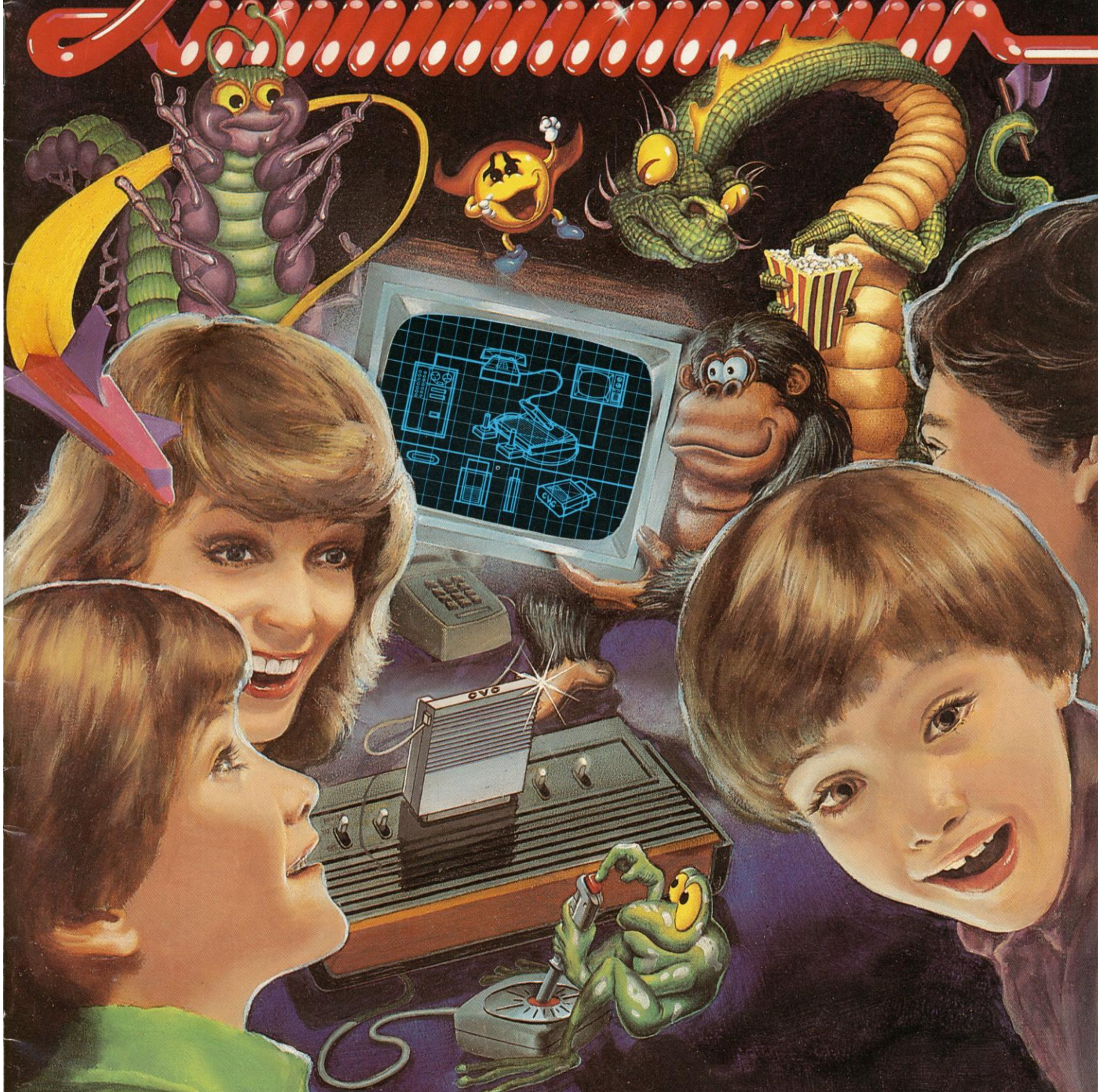


SEPTEMBER,
1983
\$2.00

THE GAMELINE MAGAZINE

GameLine

Premier
Issue



MEET
IMAGIC'S
DENNIS
KOBLE

SIX NEW,
EXCITING
GAMELINE
GAMES

ACCESSORIES FOR
THE GAMELINE
WHO HAS
EVERYTHING

OUR FIRST
MONTHLY
CONTESTS
PREVIEW

A Special Magazine For Special People

Welcome to the premier issue of *Gamelin*,[®] a special magazine for special people—you, the members of the GameLine™ network. Joining the world of GameLine is the only way you can get *Gamelin* magazine. It's not sold on any newsstand. It's published just for you, and is mailed right to your home every month for your game-playing pleasure.

The heart of *Gamelin* is game instructions. Each issue will contain the directions for brand-new games just added to the GameLine system. Please tear out the game instruction pages and put them in your Master File[®] binder in alphabetical order.

But *Gamelin* is a lot more than that. We'll keep you on top of our fabulous GameLine contests! We'll let you know what and how you can win, and who won. And the prizes are great—everything from tee-shirts to college scholarships! There'll also be "Special Contests" in *Gamelin* itself.

And there's even more. We'll be giving you articles on everything you can think of that's connected with electronic gaming. We'll have interviews with top game designers and other videogaming experts, like this month's profile of Dennis Koble, the man behind Atlantis and the hot Shootin' Gallery. We'll have humorous cartoon features to remind you that, after all, it's only a game, (or is it?).

Most of all, we want to be your magazine. In our "On Demand" column, we'll answer all your questions about GameLine and electronic gaming in general. But more than that, we want to hear from you about *Gamelin*. We want to know what articles you'd like to see, what you want to know about. We want your thoughts and opinions, your input. Tell us what you want, and we'll try to give it to you. Write us at: *Gamelin*, P.O. Box 560, Brooklyn, N.Y. 11202.

So welcome to *Gamelin*, the magazine that's especially for you!

The *Gamelin* Staff

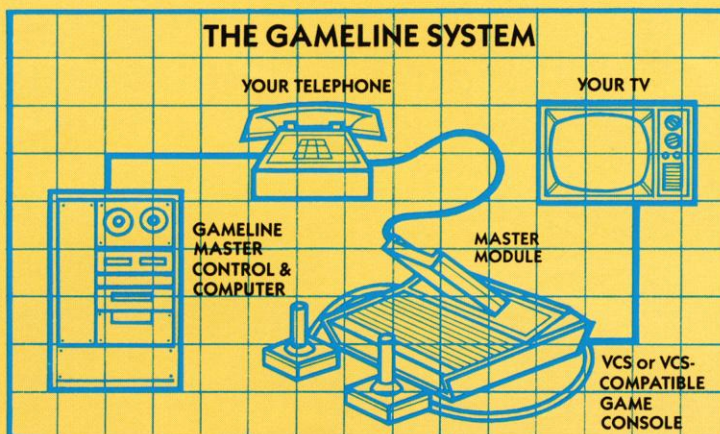
GETTING THE MOST OUT OF GAMELINE

★ First and foremost, read your Owner's Manual. We know, we know . . . you joined GameLine to play, not read. But do yourself and us a big favor and read the Manual thoroughly.

★ Let us know immediately if you run into a problem or have a question. We probably will be able to diagnose the problem or answer the question faster than anyone else. All it takes is a quick toll free call to: 1-800-CVC-2100.

★ Carefully read the instructions for any game with which you may not be familiar. No, we're not a member

of the National Library Association. We just want you to get full value from every gaming dollar you spend, and enjoy GameLine to the fullest.



★ And speaking of value, remember for every five paid game sessions you play, your next session is free. That goes for everyone in your family with a PIN number.

★ Let us know how we can make GameLine better. Anything other than playing free, that is. It's your network and we sincerely want you to get the most out of GameLine.

THE GAMELINE MAGAZINE

Gameliner

SEPTEMBER, 1983

VOLUME 1, NUMBER 1

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Questions about *Gameliner*? 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.



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SEPTEMBER, 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 before the situation becomes explosive?	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 while diving in your mini-sub. Can you dodge laser blasts and dangerous sea creatures to recover its artifacts?	408	12
BUGS ♦ In this paddle game, vast numbers of super bugs are converging on your space craft. Can you destroy the crawlies with your Ultra Sonic Weapon 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 slowly 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! Will you triumph or be lost forever?	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 with his Bill Bullets?	829	12
DEMON ATTACK Stranded on the ice planet Krybor, you are under attack by hordes of 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 ♦ In this paddle game, 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

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 *Gameline* as it will always be the most up-to-date directory.

NAME OF GAME	GAME SELECTION NO.	NUMBER OF PLAYS
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
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 submarine, shrunken to microscopic proportions, 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
GANGSTER ALLEY Five criminals are holed up in Gangster Alley, with an innocent woman and child as their hostages. Pick off the villains but be sure not to shoot the hostages.	274	12
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 the eighth floor of 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 before they scatter unmentionables across the floor?	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, your responsibilities cover a lot of territory: piloting a helicopter, rescuing injured men or picking 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 and save democracy!	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. You must 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
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 on the ground.	634	8
SPACE MASTER X-7 A Hyperion military base in the middle of the only galactic express route 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
SSNAKE 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 hostile 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
WARPLOCK In this paddle game, 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 at gas pagodas!	842	12

LIVING IN A MINI-SUB, you're investigating the strange area of water called the Bermuda Triangle. Suddenly, you discover a city lying on the ocean's bottom, deserted save for a number of mysterious artifacts. Try to recover the artifacts and transport them safely to your research ship, waiting above. Can you make it, or will the myriad dangers of the deep abort your mission? Or will the evil enemy ship, lurking on the surface, win the day? Only you know the answer!

HOW TO BEGIN:

Use the game select switch on your console to pick one of the four variations offered for the game (see the section on Game Variations to help you make your selection). The game variation number will appear on the top right of the screen, at the end of the line of zeros. Release the game select switch when you reach the exact number you want. After you've made your choice, check the setting of the difficulty switch.

When the left difficulty switch is set on A, the game is an advanced one. Set the switch on B, and it's a bit easier. The left switch controls the difficulty level for either one or two players, depending on which game variation is chosen. The right difficulty switch has no effect.

Use the game reset switch to start the game. Press the red control button to begin the action. Get set for adventure!

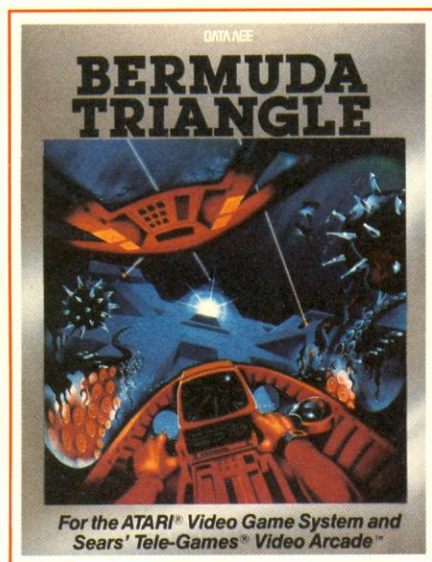
USING THE CONTROLLERS:

Bermuda Triangle uses joystick controllers. Hold the controller with the red button to the upper left. Press the red button to start each turn, and to launch rocket-propelled projectiles.

Use the joystick to maneuver your mini-sub. Push the joystick away from you to move the sub nearer the surface. Pull the stick toward you to make the mini-sub dive toward the ocean's floor. Push the joystick to the right or left to move the mini-sub in those directions.

HOW TO PLAY THE GAME:

As the game begins, you're piloting your mini-sub beneath the water in the area



called the Bermuda Triangle. A number of dangerous obstacles block your path to the mysterious city below; you can either dodge them, or blast them with your rocket-propelled projectiles, as seems appropriate. Among these denizens of the deep are giant squid and man-eating sharks. Contact one of these creatures and you'll be temporarily immobilized and lose any valuables you may have collected. Also

out to grab your cargo are remote-controlled, saucer-shaped aquatic drones which patrol the watery city.

Other objects are even more dangerous. Encounter an explosive mine, armed with sensitive contact fuses, and your mini-sub will become a memory. Within the city, you may come across a Bermuda Bomb. Try to pick it up and its anti-tamper fuse will set off an explosion.

Not all the dangers are under the water. Cruising the surface is an enemy ship, out to steal your cargo and destroy your mini-sub — so keep your distance!

