

July 1983

A WEIGHTY ISSUE

\$1.75

GAMES

These celebrities have gotten so skinny
for the beach that even
their agents can't
recognize them. Can you?

HINT: HOLD THE COVER HORIZONTALLY
AND AT EYE LEVEL.

Answers, page 72



71486 02811

SUPERS

Its arcade games look and sound so real it seems an illusion to have them at home.

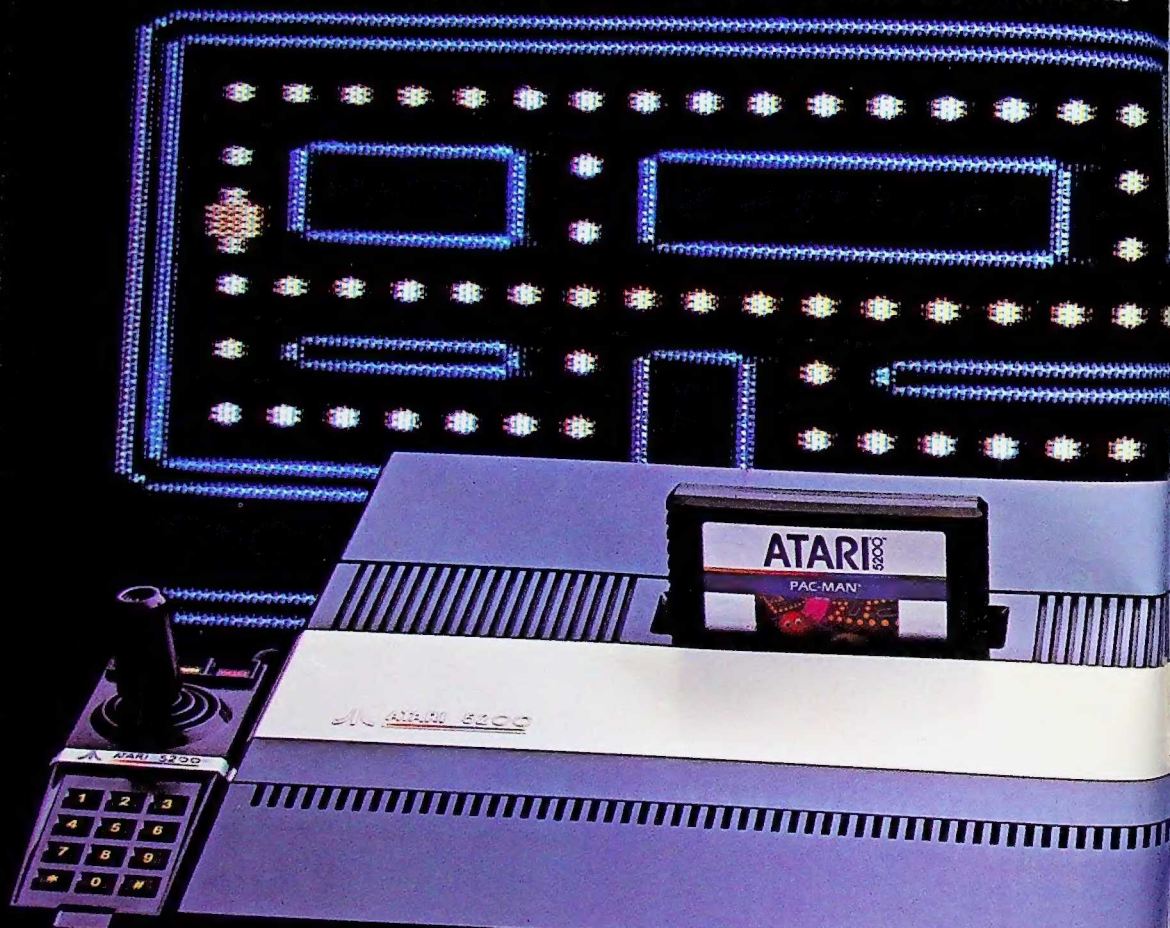
Its sports games are so lifelike you could end up with sore muscles and a hoarse throat.

In fact, everything about the ATARI® 5200™ SuperSystem is designed to make your

wildest expectations seem tame.

Its arcade-quality cartridges can't be played on any other system, not even with an adaptor.

