

JUNE 1983 \$1.50

# Popular Mechanics



**First Look!**  
**We Test**  
**Chrysler's New**  
**Mini-Van**

## NOW: JUMP JETS THAT LEAP FROM CARGO SHIPS

**1,500,000-MILE REPORT**

**AMC Renault Alliance**  
**-Surprising Quality**  
**-Eye-Opening**  
**Economy**

**QUICK REPAIRS**  
**FOR CRUMBLING**  
**CONCRETE AND**  
**MASONRY**

**PM Choice:**  
**Your 4 Best**  
**Bets In Portable**  
**Computers**

**36 PAGES: LIVING OUTDOORS**

**PLANS: 5 Classic Country**  
**Fences & How To Make Them**

**2 Home Playground**  
**Climber Sets You Build**

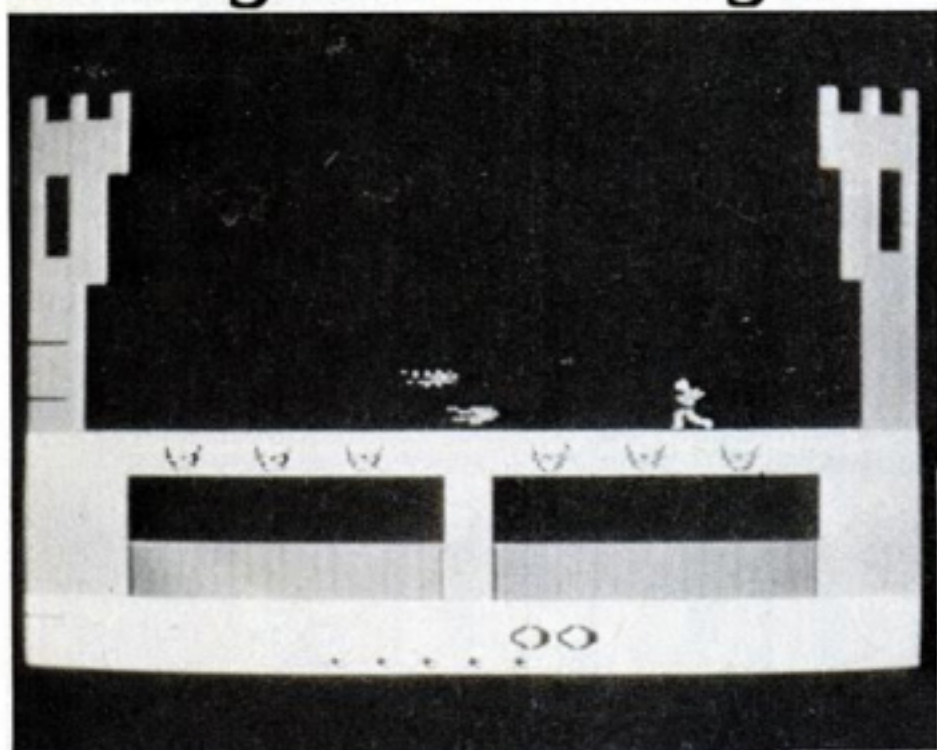
**Garden Workshop You**  
**Can Make—And More!**



# PM VIDEO MONITOR



## New game cartridges



In first scene of *Dragonfire* from Imagic (above), you have to make your princely character dodge fireballs and run to tower. Once inside (right), you must pick up the treasure, yet be sure not to let the dragon burn you to a video crisp.

The Atari 2600 system has really caught on. And it seems that everyone is selling game cartridges for it. No longer is this inexpensive system considered to have coarse graphics. The latest programs for the 2600 offer a range of animation, color and downright artistry that the machine's own designers likely never even imagined.

Game play, too, has improved drastically. These new games are just about as wrist-twisting and eye-catching as their coin-op arcade cousins. As we show, many companies besides Atari offer these plug-in games. The competition is hot and furious as so many firms vie for your video dollar. Pictured here are what we consider some of the best game cartridges we've seen recently. All of them will run on the Atari 2600.

