel runs extremely low, you can dock with the orbital depot to get more, but unfortunately, the refueling process is quite lengthy. The game ends when you either complete the space station or run out of fuel. Your elapsed time will appear onscreen.

DEATH TRAP
(AVALON-HILL)

In **Death Trap** you control a space ship near the bottom of the screen that must avoid fireballs that are fired by an invisible creature at the top of the screen. Your ship is confined to the center of the screen. Beneath the ship is one shield, while above it is three more shields. The game will end instantly if your ship touches any of the shields. Your can, however, move anywhere within the area between the top and bottom shields.

At each half of the playfield above the three upper shields are power generators. Your mission is to destroy the two generators by firing

destroyed before they can reach the center of the radar screen and destroy your mother ship.

MOONSWEEPER
(IMAGIC)

MoonSweeper is a multi-board game in which you must first fly towards Jupiter and then land on one of its moons in order to rescue miners.

In the first playfield you control a ship that can move horizontally along the bottom of the screen. You must avoid or shoot down space debris and meteors approaching you. You won't score any points by shooting these objects down, but you'll lose a turn if you collide with any of them. If you wish, you can activate a shield, but you'll lose points for doing so. The longer the shield is used, the more points you'll lose. When one of Jupiter's three moons comes near your ship, try to fly into it. If you do, you'll proceed to the second screen. The differences in the three moons are the number of miners and aliens you'll encounter.

The second playfield displays your ship as it skims above the moon's surface. The object here is to rescue six miners who are trapped on the lunar surface while avoiding alien ships. If your ship is hit you'll lose a turn and return to the first playfield. Both the miners and the aliens appear in the horizon and scroll towards your ship. A cursor at the top of the screen will tell you on what part of the surface a miner will appear from. You must avoid or shoot down the aliens and fly through the miners to pick them up. You won't lose anything if you miss or shoot down a miner; it will just take longer to pick up all of them. Once you have all six, you must fly through rings that appear. You must also have enough speed in order to lift-off once you have flown through the required number of rings. You can accelerate or decelerate by pushing the joystick backwards or forward. If you weren't fast enough to lift off from one set of rings, another set will eventually appear.

Once you take off from a moon, you'll collect bonus points and return to the first screen where you must begin the cycle over again.

SOLARIS
(ATARI)

Solaris is very similar to *Moonsweeper*. Both games display two screens: one where you have to fly while avoiding enemy attacks, and the other where you fly over the surface of the planet picking up people while avoiding enemies.

Your ultimate goal is to find the planet Solaris, and save it from the Zylons. Meanwhile you should try to rid the galaxy of the Zylon planets. You do this by going to the Zylon

torpedoes at them. Although your ship cannot penetrate the shields, your torpedoes can. Each time you hit the bottom of a generator you'll damage it and score some points. When each generator has been completely destroyed, it will disappear from the screen and you will be awarded with two thousand bonus points. When both generators have been destroyed, a third one will appear in the center upper portion of the screen. You'll win the game when you destroy this final generator.

Unfortunately the game isn't as easy as it sounds. Each time you damage a generator it will release a small pod that moves across the screen within one of the two upper shields. Your torpedoes cannot penetrate these pods, and as you constantly damage a generator, your line of fire diminishes as the pods fill up the shields. You can steer your missile around the pods with your joystick by pressing the red firing button after a missile has been fired.

Occasionally the generators will release deadly missiles that go after your ship. The only way you can avoid them is by letting your ship exit the playfield from one side so it can wraparound to the opposite side of the screen. The enemy missiles won't reappear when they exit from the screen.

If you don't damage any of the generators within a 15 second period, the lowest of the three upper shields will descend slightly and limit the amount of room that you can move around. Each time this shield moves you'll lose 90 points. After you have inflicted damage upon the third power generator, the bottom shield will be-

gin moving upwards, again limiting your room.

SPACE ATTACK
(MATTEL/TELEGAMES)

Space Attack is similar to the *Star Raiders* genre of games (Chapter 10), but since the game doesn't simulate movement through space, it is included in this chapter.

The game begins with radar displaying the universe. Your mother ship is in the center of the screen and three alien fleets, each consisting of 12 ships, appear in different parts of the outer rims of the screen. You have three squadrons, each consisting of three ships that you must dispatch and send after the alien ships.

Once one of your squadrons reaches an alien fleet, the screen displays an outer space scene. Numbers at the bottom of the screen tell how many alien ships are remaining in that fleet and how many ships are left in your own squadron. You must then line the aliens up within your gun sight as they appear, and fire at them to destroy them. However they'll also be firing at you, and if they hit your gun sight you'll lose one ship from the squadron. If all of your ships are lost, the playfield will return to radar mode and you must then discharge one of your remaining squadrons to go after the remaining alien ships. There are six alien fleets altogether that must be

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planets and destroying it by picking up all of the Space Cadets on it. As you fly across the surface of the planet you must shoot any of the Zylons that are in your way. Meanwhile you must keep the Zylons from taking over a Federation planet. To do this you must go to the planet and destroy any of the Zylons that are on it.

The universe is divided into 16 quadrants, with each divided into 48 sectors (similar to *Stellar Track* and *Star Raiders*). The Quadrant map displays the 48 sectors and shows where the Zylons are, where their planet is, and where the Federation planet is. Once the Zylons enter a Federation sector you only have 40 seconds to defend it. If the Zylons take over the Federation planet then the entire quadrant will turn red.

BUCK ROGERS- PLANET OF ZOOM
(SEGA)

Buck Rogers-Planet of Zoom is sort of a science-fiction version of *Mogul Maniac*. In the first portion of the game you must pilot your ship through a series of electron posts. Initially there are 20 posts you must pass through. If you pass the posts without going through them you won't receive any credit. You must pass through the required number of posts before your time runs out or else you'll lose a turn. You will also lose a turn if

you crash into a post.

After you pass through a number of posts, you must either avoid or shoot down alien ships that fly towards you. Collision with an alien ship results in the loss of a turn.

After passing through the required number of posts, you'll come across space hoppers. You must avoid these ships while shooting at them. Once they have all been destroyed you'll meet up with the Mother Ship, which can be destroyed by hitting it with two shots. As with the previous enemies, a collision with the Mother Ships will cost you a turn.

Once the Mother Ship has been destroyed the game reverts back to the sequence of flying through the Electron Posts. Unfortunately there will be more posts you must fly through, and in later levels they will be closer together.

POWERLORDS
(ODYSSEY)

The object of *Powerlords* is to get your ship into a long underground cave and shoot down the robots that descend upon you. Unfortunately there is only one way into the cave, and an angry dinosaur that will do everything in its power to keep you away guards that entrance.

The cave is presented in the center of the screen and looks like a crater with the dinosaur's head sticking out from the opening. Your ship can travel anywhere and can fire bullets in the direction it is traveling. However, if you get too close, the dinosaur will send out blasts that will destroy your ship.

If you try to fly around so you can get a clear shot at the dinosaur,

an enemy ship will constantly fly across the top of the screen. As long as you stay out of this ship's way, you will be safe. However the enemy ship also sends out missiles that will destroy your own ship if you get in its line of fire.

To destroy the dinosaur, you must shoot it in the head five times. Each time you hit it, the outline of the creature will become fainter and display less of a target. If you succeed, the monster will disappear entirely and you can then enter the cave.

Once you enter the cave the playfield will display your ship at the bottom of the screen, and a group of robots descend the top while shooting. As in *Zaxxon*, your ship can now only be moved horizontally. The object here is to accumulate points by destroying the robots before they reach the bottom of the screen. You must also avoid the shots that the robots fire. If you succeed through this wave the game will return to the first screen where you must again enter the cave after destroying the dinosaur - however the speed of the alien ships will be faster.

SPACEMASTER X-7
(FOX)
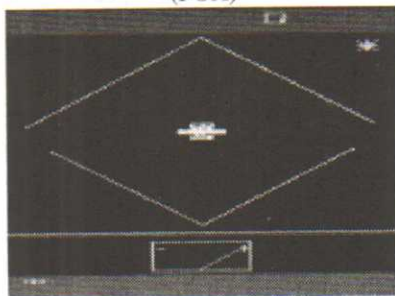
As *Spacemaster X-7* your mission is to destroy as many Hyperion Military Bases as possible. There's

one problem however. A force field that surrounds the base is constantly expanding and contracting, and if any portion touches your ship, you'll lose a turn.

You must fire missiles and hit the base as many times as it takes to destroy it. A meter at the bottom of the screen displays how many more shots the base can take. When the meter points towards the far right (+), the base is fully energized. And when the meter points towards the left (-), the base is running out of energy and can be destroyed within a matter of shots.

Your missiles, as well as your ship, cannot pass through the force field. If any of your missiles hit the shield, the base will gain energy. Fortunately there are openings within the shield that allow you or your missiles to get inside to fire away at the base. You must be careful since the shield will eventually get smaller, causing you to get caught inside.

While you command an all-out attack, the base doesn't merely sit idle. It constantly sends out defenders such as fireballs and heat seekers that will destroy your ship if they touch it. Although shooting them can destroy all of the defenders, they become more intelligent as the game progresses, to the point where they will go directly after your ship.

In the higher levels of the game, the base will also form bricks that will destroy your ship if you crash into them. As long as the energy arrow points to the right of the meter, the bricks will grow larger. Once the arrow points towards the left, the bricks will begin to get smaller.

SINISTAR
(ATARI)
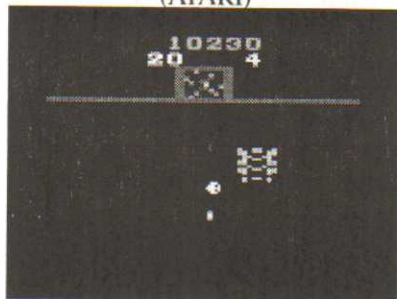
The main object of the game is to destroy **Sinistar**, a giant metal creature bent on destroying the universe and whatever else that gets in its way. Of course to destroy Sinistar you're going to need some firepower, and in Sinistar firepower comes in the form of Sinibombs.

To manufacture Sinibombs, your ship needs to harvest Sinisite crystals out of the planetoids. To harvest the Sinisite simply move in close to a planetoid and start shooting away. After a few shots tiny Sinisite crystals will appear which you must quickly grab before they float away. Worker ships fly around the screen and harvest their own crystals to help build Sinistar, taking away valuable resources. In the arcade Workers would also steal your crystals, but for some reason they seem to have turned over a new leaf and give the crime a rest in this version (be thankful!). As you attempt to mine crystals, Warrior ships will zip around the screen attempting to blow your ship to kingdom come.

If you can successfully manage to hold off the Warrior ships long enough to harvest some crystals, your ship will eventually fill up with Sinibombs. It's about this time Sinistar will usually start chasing your ship.

As Sinistar is chasing you, you must press the red firing button to release the Sinibombs. Each Sinibomb will blast off a segment of Sinistar until he is completely destroyed (which takes 13 direct hits). If you only manage to blow off a few segments the Workers will start repairing him, and he'll continue to chase you. If you manage to totally destroy Sinistar you will be transported to the next sector where the action resumes at a harder difficulty level.

GREAT ESCAPE
(BOMB)
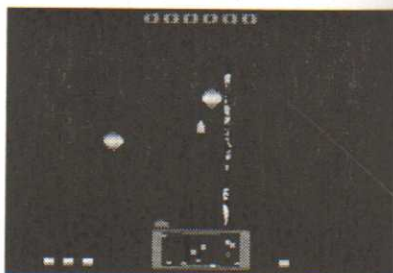
In **Great Escape** you soar through the universe firing at ships to score points and avoiding crashing into them. The direction that you press your joystick contorller will be the direction that the ship travels. Once the ship is heading in a direction, it will increase its speed if you keep pressing on the joystick.

You can shoot in any direction, regardless of which direction your ship is travelling. Just press the red firing button and joystick at the same time and you will fire in the direction that the controller was pressed.

There is a radar scanner on the screen that will tell you where the enemy ships are. Occasionally you will hear an alarm that signals that a super alien is on its way. If you hear the

alarm check the scanner to see where the Super Alien is coming from and go in the opposite direction quickly! If the Super Alien just is on the same scene as you, you will lose your ship.

PIGS IN SPACE
(ATARI)
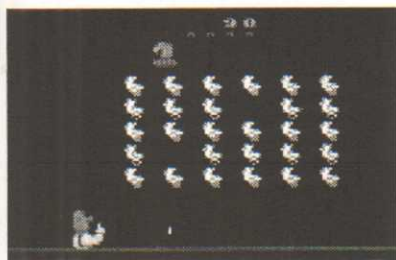
Pigs In Space is a series of three humorous space games, which satire games that have been included in previous chapters. In the first game, you control Captain Link as he shoots down rows of chickens while avoiding their falling eggs (see *Space Invaders*). When you get rid of all the chickens, you must shoot down Gonzo who flies past at the top of the screen in a UFO.

The second game is a parody of *Donkey Kong*. You control Miss Piggy who must climb to the top of the playfield while avoiding spaghetti and meatballs.

In the third game, you control Dr. Strangepork who must fly through a scrolling *Vanguard*-like cavern. Firing a boomerang-like weapon, you must destroy more Gonzo aliens.

CHAPTER 24
ANIMALS CRACKERS

While playing videogames you come across many interesting characters such as aliens from outer space. However not all games feature science-fiction themes. Many games include creatures that we are accustomed to from everyday life: animals.

Many of the preceding chapters included games that featured animals. For instance, *Donkey Kong*, *King Kong*, and *Sky Skipper* all have gorillas in them. By far, these aren't the only games that include animals. The majority of the animal games, however, are unique in play and don't fall into any chapters with specialized themes. Instead, these unique animal games are included here.

FROGS & FLIES
(MATTEL)
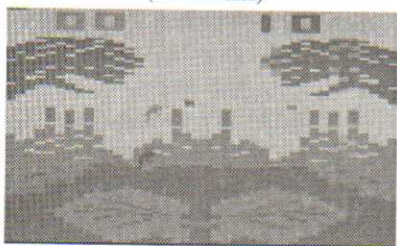
Frogs & Flies, which represents a day in the life of your typical frog sitting on a lily pad. As the frog, you must catch the flies passing overhead with your tongue in order to score points. Pressing the red firing button will cause your frog's tongue to stretch out in the direction that it is facing. If it bags a fly, you'll score one point. Additionally, if you press the joystick in any direction, the frog will leap up and across the screen to land on a second lily pad. This allows you to catch flies that were out of reach from the first lily pad. Each time you press the joystick button, your frog will leap back and forth between the two pads. In easy levels, your frog will automatically land on a pad. In the difficult levels you can control how far you want your frog to leap. If it hops too far it will land in the pond, causing you to lose time while your frog swims back to the pad.

Because two frogs appear onscreen, two players may compete at the same time. Whenever a frog hasn't been moved for fifteen seconds, the computer will automatically take over the uncontrolled frog.

In the beginning of the game the sky overhead is bright blue, but gradually gets darker as time passes. When the sky is completely black, nighttime has settled over the pond, causing the frogs to jump off the screen to go to sleep. At this point the player with the higher score is the winner. All in all, the game lasts two minutes.

FROG POND
(ATARI)
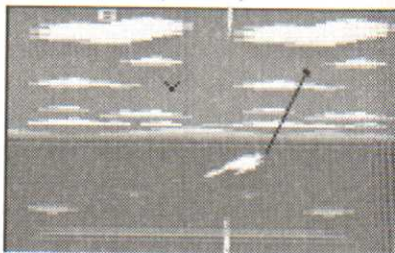
Frog Pond is essentially the same game as *Frogs & Flies*. The graphics are different but the gameplay is the same.

WABBITT
(GAMES BY APOLLO)
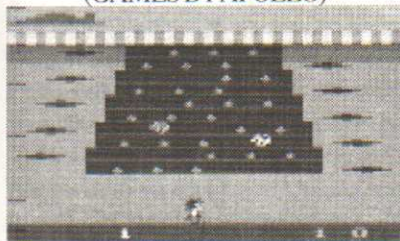
In **Wabbitt** you assume the role of a young farmer whose carrot patch is constantly invaded by intruder rabbits. The carrots are planted in ten horizontal rows and the object is to throw eggs at the rabbits that keep darting across the screen to steal them. Afterwards they rush back off the screen.

You may move the farmer girl horizontally at the bottom of the screen. When you press the red firing button she will throw an egg up towards her crop. If a rabbit is hit, you'll score points and the rabbit will run off the screen without any food and be ashamed.

When all the carrots have been stolen, a new crop will automatically appear. As your score gets higher the thieving rabbits will dash across the screen at faster speeds. The game ends when the rabbits have stolen one hundred carrots.

GOPHER
(U.S. GAMES)

The farmer in **Gopher** encounters a similar problem to the one in **Wabbitt**.

As the farmer in this game, your crop of three carrots is constantly stolen by a gopher that digs tunnels beneath them. He then runs to the surface when he thinks the coast is clear.

The farmer stands directly above the carrots and can move horizontally. Beneath the crop at the bottom of the screen is a horizontal tunnel where the gopher runs around. When the gopher attempts to steal a carrot he will dig upwards from his tunnel to the crop. As the farmer, you must fill these holes before the gopher can get out and get to the crop. While you're filling in one hole, the gopher will move to another part of the screen and begin digging again. If you're lucky you'll bonk the gopher with the shovel as it is tries to get out of the hole. If you're not fast enough, the gopher will get a carrot and return to its underground world. The game ends when all three carrots have been stolen. You'll score points for each section of the hole that is filled, and for each gopher that you bonk.

Occasionally a bird flies past and drops a seed. If you catch the seed it can be used to replace one carrot stolen by the gopher.

HOLEY MOLEY
(ATARI)
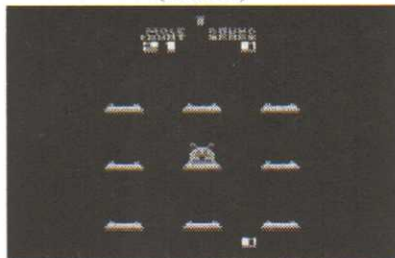
In **Holey Moley** you must whack moles as they appear out of their holes. There are nine holes altogether and

you whack them by pressing the appropriate button on the Kid's Controller. The quicker you press the button, the more points you score. But be careful. If you press a button when an acorn appears and you'll lose 40 points.

Each level starts with 25 moles. You must score at least 300 points by the time you run out of moles in order to advance to the next level.

Occasionally you'll earn a bonus round. During this free-for-all, you can whack as many moles as possible for bonus points.

ANTEATER
(MATTEL)
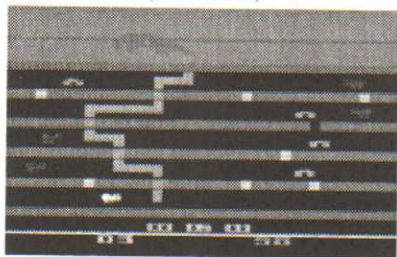
Anteater is an action/strategy game in which you must guide an anteater's tongue through an underground maze trying to eat all the dots while avoiding other deadly insects. Only the tip of your tongue is deadly to ants, so you need to watch out and make sure nothing comes into contact with the rest of your tongue. Although your tongue is quite flexible, you are unable to back it up once you start down a tunnel. You can retract your tongue in case of an emergency by pressing the reed controller button.

Ants are mostly harmless and can be gobbled for bonus points. The worm is deadly if approached from the front, but you can safely nab him from behind for extra points. The spider on the other hand is indestructible. The spider comes out at night and will start to slowly travel down your tongue. The game ends if he hits the tip. The only way to destroy the spider is to eat a queen ant, which will wipe out all the enemies on the board. However queen ants are located deep within the anthill so catching one is no easy task.

STAMPEDE
(ACTIVISION)

A different type of game that takes place on a farm is ***Stampede***. In this game you play the part of a cowboy on horseback who must keep his cattle in line.

Your horse can only move vertically along the extreme left side of the playfield. Running across the screen from right to left at different speeds are six rows of cattle. You must keep them from getting past you and running off the left border of the screen. This can be done two ways. Lassoing them by pressing the red firing button will throw out a rope. If you capture a "dogie" with the rope, he will disappear and you'll score whatever amount the cattle is worth. The faster the cattle runs, the more points it is worth.

To lasso a dogie, the cow must be on the right side of your horse and in the same horizontal row. If you can't get to a dogie in time to lasso it, you can simply herd it. Although herding

won't score any points, it will return an entire horizontal row of cattle back to the right side of the screen and momentarily keep them from running past you. To herd a row of animals, simply touch the one that is closest to the left side of the screen with your horse.

Occasionally a stray calf will appear. These black strays cannot be herded so you must lasso them when they appear (they are worth the most points). The game ends when three dogies get past, but you'll receive an additional chance for every thousand points scored.

CENTIPEDE
(ATARI)

In a sense, insects are also part of the animal world and thusly, also represented in videogames. In *Centipede* you control a "magic wand" at the bottom of the screen that can be moved horizontally across the entire screen and vertically up one-quarter of the screen. Mushrooms, which can be destroyed by hitting it with three shots from your wand, are scattered around the playfield. However, if you destroy too many of the mushrooms that are near the bottom of the screen, a flea will drop straight down from the top, leaving a trail of new mushrooms in its wake. The flea will also destroy your wand if it lands on it. You can destroy the flea by shooting it twice.

Another pesky creature that can destroy your wand upon contact is a spider that jumps around the playfield. It will also destroy any mushroom it touches. The spider can be destroyed with one shot, and the closer it is to your wand when it is hit, the more points it will be worth.

The object of the game is to keep the centipede from hitting your wand. The centipede starts at the top of the screen, moving horizontally until it reaches the border of the playfield where it jumps down one row and begins slithering in the opposite direction (similar to the route that the aliens follow in *Space Invaders*). In addition, every time the centipede runs into a mushroom, it will immediately drop down one row.

The centipede consists of a head and eight segments. Each time a segment is shot, it will turn into a mushroom. If you hit the centipede in any segment other than the head, the segment behind the one that you hit will turn into the head of a new separate centipede, complete with whatever segments were behind it when shot.

Once a centipede reaches the bottom of the playfield it will remain in that area, quickly moving back and forth across the screen. At this time more heads will appear making it difficult for you to move your wand without running into one. When all segments of the centipede are destroyed, you'll receive bonus points for the amount of mushrooms remaining onscreen. You'll then move on to a new level of play with a new centipede descending from the top.

Occasionally a scorpion will dash across the screen and turn whatever mushrooms it touches into poison. If

the scorpion can be destroyed before it dashes off screen, the newly poisoned mushrooms will return to normal. If you can't get the scorpion, and the centipede runs into one of the poison mushrooms, it will go wild and automatically fall to the bottom of the screen.

MILLIPEDE
(ATARI)

Millipede is a souped-up version of *Centipede*. The play is exactly the same as the previous game but with a few additions. First of all, the mushroom field scrolls down the screen making it more difficult to get a clear shot at the millipede that is advancing in the same manner as the centipede. If you destroy a beetle, the mushrooms will advance a little faster. Unfortunately, if you choose not to destroy the beetle, it will turn the mushrooms into flowers. The flowers have the same effect to the millipede as the poisoned mushrooms have on the centipede. However, the flowers can't be destroyed! Fortunately you can make the mushrooms and flowers scroll up the playfield by destroying a mosquito.

