

# VIDEO

August, 1982/\$1.75

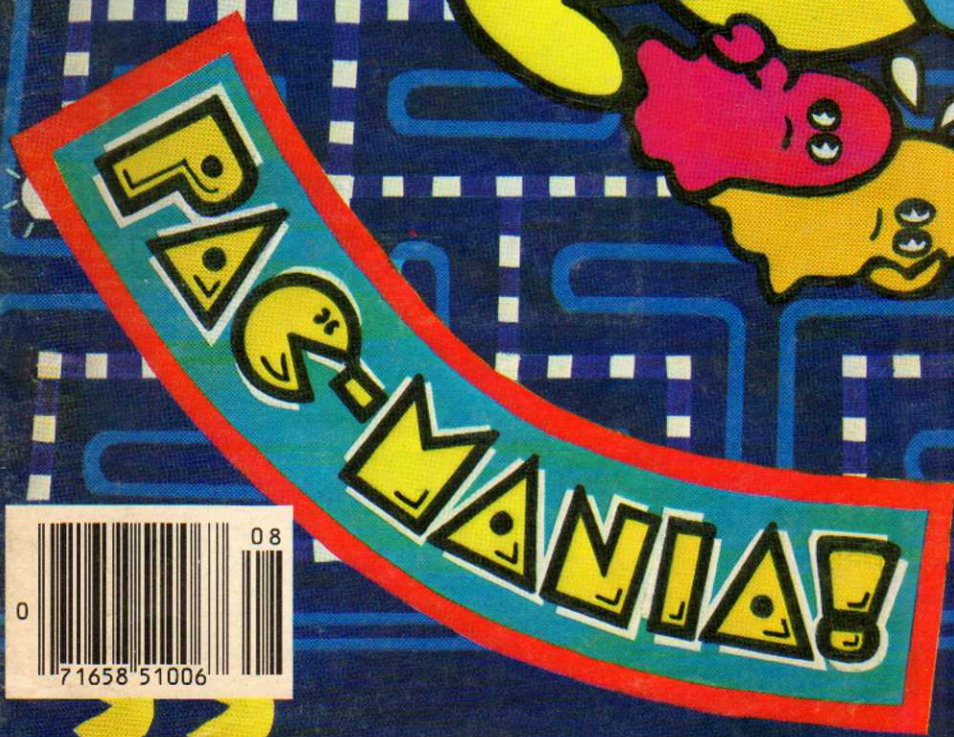
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# SWAPPER

**THE VIDEO MAGAZINE  
FOR VIDEO COLLECTORS!**

**Interview With "The Beaver"**  
**Video That Rocks — The Playboy Channel**  
**Collecting Old TV Series — Satellite Reports**  
**Video Fun & Games — New Product News**

★ ★ **SPECIAL COLLECTOR'S SECTION:** ★ ★  
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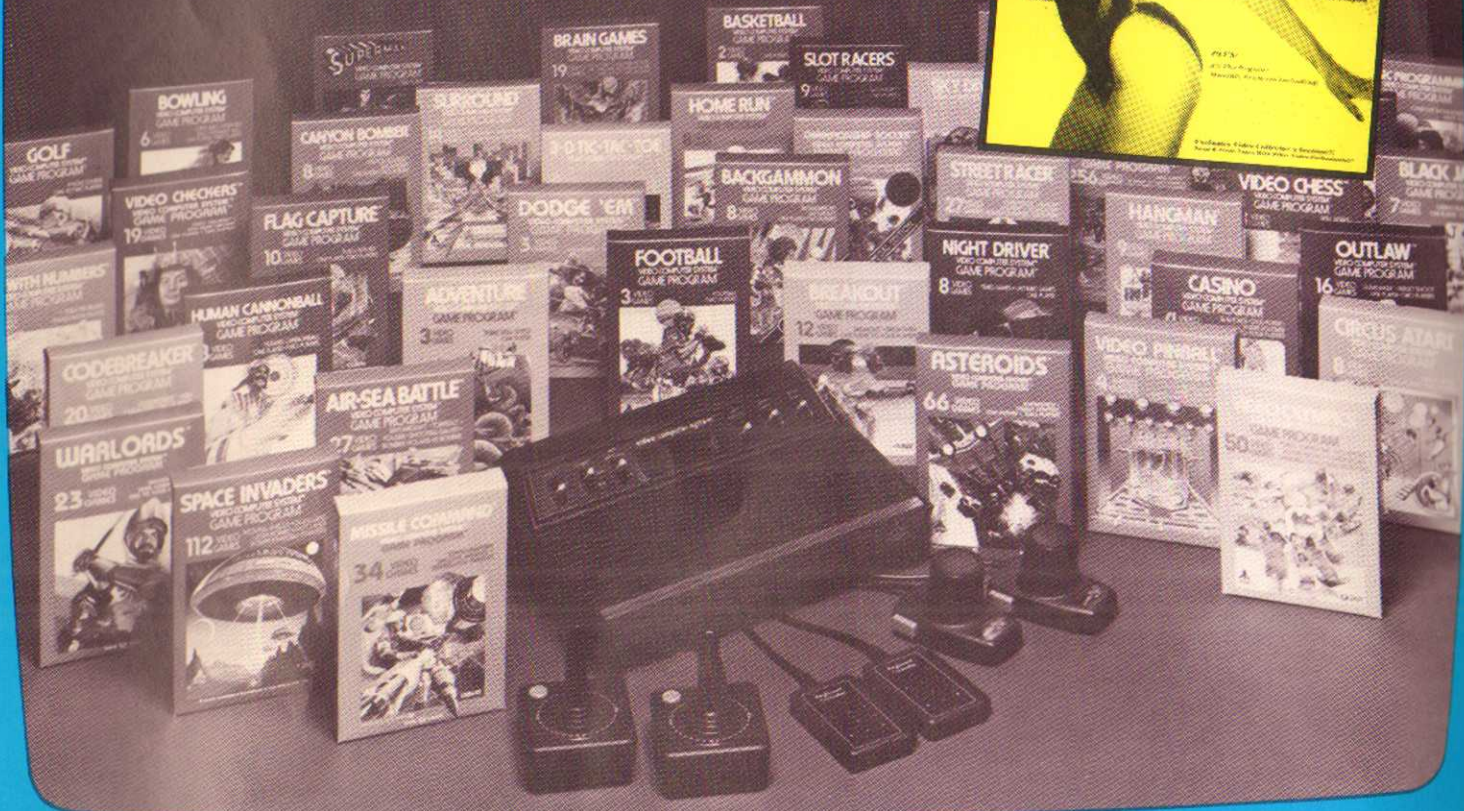
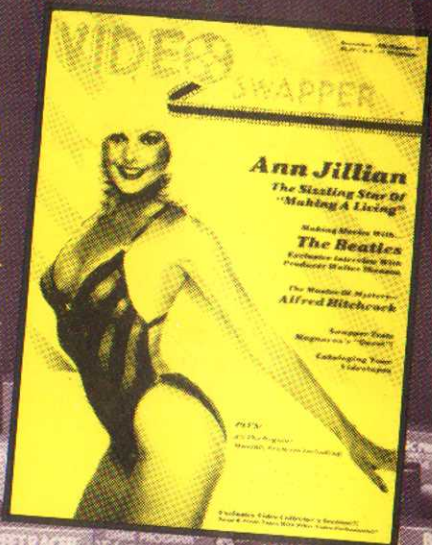
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Drawing to be held Oct. 1, 1982, winner announced in future issue. No purchase necessary. Contest void where prohibited by law. Atari® and Video Computer System® are registered trademarks of Atari, Inc., Sunnyvale, CA.



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# VIDEO

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Issue Number 14



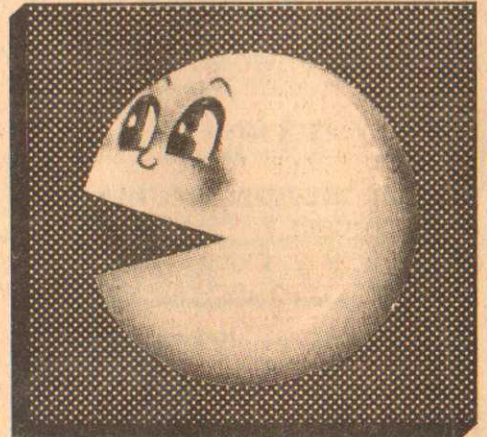
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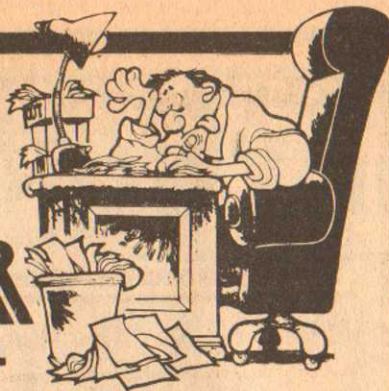
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# EDITOR'S PLAYBACK



## Welcome To 50,000 New Readers!!

With this issue, we are proud to announce that **Video Swapper** is truly an international publication. This issue is our first nationally distributed edition, with copies in leading newsstands coast-to-coast and throughout metropolitan Canada as well.