If you can avoid these obstacles, you can begin to gather the artifacts that are scattered in the underwater city. To do so, take your mini-sub down to the maximum depth — as far as you can go on your screen. Attempting to descend further releases a tractor beam, visible as a column of light, from the sub's energy pod. A deep bass tone tells you the tractor beam is ready. Use the beam to collect the artifacts — the tachyon modulator unit, probably some sort of communication device; the water dissociation module, apparently used to separate water into hydrogen and oxygen gas to fuel cells that produced

BERMUDA TRIANGLE

BERMUDA TRIANGLE

electricity; and the korbinian cube, whose purpose remains shrouded in watery mystery.

A rapid series of tones tells you when the cargo is in your possession. You must now deliver it to the research ship above. If you manage to make the delivery successfully, the research ship will blink twice.

The game ends when all your mini-sub's — you begin with three — are destroyed.

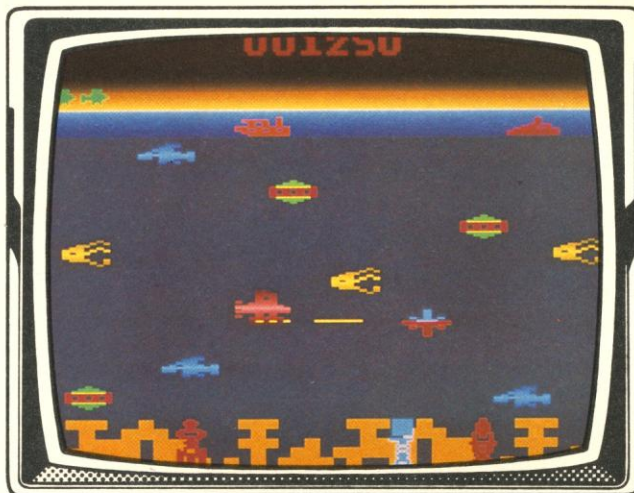
GAME VARIATIONS:

There are four game variations of Bermuda Triangle. The odd-numbered games are for single players, while the even-numbered ones are for two gamers. In Games One and Two, the laser beam appears only after 10,000 points. In Games Three and Four, the beam is present from the start.

SCORING:

Each time you blast a killer shark, giant squid or aquatic drone with your rocket-powered projectiles, you earn 50 points. Detonate an explosive bomb with your weapon, and you score 200 points.

To add up a really high score, you must



collect the artifacts and deliver them safely to the research ship. Once an item is on board and the research vessel has safely crossed the screen, 600 points are added to your score.

Your point tally can also decrease, however. If you hit an obstacle while trying to deliver an

artifact to the surface, you lose 100 points along with your valuable cargo.

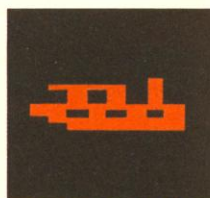
Garner 10,000 points, and an extra mini-sub is yours. A player can have a maximum of three mini-sub's at any one time.

TIPS FOR BETTER PLAY:

Avoid the left and right edges of the screen, since obstacles can enter from either side.

Be careful of the laser beams! In Games One and Two, you're warned that you've scored 10,000 points and the defense system is coming on-line by the city's blazing with multi-colored lights. The laser beams will then strike at the surface ships from time to time, as they do throughout Games Three and Four. Avoid the laser's path, and never hang around directly below a surface ship. That's asking for trouble! ★ ★ ★

DEEP SEA EXPEDITION OBJECTIVES



RESEARCH SHIP



MINI-SUB

VALUABLE ARTIFACTS



TACHYON MODULATOR UNIT



WATER DISSOCIATION MODULE



KORBINIAN CUBE

OBJECTS TO AVOID



GIANT SQUID



MAN-EATING SHARK



AQUATIC DIVERS



EXPLOSIVE MINES



BERMUDA BOMB



ENEMY SHIP

IT'S THE BUSY SEASON AT THE BAKERY, and your baker has his hands full trying to keep up with all the pastries moving along the six conveyor belts. Things are tough enough—but then, the whole system goes out of whack, and the poor baker is besieged by cakes and pies pouring out of the ovens! He must catch the pastries and place them, boxed, on the outgoing belt. But there's more and more coming at him. Can he get his timing down pat and save the baked goods?

HOW TO BEGIN:

If you want to play the standard game, just press the game reset switch. Otherwise, use the game select switch on your console to choose one of the 16 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 right-hand-side of the screen. Although the title screen disappears as soon as you press the game select switch, don't worry—game action won't start until you use the game reset switch. Release the game select switch when you reach the exact number you want. Then, check the difficulty lever.

When the left difficulty switch is set on B, you play the standard game. If you set it on A, you start the action at the level you'd hit after the fourth coffee break with the switch on B.

The right difficulty switch has no effect in Cakewalk. Neither does the color/black & white lever.

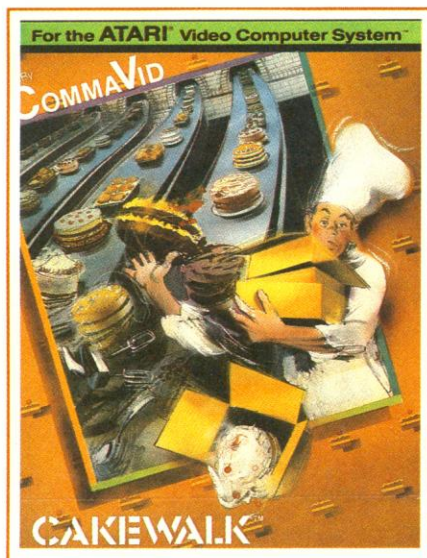
Use the game reset switch to start the game.

USING THE CONTROLLERS:

Cakewalk uses the left joystick controller, which should be firmly plugged into the left port. Hold the controller with the red button to the upper left.

Push forward on the joystick to move the baker up the screen. Pull the joystick toward you to make the baker move to the bottom of the screen.

Pushing the joystick to the left never has any function in the game. In game variations featuring the belt speedup option, pushing the joystick to the right will make



the conveyor belt nearest the baker picked up speed (see the section on Game Variations for more details on how this works).

Pressing the red controller button makes the belt nearest the baker pause. The belt will remain still for about four seconds, or until you press the button near a different belt. The stopped belt will turn red on a color T.V., and a brighter grey on a black-and-white set.

HOW TO PLAY THE GAME:

The conveyor belts at the bakery have gone out of control! The six belts are bringing pastries from the ovens to your baker, who must box them and place them on the outgoing belt. But suddenly the baked goodies are coming at break-neck speed!

You must maneuver the baker up and down the screen to catch the confections. In order to box and send the item on its way, all he must do is touch it. Making his task a little easier is his ability to stop a belt temporarily. Press the red button to freeze the belt nearest your baker for about four seconds. The belt will automatically start moving again after this time period passes. It will also get going again if you press the red button while near another conveyor belt.

Complicating matters are some other things that appear on the belts. One is the dancing gingerbread man. It's hard to time your catch on this little fellow, since you never know when his next dance step will take him away from the brink, rather than into your arms.

There's also silverware moving along the belts. You must not touch the knife-and-fork sets that appear from time to time! If

CAKEWALK

you do, you'll lose a clean-up (more on that later!).

The other game element in this bakery drama is the janitor. This fellow hangs out at the bottom of the screen, and comes out to clean up the mess after a cake has been dropped—or after the knife and fork send the baker tumbling! However, the janitor won't clean up your mistakes forever. You are allotted four cleanups at the beginning of the game, as shown by the clocks that appear to the upper right after you press the game reset switch.

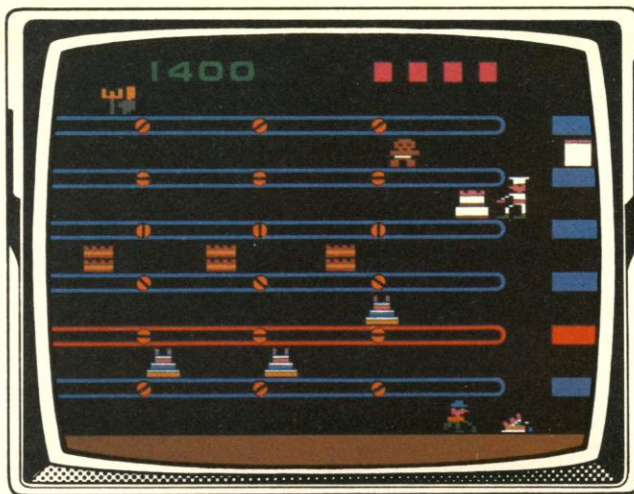
You can earn extra cleanups, however. Every now and then, after you've caught a great many pastries, the action will pause for your coffee break! A steaming cup of java will zip along the middle belt, and stop at the end of the belt. When you feel you've had enough rest, move your baker to touch the cup. Then be ready for a tougher wave of pastries. You also will have earned another cleanup, which will be added to the row of blocks. You can only keep four cleanups in reserve, though.

The game ends when you miss a cake or get injured by the fork and knife and you have no cleanups left. After the game ends, the title screen will appear again, with your score visible at the top left. One the top right, where your cleanups had been displayed, a certain number of red blocks will appear which represent which game variation you played. In this way, you can document (with a photograph) really high scores!

GAME VARIATIONS:

There are 16 variations available for Cakewalk. All are one-player games. Game One is the standard game, which will come up if you don't press the game select switch, but go straight to the game reset lever.

Use the game select switch to call up the other choices. Game Two is just like Game One, except that the baker moves faster, making the game a bit easier. Game Three is like the standard one, except in includes



the "pause to box" option—the baker must remain stationary while he turns to place the boxed cake on the outgoing belt. This makes it a little harder to handle closely—spaced groups of cakes.

Game Four features both the fast baker and the pause to box.

Game Five introduces the belt speedup feature. In this game, when you push the joystick to the right, the belt nearest the baker will speed up.

Game Six has both the fast baker and the belt speedup. Game Seven has the pause to box and the belt speedup. Game Eight has all three elements.

There's one more type of game available: all gingerbread men! These are similar to the normal games, but all the pastries are the tricky gingerbread men, which makes things more difficult.

Game Nine through Sixteen all include only gingerbread men. Otherwise, they repeat Games One through Eight.

Each pastry you catch earns you 100 points.

TIPS FOR BETTER PLAY:

Make good use of the time when the baker is cleaning up a missed pastry. You can move your baker to another spot while he works, and stop a belt as well.

Be careful of trying to stop a belt while on the move.

Don't use the belt pause as an emergency aid. Make it a part of your total strategy of surviving.

Don't hesitate to restart a belt when you're ready for it, either. This is easily done by pausing another belt—even one with no pastry on it.

Pay attention to the gingerbread men. They're more predictable than you might think.

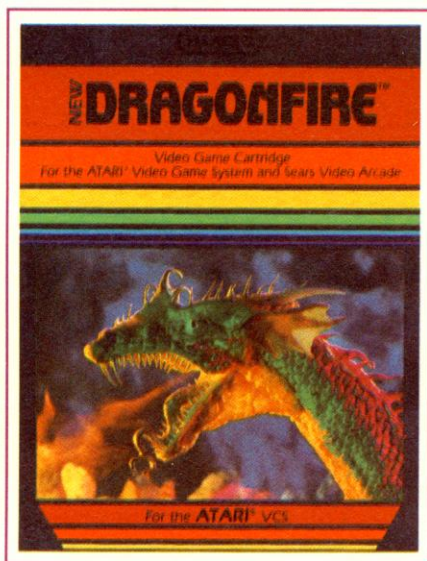
Remember that the gingerbread men will keep dancing on the belt, even when it's stopped.

★ ★ ★

DRAGONS HAVE INVADED the Castle, driving the members of the Royal Court into the countryside. But all is not lost! The King has a son who is determined to invade the castle and regain the valuable items. He must first cross the guarded drawbridge, dodging high and low fireballs all the way, and then steal back the riches. And you can be sure that fire-breather has prepared an extra-warm “welcome” for the brave—or foolhardy?—young man!

HOW TO BEGIN:

Use the game select switch on your console to pick one of the eight variations offered on the game (see the section on Game Variations to help you make your selection). If you want to play Game One, you needn't touch the game select switch at all. If you prefer another choice, push the switch until you reach the exact number you want. Then, use the game reset switch to start the game. The difficulty switches have no function in this game, so don't worry about them.



