

TIME MACHINES

Once upon time there were watches that you wore on your wrist, but then someone had the idea to have some fun with Father Time. The result has been a growing category of hand-held games

which not only tell you the time of day, but also keep you cool and calculating as well as give you the sound of your favorite radio station and, if that weren't enough, also let you play games.

FINGER TIPS



Billed as "hands-on therapy for appendages of all ages," Thumb Games by Masudaya (1185 Chess Drive, San Mateo, Calif. 94404, 415-574-3146) are worth coming to grips with. There are more than half-a-dozen different pocket-sized models, such as Kitchen, which feature full color, multi-dimensional graphics, two game variations and increased levels of difficulty during play, as well as a digital alarm clock. (About \$30 to \$40.)

A FIGHTING CHANCE

Now you can score a knockout with Casio's (15 Gardner Road, Fairfield, N.J. 07006, 201-575-7400) 8-digit calculator and clock/boxing game combination. Weighing on ly 2.4 ounces (including batteries), the BG-20 features a large 2½-inch LCD screen of detailed graphics and up to 100 different levels of championship boxing. (About \$30.)



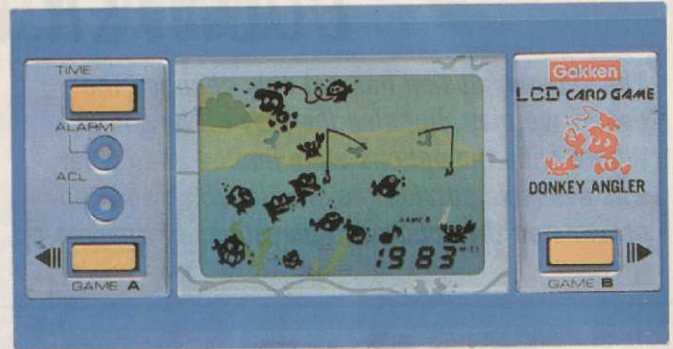
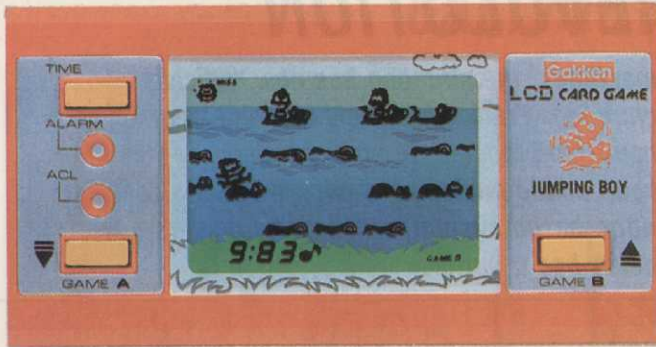
Music to your ears and a sight to be held, are Technotel's (1151 Triton Drive, Suite B, Foster City, Calif. 94404, 415-571-0311) new line-up of palm-sized Pop Games. Barrier, Voyager and Emergency bring into play some interesting on-screen challenges, but that's just the beginning with these little wonders which also feature a liquid crystal display clock as well as alarm functions. In addition, unbelievably, these Pop Games let you tune in to your favorite AM radio station and listen to all the sounds via a plug-in earphone. (About \$40.)



ALL IN ONE

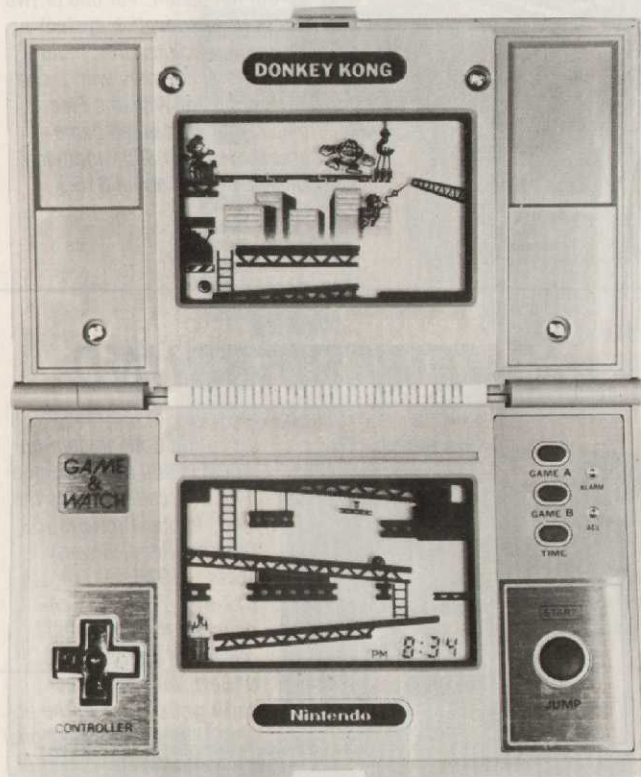


POCKET PICKS



There's a handful of fun waiting with Gakken's (2832-B Walnut Avenue, Tustin, Calif. 92680, 714-731-0960) new pocket series. Jumping Boy and Donkey Angler feature two game playing options, color screen and digital quartz clock display with an alarm. (About \$25.)