Another addition in *Millipede* is the attack of invading bees, dragonflies, and mosquitoes every few waves. The dragonflies and bees descend very quickly and leave mushrooms in their wake.

Another insect that you can destroy is the inchworm. By destroying the inchworm, all of the other insects onscreen will move slowly for a few seconds, allowing you to destroy them more easily.

Finally, you can detonate DDT bombs that will destroy all insects in the immediate area. There are four such bombs, and all insects destroyed by it will net you twice as many points as they're normally worth.

SSSNAKE
(DATA-AGE)
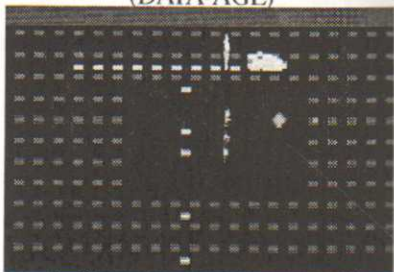
In *Sssnake* your movement is restricted to the inside of an invisible square at the center of the screen. If you're against the left or right borders of this square you'll only be able to move vertically. If you're against the top or bottom you'll only be able to move horizontally.

The object of the game is to shoot animals dashing across the screen. You can only shoot in the direction of the border you are against. To make matters worse, there are snakes roaming around the playfield that will kill you upon contact. As in *Centipede*, the snakes move horizontally across the screen and then jump down a row each time they reach a border. In advanced levels of play, a second snake will appear which roams vertically and then moves over horizontally when reaching one of the horizontal borders

of the playfield. You can't kill the snakes but you can break them down into several smaller snakes by shooting out some of their segments, making them easier to avoid. Unfortunately snakes that have been made smaller will revert to their original size when they have journeyed across the entire screen and return to their starting position.

BUGS
(DATA-AGE)
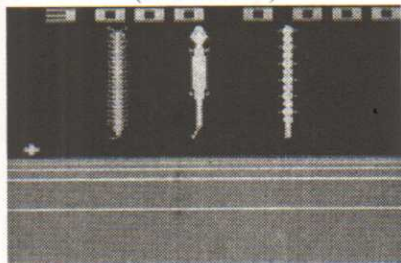
In *Bugs* you control a weapon that moves horizontally across the screen. Emerging along the entire horizontal center of the screen and crawling up towards the top of the playfield are a variety of bugs that must be destroyed before they can reach their destination. Destroying them is easy enough; simply position your weapon beneath them and shoot. Unfortunately you cannot always do this.

Occasionally an object called a Phylax will get in your way. Initially the Phylax is green and can be passed through unharmed. However after a few seconds the Phylax will turn pink and will destroy you on contact. To make matters worse, the Phylax will then chase after you. The only way to destroy it is to get it in your line of fire before it is too late. Unfortunately, contact with a Phylax isn't the only way you can lose a turn. You will also lose one each time a bug reaches the

top of the screen. As the game progresses, the bugs start heading towards the top at faster speeds. The game ends when you lose three weapons.

CRACKPOTS
(ACTIVISION)
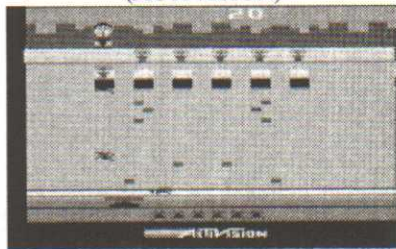
In *Crackpots*, you again have to destroy insects as they climb the playfield.

Your onscreen character appears on the roof of a building with a group of flowerpots. Beneath him is a row of windows. At the bottom of the screen is the ground level of the building and a sewer built into the curb of the street. When the game begins, a group of bugs leave the gutter and begin climbing the wall of your building. You have to drop your endless supply of flowerpots onto the bugs before six of them can reach the windows. If you succeed, you'll advance to a new wave that features faster moving insects climbing up the wall both vertically and diagonally. If you fail to stop all of the insects, one giant bug will chew out the bottom level of your building, forcing everything above it, including you, to drop down one level. The result of this is that the bugs now have less of a distance to climb to the windows, and you'll have less time to stop them. The game ends when you reach the ground level.

PICNIC
(U.S. GAMES)

In *Picnic* you have to swat flies that try to devour your picnic hamburgers. The playfield features a hamburger on each side of the bottom of the screen, with a bug trap in between

them. Slightly above these objects is a bug swatter that can be moved horizontally across the screen.

As the flies begin to descend to-

wards the bottom of the screen, only the lowest insect will attempt to eat your food. He does this by shooting down onto the burger, leaving a hole in the part of the food he zapped. (The burgers consist of rows of blocks similar to those in *Breakout*.) You must position the swatter beneath the bug as it munches on the burger. If you press the red firing button while both the bug and the swatter are in the same position, you should swat the fly and send it falling to the bottom of the screen. If it comes to rest inside the bug trap then you'll receive bonus points. The game ends when the flies have completely eaten both of your hamburgers.

CHAPTER 25
GET THOSE LITTLE GRAY CELLS WORKING

One of the greatest complaints about videogames is that they're extremely unproductive. While on the surface this may be an accurate statement since one can't really accomplish anything by destroying an army of fictional creatures, further exploration will uncover worthwhile reasons for playing these games. For one thing, youngsters can develop much needed locomotive skills. Aside from the shooting variety games we come to the educational games which were included in Chapter 17. Finally for older children (even adult children) there are games that make us thinks and enrich our minds. Many of these games can be found in Chapter 14, the chapter on adventure/quest games. Some games like *Raiders of the Lost Ark* and those of the *Swordquest* series require logic in order to complete them successfully. In others such as *Superman* and *Adventure*, you need a good memory to win. Both logic and memory require work on the brain's part. Exercises in logic and memory aren't to the adventure/quest genre of games. Many of the games in this chapter don't even have multiple screens and yet all of them are sure to put your brain to work, either by memory of sheer logic.

HUNT & SCORE/A GAME OF CONCENTRATION (ATARI) MEMORY MATCH (SEARS)
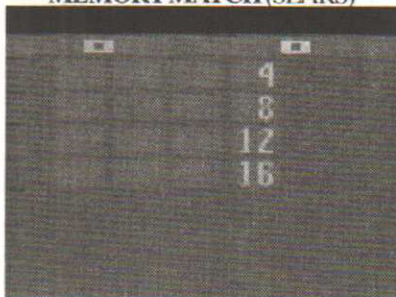
One of the earliest memory games for the VCS was *Hunt & Score*. In this game you must search for pairs of objects hidden behind a grid of 16 or 30 squares. Each square is numbered and contains one object behind it. You must choose two squares at a time by inputting their numbers into the keyboard controller and try to match the objects that are behind them.

If the two boxes you choose aren't covering matching objects, then they will be covered once more,

giving your opponent (in two player games) a turn. If you uncover two identical objects you will receive a point and go again. The squares that hid the matching objects will disappear and you will have to choose from the remaining squares. The player with the most points when all the objects have been matched is the winner. If you wish, you can also play with wild cards. When a wild card is uncovered, it will match with any object you find.

In one-player variations you, in a way, play against the computer. You'll score every time two objects are matched, and the computer scores whenever you don't match. You win if you have the most points when all the objects have been matched.

MIND MAZE
(ATARI)

Mind Maze is a simple memory match game played somewhat like *Concentration*. Depending on the
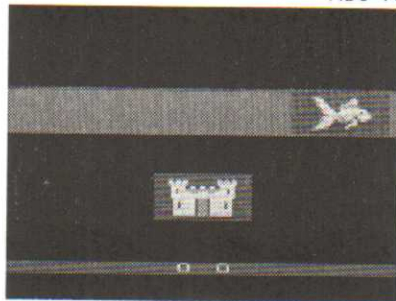
game selected, two to four cards appear on the screen each round. The player can then try and select the "correct" card by highlighting it (using the joystick) and pressing the red firing button. The player may also "pass" on the current set of cards by pressing the button without selecting a card. This will cause a new set of cards to appear but it will still be the player's turn.

After choosing a card, all but one of the card pictures will disappear, and the computer will then highlight the "correct" card.

FLAG CAPTURE (ATARI)
CAPTURE (SEARS)
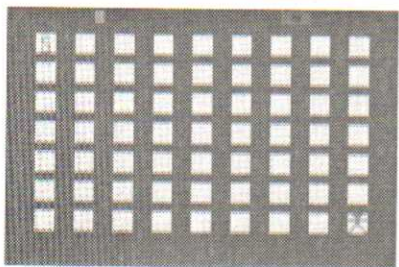
To succeed in *Flag Capture* you need both a good memory and some sound logic. The object of this game is to find a flag hidden behind one of 63 squares arranged in a 9x6 grid. In two-player games you must find the flag before your opponent does, while in one-player games it must be found before time runs out.

Rather than searching through the maze blindly, each square hides either a clue or a bomb. If you uncover a bomb you must return to your starting position (the top left or bottom right square). Some squares hide a number that will divulge how many squares you are from the flag, while others hide an arrow that tells you in what direction the flag is.

To uncover a square, you must move your man to it and press the red firing button. The clue will appear in the square in place of your man for as long as the button remains pressed. Once you release the button your man will reappear on the square.

Flag Capture features several variations. In "Free For All," both you and your opponent must search for the flag at the same time. The first player to find the flag scores one point and the first player to score 15 points is the winner.

When playing "Double Two-Player," you and your opponent alternate turns. When it is your turn you may move to any square on the board except for the one your opponent occupies. Your turn lasts until you press the red firing button to uncover what is hidden behind the square. If you don't land on the square with the flag, then your opponent's turn begins when you release the red firing button and your man reappears on the square. If your opponent doesn't uncover the flag then control returns to you. You must keep alternating turns until one player finds the flag and scores one point. As in "Free For All," the first player to score 15 points wins the game.

In "Solo Two-Player" you again alternate turns with your opponent.

However in this variation your turn lasts until you find the flag. Once the flag is uncovered, control is turned over to your opponent who keeps it until he finds the flag; at which time it becomes your turn again. The catch here is that you score one point every time you press the red firing button. The first player to score 75 points is the LOSER. If the first player reaches 75 points on a turn, then the second player still gets one final turn. If he scores 75 on this final turn then the game ends in a tie.

In the one-player variations of *Flag Capture*, you must find the flag as many times as you can in 75 seconds. A timer at the top of the screen displays the remaining seconds.

Each variation may also be played with stationary or moving bombs. Stationary bombs remain under the same square throughout the entire game while moving bombs move over one square every time the red firing button is pressed. You can have the bomb bounce back into the playfield whenever it reaches a border of the playfield, or have it wraparound to the opposite side of the screen.

CODEBREAKER
(ATARI/SEARS)
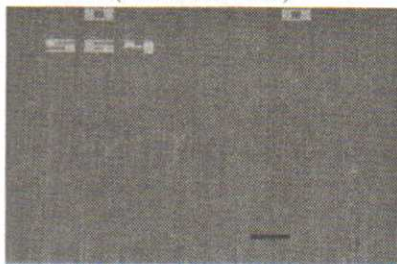
Codebreaker includes two games: "Codebreaker" and "Nim." In "Codebreaker" you must find a three or four digit number which either the

computer or your opponent has chosen.

Every time you take a guess (by inputting the numerals into the keyboard controller), the computer will quickly tell you how many numerals you have chosen correctly and how many were guessed in their right position. Unfortunately the computer won't tell you which numbers were correct and which ones were in their correct position.

In one-player games you merely have to guess the correct number the computer has chosen in as few turns as possible. If two-players partake in the game, there are two ways in which you can play.

If you wish to have the computer randomly choose the number, then you and your opponent will alternate turns to try and guess it. As in *Flag Capture*, there are two ways this can be done. Both players can alternate guesses on the same number, and the first player to correctly guess the correct number scores a point. In the second version, one player keeps guessing numbers until he finds the right one, at which time play is turned over to his opponent. The player who takes the fewest number of guesses is the winner. Two-player "Codebreaker" also features a variation where you may input your own number for your opponent to guess. After he guesses your number, he may input a number for you to guess. You may keep alternating turns and quit whenever you wish. The player with the least amount of guesses wins.

The other game on *Codebreaker* is "Nim" which is the oldest mathematical game known to man. In this game you are given up to four stacks

each containing up to nine squares in vertical columns. Alternating turns, you and your opponent (or the computer) remove any amount of squares from any one stack. The player who removes the final square is the winner. There is also a variation in which the player who removes the last square is the LOSER.

MASTERMIND DELUXE
(HOMEBREW)
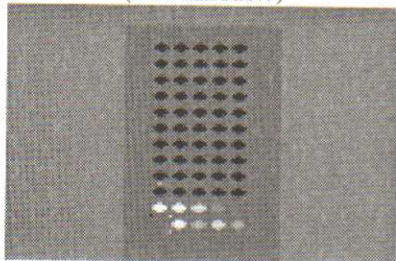
Codebreaker is based on the board game Mastermind, where one player sets up a code using color pegs, and the opponent must decipher the code. ***Mastermind Deluxe*** takes this approach. Using five holes and eight colors, the computer can generate up to 32768 possible codes.

BRAIN GAMES
(ATARI/SEARS)
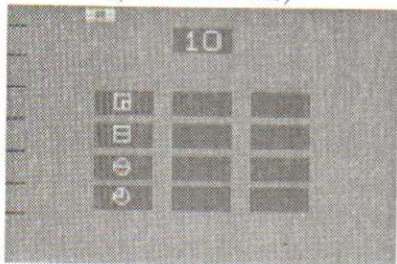
Brain Games includes a number of games that were designed to challenge your memory. In the first game, "Touch Me," the playfield features six or nine squares (depending upon the variation). Each square corresponds

to a button on the keyboard controller. When you start the game, the computer will tell you which button you must press by displaying the word "TOUCH" in the appropriate square. You must then press the correct button on the controller. Each time you answer correctly, the computer will repeat the square(s) it displayed previously, and add one more button that has to be pressed. You must keep pressing the buttons in the correct order in which they were displayed. If you make a mistake by pressing a wrong button, the computer will make an alarming sound and repeat the sequence. If you make three mistakes then the game will end. The game will also end if you successfully get through 32 rounds. In two-player games, you and your opponent must alternate turns. Each time control is passed to another player; the computer will add one more square to the sequence. The first player to miss three times is the loser. "Count Me" is similar to "Touch Me." The only difference is that the computer now presents you with numerals, and you must press the corresponding button of that numeral on the keyboard controller.

In "Picture Me" the screen displays three vertical rows, each containing four squares. In the first row, four different objects are displayed in a certain order. You are given a few seconds to memorize the order of these objects. When time is up, the computer then scrambles the order of the objects and moves them into the second row of squares. You then have a few seconds to place the objects back in their correct positions one at a time. Each horizontal row of squares

corresponds with a horizontal row of buttons on the controller. To place the objects in their correct positions in the third row, you must press the button on the controller that corresponds to the center row square where the object appears. You must first choose the object that appeared in the top square of the first row. Once this has been done you must choose the object that was in the second horizontal row and so on. The faster you do this correctly, the more points you will score.

In "Find Me," only one row of four squares appears, and each square corresponds to a horizontal row of buttons on the controller. In this game the computer flashes four objects: three of which are identical to each other and the fourth that is dissimilar from the rest. You must find the object that is different from the others in as short a time as possible.

In "Add Me," the computer displays four (or five) sets of one digit numbers that you must add up in as little time as possible. In the two-player variation you and your opponent race to see who can correctly add the numbers up first.

With the exception of "Touch Me" and "Count Me," all of the aforementioned variations are played in groups of five. For each correct answer you are given a score based upon the remaining time. At the end of the five sets, the player with the highest score is the winner.

BLUE PRINT
(CBS)

Blue Print is a different type of memory game. In this game you must stop an evil ogre, located at the top of
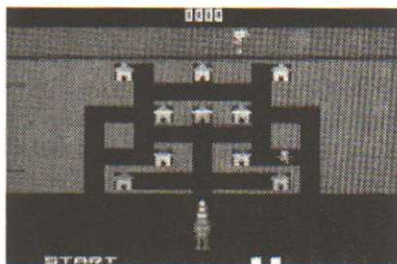
the screen, from reaching your girlfriend. To accomplish this you must fire a gun at the bottom of the screen so that its bullet hits the ogre. Unfortunately to fire this gun you must first build a machine consisting of several pieces that are scattered among several buildings. The pieces must be collected in the correct order and it must be done as quickly as possible, because as time passes the ogre gets closer and closer to the girl.

The playfield features a maze in which ten houses are located at different spots. At the beginning of the game, the parts of the machine you'll have to find are scattered one at a time and hidden within several of the homes. You must remember in what order the pieces were distributed and in which houses they are located. Once all the pieces have been distributed you must collect them. To collect a piece you merely have to enter the house where you think it is hidden. If the piece is there you must carry it to the bottom of the screen and then go for the next piece. You must make sure you collect the pieces in the correct order. If you collect a piece in the wrong order you won't be able to place it on the machine's blueprint at the bottom of the screen and must return it to the house you took it from. If you enter a house that doesn't contain a piece of the machine, you will uncover a bomb that will cost you a turn if you

can't diffuse it in time. To diffuse the bomb you must carry it to the bottom right corner of the screen before it explodes. Making matters worse, you must avoid running into a demon that roams the maze. If you make contact with it, you will again lose a turn. If you wish, you can make your man run faster by pressing the red firing button. Unfortunately your additional speed is limited, and once it is used up you won't be able to accelerate again until you bring a piece of the machine to the bottom of the screen. Once you collect all of the pieces, the machine will automatically assemble and you can attempt to destroy the ogre. The machine may be moved horizontally so it can be lined up with the creature as it runs across the top of the screen. When you press the red firing button the machine will fire a bullet towards the top of the screen. The speed of the bullet can be adjusted; the faster that it travels, the more points you'll receive if you hit the ogre. If you miss the creature you may fire another bullet. This may be repeated until you either hit the ogre or it catches up with the girl, at which time you'll lose a turn. If you hit the ogre you'll have saved your girl and one letter of a password will appear and you'll them move on to a tougher playfield. The object is to try and uncover all eight letters of the password.

CATHOUSE BLUES
(PLAYAROUND)

Similar in play to *Blue Print*, but of the adult variety, is *Cathouse Blues*. At the beginning of this game, a group of ladies of the night run into several of the twelve houses that appears on the playfield. As an eager john, you
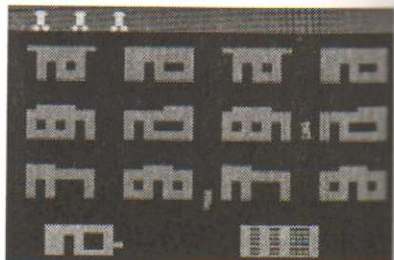
must go to the correct houses and find them. Each time that you go into a house with a lady, you'll get to have sex with her and the screen will change to show the act taking place. If you enter an empty house, the police will come and arrest you and carry you off to the jail located at the bottom left of the screen. You must escape from the jail before a mugger comes by and robs you of all your possessions. If this happens you lose a turn.

GIGOLO
(PLAYAROUND)
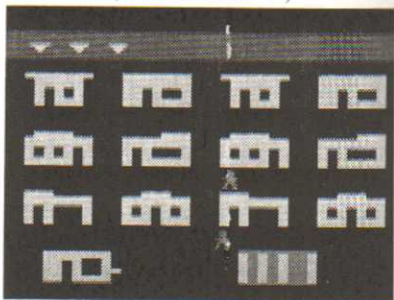
Gigolo is the female version of *Cathouse Blues*. The play is very similar to the previous game with the main difference lying in the fact that you control a woman who is looking for men.

THE IMPOSSIBLE GAME
(TELESYS)

On first glance, the appropriately titled *The Impossible Game* may seem like a simple maze game. The object is

to trace your way through an invisible maze. The maze is contained in a 6x6 grid of 36 squares. In all there are six boards you must make your way through.

The first board is the easiest as you only have to trace your path one square at a time. From your starting square, you must move to one of the squares surrounding the one you are in. By moving your joystick, a cursor will appear in one of the surrounding squares. To move to the new square, press the red firing button. If the chosen square is incorrect, the computer will buzz and you must pick a new square. You have to be fast, however. The object is to complete the maze in the fastest time possible.

If the chosen box was correct, you will move to it, and a little box at the bottom of the screen will fill in with one square. From this new spot you must then choose another square. Every time you choose correctly, the box at the bottom will fill up with another square. When the box is completely filled, you have completed the maze and move on to the next board.

The second board is a little more difficult. Here you must choose two squares at a time to move through the maze. In the third board three squares must be chosen at a time, and so on until you reach the sixth board, which is an impossible six squares at a time! Hence the title: unless you have the time and patience to try every possible move (and there are billions) it will be impossible to get through all six boards of the game.

If you don't have the patience and you want to complete the game there is a way you could do it and this is the aspect of the game that requires logic.

As you move through the easier levels of the game, jot down the directions you are moving. A pattern will emerge from which you will be able to deduce what moves to make in the later boards. Unfortunately the pattern is not obvious and you'll really have to think about it to get through.

ATARI VIDEO CUBE/ RUBIK'S CUBE
(ATARI)
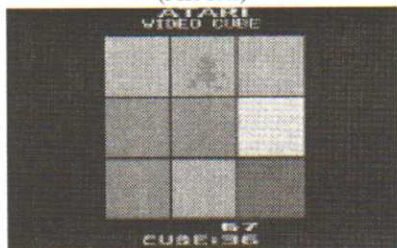
The *Atari Video Cube* (Atari) is a video version of the famous Rubik's cube. In this game the screen depicts one side of a six-sided cube. Each side is made up of nine individual squares in a 3x3 grid, and each square is one of nine colors. Your job is to move the different colored squares around so each side of the cube is made up of the same colored squares.

To change the positions of the different colored squares, you must use a little onscreen character named Hubie. When you place Hubie on a square and press the red firing button, he will become the color of that square. What Hubie has done is pick up the square he was placed on so it could be moved to another location of the cube. Once Hubie has changed color, move him to where you want to move the square. When he has been placed in the new location, press the red firing button again and the square that Hubie is now on will become the

color he was carrying. Hubie's color will change to that of the square he was placed on. If you want Hubie to run to another side of the cube that isn't onscreen, merely move him to the end you want to go to, and the onscreen cube will rotate.

You must keep picking up and depositing colored squares until each face of the cube is made up of the same colored squares. Depending upon the variation you play, you must finish the game in the least amount of turns, or in the least amount of time. To make this more difficult, Hubie cannot step on a square that is the same color as the one he is carrying.

The cartridge includes several variations. In one, Hubie can only run to the right and upwards. There is also a variation included that features an invisible cube. In this one you can only see the squares when Hubie moves from one side of the cube to another. A final variation allows you to watch and see how the computer solves the puzzle in the least amount of moves or time.

3D RUBIK'S CUBE
(ATARI)
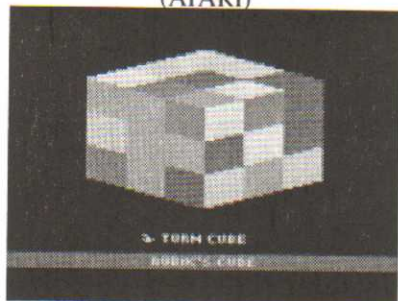
While the *Atari Video Cube* is a two-dimensional version of *Rubik's Cube*, this is a three-dimensional version of the game.

