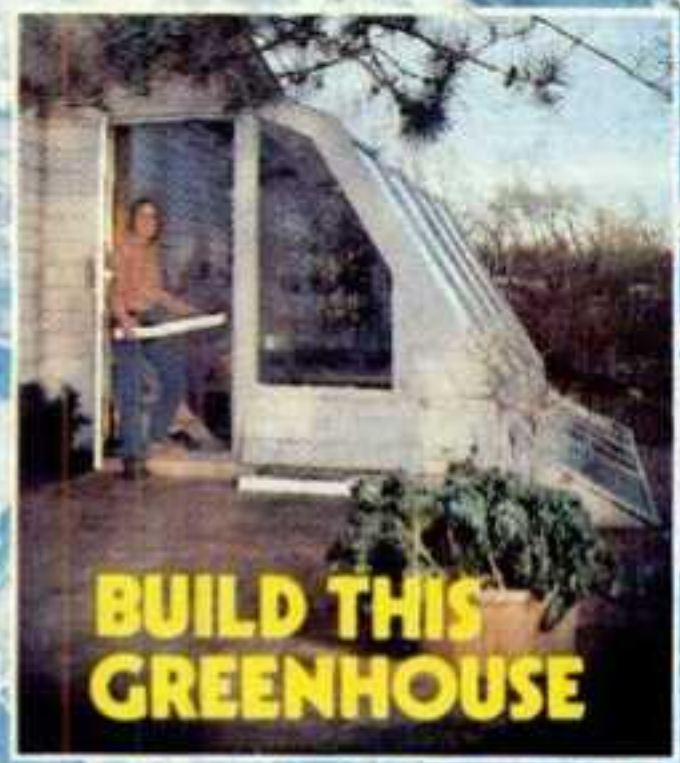


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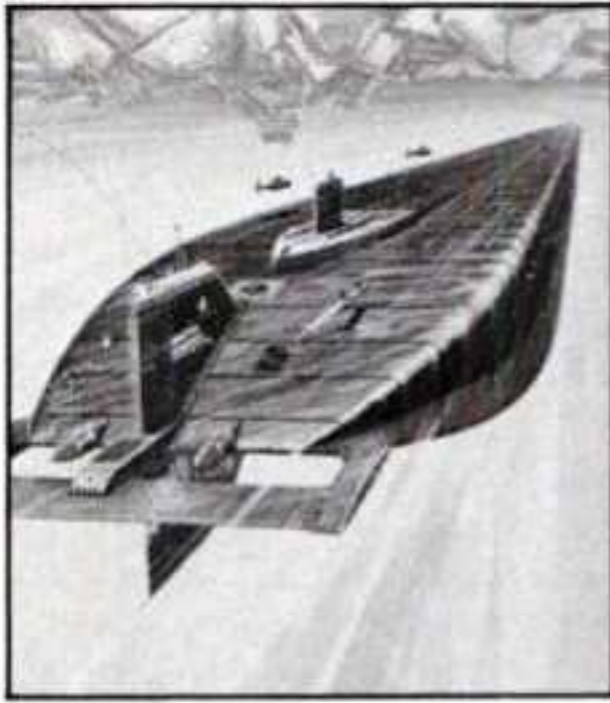
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### On the cover

A fleet of submarine supertankers, each 1,400 feet long and carrying 60,000 tons of liquid natural gas, has been proposed as an alternative to a far more costly Alaska pipeline. Read how it would work, beginning on page 118.

—PM painting by Ed Valigursky

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MARCH 1982

CONTENTS

VOLUME 155 NUMBER 3

INTERNATIONAL EDITIONS: CARIBBEAN, ITALY, MEXICO, SOUTHERN HEMISPHERE

## Special features:

### PM tests Detroit's new muscle cars

We wring out the hot car lineup for '82: Camaro Z28, Chrysler's Charger and Turismo, Buick Regal coupe and Capri RS.

**109**

### Prize drop-leaf table you build from plans

Full construction details for a beautiful Duncan Phyfe replica that won top craftsman award.

**140**

### Video games for your home computer

New software is inexpensive, but has all the action of thousand-dollar arcade games.

**120**

### Matching fish and tackle

Do-it-all rigs often come up short; select a rod and reel combo for the catch that you want most.

**126**

### 100 feet up with the RAF

Jet training for low-level operations is Britain's everyday thrill show.

**114**

### Plans for the gardener

Build this greenhouse with a cold frame, plus four other decorative, functional units.

**128**

### Automobiles and bikes

- 12 Imports and Motorsports
- 32 PM Owners Report: Datsun 810 Maxima
- 35 Saturday Mechanic: Servicing GM's J-car
- 45 Car Clinic
- 60 Detroit Listening Post
- 74 The PM Garage
- 102 The high-mileage files: How to improve your pickup's mileage
- 109 Detroit puts muscle back in
- 162 Mini-miser
- 174 PM Owners Report: Isuzu I-Mark

### Boating and outdoors

- 20 '82 RVs: A 22-mpg diesel's on the way
- 72 All Outdoors
- 123 From banged up to beautiful
- 124 New survival gear for emergencies
- 126 Match your tackle for more fish
- 164 PT patrol—or bust

### Science and engineering

- 14 Science Worldwide
- 118 The ice above, the giant below
- 161 The great train rivalry
- 162 New eyes from a lathe
- 163 Making contacts
- 163 Arcade aces
- 164 Tilting windmill