USING THE CONTROLLERS:

Dragonfire uses joystick controllers. Hold the controller with the red button to the upper left. During the drawbridge sequence, move the joystick to the right or left to move your hero in these directions. Pull the joystick toward you to make the prince duck, thus letting high fireballs pass safely over his head. Press the red button to make the young man leap, and avoid getting singed by fireballs travelling close to the ground.

When your Prince reaches the treasure room, push the joystick to the left to bring him out of hiding. Once he's in the open, move the joystick right, left, up, down, or to any angle to make the Prince travel in the direction you wish.

HOW TO PLAY THE GAME:

The game begins with the Prince at the far right side of the bridge. He has a total of seven chances to steal the treasure and escape; the number of chances remaining is shown by small figures at the very bottom of the screen.

The Prince's first challenge is to reach the building on the other side of the bridge without getting hit by the fireballs being thrown by baby dragons. He must duck the high-flying fireballs and leap over low ones in order to survive. Pressing the red button on the controller allows you to jump, while pulling the joystick toward you lets you hit the dirt. To jump from a crouching position, pull the joystick toward you and push the control button at the same time.

If the action gets too fast and furious, the Prince has the option of retreating to the building at the far right side of the bridge. When inside, he's invulnerable to the fireballs, but he's also no closer to his goal. And the longer he spends on the bridge, the more fireballs are likely to be bowled at him.

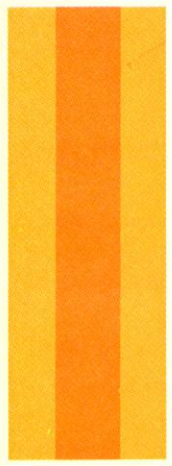
Once the Prince reaches the Castle at the left side of the drawbridge, the second, and more perilous, phase of his quest begins. The Prince starts the second screen, the treasure room sequence, in hiding behind the door near the bottom right of the screen. Vast treasures are scattered around the room, but he must be careful in collecting them—a large dragon is patrolling the area, moving from left to right across the bottom of the screen.

While the Prince is in hiding, he's safe from attack by the giant lizard, but that's not much of an advantage since the dragon will definitely attack upon seeing him. These reptiles are nobody's sweethearts!

To bring the prince out of hiding, push the joystick to the left. Our hero will appear directly outside the door—and the dragon will spot him! Now you must use

DRAGONFIRE

DRAGONFIRE
by Imagic
823



DRAGONFIRE

your joystick to propel the Prince back and forth across the screen, collecting treasures by passing directly over them, while dodging fireballs thrown by the angry dragon.

If he needs a rest from the dragon's onslaught, the Prince can re-enter his hiding place at any time. Should your young man fall prey to dragonfire, he'll get his next chance beginning again in the hidey-hole, allowing you to choose your own time to make an appearance.

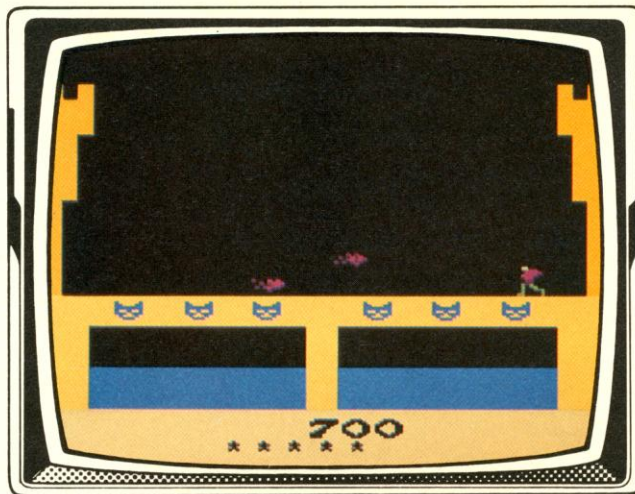
When the Prince has collected all the treasures in the room, a door will appear at the upper left side of the screen. This is the only way out, so move toward it—fast! If the Prince makes it through the door safely, he'll begin his quest again at the drawbridge crossing, but this time he'll face a tougher onslaught.

The game ends when the Prince has used up all seven of his chances, either by being hit by fireballs on the bridge or dragonfire in the treasure room.

GAME VARIATIONS:

The game variations are shown by two-number combinations. The second number in the sequence is either a one or a two, showing the number of players.

The first number indicates the color and meanness of the dragon guarding the treasure. For number one, the first dragon your Prince will meet is green. Although he's no Mr. Nice Guy, he *is* a little on the slow side, as dragons go. On number two, the Prince



encounters a blue dragon. This fellow is a little smarter and a little faster than his green cousin. Game Three features an opening dragon who is red, smart, and *very* mad! And finally, when number four is displayed, the first dragon is orange, *very* smart, *very*

mad, *very* fast, and *very* hard to beat! :

Should you start at Game One and not use up your chances too quickly, you'll have the opportunity to work your way through all these charming fellows. The game select switch simply speeds up the introductions.

SCORING:

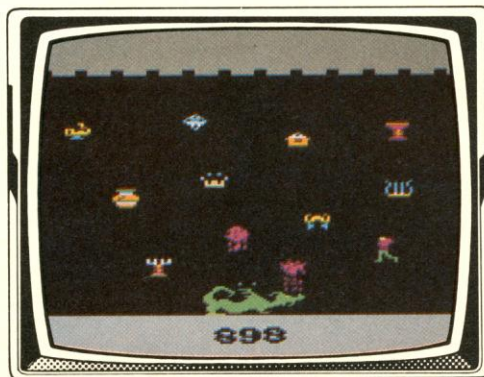
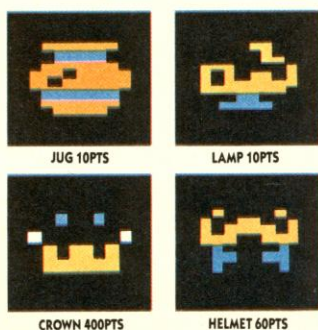
The Prince earns points for each treasure he picks up. The jug, lamp and goblet are worth 10 points apiece. The helmet and candelabra are valued at 60 points each. Picking up the chest and harp nets 200 points apiece, while gathering the diamond adds 400 points to your score, as does seizing the crown.

TIPS FOR BETTER PLAY:

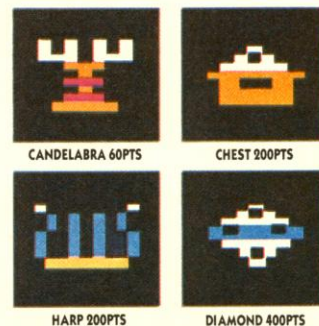
During the bridge-crossing screen, the higher fireballs always travel faster than the lower ones. Stand in place, ducking the first high fireball, then start running toward the low one and leap over it. Then stand in the middle of the screen to await the next high one. Once you've ducked it, run toward the Castle and jump.

You can jump farther by pressing the red button as you're running. ★ ★ ★

TREASURES



TREASURES



HAVE THINGS EVER GOTTEN "FOWL" at the circus! First, Weird Bird made it all the way to the top of the high wire and started dropping eggs down on the poor unsuspecting crowd. Then, old sad Blue Bear was assigned the job of cleaning up after the stupid turkey. If he doesn't catch all the eggs—he's stuck with egg on his face! Help him make a turkey out of Weird Bird, before the fowl cooks his goose. If Blue Bear plays it right, he can get even with the foul fowl.

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 bottom center of the screen, indicating how many players the option accommodates. Release the game select switch when you reach the exact number you want. Then, check the setting of the game's difficulty levers.

When the difficulty switch is set on A, Blue Bear must catch all the eggs in a small hat. If you set it on B, your bear's hat is larger, and it's easier to catch the eggs.

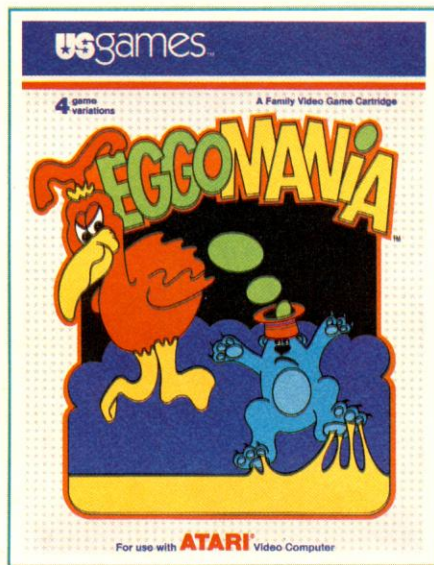
Set only the left difficulty switch in a one-player game. If two are playing, set the left switch for player one and the right switch for player two. If playing a three or four person game, players one and two set the left difficulty switch, while players three and four are affected by setting the right switch to the desired position.

Use the game reset switch to start the game. The red button on the controller begins the action.

USING THE CONTROLLERS:

Eggomania uses paddle controllers. For a one or two player game, plug the paddle into the left controller jack on your game console. If playing a three or four player game, plug additional paddles into the right jack. Hold the controller with the red button to the upper left.

The paddle controls Blue Bear's movement across the bottom of the screen. Turn the paddle clockwise to move Blue Bear toward the right. Turn it counterclockwise



and the bear heads to the left side of the screen.

The red button is used to shoot eggs back at Weird Bird. Once you have caught all the eggs in any particular attack wave, Weird Bird stops and dances back and forth on the highwire while a little tune—"The Blue Danube," to be exact—plays. Now's your chance to vent your hostilities on the turkey! Press the red button to fire an egg up in the air. If it hits Weird Bird, his reaction is

sure to satisfy you. You can keep shooting until the music stops and the next attack wave begins.

HOW TO PLAY THE GAME:

After you push the red button to begin the game, you'll hear a cheery little tune. The Weird Bird appears along the bar near the top of the screen. The dumb cluck starts dropping eggs as quickly as it can, and it's up to you to maneuver Blue Bear beneath the delicate orbs before they break. And boy, are they ever delicate!

If the bear misses an egg, the action pauses for a moment to allow Weird Bird the time to gloat over its victory with a joyful little tap dance. Blue Bear can only miss three eggs before the game is over.

Should Blue Bear catch all the eggs Weird Bird has to drop, which will be obvious by the fact that the "bombs" stop dropping, the fun really begins! A little musical interlude will play and Weird Bird simply walks back and forth across the top of the screen. If you can hit your enemy before the music ends, you'll teach him a lesson he won't soon forget!

To give Weird Bird a taste of his own medicine during this interlude, simply

EGGOMANIA

EGGOMANIA

press the red button on your paddle controller to shoot eggs back up at the turkey. If you hit him before the music ends, he'll throw a small tantrum before flying away. If you don't manage to shoot the bird, don't worry—after the next round of ovular attack, you'll get another chance to blast that foul turkey.

The game progresses through harder and harder levels of play. Each time you finish an attack wave, you get a chance to hit Weird Bird. The game ends when Blue Bear has missed three eggs.

GAME VARIATIONS:

There are four variations of Eggomania. Game One is a one player game. Game Two is for two players, while Game Three is for a trio and Game Four allows four players.

When playing a three- or four-player game, plug the second pair of paddles into the right controller jack on your game unit.

SCORING:

During the first attack wave, Weird Bird drops 20 eggs, worth 14 points apiece.

On the second level of play (after you have already had one chance to shoot back at Weird Bird), the featherbrained fowl drops 40 eggs, worth 18 points for each one caught.

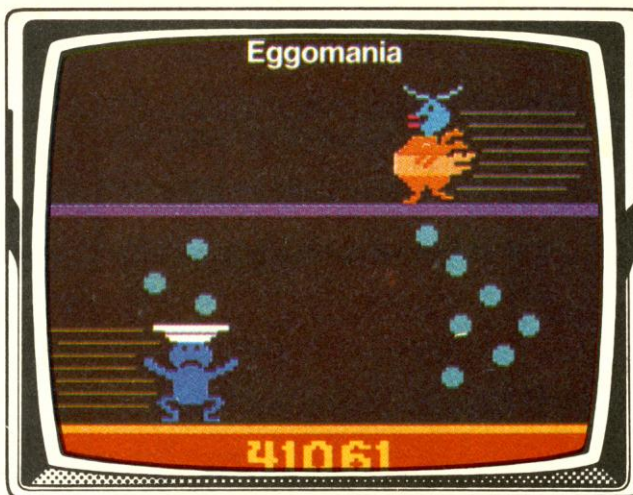
At the third level, 60 eggs are dropped. Each egg is worth 22 points.

