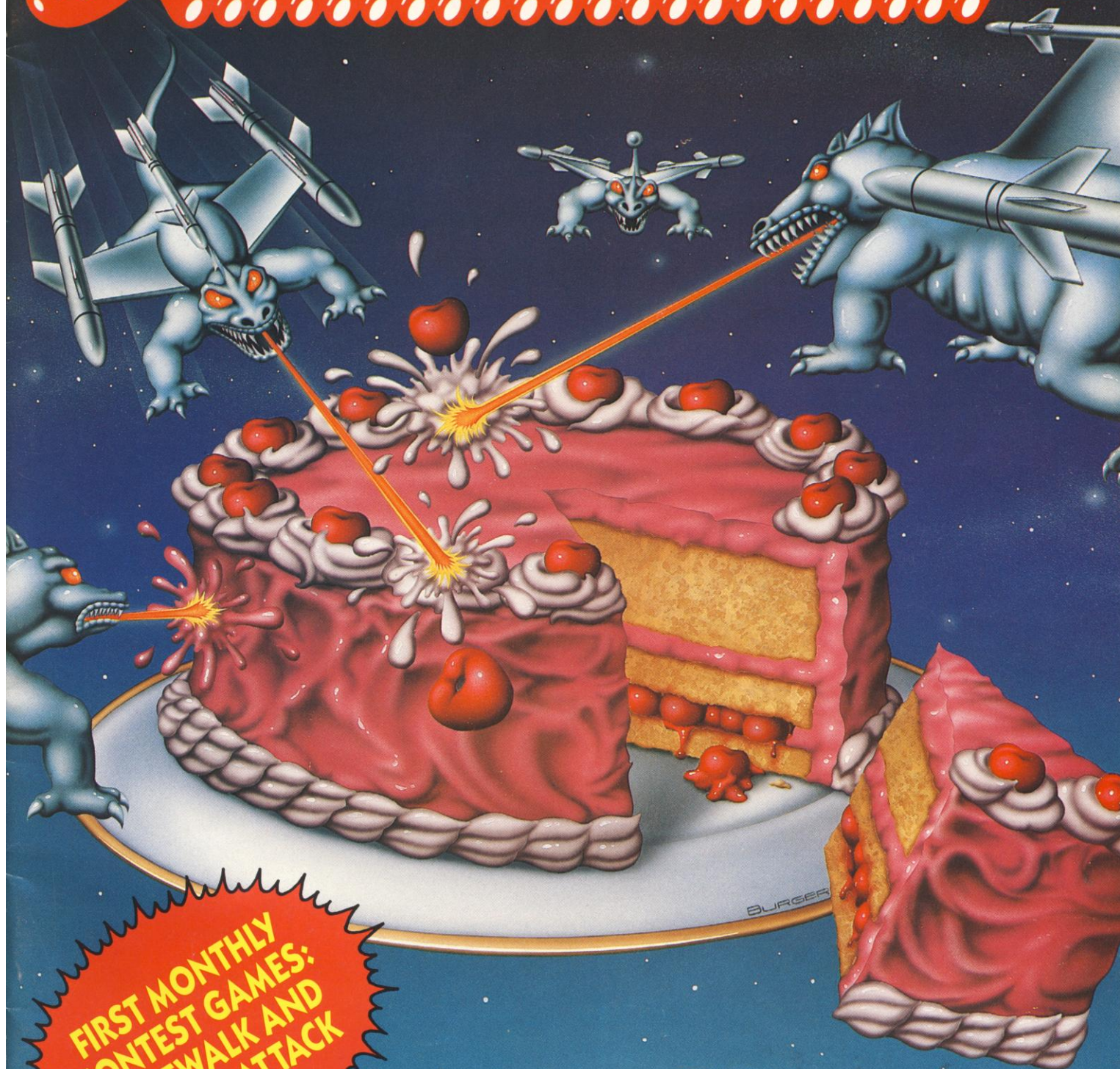


OCTOBER, 1983 • \$2.00

THE GAMELINE MAGAZINE

Gameline



**FIRST MONTHLY
CONTEST GAMES:
CAKEWALK AND
DEMON ATTACK**

**MEET
COMMAVID'S
IRWIN
GAINES**

**SIX NEW,
EXCITING
GAMELINE
GAMES**

**STRATEGY COLLEGE:
INSIDE TIPS
AND GAMING
TACTICS**

On the Gameline

RIISING TO NEW HEIGHTS

October! When competition fills the tube: football, the World Series, hockey and basketball exhibition games. What better month than to introduce GameLine's Monthly Contests. And what better way to visualize the kind of high-flying competition we expect than with our very own hot-air balloon, appropriately dubbed the *High Score*—at least for the time being. You see, the boss named the balloon before we had a chance to do anything about it. He does happen to be a licensed balloon pilot, but we think you can come up with a better name. So watch for our "Name the Gameline Balloon" contest in a future issue of *Gameline*. The *High Score* will be used in various places around the country to spread the word on Gameline. The balloon made its public debut in June at the Consumer Electronics show in Chicago and is expected to make its network television debut sometime before the end of the year on ABC's *That's Incredible*.

To get started on your rise to new heights in videogaming don't forget to read this month's "Competition Corner" for all the details on October's Contests. Some of the Contest rules, regulations and procedures listed in your Owner's Manual and the September issue of *Gameline* have been changed. So make sure you are familiar with the new details before you enter. And to give you all the same unfair advantage, we're providing some inside tips and tactics for wringing the best scores out of the Contest Games, *Demon Attack* and *Cakewalk*, in "Strategy College."

THE GAMELINE "HIGH SCORE"



GLITCHES & HOBGOBLINS

We're busy trying to get *Commando Raid* (Selection Number 744), *Planet Patrol* (277) and *Tape Worm* (747) ready for play. These games are unavailable until further notice.

You *Towering Inferno* fans already know there are a couple of mistakes in the "Using the Controllers" section of the in-

structions. A one player game requires the joystick to be connected to the right port, not the left port, as indicated in the instructions. For two player games, the gamer using the right, not the left, controller always goes first. Please correct the instructions. We're sorry for any confusion or inconvenience the errors may have caused.

A FRIENDLY WARNING

We put the Gameline 9-9-9 Directory on the system for your convenience *when and only when* your Master Menu or game selection numbers are not available. Unfortunately, all too many of you are using the Directory to regularly select games or worse, are calling up the Directory and not selecting a game at all. Each Directory call costs us, and while we are willing to absorb reasonable costs arising out of reasonable use of the Directory, the situation is getting out of hand. *If the Directory call rate does not drop to a reasonable level, we will seriously have to consider either taking the Directory off until other services become available or limiting free Directory calls each month.*

We really are trying to keep the cost of using Gameline to a minimum and we would prefer not to have to charge for Directory calls, so please use your Master Menu to select games and—keep your "exploring" to *Riddle of the Sphinx* or *Fantastic Voyage*. Thanks a bunch.

BONUS PLAY

For those of you just joining Gameline, we thought we'd let you know (if you don't already) that we've added surprise bonus play to many games for a limited time above and beyond the number of plays indicated.

So play your thumbs off, just remember to keep your Master Module in your game console with the power on.

THE GAMELINE MAGAZINE *GameLine*

OCTOBER, 1983

VOLUME 1, NUMBER 2

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Irwin Gaines used to be a physicist, but now he's the creator of such videogame hits as *Room of Doom* and one of this month's contest games, *Cakewalk*. Get to know one of CommaVid's top designers in this month's profile.

3 COMPETITION CORNER

Demon Attack and *Cakewalk* are this month's Contest Games. Find out how to enter and win the first GameLine Monthly Contests—and how you can move up to Regional Playoffs and the World Video Game Championship!

6 GAMELINE MASTER MENU

The complete alphabetical listing of all games currently on the GameLine system.

9 OCTOBER GAMES

This month we're adding six new, challenging games to the GameLine system. The descriptions and instructions begin on page 9. Don't forget to tear them out (they're perforated for easy removal) and put them in your Master File binder.

21 ON DEMAND

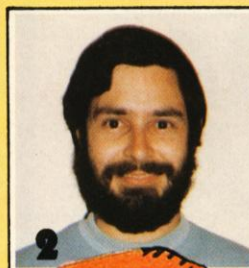
Questions about *GameLine*? The GameLine system? Or videogames in general? You may find your answers in this Q&A column. If you've got questions of your own why not write us, and we'll try to answer them.

22 STRATEGY COLLEGE

Everyone can use some tips on how to play their favorite videogames. This column will help you rack up high scores. This month, learn the ins and outs of *Cakewalk* and *Demon Attack*, our current Monthly Contest Games!

24 COMING ATTRACTIONS

Take a peek into *GameLine*'s fabulous future with this preview of games, articles and contests coming in the next few months.



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Meet the Designer



Most of the world would think that when a physicist switches careers to become a game designer that it's a pretty drastic change. But CommaVid's Irwin Gaines argues that the shift isn't as extreme as it sounds.

Few individuals have a better right to an opinion. Less than three years ago, Gaines turned his back on the physics field to join the fledgling game company. Gaines, with an impressive educational background that includes undergraduate days at Harvard and a Ph.D. from Columbia, says the big difference is in the end product.

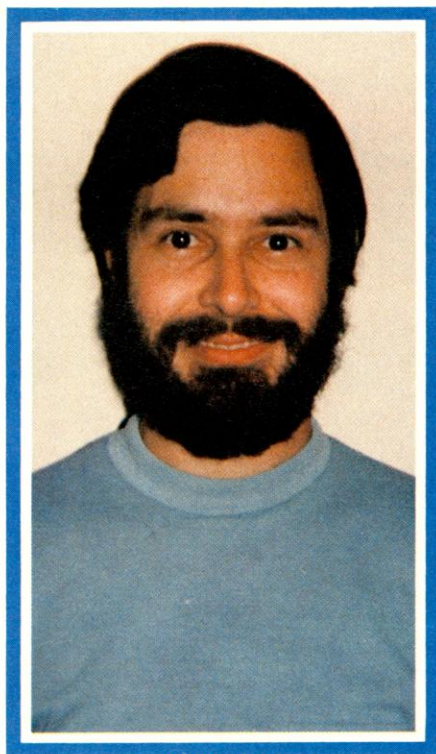
"Day to day, I use many of the same skills," he says, comparing his two careers. "I was always working with computers." What's more, he adds, "Whenever there was a new computer in the lab, I tried to put some game up."

That was only natural when you consider Gaines' life-long interest in gaming. Although he didn't encounter computers until high school—the 35-year-old Gaines laughingly claims he was "deprived" as a youngster because of the time lag—the designer was an avid gamer long before that, honing his skills at board games. Chess was a favorite, he says.

That interest in strategy is reflected in the games he now produces. His most recent effort is *Cakewalk*, where gamers must shift their baker up and down the screen, collecting pastries from a half-dozen conveyor belts while avoiding dangerous flatware. Players can control the set-up—to an extent—by briefly halting belts one at a time.

Gaines credits his wife for the basic idea for the game. Beyond that, he says, he had a number of challenges to face.

One was in trying to get as much detail into the game as possible. Gamers who appreciate such niceties as conveyor wheels that spin at different



IRWIN GAINES

speeds will agree he succeeded admirably.

Another was in making adjustments so the game would continue to be a challenge after the first few plays. Once again, Gaines hit the mark.

Cakewalk is similar to his previous game, *Room of Doom*, in that it offers a wide range of variations, flying in the face of a trend to fewer offerings on individual games. *Cakewalk* has a healthy 16; *Room of Doom*, a whopping 64!

Gaines is a staunch believer in offering many variations. For one thing, he says, they allow people of differing skills to play or practice. And in many cases, several versions become quite different games.

The designer uses *Room of Doom* as an example. In this challenging game, a player's on-screen alter-ego is trapped inside a room with an enemy that cannot be killed. But that's the least of it. There are sliding doors in the perimeter

of the room, behind which lurk deadly gunmen.

Should a gamer choose a variation where the doors are permanently open, says Gaines, the strategies change completely. Or if a version where the gunmen shoot diagonally is selected, the player loses the "safe spots" available when the hitmen can only shoot straight ahead.

It isn't all that tough to offer many choices, according to Gaines. "If you take a little care, you can put a lot of variations on a game. You can give the player more for his money."

Gaines designs his games by starting with some particular image of game play in mind. From there, the rest is a combination of working on the display and putting in things that occur to him as he works.

A game takes three to six months to develop—but Gaines adds that he usually works on several projects at one time.

"It's rare to work on a single project full time," he explains. "Toward the end of one I do, but before that point I work on several different things."

In his spare time, Gaines likes—no surprise—to play games. He's also an avid reader, with a preference for science fiction, mysteries and fiction in general.

He and his wife are the parents of two girls, four and six. The elder, he says, is getting into videogames.

Gaines looks forward to designing more games for the VCS. He says the system can be pushed a bit further, and predicts VCS games will become "more complicated, sophisticated and flashier."