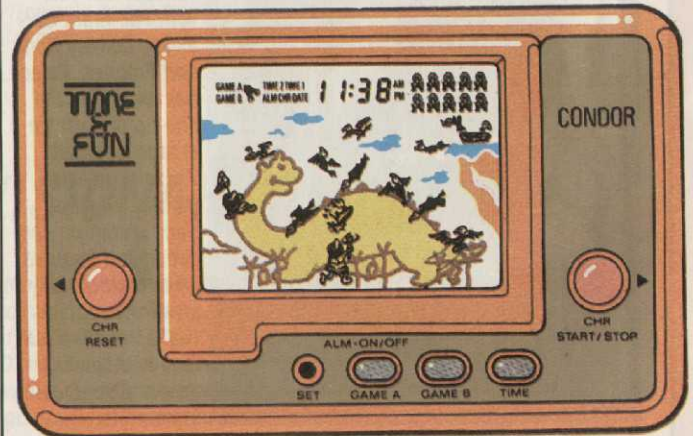
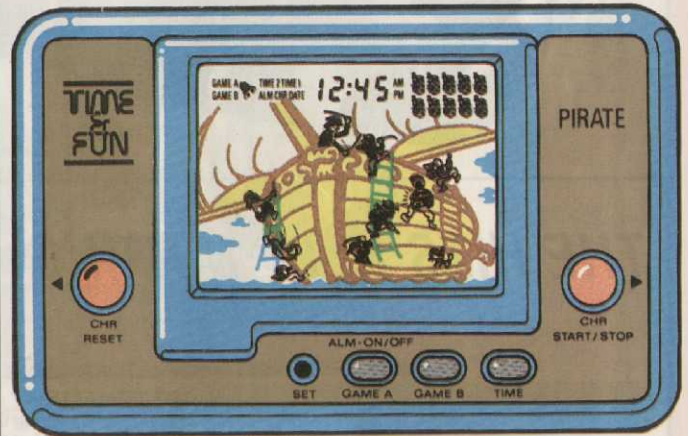
A POCKETFUL OF MIRACLES



Having gained a considerable reputation in coin-op, Nintendo (4820-150th Avenue N.E., P.O. Box 957, Redmond, Washington 98052, 206-882-2040) is bringing things down to size with a full array of wide- and multi-screen hand-held Game & Watch variations. Incorporating an upper and lower screen design, Donkey Kong reprises the same cast from the arcade game with some faithfully replicated graphics and play action, as well as a clock and alarm feature. (About \$28 to \$40.)

HANDIWORKS

Adding to their already extensive assortment of Time & Fun games, Video Technology Ltd. (2633 Greenleaf, Elk Grove Village, Ill. 60007, 312-640-1776) has recently introduced Pirate, and Condor. Offering a diversity of colorful graphic themes and play action (including two skill levels), both feature hour, minute, month and date display, dual time function as well as a melody alarm. (About \$20.)



ALL SYSTEMS GO!

The adage stating that the more things change, the more they stay the same just doesn't hold up when it comes to game systems. New entries can now feature everything from built-in voice and music synthesizers to other advanced operating capabilities, while old standbys have been updated via modules that turn them into computers and

wafer-using machines delivering expanded memory not thought possible a few short years ago. Like the wolf in sheep's clothing, home systems have taken on the look, sound and feel of the coin-ops while also opening themselves up for computer applications. And the end to all the changes doesn't seem to be in sight.

THE POWERS THAT BE

Like any game cartridge, Amiga's (3350 Scott Boulevard, Building 7, Santa Clara, Calif.) *The Power* plugs right into the Atari 2600. But unlike any cartridge, *The Power* uses Random Access Memory. After the initial investment of the module and a standard cassette recorder, a player can then purchase the game software cassettes (such as *Depth Charge* and *3-D Ghost Attack*) and load them through the module for some interestingly dimensional play. (About \$45. with two games)



GETTING BACH TO BASIC

Intellivisionists with an ear for music and a bent toward BASIC can have both thanks to Mattel (5150 Rosecrans Ave., Hawthorne, Calif. 90250) Electronics' Entertainment Computer System (ECS). The Intellivision Computer Adaptor attaches to the Intellivision and Intellivision II master components, adding 12K ROM, built-in BASIC and a sound generator to old faithful. A computer keyboard, sold with the adaptor, can be used for programming or changing game play. Recently introduced is the Intellivision Music Synthesizer, a 49-key keyboard which looks and feels like a real organ. (About \$125.)



