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VIDEO SWAPPER

THE VIDEO MAGAZINE
FOR VIDEO COLLECTORS

**The Sony
Court Case**

**Collecting The
Twilight Zone**

**Winners Of The
"1982 Dr. Video"
Awards**

**New
Paul McCartney
Video!**

WELCOME TO THE C.E.S.!
From All Of Us At Booth P-42

VIDEO

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JANUARY, 1982
NUMBER 11



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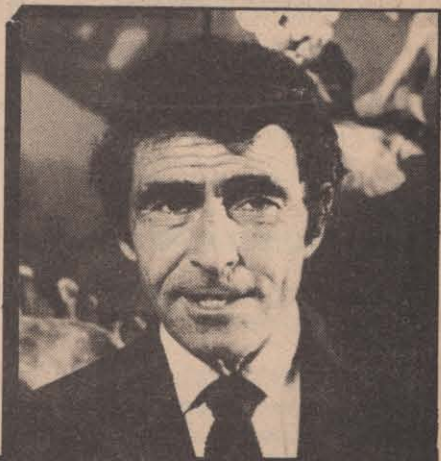
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VIDEO FUN & GAMES

by Brian A. Bukantis

Welcome to the eleventh installment of Video Fun & Games. With cool weather and snow on the ground, the video gaming season is in full swing — and there's plenty of material to play! The 'big three' of the business, Atari, Mattel and Odyssey-2 have been breaking sales records and judging by the widespread interest during the Holidays, a lot of people received home video games for Christmas!

There's a lot of news to cover, so here we go: Atari will be releasing one of the all-time most popular arcade games, Pac Man in 1982. Exactly when is anybody's guess as of this writing,

but it is welcome news for all of those Pac-Maniacs out there....Readers who own Atari units may obtain a few cartridges not available from Atari, but now available through Sears: Stellar Track (reviewed below), Steeple Chase (reviewed in a past issue) and Super Breakout are the Sears exclusives right now....Sears is also selling the Intellivision under their own name, as well as the cartridges that go with the game. Intellivision has released new cartridges just prior to Christmas - Boxing, Bowling, Snafu (a maze game), Astrosmash (reviewed below), Space Armada, and Triple Action were

available in mid-December. Watch for reviews of these titles in coming months. ActiVision still can't keep up with the huge demand for their titles! The company is going "round-the-clock" to satisfy home video players who want their super-hits like Laser Blast, Kaboom, Tennis, and new releases Stampede and Ice Hockey. It's a nice problem to have, and the company is doing everything it can to supply their cartridges all over the world! Odyssey-2 continues to amaze me with their proliferation of new releases. Latest in, but on the heels of their K.C. Munchkin! and Monkeyshines! games is their second board-video game-combination, Conquest Of The World. Watch for a review of it soon - first glance rates it a definite winner!

As this is written, the Winter Consumer Electronics Show is just around the corner, and spokespeople from the various companies discussed in this column have informed me of some of the marvelous things planned for the coming year. Atari, ActiVision, Intellivision and Odyssey-2 have all promised some real winners in the home video game field. I'll bring you some of the exciting developments in the next and following columns, so keep reading each issue of Video Swapper to find out the latest and the greatest!

ACTIVISION ANNOUNCES NEW TITLES

Activision, Inc. announced the release of two new video game cartridges for delivery in March of 1982: Barnstorming and Grand Prix. Both games are designed for use with the Atari and Sears video game systems.

Barnstorming is the first video game designed by Steve Cartwright, Activision's newest game creator. His first effort is one of the most colorful and interesting games designed for the Atari system.

The game is based on an exciting part of America's history - the early days of flying and the daring young men who barnstormed across the country. "I've always been a fan of those daredevil pilots and their acrobatic feats," said designer Cartwright. "I wanted to recreate the thrill and challenge of their exploits in a video game."