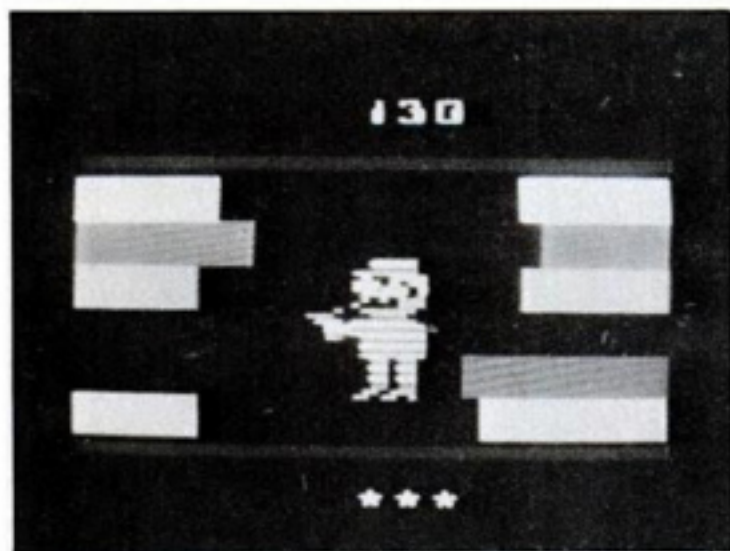
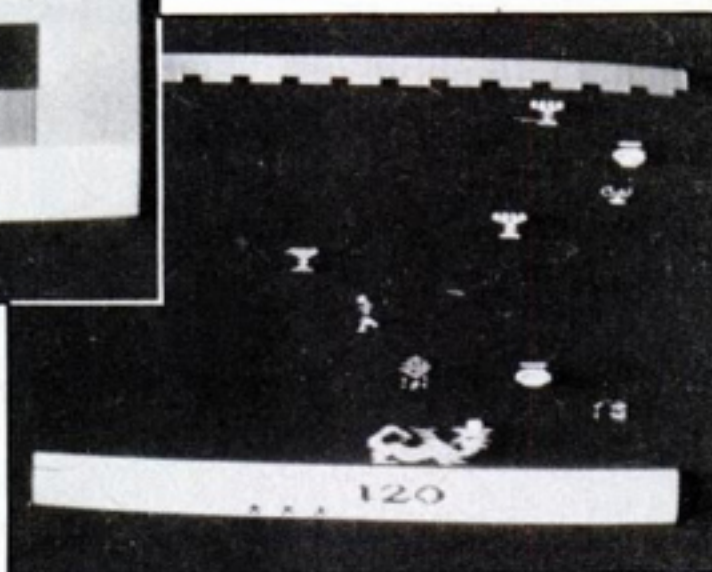
Imagic, with its *Dragonfire* cartridge, has achieved a surprisingly good game based around two scenes. This, we think, will become the wave of the video future and we should see an increase in games that incorporate more than one playing field.

Humor, as in US Games' *Picnic* and Telesys' *Coconuts*, is also on the rise. Violence and video mayhem, it seems, can only go so far before the gamer will sit back and plug in a cartridge with a programmed pratfall.

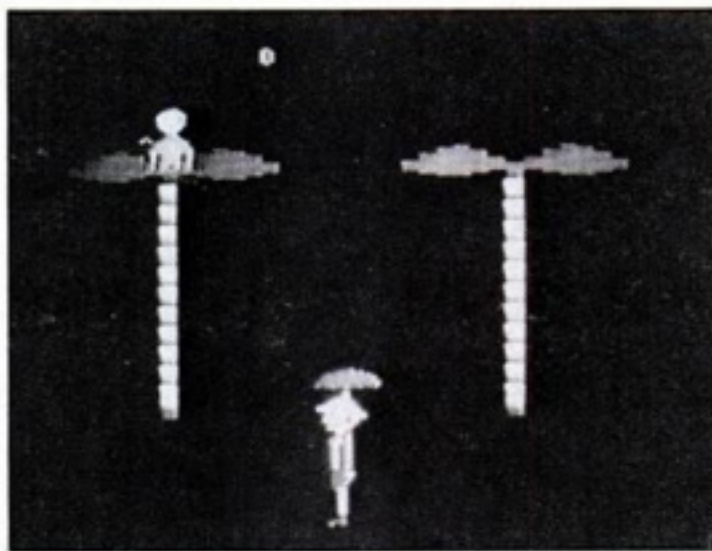
Maze games, such as *Wizard of Wor* from CBS Games, offer faster and harder-to-avoid opponents. Data Age gives us a whole new field of game, the videogame tie-in with rock music: *Journey—Escape* is based on helping the rock group "Journey" escape from a bevy of agents, groupies and undesirables.

By the way, we tried all games in Colecovision's Expansion Module and it does play all Atari 2600 cartridges.