Hits like PAC-MAN®, Centipede™, Galaxian®, Star Raiders™, Missile Command™, Football and Soccer are here now. Others like Pole



**This is the ATARI® 5200™ SuperSystem.
The most versatile, controllable and enjoyable
video game system you can buy.**

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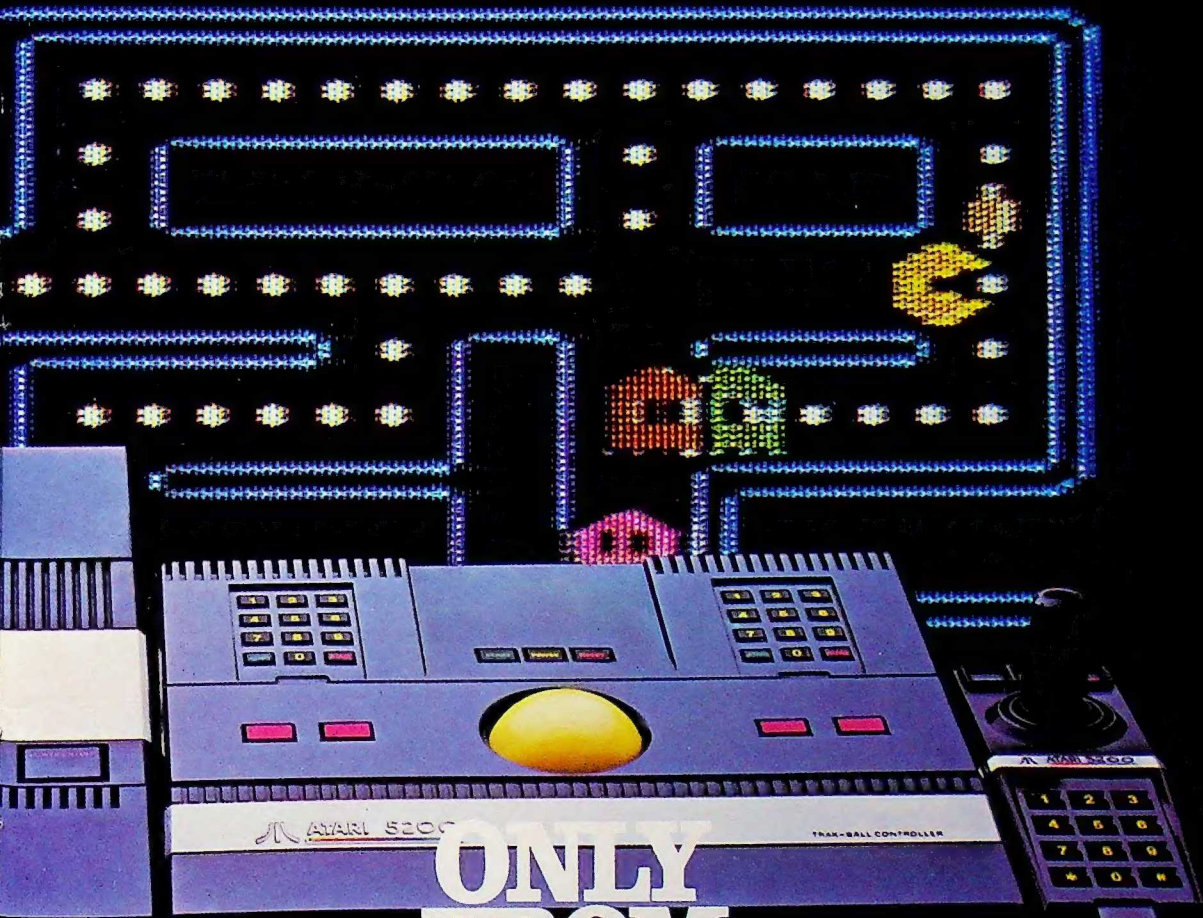
SYSTEM

Position³ Dig Dug,TM Kangaroo,TM Jungle Hunt,⁵ Tennis, and Baseball are coming soon.

Its controllers have the only 360° joysticks on the market. A 12-position keypad. Plus start, reset, and the only pause button, all conveniently right in your hand.

Coming soon is a TRAK-BALLTM controller. An adaptor for ATARI 2600TM games. Even cartridges with human-sounding voice.

Compare the ATARI 5200TM with anything else and you'll see why we call it the Super-System. Because that's exactly what it is.



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ATARI[®]

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- Find the Fake Ad** Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 70)*

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Difficulty Rating

Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk! ★★★

Mixed Bag ★☆

Cover Photograph Walter Wick

Anamorphic Figures Joe Lertola

HERE'S WHAT MAKES THE ATARI 5200[™] SUPERSYSTEM SO SUPER.