Barnstorming is visually stunning, featuring a vivid yellow bi-plane complete with whirring propeller and a pilot with scarf billowing in the wind. The plane glides over bright green fields against a background of sunset on hills. The game player uses a Joystick to maneuver his plane over windmills, through barns and around flocks of geese. The player flies up or down as necessary to avoid obstacles and complete a course in the fastest time. Any close encounter with a windmill, barn, weather vane or goose slows flight time.

Grand Prix was designed by David Crane, well-known for his on-screen graphics and unusual game concepts. Crane states, "I wanted to create an auto racing game that was as realistic, complex and exciting as the real sport. I tried to put as much as possible into this game within the limits of the technology."

Grand Prix features the vivid graphics and 'you-are-there' sound effects which are hallmarks of Crane's designs. Brightly-colored formula racing cars charge down an asphalt road, dodging oil slicks, crossing bridges and

ACTIVISION™

PRESENTS

BARNSTORMING™

VIDEO GAME CARTRIDGE



FOR USE WITH THE
ATARI® VIDEO GAME SYSTEM

*Atari, Inc. is not related to Activision, Inc.

avoiding collisions on the tree-lined roadway. The player uses a Joystick as throttle, brake and steering device to race his car around one of four courses in record time.

Barnstorming and Grand Prix will be delivered to distributors and retailers in March. According to Cliff Crowder, Activision's national sales manager, both games will carry a suggested retail price of \$31.95.

Video Swapper will preview these two new releases, as well as "sneak preview" two Activision titles to be released next summer at the Winter C.E.S. in Las Vegas. Readers can be assured that we'll give you our personal evaluations of what we see and test at the C.E.S., and of course, detailed evaluations of the products as they become available to the marketplace.

We'll also be featuring a short article on Activision's newest designer, Steve Cartwright, in a future installment of Video Fun & Games.

ACTIVISION'S "STAMPEDE"

This cartridge, which fits the Atari and Sears home game unit, is another in the long line of superb releases from the independent manufacturing company, ActiVision.

As usual, the people at ActiVision have proven that you can get better graphics and higher resolution from the Atari unit, and this cartridge is one of the finest demonstrations of that point.

As the name of the cartridge implies, the game features western theme. You, as a cowboy riding a horse, must corral and lasso the dogies traveling in front of you. ActiVision's use of a scrolling playfield keeps the cattle movin', and it's your job to round 'em up and rope 'em in before too many break away from the herd.

By using the joystick controller, you are able to control your position on the range. By pushing the red button on the controller, you are able to extend your 'rope' to lasso the dogies in front of you...or you may opt to keep the dogies herded before roping any. Trouble is, they get more difficult to herd and rope as time goes on; and the more successful you are, the more uncooperative the dogies are!

Besides the herd of cattle, the trail is scattered with hazards, including an old skull on the trail (which will scare your horse and cause it to rear) and a Black Angus who pops up occasionally. The Black Angus is a stubborn steer who won't move - and if you run into him, your horse will rear and you'll be slowed down in your pursuit of dogies.

The game can run as long as your skill permits, but once three dogies get by you and out of the herd, the game ends. Beginners will find the game easy enough at the onset, but as their skill improves and the action gets quicker - *get ready for action!!*

For players who score 3,000 points at Stampede, ActiVision will enroll them in the "Trail Drive" club. A bonus screen display is shown at 10,000 points - a feat this player has yet to accomplish!

Congratulations to designer Bob Whitehead and the people at ActiVision - the company never ceases to amaze me with their innovative and exciting releases.

Stampede is highly recommended - get it today for some real fun!

ODYSSEY 2's "MONKEYSHINES!"

The people at Magnavox had better quit monkeyin' around....because their recently released Monkeyshines! game cartridge is making me go ape!!

Seriously, "Monkeyshines" is a fine name for a fine video game cartridge released for the fortunate owners of the Odyssey-2 home video game system. The prolific people at Magnavox

have unleashed numerous titles to the market recently, and like many other in their line, this one provides sheer fun.