### Aviation

- 114 Hit the deck—here comes the RAF
- 163 Winging it

### Photography

- 31 Photo hints

### Shop and crafts

- 30, 52, 53 Hints from readers
- 51 New Now for home and shop
- 54 PM Workbench
- 66 6 woodworking secrets from master craftsmen
- 98 How to get pure drinking water from the sun
- 100 PM looks at a super planer at home workshop price
- 105 PM looks at a new multipurpose shop tool
- 128 Build this greenhouse with a cold frame and extend the growing season
- 140 A craftsman's prize-winning Duncan Phyfe table
- 150 Workshop Minicourse: Applying a finish

### Home and yard

- 42 Appliance Clinic
- 48 Homeowners' Clinic
- 132 Contained gardens—what a way to grow
- 136 A master gardener's plan for a bountiful harvest—with very little work
- 138 New products for lawn and garden
- 167 How to make your own drapery rings
- 168 A brush cleaner that works for all paints
- 178 What you can do to control gypsy moths

### Electronics, radio and TV

- 10 PM Electronics Monitor
- 24 Build PM's Undercover Auto Cop
- 120 New arcade action at home

### Every month

- 8 Letters
- 16 Notes from the Editor
- 95 PM Briefs
- 161 Tech Lines

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# New arcade action at home

Video mania is sweeping the country as more people drop quarter after quarter into coin slots. Here's how to bring all that excitement into your home.

by Neil Shapiro ELECTRONICS EDITOR

**L**ast year, more than 20 billion quarters were fed into the insatiable coin slots in this country's video arcades. The fast-moving, complicated, highly detailed games are better—and more popular—than ever before.

Most dyed-in-the-wool video connoisseurs scoff at the idea of home-video games—they just don't offer all the action and color of their expensive, arcade counterparts. But lately, things have been changing, thanks to the advent of the affordable home computer.