In addition to the dimensions of

the cube, this game also includes a solve option. You can also change the colors of individual tiles.

CUBICOLOR
(IMAGIC)
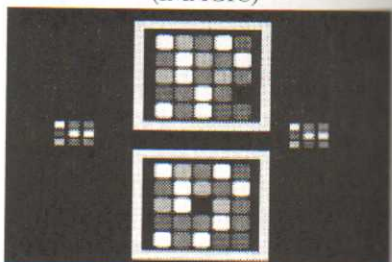
Cubicolor is based on the sliding tile puzzles where you must move different tiles around until you get them in the correct order. In *Cubicolor* you have a 5x5 grid consisting of 24 tiles (six different colors each having four squares) and one blank space. The screen displays two 5x5 grids, one above the other. In one-player games you use the top grid. Next to the 5x5 grids are two smaller 3x3 grids consisting of nine squares. The object of the game is to move your squares around in the 5x5 grid so that the center nine squares of the 5x5 grid contain the same pattern as the smaller 3x3 grid. You move the squares by placing the cursor on a square, pressing the red firing button, and pressing the stick in the direction of the empty square. Up to four squares can be moved at a time.

In one-player games you try to win in the least amount of moves or time. In the two-player games, you and your opponent try to win in the least amount of moves or time while attempting to beat each other.

LOCOMOTION
(MATTEL)
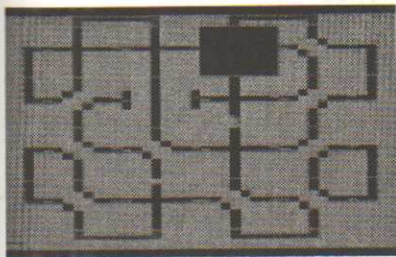
Locomotion is a different version of the old sliding tile puzzle. Here, you not only have to slide the various track pieces around to keep the train from running off the track, you also have the train pass through all the stations to pick up passengers. In addition there are runaway trains that you must avoid.

QB
(HOMEBREW)
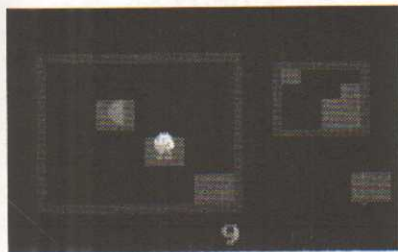
QB is another game where you must slide tiles around in order to fullfill a certain specification.

A small playfield appears on the right side of the screen. A larger playfield appears on the left screen. Your job is to make sure that the tiles in the left position are in the same position as the tiles in the right playfield.

The tiles enter the left playfield one at a time at the bottom right position. A tile can not enter the playfield until that position is empty.

You move the tiles around by standing on it and pressing the joystick in the direction that you want to move it. You can jump from tile to tile

as long as they are adjacent and not touching diaognally.

Sometimes a fruit or other object will appear on a tile. You'll score bonus points by jumping onto the object.

In order to win you must get the tiles in their appropriate positions before time runs out.

MENTAL KOMBAT
(HOMEBREW)
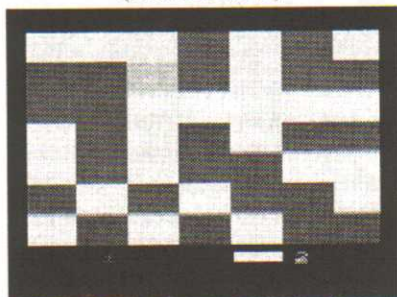
In *Mental Kombat*, each player has 24 stones (one player has red stones and the other has yellow stones) and three units of energy. The object of the game is to get four of your stones in a row, either horizontally or vertically. When you do this, your opponent will lose one bar of energy. You win when your opponent loses all of his energy.

A white cursor flashes on the screen and the player whose turn it is, gets to move the cursor. Whatever direction the player moves the cursor, the cursor will 'trade' places with the stone that is there. You can trade places with an opponent's stone or your own stone. However you must be careful not to get four of your opponent's stones in a row. If you do, you will lose an energy bar!

The cursor can be moved in any direction, except when you reach the end of the playfield. In addition, you

cannot return the cursor to the spot where it was before your opponent just moved it.

DICE PUZZLE
(PANDA)
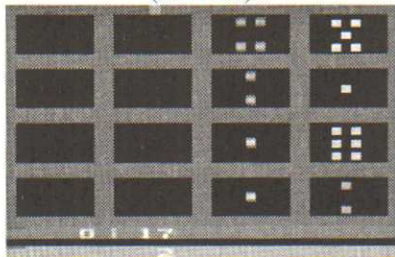
Dice Puzzle consists of 16 dice arranged in a 4x4 grid. Your cursor can move vertically along the left side of the screen and horizontally along the top of the screen. There are ten cursor positions; one alongside each row of dice, one above each column of dice, and one in each of the top corners of the screen that align with the two diagonal rows of dice. When you press the red firing button, the row or column of dice that is associated with your cursor will advance by one. If any of the dice in your row or column had a "six," it will become a "one." The object of the game is to get the same dice number on all 16 dice in the quickest time or the least number of moves.

OKIE DOKIE
(HOMEBREW)
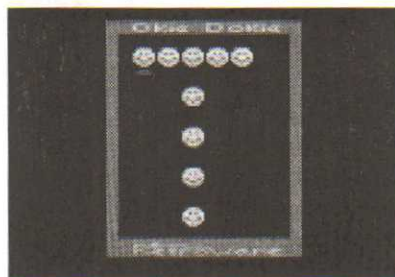
In *Okie Dokie* you're presented with a 5x6 grid. Each cell in the grid can be either turned on (represented by a cute character) or off (represented by a back spot). Your job is to turn all of the cells off.

You can turn a cell on or off but placing the cursor at the bottom of the cell and pressing the red firing button. If the cell was off, it will flip on. If it was on, it will flip off. The problem is that every cell that's adjacent to the one that your cursor is in will also flip!

EDTRIS 2600
(HOZER VIDEO GAMES)
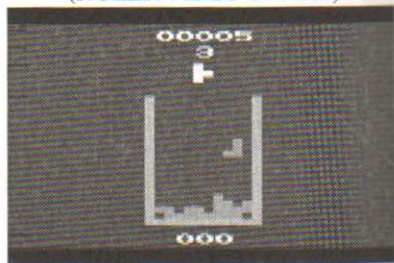
In *Edtris 2600* you are given six geometric interlocking shapes consisting of four squares descending from the top of the screen. Your job is to have them land so they form a solid line across the bottom. If you create a solid line it will disappear and all the squares above it will drop down. If you can't create a solid line then the shapes will keep falling and begin to stack up on one another.

You can rotate the shapes counter clockwise as they fall by pressing the red firing button. You can also move the shapes horizontally by pressing the joystick to the left or right. You can plan your moves because you always will know what the next falling shape will be. It is displayed near the top of the screen.

As your score increases the shapes will begin to fall even faster. The game ends when the stack reaches the top of the screen.

ACID DROP
(SALU)
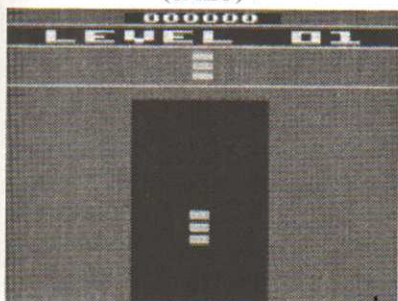
Acid Drop is similar to *Edtris 2600* except that instead of dropping shapes, you're dropping a trio of colorful tiles. Your job is to get three tiles of the same color in a row to cause them to disappear. If the tiles reach the top of the screen you lose.

As the tiles are falling, you can change the order that they're dropping. A press of the red controller button will move the bottom tile of the falling group, to the top of the group.

KLAX
(ATARI)

Klax is similar to *Acid Drop* as you must once again manipulate colored tiles. In this case you must prevent the colored tiles from sliding off a conveyor and onto the ground. You do this by moving your paddle hori-

zontally and catching the tiles. Once you catch a tile you can deposit it in one of five bins.

You can catch up to five tiles at a time. You deposit triles by placing the paddle over the appropriate bin and pressing the red controller button. If you have more than one tile on the paddle, the top most (the last one collected), will be deposited in the bin.

Where you place the tiles is important because you must collect Klaxs. A Klax is three tiles of the same color in a row. You can have three tiles side-by-side, three atop one another, or three in a row diagonal to get a Klax. In earlier rounds you can win with any combination of three in a row. In later rounds you can only win if you specifically get diagonal Klaxs. Also, the higher the level, the more Klaxs you get to get to complete the level. In some levels you may have to collect a certain amount of points while in others you may have to collect a certain number of tiles.

The game ends if you have 25 tiles in the bin, or if too many tiles fall off the conveyor.

You have some control on how the tiles fall. Pull back on the joystick controller and the tiles will come down the conveyor at a faster speed. If you catch a tile that you don't want, press the joystick contorller forward and the tile will bounce back onto the conveyor.

SCSIcide
(HOMEBREW)

In *SCSIcide*, you control a disk drive read head, and your job is to read the color-coded bits of data as they travel past across the screen on ten separate horizontal data tracks.

The read head that you control moves vertically at the right side of the screen. The color of the read head dictates the color of the data bit that you must catch. When you catch the correct data bit, the color of the read head will change to that of the next data bit that must be caught. When you read all of the bits in the required order you will move ahead to the next level. However, if you take too long, your latency buffer will time out. This will cause your drive to crash and end the game.

PICK'N PILE
(SALU)
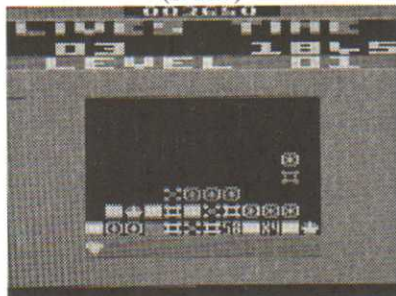
In **Pick'N Pile** the object is to make the highest possible score and to reach the highest screen. This is done by placing identical symbols atop each other in a column. If all of the objects in the column have the same symbol as the bottom object, they will disappear from the screen and you will gain 50 points for each object in the column. The level ends when all of the symbols have been removed from the board.

Objects are moved by placing your cursor above it and pressing the red firing button. Your object will then blink. You can then drop the object anywhere you want by moving the cursor and pressing the red firing button a second time. If you place an object in front of another object, the two objects will change places.

Occasionally you will come across bonus objects. When a Multiplier object is inserted into a column, your total score for that column will increase by the number in the multiplier. If an hourglass is placed in your column then 200 will be added to your remaining time.

There are also special objects on the board. When you move a Bomb, it will explode and destroy all of the objects around it. A Death Heads will cause your time to elapse twice as fast if it should reach the bottom row. Flower Pots are objects that can only descend and cannot be moved.

The game ends when you run out of lives. You lose a life if your time runs out before you removed all of the symbols. You can get a new life at every 100,000 points.

CRAZY VALET
(HOMEBREW)
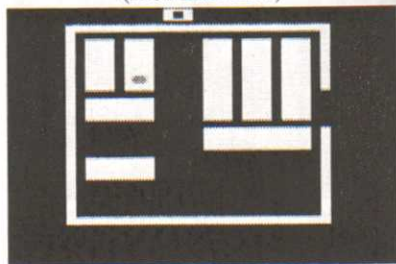
Crazy Valet consists of a series of puzzles that simulate a stadium parking lot after a football game. You want to drive your car out of the parking lot

but the exit is blocked by several other cars. Your job is to get the other cars out of the way in the least number of moves so you could exit from the lot.

In *Crazy Valet*, your car will always be the only horizontal block in the third row. The other blocks represent all of the other cars in the lot. To move a car, just position the cursor over the car that you want to move, and press the joystick in the desired location. Every space that the car moves will add one point to the counter. The object is to get your car to the opening in the grid in the least number of moves.

When your car reaches the exit, an alarm will sound signalling that the puzzle is over. You can try the same puzzle again by pressing the Game Reset switch or try another by cycling through the Game Select switch. There are 26 different puzzles altogether.

JAMMED
(HOMEBREW)

Jammed is very similar to *Crazy Valet* (both games were based on the Binary Arts game *Rush Hour*). The car that you control is better defined in
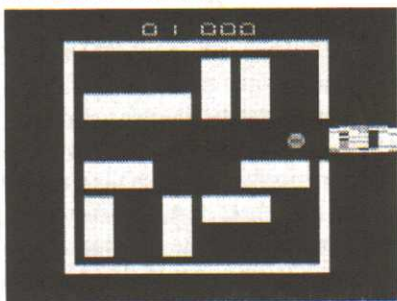
Jammed and there are 600 puzzles!

As in the other game, you want to get your car out of the grid in the least number of moves. At the beginning of each game there is a negative number at the top of each screen. That is the maximum number of moves that you have to complete the puzzle. One move equals the movement of one car any number of available spaces.

If you cannot get your car out in the suggested number of moves, don't fret. The game will continue until you get your car out. The counter will merely switch to positive numbers and the tune that is played upon your exit won't be as uplifting. If you wsant to try and beat your previous score you could always press the game reset switch and start over

CHAPTER 26
ALONG THE CONVEYORS

In an old episode of "I Love Lucy," the hysterically funny Lucille Ball was working in a candy company where her job was to wrap small chocolate candies as they pass on a conveyor belt. Unfortunately for her, the conveyor begins moving faster and faster until Lucy finds herself unable to keep up with all the chocolate now passing at an incredible rate.

For those of you who thought Lucy's job was easy, and that they could do a better job, the games in this chapter are dedicated. All of them include conveyors that move just a little bit too fast.

PIECE O'CAKE
(U.S. GAMES)
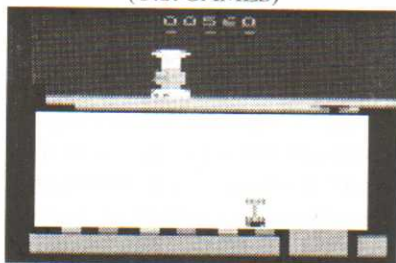
In *Piece O'Cake* you become a baker moving horizontally at the top of the screen who must complete cakes as they pass on a conveyor belt at the bottom of the playfield.

Different sized pieces of cake appear one at a time from an oven at the top left corner of the playfield. You must take each piece as it appears and drop it down onto a plate that moves from left to right on the conveyor belt. If successful, you must grab the next piece of cake and drop it onto the first one. The larger the cake, the more points you score. However there is one restriction to how you build your cakes on the plate: they must be built by size. The largest piece of cake must be on the bottom and the smallest on top. Because the pieces of cake won't appear in the order of how they must be stacked, unwanted pieces will appear in the oven. You must carry these unwanted pieces to the extreme right of the playfield and drop them into a disposal.

When you feel that a cake is complete, a cherry must be obtained from the right side of the playfield and dropped down onto your cake. If the cherry lands on the cake, and the cake has been "assembled" correctly, it will then pass to the right side of the screen unharmed and you will receive points. If the cake hasn't been put together correctly or doesn't have a cherry on top, then a disposal chute will appear at the end of the conveyor and the cake will fall into it. You'll lose a turn each time a cake is lost for this reason.

Points are scored for every piece of cake that lands on a plate, so the more pieces you drop, the more points you'll score. However if a cake is made too high, the baker will begin eating any new pieces that appear, including the cherry. If you drop three pieces of cake that don't land on a plate, you'll lose a turn. The game ends once three turns are lost.

CAKEWALK
(COMMAVID)
In *Cakewalk* you're now a baker
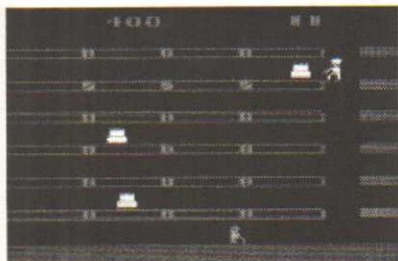
at the end of the conveyor belt who must catch the cakes before they can fall off. Unfortunately there are six belts you must deal with, and the cakes move across them at different, unpredictable speeds.

The baker moves vertically at the right side of the screen. To catch a cake, the baker merely has to be at the end of the belt when the cake reaches it. However, all six belts carry cakes at the same time so you must keep moving up and down in order to catch them all. If conditions get a little to hectic, you are able to stop one belt for a few seconds by positioning the baker beside it and pressing the joystick's red firing button. Once a wave is completed you're entitled to a coffee break. A cup of coffee will roll down one of the belts and stop when it reaches the end. Until you position the baker next to the coffee, all action will stop. Once the baker drinks his coffee, the break will end and the game will continue at a harder level.

In advanced levels, gingerbread men will roll down the belts. Unlike the cakes, the gingerbread men will move left and right in an unpredictable fashion so you won't know exactly when they will reach the end of the belts. In addition, stopping the conveyor belt cannot stop the gingerbread men.

Occasionally a knife and fork will roll down a belt in place of a cake or gingerbread man. You must avoid them at all costs. If you catch a knife and fork you'll lose a turn. Each time you fail to catch a cake or gingerbread man, it will fall to the ground, and a janitor will show up to clean the mess. When this occurs you lose a turn. When you run out of turns the janitor will get fed up and walk off the screen and end the game.

PARTY MIX
(STARPATH)
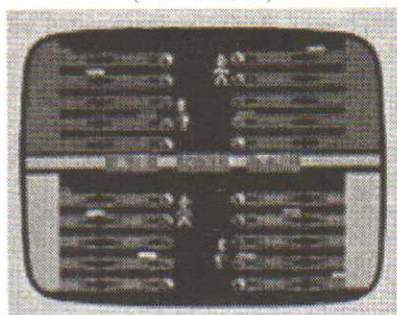
In "Down On The Line" a game included on *Party Mix*, the screen is divided across the center to form two identical playfields, allowing for two-player or team play. Each playfield displays five conveyors belts on both the left and right sides of the screen. Between the two sets of belts is a vertical corridor in which two men can be moved. In two-player games, one player controls each of the two men with the paddle controller. In four-player games, one member of the team operates the man on the left while the other member controls the man on the right.

Each of the five conveyors is colored coded. As the game starts, different colored packages will move from left to right along the left sided conveyors. Using the man on the left, you must catch the packages before

they can reach the end of the conveyor. He must then hand the package to the man on the right (done automatically in two-player games) who must then place it on the conveyor that is the same color as the package. There aren't any penalties if you miss a package or if you place it on the wrong conveyor. However since you are competing against another player or team, you will want to score as many points as possible, and this can only be done by placing the package on the correct belt. The player or team with the most points when time runs out is the winner.

PRESSURE COOKER
(ACTIVISION)

In *Pressure Cooker*, the action takes place in the kitchen of a fast-food hamburger restaurant. As the head cook, you must make hamburgers according to your customers' specifications.

As the game begins, the first hamburger patty charbroils on an oven and then falls onto the bottom bun before dropping onto the conveyor that brings it to the Food Dispenser. You must then check the order board at the bottom of the screen. The order board will tell you what ingredients (tomato, onion, lettuce, cheese, or nothing) must be placed on the hamburgers. As the hamburgers roll vertically down the conveyor

at the left side of the playfield, the one ingredient will shoot horizontally across the screen. You control an onscreen cook in the center of the screen. If you want the thrown ingredient, you must catch it and bring it to the hamburger. If you don't want the ingredient you must press the red firing button when the food hits the cook. This will send the ingredient back to where it came from and a new one will shoot out. The ingredients will appear from four different spots at the right side of the screen so you must keep jumping in order to catch them.

Once a hamburger is complete, a roll will shoot out which you must then place on to the patty. Once accomplished, you must carry it to the bottom of the screen. If the hamburger corresponds to one that is on the Order Chart, the board will display a color and you will be admitted to the Wrapping Room where you must drop it into the corresponding color-coded wrapper. If done successfully, you must return to the Food Dispenser and make another burger.

You begin the game with an efficiency rating of 50 and lose points whenever a hamburger is dropped into the wrong wrapping chute, make a hamburger that's not on the order board, allow a hamburger to fall from the end of the conveyor, or miss a flying ingredient. The game ends when your efficiency rating reaches zero.

Initially you only have to put one ingredient on the hamburgers to complete them. After fifteen burgers have been dispensed, the game will pause briefly to tally how many were dropped into the wrapping chutes. You will receive points for each one dropped

successfully. When the game continues you will move on to a higher level in which you must place two ingredients on the burgers. In subsequent levels, the ingredients will fly across the screen faster, while the conveyor belts speed also increase.

TAPPER
(SEGA)
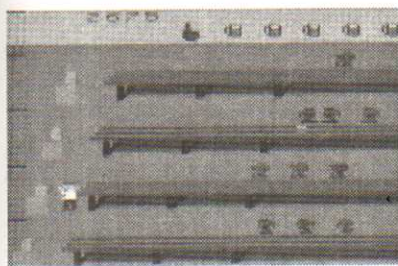
Although *Tapper* doesn't employ a conveyor belt like the other games in this chapter, the gameplay is so similar that it begged to be included.

In this game you control a bartender who move up and down the screen. His job is to fill up mugs of beer and slide them down the four bar tables where his customers are waiting impatiently. While the bartender fills the mugs, the customers move towards the bartender. He must send them their beer before they reach him. Occassionally a customer will finish his beer and return the mug to the bartender for a refill. He must catch the mug and refill it and send it. If any mug hits the floor, you'll lose a turn. You'll also lose a turn if a customer reaches the bartender.

Whenever you complete a level, you'll come to a bonus screen. Here you'll find six cans of soda. The Soda Bandit will shake five of them and then mix them around. You're job is to pick out the can that the Soda Bandit didn't shake.

Despite the fact that nuclear power-plants can supply power in a world that is quickly dwindling of its natural resources, many people are up at arms about what would happen if one of these nuclear plants went out of control. If automatic safety features don't do their part correctly, a dreaded meltdown could occur, contaminating a large area surrounding the power plant.

The object to each of the games in this chapter is to avoid a meltdown. Although the theme of the games is the same, the manner in which each game accomplishes it is handled in completely different ways.

REACTOR
(PARKER BROTHERS)

In *Reactor* the screen displays the inside of a nuclear reactor from an overhead view. The center of the screen is the solid core, while the outside borders are the kill walls. You control a tiny ship that can move around the circar area surrounding the core. There are also particles in this area that try to destroy your ship by knocking it into the kill walls. You, in turn, must try and knock the particles into the kill walls, which will destroy them. Unfortunately, while all this is happening, the central core is constantly expanding and narrowing the area in which your ship can move, pushing you closer and closer towards the kill walls. You must destroy all of the particles before your ship crashes into the kill walls. Once this is accomplished, the core will return to its original size and you will move up to a higher level of play in which a greater number of particles will go after you.

If you can't destroy all of the particles in time, there is another way for you to return the core to its original size. On each of the vertical kill walls are four control rods. Each time you knock a particle into a rod, that rod disappears. When you destroy all four rods from one wall, the core will shrink back to its normal size.

To keep the enemy particles from ganging up on you, you're equipped with a limited number of decoys. When a decoy is released by pressing the red firing button, a small dot will appear in the position where your ship was and stay there for a few seconds. While the decoy is onscreen, the enemy particles will leave you alone and flock around it. If it is close enough to a kill wall, many of the particles will crash into it and destroy themselves while they are ganging up on the decoy.