It's Man vs. Monkeys in this game - or, if two people are playing, it's Men against Monkeys, four of the long-tailed creatures to be exact. The game is complete with on-screen 'monkey-bars'...we'll get into that in a second...


These playful monkeys just love attention, so they hop all over the place on the screen, swinging by their tails, jumping from monkey-bar to monkey-bar. You, as the 'zookeeper', must catch the creatures by tagging them, in which case, you score one point.

As you tag a monkey, he in turn, can tag you back - something you must avoid to keep in the game! If a monkey tags you back - you're out and the game is over. Should you score ten points, the game automatically jumps to a harder skill level, in which case the monkeys have a longer time to tag you.

When you have been tagged by a pursuing monkey, the game ends, and a new set of

monkey bars appears in a different arrangement. The monkey bars are not only helpful to the creatures, but as a player, you must jump up on the bars to move around the screen as well. By using the hand-held controllers, you can move the on-screen man to gain the best advantage. Remember, the object is to tag a monkey. When you do, the monkey changes color and pursues you - for a certain length of time. During this time, avoid the monkey...jump away from him...run away from him...just plain get away from him! Beginners will find that escaping a tagged monkey requires an acquired skill!

The game can become more complex when using one or more of the options included in the game cartridge. With the *Tailspin* option, the monkey bars rotate to a new position every few seconds, requiring the anticipation of their next position. (Of course, the monkeys, who spend most of their time on monkey bars, have an easier time anticipating than you do!!). Man, master that he is, has the option of stopping the



CHALLENGER SERIES

MONKEYSHINES!

Computerized monkeys! Unlimited action!!
Trillions of combinations!!! You'll go ape!!!!

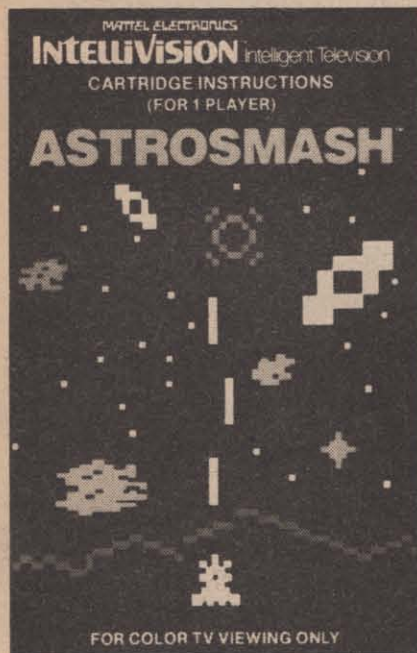
rotation of the monkey bars at any position he should choose, by pressing the S (for 'Stop') key on the Magnavox keyboard.

Shuteye! is a version of Monkeyshines! in which the monkey bars are invisible. The bars appear only briefly in the game, making it a real challenge.

Perhaps the most difficult option, and probably the best in the cartridge for experienced Monkeyshiners - is the **Monkey Chess!** option, which allows players the option of changing the pattern of the monkey bars throughout the game. You can even cage a tagged monkey in to prevent him from tagging the men.

As if this weren't enough, another option, **Bananas!** combines all of the above - in reality, over a trillion combinations are available!

Monkeyshines! is a fast-paced game for Odyssey-2 owners. It requires dexterity and skill. The entire family will enjoy it.



MATTEL'S "ASTROSMASH"

Just out and now available is the exciting **Astrosmash** cartridge from Mattel. Another success in the company's line of space-theme games, **Astrosmash** is another addicting arcade-quality game from Intellivision.

You, as player, are given five laser guns to defend your planet against the falling debris from outer space. The space litter consists not only of multicolored meteors of varying shapes and sizes, but of occasional spinning bombs, guided missiles, and Attack UFOs as well! Your mission is to hit as many of these falling objects as you can - without becoming a victim yourself.