First off, it really is a system. A family of ATARI 5200[™] SuperSystem components designed together to perform together.

Which is what any video gamer should look for. It's also an exclusive system. You can't play its

high-resolution, arcade-speed 5200[™] Super Games on anything else, not even with an adaptor.

And what's coming includes the most popular games, like Joust¹ and Pole Position², now in the arcades.

ATARI 5200[™] SUPERSYSTEM

It comes with a powerful 16K RAM (memory) built in. Which is 10 times more intelligent than Intellivision.[™]

It generates 256 colors, compared with Colecovision's 16. And 320 lines of graphic resolution, a good 25% sharper than Colecovision.[™]

Its circuitry reads signals fast. So with 5200 arcade cartridges, nothing gets lost in translation. Including game speed.

What's more, the controllers actually feel good in your hand. With solid joysticks, not clumsy little disks.

And the action is full-circle, 360°. Instead of 16 or 8 positions like other joysticks.

There are left- and right-handed fire buttons. A 12-digit keypad. Plus start and reset all in your hand.

There's even a pause button, in case the phone rings. And it rings a lot when you have an ATARI 5200 SuperSystem.

Everyone wants to come over and play.

ATARI 5200[™] TRAK-BALL[™] CONTROLLER

If you know video games, you know what TRAK-BALL is. The fastest controller in the arcades.

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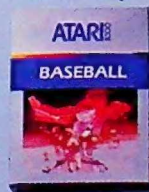
ATARI VCS[™] CARTRIDGE ADAPTOR

This handy device gives you the best of both worlds.

It lets you play all the great ATARI 2600[™] VCS games—like Asteroids,[™] Berzerk,⁴ Yars' Revenge,[™] the Swordquest[™] series—as well as the new 5200[™] Super Games, all on one SuperSystem.



We're pretty certain which system you'll want to buy.



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Space Panic (for ColecoVision, around \$30)

In other climbing maze games (like Donkey Kong), your character must avoid hazards en route to a safe fixed destination. Here there's no fixed destination—and no safety. The sole way to survive is to eliminate all the pursuing alien creatures before running out of oxygen.

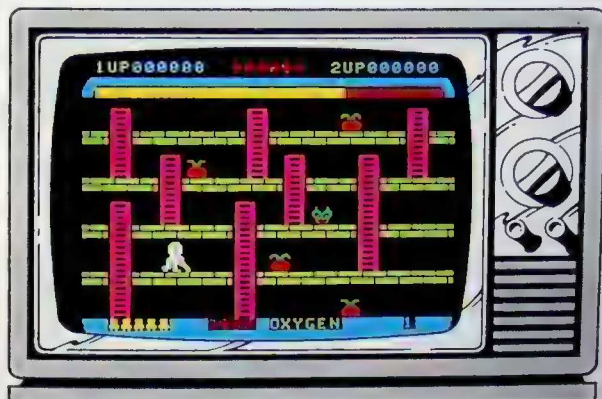
Your only weapon is your ability to dig holes (left fire button) and fill them up again (right fire button). Using yourself as bait (gulp) to lure the aliens close, you have to dig a hole, hope a critter falls into it, and then fill it up. If you succeed, the alien falls to the next level and perishes. But if the alien climbs out of the hole before you can fill it up, it not only repairs the hole but also mutates into a tougher adversary that must fall through *two* levels at once to be killed. Setting this up by digging one hole directly under another isn't easy. Worse, there's a third type of alien that must fall through *three* levels!

The number, types, and starting positions of the aliens vary from board to board, as do the number and locations of ladders. So forget about memorizing patterns. Fortunately, there are two things going for you. First, you can outrun the aliens (but you can't jump over them). Second, if you can arrange for one alien to fall onto another, both die—regardless of their types and how few levels they've fallen.

The game offers four skill levels. If you score a big 50,000 on level one, don't be surprised if you're held to 5,000 on level four, where the aliens are both faster and "smarter."

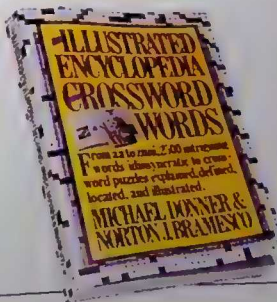
Space Panic, unlike many games, can be played indefinitely without causing any hand or wrist fatigue. It is so demanding mentally, though, that you are likely to feel exhausted after half an hour's play.