We're quite proud of our publication, and readers who have been with us for our year-and-a-half of existence know how far we've come. (For example, our first issue was a 12-page tabloid!) We've managed to survive despite many disappointments along the way, and more than our share of uncollected debts. While we've tampered with our editorial format in the past, our readers told us loud and clear the kind of video magazine they wanted us to be; indeed, through our recent 'Readers Poll', we discovered that you like the difference displayed in **Video Swapper**. Our orientation towards the video fan and collector has made us unique in video publications, and while there are many fine existing video magazines available, we think the 'atmosphere' of this publication makes ours a book you'll be delighted to read.

A browse through this issue of **Swapper** will tell the story...we've got everything from Pac-Man to the Playboy Channel...from the 'Beaver' to Station Breaks...and of course, we include a **Swapper** exclusive, our **Collector's Showcase** section, enabling you to buy, sell and trade video tapes and equipment. It is this single feature alone that was voted our most popular by our readers, and we hope the many newcomers will find it just as interesting and helpful.

All in all, we want to hear from you. Tell us what you'd like to see more of (and less of) in coming issues. If you have an idea for a column, feature, or interview, please write! We've discovered that video fans like our readers often make excellent writers! Keep in mind always that this publication is designed and published by video fans for video fans!

Our next issue will be available on the newsstands August 17th...Look for it! In the meantime, we invite your subscriptions, advertisements, and correspondence. All editorial material should be addressed to: **Alex Kanakaris, Editor, Video Swapper, PO Box 2005, Beverly Hills, CA 90213**. All non-editorial matter should be sent to our business office address: **Video Swapper, PO Box 309, Fraser, MI 48026**.

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August, 1982/Number 14

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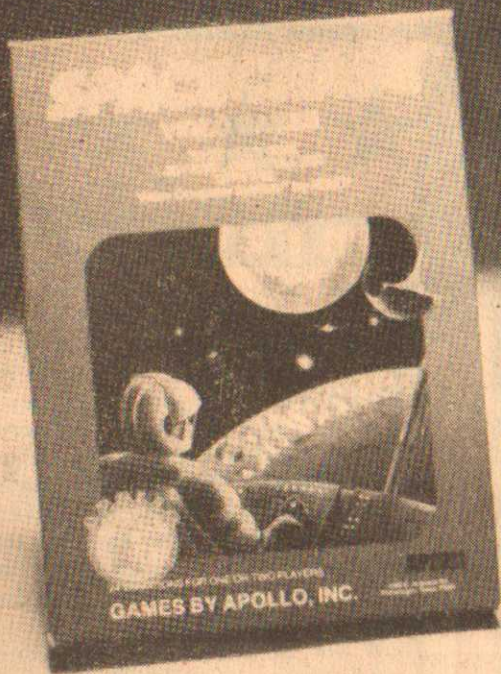
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# GAMES BY APOLLO, INC.

Review by George Troell



## Cartridge Reviews of "SPACECHASE" and "SKEET SHOOT"

lacking knock-out graphics and sound effects, it is a good game. The object is to destroy 25 clay pigeons launched at unexpected angles from a trap in the center of the screen.

SKEET SHOOT was the first cartridge marketed by Apollo. In their haste to get it into the stores, they admittedly overlooked what has proven to be a problem with some televisions. A vertical roll caused by too many lines in the game program cannot be stopped on some sets without a vertical sync control. Apollo has changed the program and eliminated the roll. The problem escaped detection because the monitors used during development were able to handle the program without rolling. As soon as the problem was brought to their attention, the program was changed.

Several Detroit area video stores have reported that some customers returned SKEET SHOOT because of sync problems and a few complained that they could not hit the clay pigeons. Apollo is offering an exchange to cartridge owners who are unable to adjust their set to correct the roll. Mail your game to: **Games by Apollo, 1300E Arapaho Road, Richardson, Texas 75081**. They will mail you a replacement with a corrected program, postpaid. The other owner complaint, unable to hit the pigeons, could be the result of the rather vague instructions about aiming. Once the hunter's gun is aimed, the joystick must be held in that position until a shot is fired. If released too soon, the gun will return to its ready position. Veteran arcaders have reported that once orientated, they find the game fun and challenging.

The initial response to both games has been very good, according to Mr. Yankie, even including inquiries about Fan Clubs. With the current trend toward company-sponsored clubs, Apollo may consider one in the future. But for the present, satisfying the needs of avid video gamers with the new titles like **SPACE CAVERN, LOST LUGGAGE, RACQUETBALL**, and **LOCHJAW** will keep them quite busy.

Dodge - Move - Fire! The last alien disintegrates in a brilliant explosion! Lunar landscape streaks below while the stars quietly twinkle from deep space. A quick breath, a moment of peace and the next wave is upon you. The chase is on again.

Sound exciting? It is. It's **SPACECHASE**, a new cartridge for the Atari VCS from **Games by Apollo, Inc.**

Apollo is a new company determined to make its mark in home video games. A subsidiary of **National Career Consultant Corporation**, Apollo brings ten years of experience producing educational and career development material into the market. According to **Bill Yankie**, Vice-President and General Manager, this creative knowledge will enable them to merchandise unique, competitive games. Their first two offerings, **SPACECHASE** and **SKEET SHOOT**, are in the stores and ten more are planned for this year.

The most interesting of the current titles is **SPACECHASE**. The graphics are designed to create a video illusion. To achieve this, the lunar surface features are scrolled downward from the moon's outer edge. Twinkling stars against a black field add depth to the screen. This background blends together during play because the space craft becomes the focal point, thus

creating a feeling of orbital pursuit. The effect is very good.

Only the most jaded space gamer will not enjoy defending earth from the incessant onslaught of aliens. The three patrol cruisers, appearing on the screen one at a time, are adequately equipped with an endless supply of neutron missiles. Naturally, any alien capable of materializing out of nowhere carries their share of high technology weapon system also. In addition to neutron missiles, an occasional laser-guided heat seeker will play havoc with defending Mother Earth, not to mention the score up in the right-hand corner. Fortunately, the cruiser's early warning system is not jammed and an audio alert forecasts impending doom. Skillful pilots who quickly detect the flashing projectiles may avoid destruction by some fast maneuvers. Difficult, but not impossible. Luckily, help is on the way, arriving at the rate of one cruiser per 10,000 points. But, as luck would have it, the aliens counter with faster ships, and in greater numbers after 10,000 points, and with their best after 40,000 points.

On the other hand, **SKEET SHOOT** is, as the name implies, a target game, requiring quick reflexes and good eye-hand coordination. Not an overly exciting game,

**This special news feature of Video Swapper is designed to give our readers the very latest happenings in the world of video. Anyone, or any company, wishing to utilize this FREE service to convey any video news of importance, should send their press releases, along with any graphics if possible, to:**  
**Video Swapper, P.O. Box 309,  
Fraser, Michigan 48026**

**(To preserve the time element involved, all press releases must be received no later than the 1st of the month for insertion in the upcoming issue.)**



## **Reelin' In The Latest Video News...**



**Kenji Tamiya, President of Sony Corp. of America (r), presenting WNET/THIRTEEN President John Jay Iselin (l) with a gift of the first of 100 Sony Betamax VCRs (Model 5600).**

### **WNET/THIRTEEN ANNOUNCES SONY GRANT TO SUPPORT STATION'S NEW PROGRAM FUNDING DRIVE...**

WNET/Thirteen President **John Iselin** announced that **Sony Corporation of America** will make possible, gifts of new **Sony SL-5600** Betamax VCRs to the station's top contributors.

Those individuals who make major contributions to the station's special campaign for new program development funds, now getting underway, will be acknowledged by receiving a Betamax machine. Sony's gift will enable the station to donate a total of up to 100 new machines.

Commenting on Sony's gift, **Kenji Tamiya**, President of Sony Corporation of America said, "Sony is pleased to support WNET/Thirteen's fundraising efforts for the development of new programming. Video technology has given us the tools to communicate more easily and efficiently, and it challenges us to use these tools wisely. Public broadcasting, in reaching beyond the traditional boundaries for fresh ideas and new perspectives in programming, offers the viewer a splendid array of visual experiences. More importantly, it allows us to communicate our vision of what television can become."

The Sony SL-5800 features remote control, a 14-day programmable timer, up to five-hour recording capability, freeze frame, and Betascan picture search. Contact at Thirteen: **Max Friedman (212) 560-3009**; Contact at Sony: **Fred Wahlstrom (212) 355-7747**.

### **DEALERS URGE CONGRESS TO REVERSE COURT RULING, NIX ROYALTY TAX...**

Video dealers' associations and more than 2,000 individual dealers throughout the United States have called on their representatives in Congress to remedy last October's surprise ruling by the Ninth Circuit Court of Appeals that off-the-air home taping infringes copyright laws.

The coalitions oppose the royalty tax proposals and supports the passage of S. 1758 and H.R. 4808 to clearly exempt private, non-commercial taping from copyright infringement.

Former chairman of the FCC, **Charles D. Ferris** is chief spokesman for the coalition in Washington. Most home recording enthusiasts own only a handful of tapes and use them to record programs for viewing later, a practice known as "time-shifting", he points out. "Why," asks Ferris, "should people pay a tax simply for the privilege of time-shifting?"

At the **Consumer Electronics Show** in Vegas in January of this year, more than 1,800 individual retailers took time to send mailgrams to their Congressmen urging support of S. 1758 and H.R. 4808.