As for CommaVid, the best seems yet to come. "We still can offer more to the consumer, using our accumulated expertise on the VCS," Gaines states confidently. With winners like *Room of Doom* and *Cakewalk* behind him, the future must be very bright indeed. ★

OCTOBER CONTESTS

They're here! The great Gameline Monthly Contests start this month with hot competition and even hotter prizes! Win a Gameline Video Master Certificate, free Game Sessions, a Gameline Cap, T-Shirt or even a Jacket, and earn the right to move up to the Regional Playoffs—and maybe even become the World Video Game Champion! It can happen—starting right now!

DEMON ATTACK

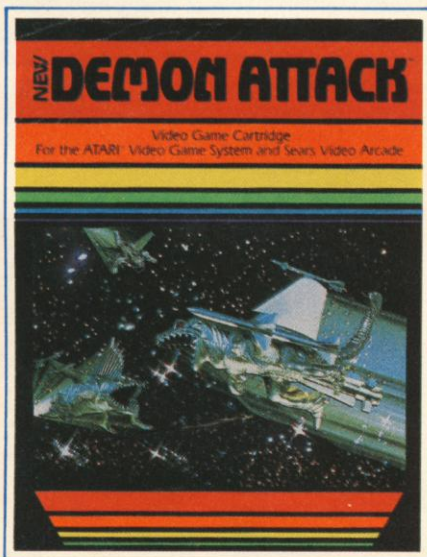


SELECTION NO. 100

CONTEST GAME
SESSION: 10 PLAYS

VARIATION: 5

DIFFICULTY LEVEL: A



Here it is, Gameliners—the first, fabulous Gameline Monthly Contests! We've fine-tuned the Contest information, so be sure to read the following pages carefully. And remember, you must use the special contest selection numbers to play the Contest Games. Of course, if you don't want to compete and want to play Demon Attack or Cakewalk just for fun, use the regular number permanently assigned to the game. You'll find it in your Master Menu. In either case, good luck and have fun!



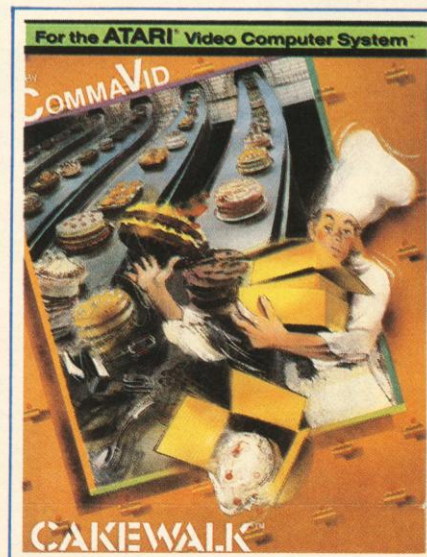
CAKE WALK

SELECTION No. 200

CONTEST GAME
SESSION: 10 PLAYS

VARIATION: 6

DIFFICULTY LEVEL: A



Competition Corner

Competition

GameLine Competition

COMPETITION CATEGORIES

There will normally be two Contests each month, three Regional Playoffs each year and a World Video Game Championship once each year. The first Regional Playoffs and World Video Game Championship will take place in 1984. Dates will be announced early in 1984.

MONTHLY CONTESTS

Monthly contests are open to all Gameliners. Each month two games will be designated *Contest Games* and described in the "Competition Corner" section of *Gameline Magazine*. **Each Monthly Contest will run for an entire month beginning at 12 Noon Eastern Time on the first calendar day of the month and ending at 3 A.M. Eastern Time on the first calendar day of the next month.**

Monthly Contest Games

To play a Monthly Contest Game, determine its selection number in *Gameline Magazine* and enter it on the selection screen. If *Gameline Magazine* is unavailable, enter 999 for the Directory, select GameLine, then Contests, and make your choice. Contest Sessions will consist of multiple plays of the most appropriate variation of a game and will normally cost \$1.00 per session. Check *Gameline* each month for advance notice of upcoming Monthly Contest games.

How to Enter Monthly Contest Games

Play any Monthly Contest Game. To enter your score, simply select YES on the entry screen which appears after your Contest Session. Your Master Module will automatically call GameLine



Master Control and enter your highest score in the Session. **After your score has been received by Master Control, the next screen will display your current highest score and your current regional and national percentile ranking. Hit the fire button. A second screen will display the current top re-**

gional and national scores and the first names of the high scorers.

The cost to enter your highest score and receive your immediate ranking is \$.50 per Contest Session. You may enter each Monthly Contest as often as you wish until it closes. Your highest score entered for each Monthly Contest Game during the month will be retained by GameLine Master Control and will become your final entry score for each Contest.

Winning

To be a Monthly Contest Winner, your final contest entry score in any Monthly contest must be in at least the top 50% of all scores in your region for the Contest. Prizes (listed below) will be awarded to Gameliners who score in the top 50%, 15%, 10%, 5% and 1% regionally in each Contest Game. Tie scores will be included in final rankings. Monthly Contest Winners will be notified by mail.

Your final ranking in the Monthly Contest Game(s) which you enter will automatically be displayed during the game loading sequence the first time you play GameLine after scores have been certified (usually no later than the 5th of the month). You will be notified by mail only if you are a Monthly Contest Winner.

Prizes

Only one prize per winner of a Monthly Contest will be awarded. Normally, this will be the highest prize for which a winner has qualified. However, a winner may elect to receive a lower level prize, by indicating his or her choice on the prize notification card and returning it within five days to GameLine. Prizes and qualifying percentiles are subject to change.

REGIONAL PLAYOFFS

The United States has been divided into 20 regions (see map and listing below for your region). To qualify for Regional Playoff:

- 1) You must enter **both** Monthly Contests **in any one month.**
- 2) You must have a numerical average ranking in these two Contests which places you among the top 25 such ranked Gameliners in your region (including ties).

For example, if in one Contest Game you ranked 10th, and in the second you ranked 30th, your average ranking would be $20 (10 + 30 = 40 \div 2 = 20)$.

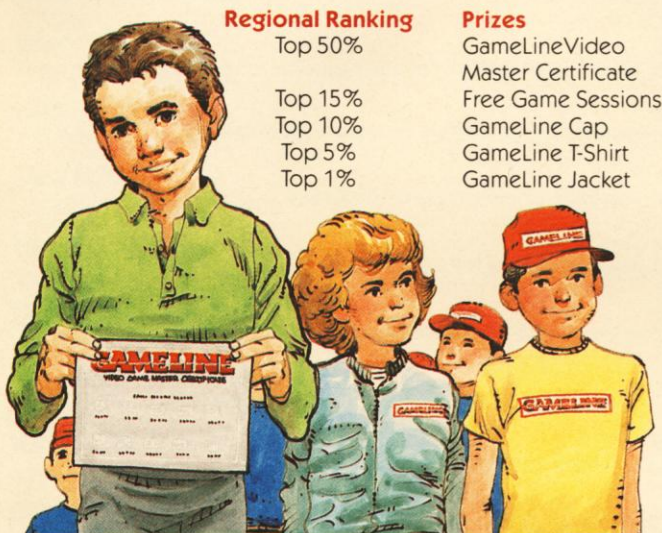
COMPETITION REGIONS

REGION 1		716 New York	REGION 6		REGION 9		517 Michigan	701 North Dakota	
Area Code	Location	412 Pennsylvania	Area Code	Location	Area Code	Location	616 Michigan	605 South Dakota	
203 Connecticut		717 Pennsylvania	404 Georgia		217 Illinois		906 Michigan	715 Wisconsin	
207 Maine		814 Pennsylvania	704 North Carolina		309 Illinois		REGION 12		
413 Massachusetts		REGION 4		919 North Carolina	618 Illinois		REGION 14		
617 Massachusetts		Area Code	Location	803 South Carolina	219 Indiana	Area Code	Location	Area Code	Location
603 New Hampshire		302 Delaware		REGION 7		312 Illinois		501 Arkansas	
401 Rhode Island		201 New Jersey		Area Code	Location	815 Illinois		316 Kansas	
802 Vermont		609 New Jersey		305 Florida		414 Wisconsin		913 Kansas	
REGION 2		215 Pennsylvania		813 Florida		608 Wisconsin		314 Missouri	
Area Code	Location	REGION 5		904 Florida	REGION 10		REGION 13		417 Missouri
212 New York		Area Code	Location	912 Georgia	Area Code	Location	319 Iowa		816 Missouri
516 New York		202 District of Columbia		REGION 8		515 Iowa		918 Oklahoma	
914 New York		301 Maryland		Area Code	Location	712 Iowa		REGION 15	
REGION 3		703 Virginia		513 Ohio		218 Minnesota	Area Code	Location	
Area Code	Location	804 Virginia		614 Ohio		507 Minnesota	405 Oklahoma		
315 New York		304 West Virginia		REGION 11		612 Minnesota	214 Texas		
518 New York		REGION 8		Area Code	Location	308 Nebraska	806 Texas		
607 New York		Area Code	Location	313 Michigan		402 Nebraska	817 Texas		
		205 Alabama					915 Texas		
		504 Louisiana							
		601 Mississippi							
		615 Tennessee							
		901 Tennessee							

Corner

Here's the low-down on all the rules and regulations governing our GameLine Contests. Read them carefully to find out just what you have to do to enter—and win!—and what prizes you can earn. This is the most up-to-date listing, so please discard any previous information you may have.

You may enter every month to improve your chances of qualifying for a Regional Playoff. **Just remember that you must enter both Monthly Contests in any one month.**



FINAL DESIGN OF PRIZES IS SUBJECT TO CHANGE

Regional Ranking

Top 50%
Top 15%
Top 10%
Top 5%
Top 1%

Prizes

GameLineVideo
Master Certificate
Free Game Sessions
GameLine Cap
GameLine T-Shirt
GameLine Jacket

Playing and Winning

GameLineers who qualify for their Regional Playoffs will be notified by mail and will be required to sign a release and affidavit of eligibility, as well as provide GameLine with a clear photograph. Each Regional Playoff will consist of six timed Play Periods with each Play Period consisting of a single appropriate variation of a different game (normally selected from among the Monthly Contest Games used during the previous three months' contest period). The five highest scores for each participant will be totaled in determining his or her ranking and prizes. The time and place of each Regional Playoff, as well as other detailed information, will be provided with the Notice of Eligibility. Transportation to the Regional Playoff location and all other expenses are the responsibility of the eligible GameLineer.

Regional Playoffs will normally occur on a weekend or a holiday and take place during an 8–10 hour period on a single day.

Prizes

Prizes will be awarded to the top 25 scorers in each Regional Playoff and will be announced in a future issue of *GameLine*. In addition, the three individuals with the highest scores among all Regional Playoff participants will receive grand prizes.

WORLD VIDEO GAME CHAMPIONSHIP

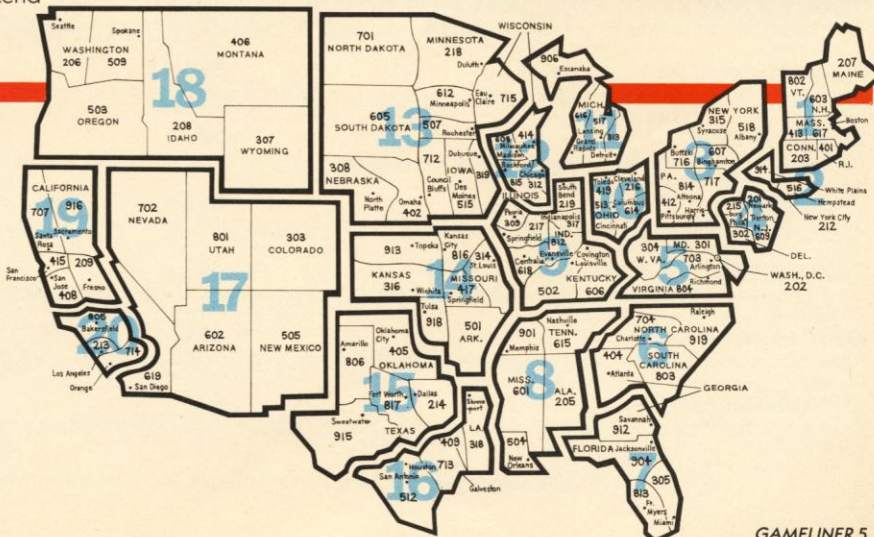
The GameLineer with the highest ranking in each Regional Playoff will be invited to the World Video Game Championship. Detailed information about participation in the World Video Game Championship and prizes will be sent along with the Notice of Eligibility. Transportation for the participant (and an accompanying adult family member if the participant is under 18 years of age) and lodging will be provided by Control Video Corporation.