CHINA SYNDROME
(SPECTRAVISION)

In *China Syndrome* the reactor is nine levels high with each level consisting of three zones: red, blue, and yellow. The screen displays one level of the reactor at a time as seen from the side rather than from above as in

Reactor.

You control a robot arm that must catch particles within the reactor. The particles are released one at a time in each of the three color zones and then dance inside their respective zones. Although your arm can pass from zone to zone, the particles can only stay within their own color group. You can catch a particle by covering it with the arm and pressing the red firing button, causing the particle to disappear. When you clear all three zones of particles you will proceed to the next level, which features faster moving particles.

You must be quick to retrieve the particles. When a particle has been onscreen for a brief length of time, it will split into two separate particles, adding to the number that must be retrieved. Each of these particles will also split if they have not been captured after a short time.

There is also a time limit in which you must clear the level of all particles in order to proceed to the following level. If the screen hasn't been cleared of particles when time runs out, you'll lose one robot arm. If you lose all of your arms without reaching the bottom of the reactor (the highest level), then a meltdown will occur and the game will end.

MELTDOWN
(FOX)

In *Meltdown*, you must again cool down the radioactive atoms in order to avoid the dreaded meltdown. The screen displays sixteen atoms in
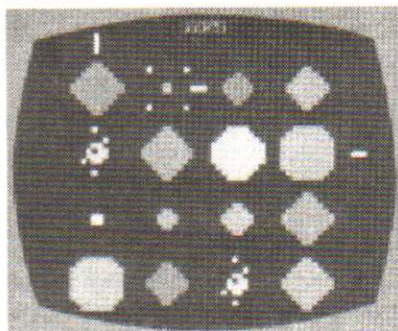
a 4x4 grid. You control both a horizontally moving cursor (X) at the top of the screen and a vertically moving cursor (Y) at the right border of the screen. The object of the game is to cool down radioactive atoms as they go wild. If you allow them to be wild for too long, meltdown will occur. You can cool down a radioactive atom by placing your X cursor over the vertical row in which the wild atom appears and the Y cursor alongside the atom's horizontal row. When this is accomplished, press the red controller button and the atom will begin to cool down.

Unfortunately, no sooner can you bring one atom under control then a second atom will begin to turn radioactive. You must quickly change the coordinates of your X and Y cursors in order to cool down the second atom. Eventually a number of atoms will turn radioactive and you must jump from atom to atom in an effort to cool all of them down in order to avoid a meltdown, which occurs if you stay away from a radioactive atom for too long of a time. The game, in a manner of speaking, is similar to *Dishaster*.

CHAPTER 28
ASSUME YOUR SECRET IDENTITY

While many videogames put you in control of lifeless objects such as space ships or cursors, other games, such as *Tape Worm* or *Room of Doom*, have you assume the roles of living creatures. In some cases, like *Pitfall!* and *Donkey Kong*, the character you represent even has a name. However, the characters you portray in these games never existed before the games were designed. There are other games in which you portray a character that is taken out of history or mythology. These are well known characters whose names would have been known even if there weren't video games.

The first game to put the player in the role of a famous hero was *Superman*. Other games followed such as *Spider-man*, *Popeye*, and *Flash Gordon*. However, these aren't the only games that put the player in famous roles. In this chapter we will look at many others that exist.

CUSTER'S REVENGE
(MYSTIQUE)
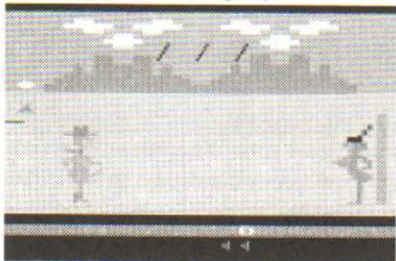
In *Custer's Revenge*, you assume the role of a scantily clad General Custer. The object of this X-rated game is to avoid Indian arrows as you make your way from the left side of the screen to the right where an Indian squaw is tied up. Reaching the squaw safely, and then taking advantage of her by repeatedly pressing the red firing button score points. A point is scored each time the button is pressed. Once fifty points are scored, you'll return to the left side of the screen and the arrows will fall at a faster pace. A turn is lost if you get hit by an arrow.

A variation included on the cartridge is played exactly as outlined above with the addition of a pair of flashing cacti. You can only get past a cactus when it flashes off the screen, while walking into a visible one will get you stuck in a very sensitive spot, costing you a turn.

JOURNEY ESCAPE
(DATA-AGE)
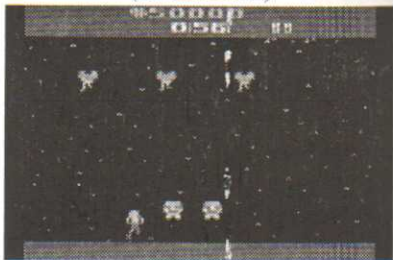
In *Journey Escape*, you don't just become one person, you become five: each member of the rock group Journey. The storyline is that you have just completed a concert and are rushing to get to another one. Unfortunately, while you're trying to exit the concert hall, a gang of groupies, photographers, promoters, and even stage barriers, block your way. You must get around these obstacles and make it to your escape vehicles as fast as possible since time is money!

You control each member of the band one at a time, as he tries to escape from the concert hall. Your character appears at the bottom of the screen, while the obstacles, which are displayed as symbols, descend from the top. The higher you move up the screen, the faster the obstacles will fall. Initially you have one minute to reach the escape vehicle, but running into any obstacle will slow you down.

You begin the game with fifty thousand dollars but lose money each time you run into an obstacle. Fortunately you don't have to avoid all of the onscreen characters. If you run into a roadie, you will be able to safely run over any other objects for a few seconds. If you run over your agent, you'll be able to pass through all of the obstacles safely until you reach your escape vehicle.

If you reach the escape vehicle before time runs out, you'll be given additional money and then become the next member of Journey who is trying to escape. The obstacles you face will be tougher than in the previous round, but any time remaining from the previous band member will be added to the full minute you are given on your next time out.

If you succeed in getting all five band members to their respective escape vehicles, there will be an intermission as the group flies off to their next concert. The game will then resume and you will once again assume the role of the first band member. The game ends when you run out of time.

JAMES BOND
(PARKER BROTHERS)
James Bond puts you in the guise of the famed secret agent as he

embarks on several assignments based upon five different James Bond movies.

In "The Spy Who Loved Me" you must avoid giant tankers as you descend underwater to find SPECTRE's lab that must be destroyed to collect the rescue buoy. In "For Your Eyes Only" you must retrieve valuable radio equipment from a sunken ship. "Moonraker" has you deactivating three deadly satellites before they can destroy the Earth. In "Diamonds Are Forever" you must capture the tower of an oilrig, while "Live And Let Die" offers a driving contest in which you need quick reflexes to survive.

Once all five adventures are accomplished, you will be offered the chance to receive the highly acclaimed 007 rating. To earn this rank, you must decode a puzzle designed by Dr. No to test your intuitive skills.

CHUCK NORRIS-SUPERKICKS
(XONOX)
KUNG FU SUPERKICKS
(TELEGAMES)

As Norris, in *Chuck Norris-Superkicks*, you search for mystical truths in a monastery that is located at the end of a maze-like forest. You must choose the correct path through the forest and get to the monastery before time runs out. A clock appearing at the top of the screen ticks off the seconds remaining in the game. Stepping off the path will cause the clock to speed up.

As you walk along a path the playfield will scroll vertically, until you encounter a warrior. You must go into kung-fu combat against the warrior in order to proceed on the path. Depending upon the warrior, you can use either your arms or your legs to deflect your enemy's blows, as well as to knock out your opponent. Each time a warrior is knocked out, another one will appear. Getting hit by a warrior's Chinese Star will return you to the beginning path of the screen where you were defeated, forcing you to face that particular group of warriors again.

If you win against the group of three, five or six warriors, you'll receive an extra minute of playing time and return to the path to resume your journey until another group of warriors challenge you. Once seven groups of warriors are defeated, you will earn a black belt and be able to reach the monastery to fight the Ninja. Unfortunately Ninja attack three at a time and can also appear and disappear at will. The more Ninja you destroy, the more points you will earn.

SIR LANCELOT
(XONOX)

In *Sir Lancelot*, you assume the role of the famous knight on a quest to search for the Blue Sword. Like Ja-

son at the end of No Escape, Sir Lancelot rides atop the winged horse Pegasus whose wing speed, altitude, and direction are all controlled by you. While flying on the horse you will discover a cave where you will be attacked by winged creatures. You must avoid these creatures and try to destroy them by either spearing them or forcing them to the ground where they can be trampled. If you get past them and enter the cave, you will see the Shield, but a fire-breathing dragon and more winged creatures will block your path. The only way you can stop the dragon is by extinguishing its flame with blocks of ice taken from the cave walls before they melt. Once the Shield is retrieved you'll proceed to fight another battle in a cavern that is much smaller and darker than the previous one. The game ends when the enemy creatures stop you.

ROBIN HOOD
(XONOX)
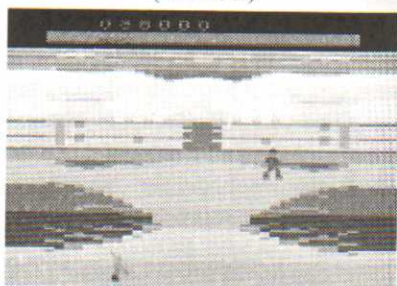
In *Robin Hood*, Maid Marian has been locked up in the evil Sheriff of

Nottingham's castle tower. As Robin Hood you must rescue her by successfully navigating Sherwood Forest and making your way to the castle. While running through the forest, the sheriff's henchmen will attack you by throwing spears, which can be avoided by shooting them down with your longbow. Each time you kill one of the henchmen you'll acquire riches, which are used to help the poor.

Before you can reach the castle, you must kill all of the henchmen in the forest. Once this is accomplished, the castle guards will begin bombarding you with arrows and fireballs, which are stopped by shooting the gatekeeper with an arrow.

You will then enter the castle and run up the tower steps. While climbing the staircase, the collapsing steps must be avoided or they will send you to your death if you fall through them. As in *Smurf: Rescue*, you will be rewarded with bonus points and a kiss when you rescue your girl. The game then begins again with your journey through the forest becoming even more difficult.

GARFIELD
(ATARI)
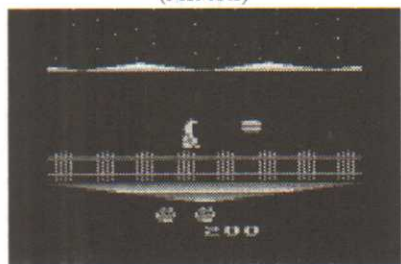
As *Garfield* the cat, you get to prowl through the backyards at night getting into the type of mischief that cats love to get into.

On the first screen you must jump your way across the top of a picket fence as you try to grab all of the hamburgers that come towards you. You score 50 points for any hamburger that you catch. You jump by pressing the red controller button.

The second screen is similar to the first one. However this time you must avoid flower pots that are being tossed at you. You can avoid them by pressing the joystick controller towards you which will cause Garfield to duck.

The third screen brings you to a rooftop. You must make your way across the roof. However, because careful of Obie the dog who occassionally jumps out of the chimney. If he nabs you, you'll lose a life. If you successfully make it across the roof you'll return to the first screen at an accellerated speed.

BUGS BUNNY
(ATARI)
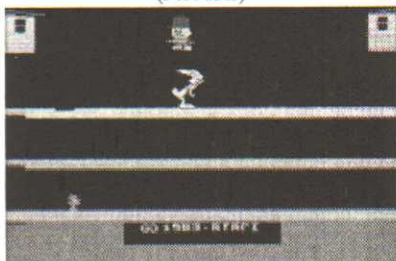
In *Bugs Bunny* you can play the role of the infamous rabbit. In two-player games you can also be Elmer Fudd.

The playfield in *Bugs Bunny* consists of three horizontal level. As Bugs Bunny, you must jump into your rabbit hole on each of the three levels while avoiding Elmer Fudd who roams across the top of the screen shooting down buckshot. You can jump into a hole by pressing the red controller

button and diving into it. When you successfully jumped through all three holes, you'll move on to the next screen where you must jump down into three more holes while now avoiding a much faster Elmer Fudd. If Elmer Fudd shoot you three times, the game is over.

In the two-player games, the player who controls Elmer Fud must shoot Bugs Bunny hefore he runs out of his eight bullets.

As you have seen, most games fit into one category or another. They can be placed in categories based upon their gameplay similarities (as in the *Space Invaders* type-games of Chapter 1) or they may be similar in theme (as in the animal games of Chapter 24). In the latter, the games are usually unique from one another but share the common theme. However are other unique games that don't have any similarities in play or themes with a majority of games. In this chapter we will explore those games that are too different to be included anywhere else.

STREET RACER (ATARI)
SPEEDWAY II (SEARS)
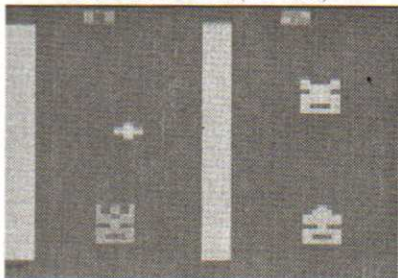
In "Scoop Ball," a variation on *Street Racer*, you control a Scooper that can be moved horizontally at the bottom of the screen. Descending from the top of the screen are computer Scoopers and "Plus" (+) signs. You must steer your Scooper to avoid being hit by a computer Scooper. On the other hand, you must position your Scooper so the plus signs so you gain possession over them. Once a plus sign is controlled, you can steer your Scooper into a computer Scooper. The computer Scooper will then take the plus sign(s) from you. You'll score one point each time you catch a plus sign, and two more points each time you deposit them into a computer scooper.

SURROUND (ATARI)
CHASE (SEARS)
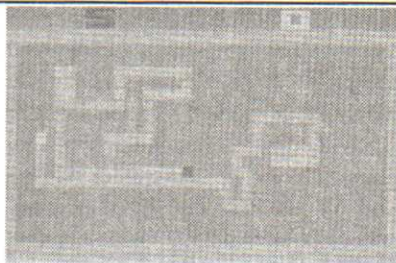
Surround was the forerunner of *Tape Worm*. As in *Tape Worm*, you control the direction of a cursor that leaves a solid, ever-growing line in its wake as it moves across the playfield. In *Surround*, there are two such cursors onscreen at the same time. While you control one of them, the second will be controlled by either another player or by the computer. The object of the game is to keep your cursor moving the longest. As the two cursors move, their trails become increasingly longer making it more difficult for you to navigate. If your cursor touches any part of any line, your opponent will score a point. The first player to score ten points wins.

INDY 500 (ATARI)
RACE (SEARS)

"Tag," a variation included on *Indy 500*, is based on the popular children's game. You must avoid the player who is 'IT'. In this case, two
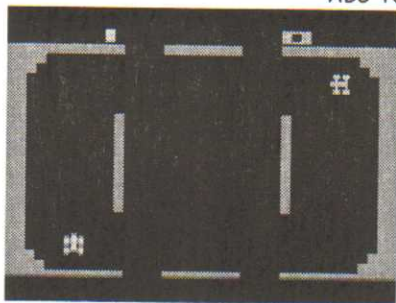
players using onscreen cars play the game. One car flashes while the other remains solid. The player with the solid car is "IT." If you are '"IT" then you must go after your opponent and hit his car with yours. If you succeed, his car will stop flashing and he will become "IT" and must therefore go after you. You'll score one point for every second you're "IT." The first player to reach 99 points is the LOSER.

SNEAK 'N' PEEK
(VIDTEC)
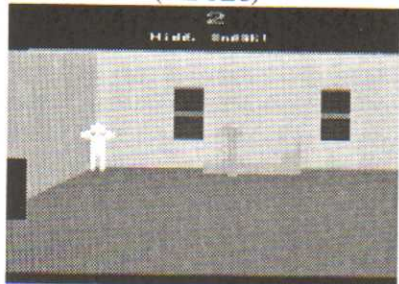
Another game fashioned after a childhood game is *Sneak 'N' Peek*, which is video hide and seek. When you are "IT" you must hide your eyes while your opponent moves his onscreen character through three rooms and the outside of a house searching for a hiding place. Each of the four screens contains five hiding places. Once the hider has found a spot, the screen will return to the room your character is in, allowing your opponent to go look for you. While the

hider is looking for a place to hide, a clock ticks off the amount of seconds it takes. When you go searching for the hider, you'll have four times the amount that was on the clock find him. If you find him before time runs out, then you become the hider. If time runs out on you then you must hide your eyes again.

PEEKABOO
(ATARI)
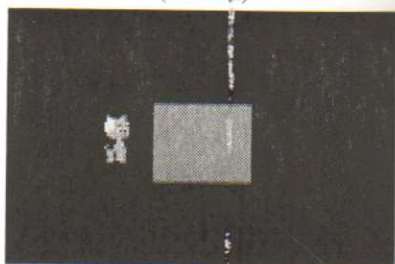
Peek A Boo is an unfinished game that combines the child's game of Peek-A-Boo with Hide And Seek. Depending upon the option selected, one, or a group of squares, appears on the screen. A little kitten hides behind the square and frequently sticks out while the computer plays a muscial tone that sounds like Peek-A-Boo!

RPS
(HOMEBREW)
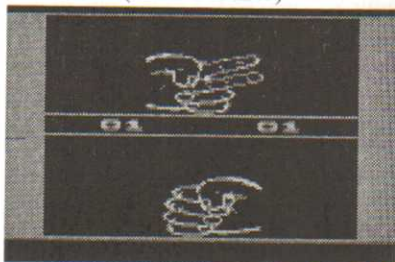
Another child's game which has been released for the VCS is RPS, which stands for *Rock, Paper, Scissors*.

The game starts with both play-

ers holding their joysticks with the red firing buttons pressed down. on-screen fists to rise, After releasing the red button players must choose between rock, paper, and scissors by moving ther joystick to the left, right, or by doing nothing. The choices are displayed on the screen and the winner is indicated.

DISHASTER
(ZIMAG)
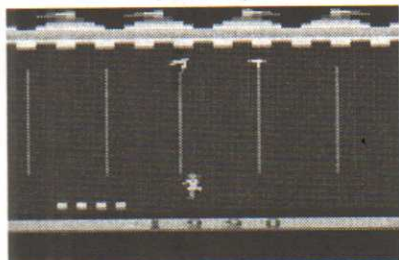
In **Dishaster** you control a little girl at the bottom of the screen who performs a circus act of balancing between six, eight, and ten plates on poles. You can choose two at a time. You must then move the girl horizontally from pole to pole to keep her plates from falling off the poles. When a plate is about to fall it begins to wobble. At this time you must move the girl under the pole with the wobbling plate and press the red firing button. If you can't get to the pole in time to get the plate spinning, it will fall. If you catch the plate before it hits the ground, you can set it back on top of the pole and start it spinning again. You'll lose a turn if a plate hits the ground, and the game ends when you lose four turns. The object is to keep the plates spinning as long as possible, while a timer at the top of the screen records how many seconds the game lasts.

KICK MAN
(HOMEBREW)
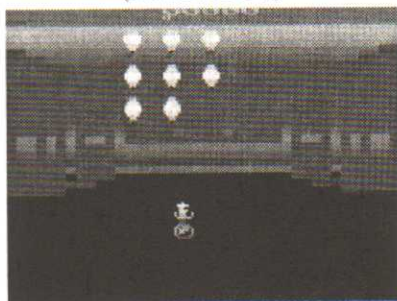
Move a man on a unicycle and catch falling balloons on your head. If you miss one, you can try and kick it back up. If a ballon hits the ground, you'll lose a life

FIRE FIGHTER
(IMAGIC)
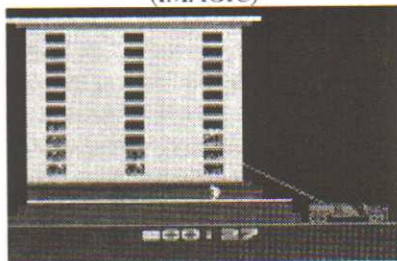
Fire Fighter, like *The Towering Inferno*, features a burning skyscraper. Like thepreviously mentioned game, the object of *Fire Fighter* is also to rescue a victim from the building, but the way you go about this is completely different.

In *Fire Fighter* the victim sticks his head out the window and screams for help as the fire rages on the floors below him. Every time the fire takes over another floor, the victim will retreat up one level until he reaches the roof. Once he reaches the roof, he will remain there until help arrives. The flames will never spread to the roof.

You can rescue the victim by positioning your ladder against the side

of the building at the proper floor. Once the ladder is in position, you must climb up and rescue the eagerly awaiting victim. However, if you're too late and the victim has moved up to another floor, you will have to climb down the ladder, reposition it to the proper level, and then climb back up again.

Because this is a race against time, you must rescue the victim in the shortest possible time. The more times you have to reposition the ladder, the longer it will take you to reach the victim. In addition, you cannot rescue him from the roof. If the victim goes up there you must wait for the flames to die so he can return to a lower level. This will use up valuable time.

One way to keep the victim from climbing to a higher level is by extinguishing the flames by moving the fireman under them (he can be moved horizontally) and pressing the red firing button. Unfortunately your water supply is limited, allowing the flames to start up again once your water is depleted.

BURNING DESIRE
(PLAYAROUND)

Another game that features a fire rescue is **Burning Desire**, an X-rated game in which you must rescue a woman from the top of a burning building. This is done by flying overhead in a helicopter and dropping pellets to extinguish the flame.

You must be fast because two men appear at the sides of the burning building and begin throwing bombs upwards. You must avoid the bombs or lose a life. While avoiding the bombs you won't be able to toss down any more pellets, which causes the fire to grow larger. If it gets too hot the girl will disappear. The game ends when a bomb hits you three times or when the girl gets burnt.

Successfully extinguishing the flame will cause the girl to jump up and down, catch hold of you, and allow you to fly off and have sex together.

JUNGLE FEVER
(PLAYAROUND)

Jungle Fever is the female equivalent of *Burning Desire*. In this game you are a woman who must rescue a man from a fiery jungle atmosphere in a manner similar to that employed in *Burning Desire*. If you succeed the two of you will go off and have sex.

JEDI ARENA
(PARKER BROTHERS)

Jedi Arena is a unique contest between one or two players where each player assumes the role of a Jedi Knight. Each knight appears on opposite sides of the playfield and both are surrounded by a force field. The
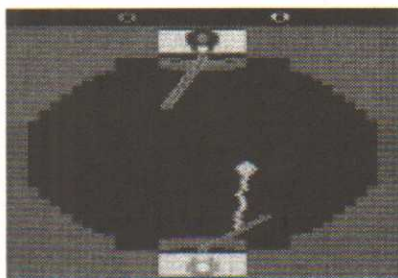
object of the game is to break through your opponent's force field one brick at a time (as in the *Breakout* games of Chapter 15) and destroy your opponent.

In the center of the screen is a Seeker, a round object that shoots out harmful bolts of lightning. By turning your paddle controller and pressing the red firing button, you can shoot out bolts towards your opponent's force field. Unfortunately while you are doing this, he is doing the same thing to you. Occasionally the Seeker will accumulate too much energy and begin shooting off bolts in both directions. When this occurs, you no longer have control of the seeker and can only assume the defense.