VOCAL CHORDS



Speak no evil with Milton Bradley's Expander which will have your Texas Instruments (P.O. Box 10508, Lubbock, Tex. 79408) 99/4A computer talking to you in no time at all. A voice recognition/voice synthesis add-on unit, the Expander features a 64-position keypad, joystick and a headset microphone for the voice command function. Ten Voice Command cartridges are available, including Championship Baseball, Sewermania and Honey Hunt. (About \$80.)

FIRST BASE

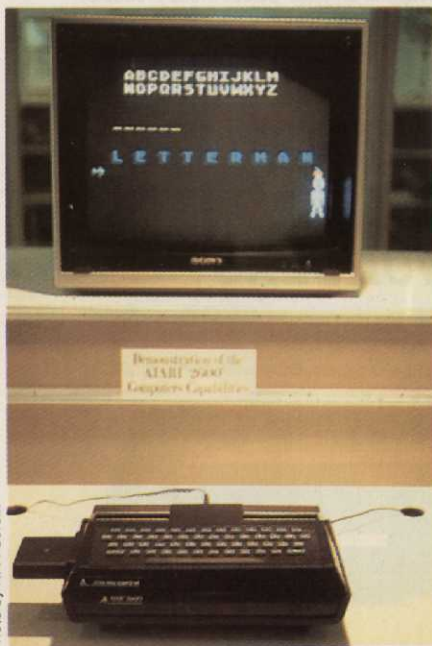


Photo by R. P. Sefcik

Beneath this computer keyboard rests a system you might very well own — the 2600. Last February, Atari introduced the 2600 Computer which transforms the video game player into a home computer featuring a keyboard, 8K RAM, built-in BASIC, full-color display and the ability to add up to 32K memory. Fondly dubbed "My First Computer," it snaps right onto the VCS and accepts the standard game cartridges as well as a new line which will include games and educational programs. There's similar news coming for 5200 owners. (About \$90.)

ALL KEYED UP



Could you imagine sitting at your Astrocade to figure out how much you spent this week at the arcades? Or using your VCS to brush up for next week's Algebra final? How about speed reading, spelling, typing or BASIC programming? Well, Entex's 2000 PiggyBack Color Computer makes it all possible. It features built-in 8K BASIC, 3K RAM, a full-size keyboard, nine special function keys and an expansion module for such peripherals as a 16K memory expansion cartridge, phone modem and printer. (About \$100.)



ON THE BALL

It's time to roll up your sleeves and get to some serious gaming. Coleco's Roller Controller features a free-rolling track ball that allows for 360 degree movement as fast as you can spin it. Not to be left out on the action, there's room for two ColecoVision controllers right in the console and, as an added inducement, the unit comes with a home version of the arcade winner, *Slither*. (About \$70.)

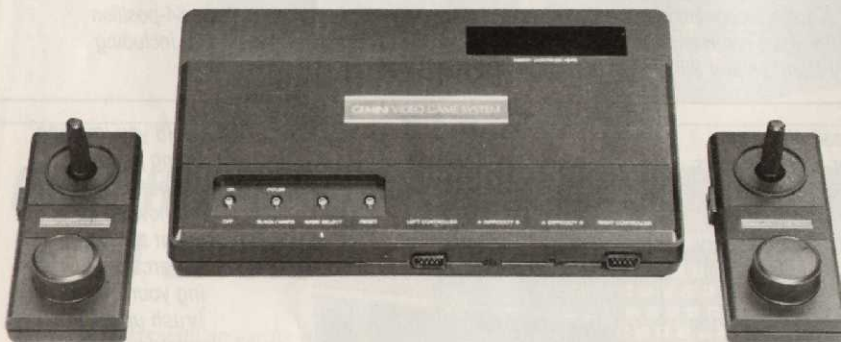
LET'S GET PHYSICAL

The impact that joysticks have made on the market has been enormous, especially so with Coleco's Super Action Controller. Featuring four triggers which control specific areas of play (for instance, the speed of a pitch), an eight-direction joystick, select buttons and keypad, these sticks allow ColecoVision players to run the gamut of play options. The Super Action Baseball cartridge that's included puts the action in the palm of your hand—you can actually feel the impact of a good hit. Upcoming is Super Action Football and Rocky Super Action Boxing. (About \$70. per pair)