At level four, 40 eggs are dropped, but they travel twice as fast as the eggs from previous levels. Catch one and it earns you 26 points.

At the fifth level, 80 eggs are dropped, worth 30 points each.

At the sixth and seventh levels, the eggs travel at triple their original speed. At level six you must catch 60 eggs, worth 34 points. At level seven, the 80 eggs are valued at 38 points each.

At the eighth level, 80 eggs are dropped on Blue Bear, worth 42 points each, and travelling at four times their original speed.



The ninth level of play also features 80 eggs, but they move five times as fast as first-level eggs. Each egg caught adds 46 points to your existing score.

The tenth, and hardest, level features 80 eggs, travelling six times faster than the original speed, worth

50 points each. Only an eggs-pert can catch 'em!

Shooting Weird Bird with his own egg nets the player 100 bonus points. A successful shot also "cleans up" any egg that Blue Bear has already dropped.

TIPS FOR BETTER PLAY:

Try to see the pattern the eggs fall in, rather than trying to focus on individual threats. Seeing "the big picture" helps you follow the pattern that develops.

Move Blue Bear across the screen as little as possible. Small movements are generally more accurate than broad ones.

When trying to shoot Weird Bird, don't fire too often or the turkey will actually dance even harder. Try to anticipate the direction he's moving in before you actually fire. Also, you'll probably be more accurate if you stand still while firing.

Keep your paddle hand loose enough so that you can maneuver it easily. It's more than possible to overshoot—or undershoot—the mark, but a relaxed, flexible "trigger finger" will make your game easier and more enjoyable.

If you *should* inadvertently miss an egg, don't let Weird Bird's teasing dance intimidate you. The little fellow is sure to get his due...from you, when you've caught all the eggs in a round and get to blast them back.

When trying to shoot Weird Bird with a taste of his own medicine, it's better to lurk in one part of the screen and wait for your target to walk into the trap than it is to chase him all over the area. If he's right overhead, you'll have a perfect shot. Time it right and sit back to watch the show as the feathers really fly!

★ ★ ★

THINGS ARE PRETTY HECTIC AT THE 4077TH MASH—but then, that's usual at the field hospital, supporting troops in Korea. As Hawkeye Pierce, your responsibilities cover a lot of territory: you must pilot a helicopter to either rescue injured men from the field or pick up Colonel Potter's parachute-less skydiving medics, and perform surgery in-between. Compete against Frank Burns (the computer) or an opponent representing B. J. Hunnicutt or Trapper John.

HOW TO BEGIN:

Use the game select switch on your console to choose one of the eight 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. Then check the difficulty levers.

When the left difficulty switch is set on A, the left player begins with no points. If you set it on B, the left gamer starts with 99 points. What's more, the computer (Frank Burns) gets dumber as it gets ahead.

When the right difficulty switch is set on A, the right player begins with no points. Set it on B, and the right player starts with 99 points. In one-player games, the right joystick player is the computer.

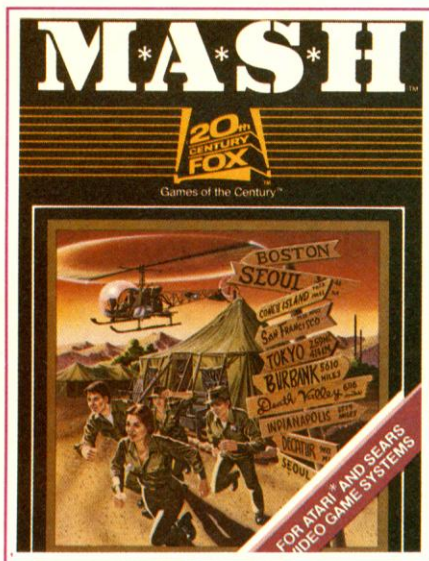
For one-player games, the player enters the challenger mode when placing the left difficulty switch on A. That means Frank Burns will play at maximum intensity, and he will receive eight points per second during the bonus surgery round (see How to Play the Game and Game Variations).

In both one- or two-player games, your opponent receives the point value of the shrapnel if it touches the patient when your difficulty switch is set on A.

Use the game reset lever or push the red controller button to start the game.

USING THE CONTROLLERS:

MASH uses joystick controllers. Move the joystick in any direction to make your helicopter move that way. In the operating room, shift the joystick to move your surgical instrument in any direction on the screen.



Push the red button to start a game.

HOW TO PLAY THE GAME:

There are a total of eight games available on MASH, but the basic action can be divided into two sections. The first set of games is called "Welcome to Korea," and casts Hawkeye Pierce (you!) as both surgeon and battlefield rescuer.

This game begins with you about to fly a helicopter over a tree-filled battlefield. Another copter is on the same mission. In Game One, it's flown by Frank Burns (the computer); in Game Two, the gamer behind the right joystick controls it as either B. J. Hunnicutt or Trapper John McIntyre.

Your task is to pick up as many of the wounded as you can—and to rescue more than your opponent. You must maneuver the chopper through the trees to touch the soldiers. Your chopper will hold only five men, so after you pick up the lucky quintet you must head back to base and drop them off before starting out again.

There's also a North Korean tank at the bottom of the screen. It goes after the chopper which has accumulated the most points, launching projectiles in hopes of making it crash. If a projectile hits home, the whirlybird will flutter to the ground. Luckily, Klinger will soon appear in an ambulance to rescue the chopper.

The game is divided into rounds. A round ends when a total of 30 men have been rescued. Between rounds, the wounded must be operated on.

When the action shifts to the operating room, you have 15 seconds to remove as many pieces of shrapnel as possible. How-

M*A*S*H

ever, surgery will end before the time is up if shrapnel touches the patient.

This game, like all the other variations, ends when one player reaches 999 points.

The second main type of game is dubbed "Colonel Potter." In this set of games, for either one (Game Three) or two players (Game Four), you are once again piloting a helicopter through a forest. This time, however, your assignment is to rescue Colonel Potter and his sky-diving medics, who have jumped from a plane without parachutes. Your opponent is again Frank Burns (the computer) in Game Three, and the gamer behind the right joystick in Game Four. That North Korean tank is still on the prowl, and you must avoid its projectiles.

Each round ends when a total of 40 medics have been picked up. Surgery, identical to that performed in Games One and Two, takes place between rounds.

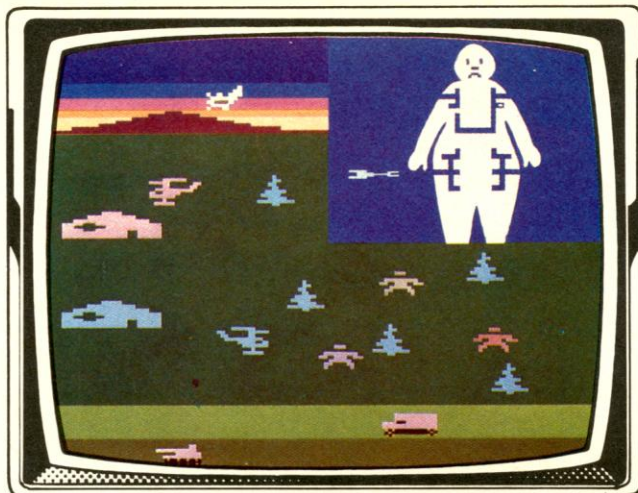
GAME VARIATIONS:

There are eight variations on MASH. Games One and Two, "Welcome to Korea," are described in detail under How to Play the Game. Game One is for a single gamer playing against the computer (Frank Burns), while Game Two is for two gamers. In Game Two, each player gets 15 seconds to remove as much shrapnel as possible in the operating room sequences.

Games Three and Four, "Colonel Potter," are also dealt with in How to Play the Game. Again, Game Three is for one player while Game Four is for two.

Games Five and Six are called "Cease Fire." These are similar to the basic Game One, except a cease fire has been declared. Therefore, the North Korean tank has stopped launching projectiles. Another difference is the helicopters are smaller. Game Five is for one gamer, and Game Six is for two.

Games Seven and Eight are called "O.R." (Operation Room). In these games, all the action takes place in surgery.



In Game Seven, you're playing against Frank Burns. You must use your extractor to remove bits of shrapnel from an injured man. For every second that passes, Frank receives six points. Each piece of shrapnel is worth a varying amount, from 15 to 80 points, depend-

ing on its location. Your turn ends when a bit of the metal touches your patient. If playing in the challenger mode (the left difficulty switch at A), Frank picks up the point value of any piece of shrapnel that touches the patient.

Game Eight is basically the same as Game Seven, except it's designed for two players. Each gamer has 15 seconds to remove as many pieces of shrapnel as possible. In the challenger mode (difficulty switch at A), your opponent receives the points if shrapnel touches your patient.

SCORING:

In Games One and Two, you score points by returning men to base. Each time you do so, the point value of the men rescued increases by two points to a maximum of 25 points. In Games Three and Four, each skydiver you rescue earns you points. The closer your chopper is to the ground when you pick up a medic, the more points you garner, ranging from 5 at the top of the screen to 20 near the ground. In the first four games, you earn bonus points in the surgery segments for removing shrapnel successfully; the number of points (from 15 to 80) depends on the difficulty of the procedure.

Scoring in Games Five and Six is the same as in Games One and Two.

In the O.R. games, Seven and Eight, you earn points for removing shrapnel, ranging from 15 to 80 depending upon how hard it is to remove.

TIPS FOR BETTER PLAY:

In the Welcome to Korea and Cease Fire games, try to plan your routes so you won't have to detour unnecessarily. ★ ★

EXPLORING UNCHARTED PLANETS in the far reaches of the galaxy takes you to some pretty strange and dangerous places. Take this mysterious planet, for instance. It looks deserted from the surface, but it's honeycombed with caverns and tunnels—and they are **not** empty. Inhabiting the subterranean world are electrosauri which flit around the top of the cave, their horns generating electro-molecular charges. And, shaggy marsupods lurk in the tunnels!

HOW TO BEGIN:

Use the game select switch on your console to pick one of the 48 variations offered on the game (see the section on Game Variations, and the chart, to help you make your selection). The game variation number is the one on the left at the top of your screen, while the number to the right tells you whether it's a one- or two-player game. Holding down the game select switch makes the game number increase rapidly. When you get close to the number you want, push down the switch in succession until you reach the exact number.

Then, check the setting of the difficulty switch. Beginners may prefer B, while more advanced players might try A, which allows the aliens to fire more rapidly. Finally, use the game reset switch to start the game. Then get ready for action!

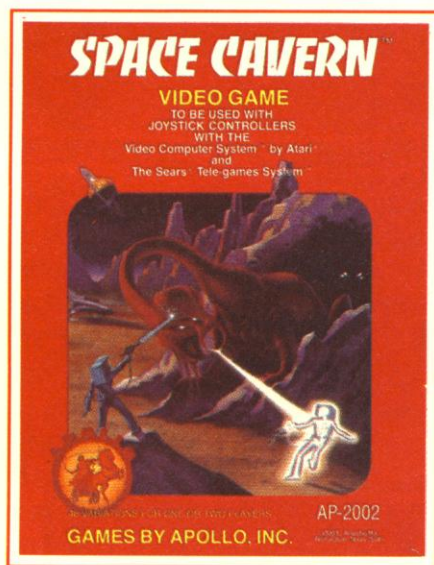
USING THE CONTROLLERS:

Space Cavern uses joystick controllers. Hold the controller with the red button to the upper left. Move the joystick to the left or right to move your spaceman in these directions. Push the red button to make him fire directly overhead at the electrosauri.

The joystick is used in an unusual way to fight the marsupods. Push the stick forward to make your hero pivot to the left and fire at a creature advancing from that direction; pull it toward you to make him turn and fire right.

HOW TO PLAY THE GAME:

The game begins with your spaceman ready to do battle, while three other crew members are held in reserve. Two electro-



sauri are in the air, firing at you. Their behavior is erratic: sometimes they swoop down at you, other times they hang in one spot near the cave's ceiling. The creatures are mean and deadly, but not overly bright.

There are several varieties of the beasts, which appear in any combination. If you're successful in blasting one, it changes form and plummets to the cavern's floor. Another quickly takes its place, so

there's always a constant number of electrosauri assaulting you with their fire.

Should an electrosaurus score a direct hit on your explorer, the result isn't pretty. The electrical bolt will cause your hero to sizzle and his skeleton to glow before he disintegrates into a pile of ashes.