GENERAL RULES AND REGULATIONS

1. Prizes will be announced at the beginning of each competition.
2. Contests are void where prohibited or restricted by law. **No telephone calls relating to GameLine Competitions will be accepted.** By entering GameLine Competitions, participants agree that all decisions by Control Video Corporation or its duly appointed agents, relative to any entries and any aspects of Competitions, are final.
3. Local, state and federal taxes, if any, are the responsibility of prize winners. All federal, state and local laws and regulations apply.
4. A list of Regional Playoff winners will be furnished 60 days after each Competition to anyone who sends a request with a self-addressed, stamped envelope to: GameLine Regional Playoff Administration, P.O. Box 608, Vienna, Virginia 22180.
5. Employees of Control Video Corporation, its Network Affiliates, subsidiaries, agencies and families are not eligible to win prizes in any GameLine Competition.
6. Control Video Corporation reserves the right to change Competition eligibility requirements and prizes.

Boldface indicates a change from previous information.

REGION 16		
Area Code	Location	
318	Louisiana	
409	Texas	
512	Texas	
713	Texas	
REGION 17		
Area Code	Location	
602	Arizona	
619	California	
303	Colorado	
702	Nevada	
505	New Mexico	
801	Utah	
REGION 18		
Area Code	Location	
208	Idaho	
406	Montana	
REGION 19		
Area Code	Location	
209	California	
408	California	
415	California	
707	California	
916	California	
REGION 20		
Area Code	Location	
213	California	
714	California	
805	California	
REGION 21		
Area Code	Location	
503	Oregon	
206	Washington	
509	Washington	
307	Wyoming	



OCTOBER, 1983

MASTER

NAME OF GAME	GAME SELECTION NO.	NUMBER OF PLAYS
AIRLOCK Your nuclear submarine is disabled and your on-board torpedoes have shaken loose. Can you find the hatch keys and escape?	689	12
ALIEN You're caught in a maze littered with alien eggs which you must crush to climb to a higher level. Watch out for roving aliens as you struggle to survive!	606	10
ATLANTIS Three defense posts defend the fabled civilization against the Gorgon fleet, which is trying to demolish the seven Atlantean installations.	314	8
BERMUDA TRIANGLE You've discovered a lost city in the Bermuda Triangle. Can you dodge laser blasts and dangerous sea creatures to recover its artifacts?	408	12
BUGS♦ Vast numbers of super bugs are converging on your space craft. Can you destroy the crawlies before they leave their nests?	504	12
CAKEWALK There are pies and cakes all over the screen! Try to get them in their boxes before they hit the floor in this fast-paced multi-conveyor belt game.	616	10
CHINA SYNDROME Earn nuclear energy safety certification by handling a simulated reactor emergency. Use the robot arms to collect escaped particles of fuel.	652	12
COCONUTS Help Stanley I. Presume avoid the coconuts Coco is throwing from his palm tree. He's protected only by an umbrella and pith helmet — and you.	537	12
COMMANDO RAID** Man an anti-aircraft cannon to knock enemy choppers out of the sky before they release android paratroopers, which will try to blow up your cannon.	744	10
COSMIC ARK Race against time to save the Beasties, skittish residents of the Alpha Ro system, who are threatened with extinction. But watch your fuel reserves!	633	8
COSMIC CREEPS Rescue the Cosmic Kids from a planet which is slipping out of its orbit while you fight off the Cosmic Creeps, who are trying to take over your ship.	429	12
COSMIC SWARM Fight off the mutant termites trying to build a new nest in the main power chamber of your space station.	466	10
CROSS FORCE Use the Spectron, a dual laser blaster whose beam of destruction obliterates everything caught in its crossfire, to eliminate the evil space villains.	803	12
CRYPTS OF CHAOS There's much treasure to be gathered by the brave and clever seeker in the Crypts — if the Monsters that rule the mazes can be defeated or avoided!	709	10
DEADLY DUCK A crew of crabs has taken to the air in an attempt to conquer Deadly Duck's pond! Can he avoid their brick-bombs long enough to stop them?	829	12
DEMOLITION HERBY Keep Herby on the right track as he bashes past enemy autos hot on his trail. Smash them from behind before they catch Herby head-on!	389	10
DEMON ATTACK Stranded on the ice planet Krybor, you're under attack by demonic creatures. The bizarre invaders become tougher to hold off as the game progresses.	582	10
DRAGONFIRE The Prince tries to re-enter the dragon-infested castle and find his family's valuables. Can he make it in and out without being flamebroiled?	823	8
EARTH DIES SCREAMING, THE The Trillions are out to destroy the Earth by draining all its energy! Your job is to stop the Fighters and Kamikaze Satellites before they reach their target!	192	10
EGGOMANIA♦ Weird Bird is dropping eggs from the circus highwire on poor Blue Bear. Help him make a turkey out of Weird Bird by catching the chicken fruit!	638	9
ENCOUNTER AT L-5♦ In this paddle game, the evil megalytes are attacking peaceful Space Colony L-5. Can you use the anti-matter launcher to protect the colonists?	479	12

** This game is temporarily unavailable. We'll let you know when it is ready to play.

MENU

How to use the Master Menu

The Listing below is arranged as follows: Name of Game, Game Selection Number, and Number of Plays per game session. All games use joysticks unless otherwise indicated. This symbol (♦) means paddle-controllers are required.

For your convenience, all games are listed in alphabetical order, and unless otherwise indicated, each game session costs \$1.00, billed to your credit account.

Please use the Master Menu in each issue of *Gameliner* as it will always be the most up-to-date directory.

NAME OF GAME	GAME SELECTION NO.	NUMBER OF PLAYS
ENTOMBED Use "make-breaks" to avoid zombies and create paths through walls in this challenging scrolling maze game set in Ancient Egypt.	352	12
FANTASTIC VOYAGE Your microscopic submarine has been sent into the arteries of a critically ill patient. Your mission is to find and destroy the deadly blood clot!	882	9
FAST FOOD Help Mr. Mouth gobble up the goodies as fries, shakes, hamburgers and cola fly by in a game where calories definitely count—to win!	189	12
FIRE FIGHTER A man is trapped inside a blazing warehouse. Can you, an expert firefighter, save him with your hose and ladder? Don't let him be forced onto the roof!	702	10
FLASH GORDON Enter Spider City to destroy the mysterious Hatching Pods and rescue lost Spacemen. But beware of the invulnerable Disruptors!	678	12
FRANKENSTEIN'S MONSTER Make your way past spiders and ghosts to the castle's dungeons to gather stones to stop the Monster—if you get past the vampire bats!	722	9
GANGSTER ALLEY Five criminals are holed up in Gangster Alley, with an innocent woman and child as hostages. Pick off the villains—but don't shoot the hostages.	274	12
GOPHER Gophers are out to get your carrots, and your only weapon is your trusty shovel. Fill in the holes or bonk the critters!	552	9
JAWBREAKER Be a set of jaws in a candy factory filled with luscious chocolate bars. Be sure to avoid the four smiling faces in this maze-chase-gobble game.	677	8
KING KONG King Kong has captured your girlfriend and placed her on a skyscraper! Can you avoid the giant ape's bombs and climb the building to rescue her?	640	10
LOST LUGGAGE An airline's luggage carousel is running amok, throwing passengers' bags all over the terminal! Can you catch the suitcases?	186	12
M.A.D. In Missile Attack & Defense, your civilization's energy supply is under attack. Play against the computer or let a friend man the missiles.	421	8
MARAUDER Find and destroy the power center that runs the enemy's weapon system. It won't be easy, since the enemy base is crawling with robot guards out to get you!	547	10
M*A*S*H As Hawkeye Pierce, you must pilot a helicopter, rescue injured men or pick up skydiving medics while performing surgery in-between.	284	12
MEGAFORCE Defend Sardoun by destroying enemy headquarters in this scrolling shoot-out. Use the moto-fighter to defeat the dastardly villains!	285	8
MINES OF MINOS Help the sole surviving robot avoid the aliens and rebuild his fellow workers for the climactic battle in this multi-level maze game.	734	10
NAME THIS GAME Try to protect your undersea treasure from a circling shark and a giant octopus with curious tentacles. Be sure to watch your air supply!	764	12
NEXAR, THE CHALLENGE OF Radioactive beacons guarded by impact-exploding saucers are hurtling out of a spacewarp. Prove your ability as a warrior by destroying them.	431	12
NO ESCAPE Jason must fight off the Furies in the Temple of Aphrodite by knocking bricks from the roof of the temple. If your lifeline gives out, Pegasus will save you.	681	10
PICNIC♦ Defend your cheeseburgers against the swarm of creepy bugs who want your picnic goodies. Swat those flies into the bug-zapping trap!	519	12
PIECE O' CAKE♦ Assemble the layer cakes as they pass by you on the conveyor belt. The conveyor keeps speeding up as you try to decorate the confections.	676	10

MASTER MENU

NAME OF GAME	GAME SELECTION NO.	NUMBER OF PLAYS
PLANET PATROL** The planet has been invaded! Your mission is to free the planet, rescue the pilots stranded during the invasion, and destroy the missile bases.	277	8
RAFT RIDER Maneuver your raft downstream past rocks, moose and the occasional tree, while you try to gather gold nuggets. Look out for the beaver!	433	10
RAM IT It's a color invasion as bars of many hues move in from both sides of the screen! Can you ram them back, or will you be trapped by the tinted barriers?	325	12
REVENGE OF THE BEEFSTEAK TOMATOES Can you trap the vicious horde of beefsteak tomatoes behind sturdy brick walls, or will they ruthlessly splatter every ketchup-eater in the state?	703	10
RIDDLE OF THE SPHINX Explore Ancient Egypt as you search for the correct offerings that will lift the curse that lies on the land. Thirst and wounds are your enemies.	322	8
ROOM OF DOOM Vicious gunmen lurk outside the room, and an indestructible monster is inside with you. Can you defeat them and reach the next room?	159	10
SHARK ATTACK Avoid sharks and slowing kelp while you collect diamonds lost in a shipwreck, in this undersea maze-chase. Look out for the Loch Ness Monster!	275	12
SHOOTIN' GALLERY Hit the moving targets as they travel back and forth across the screen. The lively tune will set your mood for this challenging game!	641	8
SNEAK & PEEK This is hide and seek brought up to date, with video graphics. Play against the computer, or one player can hide while the other seeks!	290	10
SOLAR STORM♦ It's bad enough you face numberless Deltoids and Shield Blasters—now a nearby sun has gone nova, and you must also destroy the debris!	420	12
SPACE CAVERN Battle flying electrosauri and tunnel-lurking marsupods in this subterranean adventure. Can you hold off the attackers with only your photon ray pistol?	167	10
SPACE JOCKEY Fly an attack saucer and battle enemy jets, propeller planes and helicopters. Get them before they get you, and then try to blow up the tanks!	634	8
SPACE MASTER X-7 A Hyperion military base has been collecting high tolls for centuries—and killing all who protest! Can you penetrate its forcefield?	305	10
SQUEEZE BOX The walls are closing in on the poor jailbird. Shoot through the bricks and escape the cell before the walls crush the poor claustrophobic fool.	330	10
SSSNAKE Prehistoric pterodactyls, fierce trachodons and giant snakes try to get into your fortress in the lost jungles of the Amazon. Can you keep them at bay?	794	12
STARGUNNER You're the first Earthling to attain the rank of Stargunner and guard Yarthae, hub of the galactic empire. But now it's under attack—and you're alone...	414	12
STAR VOYAGER Travel through seven star portals, all guarded by enemy ships, to reach and defend the Capital Starport in this piloting-combat game.	850	10
TAPE WORM** Slinky the Worm wants to eat some sweet fruit, but he's got to down his veggies first, while avoiding Spanky the Spider and Beeky the Bird!	747	10
THRESHOLD Attacked by aliens in an uncharted section of the galaxy, you must use your phaser and piloting skills to dodge their missiles as you return their fire.	142	10
TOWERING INFERNO Make your way through the maze-like floors to reach the stranded survivors of a skyscraper fire, and helicopter them to safety.	260	8
TRICK SHOT Play Pool, Trick Shot or English Billiards in the comfort of your own livingroom. Can you become a pool shark and win the trophy?	166	12
TURMOIL The vast space lanes are infested with enemies. Zip up and down the center alley, blasting them before they ram or bomb you!	751	9
WARLOCK♦ Your ship has been caught in a freak time/space warp and is at the mercy of space pirates! Use your Tachyon Launcher to hold them off!	848	12
WORD ZAPPER Duplicate a word or jumbled letters by shooting letters off the moving scroll. Avoid the asteroids as you try this crazy spelling bee!	250	10
WORM WAR I Your anti-worm tank must defeat all the giant worms in the city of Teriyaki. Search out the crawlies and destroy them—but don't forget to refuel!	842	12

** This game is temporarily unavailable. We'll let you know when it is ready to play.

DEMOLITION HERBY'S ON THE LOOSE, and it's up to you to keep him on the right track as he bashes and crashes his way past enemy autos hot on his trail. If they catch him head-on, they'll run him off the road. But smash them from behind and it's full speed ahead! Or you can shift into overdrive to give them the slip. But watch your fuel reserves...even hotshot hotrodders run out of gas. Can you turn the white track red, or will the vengeful vehicles catch you?

HOW TO BEGIN:

Use the game select switch on your console to choose one of the three variations offered on the game (see the section on Game Variations to help you make your selection). Release the game select switch when you reach the exact number you want.

