The Complete Atari 2600 Video Computer System Resource

2600 Connection

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A Canadian Perspective

by Aleks Oniszczak

In response to the quest for learning more about the 2600 in foreign lands, here's a story from a subscriber in Canada. Although Canada is a neighbor to the USA, it is still a separate country.

I've owned an Atari 2600 since 1981—**Space Invaders** is the game that sold me. I remember bugging my parents to plunk down the $350.00 plus tax—everything costs more up here—and then spending the whole day in front of the television. I played so much that I wore a blister into my hand. Those were the days: you couldn't walk into a mall or department store without hearing the *thump thump thump* of Space Invaders or the crack of a shot being fired in **Combat**. Then, at home, we would hear the familiar "Have you played Atari Today?" on television commercials.

Then came **Missile Command** and the first four cartridges from Activision—**Dragster, Boxing, Checkers,** and **Fishing Derby**. The number of cartridges released after this point seemed to increase logarithmically. Any subject matter seemed to be fair game. Fishing Derby is a great example. "What a joke!," we thought at first, "Where are the spaceships and the racing cars?" Who would pay forty bucks for a game like that? It was neither fish nor fowl (no pun intended). Yet, Fishing Derby turned out to be rather fun. Actually, it was games like this that led to a whole new generation of games such as **Freeway, Frogs and Flies**, and **Joust**. This also led the way to the glut of games which ended up flooding the market, nearly killing the 2600 game system and its imitators. But, that's another story.

Next was the advent of **Asteroids**. A local Atari dealer explained in its newsletter that this cartridge would take a little longer to be released and would also sport a premium price—$80. Why was this? Bankswitching. This monster of a cart used twice the memory of any previous 2600 game. Popular games such as **Tennis** and **Stampede** only used 2K. Asteroids used 8K—quite an impressive feat to achieve. Since the Atari 2600 was designed to only be able to address a maximum of 4K at a time, rapidly switching between two 4K programs (hence the flickering) was the only known way to get all those asteroids on the screen at once. Asteroids turned out to be a good game; almost everyone bought one.

It seemed like Atari thought they could do no wrong until **Pac-Man** was released. The version for the 2600 lacked the magic that was in the coin-op. Why this particular yellow gobbler ate his dots with an unlikely *bong bong* sound is beyond me. The unresponsive controls didn't help matters much, either. Pac-Man would constantly get sucked in by a tunnel or miss a turn. Pac-Man sold well, but it made people realize that perhaps the 2600 VCS had reached its limits. It didn't look like the 2600 could handle the increasing sophistication of the arcade games of the day. Games such as **Zaxxon** (by Coleco) and **Congo Bongo** (by Sega) seemed to confirm this. However, every once and a while, some programmer would come up with something which seemed impossible beforehand. **Stargate (Defender II)** made the original **Defender**, as good as it was, look as if it were programmed for the Odyssey 2. **Pac-Man Jr.** and **Midnight Magic** were vast improvements over their respective predecessors, **Pac-Man** and **Video Pinball**. Unfortunately, it was too late and no one seemed to care when great games such as **Solaris** (by Atari) and **Escape from the Mindmaster** (by Starpath) came out.

What is the state of the 2600 in Canada today? Microplay, a chain of stores in Canada, sells used games for all systems, including our favorite. The games, with or without instructions or a box, sell for about $2 each. Another store called Active Surplus currently has an inventory of Atari Trak-balls, button controllers, joysticks, light guns, and cartridges for about $3 each. There are even some specialty video game stores which charge about $30 for the newer games, such as **Skateboardin'** (by Absolute Entertainment). I've even spotted some peculiar games—**Earth Attack** and **Farmer Dan**—for sale at Woolco. I found out that these games were actually **Defender** and **Gopher** (by U.S. Games) with the copyright notices removed, even on the screen displays. The cartridge labels have pictures of ghostbusters and elves on them. This is very mysterious.

(Thanks for your story, Alex. Hopefully, this will cause more 2600 fans from around the world to write in.)

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Win a free game! See Page 8.