While you're battling the electrosauri, don't forget about the other denizens of this underground world: the marsupods! Every now and then, one of these creatures will venture out of its tunnel and charge straight at you. Keep an eye on the tunnel entrances, at the far left and far right of the cave floor. This shaggy alien is as deadly as its flying cousin, if it manages to reach you.

There's no time limit set in Space Cavern, and no limit to the number of blasts you can fire from your weapon. Of course, there's no limit to the aliens, either.

GAME VARIATIONS:

There are 48 game variations of Space Caverns. Use the chart to find exactly which game you want. Some of the variations are explained in more detail below.

Four electrosauri—In this variation, you're facing a constant force of four of the

SPACE CAVERN

Meet the Designer

IF THERE'S a single word that best describes Dennis Koble, it's "versatile." The 34-year-old successfully combines administrative duties with game designing as vice president, software development, for Imagic. His ability to smoothly shift gears isn't surprising when you take a closer look at his career and the types of games he designs for the highly-successful software company.

Koble graduated from the University of California, Berkeley, a scant dozen years ago. That was before there was such a thing as the home electronic gaming industry. But even then, his career choices led him toward the innovative and creative. The native Californian's first job was working with computer-controlled radar warning systems for U.S. aircraft; the mini-computer was just being introduced and the devices were in their infancy. Next, he hitched his wagon to NASA's star, becoming involved with a program to use biofeedback—the control of the body's actions using monitoring devices—to help astronauts control weightlessness-inspired motion sickness.

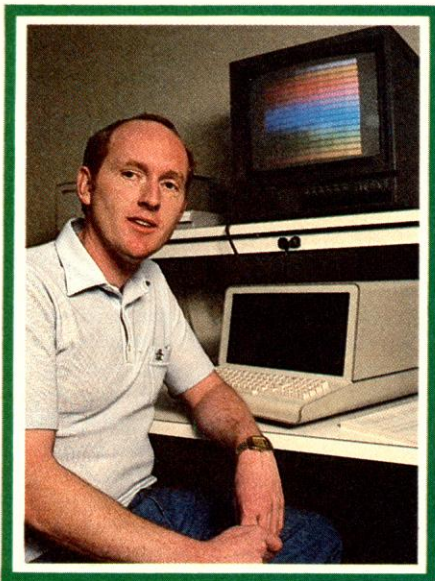
Then, in 1976, a friend who worked for Atari invited him to take a look at the pioneer game company's operation. Although Koble wasn't in the job market, he was interested in new developments in the computer field and he agreed to pay a visit. Before long, he went on board.

The five-and-a-half years Koble spent at Atari were ones of intense change, both for him and the company. He put in two-and-a-half years in Atari's coin-op division before working on the firm's short-lived experiment with electronic hand-held games, dubbed "Touch Me." After Atari executives decided that wasn't the best direction for the company, Koble stepped into the post of manager of consumer software for some two-and-a-half years.

Meanwhile, Atari became a different company than the one he had joined.

The very year he started there it was sold to Warner Communications. What had been a small venture with only about 100 persons on the payroll mushroomed to the huge—and hugely successful—corporation it is today.

Some people thrive in the highly-charged atmosphere of a large company, while others yearn for smaller, more personal work places. Koble was one of the latter—and when Bill Grubb, a former Atari vice-president, joined with groups from both Mattel



DENNIS KOBLE

and Atari to form Imagic, Koble was one of the founders.

The three games Koble has designed for Imagic clearly illustrate his wide range of abilities and interests. Trick Shot was his first effort for the then-fledgling company.

"I tried to look around and see what hadn't been done—and what would sell," he admits.

The result is a game that offers players a chance to hone their skills at Pool and English Billiards as well as the title game. Amazingly realistic, Trick Shot allows a choice of 32 possible cue positions and even permits such niceties as putting varying degrees of "English"

on the ball.

What's more, there are plenty of the little extras that make the difference between a good game and a great game—like the victor in a contest being awarded a small trophy next to his or her score, and top-notch sound effects.

Koble's next project for Imagic was entirely different from the pool shark's dream, but a dream it was—a fantasy, in fact. Atlantis proved to be one of the most successful games of 1982, and there's little question why.

The game presents the legendary underwater city defending itself against alien invaders—a fight it's destined ultimately to lose, even as the fabled Lost Continent itself faced defeat.

"The mythology for Atlantis came along about half-way through the development of the cartridge," recalls Koble. "I was always intrigued by the trap-shoot premise, and I didn't think it had been done that well in the past." The effect of targets suddenly appearing in view, with the shooter aiming from a stationary position, was what Koble was searching for in the game.

Once he'd established his basic idea, he started developing the visuals. "I wanted a detailed landscape," he says. He first considered a mountain setting, but soon realized that it could also work under the sea. Thanks to that inspiration, the Lost Continent lives again.

Never content simply to repeat past successes, Koble turned in another direction for his next venture.

"I wanted to design a genuinely cute game," he says of Shootin' Gallery, his most recent release. "After Pac-Man, a lot of games tried to be cute, but after five minutes you'd get tired of them. I wanted to design a game where people would come back a month or two later and still find it cute."

Koble combined a large number of cute animated characters with appealing music to reach success. Although the game is geared to young children, the attractive graphics combine with the classic elements of the side-show game to create entertainment for both adults and tykes.

Asked which of his games he likes best, Koble admits to a slight preference for Atlantis. "It's the most satisfying in terms of coming close to what I was trying to do," he explains. "It all comes together."

What's next for Koble? That remains to be seen. But one thing's certain—it will be clever, different and very successful.

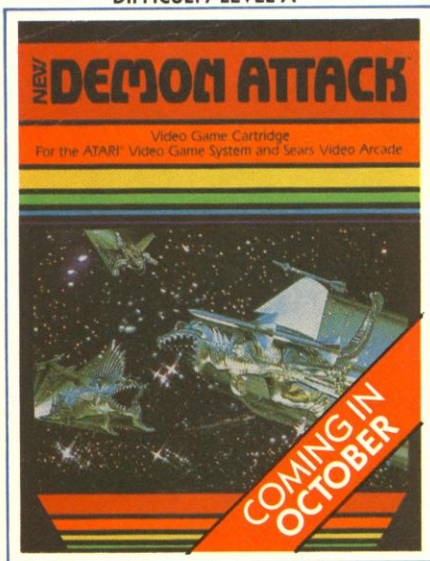
★★★

COMPETITION



DEMON ATTACK

VARIATION 5
DIFFICULTY LEVEL A



WE THOUGHT WE'D give you a month to rest up from your summer vacations and get your nerves and joystick grip back in shape before launching our Monthly Contests. But get

ready! Starting next month, you get a chance to know how good you really are with the first two GameLine Monthly Contest Games: the diabolical Demon Attack from Imagic, voted "Game of the Year" by *Electronic Games Magazine* and CommaVid's Cakewalk, which is anything but a cakewalk. What's a cakewalk? No, it's not a strip of concrete with smashed Twinkies on it. It's a one-sided contest. And we've got a feeling, that side may not be yours. But being the friendly kind of folks we are here at GameLine and knowing how tough summer vacations can be, we're going to give you another break and publish some hot tips on how to maybe score a few more points in each game in our first Strategy College feature in next month's *Gameliner*. We're even giving you a whole month to practice! Talk about friendly...

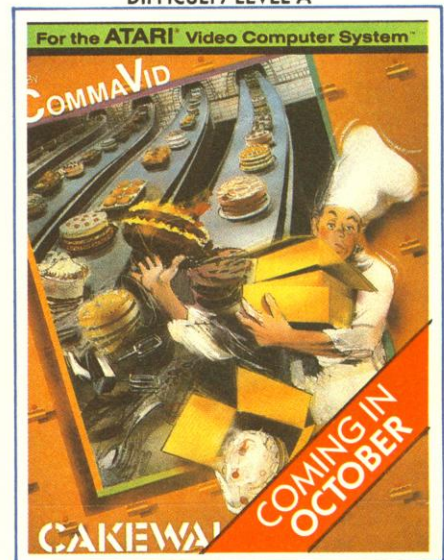
Prizes will be announced in the October issue. Just to make sure you understand how GameLine Monthly Contests work, we suggest you take a moment to look at the facing page.

Details on Regional Playoffs and the World Video Game Championship will appear in next month's issue. Competition Regions have been set up by telephone Area Code and population. Each Region has roughly the same population. To find your Region, check the map and the detailed Area Code listing. Like everything else in this wild and wonderful world of videogaming, the Regions are subject to change. You say you want to play and enter a Contest Game at your grandmother's place in another Region because she has better joysticks and makes special fudge brownies? Be our guest. Just remember, it may take



CAKE WALK

VARIATION 6
DIFFICULTY LEVEL A



your Master Module a bit longer to connect with GameLine Master Control. Any questions? Write: On Demand, *Gameliner*, P.O. Box 560, Brooklyn, NY, 11202. ★ ★ ★

COMPETITION REGIONS

REGION 1		716	New York
		412	Pennsylvania
Area Code	Location	717	Pennsylvania
203	Connecticut	814	Pennsylvania
207	Maine	REGION 4	
413	Massachusetts	Area Code	Location
617	Massachusetts	302	Delaware
603	New Hampshire	201	New Jersey
401	Rhode Island	609	New Jersey
802	Vermont	215	Pennsylvania
REGION 2		REGION 5	
Area Code	Location	Area Code	Location
212	New York	202	District of Columbia
516	New York	301	Maryland
914	New York	703	Virginia
REGION 3		804	Virginia
Area Code	Location	304	West Virginia
315	New York	REGION 8	
518	New York	Area Code	Location
607	New York	205	Alabama
		504	Louisiana
		601	Mississippi
		615	Tennessee
		901	Tennessee

REGION 6		REGION 9	
Area Code	Location	Area Code	Location
404	Georgia	517	Michigan
704	North Carolina	616	Michigan
919	North Carolina	906	Michigan
803	South Carolina	REGION 12	
REGION 7		Area Code	Location
Area Code	Location	319	Illinois
305	Florida	815	Illinois
813	Florida	414	Wisconsin
904	Florida	608	Wisconsin
912	Georgia	REGION 13	
REGION 8		Area Code	Location
Area Code	Location	216	Ohio
205	Alabama	419	Ohio
504	Louisiana	513	Ohio
601	Mississippi	614	Ohio
615	Tennessee	REGION 11	
901	Tennessee	Area Code	Location
		313	Michigan

REGION 12		REGION 14	
Area Code	Location	Area Code	Location
319	Illinois	501	Arkansas
815	Illinois	316	Kansas
414	Wisconsin	913	Kansas
608	Wisconsin	314	Missouri
		417	Missouri
		816	Missouri
		918	Oklahoma
REGION 13		REGION 15	
Area Code	Location	Area Code	Location
	Iowa	405	Oklahoma
	Iowa	214	Texas
	Iowa	806	Texas
Minnesota	Minnesota	817	Texas
Minnesota	Minnesota	915	Texas
Nebraska	Nebraska		
Nebraska	Nebraska		

CORNER

FIRST MONTHLY
CONTESTS IN
OCTOBER

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 October issue of *Gameline* will contain complete details on the Playoffs and World Video Game Championship.

MONTHLY CONTESTS

Monthly Contests are open to all GameLiners. Each month two games will be designated Contest games and described in the competition section of *Gameline* Magazine. Each Monthly Contest will run for an entire month beginning at 12:01 a.m. local time on the first calendar day of the month and ending at Midnight local time on the last calendar day of the 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 the highest scores locally, regionally, and nationally, and you will be ranked by percentile on a local, regional and national basis among all GameLiners playing that particular Contest Game.

The cost to enter your highest score and receive your immediate ranking is 50¢ per Contest Session (charged to your credit account). 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 Prize 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 will be awarded to GameLiners who score in the top 50%, 10%, 5% and 1% regionally in each Contest Game. Tie scores will be included in final rankings. Monthly Contest Prize Winners will be notified by mail.