Their messages told of the potential damage to their businesses. "Our company would suffer significantly," wrote T.C. Strauss of Grice Electronics, who ended his message: "H-E-L-P!"

Another reminded his Congressman that 1982 is an election year. "Let me know if you will co-sponsor (the amendments)," he wrote. "That will affect how I vote in November."

### **BEZDIKIAN RECORDS TO SELL VIDEO GAME CARTRIDGES WITH THEIR VIDEOTAPE LINE...**

**Bezdikian Records**, the New York-based mail order firm best known for its discount price policy on new pre-recorded videotapes, announced that they will now expand their operations to include video game cartridges.

The company will be offering for sale, the complete line from Atari, Activision and Intellivision, as well as the three cartridges from the new game company—Imagic. The new Imagic line is already creating a great deal of excitement, according to a company spokesman. Atari owners will find that the Imagic cartridge games, especially "Demon Attack," offer more action, color and quality graphics than just about anything currently available. New cartridges from all companies will be added to the monthly list, as well as cartridges from the new manufacturers that are entering the video market.

The discount price policy will apply to the video games as well as the pre-recorded tapes. As of March '82 the company also began selling video accessories, manufactured by "Showtime Video Ventures". Interested parties wishing to receive a current list of video games and pre-recorded tapes can do so by sending a self-addressed, stamped envelope to: **Bezdikian Records, 96-09 Metropolitan Avenue, Forest Hills, NY 11375**.

## ATARI INTRODUCES "DIG DUG"—A NEW COIN-OPERATED VIDEO ARCADE GAME...

Bursting tomatoes and dragons, an intrepid miner, and a garden patch of vegetable delights are highlights of "Dig Dug," a new coin-operated video game introduced by Atari, Inc.

Designed by the same company that created "Pac-Man," Dig Dug is another colorful maze game but with a special difference—the player creates his own maze by digging underground tunnels.

The player controls Dig Dug, a dauntless miner with three lives who burrows beneath the garden patch. Dig Dug feverishly digs tunnels to avoid the precocious "Pooka," a fat red tomato with yellow sunglasses and the ferocious "Fygar," a fire-spitting green dragon.

Dig Dug has perfected two wily ways to eliminate his pursuers. He turns quickly, catches them by surprise, and pumps them up until they burst. Or he digs a strategic tunnel underneath a waiting rock so that it falls and squashes the unsuspecting enemy.

However, if Dig Dug decides running away is the wiliest way, he can merely stun Pooka and Fygar and then chomp his way to safety.

Special vegetable prizes appear each round for ten seconds in the same spot in the tunnel where Dig Dug started to dig. The veggies are worth extra points but there's only one per round so Dig Dug must dig quickly to catch it. A round is completed when all the Pookas and Fygars escape above ground or are eliminated by Dig Dug.

Pooka and Fygar are chameleon-like foes. They travel through the dirt as invulnerable ghosts but become real and vulnerable when exposed to air in a tunnel or cave.

To continue the challenge of Dig Dug, players can choose their own skill level. After finishing a game, the player has 16 seconds to begin again at the highest skill level achieved instead of returning to the initial difficulty of Round 1.

The top five master miners can enter their initials and scores into Dig Dug's high score table. Non-volatile memory retains the scores even when power is switched off.

## ACTIVISION CELEBRATES NEW YEAR...

Activision, Inc. again turned April Fools' Day into New Year's Day to celebrate the company's just-completed fiscal year.

The company's employees, suppliers, customers and other associates, plus members of the local press, toasted the New Year at a gala reception—complete with hats and noisemakers—on April 1st. The celebration was held at the Marriott Hotel in Santa Clara.

Activision President **Jim Levy** took the occasion to thank all members of the Activision Family as well as many friends and supporters for their help in making the fiscal year an outstanding success. He told the assembled group, "It's hard to believe that only a year has gone by. At this time last year, Activision had only 22 employees and had just moved into a new corporate facility. Today, we have almost 100 people with 41 joining the company in the last 90 days.

"Activision has grown from \$6 million to over \$60 million in sales in the fiscal year that just ended. We have opened a new 92,000 square foot manufacturing/distribution facility, and already outgrown our present corporate headquarters.

"And, in March of this year, we passed another significant milestone: during the month, Activision shipped over one million game cartridges. This tremendous success could not have been accomplished without the overwhelming support of our many suppliers, customers and friends."

## "TONIGHT SHOW" SEEKING CLIPS FOR 20TH ANNIVERSARY SPECIAL...

**Peter Lassally**, co-producer of NBC-TV's "The Tonight Show Starring Johnny Carson" who will produce the series' 20th anniversary celebration on NBC-TV next fall, is searching for missing "Tonight Show" programs.

The late-night series is looking for clips of appearances made early in their careers on the show by personalities who are now big

stars. Once the "Tonight Show" moved to NBC's Burbank, Calif., facilities, in 1972, permanent records were kept.

Said Lassally: "While the show originated in New York City, many of the programs were not taped or kept on file. We are looking for the first or very early appearances on our program by such stars as **Joan Rivers**, **Bill Cosby** and **Flip Wilson**, among others.

"If anyone has copies of our shows from the premiere, October 1, 1962, through May 1, 1972, they can call my office—(213) 840-3670 at the NBC Studios in Burbank."

Last year, the "Tonight Show" 19th anniversary special (September 27) scored a 28.0 rating and reached a 44 share of the audience. It was the largest audience rating for an annual prime-time "Tonight Show" anniversary telecast. More than 61 million people saw all or part of the two-hour special, which ranked Number 1 among prime-time shows for that week.

## SONY FRANCE TO BUILD SECOND TAPE FACTORY IN DAX PONTONX...

**Sony France S.A.**, the French subsidiary of Sony Corporation, announced today that it will establish its second magnetic tape factory in France, which will start operations in the summer of 1983.

Sony France will acquire a land area of about 100,000 square meters in Dax Pontonx, Landes Province in southwest France to build a new factory for mass production of Betamax videocassette tapes. The company has decided to build this factory to meet the rapidly increasing demand for videocassette tapes in Europe.

The new factory will be producing 15 million videocassette tapes per year with some 450 employees a year from its opening in 1983. Videocassette tapes to be produced at this factory will be marketed not only in France and other European countries, but also in the rest of the world as well.

Sony was the first Japanese manufacturer to establish an audio cassette tape factory in Europe. This first factory was established in Bayonne, Pyrenees Atlantiques Province of France in 1979 and started operations in October 1980.

## JVC APPOINTS GARY SCHWARTZ TAPE MARKETING MANAGER...

**Gary Schwartz** has been appointed marketing and planning manager/tape products by **US JVC Corp.** His primary responsibility will be to establish a marketing and sales strategy for video and audio tape. His aim, he said, "is to make JVC a major contender in the huge blank tape market."

Mr. Schwartz comes to JVC with more than 14 years experience in consumer electronics. He has held marketing positions with Loranger Manufacturing, Columbia Magnetics and Westinghouse, among others.

Mr. Schwartz holds two patents: one for a videocassette storage unit, the other for a videocassette sleeve. He is a graduate of Bridgeport University, where he studied finance and marketing.

## SUSAN ST. JAMES SET FOR MGM-TV PILOT...

**Susan St. James** has been set by producers **Fred Freeman** and **Lawrence J. Cohen** to star in MGM Television's CBS pilot production of "After George," according to MGM-TV President **Thomas D. Tannenbaum**.

The project is a half-hour, contemporary comedy written by **Dennis Danziger** and **Ellen Sandler** based upon a story by Freeman and Cohen with **Linda Day** directing.

"Focus to date has been entirely upon action-adventure and musical-drama with MGM-TV's four-and-one-half hours ("Chips," "McClain's Law," "Fame" and "Chicago Story") presently airing on NBC, plus a slate of projects which include a **George Hamilton** half-hour series for CBS; "The Ann Jillian Show," which is being readied for NBC by executive producer **Fred Silverman** under his InterMedia Productions banner, scripted by **Barry Vignon** and **Danny Jacobson**; "Gavilan," which stars **Robert Urich** in an NBC action series, is being mounted in association with **Leonard Goldberg Productions** and written by **Tom Mankiewicz**; "Farrah," starring **Farrah Fawcett** in a new ABC series now in development.



# The Wonderf



Cover Feature by Brian A. Bukantis

Who would have thought that a little yellow circle about the size of a quarter would have people standing in line, eager to spend quarters?

But that is exactly what has happened since Midway Manufacturing brought the hottest arcade game around, **Pac Man** to the U.S. Over 97,000 Pac Man machines gather the quarters daily throughout the United States. While most arcade games have a "life" of approximately six months, the Pac Man has been munching away for over a year now, and remains a constant hit in arcades from coast-to-coast.

If you're not aware of Pac Man, read on...if you're one of the million Pac Maniacs reading this, skip a few paragraphs...

Basically, Pac Man is a game starring a creature that is basically a yellow circle with a mouth. He sort of looks like a lemon pie with a piece missing. The Pac Man travels in a maze, consisting of many corridors. On the "floors" of the corridors are dots, which the Pac Man happily consumes. Players are awarded points for each dot the Pac Man digests. "Packy" must beware of four ominous monsters who also roam the maze. The monsters (of four varying colors) chase the Pac Man around the maze as the yellow fellow gobbles the dots.