Many arcade games—from Space Invaders to Defender—



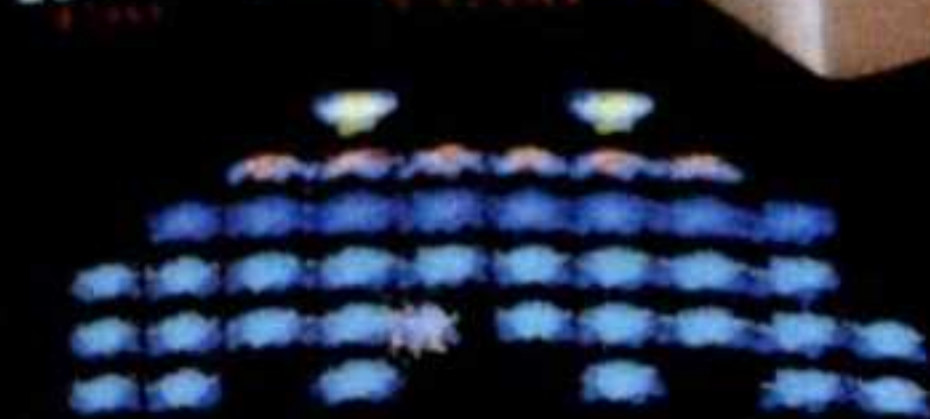
Arcade: **BERZERK**



Home: **CASTLE WOLFENSTEIN**



ARC HIGH SCORE



Arcade: **GALAXIAN**

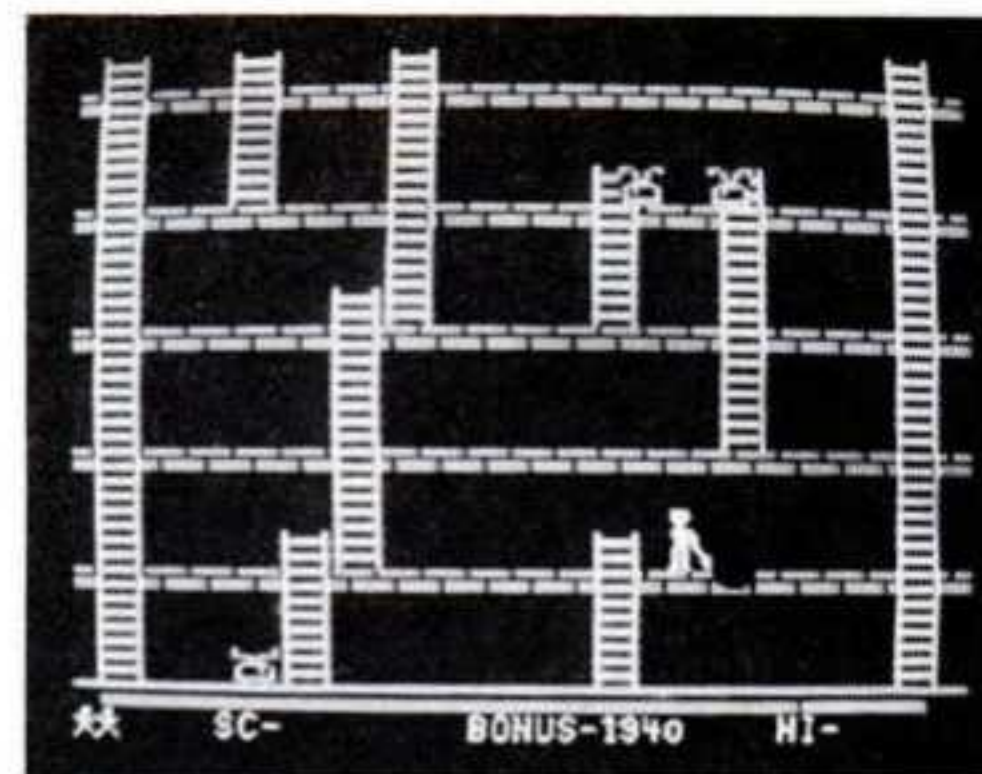
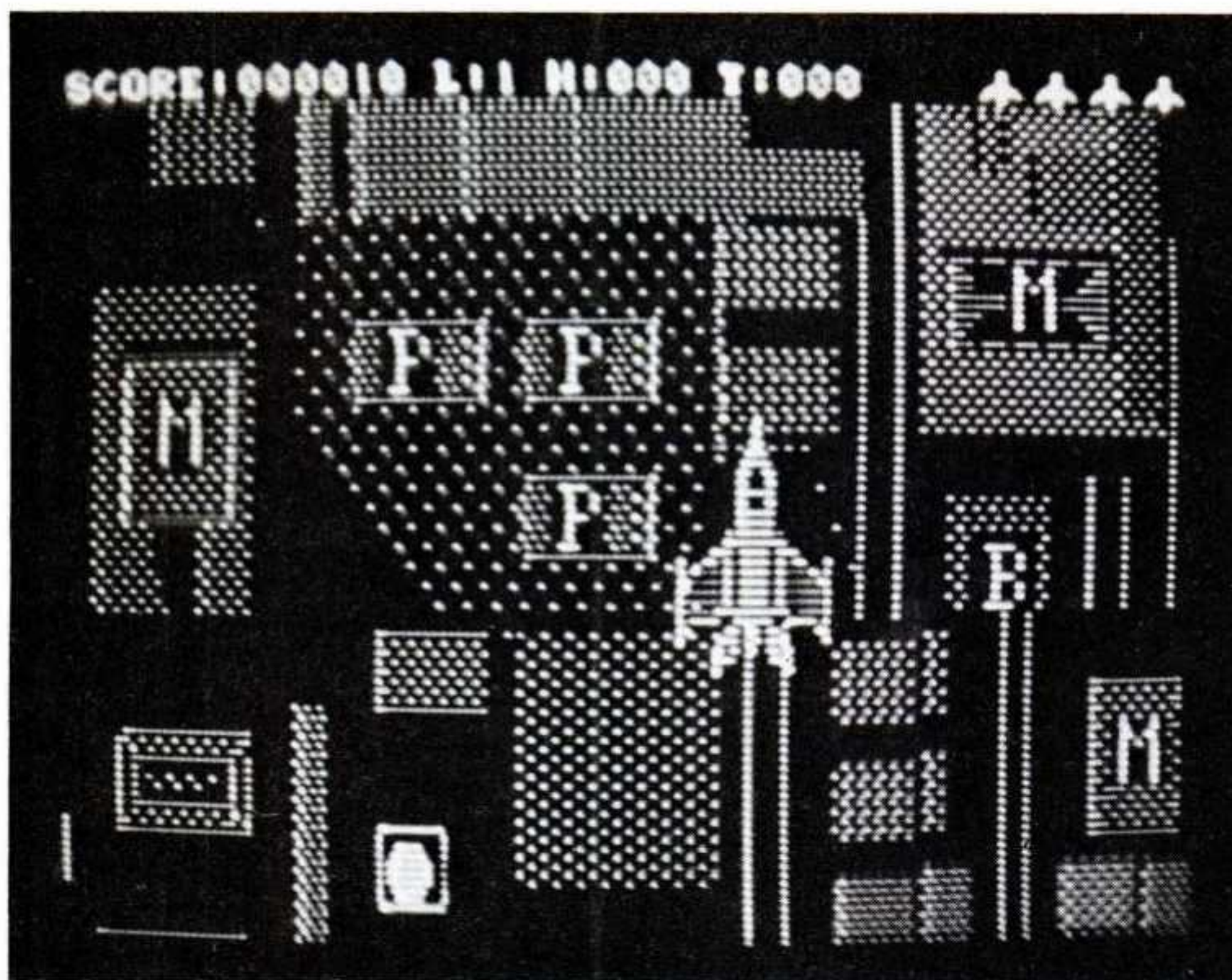
Defender (left) is one of the hottest new games in the video arcade. Home-video equivalent (below) is Gorgon from Sirius Software. Almost all the action and excitement is captured in this program designed for the Apple II. New computer programs now come closer than ever before to providing the special thrills of the arcade games. (Arcade shown is *Stationbreak* in New York City's Pennsylvania Station.)



Popular arcade games are compared to similar home-video programs on the three pairs of screens shown below. Castle Wolfenstein is from Muse Inc., Apple Rain from Broderbund Software and Pulsar II from Sirius Software.