Your final ranking in the Monthly Contest Game(s) which you enter will be automatically displayed on your TV screen the first time you play GameLine after the close of the contest. **You will be notified by mail only if you are a Prize Winner.**

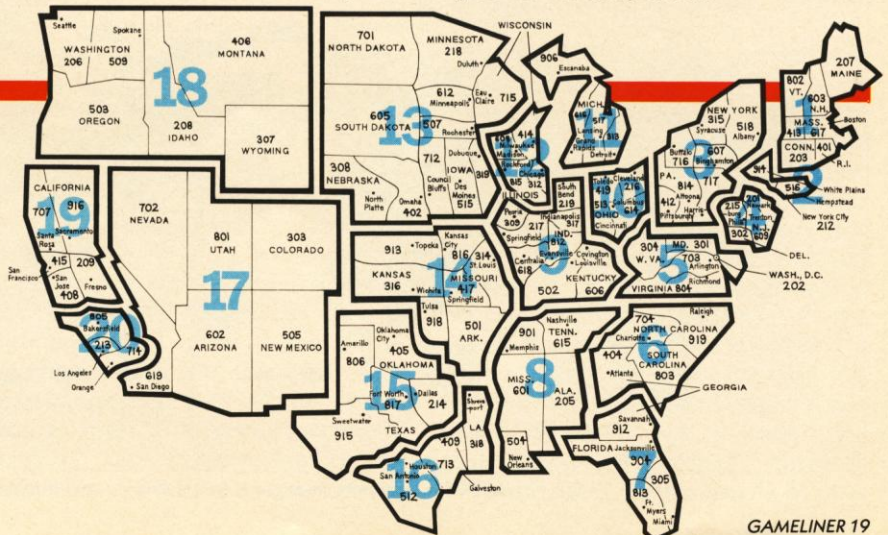
Prizes

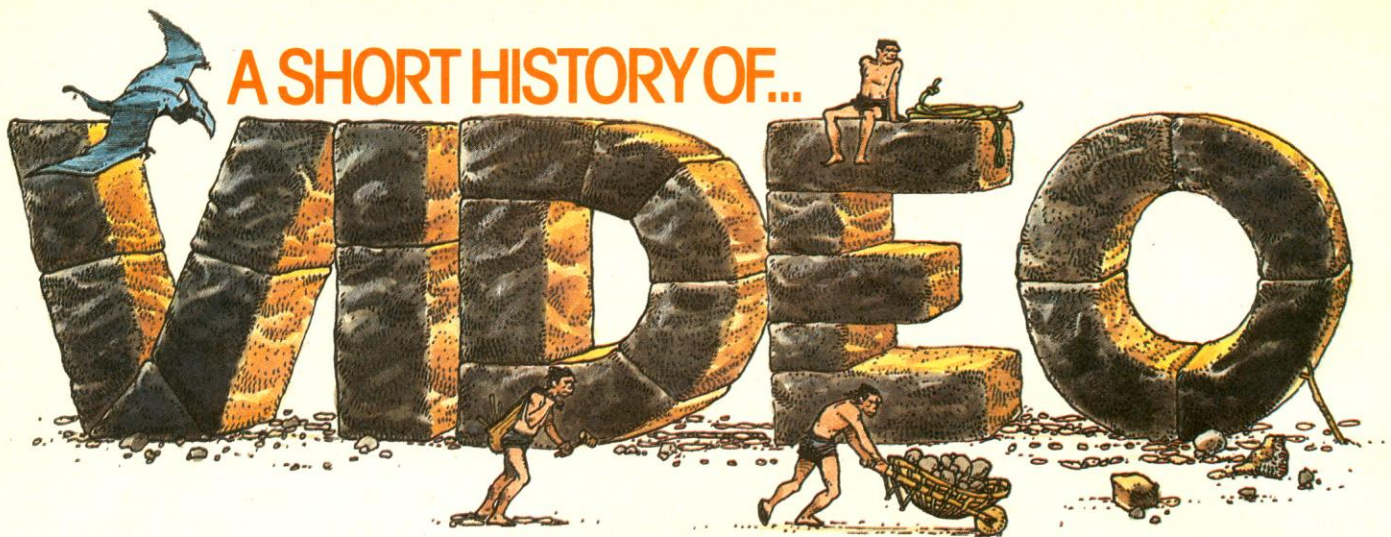
Only one prize per winner of a Monthly Contest will be awarded. Normally, this will be the highest prize for which a winner has qualified. However, a winner may elect to receive a lower level prize, by indicating his or her choice on the Prize Notification Card and returning it within five days to GameLine. Prizes For Monthly Contest Winners will appear in the October issue of *Gameline*.

GENERAL RULES AND REGULATIONS

- All prizes will be announced at the beginning of the Monthly Contests.
- Contests are void where prohibited or restricted by law. No correspondence or telephone calls relating to GameLine Competitions will be answered. 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.
- Local, state and federal taxes are the responsibility of Prize Winners. All federal, state and local laws and regulations apply.
- 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.
- Employees of Control Video Corporation, its Network Affiliates, subsidiaries and agencies and families are not eligible to win prizes in any GameLine Competition.

— REGION 16 —		503 Oregon
Area Code	Location	906 Washington
318	Louisiana	509 Washington
409	Texas	307 Wyoming
512	Texas	
713	Texas	
— REGION 17 —		Area Code Location
602	Arizona	209 California
619	California	415 California
303	Colorado	707 California
702	Nevada	916 California
505	New Mexico	
801	Utah	
— REGION 18 —		Area Code Location
208	Idaho	213 California
406	Montana	714 California
		805 California
— REGION 19 —		Area Code Location
209	California	408 California
415	California	415 California
707	California	916 California
— REGION 20 —		Area Code Location
213	California	714 California
714	California	805 California
805	California	





A SHORT HISTORY OF...

Nothing could be more appropriate than a history of electronic gaming in this first issue of GameLiner, a magazine devoted to the hobby of gaming. It's only proper to give a backward glance at the milestones that led up to the introduction of GameLine. GameLine is the first service which, without the need for the expensive cable hookups—and half the country is still not wired for cable—brings home arcading on the grand scale within reach of the average pocketbook.

Until now, cartridges for home videogame systems were only available in a few ways. You could hope to borrow them from a friend, or you could purchase them at your local dealer.

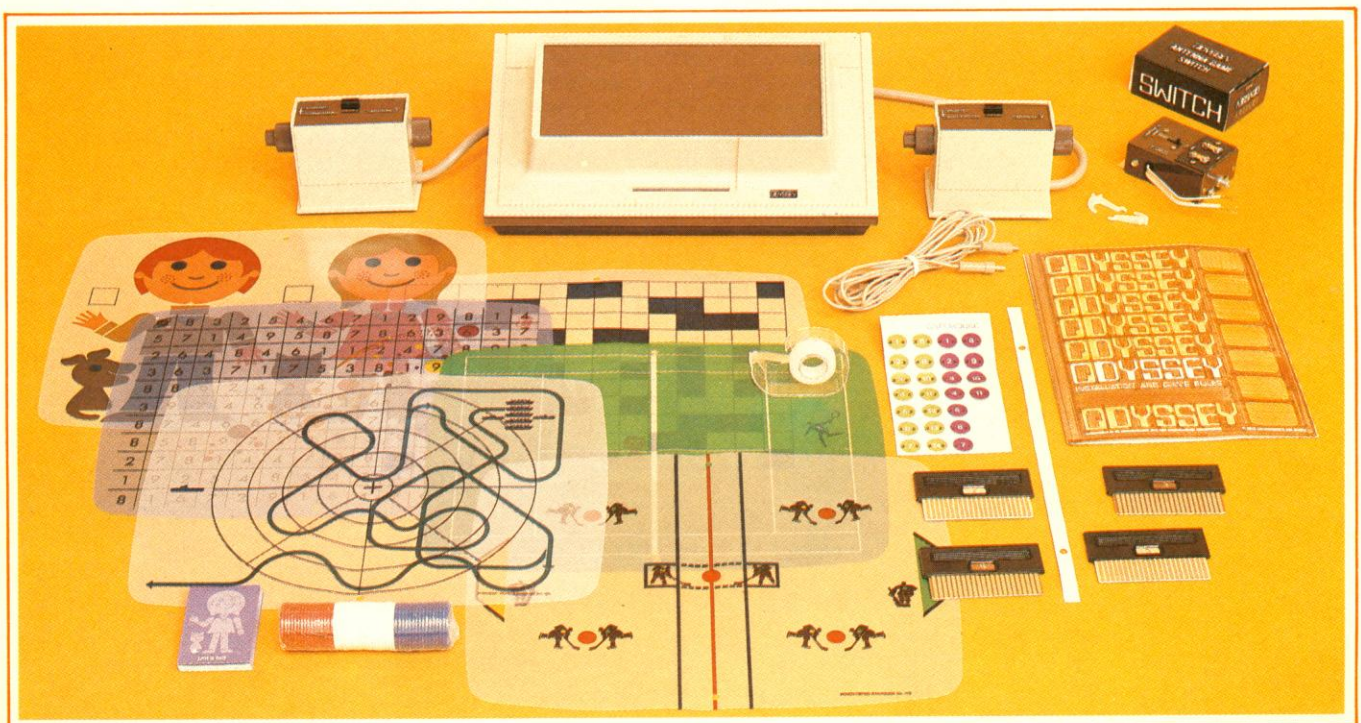
When the hobby of home arcading first began, there were but few games. New releases came along at a rate of about one (or less!) per month, and it was possible for the ardent gamer to buy every new title released for his system. But today the pace of production has speeded. There are so many new games produced each month, you'd have to be Mr. Gotrocks to afford even the best of the crop.

GameLine, with its unique ability to download games right into your own Atari VCS Model 2600, Sears Video Arcade, or ColecoVision Expansion Module, brings the hobby of home arcading into a new era. GameLiners have access to the best selection of home games ever gathered in one place in the history of electronic gaming, right

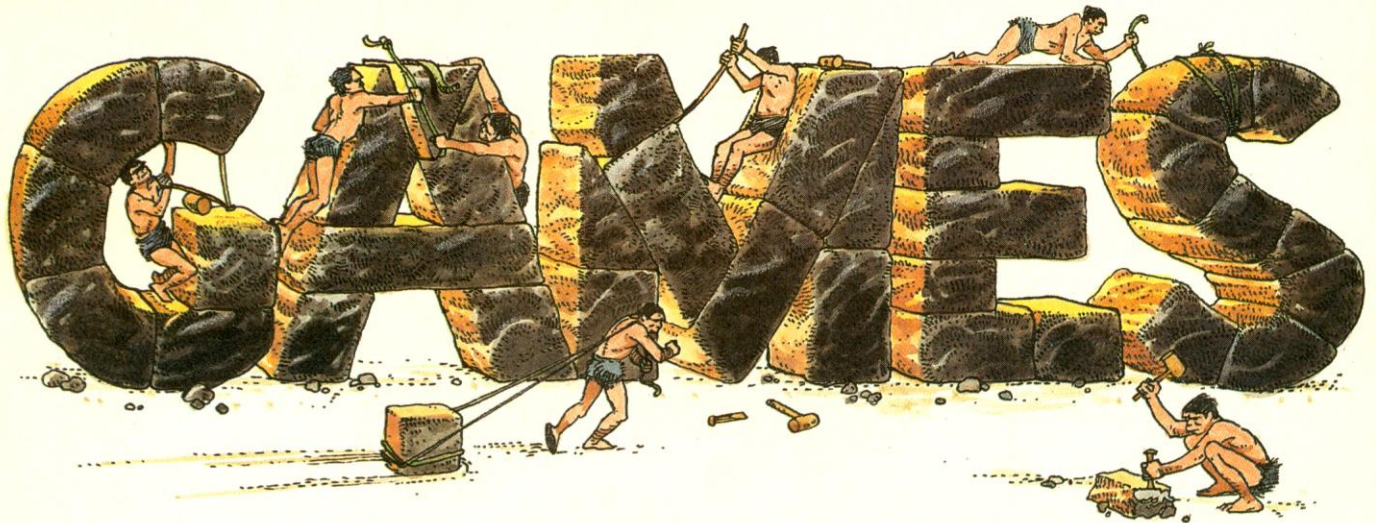
in their own living rooms. Use the GameLine Master Module and the toll-free telephone number to plug into the GameLine Control Center that's programmed to deliver a library of games into your home—for only pennies per play and without tying up the family phone!

Of course, GameLine is simply the latest in a series of near-miraculous technological developments that in little more than a decade took electronic gaming out of university laboratories and into the living room. On this history-making occasion, it's only right to review the events that made it possible for GameLine to spearhead this next step into the future of home gaming.

Electronic gaming was born in the early Sixties, when programmers work-



Here's the first home videogame system ever . . . and it came from Odyssey.

