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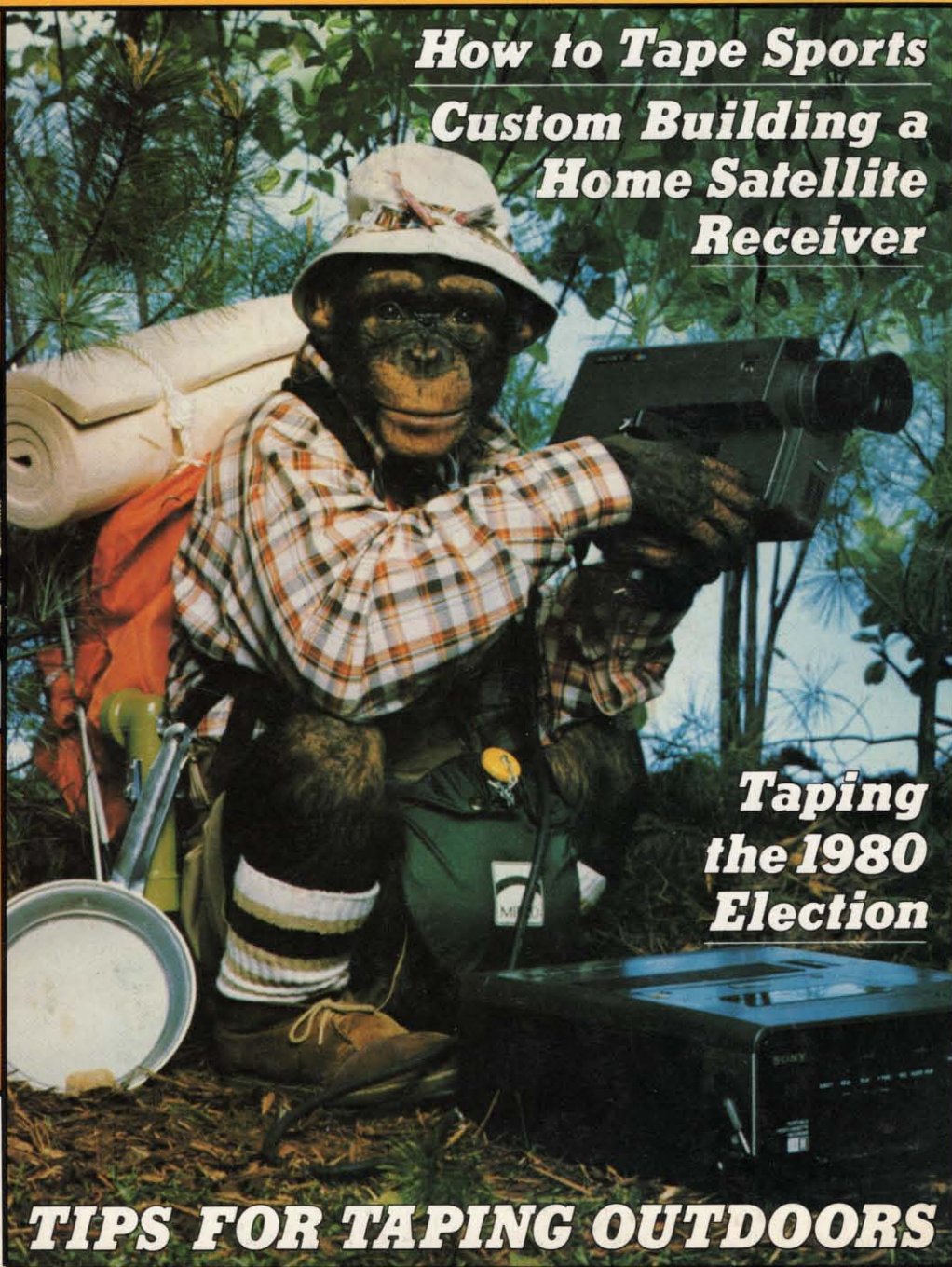
**CBS Labs/
Len Feldman
Test Reports
of New Video
Products**