Should the monsters catch the Pac Man, he becomes *their* food! During a normal game, players are given three Pac Men, with one (and only one) bonus Pac Man awarded upon a score of 10,000 points.

To aid the Pac Man in the game are four special "energizers", located in the corners of the maze. Should Pac Man eat an energizing dot, the monsters turn blue...and during this time, Pac Man can eat the monsters and rack up big points. The monsters stay blue for varying times, depending on how far into the game you've gotten. The trick is to eat the monsters before they turn back to normal colors and again pursue the Pac Man!

Additional points are awarded for the "fruit" that appears in the maze. Values for fruit increase as the game progresses.

Should the player eat all of the dots in a maze and not be eaten by the monsters, the maze is re-presented. As the game goes on, the monsters become more aggressive and less prone to an energized Pac Man.

In a nutshell, that's the game, but only by playing it or watching a "Pac Master" will you fully enjoy the battle. Unlike the many space-shoot-out type games available in arcades across the land, Pac Man is basically a non-violent and "cute" game, resulting in its widespread appeal to females. But serious Pacmaniacs will tell you that it is the most addicting game ever.



# ul World Of...



From my own experience with the Pac Man game, I will agree...it *is* addicting! My first contact with the yellow man came about seven months ago when a friend who had played Pac Man informed me that I *must* see this game. It took only one game for me to realize that here was a different game...simple to operate with one joystick controller, but a game that required intense concentration and nerves of steel....in short, a perfect game.

I quickly became an addict at the game, although my scores certainly wouldn't show it. I would sink \$5 into a Pac Man machine and play five quick games, while a guy next to me would still be playing on his first quarter! I'd be satisfied to eventually reach 20,000 or 30,000 points...while the chap on my right was racking up scores of over 100,000! 'How?....' I would wonder.

It was then that Pacmania took over my life. I decided to best that 100,000 score if it was the last thing I did! One night, I spent a few hours in an arcade playing Pac Man over and over again. It never got boring. At first, I played my usual game, delighted to score 10,000 and get a bonus Pac Man, but never really going over the score of 30,000. But the more I played, the more I noticed the personalities of the monsters of the game...and then it hit me...*PATTERNS!* (Mind you, this was quite some time before the rash of patterns books, discussed below, became available). As time went on that evening, I designed my own patterns to use in playing the game, and saw a dramatic increase in my score!

The next day, I corraled my friend, who had been beating me consistently in Pac Man battles with scores of 40,000. I whipped him by scoring over 100,000...my first time out! He shook his head in disbelief...in fact, when we had a rematch, he still didn't believe what he had seen: It turns out that he had certain patterns of his own, which enabled him to score 40,000 points - but no more than that. He learned my pattern and soon was scoring as well as I was!

Since that time, we have scored in excess of 200,000 using the same pattern, and make sure we set the high score on *most* of the machines we play. While there are better patterns than those we now employ, we are comfortable with scoring 200,000 on many occasions, and rarely scoring under 150,000. And, it's nice to get that quarter's worth! Each game now takes me around 45 minutes or more to complete, and when both my friend and myself compete, we can tie up a Pac Man for over an hour on 50c! Not bad!

Unfortunately, the arcade operators know that "Pattern People" exist. This is why their taking steps to throw those of us off. They're doing this by changing several





aspects of the basic Pac Man game. With the simple change of a board inside the basic machine, the patterns followed by the monsters can change, and this is occurring daily. Also, some arcade operators are beginning the game with only two Pac Men!

But things learned from the many pattern books available has only brought a change in the existing Pac Man machines...including new "deluxe" editions and imitators (see accompanying article). This in turn will support more pattern books!

Midway Manufacturing, the company outside Chicago that is happily delivering Pac-Machines left and right, has recently introduced yet another contender for the "maze-craze" throne — but Pac Man gives full support to this newest gobbler. It turns out that this new quarter taker is none other than *MS. PAC MAN!*

Just introduced as of this writing, Ms. Pac Man features not one, but four different mazes of varying complexity. Instead of the Pac Man, Ms. Pac Man, complete with ruby lips and a red ribbon in her hair, travels the

corridors of the mazes, gobbling up dots and seeking energizers. The stars of Pac Man appear, with the exception of Clyde, who is replaced by a new ghost named "Sue." In addition to the four different mazes, Ms. Pac Man introduces the player to the "floating fruit," in which the valuable 'fruit bonus' floats around the maze instead of remaining in one stationary position as in the original. Different fruits appear in Ms. Pac-Man, including a pretzel, banana, pear and other exotic delights!

As any Pac Man player will tell you, one of the 'neat' things about the game is the "intermission" that takes place during the game between mazes. During the intermissions, different Pac Man cartoons are displayed on the screen. Besides providing amusement, these intermissions allow the Pac Maniac to rest up a few seconds before returning to the action.

Ms. Pac Man is not without delightful intermissions. In fact, the designers went as far as to tell a complete story which can only be seen by the most skillful players, as each intermission is only displayed upon

the progressive completion of the mazes. The three-act play is the love story of Ms. Pac Man's meeting with Pac Man himself, their courtship and marriage and even the delivery of Pac Baby!!!

The challenge of Ms. Pac Man is sure to have Pattern People hard at work for some time to come! The game is definitely an improvement on an already-great classic! With the appearance of the Pac Baby in the Ms. Pac Man game, we can only assume that when Ms. Pac Man has run it's course in the arcades of America, we can anticipate an even greater version of the most popular arcade game ever!

#### A COMPLETE INDUSTRY?

Pac Man is probably the first coin-operated game to spawn another industry! The popularity of the game is so intense that there are Pac Man belt buckles, lunch boxes, wallets, license plates, hats, bumper stickers that read "I Break For Pac Man!", mirrors, and more! Milton Bradley has recently marketed a Pac-Man board game...making Pac-Man the first arcade game to be translated into a home board game!

The Pac Man is also the feature of "Pac Man Fever," a hit single and LP by Buckner & Garcia on CBS. (You can't miss it in the store...it's the only LP with Blinky on the cover).

With all the interest in the Pac Man (and Ms. Pac Man), it wouldn't surprise me if Pac Man didn't get his own television program!!

#### THE PATTERN BOOKS

Booksellers were given a nice addition to their cash registers with the publication of the various Pac Man pattern books. They are reviewed below:

**Scoring BIG at Pac-Man (How To Munch The Monsters) by Craig Kubey. (Warner Books, \$1.25).** A 48 page booklet that seemingly was a real quickie rushed out to cash in on the Pac Man craze. The book explains the rules of the game, a very brief history and shows three patterns to use. Unfortunately, it does not show the patterns in steps, which could lead to confusion. Nor does it offer much explanation on the patterns shown. The book does feature a few pages on Atari's Pac Man and a humorous Pac Man Quiz.

**How To Win At Pac-Man by the Editors of Consumers Guide. (Pocket Books, \$2.25)** Touted as "The only book that gives you all you need to challenge the world's most popular computer game!" A four-color booklet that is worth the price for the cartoons alone. Includes the usual history of Pac Man, rules of the game, characters and how to play the different patterns. Well designed and easy to follow. Includes humorous sidebar comments from the various monsters and the Pac Man himself. Also includes an artist's rendition of one of the Pac Man intermissions, a brief section

on Pac Man offshoots and testimonials of Pac Man players.

**Mastering Pac-Man by Ken Uston (Signet, \$1.95)** Without doubt, the best of the books available on the subject. Small wonder since Uston is also the man who has been banned from most Las Vegas casinos for his books and skills at card-counting in Blackjack. In fact, Uston applied scientific principles to writing this book. Uston says, "Mathematical and logic challenges of all kinds have always been of interest to me, whether it's computer programming, probability analyses, bridge, blackjack or Pac-Man." Uston's book not only gives a good history of Pac Man, it tells how a Pac Man machine works, and the differences between slow and fast Pac Man machines and how to vary your patterns accordingly. Uston then proceeds to give greatly detailed playing patterns that are easy to follow and learn. Ken also provides something the other books do not...how to get past the infamous 9th Key in which the Pac Man slows down!