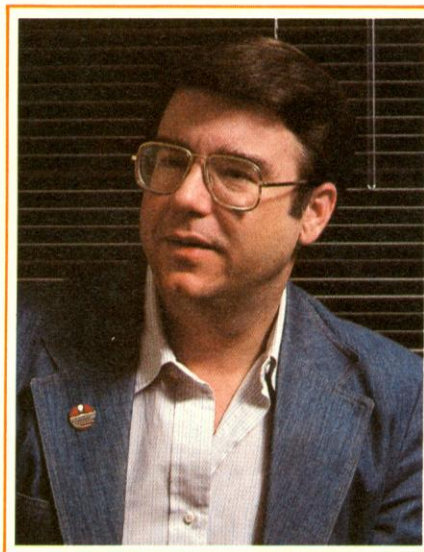


ing on mainframe computers designed entertainments for themselves and each other. In 1962, M.I.T. graduate student Steve Russell showed "Spacewar" to his friends. The science fiction contest gained underground popularity as it passed from one programmer to another in similar computer installations around the country, becoming the first computer game to gain wide-scale attention.

Two of Russell's fellow students were Bill Pitts and Nolan Bushnell. Impressed by "Spacewar," each tried independently to create a commercially viable version of Russell's creation, but Bushnell's "Computer Space" and Pitts' "Galaxy Game" were not successful when they were introduced in 1971.

Meanwhile, Ralph Baer was working on the idea of using the home television screen to play games. Baer, working with Bill Harrison and Bill Busch in a top-secret research lab for Sanders Associates, developed video ping pong and hockey games that played through a T.V. in 1967. By 1972, the Ralph Baer game was a reality: that was the year Magnavox Corporation marketed Odyssey—the world's first home videogame system.

On the West Coast, Nolan Bushnell developed "Pong," the first true superstar of videogames, and tested it in a Sunnyvale, California bar named "Andy Capp's". Pong was an instant hit when it showed up in arcades all over the country. The Pong machines started popping up in bowling alleys, candy stores and bars that had previously been closed to coin-operated amusements. In 1972, Bushnell founded his own company to produce and market video coin-op games. He called the company "Atari"—a Japanese word that is the equivalent of



William von Meister, GameLine's creator.

"checkmate" in the game of "Go."

Meanwhile, other computer pioneers turned their talents to large-scale information and communication processing. William von Meister, the founder and president of Control Video Corporation (parent company to GameLine), draws from an extensive background in computer sciences, with a lengthy list of accomplishments including several patents in the telecommunications field. In 1972 he founded the computerized electronic mail service now known and operated as the Western Union Electronic Mail, Inc. Von Meister then became interested in computerized long-distance communications, and founded the TDX Telexmax system in 1975 which is now operated by the international telecommunications arms of the British government. Bill continued to be fascinated by the transfer of information, so followed the TDX Telexmax success by founding Digital Broadcasting Corp. in 1978. It was at DBC that he invented the

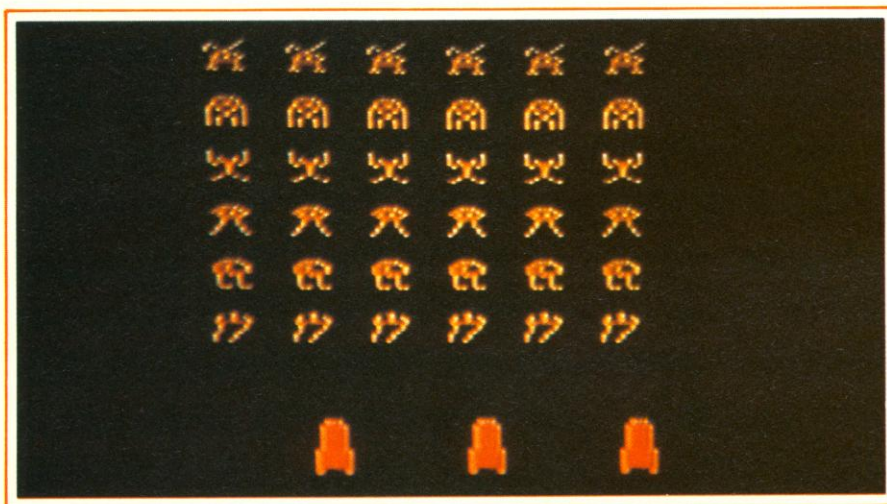
well-known low-cost information system known as The Source. The Source, now operated by the Reader's Digest Association, links home computers to a data bank to deliver news and entertainment direct to Source members.

Von Meister turned his practical experience in data delivery into the unique system that we're celebrating in this premiere issue of GameLiner. Using Bill's invention—the GameLine Master Module—videogames can be delivered into the user's home via telephone lines...something that simply has never been possible before.

In 1975, technology produced another marvel that revolutionized gaming: the Large-Scale Integrated Circuit (LSI) chip. Now it was possible to include enough programming in one chip to hold up to four paddle and two target games. Coleco was first to use the LSI chip. The "Coleco Telstar Arcade" was the forerunner of a whole flock of hard-wired videogames appearing in 1976. Although true programmability hadn't yet arrived on the home scene, arcaders could for the first time have a variety of games on their T.V. screens, all out of the same little black box.

The LSI chip helped Nolan Bushnell decide to form a new division of his fledgling company, completely separate from the coin-op business, and Sears agreed to sell Atari videogames in 1975, providing the first national market for the new company. Realizing that he needed a great deal of money to establish Atari as the nation's top manufacturer of videogames for the home, Bushnell sold the company to Warner Communications for \$28 million, then remained with Atari as Chairman of the Board. Atari marketed several hard-wired products between 1976 and 1978, each capable of play-

A SHORT HISTORY OF... VIDEO GAMES



First licensed home version of Space Invaders from Atari

ing four to six videogames.

But hard-wired games soon got boring to consumers who desired a greater variety, so programmability was born. The world's first fully programmable home videogame system was marketed in August 1976—the Fairchild Channel F. Other systems were developed between 1976 and 1978, and hardwired chip systems had almost completely disappeared by 1978. That year gamers were able to choose between the next generation of home systems. That was the year that heralded the modern era of electronic gaming as we now know it.

Millions of people helped make 1978 the first big videogaming retailing Christmas, as they shopped for Magnavox' fully-programmable Odyssey,² Bally's Professional Arcade, or Atari's VCS Model 2600 (sold by Sears as the Sears Tele-Arcade).

The Atari VCS, according to designer Steve Wright, was actually designed to play only two games—paddle-type contests, and tank battles. Originally the company only planned to give the VCS a 2K program capacity, but decided to make it 4K, even though they didn't think the extra memory would ever be needed. It seems doubtful that anyone realized just exactly how versatile the Atari VCS would prove to be.

That was the same year that a small Japanese pachinko company devel-

oped "Space Invaders". The U.S. coin-op version by Midway started the biggest videogaming craze the world had ever seen. The popularity of "Space Invaders" surprised everyone, as people who had never before played an electronic game lined up in arcades all over the country to plunk away at the aliens marching steadily down the screen.

In 1980, Mattel introduced Intellivision, with outstanding graphics and super sports simulations. And 1980 saw the birth of the world's first independent game software company—Activision. Until then, each company in the business had its own videogame system, and produced cartridges only for their own system. Activision started a new trend, marketing hit after hit to be played on the Atari VCS and Sears Tele-Arcade.

Programmable games became so popular that *Video* magazine launched the world's first column on the subject in 1979. "Arcade Alley" by Arnie "Frank Laney Jr." Katz and Bill Kunkel kept readers informed of new cartridges for home systems, gave game descriptions, player strategy guides, and provided the first focal point column for the hobby.

The success of *Arcade Alley* in *Video* helped prompt Reese Publishing Co. to start *Electronic Games* in 1981, the first magazine devoted exclusively to the subject. Also in banner year 1981, Atari

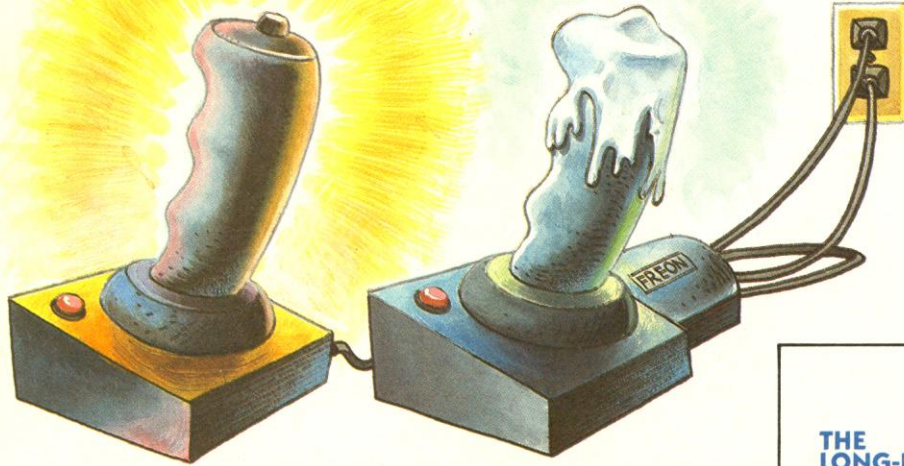
released "Asteroids" to the coin-op arcades, then followed with "Tempest". Millions of women went to arcades for the first time to play "Pac-Man". And the home computer market opened wide with the introduction of the Atari 400/800 computers.

For home videogamers, 1982 brought a wealth of enhancements for their Atari VCS systems. Gourmet joysticks were big news as gamers found they could increase their best scores with better controllers, and the fancy sticks were quickly followed by trackballs. Despite the belief of early designers, 4K memory proved not to be the upper limit of game complexity. The home versions of "Missile Command" and "Asteroids" used a special technique that enabled the VCS to read two flip-flopping 4K programs. An outfit named Starpath marketed the "Supercharger," a device that increases the memory of the unit in order to get increased graphics capability. In 1983, CBS Electronics introduced titles with double memory built right into the cartridge.

And the future is just beginning. This year several devices will be marketed that actually turn the VCS into a simple computer. One keyboard attachment, the Personal Game Programming System, makes it possible to change an existing game cartridge, altering color, changing around game components, increasing or slowing movement, and otherwise customizing the game.

This is the heady atmosphere of ever-advancing technology into which GameLine is born. Now literally dozens of companies vie with each other to fill the cartridge slots of gamers' home systems. This competition helps produce the greatest array of electronic entertainments ever seen on Earth.

So the next time you plug into the GameLine system, tip your hat to the pioneers—Steve Russell, Bill Pitts, Nolan Bushnell, Ralph Baer and Bill von Meister. Play one of the classic games in the GameLine library. Then plug into adventure as you turn on one of the hottest games on the market from the new titles in *GameLiner*. ★★★



THE GAMER'S ALL-WEATHER JOYSTICK

Tired of sweltering over a hot joystick in the dog-days of summer and freezing over an ice-cold one in the depths of winter? Well, don't despair—help is on the way!

The handy-dandy all-weather joystick is the answer to a gamer's prayers! On chilly winter days, it's heated to keep those digits from frosting over. When the heat of the summer strikes, just attach the freon device and the stick becomes so cool, icicles may form! Be the first on your block to have one—and maybe the last!

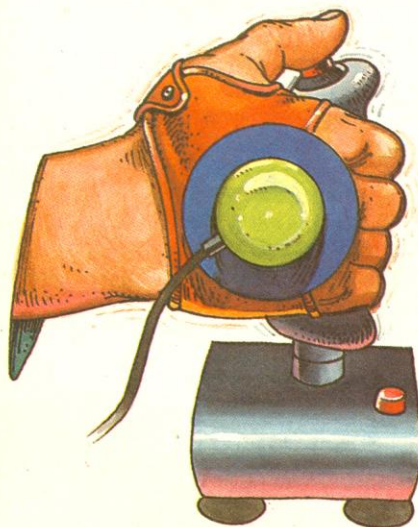
THE GAMER'S NOURISH-PACK

Stayin' alive isn't always easy when you start racking up those really high scores. Who has time to stop for the little things like food and drink? Well, worry no longer. The Nourish-Pack supplies gamers with all they need, from burgers to malts—and you don't have to miss even one shot to eat!