Test Report:
Mitsubishi HS300U
Videocassette Recorder



Test Report:
Kloss Model One
Projection TV



**How to Tape Sports
Custom Building a
Home Satellite
Receiver**

**Taping
the 1980
Election**

TIPS FOR TAPING OUTDOORS



AUGUST 1980
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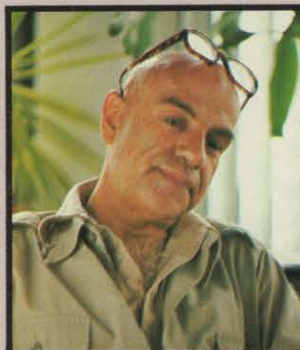
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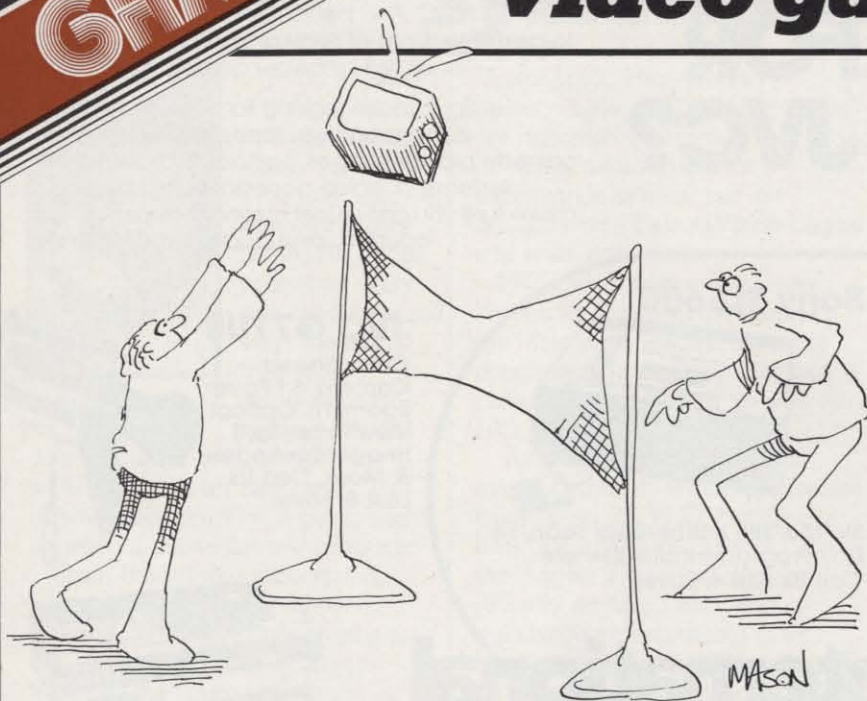
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Debunking video game myths



Confusion about video games seems rampant. And with programmable systems now being advertised as "computer games," with relative strengths measured in bytes of ROM and RAM, it's easy to understand the average consumer's frustration. "Will this game damage my television set?" ... "What the hell is a byte?!"

But it isn't just the technical jargon that's keeping the uninitiated in the dark. The ever-widening range of video-game software makes it difficult to stay current on who's playing what and why. So this month's column is devoted to trying to explode the misconceptions we hear most often.

Myth #1: It's summer—you should be outside, not playing video games.

Pshaw! My body's okay—it's my mind that could use a little creative exercise. Suppose it's 98° in the shade and I want to play golf without getting heat rash. I simply turn on my TV and VCR, plug in a golf cartridge, and bogey my way through the back nine at St. Andrews. No sunstroke for me!

Myth #2: Video games teach useless skills.

Let's not dismiss the hundreds of

hand-to-eye coordination games as mindless, nonlearning activities. How would John Glenn have landed his spacecraft on the moon without the smooth coordination of manual dexterity and visual perception? I daresay that astronauts might benefit from Atari's *Space Invaders*!