When you have expended all five laser units (you fire with one at a time), the game is over and the alien forces have victored (Hint - they always will!) Knowing that you'll eventually be conquered, then, your mission is to score as many points as you can against the falling space garbage. Different space debris is worth different points. The larger space rocks are worth fewer points when hit - sometimes they break into smaller rocks which are worth more points. Thus, you could conceivably score three times by hitting a large rock and then picking off the two smaller broken pieces.

Each time you hit something with your laser, you're awarded points. Unfortunately, each time you miss and the object lands on your planet, you lose points. Thus, you can actually

be minus points in this game! Should you do well enough, you're awarded an extra laser gun for each 1,000 points scored (you'll need it!)

Hitting the various other objects also increases your score. In fact, you must hit the other objects...if they land on your planet, your laser gun explodes!!

Guided missiles will occasionally seek out and destroy you on contact! Guided missiles will even shoot horizontally at you at ground level, so it is important to watch for them. Attack UFOs appear when you've reached 20,000 points (it'll take a while). The UFOs hurl huge bombs at you, making the game even more difficult! When you've reached this stage, you'll not only be ducking the falling rocks and meteors, but you'll be up against the missiles hurled by the Attack UFOs as well! Whew!

The game gets nearly frightening as it goes on...that's because the pace quickens. As you progress, there is more space junk falling and things go much faster! Of course, point values for the various objects you hit increase, but you may need a breather when you get into the high point ranges! Because of this, the thoughtful Intellivision designers have included a Pause control in the game, enabling you to relax for a few moments between rounds of destroying meteors and Aliens.

Another nice option in **Astrosmash** is the ability of firing automatically. By pressing the **Auto Fire** control on the hand-held controller, you can concentrate on moving your laser from left-to-right-to-left while the computer automatically fires three times a second. This can be defeated, of course, for manual firing. I've found that I prefer manual firing to the computer, but to each his own.

Another nice touch, **HyperSpace**, allows you to quickly move your laser gun out of the way of falling meteors. A push of this button will send your laser nearly to the other side of the screen. Of course, this will do you little good if a meteor happens to be falling there!

The different levels of play offer different screen colors. As usual, the excellent Intellivision graphics and sound effects make this game a must have for all Mattel owners.

Quality is inherent in all of the company's releases and this is no exception. While not a 'thinking man's game', **Astrosmash** is as good a 'shoot-at-em' game as you'd want to play. It will provide excitement, action, and a fun time for all who play it. And that's exactly what a video game is supposed to do.

GET READY!

WHEN YOU SEE THE GAME TITLE, PRESS DISC OR ANY KEY ON EITHER HAND CONTROLLER.



1. Move your active laser gun left and right by pressing those sides of the Disc.



MATEL ELECTRONICS INTELLIVISION Intelligent Television CARTRIDGE INSTRUCTIONS U.S. SKI TEAM SKIING (For 1-6 players)



The slopes are groomed. Skiers are at the top of the course. It's the first run of the day. Push off to start the race. Blitz through the downhill gates! Jump the moguls and look out for the trees! Keep the skis flat to build up speed... Then meet the challenge on the twisting slalom course. Dig in the edges through the hairpin turns. Timing must be precise. Race the clock... compete with other skiers! Best time in 3 heats - wins!

HOW TO WIN: Skiing is a game of skill and competition. To come up a winner, read this booklet.

(FOR COLOR TV VIEWING ONLY)

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MATTEL'S INTELLIVISION SKIING

Mattel's U.S. Ski Team Skiing is another fine cartridge from the software specialists at Intellivision. The game can be played in two ways - two to six players can race each other in competition skiing or one player can ski alone, attempting to beat the fastest time. The game offers two ski courses, downhill or slalom.

More speed is available on the downhill course, with gates a good distance apart. The slalom course is designed for precision skiing. Skiers turn through a twisting course, with gates close together.