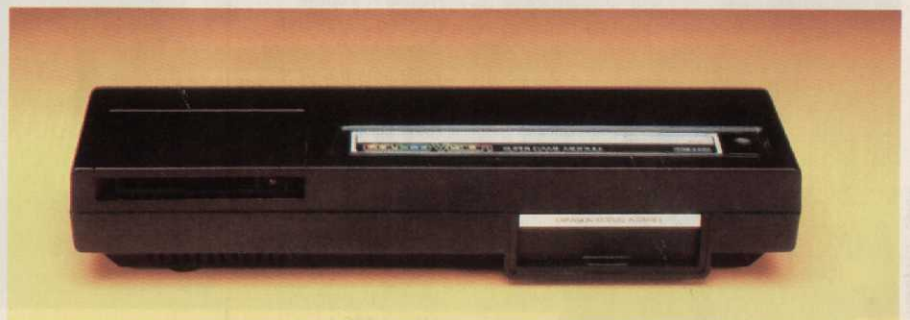
NOW HEAR THIS

Coleco's newest Full-Feature Gemini system plays all Atari VCS-compatible games and features joystick/paddle game controllers. It comes with *Donkey Kong* and special-offer coupons on other Coleco video products. When used with Gemini sound I and specially-designed cartridges and tapes, it produces realistic voices and sound effects. Included with this component is the *Berenstain Bears play 'n learn* cartridge. (Gemini about \$100; Sound I about \$70.)



Things are just super for Coleco (945 Asylum Ave., Hartford, Ct. 06105) with the announcement of its newest component, Super Game—Module #3. Adding over one million bits of information to ColecoVision it translates into more action and game detail than ever before for the home. This module accepts a new line of Super Game Wafers, each of which can have 32 times the memory of most conventional game cartridges. Included with the module is the Super Donkey Kong wafer which features five screens, including the infamous opener. Wafers on the horizon include Super Zaxxon, Super Turbo, Super Time Pilot, Super Subroc and Super Smurf Rescue in Gargamel's Castle. (About \$125.)

WAFER WONDERS

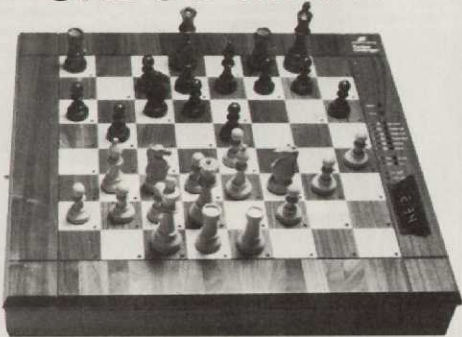


ALL ABOARD

That staple of home entertainment, the board game, has learned a few things from its successful electronic cousins. Old favorites, such as chess, Monopoly, and even Scrabble have incorporated state-of-the-art technology to enhance game play, even to the point of allowing you to compete

against a computer opponent. And, if they're not going full-tilt into electronics, board games are adapting characters, scenarios and basic play strategy from successful arcade fare, and putting them in a format which further displays just how pervasive the video game revolution has become.

CHESS MATE



Fidelity Electronics' (8800 N.W. 36 St., Miami, Fla. 33178) Prestige Challenger features an automatic response playing surface and tone/voice capability in either English, German, French or English. There are 15 levels to choose from in playing against the Challenger itself, which not only plans its strategies while you make your move, but can suggest a move when it's in the "referee" mode for two (human) player competition. (About \$1300.)



HOP TO IT

Parker Brothers (50 Dunham Road, Beverly, Mass. 01915) has given Q*bert and his pursuers a board game of their own. Based on the coin-op game, this two-player effort features one person taking the role of little old Q*bert with the strategy being to guide him down the pyramid, removing as many red pegs from the yellow squares as he can before his opponent sends Colly, Slick and Sam his way. (About \$9.)

SURFACE CHANGES



Buoyed by the success of its Pac-Man board game, Milton Bradley (443 Shaker Road, East Longmeadow, Mass. 01028) has followed up with a Ms. Pac-Man and three other arcade-based efforts; Turbo, Zaxxon and Donkey Kong. Also introduced is Arcade Mania, an electronic board game, which features four different challenging contests and three skill levels. (About \$8 to \$10; Arcade Mania about \$33.)



SPELLBOUND

Selchow and Righter has been keeping millions of families watching their p's and q's with its historical Scrabble board game. Now comes Monty Plays Scrabble, an electronic version manufactured by Ritam Corp. (P.O. Box 921, 207 W. Grimes, Fairfield, Iowa 52556). A portable, self-contained edition, it can be used with or without the traditional game board. Players ENTER to receive their tiles and place their words via an LCD display screen with "keys" for scoring, trading, exchanging and passing between players and even Monty can join in the action. The basic unit contains over 12,000 words in its computer memory. There are also two Advanced Vocabulary Modules, each containing an additional 16,000 words. A second Monty in diskette is compatible with the Apple II computer. (About \$150; Monty disk about \$40.)