PM photos: Bill Ashe



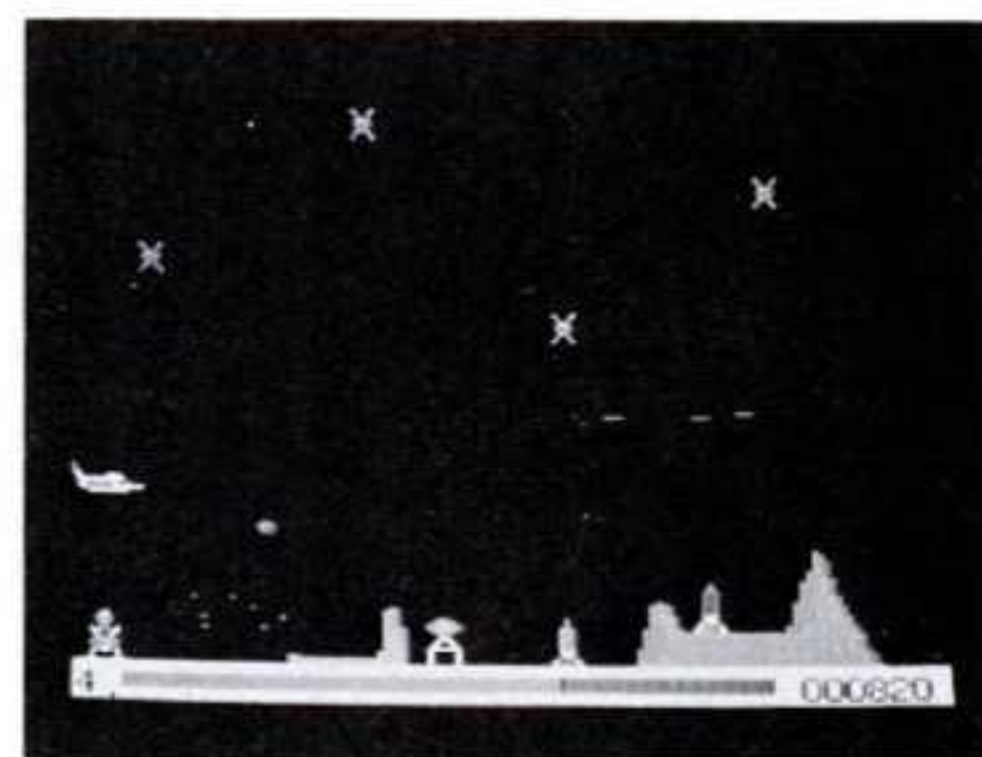


**APPLE PANIC**—This hilarious video game puts you in control of a little man surrounded by apple-shaped creatures that you try to exterminate (*Broderbund*).

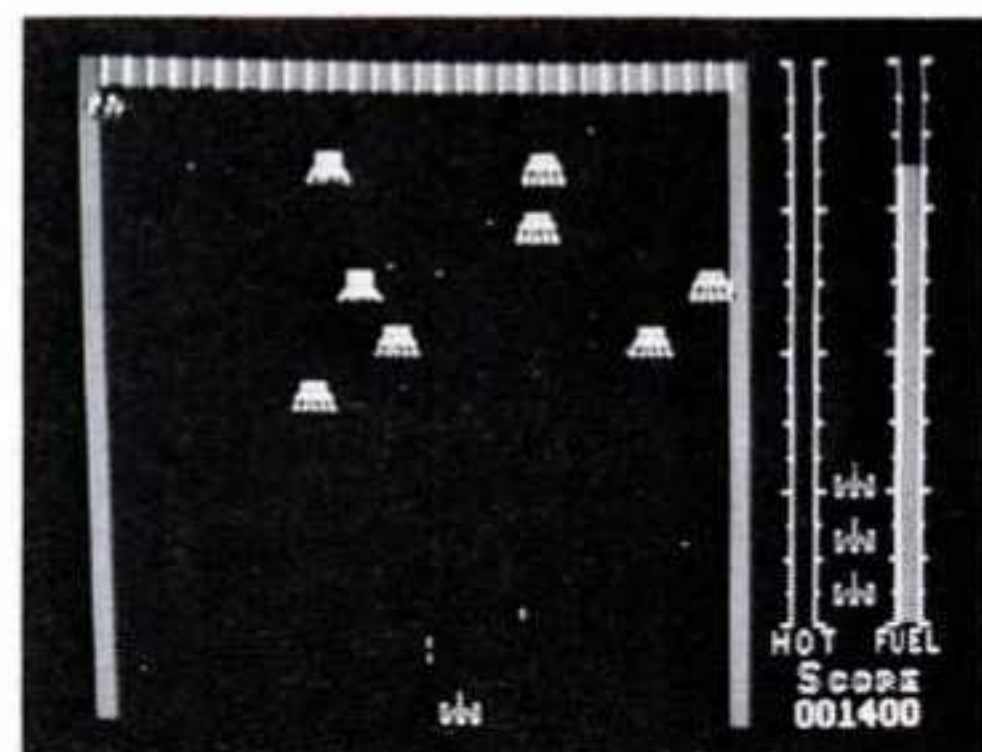


**PHANTOMS 5**—You are the bombardier in a jet aircraft in this simulation. Bombs drop in long arcs as the ground whizzes by below. Avoid anti-aircraft fire and you have a three-dimensional dogfight (*Sirius Software*).

**RASTER BLASTER**—In this full-circle switch, video games now mimic their pin-ball ancestors. This game has flippers, bumpers, rollovers, targets, sound effects, color—plus realistic animation (*Budge Co.*).



**PEGASUS II**—Drop bombs, fire machine guns and try to elude defenders in this high-action game. Terrain can be changed. It's like arcade's *Scramble* (*On-Line Inc.*).



**THRESHOLD**—There are 27 types of alien attackers in this game—but you probably won't "live" to see them all. It features excellent animation (*On-Line Inc.*).

have similar home models available as programs for the Apple II computer (and some on the Atari 800). These programs cost from \$20 to \$40 apiece. But, once you own them, they can be reused as often as you wish. Equipment costs are steep at first glance. A typical Apple II setup may run \$1,500 for the basic machine and a disc drive. But the video-arcade units cost tens of thousands of dollars each. So a \$2,000 investment can simulate more than a million dollars worth of arcade equipment—minus the coin slots!

### Detail and action

Take a look at any arcade game's screen up close and then compare it to most home-video games. The difference is usually apparent.

The video-arcade game's picture is made up of very tiny picture dots

which are called "pixels." The home-video screen uses larger dots that result in more blocklike artwork. Further, the picture on the arcade-game screen is brighter and faster moving.

Most home-video games don't come close to duplicating arcade games in visual style or gaming technique. They just don't play the same.