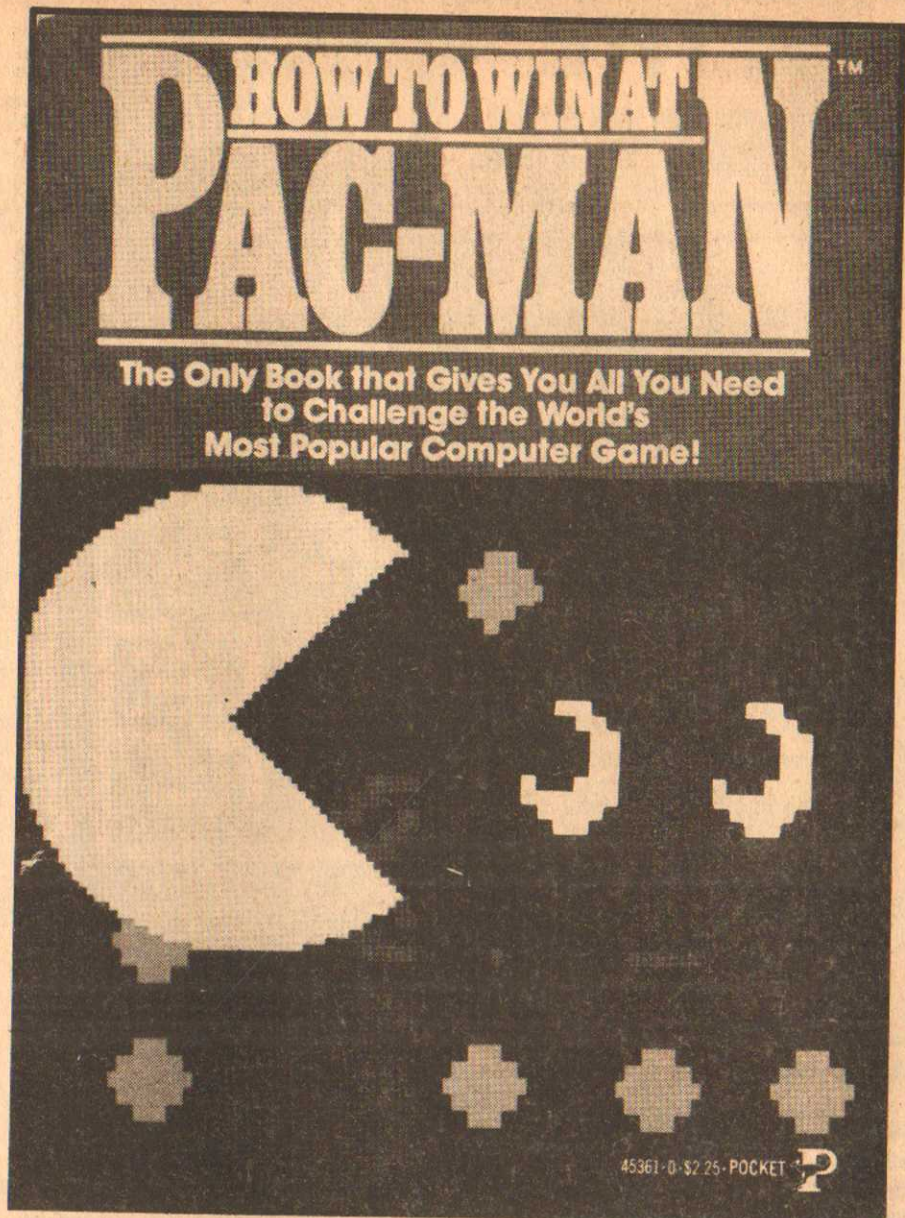
To top it all off, Uston goes into detail on the various other versions of the game (Pac One, Mazeman, etc.) and the home handhelds, including the Coleco game! We can thank his gambling expertise to a chapter entitled "The Two Dot Pattern For The Atlantic City Chip."

Uston's book is the definitive work on Pac Man, and no serious Pac Maniac should do without it. The two bucks spent here will result in well over that much saved by using Uston's many tips and patterns!



#### OTHER "PAC" GAMES

The popularity of Pac Man has resulted in a number of spin-offs and imitators, as well as games for home Pac-players. One spin-off that apparently is totally authorized is the **Pac Man Deluxe** game, which features all of the stars of Pac Man in a new maze. The maze is more difficult and offers the player additional exit portals. But surprise, as the game progresses...the maze totally disappears! All the player is left with is the dots on the board, the energizers, a Pac



**Just one of the "How To" books on scoring big playing Pac-Man. The book contains the many patterns one can use to score big!!!**

Man and the monsters!! This game is truly an exciting one, and I dare anybody to come up with a pattern for a maze that disappears!!!

Other Pac Man-type games that can be found in varying arcades are **Mazeman**, and **Puckman**, games that are fun, but not quite the real thing. Packie's popularity has also spawned other maze-type games such as **Ladybug**, **Make Trax**, and others....but as the old saying goes, "The original is still the best!"

Hand-held versions of Pac Man are also available. The first one out the gate (prior to Christmas, 1981) was Entex's **Pac Man-2**. For one or two players, this hand-held, which sells for \$49.95, is an excellent version of the chase game, in which the player uses buttons to move the yellow guy around

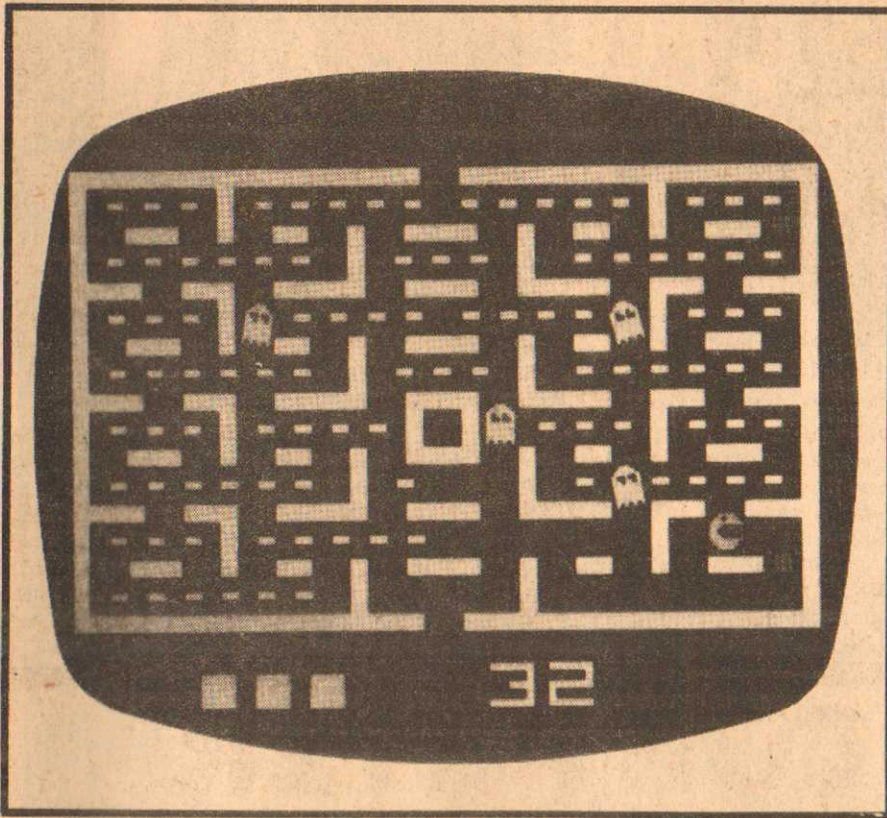
the maze. Players can select the number of monsters they'd like to play against. There's no fruit bonus in this game, but for a game you can hold in your hand, Entex has done a remarkable job of capturing the flavor of the game. Now available is Coleco's "tabletop" **Pac Man** game. Shaped like a miniature version of the arcade game, the battery operated portable comes complete with joystick! Again, there are no fruits in the game, and the maze differs from the arcade version. But the game offers a plus...called **Head-To-Head Pac Man** in which each player has a Pac Man, thus, you are competing against another player and the monsters!

Other versions of the maze game are sure to hit the stores before Christmas!

# THE ATARI

# PAC-MAN

# PAC-MAN



The maze as it appears in the Atari version of "Pac-Man".

When Atari announced that Pac Man would be available for its home Video Computer System, the orders began piling in! There is no doubt that the home cartridge version of this arcade winner will be the company's biggest seller ever.

So popular is the game that in the Detroit area, retailers like J.C. Pennys were taking advance orders for the game two months before the game was to become available!

Atari officially presented its Pac Man at the Winter Consumer Electronics Show held in Las Vegas in January. And they did so in an appropriate method...by not only showing the Pac Man game cartridge, but by introducing the one and only Pac Man himself, along with his major nemesis Blinky. A life-size Pac Man and Blinky made the rounds of the C.E.S. to tout the fact that Atari, indeed, was bringing Pac Man home.

To present the game, Atari put extra time into the design of the home game. Refinement after refinement went into the cartridge before Atari finally released it for review. The version that is now available to the public is one that went through rigid testing and improvements.

The Atari home Pac-Man cartridge is not the same as the arcade version in many respects. It *cannot* be due to the limited memory of the VCS. But considering the problems incurred with a program as complex as Pac Man, Atari has done an excellent job of capturing the basics of Pac Man.

The game cartridge can be played by one or two players (players alternate in the two-player version). The eight versions on the cartridge offer increasingly faster "monsters."

The Atari maze is different from the arcade version, but the premise of the game is the same...eat the dots, eat the energizer, eat the monsters...before they eat you! Rack up points by avoiding the monsters and gobbling up maze after maze. Instead of the familiar fruits in the middle of the maze, Atari has one fruit that pops up at random in the middle of the board. Point values are scaled down from the arcade version, but that's okay, everything is relative in the game...you know you're good when you can play a harder version of the game for any length of time!

As you clear each maze, another appears and the monsters get faster. Yes, there are four monsters in the game, all in pursuit of the yellow fellow, who in this game, has an eye and a bit of a jaw. Instead of the chomping sound made by the arcade Pac Man, the home Pac Man makes a "bong-bong" sound as he crosses over the 'dots' on the maze. When the Pac Man is in pursuit of the monsters, players know that they're going to change back to normal color by listening to the sound effects. This is easier than watching for their color to change back, since the color rendition in the game is somewhat weak.