Dear Editor: What 2600 cartridges should a person keep an "eye out" for? We have a local dealer that sells them.
—Mike L. McCrery Lewiston, ID

*Many 2600 owners are not sure which games are valuable. The common games, such as **Pac-Man** and **Space Invaders**, are plentiful. It's the obscure, rare, and hard-to-find cartridges that are the most prizeworthy in the eyes of collectors. Refer to the article, "Rare and Collectible Games," in issue #8. This should shed some light on the subject. Oh yes, keep an eye out for **Crazy Climber** (by Atari). This is one cart that everyone seems to be after.*

Dear Editor: How about an article on the best game of all time, **Adventure** (by Atari)?
—B.P. Sherman College Point, NY

In issue #3, we did a feature article called "Adventure's Secret Message." Many gamers consider Adventure to be the grandfather of all adventure video games. Playing the game is still challenging and fun today. I personally enjoy finding the secret dot and finding the room with Warren Robinett's initials. Speaking of Warren, be on the lookout for an interview with him in upcoming issues.

Dear Editor: I just received issue #8 and found it more interesting and informative than *Atarian* and other Atari-published magazines. Keep up the good work.
With our children grown, our Atari is only used when we have company. But, as one of the original Atari enthusiasts, I still enjoy knowing all there is to know about the system.
I agree with one of the letters in your newsletter that getting an answer from Atari is like pulling teeth. None of my letters were answered either. That's some change from the days of the toll-free number.
—Linda Pauwels Tilton, NH

Thanks for the compliment, Linda. Our readership varies from game players, to collectors, to all-out Atari fanatics. At least you still have your 2600—many videogame players today have abandoned the 2600 for bigger and better systems. Still, some hold on to their 2600 and won't part with it. Whatever the case, it is safe to say that there is a large number of 2600 fans out there. Atari is a tough company to work with; it seems as though they are not concerned with their customers' questions. It is my guess that Atari is losing money on all product lines except the Lynx.

Dear Editor: What is the goal of **Robin Hood** and **Sir Lancelot** (both by Xonox)?
—Anita Varnay, Crum, WV

*The object behind **Robin Hood** is to find the gold and Maid Marion. In **Sir Lancelot**, you must kill various monsters and rescue a maiden. Both games do not have an ending; they continue at a harder skill level.*

Dear Editor: I recently purchased Radio Shack's Automatic TV/Game Switch (RS #15-1267). I was assured by the salesman that it would work with any videogame system that I wanted to hook it up to. Let me assure you, it does not work with all systems. I tried it on three separate Atari's and a Commodore 64 to no avail. Apparently, Nintendo has a strong video (RF) signal that can power the solid state switch from TV to game mode without need for external power or batteries.
I took it back to Radio Shack and the salesman grudgingly gave me a refund. The moral: Always save your reciept.
—Richard Toy Fremont, OH

I had always wanted to see if the 2600 could automatically switch between TV and game mode. Thanks for the information, Rich. Another solution is to dedicate a TV to just playing games. You can keep it on Channel 3 (or 2) and disconnect an antenna. One thing I would really like to do is modify the 2600 so that it can be hooked up to a color monitor.
Richard also sent in an interesting article which describes how to build your own Paddle controllers from Radio Shack parts. Look for it soon.

News & Notes

• The end of a videogame era officially comes to an end. As of Christmas 1991, **Atari decided to discontinue the 2600 and 7800 line** of videogame systems. The entire inventory of games for both systems has been sold to Consolidated Stores Corp./ Odd Lots, a department store chain in Ohio. According to Dana Plotkin, Vice President of Marketing, Atari will continue to provide customer service, but they are not building or producing any new software or hardware for the 2600 or 7800. The reason for dropping the 2600 and 7800 systems is due to the focus on a more advanced video game system, the portable Atari Lynx. Don't worry, The 2600 Connection will still be published and will continue to provide support for the hundreds of thousands of videogamers who own these machines.

• **Video Games & Computer Entertainment** has mentioned The 2600 Connection in the **February 1992** issue. We would like to thank Arnie Katz for the kind words. Although the magazine primarily focuses on new game machines, there are a few columns that will surely interest "classic videogame" fans. My favorites are *The Game Doctor*, which is a question and answer column, and *Fandango*, the column which reviews newsletters. Arnie's other column, *Inside Gaming*, looks at the world of electronic games from a number of angles.