Game speed selection is available. Beginners are advised to begin on the slowest speed. Players then can select the grade of slope they desire to ski (on a rating from 1 to 15), and the course.

Naturally, skiers must avoid gates, trees, and moguls when skiing. The direction of the skiers is controlled by the direction disc on the Mattel controller, while the upper action button allows skiers to make sharper turns. The lower action button instructs the skier to jump. Practice makes perfect in any sport, and Intellivision skiing is no exception! Fortunately, any broken legs are only animated at this ski resort!

By repeated playing, you'll get used to the courses in the game, and will find that your time is continually improved. As the finished line is reached, the time it has taken for you to complete the run will be displayed. In competition, each skier has three chances for the fastest time. The best score of each Heat is shown for each skier. By hitting a gate (instead of passing through it), players will lose time. It is recommended that players minimize turning on Downhill - enabling them to keep a maximum speed.

The sound effects range from a "Boing!" when a skier hits a gate to "Thump" when a skier falls in the snow to "Cheering" when a skier crosses the finish line. The resolution and graphics are the usual superior Intellivision variety.

So next time you feel like going skiing but don't want to fight the crowds or make the drive - just pop Intellivision's Skiing cartridge into the game console! You might have more fun than the real thing!

ATARI'S VIDEO PINBALL

One of the best-selling of the recent video game cartridge releases is Video Pinball. The Atari game recreates the favorite arcade game on your home television screen. Just like in the big games, the object is to keep the ball in play as long as possible, while scoring as many points as you can.

The game comes complete with the sounds of a pinball machine in action, with the ability to tilt if the player nudges too much, left and right flipper controls, and various bonus options. The colorful display on the screen adds to the excitement of playing Video Pinball.

The game uses the joystick controllers, and can be played by one or two players. Points are scored as follows: Spinners - 1 point for each time the ball hits a spinner; Bumpers - 10 times the current value, which increases each time all of the diamond shaped drop targets are knocked down; Drop Targets - 100 points each time a Drop Target is hit; Atari Rollover - 100 points, and after hitting the Atari Rollover four times, you receive an extra ball. The Atari Rollover also increases the bonus multiplier by one; Left Rollover - 100 points each time it rolls over. Its value increases by one with each hit. When the ball drains, you receive 1000 points for each time it has rolled over; Special Lit Target - a special that lights up only for a few seconds at a time. It is worth 1000 points each time it is hit.

So, you can see there are plenty of options available! The game provides lots of action, bouncing around and noise - just like a real pinball game! I found that to stay alive in this game, try to continually get free extra turns by hitting the Atari Rollover. Another important score-garnering trick is to 'nudge' the ball back and forth through the Left Rollover. This multiplies the bonus points rapidly! A friend of mine has successfully 'nudged' the ball back and forth through the Left Rollover over 50 times consecutively!!

Nudging the ball can have its price, though, as it becomes easy to tilt when you nudge too much! A seasoned player will know when to 'lay off'.

The graphics are great, the sounds superb, and the play fantastic. Atari has another winner in Video Pinball. Enjoy it if you haven't already!

SEARS/ATARI "STELLAR TRACK"

This game was found at the local Sears store, and fits the Sears or Atari home video game consoles. Like Steeplechase, here is a cartridge that is available through Sears and not yet available through Atari's marketing network.

Stellar Track is a one player game, played in outer space. Your mission is to destroy Aliens before they destroy you. Reduced to those terms, the game sounds quite simple, but in reality, Stellar Track is probably one of the most complex video game cartridges to be released for the Atari Video Computer System. In fact, it is even recommended that the player have the instruction manual at his side for quick and easy reference during play!

Home computer aficionados will recognize the game, since it has been available in various names for those in that field. That the game is available now for home game units speaks for the advanced programming being done at Atari headquarters.

The game doesn't offer the genuine 'shoot-em-down' thrills of other space games, rather, it is a game of strategy and thought - far more so than the famous Missile Command or Space Invaders games. Some people might even be disappointed in Stellar Track in that respect; I,

however, found the game a welcome challenge.

