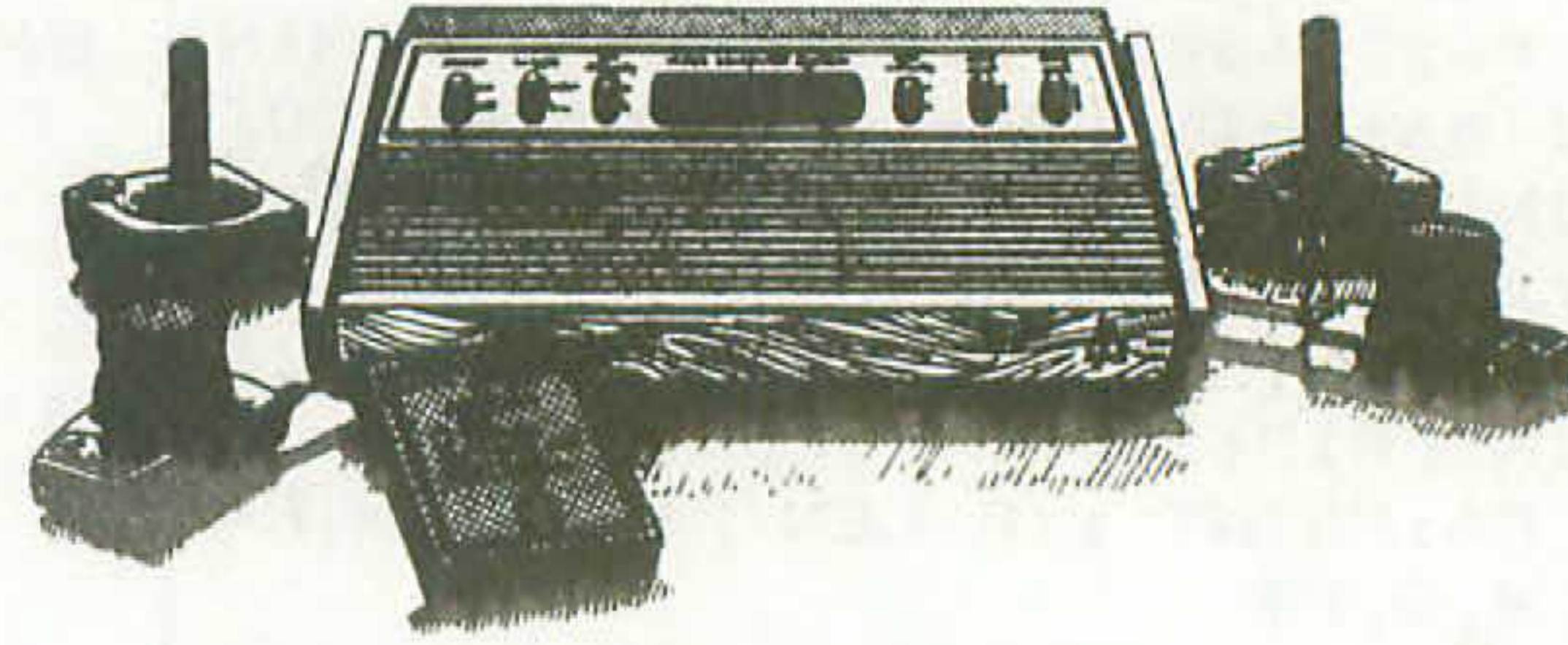


VIDEO COMPUTER SYSTEM UPDATE...



ATARI works hard to come up with new cartridges for use on their Video Computer System, but another company is equally devoted to manufacturing and distributing quality games for your enjoyment. That company is ACTIVISION. Located not far from the ATARI plant, in Sunnyvale, they have thus far produced 8 cartridges with several more due this year.