You can defend yourself by moving your lightsaber. The lightsaber is a long rod of light that extends from your knight out into the playfield. Turning the paddle controller will move the lightsaber left and right. The lightsaber is the only protection you have against the lightning bolts. To be safe from harm, you must position it directly between your force shield and the lightning bolt. Unfortunately, since the paddle controls both the movement of the lightsaber and the direction that the Seeker will fire bolts at your opponent, you have to be fast to assume both offensive and defensive roles.

A match ends after one player has

destroyed his opponent's knight. As this point players reverse sides, and the game ends when one player has destroyed his opponent three times. In one-player games the computer assumes the role of the opponent.

QUADRUN
(ATARI)

The playfield in *Quadrun* is divided into four sectors. In the center of the four sectors is an area known as the Runt cage. The top and bottom sectors are joined vertically and the left and right sectors are joined horizontally. If you are in the bottom sector you can move to the top one by pressing the joystick forward. Likewise, if you are in the top sector, you can press the joystick backwards to jump to the bottom sector. If you are in the left sector, tap the joystick to the right and you'll be in the right sector. Tap the stick to the left while in the right sector and you'll jump to the left. You can move from a horizontal sector to a vertical one (and vice versa) by merely touching one of the side walls.

Enemy creatures called Captors travel vertically up or down the screen. Your job is to get in their path, fire a phaser ball at them, and then jump to the opposite sector and catch the ball. Each wave consists of five captors that will either be caught or will make it to the bottom or top of the screen

and escape. If one should escape, a critter line at the top of the screen will become smaller. The game will end when the critter line diminishes altogether. The game will also end if you lose all of your phaser balls (you begin with three), and they can be lost by not retrieving them after you shoot them. You'll also lose a phaser ball if a Captor hits you.

Runts move horizontally. They leave the Runt cage and try to reach the end of the screen. You must catch the critter before it can reach the end of the screen. If it succeeds, the critter counter will become smaller.

Quadrun is unique among all of the 2600 cartridges because it is the only one that talks. At the beginning of every level a voice says "Quadrun, Quadrun, Quadrun."

SKY DIVER (ATARI)
DARE DIVER (SEARS)

In *Sky Diver* you control a paratrooper who jumps out from a plane that moves across at the top of the screen. Points are earned by having him land on the target at the bottom of the screen. The longer it takes to release the parachute, the more points you'll score upon a successful landing. However there is a point of no return in which the parachute won't open. If it doesn't open you'll fall to the ground and lose points.

Besides having to decide when

to release your chute, you must also deal with the wind. A flag at the bottom of the screen tells you how hard, and in what direction the wind blows. You can move your diver horizontally if he isn't directly over the target, but he'll move slower against the wind, and faster with it.

HUMAN CANNONBALL (ATARI)
CANNONMAN (SEARS)

The *Human Cannonball* is a little man who must be shot from a cannon and land in a small water tower. To successfully get the man into the tower you must adjust two out of three variables. The three variables are the speed that the man will travel upon leaving the cannon, the angle of the cannon, and the cannon's position on the screen. The computer automatically sets one of these variables to a random position and you must adjust the remaining two. After the man is shot from the cannon you can move the tower horizontally so he can land in it.

The object of the game is to get the man into the tower seven times. In two-player games the first player to score seven points wins. In one-player games you must score seven points before getting seven misses.

MASTER BUILDER
(SPECTRAVISION)
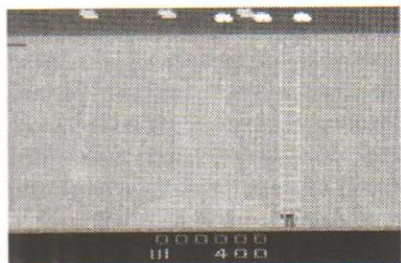
The object of *Master Builder* is to follow the blueprints and construct five separate buildings as a number of factors try to keep you from completing your task. This is a game that will tax your memory rather than give you a lesson in following instructions. The reason for this is because the "blueprints" appear in the form of a building. When the game begins you will see a skyscraper for only five seconds, after which it will vanish. Your job is to remember exactly how the building looked and construct it exactly from memory.

To construct the building you must first get a supply of bricks from stores located at both ends of the playfield. The skyscraper must be constructed in the center of the screen. Once you have as many bricks as can be carried, you can lay them across the foundation. Once the bottom row of bricks have been set down, you must then use a ladder to climb up and put down each succeeding row. The ladder can be moved horizontally anywhere along the width of the foundation. After you run out of bricks, you must return to one of the stores to get more. Once the building is complete and think it is exactly the way that the blueprint specified, you may climb to the top and wait for an approaching helicopter. If the building has been built correctly, the helicopter will carry you off to the next site. If

the building hasn't been constructed exactly right, you'll be thrown from the helicopter, lose a turn, and have to start all over again.

Unfortunately there are other ways in which you can lose a turn. Occasionally a dog will run across the bottom of the screen. You can evade the dog by either jumping over him or by climbing up the ladder. If the dog touches you, you'll get bitten and lose a turn. In addition to the dog, you must also avoid a kid who occasionally runs across the bottom and steals your ladder. As long as you aren't on the ladder when he steals it, you'll be safe. If you are on the ladder, you'll fall off and again lose a turn. Another way you can lose a turn is by being struck by lightning. As long as you're not on the highest completed portion of the building when a storm hits, you'll be safe. The storm will cause some damage however. The top floor will be destroyed and you'll have to put new bricks down in place of the ones that were destroyed.

Master Builder may be played with either a time limit or a brick limit. When either runs out, you'll lose a turn. The game ends when you run out of turns.

SAVE MARY!
(ATARI)
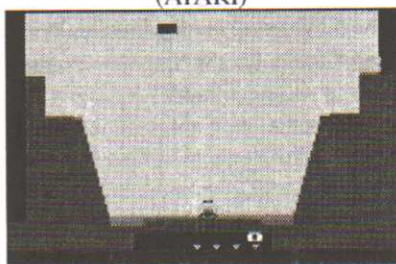
Help! Mary has fallen into a ravine that is rapidly filling with water!

Your job is to **Save Mary**! You can do this by controlling a crane that moves across the top of the screen. Large bricks appear at the top of the screen and you must raise them with the crane and then drop them into the ravine where Mary is crying for help. Be careful not to drop a brick on Mary or you'll lose a turn. You must drop the bricks atop one another so Mary can climb up them until she is finally high enough for you to pick her up with the crane. If you fail to get Mary to higher ground you'll lose a turn if she drowns.

GLACIER PATROL
(SUNRISE/TELEGAMES)
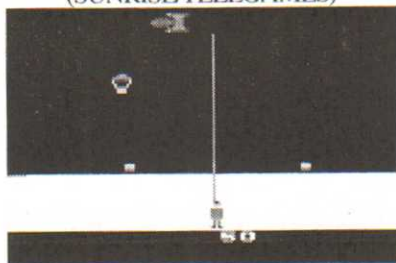
In *Master Builder* and *Save Mary*, your job was to build a wall. In *Glacier Patrol* you must keep a wall from being built.

While on guard duty at the North Pole, you come across an alien spaceship. The occupants of the ship are dropping down ice blocks. Their intention is to build a wall with the ice blocks to prevent the humans from stopping their intended invasion. It is your job to stop them.

You can stop them by standing under an ice block as it falls, and firing a heat ray at it. However, if the block hits the ground, it will begin tgo form a wall if it lands next to another block. When you walk under a wall it you will slow you down, and you have to

be quick to shoot down the block. Occasionally a creature will run across the screen and try to get you. You must jump out of its way. If it gets you it will knock you down for a short while and during this time you will not be able to fire heat rays.

The game ends if ther aliens creatre a complete wall. If you score 10,000 points the sun will appear and melt any portion of the wall.

LOOPING
(COLECO)
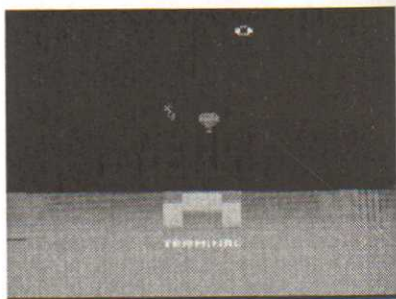
This game is called *Looping* because the plane that you control can only fly in a rotating fashion. You must control the plane by pushing the joystick forward to descend or backward to climb. While doing this you must avoid buildings on the ground and hot-air balloons in the sky. You lose a plane whenever you have a collision and the game ends when you lose all of your planes.

Looping is separated into two main sections: The Airfield and The Pipe Maze. Each level begins on the runway of the airfield where you must start the game by successfully taking off. There are three possible missions depending on what level you are playing: Destroy the Terminal, Destroy the Missile, or Destroy the Terminal and Missile. To destroy your target, you're

going to have to shoot through the blocks that make up the structure. Since your plane is constantly moving you can only take a few shots at your target before passing over it. If you succeed in destroying the Terminal it will turn gray and the gate at the far end of the Airfield will open to allow you to advance to the next section of the game.

The Pipe Maze is a huge maze of pipes that you must fly through. The first room in this maze is fairly open, with several paths to take you to the next room. The main enemy in this room is a large green drop of ooze that constantly drips from one of the pipe opening. The second room is very similar to the first, except it contains a "monster" which bounces around the top right corner. Destroy the monster quickly and move to the final room. In the final you must maneuver past three bouncing balls that are blocking the entrances to the small inner room. Once you make it inside you've got one last ball to deal with before you can reach the end of the level. After you fly over the finish line you'll begin a new and more difficult level.

BARNSTORMING
(ACTIVISION)
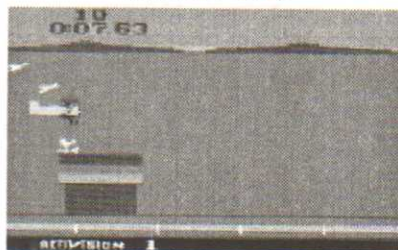
In **Barnstorming** you pilot a bi-plane through a specified number of barns in as fast a time as possible. The plane can be controlled vertically

while the barns and obstacles scroll horizontally from the right at the bottom of the screen. If you fly too fast, a flock of geese will appear in your path. If you hit one of the geese they will slow you down, so you must maneuver around them. Other objects that must be avoided by flying over them are windmills that appear between the barns. If you fly over a barn, rather than flying through it, one more barn will be added at the end of the course. The game won't end until you've flown through the required number of barns.

SKY JINKS
(ACTIVISION)

Sky Jinks is a combination of *Barnstorming* and *Skiing*. In this game you pilot a racing plane through a course featuring a set number of pylons. Your plane appears at the bottom of the screen and can be controlled horizontally, while the pylons scroll vertically from the top of the screen. Pylons alternate between red and blue and you must pass on the left of the blue pylons and on the right side of the red ones. Pushing the joystick forward or backward will raise or lower your plane. This is necessary since there are air balloons flying in your path that you may have to fly under in order to avoid collisions. You must also avoid trees, or you'll lose time if you crash into them.

SKY PATROL
(IMAGIC)
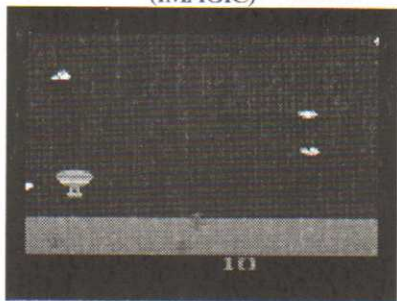
Another game that features weather balloons is *Sky Patrol*. In this game you control a hot air balloon that begins the game sitting on a launch pad in the middle of a field. You can launch the balloon by filling it with enough hot air by pressing the joystick forward. The amount of air in the balloon is shown as a pink bar at the bottom of the screen. Once you are airborne, you can descend by pulling the joystick, which lets the air out of the balloon. The direction of the wind varies depending on your altitude, but thr drifting clouds will ltell you which way the wind is blowing.

The object of the game is to get your balloon from Point A to Point B in as fast a time as possible. There are different wind speeds at different altitudes, and you have to ascend or descend to catch the fastest current.

MANGIA
(SPECTRAVISION)
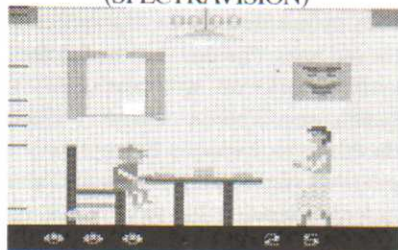
In *Mangia* you control a little boy

sitting at the table at the left side of the screen. Beneath the table is a dog and over your shoulder is a window. Every few seconds your mother approaches from the right side of the screen carrying a huge bowl of pasta that she sets at the table. When she leaves you must decide whether you want to eat the pasta, throw it out the window, or feed it to the dog before she returns with another bowl. As the game proceeds, the mother will appear more frequently meaning that you have to dump your existing pasta faster and faster.

GHOSTBUSTERS
(ACTIVISION)
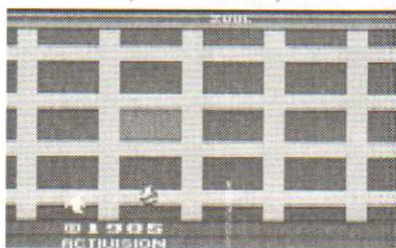
As the *Ghostbusters* you must earn enough money by busting ghosts before their dangerous PK energy builds up and reaches critical mass.

You begin the game with $5000 and the PK energy is set at 0. You must amass $10,000 before the PK energy reaches 9999. With the $5000 you must buy crucial tools that will help you bust the ghosts: an image intensifier, bait, a vacuum, and traps. Once armed, you can drive through the city searching for ghosts. The city is displayed as a 16 square block viewed from above. While you are driving you will see ghosts drifting towards the top of the screen where Zuul's temple is located. You must stop them from reaching the temple by touching them. The

screen will then shift to a driving mode where you control a car on the road. When you see the ghost you touched, press the red controller button and the vacuum will suck it up. If a ghost successfully reaches Zuul's temple an additional 100 points will be added to the PK counter.

While you are on the city screen you can spot buildings that have ghosts inside of them. The square block will flash red. When you reach the building, the screen will shift and show the front of the building with the ghost flying around. You must lay a trap and then assume a position at the left side of the screen. A second Ghostbuster will appear who must assume a position on the right side of the screen. Once the two of you are in place you will discharge negative ionizers that will trap the ghost. When the ghost is in position above the trap, press the red controller button and the trap will reach up to grab the ghost. If you succeed you will earn money, but if you fail, 300 PK units will be added and you will lose a man. If you lose two men or run out of traps, you must return to Ghostbusters Headquarters. This is displayed on the map as a flashing yellow square block.

GHOSTBUSTERS II
(SALU)
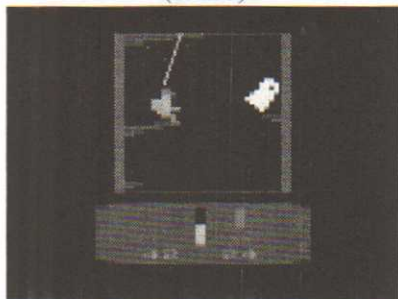
Five years after the previous

game took place, the Ghostbusters have discovered a huge tunnel of slime running through the old Van Horne pneumatic transit line beneath the city. This time the slime is feeding off the bad moods of the people around the city. Since it takes slime to battle slime, your job is to get down into the shaft and get a sample of the slime.

While in the shaft you must swing from side to side. Your feet must touch the bonus items on the sides of the shaft to pick them up. You must assemble the slime scooper by collecting all three of its pieces from the sides of the shaft. Collect all of the courage-restoring elixir that you'll find hiding in the nooks and crannies of the shaft. However there are ghosts trying to stop you every inch of the way. One of them will even try to cut away at your rope. If he succeeds you'll fall to your death!

If you successfully get down to the bottom of the shaft and get your slime sample, you'll have enough slime to battle the slime that has taken over the city. The action will switch to Broadway where the Statue of Liberty unleashes a fireball from her torch to destroy the ghosts. When a ghost is hit, it will dissolve into a glob of slime that the Ghostbusters will mop up.

PARTY MIX
(STARPATH)

Party Mix is a series of five entirely different games together on one cassette. Two players can play these competitively, or by four players divided into two teams of two players each.

With the exception of "Tug of War," all of the games feature screens split horizontally at the center with two

identical playfields in each half. One player or team uses the upper playfield and the other uses the lower playfield.

The five games on *Party Mix* are "Bop a Buggy," "Tug Of War," "Wizard's Keep," "Down On The Line," and "Handcar." All of the games except "Handcar" are described in previous chapters.

In "Handcar," you must operate a handcar on a railroad track through the desert. In two-player games each player operates their own handcars, while in four-player games each team operates one handcar. The handcar carries a man (two men in four-player games) who must operate the vehicle by pressing down on a crossbar. Whenever the man's arm is even with the crossbar, the handcar will move along the track. By continuously moving the man's arm to keep them even with the crossbar as it moves up and down, you can build up speed and move through the desert. If you lose control and the man's arm is not even with the crossbar, the handcar will slow down.

As you move through the desert you'll pass a variety of objects such as rabbits and scrolling crossing signs. The first player or team to reach the second crossing sign wins the game.

VIDEO SIMON
(HOZER VIDEO)

Video Simon is modeled after the electronic game of the same name. The screen displays Simon, a round console with four colorful buttons. When the game begins, Simon will briefly light up one of the buttons. You must then move your joystick in the direction that cooresponds to the button that Simon lit up. If you correctly respond, Simon will repeat its sequence and then add one more tone at the end and then it's once again your turn. The game ends immediately if you press a wrong button. You will also lose if you take too long to respond.

OFF YOUR ROCKER
(AMIGA)
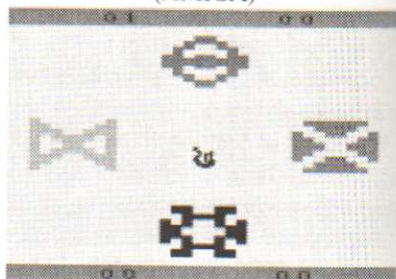
While on the subject of party games, we come to *Off Your Rocker*; a game based on two other non-video party games: *Twister* and *Simon*.

While standing on the Joyboard, you must move your body in different positions based upon the colors and sounds that come from the TV. As in the classic *Twister*, each object or sound will tell you to what position you must move. The *Simon* aspect of the game tells you in which order you must move in these positions.

Other games that are similar to Simon appear on the *Brain Games* cartridge. These games are featured in Chapter 25.

VIDEO REFLEX
(EXUS)
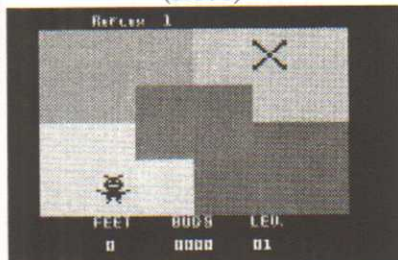
Video Reflex is similar to *Off Your Rocker*. This cartridge is used in tandem with the Foot Craz Activity Pad to test your reflexes.

. The Foot Craz Activity Pad has five dots on it, each one a different color. The screen displays five squares, each one having a color corresponding to the dots on the Activity Pad. The screen then displays a bug in one of the squares. Your job is to squash the bug by stepping on the dot on the Pad that has the same color as the onscreen square that the bug resides in. If you step on the wrong color you'll lose a life. A butterfly will also appear; costing you a life if you step on the dot that matches the square the butterfly is in. The game ends when you lose eight lives.

VIDEO JOGGER
(EXUS)
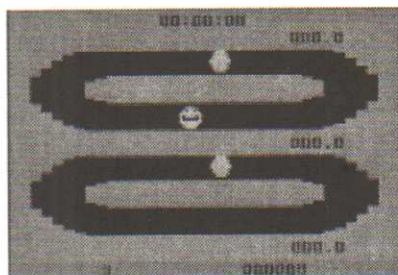
Like *Video Reflex*, *Video Jogger* is used in conjunction with the Foot Craz Activity Pad. The screen in this game consists of two oval tracks, one above the other. Each track has pace symbols that encircle it. One of the tracks has a "happy face" that symbolizes you. Your job is to jog on the Activity Pad by alternately stepping on the blue and orange dots. The faster you step, the faster your symbol will circle the track. The pacer symbol on the bottom track moves faster than the one in the upper track, so if you want to jog faster you should move to the lower track. You can do this by stepping on the red dot to move to the quicker dot and stepping on the yellow dot to return to the slow track. One lap around either track corresponds with jogging 35 yards.

MONSTERCISE
(ATARI)
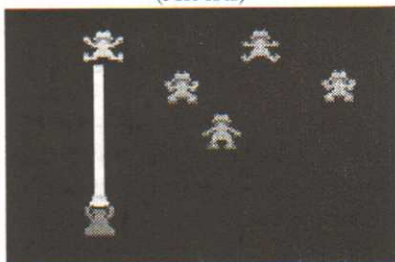
Little is known about *Monstercise* since it only available as a crude prototype. The little that does exist shows a group of Sesame Street Muppet monsters performing jumping jacks. Using the Kids Controller, the player moves Cookie Monster, who is carry something over his head, across the bottom of the screen. When Cookie Monster is under one of the exercising monsters, you fire a beam of light up at it, from the thing that Cookie Monster is carrying.

NAME THIS GAME
(U.S. GAMES)

SCUBA DIVER (PANDA)
SEA HUNT (FROGGO)
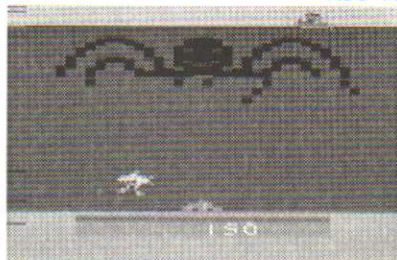
Name This Game, is an underwater game involving a diver, shark, and octopus. You control the diver who can swim across the bottom of the screen, directly above six bars of treasure. Near the top of the screen lies a giant octopus whose tentacles slowly make their way to the bottom. There is also a shark that swims across the screen, dropping down one row each time it reaches the side of the playfield in a *Space Invaders*-type manner. Your diver must shoot both the shark and the tentacles of the octopus to keep them from reaching the bottom.

Unfortunately precious oxygen is constantly being used while battling the underwater creatures. Every so often a boat floating on the water's surface will drop a line into the water and fall to the bottom of the screen. You must touch the line to receive some air. The longer you touch the line, the more air you'll receive.

The game ends when you lose all of your treasure. There are three ways you can lose the treasure, one bar at a time. Each time a shark reaches the same horizontal level as your diver it'll eat you and one bar of treasure. If one of the octopus's tentacles reaches the bottom you'll again lose one bar of treasure. Finally, another bar will disappear if you run completely out of oxygen.

Scuba Diver is similar to *Name This Game*. In this game you must jump out a boat by pressing the red firing button. Once out of the boat you will not gain control of your man until you are past the center of the screen. You must avoid the fish that swim in the water, but you can harpoon them by facing them and pressing the red firing button. However if the harpoon misses the fish, you cannot move until the harpoon returns to you. In other words, the fish is going to get you. If a fish does get you, you'll lose a turn and have to start at the beginning again.