While it certainly ain't the real thing, this home version of Pac Man will satisfy most die-hard fans of the yellow fellow. To the game's advantage is the fact that the Atari joystick is more difficult to use than a typical arcade joystick controller, meaning you're going to have to practice longer to master the game. It takes time to learn the ways of the Atari joystick with this cartridge. To make it tougher, Atari has made the maze a bit more complex than the arcade version of Pac Man...but the company did include two exits from the maze which enable Packie to escape the monsters.

In upper levels of the game, the monsters run with amazing speed from Pac Man after he has eaten an energizer, and game six on the cartridge (the toughest) can get quite difficult as each maze is cleared. For the



This is what to look for when searching for the computer version of the Pac-Man game cartridge.



**At the January CES show in Las Vegas, the Pac-Man characters were out, making their familiar-sounding motion noises, as well as adding a special touch to the convention. Thanks Atari!!!**

not-so-skilled Pac-Maniacs, Atari has included special children's versions of the game on the cartridge which will teach you the game.

Patterns? Oh yes, there are patterns for the Atari game, but half the fun is in figuring them out for yourself. If you spend enough time playing and watching, you'll be able to play continuously for quite some time, even at the faster advanced levels. The Atari folks have made it difficult, so congratulations to them for that. After all, who wants to play a cartridge and figure it out overnight...that becomes boring. I can assure you that this one won't become boring for a long, long time!

Serious Pac Fans won't appreciate some of the cartridge's shortcomings. The monsters are all the same color and they have no personalities as they do in the genuine game. The delightful sound effects are missing, as is the cute intermissions. But let's face it, we're comparing a \$35 game cartridge to a \$3000 arcade machine. For the \$2765 difference, I'd say Atari has done very well!

Prior to the cartridge's "official" release, I thought it would be nice to test the cartridge on "regular" people, to see if they were as happy with Pac Man as I was. So, I took the cartridge to Hollywood Video in Mt. Clemens, Michigan, where proprietors Dave Rudd and Bob Slagle popped it into their Atari VCS on display. Within one minute, people were asking how they could buy it. "We could have sold a thousand in a day if we had them," said Rudd with a smile on his face. Spending the afternoon in the shop, I saw person after person come into the store for something else and drift over to the Pac Man game on display. It was definitely the hit of the store. I knew my suspicions were confirmed— Atari is going to sell a *million* of these! More than one person remarked that upon seeing Pac Man, he was going to buy an Atari *just for the sake*

*of owning Pac Man!*

If you're one of the thousands of "Pac-Maniacs", you already own this cartridge! But if, like many, you just enjoy true video gaming fun, you will probably enjoy this cartridge more than many others. It is one of Atari's best, and the sales figures are backing that statement up! Pac-Man is destined to become Atari's all-time biggest

hit...even out-doing "Space Invaders" and "Asteroids," two stalwarts in the video game field.

The company has been heavily promoting the cartridge, even sponsoring a "National Pac-Man Day" (April 3). But the real test is in the play...and happily, there's lots of fun, in this version of the leading arcade game.

# COMPUTER PAC-MAN...

While Atari's VCS offers a good Pac Man, the future holds even better things for Pac-Maniacs! Atari's forthcoming improved video game system will offer Pac Man as one of it's initial cartridges, and you can be assured that with the hi-res graphics and sound capabilities of the new game, the Pac will be much closer to the arcade version. Also developed is Pac-Man for the Atari-800 home computer system.

Having seen the home computer version at the Winter C.E.S. in Las Vegas, I can vouch for the realism this game provides. It is just about identical in every way to the genuine game, including the varying "fruit bonuses", the personality of the monsters, the maze, and yes, it even plays the Pac-Man theme song! Atari's "Star Raiders" home computer cartridge sold a lot of Atari home computers...Pac-Man is sure to do the same!

In the coming months with the release of computer Pac Man.

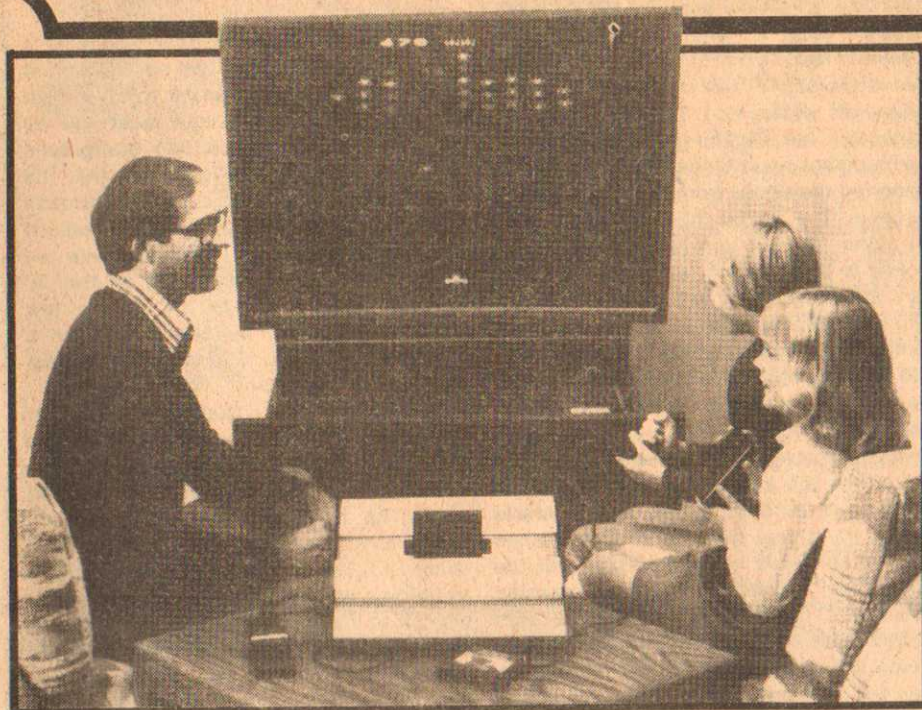
Owners of other computers can already choose games of similar design, including

**Mazeman, Ghost Hunter, Puckman, Jawbreakers, Snoggle and Snack Attack** among them. These games all have traces of the Pac Man in them...you eat dots along corridors of a maze, chase 'monsters' after energizing, get bonuses for 'fruit', etc. etc. Although these are fun (most notable are Jawbreakers and Snack Attack), there is only one original and king of the munchers, and that is **Pac Man!**

Pac Man is a national phenomena that has literally taken over the video game world. From the East to West coast, it is always in demand, and there is never a shortage of Pac Man players in the arcades, grocery stores, or wherever the yellow guy might be. How many games have spawned three books, a candy bar, fan clubs, even a 'guest appearance' in another arcade game ("Kick"). While some games may come and go, I have a feeling that the little yellow fellow will be munching away for a long time to come!

# VIDEO FUN & GAMES

By Brian A. Bukantis



I'd like to welcome the thousands of new readers to this column. I hope you'll find my reviews and news of the video gaming world interesting, and invite your correspondence and questions. Write: **Video Fun & Games, Video Swapper, P.O. Box 309, Fraser, MI 48026.** I'll be answering the most interesting questions in this column from time to time. If you'd like to receive past columns (in which a lot of cartridges have been reviewed!), check the back issue ad elsewhere in this issue. And now...on to the fun!

## A BOOMING INDUSTRY!

The video game field is surging forward. All of the major league companies (Atari, Mattel, Odyssey-2, Activision) report record sales and earnings for their video game divisions, and it looks as though the competition is going to heat up a little more. Several firms have announced plans to enter the video game field, mainly because of the growth shown in this leisure industry. Some firms are manufacturing software for other game systems, some are coming out with brand new game systems on their own! The industry has certainly progressed from the early days of black-and-white "Pong"! There exists an excellent magazine on the video game field, "Electronic Games," and there are surely other mags to follow! As more becomes available, the public will become more selective, which in turn, will yield even better games. We're seeing some

excellent games now, many thought of as "impossible" a few years ago...yet the innovations made by those in the field are nothing short of spectacular.

## ATARI NEWS

Atari continues to be the king of the hill, and as such, is a target for much competition. The company is releasing many new titles, including arcade classics like **Pac-Man, Defender, Berserk**, and original titles like **Super Breakout** and **Yar's Revenge**. Their forthcoming super-game system will feature far more power and memory potential than their best-selling VCS. The system comes with a universal controller that combines the operations of the joystick, paddle and keyboard into a single hand-held unit. The control stick, which moves in eight directions, is the first to control both direction and speed of game characters.

To be released prior to this Christmas, the system will be introduced with at least ten video game cartridges, including exciting new versions of **Super Breakout, Space Invaders, Missile Command** and **Asteroids**. Further up the road will be the release of well-known popular coin-operated classics like **Pac Man** and **Galaxian**. The new Atari system will offer sports games (a somewhat sore spot with the current Atari VCS) including baseball, football and soccer. The realism offered by the new system is claimed to be unmatched.

For example, with the Atari's Baseball

cartridge, pitchers throw slow or fast, inside or outside. Or they toss a knuckle ball. There is even a relief picture warming up in the bullpen to replace an ineffective starter. Batters not only hit baseballs, they hit fly balls, line-drives or grounders. Base runners slide, steal and tag up on towering fly balls. Crafty managers can move their players into the best defensive positions. And fielders run back to the warning track to make the leaping catch of a well-hit ball near the fence.

The graphic and audio realism of the new Atari system will be something that will make serious video gamers take notice. Readers of this column will be kept posted on the new game system as soon as possible!