• **San Jose Computer**, the mail-order house that sells 2600 VCS power supplies for $4.95 each, has removed their toll-free 800 number. Contact them at: **1278 Alma Court, San Jose, CA 95112, Telephone: (408) 995-5080**

• Due to the onslaught of mail, we now have a **second** Post Office Box here in Westport, MA, 2600 Connection headquarters. You can still send mail to P.O. Box N 664, for this box will not be closed until May 1993. In the meantime, feel free to use either address. Our new box is: **P.O. Box 3993, Westport, MA 02790.** Write to us!

Cartridge List Part 8: M Network

by Tim Duarte

If you can't beat them, join them. This was the philosophy behind M Network—a division of Mattel. This was the same company that made the Intellivision game system. Many of the games also exist as Intellivision games, and some are original titles. Have you ever noticed the odd cartridge shape of M Network games? Half of the casing is an Intellivision cart and the other part is a wide addition that matches the width of a 2600 cartridge.

While most of the titles are rather dull, there are a few worthwhile games. A few of the fun titles I enjoy playing are **Frogs And Flies**, **Lock 'N Chase**, **Astrosmash**, and **Bump 'n' Jump**. **Burgertime** is a classic and favorite, but the version for the 2600 leaves something to be desired. I'll stick with the Intellivision version—the graphics are much more detailed and the gameplay isn't frustrating. Remember, not all 2600 games are gems.

The two Tron games, based on the Disney movie, are quite popular, although not too exciting. The sports titles are poor, and I suggest that you try some of the Realsports and Super series from Atari if you're looking for some sports games. I would have liked to have seen **NHL Hockey** for the 2600. The Intellivision version was excellent, but I can probably assume it would have been lacking in quality along with the other M Network sports titles.

Another somewhat rare cart is **Kool Aid Man**. This cart appeared in the stores and was also offered as a promotion for Kool Aid in the Sunday Newspaper coupon inserts. While the game may not be all that great, collectors rank it right up there with the promotional games, such as Chase the Chuckwagon and Tooth Protectors.

Today, many of the M Network games have been licensed to Telegames, the videogame mail-order house in Texas. They've changed the name of some of the games, but underneath it all, it's the same original M Network game.

```
MT4313 Star Strike
MT4317 Adventures Of Tron
MT4319 Masters Of The Universe
MT4518 Burgertime
MT4648 Kool-Aid Man
MT5658 Super Challenge Football
MT5659 Space Attack
MT5661 Armor Ambush
MT5662 Tron Deadly Discs
MT5663 Lock 'N Chase
MT5664 Frogs And Flies
MT5665 Super Challenge Baseball
MT5666 Astroblast
MT5667 Dark Cavern
MT5687 International Soccer
MT5861 Air Raiders
MT7045 Bump 'n' Jump
```

Unconfirmed releases

```
MT4325 AD&D:Treasure Of Tarmin
MT7175 AD&D:Tower Of Mystery [NR?]
MT4318 Computer Revenge [NR]
MT4323 Locomotion [NR]
MT4324 XIV Winter Olympics [NR]
MT4627 In Search Of The Golden Skull
       [NR?]

       Advanced Dungeons & Dragons
       Mystic Castle
       Sea Battle

[NR] = Never Released
```

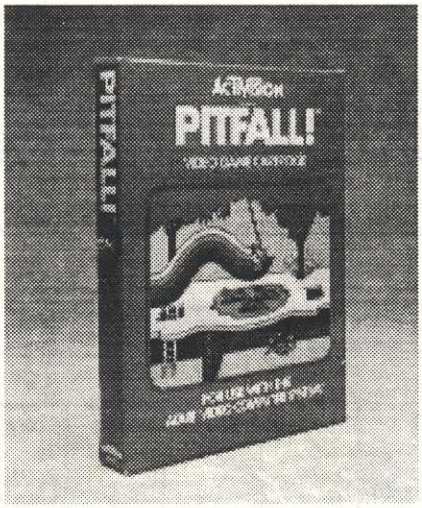
PITFALL!