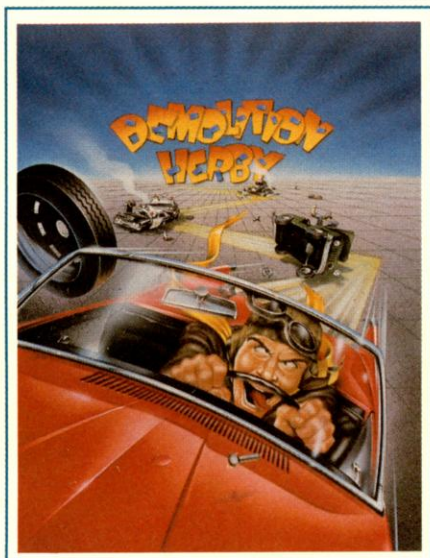
Two-player games are not determined by the game variation number. To play a two-player, competitive version of Demolition Herby, simply plug both joysticks into place and may the best basher win. The left joystick always controls Herby's movement. The right joystick controls all three enemy cars.

After selecting your game variation number, use the game reset switch to start the game. The difficulty switches have no function.

USING THE CONTROLLERS:

Demolition Herby uses joystick controllers. Hold the controller with the red button to the upper left. The left joystick always controls Herby (the only green car on the playfield). For a two-player version, plug a joystick into the right controller port on your game unit. The player who uses this joystick plays the part of all three chase cars and tries to run Herby off the road.

The joystick controls Herby's movement on the track. To move the green car up, push the joystick away from you. To move down, pull it toward you. Pushing the stick to either the left or the right results in Herby moving in the corresponding direction. (For tips on controlling the chase cars in a two-player game, see the section on How To Play the Game.)



Press the red button to shift Demolition Herby into overdrive. His speed increases dramatically—but so does his gas consumption. While in overdrive, Herby cannot turn any track red unless he's already knocked all three enemy cars off the track.

HOW TO PLAY THE GAME:

Demolition Herby is the little green car that begins each game at the top center of the on-screen track.

He can only drive on the lines of the track, and can move up, down, right or left along the white line. The number of cars left in reserve is shown at the bottom of the screen, and the fuel gauge is at the bottom left. When it runs all the way down to empty, Herby's had it!

When Herby drives over a white track, he leaves a red trail in his wake. The object of the game is to color the entire track red, while avoiding or bumping chase cars and not running out of gas.

You know your fuel is running low when a warning tone sounds. To replenish your supplies, make Herby "color in" all four sides of a square. The area will then turn black and he'll be rewarded with extra energy. (He earns even more bonus fuel if he can complete two squares with only one line.)

His task is complicated by three chase cars, who erase Herby's red lines if they drive over them. The three bullies also try to bash the poor race car off the road with a head-on collision. Each time they succeed, one Herby is lost. The only way to knock them flat is to hit them from the rear and fender-bend them. Or, more timid players can simply try to avoid them, but at

DEMOLITION HERBY

DEMOLITION HERBY

harder levels it will be difficult.

A second player can assume the role of the chase cars by simply plugging a joystick into the right-hand controller jack on the game console. This gives Player Two control of all three chase cars.

Here's how it works: The chase cars can move in all directions, but can change their course only at an intersection. All three cars move the way Player Two shifts the joystick (up, down, left or right)... when they reach the next intersection. In two-player games, only Player One—Demolition Herby—earns points. But a second player can have plenty of fun keeping an opponent from scoring!

To really burn up the track, Demolition Herby can be shifted into overdrive by pressing the red button on your controller. He'll immediately double his speed, horn blaring, and race to his destination until you release the button. But, unless all three chase cars have already been "bumped" off the track, Herby can't color from white to red while in overdrive. Be warned, too—super speed uses super amounts of fuel.

When Demolition Herby is finished coloring in an entire track, he's completed a lap and the action stops. Press the red button to go on to the next track, where the chase cars are even more anxious to run you off the road.

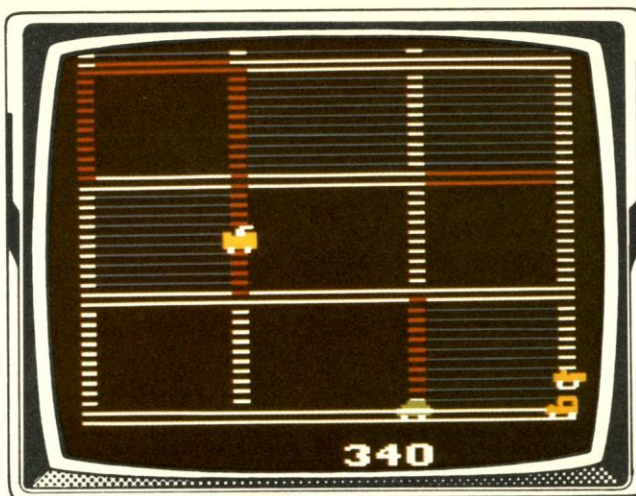
Each game begins with three Herbys. Every time the little racer is knocked off the road or runs out of gas, one Herby is lost. Play continues until all three cars have been demolished.

GAME VARIATIONS:

There are three variations of Demolition Herby. All are basically one-player games, but a second player can handle the chasers.

Game One is a children's version, in which the other race cars are fairly slow. Their speed remains the same every lap.

Game Two is the beginner's game.



Though the pace starts out slow, the chase cars' speed increases so quickly that by the fifth lap, they don't even erase your red lines. They don't have to!

Game Three is the experts' game. Your opponents are fast to begin with—and they just get faster! After

the second lap, they're too fast to erase your tracks. This one is tough!

SCORING:

Blackening out a single square earns the player 32 points and a fuel allotment. Completing two squares with one continuous line scores 145 points and more extra fuel.

Ramming a chase car off the track is worth 117 points.

For each 1,000 points earned, a bonus Herby is awarded, up to a maximum of six cars in reserve.

TIPS FOR BETTER PLAY:

As soon as a chase car rides on the same line as Herby, its speed doubles. To slow it down, get off that track line.

Whenever possible, try to set it up so that you complete two squares with one line. Your score reflects your expertise!

Chase cars that have been rammed off the track can ricochet into Herby! After ramming a chase car, try to clear the area.

Remember that, no matter how many cars you can bash, gas is still a consideration. Keep track of your fuel reserves, and if you hear a warning tone, complete a few squares—fast!

You will undoubtedly devise your own strategies after a while, but you may want to give these a try:

The Slippery Shifter—concentrate on blackening out squares and evading the chase cars. Use the overdrive right at the start to get to the opposite end of the track—this is especially effective at the first few levels

The Bashing Crasher—go after the chase cars first, then go into overdrive to black out as many squares as possible. ★ ★ ★

BECAUSE OF YOUR REPUTATION as a fearless pilot and daring adventurer, this mission has fallen to you—Flash Gordon. Yours is the dual responsibility of rescuing as many wandering Spacemen as possible while destroying every Hatching Pod in Spider City. The City is not undefended, however, so beware of the debris-scattering Disruptors, which are invulnerable to destruction. Once they catch you, they just may end up keeping you—permanently!

FLASH GORDON
by Twentieth
Century Fox
300

HOW TO BEGIN:

Before you begin game play, be sure that the joystick you'll be using is plugged into the left port. There are no variations to this game, so you don't have to select a play option. Likewise, the difficulty switches on your game console do not affect game play.

To leave the game demonstration mode, press either the game reset switch on your console or the red button on the joystick controller. To pause while the game is underway, flip the color/black-and-white switch to the black-and-white setting. When you want to re-start play, switch back to the color setting.

USING THE CONTROLLERS:

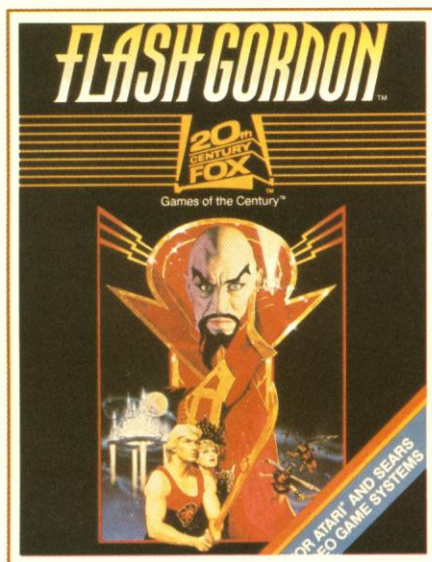
"Flash Gordon" uses a joystick controller. Be sure it's securely plugged into the left port on your console. Hold the controller with the red button to the upper left.

The stick controls the movement of your spaceship within the city. To move the spaceship up, push the stick away from you. To move down, pull it toward you. To fly toward the right or left side of the screen, move the joystick in the desired direction.

Fire your laser weapon by pushing the red button on the controller.

HOW TO PLAY THE GAME:

Flash Gordon simultaneously presents two scenes on your screen. The bottom one shows a radar map of Spider City. The top is an enlarged view of your immediate vicinity. Your score is displayed on the bar across the top, while the ships left in reserve are noted in the bottom left corner.



The number of Spider Cities you've conquered, accomplished by destroying all resident Hatching Pods, appears at the bottom right. The display has room to show 39 cities, so good luck!

The game begins with your spaceship in the center of Spider City. On the radar map, the ship is represented by the small white dot in the center of the labyrinth. The first order of business is to eliminate the Hatching Pod

lairs. The maps shows these as dots scattered in tunnels throughout the city.

When you reach a Hatching Pod, pass your ship over the dot shown on the lower screen. Immediately, six Pods will float in front of your ship on the upper screen. Touch one with your spaceship or shoot one and they'll all hatch.

Newly-hatched Spider Warriors will promptly try to escape. Speed is of the essence here. You must shoot as many as possible before they run off the playscreen to safety. Once they're gone, they're gone!

If you manage to shoot five Warriors from any one Hatching, you'll absorb enough power to establish a temporary shield. While your shield is in effect, you can ram your ship into enemies to destroy them, and you're invulnerable—but it lasts for only a few seconds. Two beeps warn the shield is about to disappear.

Of course, the Hatching Pods aren't the only denizens of the city. As you travel along, you may run into a few stranded Spacemen, who you can rescue for extra points by passing your ship over them. Never shoot a Spaceman if you can avoid it, because you'll face a stiff scoring penalty.

Spacemen never show on the bottom

FLASH GORDON

FLASH GORDON

screen. Neither do Patrol Ships. These lone wolf vessels have a knack for colliding with your ship, so blast them as soon as they appear in sight.

There's one other encounter you may have in the city. That's with the deadly Disruptors. Luckily, these are displayed on the radar map, appearing as large white crosses, so you're forewarned.

You'll know you've met a Disruptor if you find your spaceship in the midst of a sudden meteor shower. In this event, don't stick around to try shooting the debris, because it just keeps coming! Get out of there as quickly as possible by fleeing into the lower-screen tunnels, away from the right cross. Your flight can be a little easier if you shoot the Disruptor's generator, shown on the upper screen as a larger, less solid-looking sphere. A well-placed shot will temporarily freeze the entire Disruptor in the tunnel, allowing a few seconds for escape.

When one of your ships is eliminated, its replacement will appear with a temporary shield. Thus, you have a chance to get out of a tight spot if need be. The game ends when your last spaceship is destroyed; play begins with three ships.

GAME VARIATIONS:

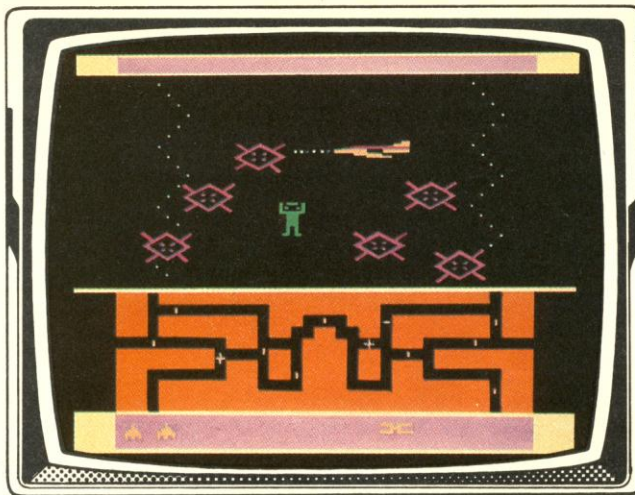
"Flash Gordon" is a one-player game with built-in levels of difficulty. The longer you play, the harder it gets.

SCORING:

Rescuing a Spaceman earns you 70 points, while shooting him **costs** you 1,000. Don't be trigger-happy!

Eliminating a Patrol Ship nets 25 points, while bits of Disruptor debris are worth 10 points apiece. Knocking out a Disruptor's Generator adds 100 points to your score and temporarily freezes any machine in its path. Then is the time to flee.

In any given Hatching, the first Pod or Spider Warrior you shoot is worth 100 points. The second earns you 200 points,



the third 300, and so on. Go for them!