I won't begin to fully describe the game here other than the following: As commander of a starship somewhere in the galaxy, your mission is to seek out and destroy Aliens. This is done with the use of a Galaxy Map, the Long Range Scan, the Short Range Scan, the ability of your starship to enter Warp drive, and your weaponry of Photons and Phasors. These various stages of play are shown on the screen, each stage being accessible by using the joystick controller.

Aliens are a particular breed, though. They can damage or even destroy you under the correct circumstances; it's up to you to avoid catastrophe! A status report of your ship is available so you can check the clock (the number of stardates left to destroy all the Aliens in the galaxy), the number of Aliens left to destroy, the amount of energy you have left, the number of photon torpedoes left, a damage report on your ship, and your location in the galaxy (broken down into quadrants and sectors).

Basically, players are allowed a certain number of stardates to find and destroy a certain number of aliens. The number of stardates and number of aliens changes with each game. Energy is renewable, and repair to damaged ships is available. Just about everything you do in your quest to seek out and destroy Aliens consumes energy and stardates, making each of your moves important and vital.

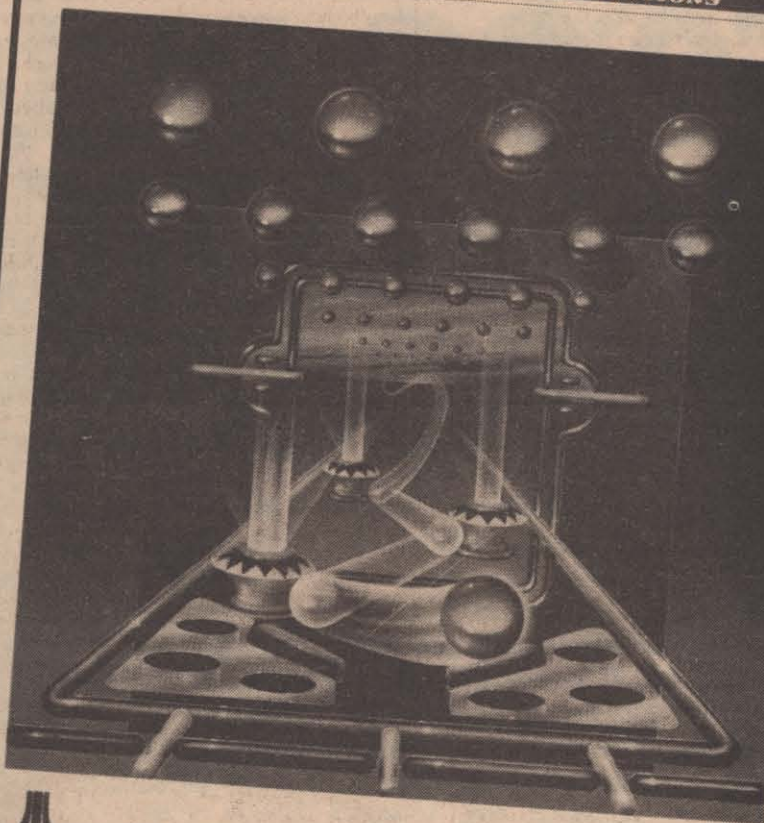
At the conclusion of the game, you will either have found and destroyed all Aliens in the galaxy, or will have been defeated and surrendered to Alien forces. At this time, you will be ranked (Cadet, Ensign, Lieutenant, Captain, Commodore or Admiral) depending on the amount of time and the amount of energy expended on the mission.

As previously stated, reading the entire instruction manual before playing is a *must*, and only hands-on experience will teach the entire scope of this game.

While the game isn't at all a hectic one, it does provide enough challenge to keep you hitting the 'reset' button for quite some time!

VIDEO PINBALL™

ATARI GAME PROGRAM™ INSTRUCTIONS



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