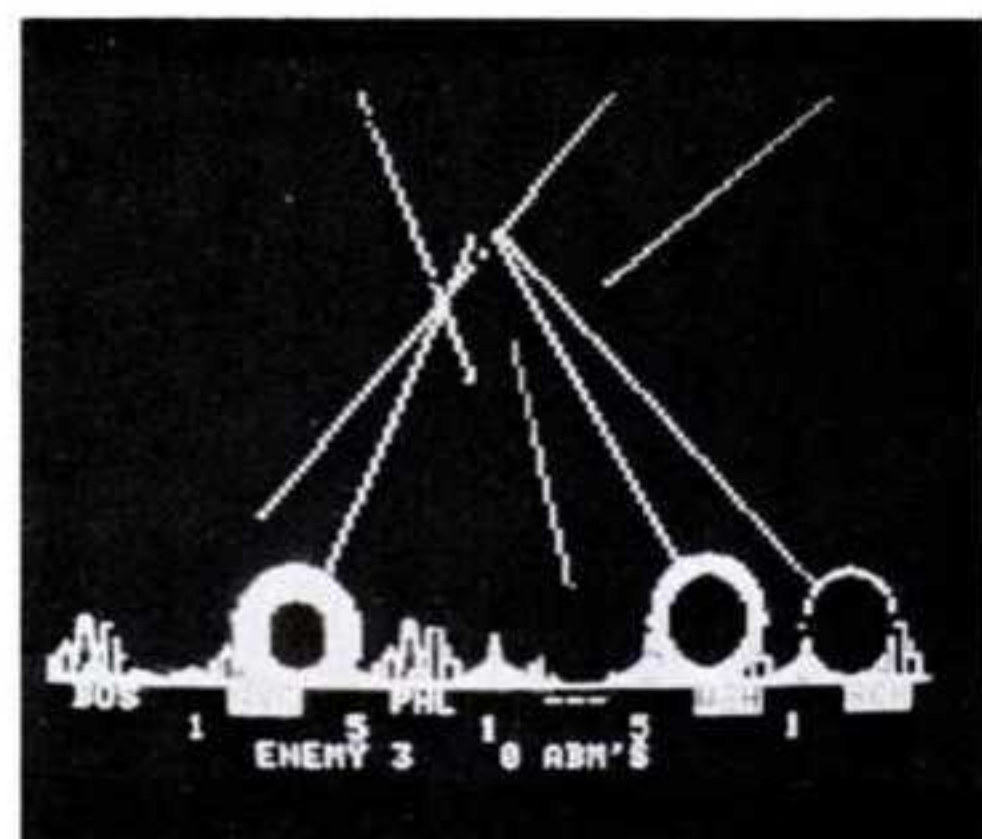
### Enter the computer

A typical arcade-game console costs from \$15,000 to over \$25,000. It contains a color video monitor, user controls and a computer. An arcade game is a very sophisticated computer.

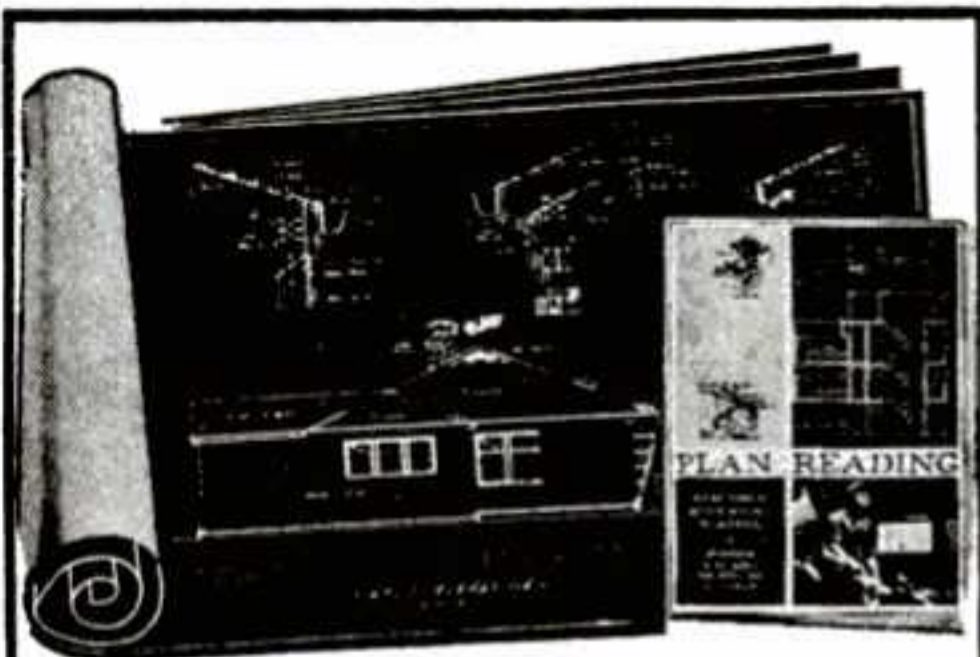
But it's had its wings clipped.

A computer operates on a program—a set of instructions which

(Please turn to page 156)



**ABM**—The initials stand for antiballistic missile and it's up to you to shoot down incoming ICBMs. It's like the arcade game *Missile Command* (*Muse Software*).