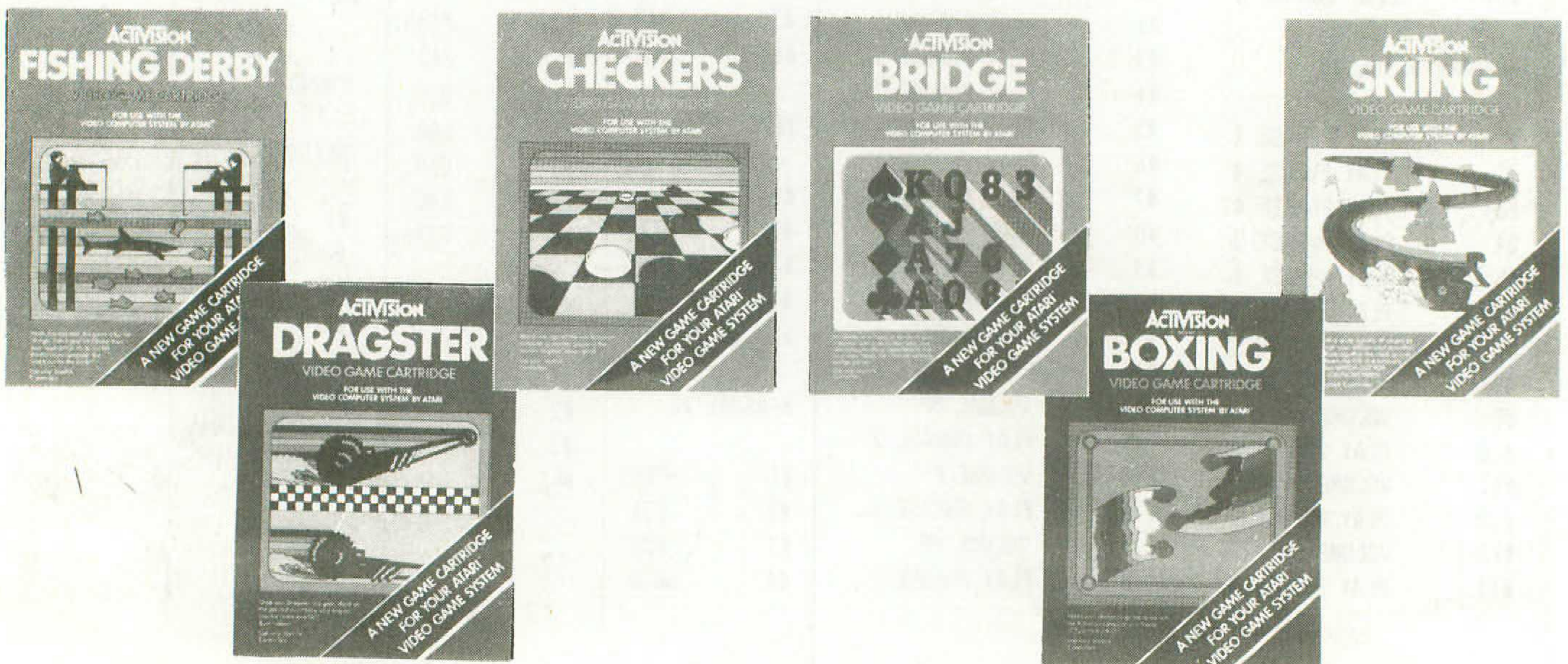
Titles released are Boxing, Bridge, Checkers, Dragster, Fishing Derby, Laser Blast, Skiing, and Tennis. Due on the market soon are "Ka-Boom!" and "Freeway", two "comedy" games that are hilarious as well as fun and challenging. How good are these games? Let's take a look at Bridge.

For the Bridge buff who is always looking for a fourth for a game of bridge, and can't find one, or doesn't enjoy the mechanical "Auto Bridger", Activision's ATARI interfaced bridge cartridge offers a real answer. It also proves to be an excellent teaching aid because a hand can be played over and over at various bids and suits. The programming follows the accepted methods of "point count" in terms of the response that the computer will make to the opening bid. However there is probably not enough info in the memory to allow bidding to be flashed by East and West which would not only offer a decided realism to the game, but would also allow

one to "play" his hand more intelligently.