## ACTIVISION

Here is a company that keeps growing! With a list of winners behind them (Kaboom!, Laser Blast, Freeway, and Dragster to name but a few), the company that manufactures software for use in the Atari VCS is proving that you can get good graphics and audio effects from an Atari! I have seen every single cartridge this company has produced and can vouch for the high quality built into every cartridge they release.

Obviously, the video gaming public feels likewise, or the company wouldn't be bursting sales records every month like they've been doing! Hot on the heels of their smash successes **Barnstorming** and **Grand Prix**, Activision is releasing two new titles, reviewed below. As usual, they're superb.

## INTELLIVISION

Mattel Electronics' Intellivision system introduced a first this year with the advent of their **Intellivoice**, a device that hooks up to the Intellivision game unit. The Intellivoice unit turns the Intellivision into a talking video game! The firm is releasing compatible cartridges that will add even more to the fun. Imagine talking video games! That's what Intellivoice is all about. Although I have yet to run a on-hands test of this exciting concept, I hope to report on it shortly. Meanwhile, Mattel continues to stagger the imagination with stellar releases like **Star Strike**, one of the most graphically exciting space games on the market today, and other coming attractions, including **Space Hawks, Advanced Dungeons and Dragons, Reversi, Night Stalker, Sub Hunt**, and others. Judging by

their past efforts, the forthcoming releases from Mattel will make many people glad they own an Intellivision system.

#### ODYSSEY-2

Those who own the Odyssey-2 video game system won't be disappointed in the company's continued thrust towards continued improvement.

The company was first to introduce the concept of marrying a video and board game with their outstanding *Quest For The Rings* game, followed by *Conquest Of The World* and *The Great Wall St. Fortune Hunt*. These games aren't the type you just sit down, pop into the game console and play. They take time and patience, but the reward is an excellent game that doesn't quickly wear out.

Odyssey-2 does make a wide variety of entertaining cartridges for their game (*Monkeyshines!* is one of my favorites), and they've got some stellar attractions waiting in the wings. We'll be happy to report about them in future columns, so keep reading!

#### ...AND A LOT MORE ARE COMING!

If you think the video game field is saturated now, hold on to your joysticks! Games are now out or are forthcoming from software manufacturers like **Imagic**, a California firm which will be producing their own software for both Atari and Intellivision consoles; **Apollo**, a Texas-based cartridge manufacturer, featured in a special story elsewhere in this issue; **U.S. Games** is introducing Atari-compatible cartridges and even the company known for Monopoly, **Parker Brothers**, is getting into the act with the introduction of "Empire Strikes Back"-based game cartridges that will work in an Atari game. Perhaps one of the most exciting pieces of news in the industry is the introduction of **Coleco-vision**, a division, of course, of Coleco, Inc. Not only will the company introduce Atari-compatible cartridges (including well-known arcade smashes like *Donkey Kong*), but they'll be introducing a brand new game console with an outstanding selection of games available.

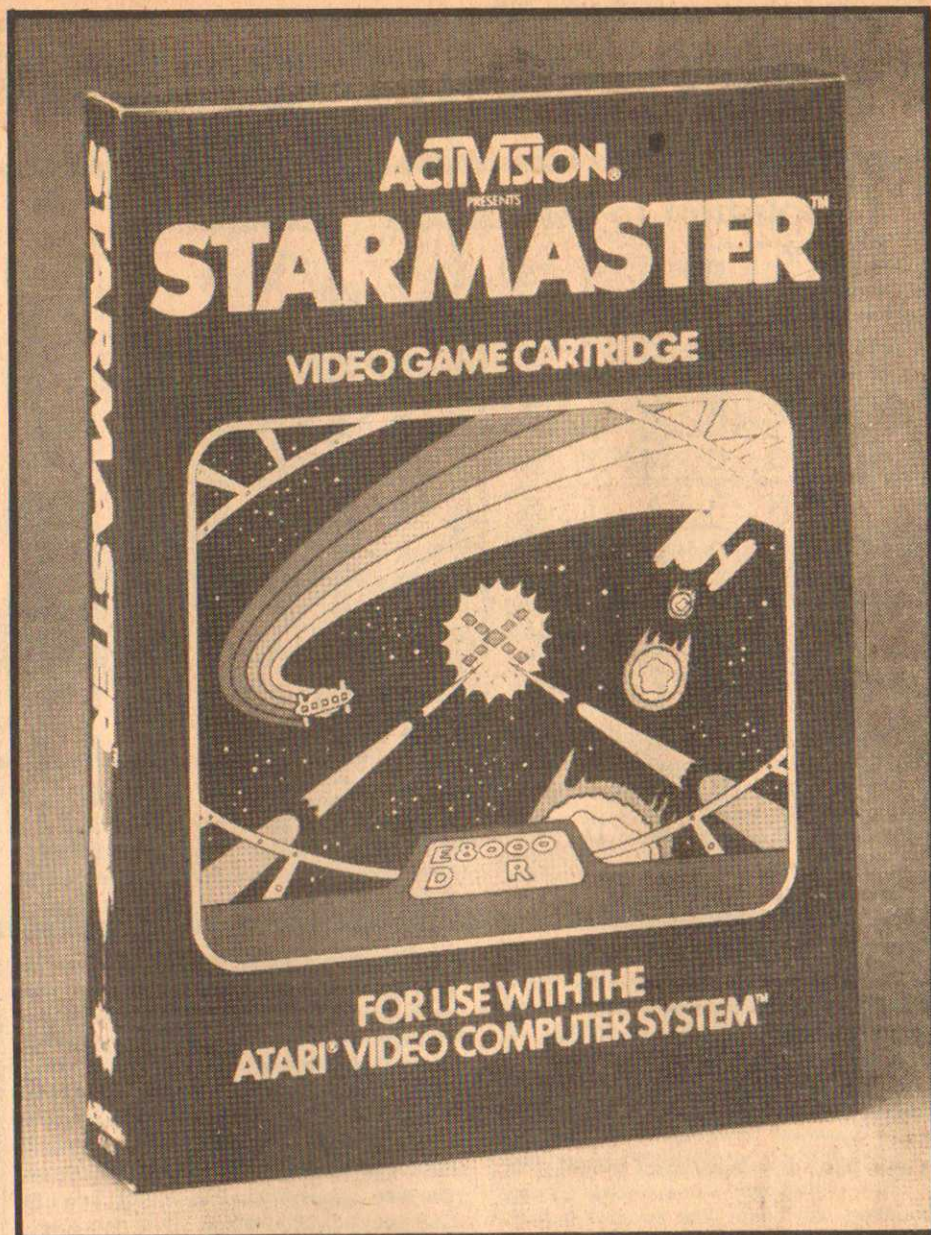
Keep reading each issue of **Video Swapper** to learn the latest in the video game field! We'll bring you test reports, news and more of America's fast-growing activity.

#### TEST REVIEWS

##### ACTIVISION'S "STARMASTER"

When I first received this cartridge, I assumed it might be similar to the *Stellar Track* cartridge available through Sears. Readers will recall that I found that particular cartridge interesting, but not overly exciting. This Alan Miller-designed *Starmaster* is a similar idea presented in a much better way!

The object of the game is to destroy all enemy ships in the shortest possible time while minimizing energy usage and protecting friendly bases from destruction. Unlike *Stellar Track* and many personal computer



games of similar design, this game offers the excitement of space combat and flight. Played with a unique "two screen" method, in one screen, the player views the general condition of his ship and a map of the universe. On this overall view, he selects a particular point of the universe he would like to travel to...his object being to go to battle with unholy aliens. Following this selection, the screen changes to the front view of the player's spaceship. The TV screen acts as a window. Thousands of stars rush by and the player uses the joystick controller to travel left, right, dive or descend into space. Here is one of the real highlights of this cartridge! The beauty of the stars rushing at you along with the sound of your engines warping (yeah, we all know you can't hear anything in space...but this is a game!!) is a real video gaming experience. I never cease to marvel at the way those guys at Activision make the Atari work harder than it ever was designed to!! As the player is traveling through space, he

encounters meteors and sooner or later, the enemy ships. The trick is to avoid meteors, enemy fire and the enemy ship...to lure the enemy into your target scope and blast him to bits! Not an easy task. The enemy is powerful and can destroy your lasers, shields, your warp engines or your radar capabilities. Should your ship be damaged, you are able to seek out a repair base, but it all takes valuable energy units....if you run out, you're dead in space! Should you do away with the dastardly space devils in one particular sector of the universe, you use the difficulty controller switch on the game console to once again scan the map of the universe to seek out more enemy ships. The game ends when you are either destroyed or destroy the enemy, in which case you are given a score based on the amount of energy you used and the amount of damage sustained in your total mission.