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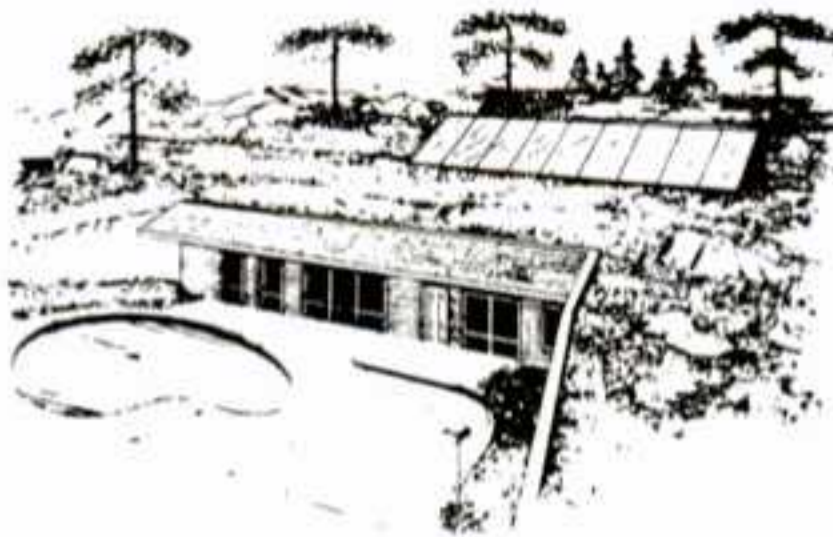
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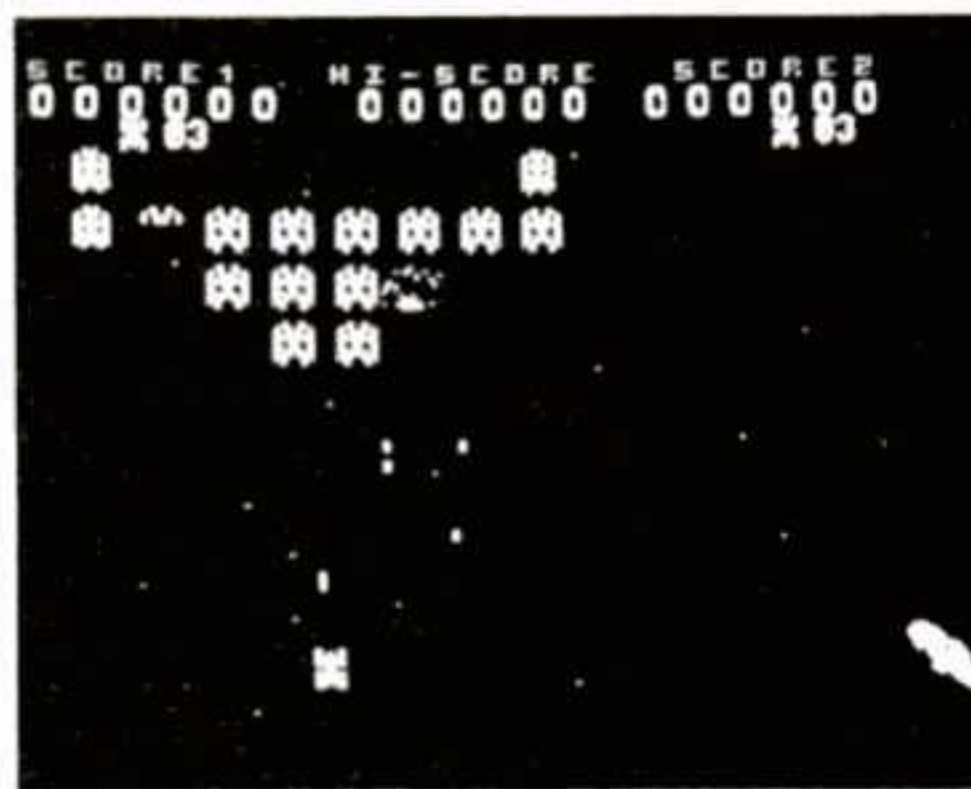
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## NEW ARCADE ACTION AT HOME

(Continued from page 122)



**FALCONS**—The aliens spin down—and change into vicious flying birds. Finally, the mother ship itself appears. It's similar to the arcade's *Phoenix* (Piccadilly Software).

tells it what to do. A program in the *Galaxian* arcade game tells that computer how to draw swooping squadrons of ornamental aliens. A program in the *Asteroids* console tells that computer how to draw and animate asteroids, ships and flying saucers.

But these arcade-game computers can accept only one program—the one built into them. This program is "burned in" on an integrated-circuit chip, soldered to the main printed-circuit board. A *Space Invaders* console will never suddenly start playing *Galaxian*.

On the other hand, a home computer, such as the Apple II or Atari 800, will accept any number of programs. Rather than having programs burned in, programs on a home computer are loaded in from disc. A floppy disc (which looks like a small record, encased in a plastic jacket) is inserted—jacket and all—into the slot of a disc drive.

The disc drive whirs and the program is read off the disc and stored in the computer's brain—specifically in the home-computer's random-access memory (RAM). This RAM is fully erasable and reusable.

After you're done with one program, just load in another one. The old one is simply erased from memory as the new one is read in.

### Here comes the invasion

It wasn't long before programmers realized that some home computers could be programmed to display many of the same colorful, high-resolution, fast-moving effects for which the arcade games were becoming famous. But when the market was first developing, such high-level programming was beyond the technical expertise of most owners of the machines (specifically the Apple II). The speed and detail of the effects called for ultracomplexed