Solution and Tips

by Al Backiel

Activision's classic adventure game, written by David Crane, was ahead of its time as far as graphics and gameplay go. It is quite a challenge to try to achieve a perfect score of 114,000. To do this, you must collect all the treasures scattered throughout 255 screens without tripping or falling once. This sounds impossible, but it can be done with a lot of practice. I have never done this, but others have sent in photographic proof to magazines.

When you play the game, have Pitfall Harry go left. This way, the logs won't be coming straight at you—the logs travel from the right to the left of the screen. My best score is 105,721 going left and 104,175 going right. In both cases, the biggest problem is trying to beat the clock. Not only do you have to hurry, but you must also be careful.



1) Never cross an open field unless a pit has closed up right in front of you. If it is open, move up to the edge.

2) The scorpions can be jumped by running full speed straight at them, then hitting the fire button right before a collision.

3) For crocodiles, wait until the mouth shuts. Jump on the first croc. If you did not land directly on the head, gently tap into position. If your jump was perfect, continue jumps. Otherwise, adjust and wait. Going right is easier. The biggest jump is first. When going left, the biggest jump is first and you have to wait and move up a bit before jumping off the last croc.

4) Use tunnels as shortcuts when feasible. Do not use tunnels that would cause you to miss any treasures unless you can double back easily.

5) Best routes thus far: (See map on following pages) (Key: S=Surface U=Underground) U256-250, S250-251, U251-245, S245-236, U236-227, S227-229, S229-225, U225-210, S210-186, U186-180, S180-117, U117-093, S093-096, S096-029, S029-034, U034-016, S016-007.

I would be interested in hearing from any readers about any revisions, errors, improvements, time-saving hints, etc. Write: *Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450*

The 2600 Connection presents... The solution to PITFALL!

1	2	3	4	5	6	7	8	9	10	11	12	13
Start L	R	P R	C	3R	P S	OP *G*	Q L	OQ R	OP R	C	R	2R
1	1			1							1	1

14	15	16	17	18	19	20	21	22	23	24	25	26
3R	F	L	Q 2R	OP 2R	C	2R	P 2R	C	2R	P 3R	C	3L
1	1	1				1			1			1

27	28	29	30	31	32	33	34	35	36	37	38	39
Q 3L	OP S	P *G*	Q L	OQ 2R	OP 2R	C	R	P R	C	2R	2R	3L
							1			1	1	1

40	41	42	43	44	45	46	47	48	49	50	51	52
2R	P 3L	OP *D*	P F	OP *S*	Q 3R	OP F	OP *S*	Q 2R	P 3L	OP *D*	P F	OP *S*
1												

53	54	55	56	57	58	59	60	61	62	63	64	65
Q 2R	OP 2R	C	3R	P F	OP *S*	Q	OP R	C	3R	S	S	Q
			1						1	1	1	

66	67	68	69	70	71	72	73	74	75	76	77	78
OQ F	OQ 3L	OQ 3R	OP F	OP *S*	Q 3R	OP S	OP *D*	Q F	OQ 3L	OQ 2R	OP 3L	OP *D*

79	80	81	82	83	84	85	86	87	88	89	90	91
P S	P *G*	Q 3L	Q 2R	P L	P *S*	P 2R	C	L	R	P R	C	3R
								1	1			1

92	93	94	95	96	97	98	99	100	101	102	103	104
F	3L	Q 3R	OP F	OP *S*	Q R	OP 2R	C	S	S	Q F	OQ L	OQ 2R
1	1							1	1			

105	106	107	108	109	110	111	112	113	114	115	116	117
P 3R	C	F	Q L	Q 2R	P 3R	C	L	Q R	P 2R	C	3L	3R
		1					1				1	1

118	119	120	121	122	123	124	125	126	127	128	129	130
P F	P *S*	Q 2R	P L	P *S*	P 2R	C	R	P 2R	C	3L	2R	P L
							1			1	1	

D=Diamond *G*=Gold *S*=Silver *$*=Money

131	132	133	134	135	136	137	138	139	140	141	142	143
OP *S*	P 2R	C	2R	P 3L	P *G*	P L	OP *S*	P 3R	C	F	Q 3L	OQ 3R
			l							l		