Once you harpoon all of the fish you must enter the sunken ship and proceed to the second screen. In this maze-type screen you must get to the treasure without letting the three sea monsters get you. You cannot kill the sea monsters so you must avoid them. When you get one of the three treasures you must return it to your boat. However, the more treasures you get during a single dive, the more points you'll score.

At all times you only have 60 seconds to stay underwater. You must return to the surface and enter your boat through its center if you are running out of air. Once above water you'll be awarded with another 60 seconds underwater. If you run out of time

you'll lose a turn.

AQUAVENTURE
(ATARI)

Aquaventure is yet another game in which you control a scuba diver under water. As in *Scuba Diver*, you must avoid the the undersea creatures or else you'll lose a life. You can shoot them and score points or you can merely avoid them. While the goal is to score as many points as possible, you also have a mission to accomplish.

While you're under water, you are constantly using up oxygen. The only way to fill up your oxygen is by completing your mission. Your use of oxygen is symbolized by a turtle crawling across the top of the screen. Once the turtle reaches the 'air' sign on the right of the screen, you're dead.

In the first screen of *Aquaventure* you'll find yourself swimming among the fishes and other creatures of the deep. You must swim to the bottom of the screen where you'll enter a vertical cavern. You must swim to the bottom of the cavern where you'll spot a treasure chest. You must get the treasure chest and then return to the surface. On your way up, after you leave the vertical cavern, there will be a mermaid waiting for you. You must embrace the mermaid and together the two of you swim to the surface where you're oxygen will be replenished.

Then your off on your next mission.

Each new mission is different only in the number of vertical caverns that you must swim through to get to the treasure and back. In you're in the third level, there will be three vertical caverns that you must make your way through.

The game ends when you run out of lives. You can lose a life by running out of oxygen, being eaten by a fish, or by swimiing into the walls of the vertical caverns.

DR. SEUSS
(COLECO)

Dr. Seuss is a fishing game for small children that used the KidVid Voice Module. The playfield depicts a group of different colored fish swimming around a pond. You appear on the screen as a little boy with a fishing pole at the top of the playfield.

The Voice Module plays instructional songs that inform you which colored fish you must hook. Catching the correct fish will award you with a song of praise, and allow you to catch another fish. If you catch the wrong colored fish then the mysterious voice will sing out that you were wrong and must try again.

The method to catch a fish is similar to the one used in *Fishing Derby*. By manipulating the joystick, you can raise and lower the line, as well as move it to the left or right. However because this is basically an educational game that teaches children colors, the fish don't have to go up to the line and bite it in order to catch them. Merely touching a fish with the line is enough to catch it.

FISHING DERBY
(ACTIVISION)
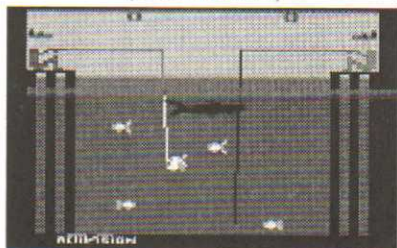
Fishing Derby is a children's game in which one or two players each control a fisherman who sits on a pier while lazily casting a fishing rod into the water. Fish swim across the screen in six vertical rows, with those in the bottommost rows worth the most points. The object of the game is to catch fish and reel them up to the surface to accumulate points. The first player to score 100 points is the winner.

Unfortunately, there is a hungry shark that swims directly beneath the water's surface. The shark tries to eat the fish as you are reeling them in. Any fish that the shark catches will vanish from your line and you won't receive any points for them.

The lines can be placed in the water by using the joystick controller. If the stick is moved to the left or right, the fishing pole will move out over the water in the desired direction. Pressing the stick down will lower the line into the water, while pushing it forward will raise the line. If you press the red firing button while raising a line with fish, the speed that the line is being raised will be increased. Only one person can increase the speed of their line at a time. If your opponent is bringing his fish up, you will not be able to increase the speed of your own line. To catch a fish, you must dangle the line near the fish's mouth. If the line is close enough, the fish will grab onto it and you can reel it up.

GO FISH!
(HOMEBREW)

Go Fish! Is another game in which a quick shark must be avoided at all costs. However in trhis game you control a fish that must avoid being eatten by the shark. You also have to avoid being eaten by any fish that is bigger than your's.

As a tiny fish in the ocean, you must eat smaller fish in order to grow. You score points for each fish that you eat, and if you eat enough fish, your's will grow bigger. There are six sizes that your fish can grow. However, if a fish that is bigger than your's eats your fish, the game ends.

You must also avoid other dangers of the sea such as jelly fish and electric eels, which will kill your fish on contact. And then there is the shark which will eat any fish, no matter their size.

FINAL APPROACH
(GAMES BY APOLLO)

Chapter 19 mentions several games in which you pilot a plane during take-off and landing. *Final Approach* puts you in a different position of the airline industry: this time you become an air traffic controller. Your job is to keep the four planes on
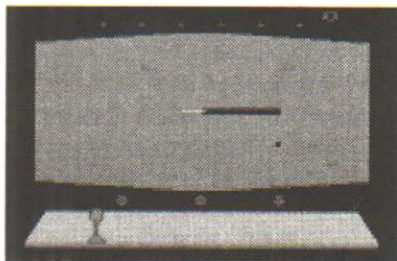
the radar (TV) from crashing into one another, and to bring the planes in for a safe landing.

Only one plane may be controlled at a time by positioning a cursor over the desired plane. Once the plane is under your control, it will move in the direction the joystick is pressed. If you release control of the plane, it will continue to move in the direction it was heading. To land the plane, you must direct it to the runway in the center of the screen. While you are doing this, the three uncontrolled planes will be moving around the screen on their own. You must constantly switch control to each of them to keep them from either hitting one another, or from leaving the playfield. If a plane leaves the playfield, it will randomly reappear a few second later.

To bring a plane in for a landing, you must direct it towards the runway. Once it reaches the runway, you must place the cursor over a button on the control panel at the bottom of the screen and the press the red firing button. The screen will then display a close-up of the plane approaching the runway from two viewing positions. The top one is a side view of the plane and the bottom displays an overhead view. By moving the joystick, you must make sure that the plane is in line with the runway in both views for a perfect landing. If you land successfully, you'll score points and will re-

turn to the first screen. If you don't land you will continue to fly and you'll return to the first screen without receiving any points. Occasionally a plane may have to make an emergency landing. When this occurs you must quickly take control of the distressed plane and bring it in for a landing. If you fail to comply, the distressed plane will crash. The game ends if four collisions occur.

G.I. JOE COBRA STRIKE
(PARKER BROTHERS)
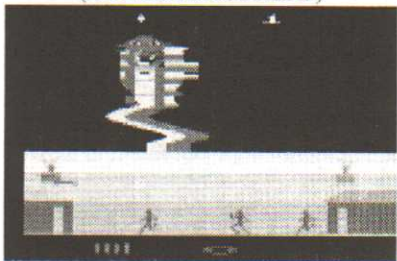
In *G.I. Joe Cobra Strike*, you control G.I. Joe whose platoon has been invaded by a giant cobra. You must destroy the cobra and save your men who appear running across the bottom of the screen from one barrack to another. The cobra moves across the top of the screen while dropping venom and laser beams over the men. The game ends when four of your men have been hit.

There are two ways the men can be saved. The first is by controlling a horizontally moving shield at the center of the screen. This shield will block the venom or laser beam if you position it in their path. Although you'll save the men you won't earn any points. The second method will protect the men and score points in the process. When you press the red firing button, a gun turret at the bottom of the screen will fire a missile that

must be aimed towards the Cobra. You must hit the Cobra directly between the eyes eight times in order to destroy it.

You will accumulate points each time one of the men reaches the safety of the barrack; each time you hit the cobra between the eyes; and each time you destroy the cobra.

One, two, or three players may play G.I. Joe Cobra Strike at one time. In two-player games you can play cooperatively where each player has his own gun turret and you work together to destroy the Cobra. You may also play competitively where one player assumes the role of G.I. Joe and the other controls the Cobra. There is also a three-player game where two players work cooperatively against the third player who is the Cobra. Games where a player assumes the role of the cobra end when either the cobra is destroyed, or when the cobra kills four of the running men.

FANTASTIC VOYAGE
(FOX)
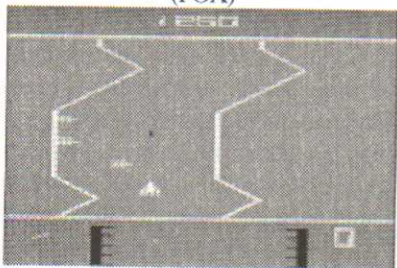
In *Fantastic Voyage*, as in *Suicide Mission*, you pilot a microsub within a patient's bloodstream as you make your way to destroy a blood clot before time expires. The bloodstream you travel through is a vertical path that scrolls down from the top of the screen. As in *Journey Escape*, your ship is displayed at the bottom of the

screen and can be moved horizontally. By pressing the joystick forward, your ship will move towards the top of the screen while the path descends faster.

There are several objects that float within the bloodstream that you must watch out for. Each of these obstacles have their own distinct appearance, and each has its own rules on what you should do when you encounter them (although you will lose time if you run into any of them). Defense cells can either be shot down for points or ignored. On the other hand, if you shoot enzymes you'll not only score points, but gain additional time. Blood cells must be avoided entirely. If you shoot them you'll lose time and they'll break into smaller pieces (a la *Suicide Mission*) that must also be avoided.

Even the vertical walls of the artery you travel through must be avoided. If you touch either side, antibodies will form. The antibodies will move back and forth between the walls as they descend. You must avoid crashing into an antibody (loss of time) and you must destroy them before they can reach the bottom of the screen since this will also result in a loss of time. Bacteria must also be destroyed before they reach the bottom of the screen to avoid losing time.

The final obstacles that you must avoid are the clotlets. Since they can't be destroyed you must move around them. When you pass them you'll reach the blood clot. You must shoot the blood clot fifteen shots in order to destroy it and proceed on to the next level. If you don't destroy it you'll crash into it and your sub will be destroyed, ending the game.

At the bottom of the screen is a

beeping heart monitor alerting you to the heart's condition. As time runs out, the monitor will become less active and there will be less time between beeps. When time finally runs out, the patient will die as his heart fails.

THE ENTITY
(FOX)
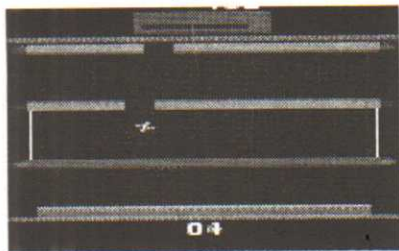
In this game your objective is to move the *Entity* to the highest possible level of existence before running out of energy. This must be done rapidly to prevent the Entity from being pushed into the vat of liquid helium at the base of the screen.

To get the Entity to the next level of existance, you must coax it through a barrier portal. You do this by moving the containment walls to the edges of the portal, which in turn will force the Entity to the portal. When a containment wall is in position at the portal, it locks in and turns red. The Entity will sense that you are about to trap it and it will turn red and speed up. You can press the red joystick button to spray liquid helium on the Entity to slow it down. The Entity will regain its speed as it thaws.

The Entity increases speed each time it is transferred to a higher plane of existence. Higher speeds cause it to be more resistant to your containment effort. If you can't contain it by the time it moves to the bottom of the screen, it will be frozen in the vat of

liquid helium. Then, if there is energy on reserve, it will re-materialize at a slower, cooled down speed. The game will end if there is no energy on reserve.

FALL DOWN
(HOMEBREW)
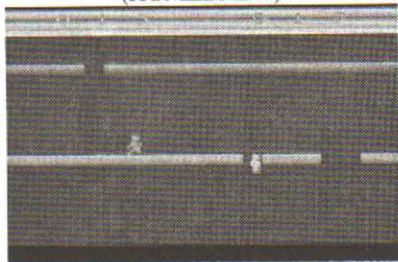
In *Fall Down* you control a man who must avoid being pushed off the top of the screen. You do this by having the man jump through holes in the horizontal platforms. However the platforms are constantly moving upwards so if you can't jump through a hole you will eventually hit the top and lose.

Along the way you can collect up to four 'power-up's. Depending upon number of power-ups in your possession, there are different things you can do. For instance, if you have two power-ups, you can dig a hole in the platform beneath you. Four power-ups will automatically teleport you to the bottom platform.

While *Fall Down* can be played by one-person against a computer opponent, it is more fun when two humans compete to see who could fall down the longest.

MAN GOES DOWN
(HOMEBREW)

In *Man Goes Down* you control a man who jumps among different platforms which continuously scroll up
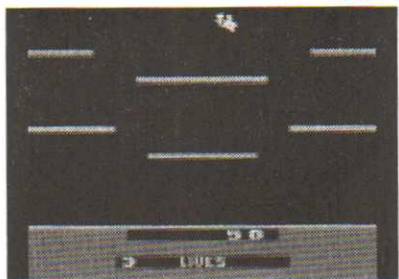
the screen. The game ends If the man falls off the bottom platform or gets pushed off the top of the screen. If he gets pushed off the top or falls off the bottom then the game's over. Points are scored by collecting fruit and other items that appear among the platforms.

JOUST
(ATARI)
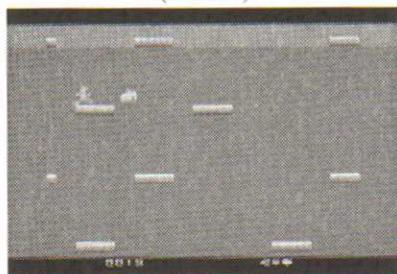
Joust is an old-time battle between two knights riding atop flying ostriches. Although one person against the computer can play the game, it is more challenging when two players compete, with each controlling their own ostrich.

Whether you play alone, competitively against another player, or cooperatively with another player against the computer, you'll have to joust against enemy riders flying across the screen on their own birds. To joust, you must direct your bird into them and try to knock them from their birds. If you succeed, you'll score bonus points and the falling enemy rider will turn into an egg. You must

then catch the egg before it reaches the bottom of the playfield and turns into a more dangerous enemy. Occasionally a deadly pterodactyl appears to keep you jousting until all of the enemy riders have been defeated. If you leave them, the giant prehistoric bird will go after you.

There are also Survival Waves in which you'll be awarded points if you don't fall from your ostrich, and an Egg Wave that will award you points as you pick up as many eggs as possible before they hatch. Some waves are Team Waves where you must team up with your opponent and score points by not fighting. Other waves are Gladiator Waves where you must joust with your opponent and score bonus points by knocking the opposing knight off his ostrich.

Battles are fought while the ostriches fly in mid-air. To make your ostrich fly you must press the red firing button repeatedly to make the creature flap its wings (see *Fathom*). The faster you press the button, the more "thrust" you'll apply. If you stop pumping, the bird will eventually fall to the bottom of the screen. The playfield displays ledges where you can land your ostrich to rest, but as the game progresses, the ledges become increasingly smaller as fire consumes them. You must also be careful where you fly as a lava troll reaches up and grabs anything that flies within its grasp.

WING WAR
(IMAGIC)
Wing War is similar to *Joust* as you control a flying dragon and flap its wings by repeatedly pressing the red controller button.

Your dragon is born in a den and can shoot at least ten fireballs. You must fly out of the den to the outside world where you will encounter other creatures. You must shoot them with fireballs before they weaken you. Depending upon the creature that you confront, it can take one, two, or even three fireballs to destroy it. Once you destroy a creature, it will turn into a crystal. You must catch the crystal and bring it back to your den.

Whenever you bring back a water, fire, and air crystal, you will create a super crystal that will cause your fireballs to travel farther.

CONFRONTATION
(ANSWER SOFTWARE)
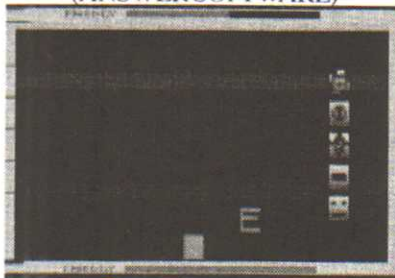
Confrontation is a very unique game that can only be played by two opposing players. In this unusual chess-like game, each player controls four pawns and a captain. The blue player's pawns are lined up vertically along the left border of the playfield while the red player's pawns are along the right. Blue's Captain is at the top center of the playfield and red's is at the bottom.

The object of the game is to move your four pawns to the opposite side of the board where they will be removed. Once all of your pawns are gone, you must get your captain over to your opponent's side of the board and remove it. The first player to remove all of his pieces wins the game.

Moving the pieces is also an unusual process. Each player controls a bar that runs horizontally across the width of the playfield. You must place the bar over the piece you wish to move. You must then press the red firing button once if you wish to move a pawn, and twice if you want to move your captain. Once your piece is "locked in" you can move it either horizontally or vertically. However your piece cannot move over a spot already occupied by another piece. Your Captain has the ability to move into a space occupied by one of your opponent's pawns. If this occurs, you will send his pawn back to its starting position.

While you move your pieces, you'll constantly use up your energy that is monitored at the top and bottom of the screen. When you are completely out of energy you'll be immobilized for three seconds, allowing your opponent to move pieces without any trouble. At the end of the three seconds, your energy will be completely recharged. Throughout the game a pod will move around the playfield with the letter "E" flashing on and off. If you touch it while the letter appears, you'll receive a full supply of energy no matter how much you have remaining.

STRAWBERRY SHORTCAKE'S MUSICAL MATCHUPS
(PARKER BROTHERS)

Dubbed the "first videogame for little girls," **Strawberry Shortcake's Musical Matchups** allows children to mix and match the bodies of onscreen characters while receiving a music show at the same time.

The storyline of this "game" is that Strawberry Shortcake and her friends want to put on a talent show but the evil Purple Pieman has scrambled all of the characters, making it up to you to put them correctly back together again. By moving the joystick you can shift through the various heads, bodies and legs so you can correctly put all the people back together. When you think the correct face, body, and legs match up, press the red firing button and the character will perform a little dance. If the character has been put together correctly, his (or her) name will appear at the bottom of the screen. If you don't put the body together correctly, scrambled music will play (a part of a tune from each part of the character) and you must try again.

Variations of *Strawberry Shortcake* range from a simple game where you can choose any character you want by just matching parts of the body; to a very challenging game where you must guess the character by the music that plays and put him back together before time runs out.

H.E.R.O.
(HELICOPTER EMERGENCY RESCUE OPERATIONS)
(ACTIVISION)
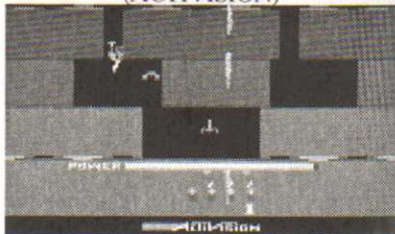
In *H.E.R.O.*, you control Roderick Hero, a rescue expert who must save miners trapped deep inside a volcanic mountain. To accomplish this, you must first find each of the miners by navigating the numerous tunnels of the mountain. Equipped with a Prop Pack, you can fly around the tunnels like a human helicopter.

You must avoid deadly creatures such as bats, spiders, snakes, and moths. They can be destroyed with a blast from your laser helmet. You must also avoid a beast residing in a boiling river that can either be crossed by the air or by raft.

Sometimes you may find yourself at a dead-end with a miner just on the other side of the wall, but fortunately you are equipped with dynamite to blow the wall apart. You may even have to work in the dark if a wall lantern is brushed or shot out. You have a limited amount of power, and a gauge indicates how much is remaining. You must rescue as many miners as possible before time runs out.

GHOST MANOR
(XONOX)

Ghost Manor borrows themes from several games as you try and res-

cue your friend imprisoned in a haunted house before time runs out. This game differs from others in that your onscreen persona could be either a male or female depending upon your preference.
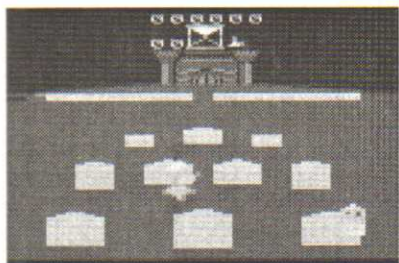
In the first board, you play tag with a ghost. The ghost moves around the playfield, and you must tag the ghost when both of you are over a tombstone. Once you have tagged the ghost 25 times, you'll move on to the second playfield that is similar to *Shootin' Gallery* (described in Chapter 18).

The third and fourth playfields take place on two floors of the house. Displayed as a maze, you must search various coffins for crosses. There is one cross hidden on each floor. Touching any walls will temporarily paralyze you, making you unable to move for a few seconds. You must also watch out for a wall that moves across the playfield. If you touch the wall as it moves away from you you'll score points. However if it comes towards you and hits you, the game will end.

The fifth playfield displays the top floor of the haunted house. Your friend is imprisoned in the top left corner of the screen while you appear at the bottom center. To rescue him you must make your way up to the room. Unfortunately, Dracula stands in your way. By presenting a cross (by pressing the red firing button) you must

force Dracula to one of the prisons at the top of the screen. Once he is imprisoned you can free your friend. However, if Dracula captures you, or if time runs out, the game will end.

HALLOWEEN
(WIZARD)
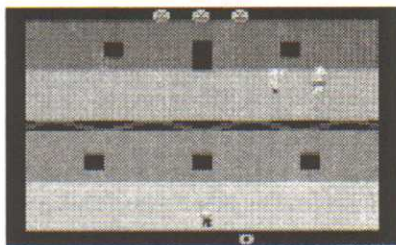
In *Halloween* you control a babysitter who must avoid a mad killer inside an old house. You must get as many children as possible to the "safe rooms" before all of your lives are lost.

You must avoid the killer while searching for the frightened children throughout a house consisting of two levels, each containing eight rooms. Hidden somewhere within the house is a knife that can be used to defend yourself against the killer. If you stab the killer with the knife, both he and the knife will disappear to other rooms.

When you find a child, you must lead him to one of the four safe rooms located on each end of the two floors. Points are awarded for each child you deliver to the room. Once the child is safe you must then go and search for another child. Unfortunately the children won't follow you from room to room if you are carrying the knife.

If the killer catches a child, he will cut the child's head off. Fortunately this won't affect your position in the game. If the killer catches you, he'll cut your head off and you'll lose a life. The game ends when you lose

three lives.

THE TEXAS CHAINSAW MASSACRE
(WIZARD)

While *Halloween* had you control the victim, ***The Texas Chainsaw Massacre*** is just the opposite, putting you in the role of the killer.

You control Leatherface, a psycho who goes around killing people with a chainsaw. You must kill as many people as possible before your fuel runs out. The way to capture them is by drawing them to you. You can only move vertically, but pressing the stick to the left or right will draw your victims and other objects across the screen towards you. When you press the red firing button you'll turn on the chainsaw. If you can touch one of the passing victims while the saw is on, you'll cut off his head and score points.

There are also obstacles that move across the playfield that must be avoided. If you should trip over an obstacle, you'll be temporarily delayed, allowing your potential victims to escape.

Turning on the chainsaw wastes fuel. However, even when it's not on, its motor will idle and consume fuel at a slower rate. You'll lose a turn when you run completely out of fuel. The game ends when you run out of turns. At this time, one of your potential vic-

tims will return and kick you in the pants.