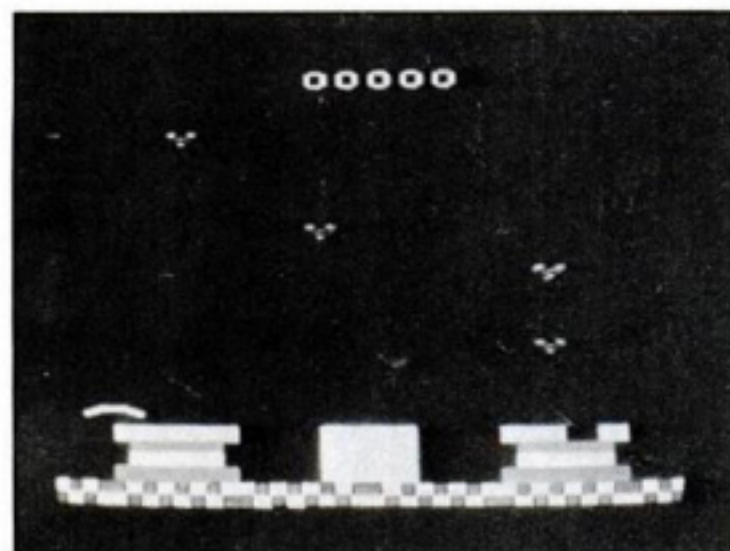
More than ever before, an inexpensive video game console can achieve results similar to the expensive spread.—N.S.



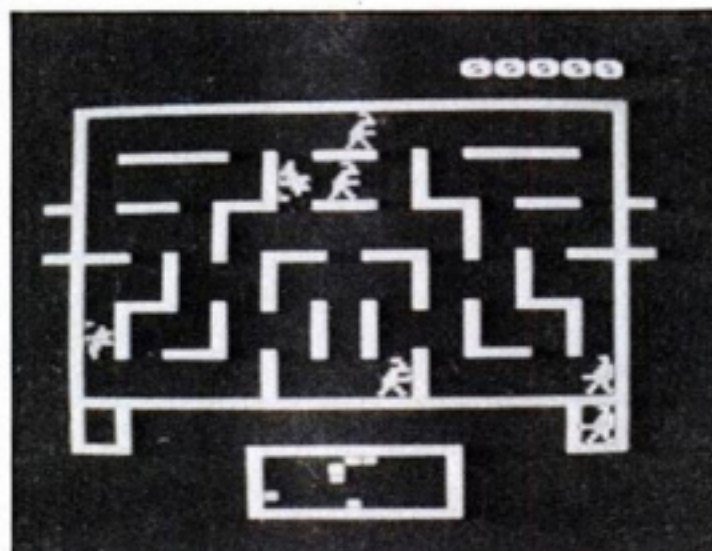
Shoot at and shorten the colorful bars that come at you in this game of *Squeezebox* from US Games. There's a different musical note each time you score.



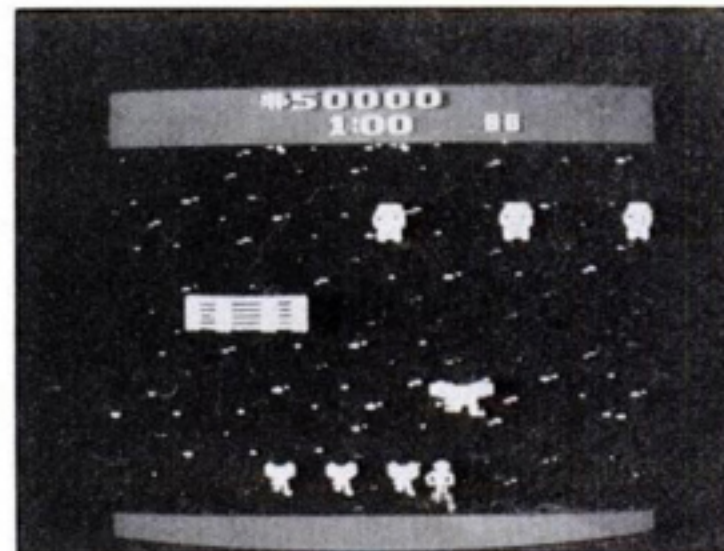
Watch out for the monkey in this funny *Coconuts* game from Telesys. He wants nothing more than to bean you with a coconut dropped from his hiding place.



The ants are no problem but the flies will devour your sandwiches in *Picnic* from US Games. It's up to you to make the world safe for outdoor eating.



An action-packed maze game, *Wizard of Wor* (CBS Games), rewards not only quick reflexes but the ability to plan strategic movements and tactical ploys.



In Data Age's *Journey—Escape*, you help the rock group break away from aggravating agents and greedy groupies. All five musicians must leave safely.