—R.W.S.



ETCETERA

The Illustrated Encyclopedia of Crossword Words*, by Michael Donner and Norton J. Bramesco (Workman, 384 pages, \$9.95 paperback), answers questions like: How fast can a STEN fire? How do I tell the OISE and OUSE rivers apart? What does an OBI look like? Though this book won't significantly aid crossword solving, it does make those words encountered almost exclusively in crosswords a lot more interesting.



Soccer (for Atari 5200; around \$32)

Americans may not yet be hooked on soccer, but they'll definitely get a big kick out of this video version of the world's most popular sport.

Atari's 5200 soccer cartridge, for one player against the computer or two players against each other, has all the non-stop excitement of the real game—including goalie kicks, headers, sidelines throw-ins, and tackling. Each team has a computer-controlled goalie and four fielders who charge up and down the scrolling "pitch." Using side buttons on the joystick, you can kick the ball along the ground or loft it at various heights and distances. To mount a smooth attack takes some coordination, so to prepare for your head-to-head confrontations you'll want to practice against the computer at any of four skill levels (though the machine's side has a strange habit of dribbling the ball out of bounds). Halves can be varied from 5 to 45 minutes.

Although a player controls only one fielder at a time, an offensive strategy can be developed with either long downfield kicks in the English manner or short, precise passes like those the Brazilians use. In passing, you automatically gain control of any of your fielders the ball hits, but if the ball is free, you can gain control of another fielder by using the "switch" button on the joystick. Once past the defenders, however, scoring a goal is no cinch. Though the goalie is generally stingy, he's vulnerable to angled kicks or lofted shots. On defense, try the wraparound technique—to prevent breakaway goals, move players off one end of the field so they reappear on the other.

All in all, we haven't played a better sports cartridge on any system.

—C.S.



Rubik's World* (Ideal, \$11.95) brings new meaning to the theory of Continental Drift. Even if you've mastered Rubik's Cube—a mathematically equivalent challenge—you could be in trouble here if you can't tell Borneo's east coast from its west.

Flamboozle* (Pad Games, \$4.95), a new word game played with pencils and special pads, is a cross between Battleships and Probe. The object is to figure out what five words your opponent has hidden in his grid, and where they are, before he does the same to you.





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Add \$2 postage & handling per item. See pages 52-53 for reviews and full descriptions.

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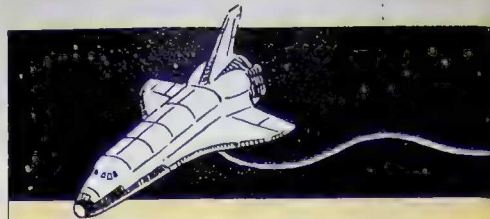
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THANK YOU



TEASERS

Loose Change

You probably collect a handful of change (pennies, nickels, dimes, and quarters) every day. Which coin, on average, will you receive the *least* of?

—Jerry Weinberg

Answer Drawer, page 72

TOUGH NUTS

Fairy Chess Maze

Here's an unusual chessboard maze for an unusual chess piece that moves alternately as a bishop and a rook. If it moves diagonally on its first move, it must move either horizontally or vertically on the next, and so on.

Starting at square a8, your goal is to maneuver the piece to square h1 (marked F for finish), always moving exactly the number of squares designated in the square where the move begins. For example, from a8 you can move only to a4 or to e8 if you begin moving as a rook, or to e4 if you begin as a bishop. After the first move, of course, you have no choice between bishop-moves and rook-moves; you must alternate.

The solution, which uses 13 moves, is unique.

—J. Mark Thompson

8	4	2	4	2	1	1	3	2
7	1	5	2	3	2	4	3	1
6	2	3	3	4	2	4	3	3
5	2	1	5	2	1	5	4	4
4	2	2	4	2	3	2	4	5
3	3	4	3	2	5	3	1	2
2	1	4	4	1	2	4	4	6
1	7	2	1	3	4	3	1	F
	a	b	c	d	e	f	g	h

Answer Drawer, page 72

WORDPLAY

Manhunt

Some letters are missing from the word list below. Replace each set of asterisks with a man's first name to form a complete word.

For example, "ad****tage" plus "Van" is "advantage."

1. r****serie
2. cli***
3. tar****in
4. s****et
5. ****sman
6. un****ing
7. ****warm
8. aspara***
9. m****ge
10. ****ant
11. st*****
12. ****tone
13. se***
14. flot***
15. k****knack

—Henry E. Leabo

Answer Drawer, page 72

TRIVIA

We Interrupt This Program...