PORKY'S
(FOX)
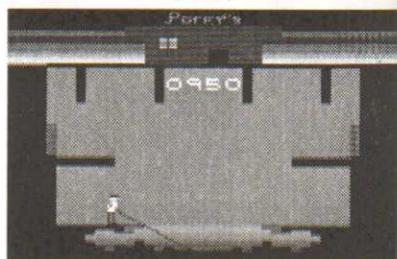
Another game based on a movie is ***Porky's***. In this multi-board game you control Pee-Wee who must go through the motions to blow up Porky's bar.

Unfortunately, getting to Porky's isn't so easy. Although it is always at the top of the playfield, Porky's always seems to be just out of reach. In the first board you have to run from the bottom of the screen to the top by crossing a busy six-lane highway. If anything hits you (and the chances are good that you will get hit) you'll go on to the second board.

The second board features a swamp you must climb out of. This is done by "pole vaulting" your way to a second level on the right side of the screen in order to collect parts of a ladder. The pieces of the ladder must then be brought to the bottom right corner so you can pole vault up to the second level on the left side of the screen where the ladder is built. Once you build the ladder, you can climb out and move on to the third board. If you fall into the swamp you'll lose points. Once you leave the swamp you proceed to the showers. In the center of the screen is a girl taking a shower, but you must go around her

and climb up and down ladders in order to reach a prize that appears directly over the shower. Once you get to the prize, you must push it so it falls into a hole at the bottom center of the screen. If you succeed, you must climb to the top of the screen that will lead you back to the highway. Unfortunately, Porky will also be moving around the playfield. If he catches you, he'll send you back to the swamp.

The first time you return to the highway, nothing will be moving on the bottommost lane. Every time you return to the highway, an additional lane of traffic will cease to move, and you must try to make your way to the top of the screen. Whenever you fail you'll return to the swamp. If you succeed you'll move on to the fourth playfield.

The fourth playfield features a scaffold that must be climbed. Unfortunately there is only one correct path from the bottom to the top, and any wrong move will send you to the bottom of the screen where Porky awaits. If he catches you, you'll again return to the Swamp. If you find the correct path and reach the top of the screen you'll blow up Porky's.

The object of the game is to blow up Porky's with as many points as possible. Points can be earned and deducted depending upon the playfield. Depending upon the difficulty setting, you may also have to avoid Ms. Balbricker as well as Porky.

TRON DEADLY DISCS
(MATTEL)
DEADLY DISCS
(TELEGAMES)
Tron Deadly Discs is similar to the *Berserk* genre of games (Chapter
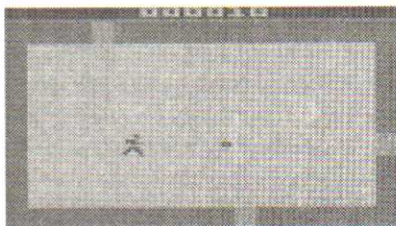
3) but doesn't take place within a maze. This time you're in a wide-open room. Another difference is that neither you nor your enemies fire guns or bullets. This time your weapons are discs that you must throw at one another.

The screen displays a wide-open playfield surrounded on all four sides by a blue border. You begin alone on the playfield, but three men emerge from doors that suddenly appear in the blue border. They will begin throwing discs at you. If one of their discs hits you, you'll lighten in color. If your color lightens five shades, the game will end.

Fortunately you are also equipped with a disc to throw at your attackers. If your disc hits one of them before it hits the blue border, that enemy will disappear. The disc will automatically return to you once it hits the blue border. Another attacker will replace the dead man if you don't hit one of the remaining enemies immediately. If you can destroy all three of them, you'll have succeeded in finishing that wave.

Once you clear a wave, your color will darken one shade and you'll move on to the next wave of play where three faster moving enemies will appear.

The doors from which your enemies emerge can also benefit you. When a door first appears it is pink. If you hit a pink door with your disc it will turn yellow. If there are two yellow doors directly across from each

other on opposite sides of the screen, then you'll be able to pass through one of them and emerge from the other.

SECRET AGENT
(DATA AGE)
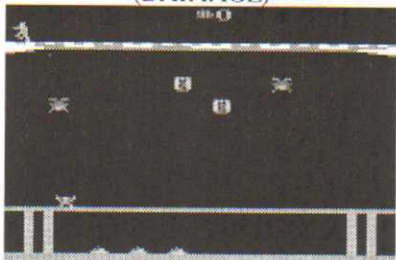
As a *Secret Agent*, your job is to collect the various spy paraphanellia that is falling from the sky. However at the same time you must avoid the falling deadly objects. You score points for all of the items you catch, but you lose it all if you get hit. At various times throughout the game, you will hear a high-pitched sound. That is your cue to pass all of the material that you collected on to a waiting spy boat. The boat is at the bottom of the screen and you must get your spy directly over it and press the red controller button, all the time still evading the falling objects. If you successfully pass the objects onto the boat then the money you have collected up to that point is your's to keep, even if you get hit by a falling object.

The boats also represent the number of lives that you have. You'll lose a boat whenever a falling object hits you. The game is over when you lose all of your boats.

SABOTEUR
(ATARI)

Saboteur is a multi-screen game where you control a robot that must
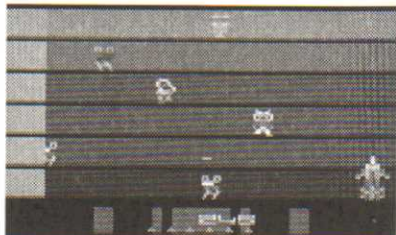
prevent aliens from building a by shooting everything that moves.

You can only move horizontally but you can shoot in all directions. Your goal is to shoot the blue creatures before they reach the right side of the screen. They carry a piece of a rocket ship and if they reach the side of the screen, they'll add that piece to the rocket that they are building. You must avoid shooting the yellow "Gorfons". If they reach the right side of the screen they'll remove a piece from the rocket. In the meantime there is a creature at the top of the screen that is trying to destroy you.

Whether you prevent the rocket from being built or not, you'll advance to the second screen. Here you will see pieces of the rocket on a conveyer belt at the bottom of the screen. There is also a robot in the center of the screen. You must shoot lightning bolts at the robot that will then deflect off of him and hopefully hit the rocket pieces at the bottom of the screen. Meanwhile the robot is firing at you. You'll lose a turn if you get hit by either the robot, or the robot's bullet. The number of bullets that the robot can fire at you will be the same as the level number that you are on. If you manage to destroy all of the pieces, you'll get to watch the rocket blow up. Otherwise you'll move on the third screen.

On the third screen the warhead will move around the bottom of the

screen and shoot multiple bullets at you. You must destroy the warhead with your laser before it gets you.

A-TEAM
(ATARI)

The *A-Team* is basically the same game as Sabatour. The graphics have been changed slightly and the characters were revamped to signify characters from the TV show The A-Team, but the gameplay is exactly the same.

PICK UP
(FOX)
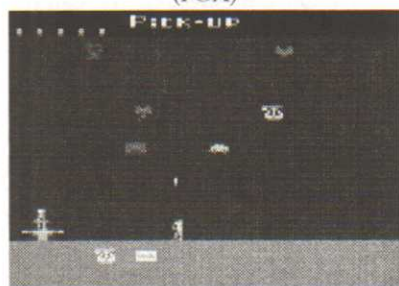
It's Saturday and you want to score with your girlfriend. However she's only interested in material items so you have to go out and collect six items and present them to her before she'll be interested in you.

The six items that you have to collect are: a glass of wine, a heart, a flower, perfume, money, and a car. Each of the items are moving across the screen in three groups of two. You have to shoot a projectile into the air and hit all of the presents in order to get the girl.

Fortunately, your projectile can be steered left and right so after you take your shot, you can aim it towards the present. When you hit a present, it will appear at the bottom of the screen, although it wi ll continue to soar across the screen. If you hit a present that you already claimed, you will lose a turn and you will lose the present!

When you collect all of the presents your girl will step down from her pedestal. At that point you can take her off to a hotel where you'll score one for the gipper!
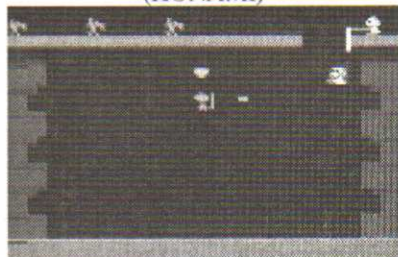
POOYAN
(KONAMI)

In *Pooyan* you control a pig that is raised and lowered into the wolf's lair in order to rescue your little pigs (pooyans). The wolves attempt to stop you by holding onto balloons and jumping down into their lair. As the wolves fall, you must shoot them. You can fire shots at them that will destroy their balloons and drop them, or you can occasionally throw meat at them. When the wolves see the meat, they'll want to catch it, causing them to let go of their balloons and fall.

If any wolves successfully land at the bottom of the screen, they'll climb up along the cliff at the bottom of the playfield and chase after you. If they catch you, you'll lose a turn.

If you destroy all of the wolves,

you'll move onto another board in which the wolves travel up the screen via balloons. The method to stop them is the same as in the first board, however when seven wolves reach the top, they'll attempt to crush you with a giant rock. The only way to make it through this board is by shooting the last wolf (the pink wolf) at least five times. If you miss him, an additional five wolves will appear. The game ends when you lose all of your turns.

SAVE OUR SHIP
(TECHNOVISION)
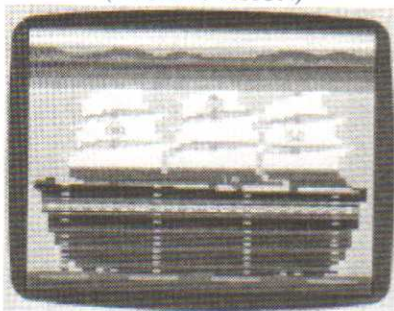
In **Save Our Ship** you control the captain of a large mast ship that has been attacked by pirates. By moving horizontally you must position yourself above the ladders to keep the pirates from climbing them and boarding the ship. By standing above them you can pound the pirates before they reach the deck and then throw them back into the water. If too many pirates board the boat, they will capture it and end the game.

TOMARC
(XONOX)

As **Tomarc**, you must search for the Sun Sword that will allow you to free Princess Senta who is imprisoned in a castle tower. The Sun Sword is hidden in the caverns below the castle.
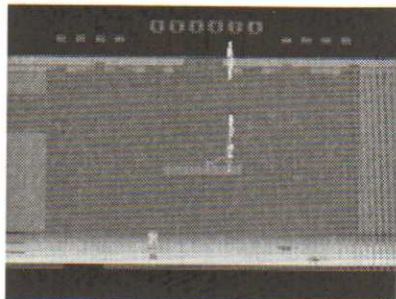
Within the caverns you must avoid mutants and bats using only your wits.

As you search, Princess Senta will face danger from swooping Bird People. To save her, you must switch screens to the castle tower where you assume the role of the Princess. As the Princess, you can use lightning bolts to defend yourself. Once the Princess is safe, you must become Tomarc again and resume hunting for the Sword. Once it is found, you can release the princess and jump with her to safety from the tower, and move on to a harder level of play.

Tomarc features an "Invisible Screen" in which the action continuously occurs, although you can't see it. For example, while the playfield displays the caverns, the Bird People on the Invisible Screen will attack the princess. When you switch to the tower screen and take control of the princess, Tomarc will be at the mercy of the mutant and bats, even though you won't be able to see it.

RAMPAGE
(ACTIVISION)

In most videogames you play the good guy. You must save the city from alien invaders. In **Rampage** the roles are reversed. Actually you get to choose to be one of three monsters: a large ape, lizard, or wolf. Once cho-

sen, your monster will be delivered to a city via Rampage blimp. The city will have several buildings that must be destroyed. You can punch them from the bottom, or you can climb them and punch them from the top. Occasionally there will be people screaming from the windows. If you can get to them you can gain energy by eating them. You can also destroy the flying helicopters or you can destroy the cars in traffic if you can step on them.
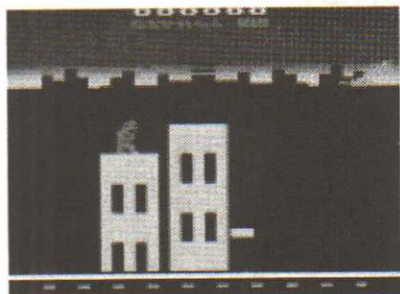
Once you have destroyed all of the buildings you will move on to the next city. There are 85 cities in all. The game ends when you lose all of your energy.

KABOBBER
(ACTIVISION)
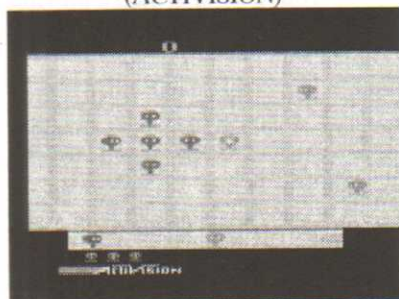
In **Kabobber**, you control an army of Buvskies and your job is to catch Princess Buvsky before she can reach the rainbow on the right side of the screen. Along your journey you'll encounter various kinds of enemies:

Guvskies look just like your char-

acter except they're mean and green. Guvskies are the basic foot soldiers of the Kabobber army. And the only enemies that baby Guvskies can destroy.

Cholos look like a squat red man in a hat. They are a bit more erratic than the Guvskies, and can cause trouble if left to their own devices.

Struvskies are stronger than Guvskies and they're lightning fast too!

The Boot is the deadliest monster of all. They can literally crush your Buvsky army in a blink of an eye and they are totally indestructible.

Eggs aren't dangerous but they can hatch into any of the four monster types.

You are given a limited number of baby Buvskies (displayed at the bottom of the screen), although you can gain extra Buvskies by conquering enemy troops (you are limited to nine reserve Buvskies). You can add additional baby Buvskies to your troop by pressing the red firing button.

Your army moves with you in a square formation, so the more troops you have on the screen the bigger the target. The game ends once all your troops are lost or Princess Buvsky reaches the energy rainbow.

THWOCKER
(ACTIVISION)
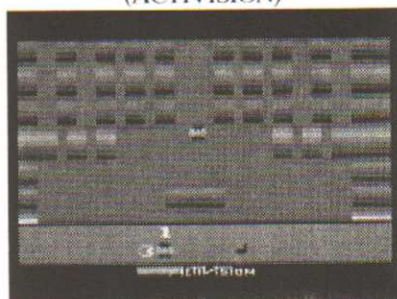
In *Thwocker* you control a little conductor who must bounce around a maze collecting musical notes for his song. Along the way you must avoid various musical instruments that are out to get you. However you can't go grabbing just any musical notes, you must collect them in the proper order. The current note type needed is shown at the bottom of the screen. If you touch the wrong type of note you will ricochet off it. After collecting all the notes you must grab the treble clef symbol that appears at the top of the maze. Once you do this, a song will begin to play and you will be able to touch enemies and notes for points until the song ends. After completing the song you can exit the level by touching the exit square.

BRAIN GAMES
(ATARI/SEARS)
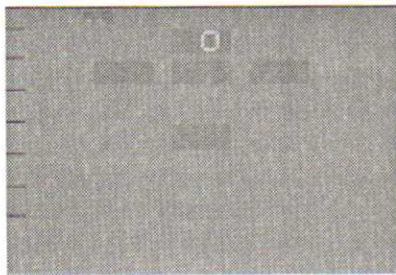
Brain Games' "Play Me" turns the VCS into a music synthesizer. By pressing the appropriate buttons on the keyboard controller, different notes will play through the TV's speaker. When using both controllers you can play a duet.

SURROUND (ATARI)
CHASE (SEARS)

In "Video Graffiti," a variation on **Surround**, you can draw pictures and words on the TV screen. Your joystick
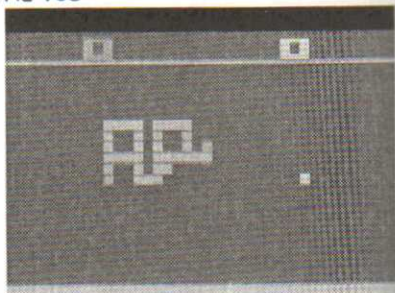
controls a moving cursor that leaves a path in its wake. It is this trail that forms the letters or pictures you wish to make. If you press the red firing button while pressing the joystick, a trail won't appear.

PRESSURE GAUGE
(HOZER)
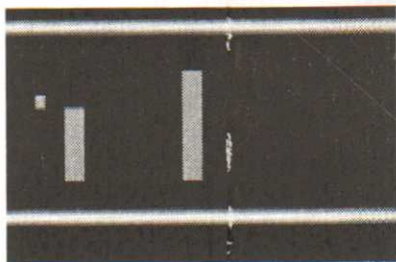
Pressure Gauge is a test of reflexes. Your goal is to stop a moving filler bar within a specific range on the screen. If you do this correctly, a status bar will edge closer towards the top of the screen. If you do not stop the filler bar within the required screen, the status bar will lower until it disappears. Meanwhile, time is quickly passing. The game ends when you run out of time.

At the extreme left of the screen is a square called the range bar. To the right of the range bar is the filler bar that constantly rises up the screen and then lowers back down. When you press the red firing button, the filler bar will stop. You want the top of the

filler bar to stop within the area between the top and bottom of the range bar. If you do this, a status bar will rise. If you don't do it correctly, the status bar will decrease. When the status bar reaches the top of the screen, your time will be replenished and you will move on to a faster level.

GROVER'S MUSIC MAKER
(ATARI)
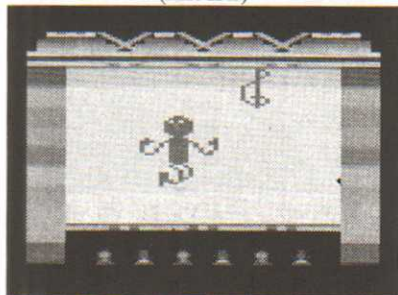
In *Grover's Music Maker* Grover introduces children to music through some well-known children's tunes, such as *Old McDonald Had a Farm* and *Twinkle, Twinkle, Little Star*. Selecting one of twenty letters would cause Grover to start dancing while the song plays in the background.

SOUNDX
(HOZER VIDEO GAMES)
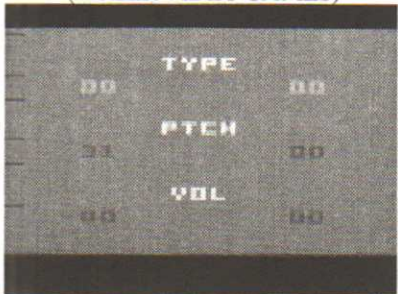
SoundX is a sound generator that lets you access the 2600's sound registers. By moving the joystick up and down you can switch from the type, pitch, or volume. Moving the joystick

to the left or right will let you adjust those settings. By cycling through the different settings you will hear practically every sound that has graced a 2600 game.

SYNTHCART
(HOMEBREW)
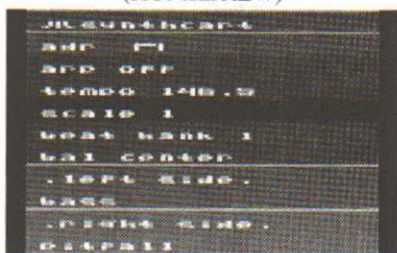
Synthcart is another sound generator. This one allows you to play music using a pair of keyboard controllers, each one controlling one of the two oscillators inside the 2600.

LOOPCART
(HOMEBREW)

The *LoopCart* is a mini-tracker that lets you compose short looped music sequences.

VIDEO LIFE
(COMMAVID)

Video Life, although not a game, should hold the interest of many people. Players create a pattern that represents a colony. The computer will then add more shapes representing more generations of your basic colony.
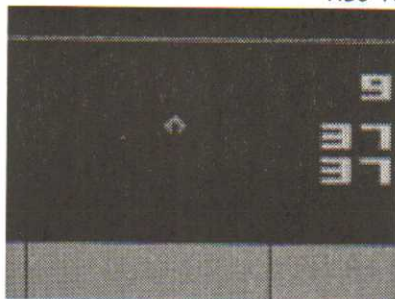
Any object onscreen will survive if it has two or three neighbors. However those with four or more neighbors will die from overpopulation. In addition, those without any neighbors will die from isolation. Families with exactly three neighbors will give birth to another generation while the others will constantly grow and decline depending on its neighbors. The abstract figures will keep multiplying and dividing until either they all die, or reach a stable pattern.

COLOR BAR GENERATOR
(VIDSOFT)
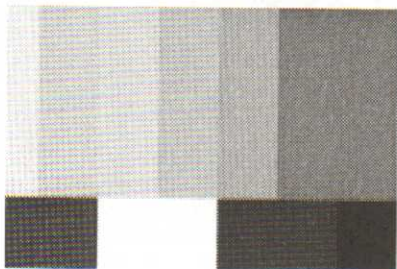
Not a game, the *Color Bar Generator* lets you to perform fourteen different functions that allow you to align your TV picture to its optimum. By displaying a simple color bar you can see whether your screen is displaying the colors correctly. There are other features on the *Color Bar Generator* that go beyond checking the colors on the set. You can also see if your straight lines are indeed straight

or if the picture is correctly centered. Anything that is discovered wrong through the *Color Bar Generator* can be easily remedied by turning your color, tint, vertical hold, horizontal hold, contrast, or brightness controls.

TESTCART
(HOMEBREW)
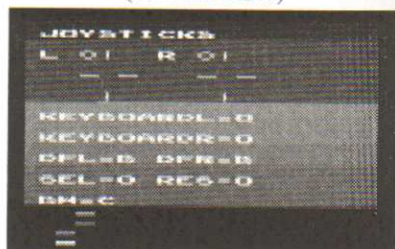
Testcart is a program that allows you to test your 2600 console and controllers. *Testcart* first displays a test pattern and plays some music to verify that the sound and video are working. It then switches to a screen where the controller switches, joysticks, keyboard controllers and paddles may all be tested. If you press the Color/BW switch, *Testcart* will tell you which option is in effect. If you press the joystick in any direction, that direction will register on the screen. *Testcart* will also work with all controllers, not just the joysticks.

VIDEO TIME MACHINE
(HOZER)
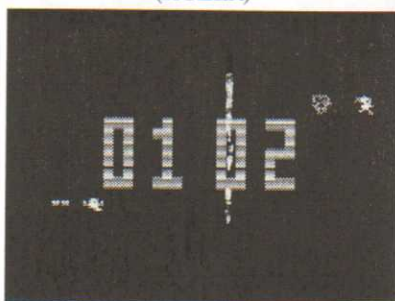
The *Video Time Machine* turns

your television set into a giant digital clock. Set the clock by pressing the joystick forward to advance the hours and the joystick backawards to decrease the hours. Minutes are set by pressing the joystick to the left or right. Once the time is set, the clock will run at real time until you turn the 2600 off. To add to the fun, various characters from other 2600 games such as *Haunted House* move around the screen.

CHAPTER 30
UNDER DEVELOPMENT

Although production for the Atari 2600 ceased in 1991, homebrewers continue to develop new games for this system today. Many games have been released in cartridge form since 1991 and they appear throutghout thsi book. Still, there are other games that are under developement and were not available in time to include elsewhere. Note that the following games exist in different stages of development and their inclusion here doesn't mean that they will be actually released one day.