Each time you destroy all the Hatching Pods in a city, you have conquered the city and earn a bonus ship. A bonus of 10 points per rescued Spaceman, multiplied by the number of cities you've conquered, is then added to your

score. If you lose a spaceship before collecting its bonus, the points are forever lost, so guard your safety well.

TIPS FOR BETTER PLAY:

Never try to rack up points by flying into a Disruptor to "pick off" debris. The bits are worth only 10 points each, and once you're in the middle of a Disruptor it's not easy to get back out.

Head straight for the Hatching Pods, stopping only to pick up Spacemen. If there are a lot of Disruptors between you and the pods, try heading through one of the wraparound passageways obvious on the lower screen.

When the Spider Warriors hatch, the ones on the right will run to the left, and vice versa. Face towards the center of the screen to shoot the first Pod. It will leave you in a good position to pick off escaping Spider Warriors.

At higher levels of play, it's almost necessary to shoot a Disruptor's Generator in order to get away from it.

Use both screen displays. The radar-scanned City Map is the only clue you have to the location of Pods and Disruptors.

Although it's tempting to touch a Pod to hatch it, you stand a better chance of blasting all the Pods if you shoot the first one before it's hatched. Then, pick off as many as you can fast, before they hatch and clear the area.

Be extremely careful about what you shoot as you pass by in the city corridors. While many times enemy Patrol Ships appear almost immediately, be sure that they are **not** actually humanoids. If you're too quick, the penalties for killing humans can wreak havoc on your score. ★ ★ ★

THE STAGE IS set for tragedy, as Dr. Frankenstein is about to complete his famous creation: Frankenstein's Monster! Only you can step in and stop the all-too-predictable events. To do so, you must make your way past spiders and ghosts to the dungeon to get a block of stone. Then you must fight through swarms of vampire bats to start a barricade around the figure. Can you complete the wall before the creature gathers enough energy to come alive?

FRANKENSTEIN'S
MONSTER
by Data Age
722

HOW TO BEGIN:

Use the game select switch on your console to choose one of the two variations offered on the game (see the section on Game Variations to help you make your selection). The game variation number will appear at the top of the screen. Release the game select switch when you reach the exact number you want. Then, check where you want to set the difficulty levers for play.

When the difficulty switch is set on A, the game is for the more advanced player. For an easier game, set the switch on position B.

Use the game reset switch to start the game. Press the red controller button to begin the action when you're set to begin.

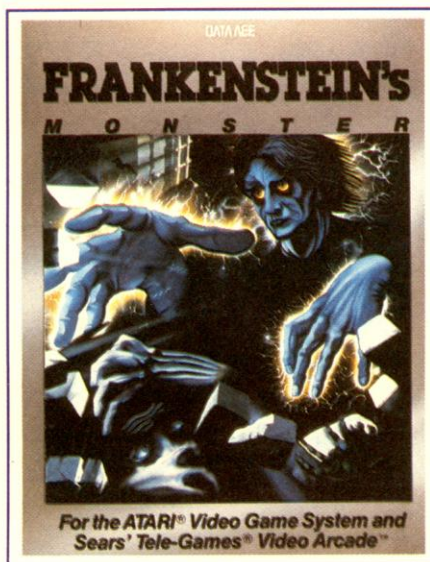
USING THE CONTROLLERS:

Frankenstein's Monster uses joystick controllers. Hold the controller with the red button to the upper left. Move your joystick to the left or right to move your figure in those directions. After carefully positioning your on-screen alter-ego, pull the joystick toward you to make him climb down ropes; push it away from you to make him climb up, or move up the screen when returning from behind the green wall to the monster's lair.

Push the red controller button to make your figure jump.

HOW TO PLAY THE GAME:

The object of the game is to gather stones and build a wall around Frankenstein's Monster before he comes to life. However, there are no stones nearby. The only source of the rocks is the dungeon. You must make your way down there,



avoiding various obstacles, fetch the stone and return through other dangers to start the wall.

The game begins with lightning flashing across the screen, beginning to energize the Monster. Your figure will appear on the right of the green wall, on the level just below the monster's location.

A ghost is also roaming around this level. Watch its position carefully before you press the red button! Then, as soon as your figure

is under your control, race to the dungeon to collect your first stone block.

To reach the dungeon, you must climb through the openings in the floors. Jump over trapdoors, and avoid or leap spiders—the ghost, by the way, can't be jumped.

When you reach the dungeon level, jump over the moat to reach the stone on the right side. A note will sound to tell you you've picked it up. Then you must dodge the flying creatures as you make your way up the screen toward the Monster. Reach the top and deposit your stone, and the screen will immediately return to the first playfield and you begin again.

You must repeat your trip six times to complete the wall. Of course, each time the feat is more difficult!

The most important obstacle to avoid is the moat. The other obstructions will cost you points, but falling into the acid-filled trench will cost one of your three lives!

While you try to build your wall, the Monster is slowly gaining energy. As he becomes stronger he begins to turn green. When he's totally energized he becomes entirely green and breaks away from the castle, ending the game. The game also will end if you lose all three of your lives by fall-

FRANKENSTEIN



FRANKENSTEIN

ing into the moat repeatedly.

But you can win the game by completing the wall before the Monster comes to life!

GAME VARIATIONS:

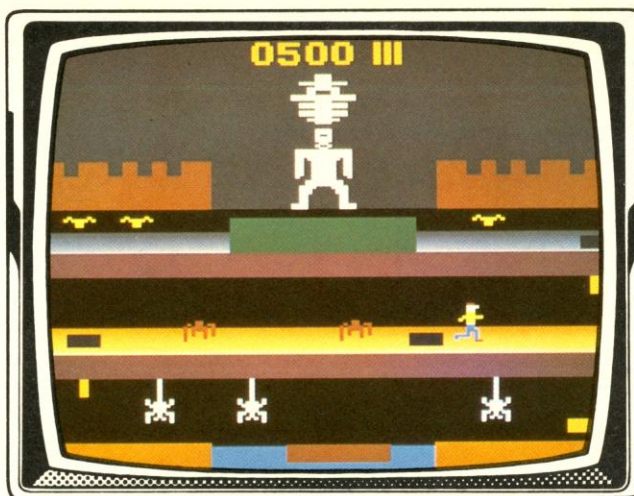
There are two variations of Frankenstein's Monster. Game One is for a single player, using the left joystick. Game Two is for two gamers who alternate turns. Remember, each player must press the red button on his or her controller to begin each turn.

SCORING:

The game begins with each player awarded 500 points, shown at the top of the screen (the lines next to the score indicate how many lives you have left).

Each time you touch a ghost or spider, 20 points are deducted from your score. Run into a bat, and you lose 10 points. Fall through a trapdoor and it will cost you 100 points. Tumble into the acid-filled moat and you lose 200 points (along with a life!).

If you run out of points before you run out of lives, don't despair! Persevere, and you can earn points to replace those you lost. Every stone placed around the Monster adds a whopping 500 points to your score. And if you complete the wall before time runs out, you get a bonus of 100 points for each of the 30 units of time you've saved.



TIPS FOR BETTER PLAY:

As the game begins, watch the position of the ghost. Be sure it's away from you before you push the red button to start the action rolling.

Run to the opening on the right, position yourself carefully in its center, and climb down.

Be careful that the spider isn't underneath you. If you think it's too near, just wait to complete the climb until it's moved away.

Leap over the middle trapdoor and run to the one on the far left. Climb down to the dungeon level, avoiding the trio of swinging spiders.

Get a running start to clear the moat. You may want to move your figure back to the far left to give him a greater start; on more advanced levels, this is particularly helpful. Then run across the stone area and jump again to clear the other side.

After you retrieve the stone and start back, position yourself carefully under the same openings you used to get down, press the red controller button to jump, and climb once you've grabbed the rope.

Be prepared for trouble when you go behind the wall! Dodge and weave your way through the spiders to the top of the screen and the monster.

Remember that to start the action after you've run into an obstacle, you must press the red controller button. ★ ★ ★



YOUR GARDEN IS UNDER ATTACK! Gophers are out to get your carrots. Your only weapon of defense is your trusty shovel. Fill in those gopher holes before the nasty critters can reach the surface, or bonk them on the head if they've gotten too far. Even if they get a carrot or two, all is not lost: your friendly neighborhood duck is flying by with seeds—if you can catch them! Coordinate hole-filling, gopher-bonking and seed-catching to reap success!

GOPHER
by U.S. Games
552

HOW TO BEGIN:

Use the game select switch on your console to choose one of the four variations offered on the game (see the section on Game Variations to help you make your selection). The game variation number will appear at the top of the screen. Release the game select switch when you reach the exact number you want. Then, check the difficulty levers.

When the levers are set on B, you're dealing with a smart gopher. Move the switches to A, though, and the gopher you get is very smart! You need only set the left difficulty switch for a one-player game, but set both if two are playing. They can be placed at a different setting for each player if you so desire. In this way, they can act as a handicap device if one player is more experienced or much older than the other.

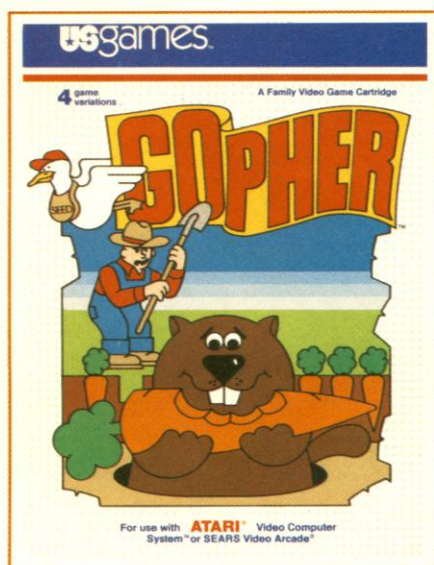
Use the game reset switch to start the game. Press the red controller button to begin the action. If you want to start a new game while in the middle of a game, use the game reset switch. Otherwise, the red controller button can be used to start a new game after one is ended.

USING THE CONTROLLERS:

Gopher uses joystick controllers. Connect one joystick to the left port for a one player game; connect both joysticks if two are playing. The gamer holding the left controller always goes first.

Hold the controller with the red button to the upper left. Push the joystick to the left to make your farmer move to the left; push the stick to the right to make him scoot that way.

Press the red button to make the farmer



fill in holes, bonk gophers, or plant seeds.

HOW TO PLAY THE GAME:

The game begins with your farmer positioned about in the middle of his carrot patch. The farmer stands, spade in hand, on the green surface, about a third of the way up the screen. There are three rows visible on the surface, and the top of the three carrots push up into view by the farmer.

The carrot bottoms—the orange, edible part!—jut down into the brown dirt. That's also where the gophers do their tunneling.

Although it may seem like you're fighting off a regiment of gophers, there's really only one very fast fellow. He'll start digging in from either side of the screen, dashing back and forth very quickly indeed. Once he has his horizontal tunnel at the very bottom of the screen completed, he'll start really going after those carrots!

The gopher will start tunneling up in a number of places, darting from spot to spot, often running off one side of the screen and reappearing at the other. A vertical tunnel is complete when it reaches the green surface. However, just because he's finished the tunnel doesn't mean he'll use it right then and there—or at all. He may choose to use a different tunnel and come back to that one later, or he may not need it (gulp!).

The gopher will run to the top of the vertical tunnel, then stop and take a moment for a laugh at your expense. That's your best chance to bonk him. Miss and odds are your carrot has had it! The gopher will turn and rush across the green surface to the nearest carrot, pull it up and disap-

GOPHER

pear. Once he's out of the tunnel, he's more than likely to steal your veggies.

The gopher may decide to retreat for a moment even after his derisive chuckle sends your blood boiling. In that case, keep a sharp eye on any other holes!

Of course, you don't have to just stand by and watch your garden be destroyed. You can bonk the critter when he reaches the surface, as mentioned before.

You can fill in the holes before the gopher gets a chance to use them. You can only fill in a hole after it's reached the surface. Then, stand directly over the opening and push the red controller button. Usually, about four spadefulls of dirt will do the trick. But don't automatically fill the hole completely. You may not have time to do so. In that case, simply fill as much as you can and head for the next hole!

Even with your trusty spade, you may feel that the advantage here is the speedy gopher's. Well, just to even things up, a friendly—if kind of crazy—duck has decided to help you out. This fellow, with his jaunty cap, will fly overhead from time to time and drop a seed. Catch the seed by standing directly under it. Then, move to where you're missing a carrot and push the red controller button. Instant carrot!

The game ends when the gopher steals your last carrot. The farmer's grimace and an unhappy tune tell you it's all over.