If you don't believe a video game will improve reaction time, you must never have played Atari's new *Night Driver*, in which you speed along a winding road at night, vision impaired, obstacles looming out of the darkness right in front of you!

All video-game manufacturers are producing plenty of food for strategic thought. Atari offers a wide range, from *Brain Games* and *Codebreaker* through *Video Chess* and *Backgammon*. Magnavox offers *Math a Magic* and *Crypto-Logic*, math and word learning games for adults. Bally also has a number of similar offerings.

Myth #3: Sports games are just glorified versions of Pong.

Video-game technology has kept pace with the rest of the electronics industry—and, as a result, "pong" has nearly become a word of the past. Manufacturers like Atari, Bally

and Magnavox have moved on to greener and more exciting pastures with extensive lines of popular sports cartridges. But the big news for armchair jocks came last year when Mattel introduced its "Intellivision" video system, with sports games that are as breathtaking to watch as they are to play.

The computer art figures and playing fields are state-of-the-art and make it easier for players to identify with what happens on the screen. It's no longer a matter of just moving one block of light around the football field or hitting a soccer "ball" with a paddle. Mattel lets you control the whole team, and execute different maneuvers.

Each game is a faithful representation of its sport. The *Golf* cartridge is licensed by the PGA, *Football* by the NFL, *Basketball* by the NBA, *Hockey* by the NHL, *Baseball* by the major leagues and *Soccer* by the North American Soccer League.

Myth #4: Video computer programs must be boring.

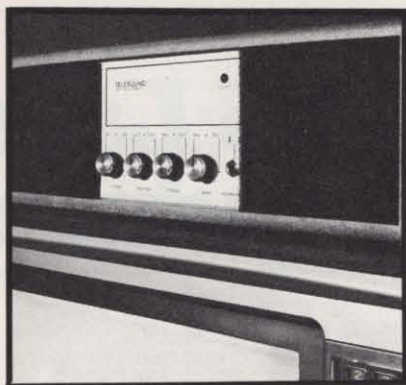
In general, computers and their workings are poorly understood. Most people think that working with a computer program is little more than paying attention to a lot of tedious detail. Untrue.

APF's "Imagination Machine" home computer/video game accepts preprogrammed computer cassettes such as *Artist and Easel* (in which a player uses his joystick control like an electronic paintbrush to draw patterns and pictures on the television screen in up to nine different colors), *Music Composer/Player Piano* (in which a player has access to a full three-octave range of musical notes and can learn to write music), and *Perception* (a game to sharpen your sense of the same).

All run through APF's computer

Continued on page 111

Phil Wiswell is Associate Editor of Games magazine, and Games Editor of Video Review.



TELESOUND
Stereo Amplifier
TeleSound \$129.95

The advent of stereo TV may be a few years off, but Telesound's TV amplifier already allows viewers to listen to any program in simulated stereo.

The device is a self-contained stereo amplifier accessory that converts monaural signals from television or VCR to pseudo-stereo.

The six-pound, 18"x6"x5" unit is a high-powered, low distortion amplifier with two full-range dynamic speakers in a sealed cabinet. It comes with all necessary cables for easy hook-up. □

MAGNAVOX
Portable VCR
Model 8372 \$1,495

Flexible may best describe Magnavox's latest portable VCR. The two/four/six-hour VHS



PANASONIC
Projection TV
CinemaVision CT-4500 \$3,299

Panasonic's first rear-screen projection TV is housed in a one-piece simulated-wood cabinet and offers electronic tuning for direct access to any VHF/UHF stations.

The "CinemaVision" 45-inch set operates on a three-tube system with a "ColorPilot" feature that maintains color at factory preset levels from station-to-station.

The TV offers a "Video-Sensor" that adjusts contrast and brightness to changing room light. It also includes 16-channel remote control, four-speakers and a stereo amp. □



VIDEO SPECIALISTS
Pause Control Case
Vid-Kaddy \$6.95

For those who keep tripping

over their pause-control wires, Video Specialists is offering an accessory that will let you limit the pratfalls to the video comedies you play.