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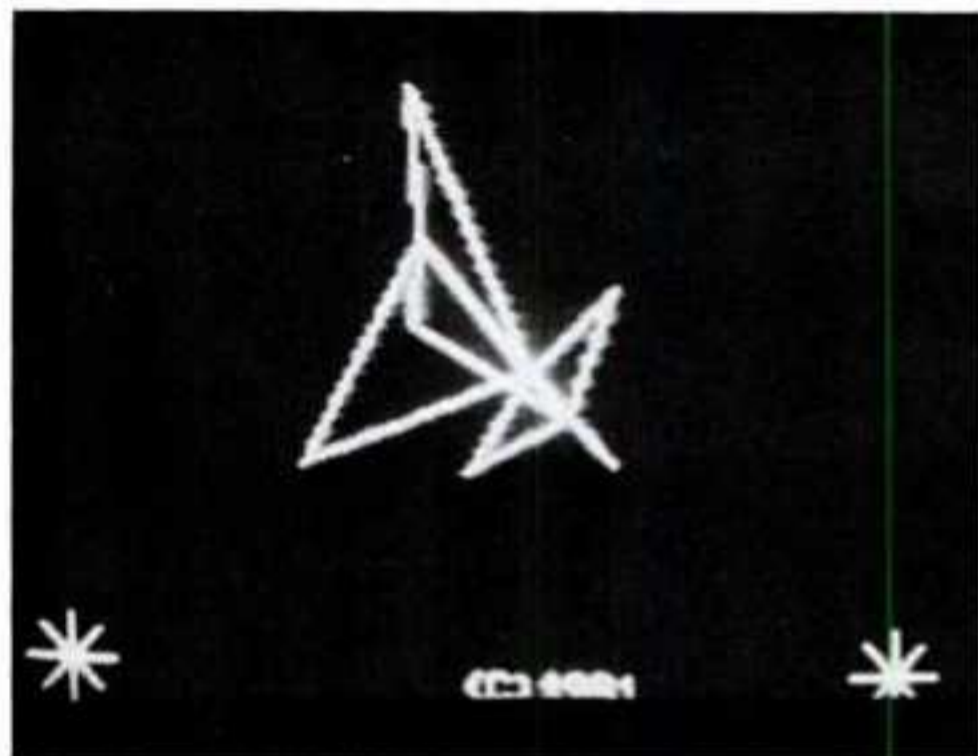
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programming. In fact, many computer-graphics capabilities were discovered by inventive programmers.

The first few video-arcade programs—for home computers—sold surprisingly well. The market began to snowball. And within two years, such games were among the most popular in the software market.

Up until recently, the Apple II computer, with its color display and high-resolution graphics, had this market almost to itself.

Now, the Atari 800 home computer is beginning to make inroads in the marketplace. A whole series of articles, written at a highly expert level, on programming the Atari 800's graphics have appeared in recent computer journals. With all this information now being "discovered" about the Atari 800 system, it's no surprise that the first arcade-style games for this computer are appearing. In all likelihood, there will be



**SHADOWHAWK ONE**—This game takes hours to play. It features 3-D ghost ships that dodge and twist in rapid, eye-fooling computer animation (*Horizon*).

hundreds more to come from the various software manufacturers.

Soon Commodore, too, with its new, and very affordable, VIC 20 computer, may be adapted to arcade action.

But as of this writing, programs for the Apple II—such as those described here—are the ones most readily available.

### Arcade rumblings

As computers become cheaper, more people will be able to afford the type of systems needed to run these programs. Right now, an Apple II with disc drive and color display goes for about \$1,800. But, with an additional investment of less than \$500 in software, you could simulate more than \$300,000 worth of arcade-game consoles.

As home computers become more of a mass-market item, what's going to happen to all those quarters dropped in arcades?

Many arcade game manufactur-

(Please turn to page 158)

