



# THE WORLD AUTHORITY ON CONSUMER VIDEO

#### SPECIAL REPORT

Ten True Tales of Video Fraud By Ed Levine. A VR investigative report on the worst video-age con games, bamboozles and rip-offs—with solid advice on how to avoid and counter the latest fraud schemes.





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1957/1981/2001: A Satellite-Dish Odyssey By Arthur C. Clarke. A revealing look at the future of satellite TV, from the renowned author of 2001: A Space Odyssey. 68

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Affair and Bullitt (the successes).

So why does an essayist, venture capitalist, Boston brahmin and Hollywood screenwriter agree to take over the helm at an audio/video company? "Because business is fun," deadpans Trustman.

That's one up on Jefferson.

#### Inka Dinka Doo

Sometimes the explosion in the popularity of video equipment makes you think there's a Japanese idiom equivalent to Jimmy Durante's line (take off hat and slap against thigh), "Everybody wants to get into the act!"

Last year, 11 Japanese companies churned out a total of 4.4 million VCRs, 2.2 times more than in 1979. They're expected to produce an estimated 8.4 million machines this year. according to a Japanese trade report. And in addition to the old standbys-Akai. Hitachi, Matsushita and Sony-a bunch of other Japanese companies are sprouting plans to get into the video biz, too.

The oddest new video contender is Silver Seiko, a Tokyo-based producer of sewing and knitting machines. That outfit recently announced plans to sell VHS-format VCRs and videocameras through its sales outlets.

How well could they do with so many other products already on the market? Sew-

## Decisions. **Decision Vision**

You walk into a video store and see an interesting tape title on the wall: Ordinary Airplane-the Motion Picture in Concert. Unfortunately, you've never heard of the picture and the salesperson's spot summary is a little vague. What can you do?

Soon, a new device called Decision Vision might be able to help you out.

A company called Video Communication Innovators and CBS Video Enterprises are currently testing DecisionVision in selected tape and record stores as an instant video program previewer. The system—consisting of a 26-inch TV set or monitor hooked up to a keyboard and a specially adapted LV-format videodisc player-works like this: Press a key marked, say, Halloween Cheerleaders. and relax as you see around 30 seconds of footage on the tube. Don't like that one? Well, press the key marked. Tarzen Meets The Elephant Man. No dice? How about ...

Maybe the powers that be should rename this product Indecision Vision

# **Trig or Treat?**

For most students. trigonometry is the "disaster movie" of high school academia. In fact, the only one I ever knew who enjoyed the subject was the Scarecrow in The Wizard of Oz, who, upon receiving his smarts, fell into a trance and mumbled, "The square of the hypotenuse of a right triangle is equal to the sum of the squares of the remaining two sides!"

Yet trig days may be in for a change. Swarthmore math professor Eugene A. Klotz

has hit on an idea that might make the evil pill palatable at last: turn trig into a video game.

With a \$150,000 grant from the National Science Foundation, and a bank of



Atari computers, Klotz and company are currently at work designing Space Invaders-style-video programs to teach trigonometry to high school students. By moving joysticks, students of the future will be able to control various displays of angles. triangles, lines and circles.

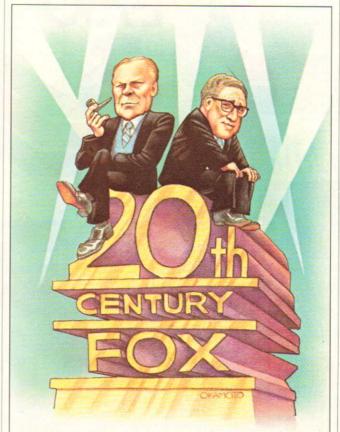
"We think an entertaining. visual, video game approach will help get rid of 'math anxiety," says Prof Klotz, to the applause of the PTA.

# Wanted: Ex Pols For Showbiz Slot

Captain Grimes, a ne'erdo-well Harrovian in Evelyn Waugh's Decline And Fall. said it best: The ruling class may boot you out, but they never let you down. No matter how thick a soup a public school man gets into, they'll always be another p.s. chap to put him back on his feet.

In America, of course, the same truth holds, but the ball has a little spin on it. Take the case of former President Gerald R. Ford, What doold pols do besides play golf? Why, they become directors of huge corporations, that's what. To wit: A short while ago Twentieth Century-Fox named Ford to its board. (Fox is the parent of Magnetic, the prerecorded videocassette company).

Presumably, Jerry can brush up on the world of movies and videocassettes with Fox's other new board member-Dr. Henry Kissinger.



# Answers and advice from the games hotline



Phil Wiswell

Even when they're not supposed to be, video games can be perplexing and troublesome. I can prove it not only by my own varied experiences as a videogame lover—which I write about every

month—but also by all the letters about video-game playing that Video Review readers write to me. For instance:

When playing Atari's "Space Invaders" cartridge, if the reset button is held down while the game console is turned on, the laser base in game #1 will fire double blasts that are much more rapid than the single blasts in the normal game. It doesn't appear to work on any game but #1, and it seems to work on all my friends' Atari V.C.S. consoles. I would think many of your readers would like to know this, as it is like a whole new game.