GAME VARIATIONS:

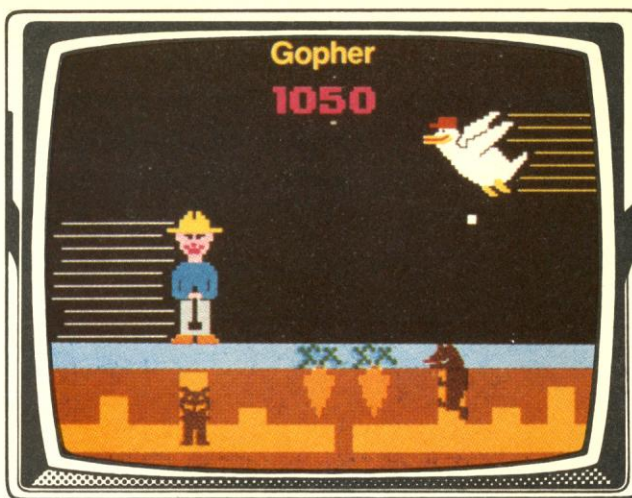
There are four variations of Gopher. The odd-numbered games are for one player, and the even-numbered ones are for two gamers who alternate turns.

Games One and Two feature our web-footed friend dropping seeds for the farmer.

Games Three and Four don't include the duck, making the task harder.

SCORING:

Scoring is based on defense.



Each section of tunnel the farmer fills is worth 20 points. Each gopher bonked earns you 100 points.

TIPS FOR BETTER PLAY:

Stay near the patch's center, and move around a bit, but don't follow the gopher—he's much quicker than

you are, and may suddenly pop up far from his former location.

If you must choose between planting a seed and bonking a gopher, bonk if you have only one carrot remaining. Otherwise, you'll never get to use that seed.

You can catch a seed, bonk a gopher, and plant the seed—but it isn't easy!

The best time by far to bonk a gopher is when the pain-in-the-neck is at the top of the hole and pauses for that irritating chuckle. After that, it's possible to whack the creature as he dashes across to the carrot, but this is much harder. This maneuver is recommended only for the more experienced gopher-bonker!

Gopher is a family-oriented game with a low violence level and high playability. The game has outstanding graphics and lots of cute touches, such as the melodies at beginning and end and the clever sound effects. This is a fun game for parents to play with their children. For that kind of a contest, the parent may want to set his or her difficulty switch on A while the child's lever is set to B.

Another way to even the odds might be to play two separate games and compare scores. The better or older player might choose Game Three, which doesn't include the helpful duck, and the younger or newer player might play Game One.

A quick recap of the game: You take the role of a farmer, trying to protect a carrot patch from voracious gophers who are determined to improve their eyesight by downing every carrot in sight! You can use your shovel to fill in their holes or bonk them when they reach the surface. A helpful duck drops seeds you can catch and plant to keep the garden growing! ★★★



AT THE COMMAND of your multi-functional laser ship, you face endless numbers of Deltoids and Shield Blasters. The enemy attacks in waves with ever-increasing speed, launching torpedo-like proton energy blasts at your craft. Suddenly, the situation becomes even more desperate! A far-off sun has gone nova, and solar debris is spitting from the star's remains! If you don't destroy enough of the debris, your planet—and you—will die!

SOLAR STORM
by Imagic
420

HOW TO BEGIN:

When playing alone, hit the reset button and use the left paddle to maneuver your ship. To select a two-player game, push the game reset lever. The number "2" will appear in the upper right hand corner of the screen, signifying the variation (see the section on Game Variations to help you make your selection).

The difficulty levers have no function in this game.

Press the red button on the left controller to begin the game.

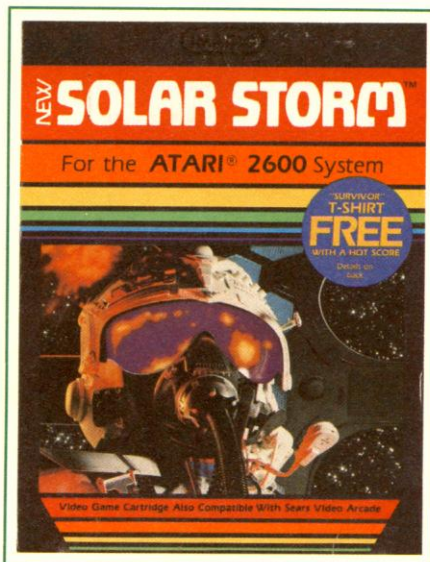
USING THE CONTROLLERS:

Solar Storm uses paddle controllers. Aim the ship by turning the paddle, clockwise to go right, counter-clockwise to move left. Use the paddle in the same way in the Orbital Platform sequence, where it directs the perimeter cannon that is moved in circular fashion around the platform.

The red button on the controller fires your laser. It also starts the game and will begin another contest when one has ended.

HOW TO PLAY THE GAME:

The game begins with your ship at the bottom of the playfield, with two more in reserve. You must use your vessel to defend your planet's surface from the Deltoid Blasters, Shield Blasters, Solar Eruptions and Flares, Landers, Sun Spots and Sizzloids. That sounds pretty tough, but remember as you start that the player has an edge: only the Deltoids and Shields can fire at you, and they can fire only **once** each, while your ship has infinite fire-power. Make sure you take out the attackers before they reach the level of your ship,



though, since horizontal fire is not possible.

The attackers move in waves. A wave ends when you have destroyed all incoming objects (or, perish the thought, they've landed on your planet) or when you lose one of your three ships—something that happens immediately upon contact with any alien object.

As the waves continue, the objects fall faster and faster, and at different angles. Many possess fire-

power as well.

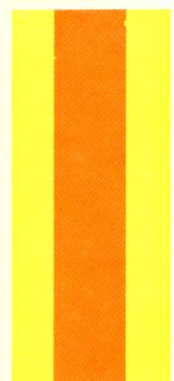
The most dangerous elements are the Sizzloids, which can appear at any time, during any attack wave. (They appear more often as the game progresses.) Hit a Sizzloid and the entire screen will clear, giving you a brief respite and allowing you to pick up a 50 point bounty. Let a Sizzloid hit your planet's surface, however, and it increases the heat build-up of your home-world drastically—bringing it closer to the point of no return.

You can tell how much heat your planet has absorbed by monitoring the vertical lines at either end of the screen. These are the Heat Indicator bars. When the game begins, they'll be blue and fairly short. As solar debris hits the planet, they grow and shift color. If the planet becomes really hot, they begin to flash. That means the next hit may make the planet overheat and explode—and end the game.

Various targets generate different heat levels upon striking the surface. Sun Spots are fairly cool, with Deltoids, Shields and Landers somewhat hotter. Solar Flares are quite hot, and, of course, the Sizzloids are almost lethal.

To cool down the planet and change

SOLAR STORM



SOLAR STORM

that red heat indicator to blue, hit several objects in rapid succession. Planet temperature won't change during the orbital sequences, between waves, or, in two-player variations, while your opponent plays. And solar debris striking your ship will **not** affect planetary temperature as ships aren't planets.

If you manage to survive a wave and your score reaches 500, 1,000, 1,500 and so on, you move on to the Orbital Platform sequence, where bonus points can be earned in addition to extra ships (as many as eight through the course of the contest).

To merit a bonus craft a minimum of five fleet ships must be obliterated before the timer (to the left of center at the top of the screen) hits zero. Use your paddle to control the cannon and the red button to fire.

Hitting five targets in the allotted time causes a clicking sound and the remaining ships change color.

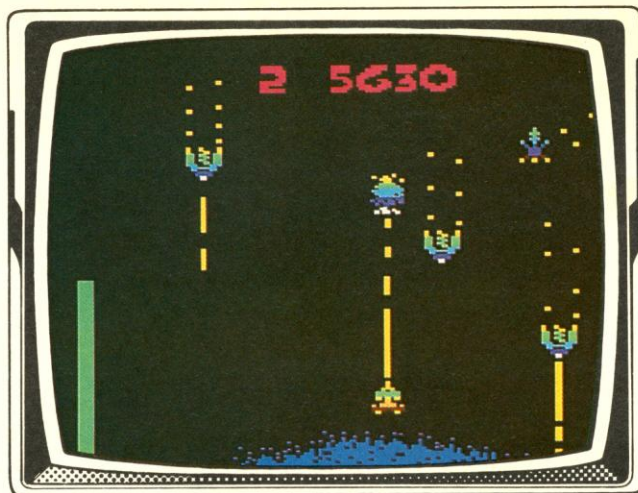
By the way, if you surpass the 500 point level during an Orbital Platform sequence, you can earn a second successive bonus screen.

The game ends when you have no more ships left, or when the planet's temperature gets so hot it makes it explode. Then the blast will wipe out everything in space, including your ship—and any in reserve.

GAME VARIATIONS:

There are two variations for Solar Storm. Game One is the version for a solo player.

Press the game select button if you want to play Game Two, for two gamers. (The numeral "2" will appear on the screen.) In this game, the first player always uses the



left paddle controller, and the second gamer the right one. Each player's turn consists of one wave, plus the bonus screen sequence, if earned. If one of the players is eliminated by losing all of his or her laser ships or having the planet explode, the other then plays as long

as possible. After both players have been eliminated, the two final scores will flash alternately. Player One's score is shown in red, while Player Two's is in blue.

SCORING:

Each Sun Spot you destroy is worth 5 points. Every Deltoid, Shield Blaster and Lander knocked out adds 10 points to your score. Blast a Solar Flare, and your tally increases by 20 points. Obliterate a Sizzloid and a hefty 50 points are yours!

Each Fleet Ship you strike while on the orbital platform is worth 10 points.

TIPS FOR BETTER PLAY:

As with all invader-type games, don't chase objects, but, rather, allow them to come to you.

Give the Sizzloids primary priority as they constitute the major threat to your planet. In fact, if you're nearing critical radiation/heat mass on the planet, it may be wise to make a kamikaze-type run at any Sizzloid, as destroyed ships don't affect the planet's temperature. Of course, be sure you have at least one ship in reserve before you take such a drastic measure!

In later waves, since destruction of a Sizzloid clears the entire screen, try to wait for the last possible instant to destroy any that appear, that way, you'll also eliminate other on-screen threats. ★ ★ ★



DELTOID
BLASTERS



SHIELD
BLASTERS



SOLAR
FLARES



LANDERS



SUN SPOTS



SIZZLOIDS

DANGER SURROUNDS YOU ON ALL SIDES in this high-action shoot-out set in vast, enemy-infested space lanes. The different species of enemy attackers have one common goal: your destruction! Zip up and down along the center alley, blasting the alien ships before they can ram—or bomb—you into oblivion. But keep clear of the tanks, which have anti-laser shields built into their front ends. How long can you stay alive before the aliens overwhelm you?

HOW TO BEGIN:

Use the game select switch on your console to choose one of the nine variations offered on the game (see the section on Game Variations to help you make your selection). The game variation number will appear at the bottom center of the screen. Release the game select switch when you reach the exact number you want. You can change the game variation in the middle of the game by simply pressing the game select switch until the number you want appears, then releasing the switch.

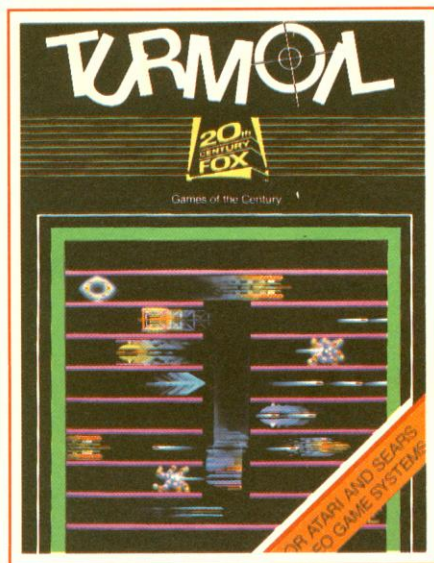
The difficulty switches have no function in this game. Use the game reset switch to start the game. The action begins five seconds after you press the game reset lever.

To pause while the game is underway, flip the color/black and white switch on your game console to the black and white setting. When you want to re-start play, push it back to the color setting.

USING THE CONTROLLERS:

Turmoil uses one joystick controller. Make sure the joystick you're using is plugged into the left controller port on your game console. Hold the controller with the red button to the upper left.

The joystick controls your ship's movements along the center alley and in the lanes on the screen. It also controls the direction your laser blasts will travel. To move your ship up the center alley, push the joystick away from you. To move down, pull the stick toward you. Pressing the joystick to the left or right for a short time results in the ship facing the direction you moved the joystick. To move the ship



left or right down the alley, push the stick to the left or right for a longer amount of time—a few seconds.

The red button on the controller fires your laser weapon at oncoming aliens. To release a blast of gunfire, press the red button. The laser missiles will travel in the direction your spaceship is facing.

HOW TO PLAY THE GAME:

As soon as you press the game reset switch, the game leaves its demonstration mode, the score returns to zero, and you have five seconds before utter turmoil strikes! Your score will be displayed at the top center of the screen, while the number of ships you have left in reserve is indicated at the bottom center. Players always start the game with five ships: one in play, and four in reserve.

Your ship appears as the pink, triangular vessel in the center alley on the screen. It is alone, but it won't be for long! Within seconds, swarms of alien vessels descend the corridors toward your ship, and your only hope is to blast them out of your air space before they smash into you.