144	145	146	147	148	149	150	151	152	153	154	155	156
OP S	OP *G*	Q 3L	OQ 3R	OP F	P *$*	Q 2R	OP 3R	C	S	Q F	OQ 3L	OQ 3R
									l			

157	158	159	160	161	162	163	164	165	166	167	168	169
OP S	OP *D*	Q S	OQ S	OQ F	OQ 3L	OQ 2R	OP L	OP *S*	P 3R	C	L	Q 2R
											l	

170	171	172	173	174	175	176	177	178	179	180	181	182
P 3R	C	3L	Q 2R	P 3L	P *G*	P L	P *$*	P R	C	F	L	Q R
		l								l	l	

183	184	185	186	187	188	189	190	191	192	193	194	195
OP R	C	2R	3R	S	F	Q 3L	OQ 2R	OP 3L	OP *G*	P 3L	OP *G*	P 3L
		l	l	l	l							

196	197	198	199	200	201	202	203	204	205	206	207	208
OP *D*	P S	OP *D*	Q S	OQ F	OQ L	OQ 2R	OP 2R	C	2R	P L	OP *$*	P R
									l			

209	210	211	212	213	214	215	216	217	218	219	220	221
C	2R	L	2R	P 3R	C	S	Q S	OQ S	OQ S	OQ S	OQ F	OQ L
	l	l	l			l						

222	223	224	225	226	227	228	229	230	231	232	233	234
OQ R	OP R	C	2R	3L	3R	P S	OP *D*	Q F	OQ L	OQ R	OP 2R	C
			l	l	l							

235	236	237	238	239	240	241	242	243	244	245	246	247
F	3L	Q 2R	OP L	OP *$*	P R	C	R	R	2R	2R	L	R
l	l						l	l	l	l	l	l

248	249	250	251	252	253	254	255	256
P 2R	C	S	F	Q L	Q R	P 2R	C	END L
		l	l					l

/ = Vine

R=Rolling logs L=Logs l=ladder
C=Crocodiles S=Snakes F=Fire
P=Pit OP=Open/Close Pit
Q=Quicksand OQ=Open/Close Quicksand

Four Can Play

A guide to Atari 2600 games that offer action for four players.

by Mark Androvich

I was playing Nintendo with a friend the other day and it occured to me that the volleyball game we were playing would be a lot of fun if two other people could join in. A four-player option was in the game, but he did not have the two other controllers and the special adaptor. The two of us played on, but I couldn't stop thinking about the "good ol' days" with the Atari 2600. I remember when Dad purchased an extra set of paddles so that my entire family could join in on the fun.

I have always felt that interchangeable controllers were a strong point on the 2600 that was often overlooked. My Intellivision and Odyssey 2 friends were stuck with the two controllers that were permanently connected to the system. Meanwhile, as a 2600 owner, I had a variety of controls to choose from—several brands of joysticks, keyboard controllers, paddles, trackballs, and more. This opened up all kinds of possibilities. The paddles were the second most popular controller, right behind the joysticks. Since two paddles were connected to each jack, this allowed four paddles (two sets) to be hooked up to the 2600 at once. With the right game cartridges, a group of four game players could be in for a lot of fun. The problem is, only a handful of carts take advantage of the four-player feature. Most of them are Atari's earlier games. But as we all know, old videogames never die. So, if you're looking for a little "four-play," here's what you have to choose from:

Video Olympics
Based on Pong, one of the first games in videogaming history, Video Olympics was the first four-player game created for the Atari 2600. The game consists of Pong and eight Pong variants which are given sports titles, such as Soccer, Hockey, Volleyball, and Basketball. Try out Foozpong. In Foozpong, each player controls two rows of vertical paddles When four gamers play, there's a total of eight sets of paddles knocking around a fast "ball." In Quadrapong, each player covers a side of the rectangular playfield. Although the game scores you as a team (2 on 2), these two versions allow the greatest amount of individual control.

Street Racer
Although three or four players can play this game, it's not worth it. The object of the game is to dodge objects as you race your car. It is hard enough for one person to avoid the objects, let alone a second person, located behind the first car, to avoid the same objects.