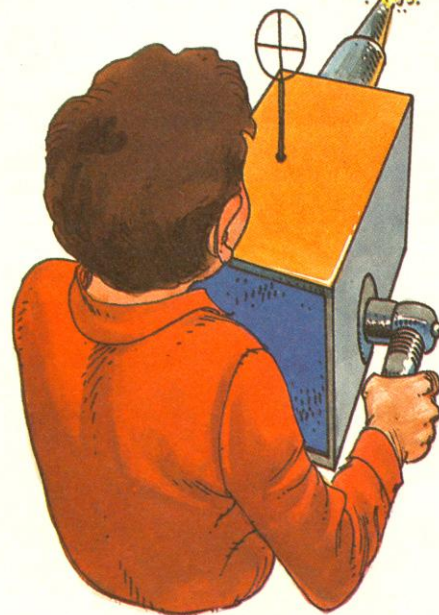
THE LONG-DISTANCE REMOTE GAME CONTROLLER

Getting a little bored, sitting in front of your own television and playing your own videogames? Try the newest thing in game accessories, the long-distance remote game controller! Play your friends' videogames from far away—they'll never know there is intelligent life behind those aliens!



THE SUPER-SPEED VIBRATING JOYSTICK CONTROLLER

If you're finding it tougher and tougher to keep up with those fast-moving videogame enemies, this may be for you. When your own hands just can't move fast enough, this little beauty will add the extra mph needed for championship-level games. Of course, your hand may never be the same again, but hey, it's a small sacrifice, right?



ACCESSORIES

FOR THE GAMELINER WHO HAS EVERYTHING!

ON DEMAND

Got a question? Need an answer? You've got it On Demand! Just send us your puzzlers, and we'll find the facts or elicit the explanation from the folks in a position to know!

Since this is our very first issue, we're going to handle some of the most common questions about GameLine. In upcoming months, look for the answers to queries about GameLine, the games on the system, and just about anything that deals with the world of teledelivery of software and electronic gaming. If you've got a question—write to On Demand, *Gamelin*, P.O. Box 560, Brooklyn, New York 11202!

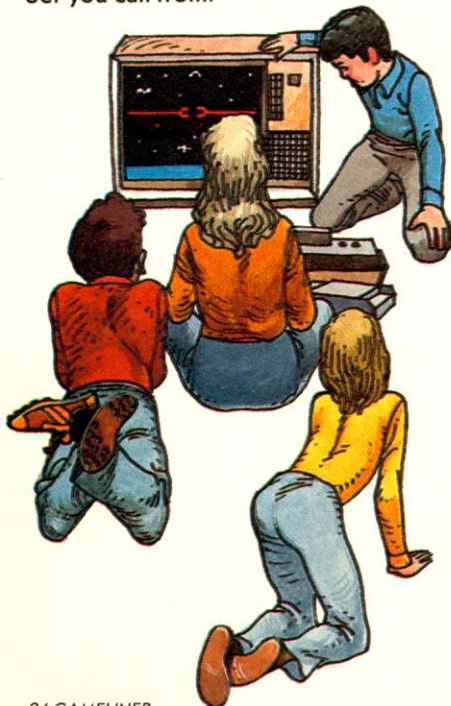
Q. Will GameLine add lots of long-distance charges to my phone bill? Also, I have a problem using the phone for long periods of time. Is there anything I can do about that?

A. All GameLine calls are either local or via a toll-free 800 number. In some areas however, a small "message unit" or local "toll-charge" may be incurred due to local telephone company regulations.

And don't worry for a minute about tying up your telephone—since a minute is about all it takes to load your selection! After that, the phone can be used for plain old calls while you play your favorite game!

Q. Can I bring my Master Module to a friend's house and play GameLine there?

A. No problem. Your PIN (Personal Identification Number) is stored in your Master Module after you register. That's what's important, not the phone number you call from.



You can feel free to use the GameLine Master Module with any phone anywhere. So if you want to play at a friend's house, to take GameLine along to a party, or bring it with you on vacation, don't hesitate! Just make sure the new location has a modular or plug-in phone outlet.

The only difference you may notice is if you have a push button phone and your friend has the dial type, it may take the Master Module a few seconds to realize this and call in the correct way. And if you're on vacation for a long period of time, a question may come up on your screen, asking if you've moved. Otherwise, everything will stay as it was before.

Q. Can I use GameLine with my Colecovision VCS adaptor?

A. You sure can. GameLine can be used with the Atari VCS, the Sears Video Arcade, Coleco's Gemini, and the adaptors for both Colecovision and Intellivision! In short, if it can play a cartridge designed for an Atari VCS, it can connect with GameLine!

Q. Can I use my new gourmet joystick with GameLine?

A. Uh-huh. GameLine is really just the same as putting a cartridge in your console—it just works a little bit different (like giving you dozens of games instead of one!). So feel free to use whatever joystick works best for you.

Incidentally, watch for the low-down on the many different kinds of joysticks in an upcoming issue of *Gamelin*!

Q. How long can I play a game?

A. There's really no one answer to that question—it depends upon how good you are. If you're just learning a game, your plays might go by fairly quickly. On the other hand, if you're playing a game you've really mastered, you may be at the controls for a really long time!

Just remember, you always get a guar-

anteed number of plays. How long they'll keep you behind the joystick depends upon your skill.

Q. Can my Master Module do anything else besides play games?

A. Games are only the beginning! Just wait a while, and CVC, which makes the Master Module, will be offering all types of information services like CVC-SportsLine,™ CVC-StockLine,™ and even an "electronic mail" service to send and receive messages called CVC-Mail-



Line,™ just to name a few. The Master Module makes your game console so smart, it will be

able to do all kinds of things!

Q. What games will be coming next month?

A. That's a question even we can't answer yet—not completely, anyway. Of

course, all the great games you can play right now will be available. But we also plan to add new games each month. Since we try to get the very latest games, the list wasn't ready when we went to press with this issue of *Gamelin*. What we can tell you is that they'll be some of the newest and most challenging games participating game companies have to offer!

GameLine is also working hard to add games from even more companies to the system. If you don't see the games you'd like to play on GameLine, it's because some companies haven't decided yet to make their games available to you. Call Customer Service toll-free at 1-800-CVC-2100 and we'll let you know to whom and where to write to get the games you want into your Master Module.

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: *Gamelin*, P.O. Box 560, Brooklyn, N.Y. 11202.



adidas reports:
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In Rome, Tokyo, Mexico City, Munich, Montreal, and Moscow, athletes wearing adidas won three times as many medals as all other shoes.

Combined.

Right now, top athletes all over the world are training for the '84 Olympics. And soon the best will gather, records will fall, and the world will once again marvel at the triumph of pride over possibility.

If past history is any guide, most of the medals will go to those who go with adidas. Because we've been outfitting winners since before Jesse Owens astonished the world in our 1936 model.

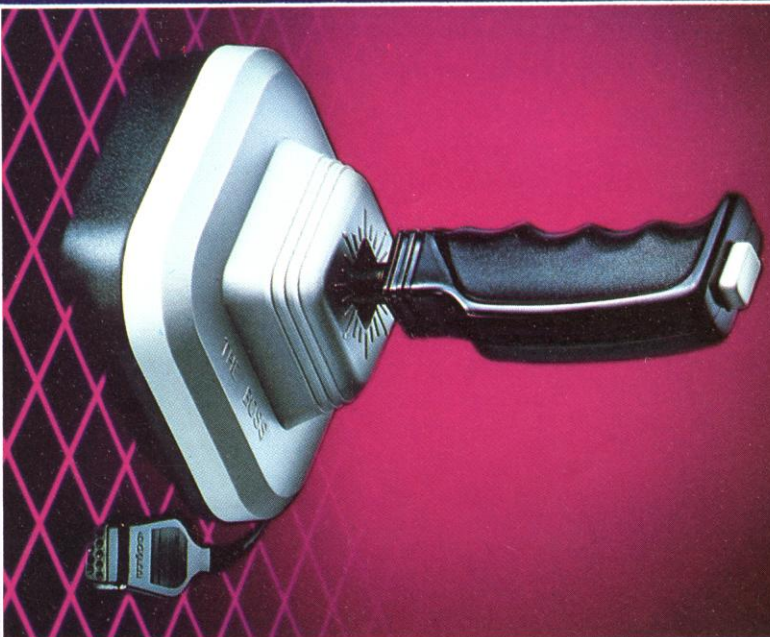
Our success is no coincidence. We don't just design our shoes from the ground up. We also design them from the specific event involved, and the

unique demands each makes on both the athlete and the shoe. Each shoe is an original, representing a fresh set of solutions to the problems inherent in that event only. It's specialization taken to the logical extreme. So, logically, track and field specialists come to us when it comes to their feet.

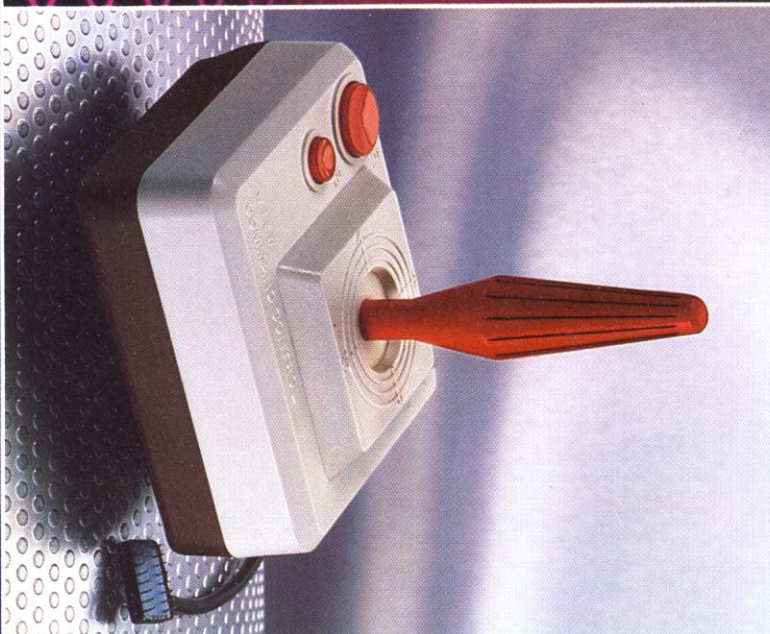
We're honored to have such an important place in the Olympic picture, and we'd like to wish everyone the best of luck. See you in L.A.

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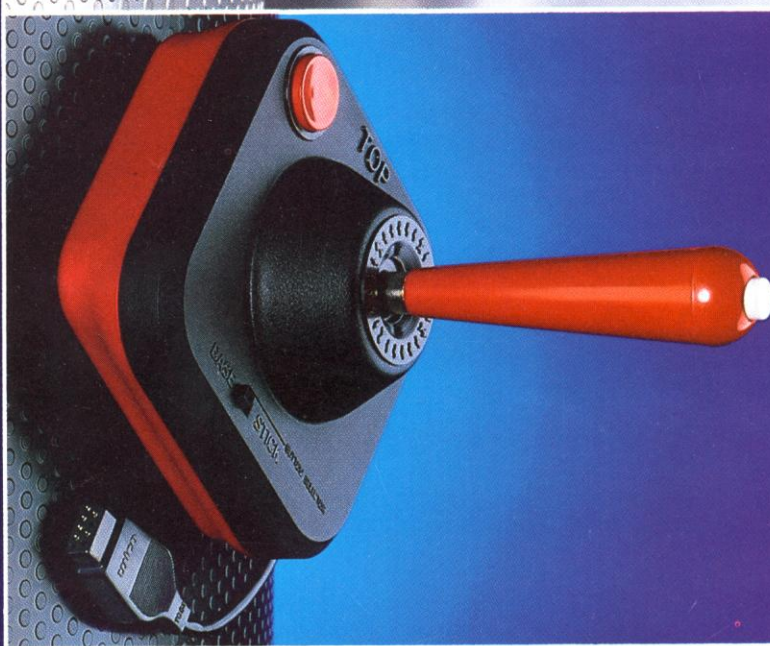
THE BOSS™



WICO
COMPUTER
COMMAND™



WICO
COMMAND
CONTROL™



**WICO's THE BOSS™,
Computer Command™ and
Command Control™
A Combination that Salutes
Gameliner Magazine.**

The games the thing. WICO's Command Control joysticks — the authentic arcade joysticks — salute Gameliner. WICO's Computer Command joysticks — built to match wits with the most sophisticated home computers — salute Gameliner. And THE BOSS — that lets you boss any game around — salutes Gameliner.

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FOR THE ARCADE —
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