The easiest, and most satisfying, way to make short work of the nasties is to race up and down the center alleyway, rapid-fire blasting both sides of the screen to kill the aliens before they have a chance to reach your safe spot.

The aliens appear at one side of the corridor and travel to the opposite side of the screen. The real danger each alien craft poses is that it can collide with your ship, destroying you. Shoot all aliens for extra points. If you let an enemy ship pass, it will continue on its path down the corridor

TURMOIL

and scroll off the edge of the screen.

Several different types of aliens will appear, and each moves at a different rate of speed. If the arrows are allowed to cross the screen, they turn into deadly tanks. Tanks are nearly invulnerable to your missile fire if you shoot them from the front. When attacked head-on, your gun-fire will merely push them back slightly, instead of completely destroying them. To eliminate a tank, wait until it's passed your ship, then aim and fire at its backside.

Occasionally, a prize appears in one of the corridors. If you reach it quickly you get extra points just for passing your ship over it. If you aren't quite fast enough, however, this bonus object turns into a super-dangerous cannonball, so hurry up! Once you've captured the prize, though, you must quickly return to the center alley to avoid an unfortunate run-in with the indestructible Ghost Ship.

Each time you wipe out all the alien spaceships on a level, you earn a bonus ship and progress to the next, more difficult mission. Each attack wave is progressively faster and more dangerous, requiring a steady hand and lightning-fast reflexes. After you reach the fourth level of play, the alien lanes occasionally become invisible.

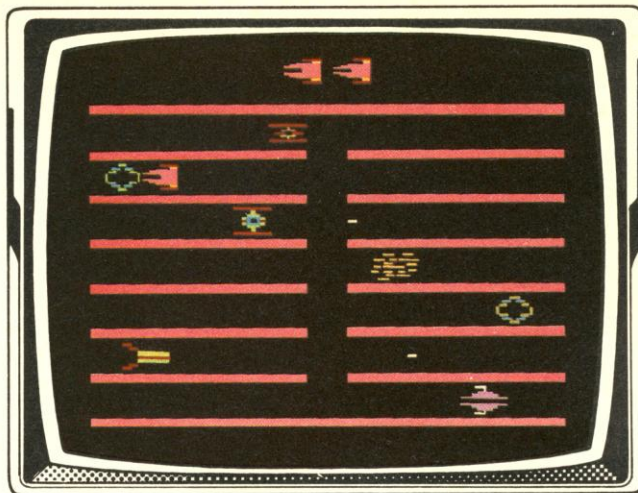
The game continues until all of your ships have been destroyed, and there are none left in reserve.

GAME VARIATIONS:

There are nine variations of Turmoil.

Game One is the easiest level of play, designed for beginners. As the level numbers increase, the game gets a little harder. Starting at Game Four, the alien travel lanes sometimes disappear for short periods of time. Game Nine is the hardest level of play, pitting players against the fastest and most numerous aliens.

During game play, if you finish a level by killing all aliens in the vicinity, you go on to the next level in the sequence (if you were



on Game One, you'll progress to Game Two, etc.).

SCORING:

The point value of each alien eliminated varies according to its species. The faster the alien, the more points you earn for shooting it.

Prize bonus values vary from level

to level, increasing as the action heats up.

For each complete screen you clear of aliens, you earn an extra ship. You may have up to six ships in reserve at any one time, but may not have any more than that.

TIPS FOR BETTER PLAY:

The most efficient way to eliminate alien threats before they get overwhelmingly dangerous is to race your ship up and down the center lane with your finger heavy on the fire button. When one side of the screen has been effectively blanketed in missile fire, turn the spaceship around and machine-gun the other side.

As soon as you see a prize appear in one of the lanes, run your ship over it for bonus points. But remember to get back to the center as soon as you can if you want to avoid the avenging Ghost Ship that will appear to haunt your tracks. Your ship automatically stops when it reaches the center alley. You have to take it from there, though, so move it up or down before the Ghost Ship catches up with you.

Don't try to venture down the alien's lanes when there is no prize in sight. It just wastes time better spent blowing the little creeps off the board.

You can change the play level by pressing the game reset lever at any time during a game, or simply progress through skill.

Although Turmoil is a solo game, two can compete by agreeing to compare scores on successive games. If one player is much better or older than the other, use the game variations to even the competition. For instance, the better player may opt for a more advanced game than the novice. With nine game variations to choose from, it's possible to fine-tune things. ★ ★ ★

ON DEMAND

Hey, thanks for all those cards and letters! It's nice to know that you care enough about GameLine and *Gameliner* to take the time to write. We especially appreciate the compliments (who doesn't!). But there are still plenty of you Gameliners who have yet to be heard from, so put down that joystick for a sec and drop us a line or a question. Because of space limitations, we won't be able to run all the questions and comments we get in "On Demand," but you can be sure we'll be in touch one way or the other with answers. If your question or comment is selected for publication, we hope you don't mind a bit of editing for length or clarity. The address to keep in mind is: "On Demand," *Gameliner*, P.O. Box. 560, Brooklyn, New York 11202.

Q. I read in a video magazine that Activision refused to allow you to use their games—this is their loss. (Maybe they'll come around sooner or later). Although some of the major companies aren't on your line-up, you still have some great games! I would like to know if you plan to add any other companies? I am particularly interested in how you reach agreements with game manufacturers. Do they allow you to use all of their games or certain titles? If this info is top-secret, I understand.

Brett Atwood
Stockton, CA

A. Now Brett, do you think we'd keep any secrets from your Gameliners? Actually our agreements with game companies are pretty straightforward. They get a percentage of each dollar you pay to play their games. They also get a lot of valuable marketing information like, how popular their games are and perhaps most importantly, they get a way to test brand new games, on a nationwide basis, with the people who really count—you the actual game players. These licensing agreements allow us to have access to all of their VCS-type games. And yes, we do plan to add other game companies to our line-up. In the coming months, you will see a number of new names with new games. We also hope to get Atari, Activision, Parker and Mattel to see the light soon. Activision did say no, but their head of marketing recently indicated that the decision was not necessarily permanent. The fact is, our goal is to have every VCS-type game ever made available for you to play any time you want. You and your fellow Gameliners can help by writing directly to the game companies. As active and involved videogamers, what you have to say is important to them. Let them know you want their games on GameLine! The people and addresses to write to are:

Mr. James H. Levy
President and Chief
Executive Officer
Activision Inc.
Drawer 7286
Mountain View, CA 94039

Mr. James J. Morgan
Chairman and Chief
Executive Officer
Atari, Inc.
1265 Borregas Avenue
Sunnyvale, CA 94086

Mr. Randolph P. Barton
President
Parker Brothers
50 Dunham Road
Beverly, MA 01915

Mr. William Mack Morris
President
Mattel Electronics, Inc.
5150 Rosecrans Avenue
Hawthorne, CA 90250

Q. How soon will SportsLine, StockLine and the other services be available, and will there be a charge? If so, how much? Thanks for all the games!

Harvey Enokida
Springfield, VA

A. Thank you Harvey! We've already got a working model of StockLine and one for SportsLine is close behind. We expect to have them both on-line by December. Early next year (if everything goes according to plans) you and your fellow Gameliners should also be able to send and receive messages on MailLine, simply by "video-typing" with your joystick on a screen with an alphanumeric keypad (letters and numbers). Look for more on these exciting new services in up-coming issues of *Gameliner*. We're still thinking about charges, but you can be sure that whatever they turn out to be, they will be applied on a per use basis and will be very reasonable. Keep in mind too that like games, the information requested will be downloaded into your Master Module very quickly and stored, to allow you to browse through it at your leisure—off-line. Calls to the CVC Master Control Center will likewise continue to be local or via a toll-free 800 number (automatically dialed, of course).

Q. How exactly are the GameLine games sent over the telephone? And what would happen if a friend tries to call me while I am playing a game? I think GameLine is great. The only problem is I have to pay for it out of my allowance and I like to play too much.

Amy Griswald
New York, NY

A. Well Amy, there's not a whole lot we can do about your allowance except to suggest that maybe a little extra help around the house or raising a grade or two might pay off. In the meantime, we'll keep trying to come up with ways to stretch your

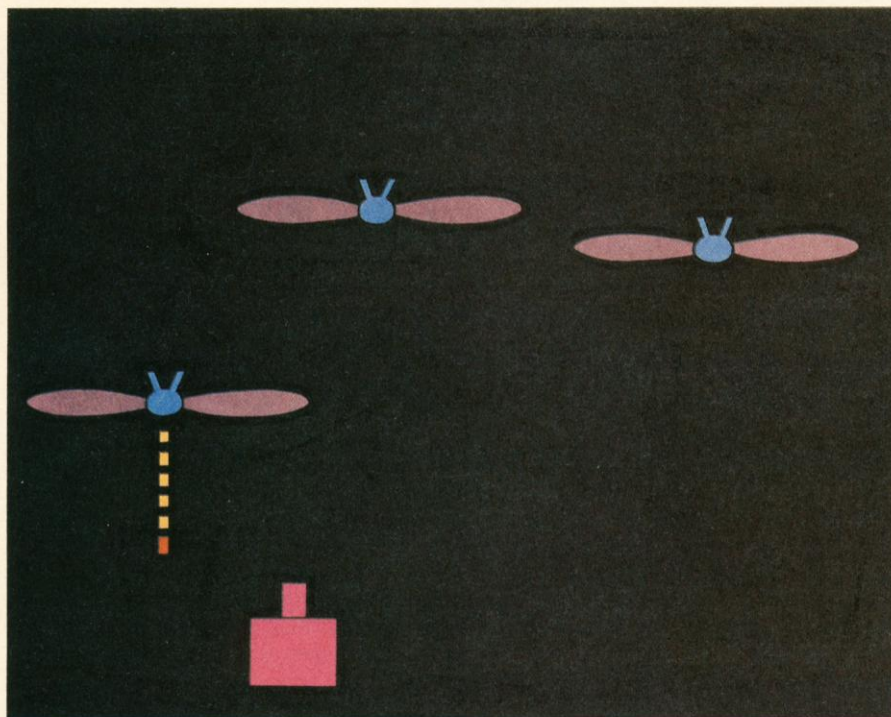
GameLine play dollars, like current bonus programs (per PIN) which give you surprise bonus play beyond the number of plays indicated, the sixth game free when you play five paid game sessions, or allow you to play free on your birthday. Watch for the announcement of our "Sign Up a Friend" program, which will reward you and the friends you get to join GameLine with even more free play.

Now, for the easier part of your question. Computers have been "talking" or sending information back and forth over phone lines for quite awhile through the use of a device called a "modem" (for MODulator-DEModulator), which translates the digital signals understood by a computer into the electrical signals understood by a telephone system and vice versa. Basically a video game is a lot of artfully arranged digital information which is read by your game console "computer." Telephone calls between computers cost money just like those between people, so that the important thing about a modem is that it should be able to process a lot of information very quickly. The modem built into your Master Module does just that (processing information at a rate about twice as fast as you talk, on the average), so your telephone is never tied up for more than a minute. Once the game selected shows up on your screen, your phone is free to be used again. If your friends try to call during the short time the game is being sent into your Master Module, they will get a busy signal. If they try again in a minute or so, they may get a few choice words from you for interrupting your game session. ★ ★ ★



Remember, everyone, this is *your* column and we're waiting to hear from you! So don't be shy—if you've got any questions about GameLine, any of the games we offer, or anything at all about electronic gaming, *write!* It will make our day to give you the answer! Our address is: *Gameliner*, P.O. Box 560, Brooklyn, N.Y. 11202.

STRATEGY COLLEGE



In **DEMON ATTACK**, remember that although the demons attack in groups, only the lowest-flying creatures actually drop bombs. These should be your top priority, since they're the most dangerous enemy you face.

DEMON ATTACK

(Imagic)

As perhaps the most widely-played "space invasion" videogame since *Space Invaders* itself, some degree of proficiency in *Demon Attack* is virtually **required** for members of today's gaming set.

Ironically, many of the strategic ploys that worked in *SI* can indeed be applied in this Rob Fulop-produced classic. The most important thing to remember in any invasion game is this: let the enemy come to you. Players who dart all over the playfield attempting to run down zig-zagging aliens are invariably destroyed by a second alien ship. Hold your position and wait for the invader to come to you. Or, in the words of a great general in the American revolution: "Don't fire until you see the orange of their tentacles!" (I'm paraphrasing here).

The early rounds are more or less milk runs compared to the real heavy stuff to fol-

low. Use these relatively easy racks to get the feel of the joystick and pick up the timing patterns of the variably-moving demons. After a few rounds, you'll be able to tell when a demon is getting ready to bolt suddenly left or right. Use this instinct and let fly with a salvo aimed directly at the spot where you expect the winged beastie to fly.

Of course, things don't **really** get interesting until about the fifth level. At this point, the horrible "fission" demons appear on the scene. As with all demons, they materialize near center screen, form into separate entities and move to their pre-set points on the playfield, hovering over your cannon. Try to destroy the creatures **as they form**. Don't give them a chance to spread out and pin you down.