The television shows listed here will *not* be appearing on your TV screen next season. Each title is a composite of two TV titles with the connecting word removed. For example, *Beacon Street Blues* is formed by putting *Beacon Hill* and *Hill Street Blues* together, and removing "Hill."

Can you guess the 18 shows that make up this list?

1. *All in the Feud*
2. *Gentle Casey*
3. *Bachelor Knows Best*
4. *That's Squares*
5. *The Courtship of Eddie's Murphy*
6. *I've Got a Agent*
7. *The Joker's Kingdom*
8. *Gemini From Atlantis*
9. *The Adventures of Ellery for a Day*

—Alan Friedenthal

Answer Drawer, page 72

Who helps bird-watchers work on their orthography?

How can you spot a whippoorwill when you don't know whether it has one p or two? Well, that's where orthography comes in. It's the art of writing words with the proper letters according to standard usage.

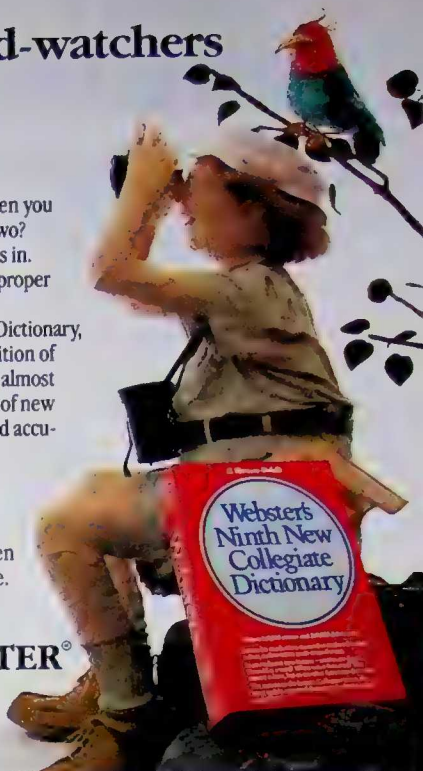
Webster's Ninth New Collegiate Dictionary, just published, can help. This new edition of America's best-selling dictionary has almost 160,000 entries including thousands of new ones, all defined clearly, concisely, and accurately. And at many of those problem words, you'll find authoritative essays on contemporary usage.

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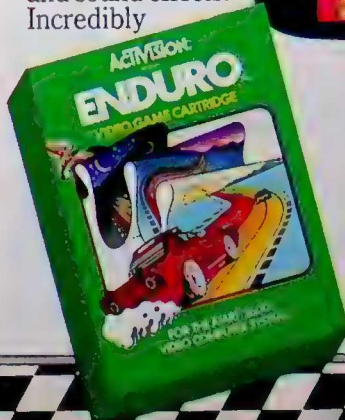


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ACTIVISION

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32 Disinhairited

- | | |
|-----------------------|---------------------|
| 1. Rodney Dangerfield | 7. Paul McCartney |
| 2. Gary Coleman | 8. John McEnroe |
| 3. Nancy Reagan | 9. Brooke Shields |
| 4. Dan Rather | 10. George Burns |
| 5. Ted Kennedy | 11. Reggie Jackson |
| 6. Bo Derek | 12. Barbara Walters |

Below, for your amusement, are the full faces with their shiny domes.



Photo credits: UPI: 1, 3, 4, 5, 8, 9, 10, 12. Wide World: 2, 6, 7, 11.

48 The Art of the Brush

- | | |
|--------------|-----------------|
| 1. H, ear | 7. B, fire |
| 2. J, fish | 8. C, eye |
| 3. E, gate | 9. I, water |
| 4. L, sun | 10. G, dragon |
| 5. F, mouth | 11. K, umbrella |
| 6. D, bamboo | 12. A, tree |

Combinations

1. C, Cage (Dragon + Bamboo)
2. B, Whisper (3 Ears)
3. D, Bath (Water + Tree)
4. A, Tears (Water + Eye)
5. E, Listen (Gate + Ear)

54 Eyeball Benders

1. Typewriter keys
2. Car radiator cap
3. Underside of a toaster
4. Inside of a cassette recorder
5. Blender
6. Stapler, with staples
7. Telephone mouthpiece
8. Inside of a camera
9. Piano hammers

August issue of GAMES
On sale at newsstands
July 7



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