Space games have always been extreme-

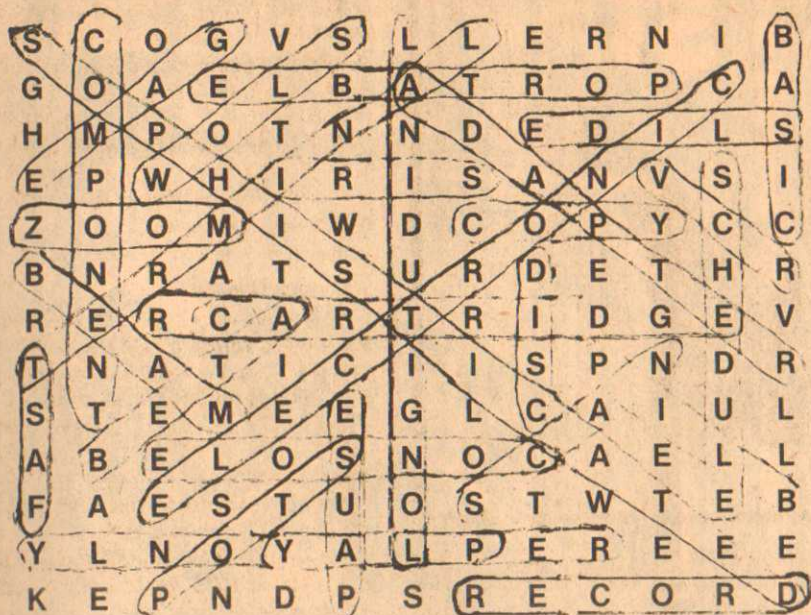
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# VIDEO SWAPPER SEARCHWORD...

Designed by John K. Young

## Solution to last issue's "Searchword"



Adapter  
Basic  
Beam  
Beta  
Blip  
Cartridge  
Component

Console  
Copy  
Disc  
Electronic  
Fast  
Game  
Iris

Longitudinal  
Pause  
Play-only  
Portable  
RCA  
Record  
Replay  
Scan

Schedule  
Slide  
Slow  
Sophisticated  
Stop  
Terminal  
VCR  
Zoom

ly popular. This one combines the "feel" of being an actual spaceship pilot. Designer Alan Miller has done a remarkable job of bringing video game enthusiasts one of the finest space games available for the Atari. Don't miss it.

### ACTIVISION'S "CHOPPER COMMAND"

Bob Whitehead is one of the industry's leading designers. He is credited with designing *Boxing*, *Skiing*, and *Stampede for Activision*. So, it is no surprise that *Chopper Command* contains all the elements necessary for video excitement.

As pilot of "Chopper One", you are defending truck convoys on the ground below. You must destroy attacking enemy jets and helicopter gunships before they destroy all your trucks. Piloting your helicopter is done by using the joystick controller much like the real thing - to gain altitude, push joystick up, to descend, pull joystick back, left guides you left, right guides you right. The red button fires your gun.

At the beginning of each game, you are given three "choppers." (A bonus chopper is earned for each 10,000 points you score). Points are scored by destroying enemy helicopters and jets which fly on and off the screen.

As the game progresses, the enemy helicopters and jets become more elusive and quicker, darting back and forth so fast that you dare not blink an eye or you'll be hit by their fire!

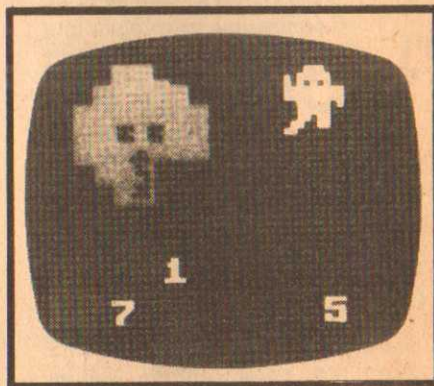
As pilot of Chopper One, you can move your helicopter up and down, back and forth, and turn it 180-degrees in mid-flight. You also have the advantage of one of the game's unique features, a built in Long Range Scan at the bottom of the screen. Your ship is depicted by a dark spot in the center of the scan. Trucks and enemy helicopters and jets appear as white spots. You can utilize this Long Range Scan to plan your attack strategy.

Once again, Activision designers have packed more into a cartridge than expected. Not only is there plenty of action, but the graphics are outstanding. (Say, haven't we seen those mountains in the background in *Barnstorming*?) The sound of the helicopter and the laser-fire add to the game. The game play itself begins quite simply enough, but as time goes on, the enemy gets tougher and tougher. It takes quick thinking on your part to avoid crashing into the enemy or getting hit by the enemy's fire. And of course, you can't let the enemy destroy all your trucks on the road below, or it's all over!

*Chopper Command* is another "can't miss" cartridge from a company that continues to care about the quality they put into everything they release.

### ATARI'S "HAUNTED HOUSE"

Atari aficionados will find this game resembling the classic *Adventure* cartridge, in that the object is to secure pieces of an urn and return to the main entrance of the



"haunted house."

In this game, the player traverses the floors of a dark haunted house, filled with not only the pieces of the urn, but bats, tarantulas and a ghost. You must search through each floor of the spooky house while avoiding the creatures that live there. Should any one of the creatures touch you, you are scared to death and lose a life. You start each game with nine lives, so if you are scared to death nine times, the game is over.

Players are provided with a scepter and a key, which are also hidden in the haunted house. The scepter will ward off creatures (except in two versions of the game) and the key is necessary to open some of the locked doorways to the rooms of the house.

(Continued on Page 60...)

## ...Station Breaks Continued



Hal Linden (3rd from left) and his "boys" in a scene from the long-running, popular TV series "Barney Miller".

Most remarkable, to me, is that the show lacks a laugh track (it wouldn't fit and wouldn't work). Perhaps that offensive device may someday be done away with.

**Saturday Night Live**— Some shows, like people, should be allowed to die an honorable death. No one could follow in the original cast's footsteps. Still, "SNL" started a "revolution" of sorts for modern late-night television.

**SCTV Comedy Network**— Superb cast and characters, and good, innovative fun. This team can satirize Americans better than we can. The Canadian **Mackenzie Brothers** have captured my love as well as the rest of the country. **Andrea Martin** and **John Candy** are the best, though.

**Sixty Minutes**— An amazing accomplishment. A ratings-successful newsmagazine that is also compelling and informative. Some of their exposes can even make you mad. Commendable.

**Sneak Previews**— Anyone who likes

movies will find some good in this show, even if they never agree with the "judgements" of either of the host-critics. Useful.

**20/20**— ABC's version of "Sixty Minutes" comes close to the original. That's still mighty high praise, in my eye.

**Taxi**— I love **Andy Kaufman**. Strong writing and acting, and a good blend of comedy and drama.

As you can see, I'm leaning toward comedy, news, science and nature programs. I also like science fiction, horror and fantasy, but where is it? I like straight drama, but I'm no longer big on cop shows— which most of today's "dramatic" shows tend to be. What does that leave? Soaps and doctor dramas? No thanks. I also like rock and roll, but the mix of bands they have on most late-night TV shows, and the format they present them in, don't make it worth my while.

I'll take out my aggressions next issue.

## ...Interview with "The Beaver" Continued



system, an inch machine and all kinds of other good stuff. Right now, he's filming out on the Indian reservations for the Department of the Interior.

**W/J Jerry, one last question. Through the years, there have been a countless number of TV shows and only a few enjoy the success of being constantly rerun all over the country. "Leave It To Beaver" of course, being one of them. It's almost to the point where you've become a cult hero to many people. What is it about "Leave It To Beaver" that it still holds the interest of so many TV viewers today?**

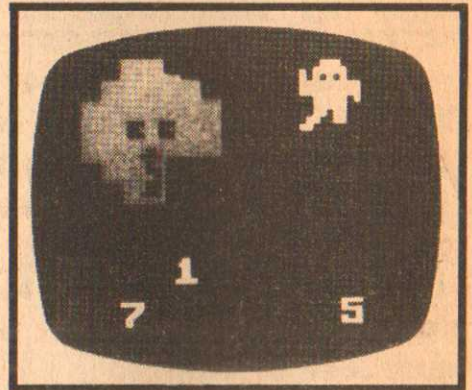
**JM/** I think a lot of it was because the writers were so good. All of the "Leave It To Beaver" shows came from real life

situations. It wasn't just a matter of people going into a room, sitting down and writing jokes. The stories had meaning because they were things that really happened to people and because of that they're kind of timeless.

**W/J Jerry, I would like to thank you not only for the interview, but also for the wonderful years of entertainment you've given us. I'm sure our readers will enjoy hearing how the "Beaver" is doing today and some of your reminices.**

**JM/** Thank you Wayne. It was nice talking to you as well.

## ...Video Fun & Games Continued



Scoring is based on the number of lives you have left and the number of matches (see below) used during a game.

In this game you are a set of roving eyes traveling through dark mazes of the haunted house. By lighting a match (pushing the red joystick on the controller button), you can see if there are any objects (or enemies) nearby. You travel down stairs and through doors into adjoining floors and rooms, in search of the pieces of the urn. Once you secure all three pieces, you return to the first floor of the house and exit through the front door. You are then given a score.

The game features nine levels, Game 1 being a basic teaching game for the games that follow. For example, in Game 6, all five creatures chase you from room to room; in earlier games, they give up when you run from them. Game 9 is the toughest...it introduces a different floorplan to the haunted house and all the creatures can chase you from room to room...even behind locked doors! But cheer up, you've got nine lives to work with here, so even in Game 9 there is an outside chance that you'll succeed.

*Haunted House* is a game ideally suited to those who enjoy the "Adventure" type games. Although it doesn't require a great deal of strategy, it does offer good playability, especially with the nine different levels. Once you're able to get through the ninth game, you've mastered the cartridge...but that will take some time!