The "Vid-Kaddy," designed to store a standard remote pause control, is made of durable impact styrene plastic with leather-grain finish. The case attaches to the back of any VCR and offers "flip-top opening" for simplified access. □

recorder is a two-piece system weighing only 13 pounds with battery and 14-day, 7-event programmable tuner/timer.



The field recorder features frame-by-frame advance, slow motion and audio-dubbing capabilities, while the tuner/timer includes 14-channel push-button electronic tuning and remote control for pause, single-frame advance and freeze-frame. □

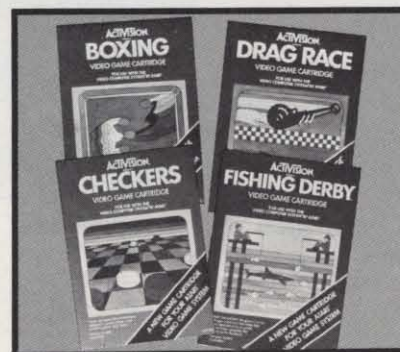
ACTIVISION
Video Game Cartridges
\$21.95 each

Atari Video Computer System owners will have a wider selection of programmable games with four new cartridges from Activision.

"Drag Race," "Boxing," "Checkers," and "Fishing Derby" all offer up to three different difficulty modes and allow the user to

play against another person or a computerized opponent.

"Checkers" offers novice, intermediate and expert players a chance to challenge the computer, while "Boxing" allows the contender to choose between battling a mechanized "Rocky" or Olympic amateur while jabbing, dancing



and punching his or her way around the ring.

"Drag Race" drivers must clutch, shift and rev their engines according to computer-determined tach readings. And entrants in the "Fishing Derby" have to catch as many fish as possible while avoiding a cruising shark. □

ELECTION...

Continued from page 39

MacNeil. "If you're really interested in politics, they make fascinating studies."

"Another thing to consider taping," MacNeil continued, "is any campaign debates that may occur between Reagan and Carter, or between Reagan, Carter and Anderson. That would certainly be something to consider taping in full, rather than just preserving the TV newscast highlights."

"I had occasion recently to go back and look at films of the Kennedy-Nixon debates from 1960," MacNeil went on. "They are startling to look at in today's perspective. For one thing, the extraordinary youth of Kennedy. He looked like such a kid. And so did Nixon. It's interesting to compare their debating effectiveness. There's no doubt, as you watch, that it was the *first* debate that really swung public opinion behind Kennedy among those who saw it. The image thing comes through. Yet it's interesting to read, too, the accounts of those who heard the debate only on radio—and thought Nixon won it, on debating!"

"So I find it fun to go back and look at these things in later years. Wouldn't it be wonderful if we could go back and see—and hear—Lincoln! We have film clips of Franklin Roosevelt telling some of his clever, wonderful stories. But there are so many others that are forever lost." □

GAMES...

Continued from page 90

half of the system and are creative applications of computer science that any one will delight in.

Myth #5: You can't even work up a good sweat with a video program.

Part of a new software line that Mattel calls its Personal Improvement Network are two very different types of learning cartridges, called *Physical Fitness* and *Weight Loss Program*.

Licensed by the Jack LaLanne Health Foundation, *Physical Fitness* designs a personal program of exercise aimed specifically at what you need to work on. And as your fitness increases with regular use of the program, the machine adjusts the number and type of exercises accordingly, and continues to update your progress.

If you need to lose weight, Dr. Art Ulene (an NBC physician) created Mattel's *Weight Loss Program*, a method of dieting based on behavior modification.

Myth #6: Video games are just a fad.

I saved this one for last because it couldn't be further from the truth. If it were true, I wouldn't be writing this column every month.

So when August's heat wave hits again this year, perhaps you should consider this: While you're wiping the sweat from your eyes on the tennis court or golf course, I'll be sipping Pina Colodas in the clubhouse, joystick control in hand. □

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