These fission demons are particularly

tough. Each time you hit one of these harpies, it splits into two, smaller moth-like attackers. Now after a few games, you will have noticed that only one of the two fission demons actually drops bombs, while its twin flutters harmlessly above the scene. Take out the non-threatening demon. Once its twin is dispatched, the remaining fission creature will begin a kamikaze-style attack, dive bombing directly at your cannon. To deal with this, hold your ground and quickly spray off a few rounds the instant the demon hits twelve o'clock high.

A few tips, now, not related directly to play, but to an overall approach. If you're any good at this game at all, you're going to find yourself getting pretty compulsive about playing. That is, to take on any game that's still generating new creatures and dangers after the 50th rack, well—you'd better be comfortable.

Use your most comfortable joystick, a light baby with a short, self-centering shaft that won't destroy your thumb after you've fired your 4,000,780th shot.

Next, get into a comfortable position. Many a record breaking score has been aborted because of poor circulation. It's no easy thing defending the universe when your foot's asleep.

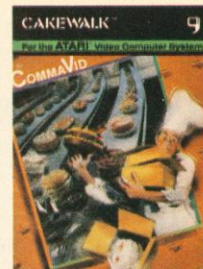
Also—and this is actually serious—a wristband is not a bad idea. It braces the wrist, which takes the brunt of the punishment, and will help considerably over the course of a long game.

So, to wrap it up, these are the most important points in *Demon Attack*: Let the attackers come to you. Don't let them tempt you into chasing them—that can be fatal. Use the earlier rounds to adjust to the demons' strange movement patterns. Destroy the creatures as they form. And watch out for the twins!





Welcome to the college of videogame knowledge! In this first installment of Strategy College, our column on the ins and outs of game play, you can learn some of the not-so-obvious ways to really increase your scores. And just to make things even more interesting, we're highlighting our two contest games, *Demon Attack* and *Cakewalk*. So if you're anxious to score in the top ranks in GameLine competition, or even if you just want to pick up a few pointers for your own satisfaction, read on! In future issues, we'll be highlighting other Monthly Contest Games as well as other games on the GameLine system. Let us know how you like our hints, and don't hesitate to write and share your own. Good Luck!



CAKEWALK

(CommaVid)

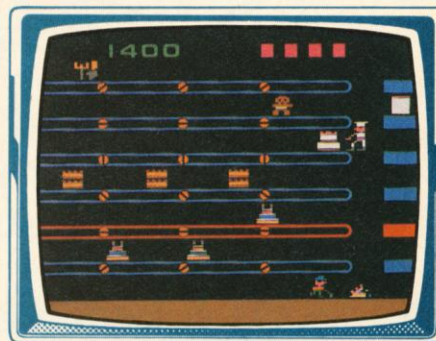
As the flying, interdimensional videogame circus discovers re-runs of "I Love Lucy", gamers are suddenly finding assembly-line contests of every type and description.

Cakewalk introduces intriguing new touch to the operation that opens the door to a variety of strategic variations. The basic scenario places a vertically-controllable baker approximately one-and-a-half cake-size spaces from a tiny loading ramp at the far side of the playfield. Leading to the baker are horizontal treadmills placed in parallel sequence, with cakes rolling—slowly, at first, of course—from left to right down the ramps. The baker must scoot up and down the six rows of baked goods in time to transport them safely over the narrow space through which he moves to the loading dock.

First off, be alert for the first sign of a cake's appearance. Even a small disaster can be turned to your advantage if your eyes are sharp. Should a cake fall into the pit, for example, a tiny janitor will saunter out and clean up the mess before the whole process starts all over again. At this juncture the belts go into a "freeze" mode, but your baker doesn't, so check out the far left of the screen for so much as a speck of devil's food icing! This means a cake is coming, and you have to know which ramps will be occupied as soon as possible. Get your baker to the conveyor belt with a conjunction before the ramps start moving.

A second tell-tale sign is the movement of the cogs in a ramp. The minute those screws begin to turn, get ready to catch a cake.

The player's greatest single weapon in



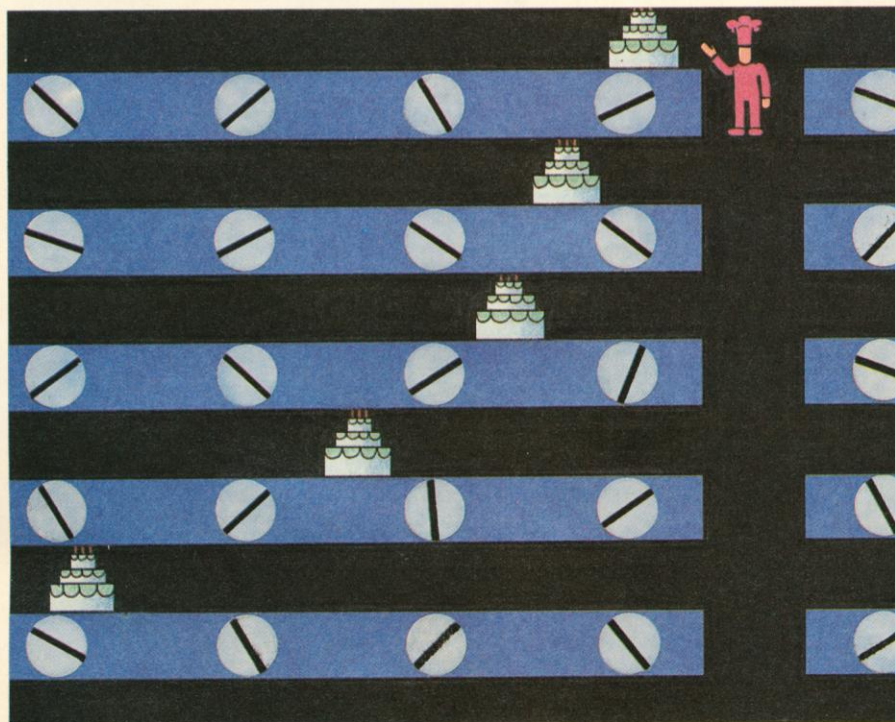
this struggle with calories is the "zap" type pause which the gamer can initiate on any row at any time. Simply stand in the gap beside the row you wish momentarily halted, hit the fire button, and voila! Frozen cake!

Knowing that this can be done is somewhat useless, however, unless you can make it work for you strategically. Here's the object: freeze the motion of the cakes on the belts in a staggered manner. That is, freeze one cake a third of the way down the ramp, the next much further back, and so on. Then, as they're released—and remember, freezing a second makes the previous ramp start moving again—they'll approach the end spaced widely enough to allow a nimble baker to skitter up and down the pit and deliver his pastries. Do **not**, under any circumstances, allow the cakes to get even **close** to parallel. You just aren't fast enough, padnuh!

Now to the question of "pattern play." Since this is a cornerstone of strategy, it behooves any game strategy column to at least mention the possibility that there is a pattern to the cakewalking. However, giving away a pattern—if a pattern exists, of course (heh, heh!)—is unsporting. Put bluntly: there **may** be a way to figure out an edge here through careful observation.

As the game advances, more than one cake—in fact, items **other** than cakes as well—begins to travel down the conveyor belt. With the deadly silverware and the dancing gingerbread men, it's strictly hand-eye application of the simpler strategy applied with more elbow grease.

Oh yes, remember that hitting the action button stops all the motion on a belt, thus halting all the cakes on that row, "impacting" (as the Defense Department likes to say) the flow of everything else in this game. ★ ★ ★



In CAKEWALK, always freeze your cakes in sequence, staggering them so they can be scooped up as the chef travels up and down the screen. Remember, if they end up parallel, you just won't be fast enough to grab them all!

COMING

ATTRACTIONS

**A Sneak Preview Of Some Exciting
New Titles & Contests Coming Your Way In The Months Ahead...**

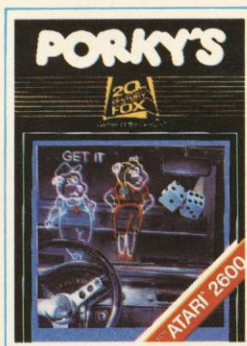
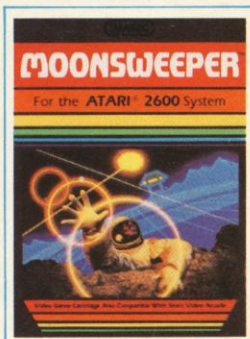


MINER 2049ER

Help Bounty Bob make his way through the many levels of the abandoned mine before his air runs out!

MOONSWEEPER

Can you save the miners trapped on Jupiter's moons?

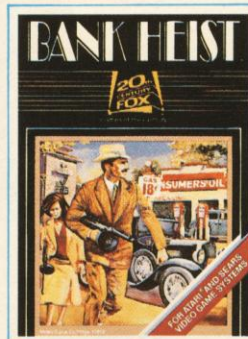


PORKY'S

Guide Pee Wee through the swamp and shower to blow up Porky's bar.

BANK HEIST

You're a Depression-era bank robber, with the cops hot on your trail!

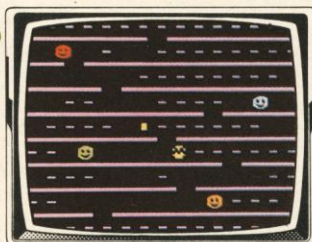


INFILTRATE

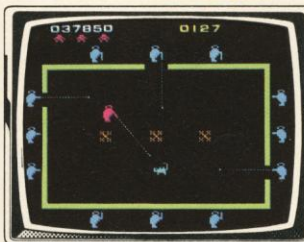
A top secret agent, your job is to infiltrate an enemy fortress, capture documents, and get them out safely!



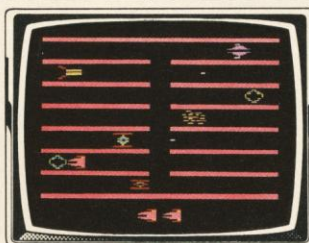
JAWBREAKER



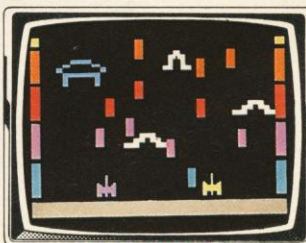
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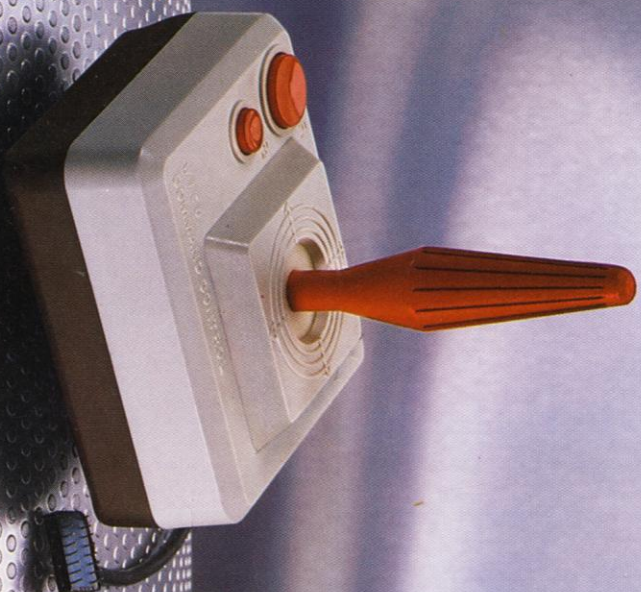
Name of GameLiner

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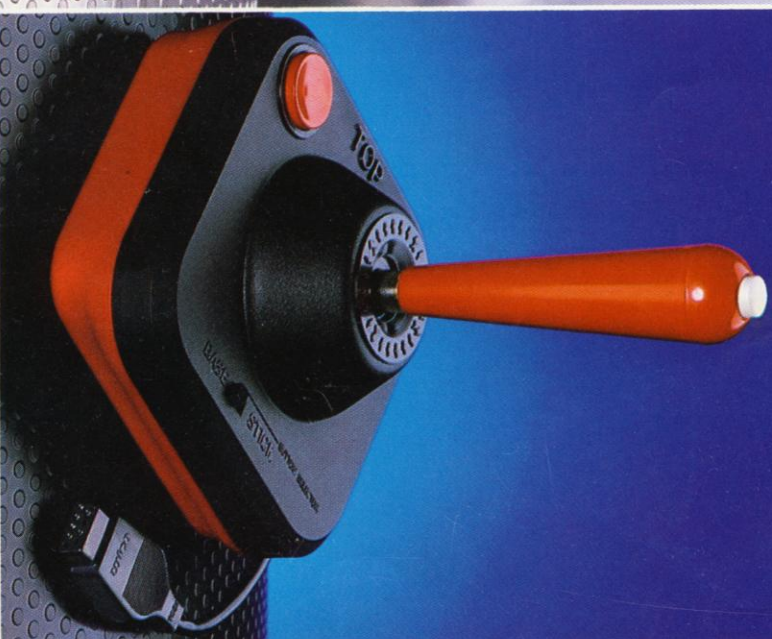
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