DEATH DERBY
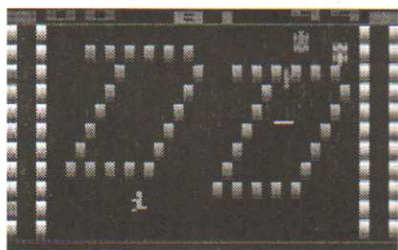
FU KUNG!
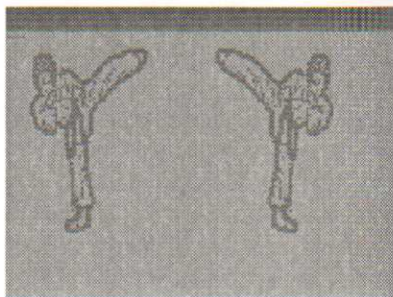
DISCOTECH
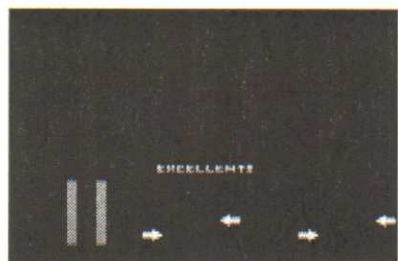
GOLD DIGGER
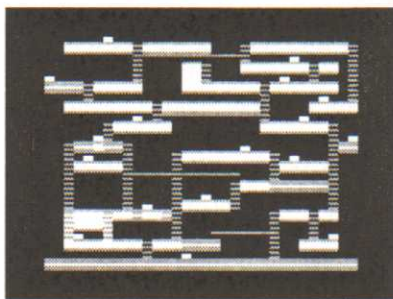
ERIC BERGSTROM'S KC-135

GRAVITY BALL
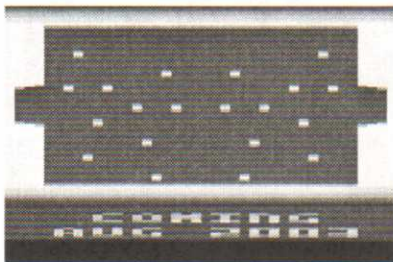
HOMESTAR RUNNER RPG

TANK AI

JOUSTPONG
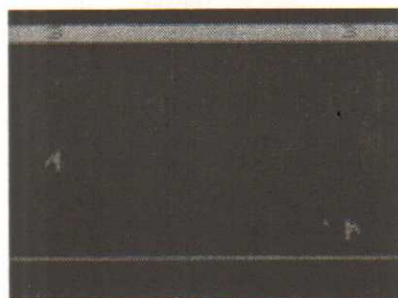
THE RAVENOUS DEAD
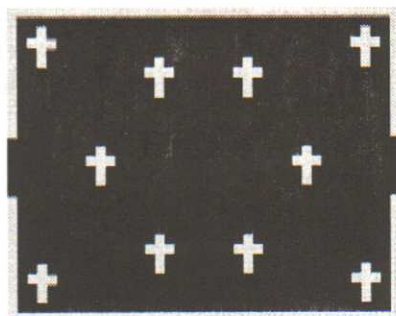
RADIAL PONG

TREE HUGGER
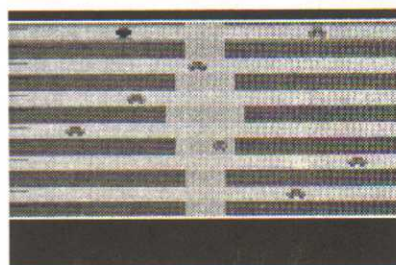
LEPRECHAUN
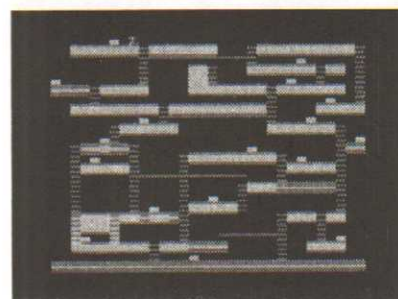
CHRONICLES OF AIRATA
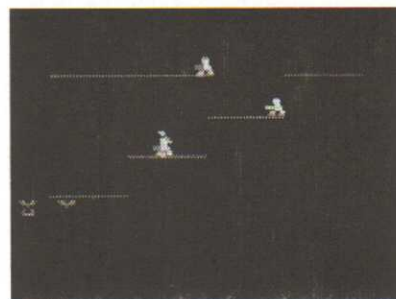
CHAPTER 31
THEY'RE OUT THERE SOMEWHERE

During the golden years of the Atari 2600, software companies would announce their new products in two ways. One way was by announcing new titles in their literature. In most cases the marketing departments of the companies would not be in sync with the development teams and would jump the gun by announcing titles long before work was even started on the game. Chapter 31 lists titles of games that, to my knowledge, were never seen by anyone and probably don't exist in any form.

In other cases, work was actually done on games and they were displayed at shows such as the Consumer Electronics Show or the Toy Fair. Sometimes games in progress were shown, while in other cases the finished game was displayed, but for some reason never released to the public. This chapter lists those games that have existed (and may still exist) in some form or another.

POMPEII
(GAMES BY APOLLO)
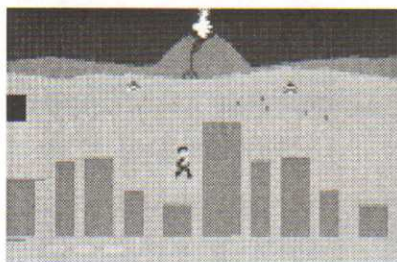
GOOD LUCK CHARLIE BROWN
(ATARI)
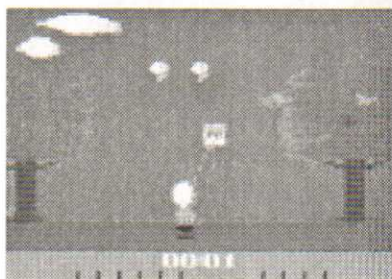
IN SEARCH OF THE GOLDEN SKULL
(MATTEL)
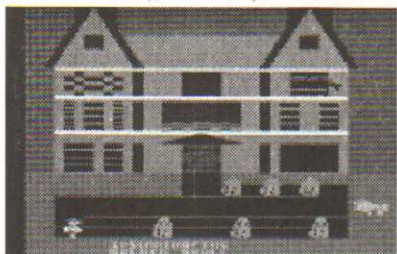
MCDONALDS
(PARKER BROTHERS)

MISSION X
(M-NETWORK)

WINGS
(CBS)
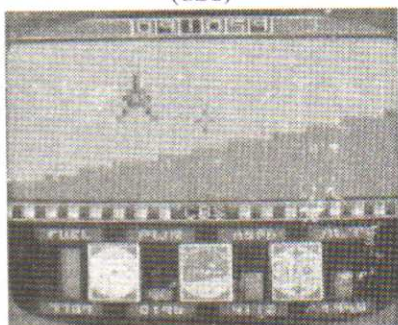
3D GENESIS
(AMIGA)

FRENZY
(COLECO)
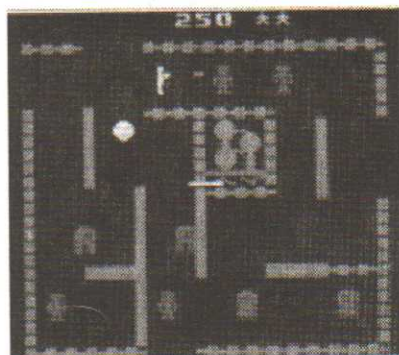
ROCKY BATTLES THE CHAMP
(COLECO)
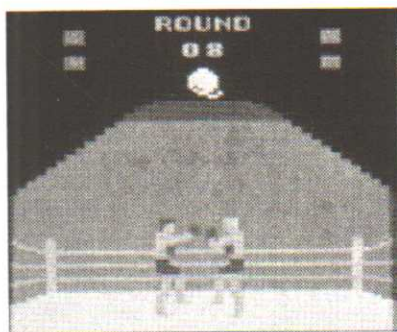
STRAFE
(AMIGA)
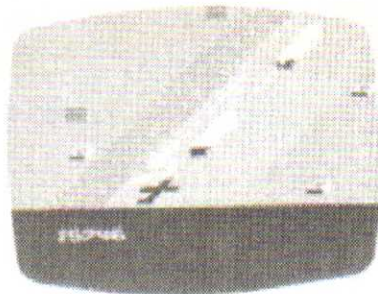
ROCKY VS BULLWINKLE
(MATTEL)

SQUOOSH
(GAMES BY APOLLO)
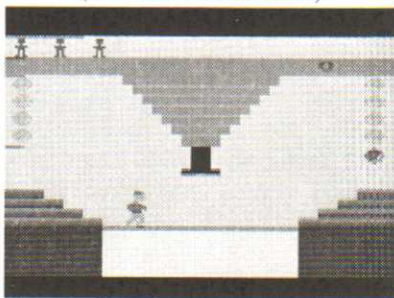
CHAPTER 32
THE ONES THAT GOT AWAY

All too often, videogame companies announce games, and then for some reason decide to not release it. Some reasons for this is because the company has gone out of business or never got into the business. Other reasons are because the company found that the games didn't offer enough appeal during product testing. Whatever the reasons, the titles of these games are included here for the sole reason that a company may decide to eventually release a previously scrapped titles. This chapter only includes the names of the games, and the company that announced it. Descriptions aren't included.

AMIGA: *Strafe; Depth Charge*

ATARI: *Airworld; Fail Safe; Round-Up; Fox Bat; Challenger; Robotron 2084; The Last Starfighter; Sea Sentinel*

BRODERBUND: *Solo*

CBS ELECTRONICS: *Stomp It; Targ* Madness

COLECO: *Frenzy; Pepper II; Rocky Battles The Champ; Smurfette's Birthday; Wild Western; Cosmic Avenger; Lady Bug; Cabbage Patch Kids*

COMMAVID: *Underworld; Mission Omega; Kickapoo; Stick 'Em*

COMPUTER MAGIC: *Pogoman; Mad-Netter*

DATA-AGE: *Smokey Bear; Mr Bill's Neighborhood; Mr. T*

GAKKEN: *Jungler*

GAMES PEOPLE PLAY: *Deep Throat*

GAMES BY APOLLO: *Blue Angels; Kyphus*

MATTEL ELECTRONICS: *Blow Out; Flapper; The Flinstones; Scooby Doo; XIV Winter Olympics; Loco Motion; Monkey Business; Sharp Shot*

MILTON BRADLEY: *Scramble; Star Trek The Motion Picture*

MULTIVISION: *Battle of the Sexes; Harem 1; Harem 2; Getcha; Tic-Tac-Strip*

N.A.P.: *Pursuit of the Pink Panther*

PARKER BROTHERS: *The Incredible Hulk; Ewok Adventure; Lord of the Rings; Circus Charlie, Care Bears*

ROKLAN: *Believe It Or Not*

SEGA: *Airplane; Buck Rogers-Caverns of Zagreb; Buck Rogers-Marathon of Zenda; Buck Rogers-Secrets of Zadar; Dragonslayer; 48 Hours; Friday The Thirteenth; Marathon Man; Muffett; Star Trek II-The Wrath of Khan; War of The Worlds*

SPECTRAVIDEO: *Cave-In; Doo Bee's First Alphabet; Drive'Em Krazy; Eagle Mountain; Master Cylinder; Protobob; Romper Room's Count-*

down To Fun; Sector Alpha; Time Scape; Vortex; Vertinco; The Street Where You Live; Glactic Tactic

SPORTS COMPU-STAT: *Football Fanatic*

STARPATH: *Clone Attack; Last Line of Defense*

SUNRISE SOFTWARE: *Noah & The Ark*

TECHNOVISION: *Jungle Jim; Motor Mouth; Silly Safari; Formula 1; Shoot-Out; Moon Base; Flipper; Tachyon Beam; Mouse Highway; Stone Age; Laser Raid*

TELESYS: *Baby Boom Boom; Brain Ball; Up & Atom*

TIGERVISION: *Intuition; Scraper Caper*

TWENTIETH CENTURY FOX: *The Day The Earth Stood Still; 9 To 5; Surfing; The St. Valentine's Day Massacre; MASH II; Butch Cassidy & The Sundance Kid*

ULTRAVISION: *Chips; Quest For The Idol; Sabatoge; Space Robot; Spider Kong; Astro-Battle*

U.S. GAMES: *Trail Of The Pink Panther*

VENTUREVISION: *Solar Defense*

WIZARD: *Flesh Gordon*

XONOX: *Hercules Vs The Titan*

ZIMAG: *Fire Spinner* — EXISTS

In 1995 Activision released a couple of CDs that allowed people to play actual Atari VCS games on their PC's with the Windows 3.1 operating system. They quickly rereleased that collection for the Windows 95 operating system. Since then Atari 2600 games have been available for many of the modern consoles and computers, as well as stand-alone units. Below is a list of the currently available collections.

ACTIVISION ANTHOLOGY
(ACTIVISION FOR PC)

Activision Prototype 1, Activision Prototype 2, Atlantis 2, Atlantis, Barnstorming, Baseball, Beamrider, Bloody Human Freeway, Boxing, Bridge, Checkers, Chopper Command, Climber 5, Commando, Cosmic Ark, Cosmic Commuter, Crackpots, Decathalon, Demon Attack, Dolphin, Dragonfire, Dragster, Enduro, Fathom, Fire Fighter, Fishing Derby, Freeway, Frostbite, Grand Prix, Hero, Ice Hockey, Kabobbler, Kaboom!, Keystone Kapers, Laser Blast, Laser Gates, Megamania, Moonsweeper, No Escape!, Oink!, Okie, Oystron, Pitfall 2, Pitfall!, Plaque Attack, Pressure Cooker, Private Eye, Quick Step, Riddle of the Sphinx, River Raid 2, River Raid, Robot Tank, Seaquest, Shootin' Gallery, Skateboardin, Skeleton +, Skiing, Sky Patrol, Skyjinks, Solar Storm, Space Shuttle, Space Treat Deluxe, Spider Fighter, Stampede, Star Voyager, Starmaster, Subterranea, Tennis, Thwocker, Titlematch Pro Wrestling, Tomcat F14, Trick Shot, Vault Assault, Venetian Blinds, Video Euchre, Wing War

ACTIVISION ANTHOLOGY
(ACTIVISION FOR PS2)

Atlantis, Barnstorming, Baseball, Beamrider, Boxing, Bridge, Checkers, Chopper Command, Commando, Cosmic Commuter, Crackpots, Decathalon, Demon Attack, Dolphin, Dragster, Enduro, Fishing Derby, Freeway, Frostbite, Grand Prix, H.E.R.O., Ice Hockey, Kabobbler, Kaboom!, Keystone Kapers, Laser Blast, Megamania, Moonsweeper, Oink!, Pitfall!, Pitfall 2, Plaque Attack, Pressure Cooker, Private Eye, River Raid, River Raid 2, Robot Tank, Seaquest, Skiing, Skyjinks, Spider Fighter, Stampede, Starmaster, Tennis, Thwocker, Titlematch Pro Wrestling, Tomcat F14, Trick Shot

ACTIVISION ANTHOLOGY
(ACTIVISION FOR GAMEBOY ADVANCE)

Barnstorming, Baseball, Beamrider, Bloody Human Freeway, Boxing, Bridge, Checkers, Chopper Command, Climber 5, Cosmic Commuter, Crackpots, Decathalon, Dolphin, Dragster, Enduro, Fishing Derby, Freeway, Frostbite, Grand Prix, H.E.R.O., Ice Hockey, Kabobbler, Kaboom!, Keystone Kapers, Laser Blast, Megamania, Oink!, Okie, Oystron, Pitfall!, Pitfall 2, Plaque Attack, Pressure Cooker, Private Eye,

River Raid, River Raid 2, Robot Tank, Seaquest, Skateboardin, Skeleton +, Skiing, Skyjinks, Space Shuttle, Space Treat Deluxe, Spider Fighter, Stampede, Starmaster, Tennis, Thwocker, Titlematch Pro Wrestling, Tomcat F14 Fighter, Unknown Prototype #1, Unknown Prototype #2, Vault Assault, Venetian Blinds, Video Euchre

ATARI
80 CLASSIC GAMES IN ONE
(ATARI FOR PC)

3D Tic-Tac-Toe, Adventure, Air-Sea Battle, Asteroids, BASIC Programming, Battlezone, Bowling, Breakout, Canyon Bomber, Casino, Centipede, Circus Atari, Codebreaker, Combat, Concentration, Crystal Castles, Demons To Diamonds, Dodge'em, Double Dunk, Earthworld, Fireworld, Flag Capture, Football, Fun With Numbers, Golf, Gravitar, Haunted House, Home Run, Human Cannonball, Math Gran Prix, Maze Craze, Millipede, Miniature Golf, Missile Command, Night Driver, Outlaw, Quadrun, Radar Lock, Realsports Baseball, Realsports Football, Realsports Tennis, Realsports Volleyball, Sky Diver, Slot Machine, Slot Racers, Space War, Star Raiders, Star Ship, Stellar Track, Street Racer, Submarine Commander, Super Baseball, Super Breakout, Super Football, Surround, Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Waterworld, Yars' Revenge

ATARI ANTHOLOGY
(ATARI FOR PS2 & XBOX)

3D Tic-Tac-Toe, Adventure, Air-Sea Battle, Asteroids, Atari Video Cube, Backgammon, Battlezone, Blackjack, Bowling, Breakout, Canyon Bomber, Casino, Centipede, Circus Atari, Combat, Crystal Castles, Demons To Diamonds, Desert Falcon, Dodge'em, Earthworld, Fireworld, Flag Capture, Football, Fun With Numbers, Golf, Gravitar, Hangman, Haunted House, Home Run, Human Cannonball, Math Gran Prix, Millipede, Miniature Golf, Missile Command, Night Driver, Off The Wall, Outlaw, Quadrun, Radar Lock, Realsports Baseball, Realsports Football, Realsports Tennis, Realsports Volleyball, Sky Diver, Slot Machine, Space War, Sprintmaster, Star Raiders, Star Ship, Steeplechase, Stellar Track, Street Racer, Submarine Commander, Super Baseball, Super Breakout, Super Football, Surround, Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Waterworld, Yars' Revenge

TV GAMES - ACTIVISION
(JAKKS PACIFIC)

Atlantis, Boxing, Crackpots, Freeway, Grand Prix, Ice Hockey, Pitfall!, River Raid, Spider Fighter, Tennis

TV GAMES - ATARI
(JAKKS PACIFIC)

Adventure, Asteroids, Breakout, Centipede, Circus Atari, Gravitar, Missile Command, Pong, Realsports Volleyball, Yar's Revenge

TV GAMES - ATARI PADDLE
(JAKKS PACIFIC)

Breakout, Canyon Bomber, Casino, Circus Atari, Demons To Diamonds, Night Driver, Pong, SteepleChase, Street Racer, Super Breakout, Video Olympics, Warlords

FLASHBACK
(ATARI)

Adventure, Air-Sea Battle, Battlezone, Breakout, Canyon Bomber, Crystal Castles, Gravitar, Haunted House, Millipede, Sky Diver, Solaris, Sprintmaster, Warlords, Yars' Revenge

FLASHBACK 2
(ATARI)

3D Tic-Tac-Toe, Adventure, Adventure II, Aquaventure, Arcade Asteroids, Arcade Pong, Asteroids Deluxe, Atari Climber, Caverns Of Mars, Centipede, Combat, Combat 2, Dodge'm, Fatal Run, Frog Pond, Hangman, Haunted House, Human Cannonball, Lunar Lander, Maze Craze, Millipede, Missile Command, Off the Wall, Outlaw, Pitfall, Quadrun, Radar Lock, Return To Haunted House, River Raid, Saboteur, Save Mary, Secret Quest, Space Duel, Space War, Thrust, Video Checkers, Video Chess, Wizard, Yars' Return, Yars' Revenge

LEONARD HERMAN - Author

Leonard Herman, the Game Scholar, fell in love with videogames the first time he played *Pong* at a local bowling alley in 1972. He began collecting videogames in 1979 after he purchased his first Atari VCS and began writing *ABC To The VCS* in 1982. ,A programmer and technical writer by trade, Mr. Herman founded Rolenta Press in 1994 to publish his book, *Phoenix: The Fall & Rise of Videogames*, the first serious book on videogame history. Three editions have been published between 1994 and 2001 and a fourth edition is planned for 2006. Mr. Herman has written videogame articles for *Electronic Gaming Monthly*, *Videogaming Illustrated*, *Official US Playstation*, *Games*, *Pocket Games*, *Classic Gamer Magazine*, *Manci Games*, *Video Game Collector*, and *Gamespot*. He also edited Ralph Baer's book, *Videogames: In The Beginning*. Mr. Herman resides in New Jersey with his wife Tamar and their children Ronnie and Gregory. His website is www.rolentapress.com.

CHRIS CAVANAUGH - Editor

Chris Cavanaugh is an editor with the All Game Guide (www.allgame,com) and has been a die-hard gamer since he brought his first Atari home in 1979. In 1998 Mr. Cavanaugh founded *Classic Gamer Magazine*, a full-color publication dedicated exclusively to the games of yore. The magazine is currently available as a free downloadable magazine from www.classicgamer.com. Mr. Cavanaugh has also written articles for *GameSpy* and contributed to *Digital Press*.

MICHAEL THOMASSON -- Cover

Michael Thomasson is one of the most widely respected videogame historians in the videogame field today. He currently teaches college level videogame history, design, and graphics courses and is the founder and president of the highly respected Good Deal Games videogame database. For television, Michael conducts research for MTV's videogame related program *Video MODS*. He has previously designed covers for Ralph Baer's *Videogames: In The Beginning* , and *Confessions Of The Game Doctor* by Bill Kunkel, both from Rolenta Press. Michael has written business plans for several videogame vendors and managed almost a dozen game-related retail stores spanning two decades. His historical columns have been distributed worldwide in newspapers and magazines. He has also contributed towards or published dozens of games for several consoles, such as the Sega CD, Colecovision, CD-i and Vectrex. Michael's classic gaming business also sponsors retro-gaming tradeshows and expos across the United States and Canada. Mr. Thomasson and his wife JoAnn reside in New York. His website is www.gooddealgames.com.

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BECAUSE IT IS! IT USES 96% of ORIGINAL
SPACE CAVERN CODE, AND AS SUCH
IS AN ILLEGAL HACK

PS 215 - HARBOR ESCAPE IS A RIPOFF OF RIVER RA

PS 6 - THE FLAG SUB IN GONE NEVER REACHES
THE BOTTOM! IT WILL GO ABOUT HALF-
WAY DOWN BEFORE GOING BACK UP, AND SO

PS 6   MEGAMANIA - LASER BASE/CANNON IS CALLED
"MOBILE BLASTER"

SPACECHASE +7 SPACE CAVERN IS AN INDIRECT SEQUEL
SPACECHASE MANUAL STATES "MARK 16 starcruizer"
SPACE CAVERN MANUAL STATES "MARK XIV Starcruizer"

PS 13   TPX-SCAN ACCORDING TO MANUAL YOU ACTUALLY
DO STEER YOUR SQUADRON IN THE PADDLES

PS 204   "DONALD DUCK'S SPEEDBOAT RACE" IS FULL

PS 322 - Rocky AND BULLWINKLE

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