Michael R., San Mateo, CA

I have tried your suggestion and found that it does not work on my machine—but it does work on a friend's. However, it really doesn't surprise me that it works on some units and not on others, because the game you are getting is essentially the function of a malfunction. Atari did not plan it that way. And though it might be fun, I would not recommend its continued use, as it may cause irreparable damage to your V.C.S. Besides, the "Space Invaders" cartridge already features 112 variations. Who needs 113?

Anyone with a question concerning video games should send it to me by writing to Games Editor, *Video Review*, 325 E. 75th St., New York, NY 10021.

I am an "Asteroids" addict and probably spend about \$10 a week in quarters on the game at the arcade. I also have an Atari V.C.S. game console and have heard that Atari's new "Asteroids" cartridge is as good as the arcade game. Is it? I don't want to spend the money for something well below my level of play.

Richard B., New York, NY

If you really spend \$10 a week on "Asteroids," I suggest you rush out to find the cartridge for your home system. Figure it out: In less than three weeks you'll have paid for it.

To answer to your question: Yes, Atari's home version of "Asteroids" is



Atari's cartridge: Can it compare to arcade "asteroids"?

very good. You play the game with four ships or "lives," and depending on the variation you play, the asteroids move at different speeds. (You will probably want to play on the fastest speed for the greatest challenge.) As with the arcade game, you can put up your shields to avoid being hit, or you can vanish completely into hyperspace to appear elsewhere on the screen. And it's easy to flip your ship around 180 degrees.

Save your money and play at home.

I have heard that Mego is coming out with a video-game system. Any more information on this one?

Lois W., Youngstown, OH
At presstime, the system is not yet

on the market. I know, though, that it is scheduled to sell for about \$220 and is to be called Mego's Video Voice System. The reason for the title is that the game console will have a voice-synthesis microprocessor chip built in so that it can utilize a computer voice to "talk" to you during game play.

Each of the hand controllers will have 15 buttons and a joystick, which when used together form a crude type of keyboard for writing computer programs. In other words, the Mego system is supposed to be another cross between a video-game system and a home computer, expandable to 16K memory. Programs will be entered through an external audiocassette recorder, but it is unclear whether Mego will supply this. Follow future issues of Video Review for more news on this upcoming video-game system.

I buy Video Review just for your "Games" column. I also read an article by you on electronic games in Games magazine, in which you stated that the most involving electronic games are the homecomputer kind. I have Intellivision, and I've never seen anything more involving than "Space Battle."

Is that the kind of game you were referring to?

John L., Jersey City, NJ

In a word, no. The video games you play on Intellivision are all solely controlled by the joysticks, and while "Space Battle" is one of the best video challenges around with its (excellent graphics and variety of targets), it is child's play compared to a game like "Star Raiders," which must be played on the Atari 400 and 800 home computers.

In "Star Raiders," you are in control of a starcruiser, and can steer north, south, east or west and fire lasers at various targets using the hand controller. On screen you

Continued

# **VIDEO VIEWS...**

Continued from page 132 and CBS, proposed specialized services for women, blacks, senior citizens, doctors, the hearing-impaired and others.

# The Cathird Seat

In addition, Satcom 1, the oldest of the present satellites, launched in 1975, is dying. One transponder after another fades, and Satcom customers move to the newer skybirds for backup and eventual replacement. Most of these services are intended for distribution by cable, many of them extra-charge premium cable services. They all require large dishes for reception because of their weak signals.

So where does that leave a person who buys a 12-foot dish today, just in time to find three-foot (or smaller) antennas sprouting up all around? "In the catbird seat," according to Jim Cassily, president of Third Wave Communications. According to Cassily, the big dishes can'handle anything the highpowered satellites put out, while the reverse is not true. In fact, says Cassily, because of their comparatively high power, the directbroadcast satellite signals may require attenuation before going to your TV set.

# For BBC Fans

If you love the BBC programs carried by PBS—such as Masterpiece Theatre, James Burke's Connections or Monty Python—and you live beyond the reach of cable TV, you've had some bad news this year. Time-Life, which distributed the BBC programs to PBS in the past, said it planned to sign up for its own transponder to feed cable systems on a pay-for-play basis. Starting soon, the only way you're going to be able to see those programs and other BBC material is with your own dish in the backyard.

So why shouldn't Cassily and his competitors be smiling?□

For more on the subject of home satellite receivers, see this month's Test Report of a Channel Master dish system, p. 47, and "A Home Satellite Dish Odyssey" by Arthur C. Clarke, p. 68.

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have a view either forward or aft from your ship that shows the stars rushing by in three dimensions. The computer keyboard is also a part of this game.

You can select and change instantly one of nine cruising speeds. You can activate shields (which cost half a point of energy for every second you leave them on). You can use a computer sighting device to track your targets (but this also costs you energy points). You can dock with space stations where you will

need to refuel and repair any damages to your ship before going on. And to help you monitor the action, the bottom of the TV screen shows ever-changing information about how much energy you have left, your speed and your distance from targets as well as their direction.

So playing the game is not a matter of simple hand-to-eye coordination. Rather, you must coordinate many factors simulating a mission through space. And there are other games that are more involving when played on a computer.