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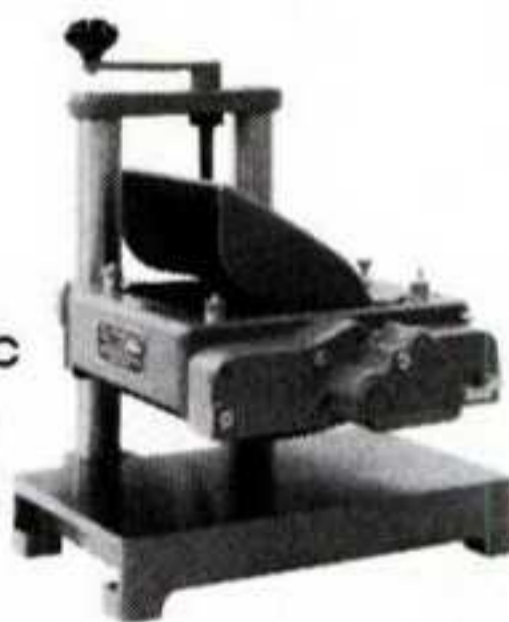
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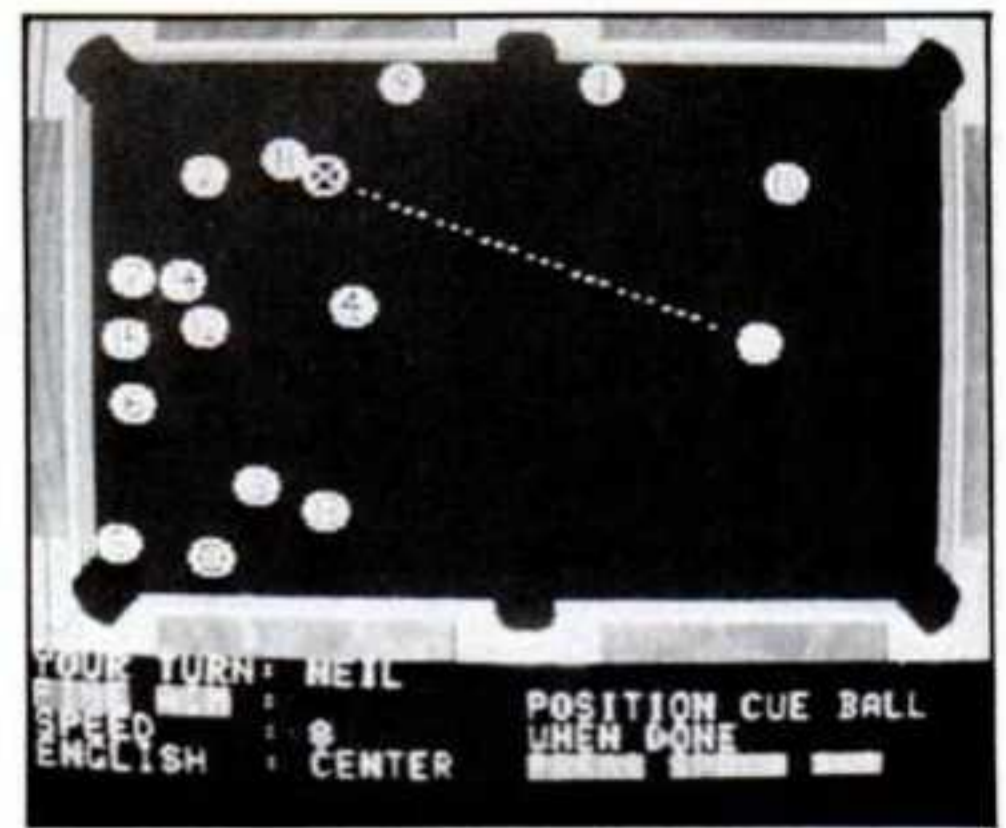
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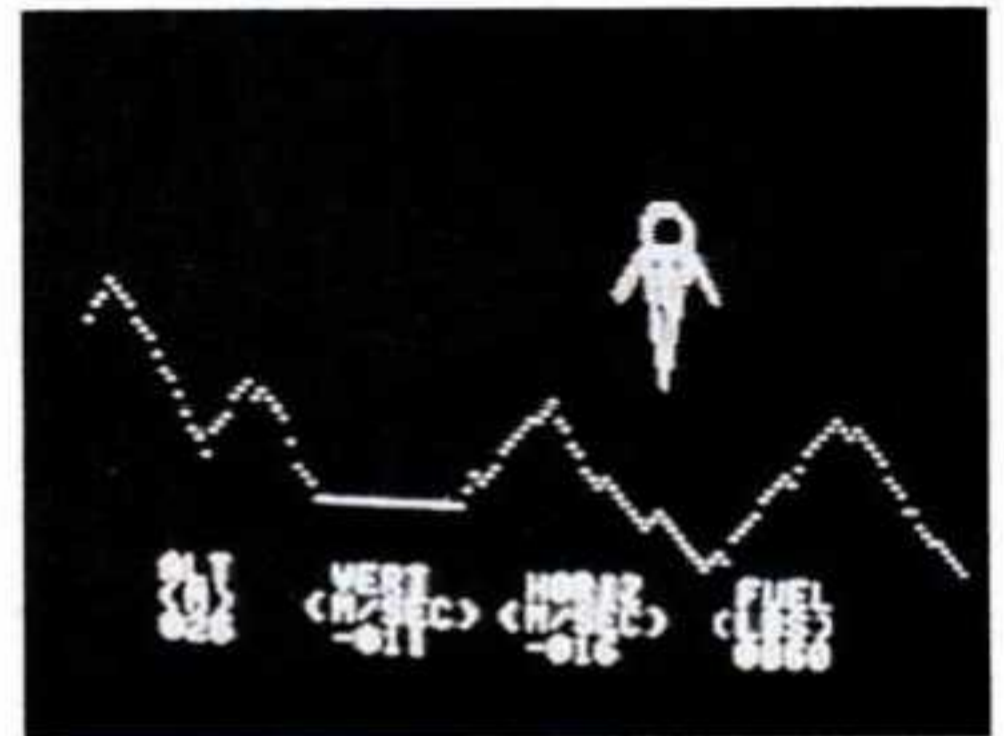
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## NEW ARCADE ACTION AT HOME

(Continued from page 157)



**POOL 1.5**—New home games can simulate other forms of recreation. In this pool game, angles of impact, English and rebounds are shown exactly in animation (I.D.S.I.).



**TRANQUILITY BASE**—The lunar-landing games were arcades' most popular before alien-combat games. Here's the best we've seen on a home computer (Stoneware).

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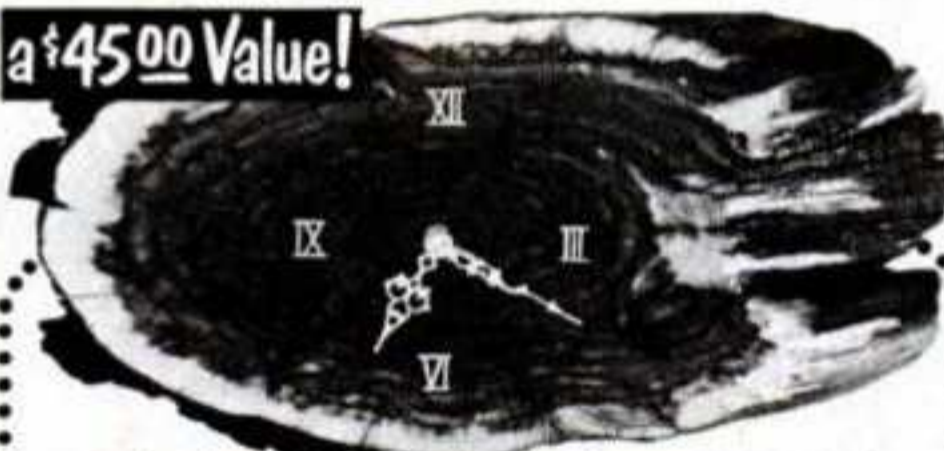
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