The computer understands and responds to Stayman and Blackwood conventions but ignores any artificial bids. As mentioned, although for the most part it will respond intelligently to your bid and the cards, and distribution it holds it will at times throw you a curve. I have had it rebid at the level three, a four card suit, at times making bids which although in keeping with count were not in keeping with distribution. Level of play is predicated on a total point count between "bidder" and partner and can be preselected. One discovers very easily in the game, that the secret to successfully making your bid is as in real play, the proper bids and play. There are four other levels in which one "enters" a bid passed only on his hand and attempts to make it without help in partners response. I found this of no personal value.

One can also "peek" at his partner's hand before bidding is begun and can also see East & West's cards at the end of the hand. Misplay of cards (not following a bid suit) are answered with a raspberry (buzz!). The play of the cards is made with ease using the joystick. And the graphics/colors are as up to par as the rest of the game. All in all, one of the better adult games to pique one's interest.



NEW PRODUCTS . . .

Microperipheral Coporation
P.O. Box 529
Mercer Island, WA 98040

Redmond, Wa. - The Microperipheral Corporation has just announced a new peripheral for the ATARI Model 400/800 Personal Computer System. The MICROCONNECTION for the ATARI is a direct connect modem for interfacing this popular computer to the national telephone network. Direct connection eliminates the need for noisy and unreliable acoustic coupled modems.

The MICROCONNECTION for the ATARI is Bell 103 compatible and operates in the originate or answer mode at 300 baud. It can be used for accessing The Source, MicroNet, computer bulletin boards and other computers for data transfer with hundreds of data bases in this country and Europe.



The product is unique in that it does not require the ATARI Model 850 (a parallel/serial RS232-C compatible interface unit). The modem is connected to the Model 800 computer console data port and employs software (supplied) for 300 baud data I/O.

Exclusive features of the MICROCONNECTION include the incorporation of a serial printer interface via a DB25 connector. Any printer, capable of 300 baud or more, will simultaneously reproduce whatever appears on the screen.

Another significant feature is the provision for on-line data storage. An inexpensive cassette recorder of your choice can be plugged into the MICROCONNECTION and will spool on-line communications for later playback.

Included with the MICROCONNECTION is a terminal communications program, power source and cable for interfacing to the ATARI 800 Personal Computer System. The price is \$249.00.

An RS 232 version of the MICROCONNECTION is available for those with the Model 850 Interface Module. Important options for this product include an AUTODIAL/AUTOANSWER module and a special version which is compatible with European telecommunications standards. The RS232 model is \$199.50, plus \$24.95 for the connecting cable. The AUTODIAL/AUTOANSWER option is \$79.00 extra.

The MICROCONNECTION measures 7.7 inches wide by 5.5 inches deep by 1.7 inches high and weighs less than one pound. For more information, contact the Microperipheral Corporation at 2643 151st Place N.E., Redmond, WA 98052, telephone (206) 881-7544.

ACTIVISION, INC.
3255-2 SCOTT BLVD.
SANTA CLARA, CA. 95051

Activision has announced the release of two new cartridges for use in ATARI's VCS game system. 'Freeway' and 'Kaboom!' are two "comedy-type" cartridges designed to be amusing as well as entertaining. 'Freeway' is an eight game variation of the old adage, "why did the chicken cross the road?"; here the player must use the joystick to maneuver a chicken across a ten lane freeway with difficulties ranging from light traffic, to bumper-to-bumper rush hour mayhem. 'Kaboom!' pits you against a maniac at the top of the screen, tossing bombs. You must catch the explosives in one of three buckets to douse the lit fuse, or one of your buckets is blown up! Both games retail for \$22.95; available July, 1981.