Breakout and **Super Breakout**
You can get through the bricks a lot faster with the help of a second person, but neither game offers head-to-head competition.

Casino
A great improvement over **Blackjack**, which allowed only three gamers to play. Casino offers blackjack and stud poker games for four players simultaneously. This is a fun cartridge that will even keep non-gamblers entertained. In my opinion, this is one of the best four-player games, even though competition takes place between the individuals and the computer—not against each other.

Warlords
Finally, a four-player game in which each player can compete against the other three. It's every person for himself/herself in this fast-paced game. Each player controls a colored "shield" located in one of the four corners of the screen. The shield moves in front of a wall of bricks. Behind each wall is a king. A fireball, which can break through the bricks and eventually kill the king, is released. Players deflect the fireball with their shield, or catch it and throw it back at another player. Defend the king from all three directions—it's fast and furious!
This is a great game for learning who your friends and enemies really are. For family fun, Mom and Dad can team up against the kids, or vice-versa. You can team up with another player to wipe out the other two players, and then double-cross your colllaborator. Even when your king has been destroyed, you can cooperate as a "ghost" shield and help one player defeat the others. There are endless possibilities. If you have four players who want some action, this is the game to buy.

Summer Games and **Winter Games**
All of the previous games used the paddles, but these two games (by Epyx) deserve to be mentioned. Up to eight players can play, but competition only takes place between two players at a time. Both games are flicker-free versions of the computer hits, and requires skillful joystick work in order to win. These two games are good for large groups of players. Since only two can play at any one time, I wouldn't recommend Summer Games or Winter Games over Warlords or Casino for true four-player action.

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Coming Next Issue:

- Pitfall II: Lost Caverns Solution
- 2600 Hall of Fame
- Rare and Collectible Games Part II
- And lots more, too.

Getting Those High Scores...and Awards!

by Tim Duarte

Mastering and scoring high on your favorite games can be very addicting—but rewarding. Many times, I could not break away from a game, only because I wanted to get a little farther or score a little higher. It was a challenge to beat that game.

Sometimes game companies would add an extra incentive to score high. Activision, a major company that produced 2600 cartridges, seemed to value and appreciate their customers years ago. They provided a newsletter called *Activisions* and offered patches if you scored high on their games. The game designer would decide upon an honorable and difficult—but not impossible—score for the game, and print it in the manual. If the score was achieved by the player, he or she could take a picture of the television screen and send it in to join the club and receive a high scorer's patch through the mail. The picture was for proof of achieving the specific score or higher.

CBS also jumped in later on, offering medals for two of their games. Check out the listing to see the various club names and required scores. While the patches and medals are no longer offered, it's fun to see if you can reach the required score to join the clubs. Plus, you can determine if you really are a master of the games you claim to be.

Photographing your high score

The most important thing in taking a picture of your television screen is not to use the flash! Make sure your flash is off, hold the camera still, and shoot.

If your camera will not take a picture without the flash, try inserting a dead flash bulb.

For 35mm cameras, set ASA to 64. Set the lens to f/22, 3-5 seconds. Or, ASA 100, set lens to widest opening, 1/30th second.

Activision Scoreboard

Game	Club Name	Qualifying Score
Dragster	World Class Dragster Club	below 6 seconds
Skiing	Activision Ski Team	below 28.20 on game 3
Tennis	Activision Tennis Pro	beat computer (1 set)
Laser Blast	Federation of Laser Blasters	100,000
Freeway	Save the Chicken Foundation	20 on game 3 or 7
Kaboom	Bucket Brigade	3000
Stampede	Trail Drive	3000
Ice Hockey	All Star Hockey Team	beat computer
Barnstorming	Flying Aces	below 33.3 on game 1 or below 51.0 on game 2
Grand Prix	Grand Prix Driving Team	below 0.35 on game 1 or below 1.00 on game 2
Chopper Command	Chopper Commandos	10,000
Starmaster	Ensign	3800
	Leader	5700
	Wing Commander	7600
	Supreme Starmaster	9000
Megamania	Megamaniacs	45,000
Pitfall	Explorer's Club	20,000
Sky Jinks	Sky Stars	below 37.0 on game 1
River Raid	River Raiders	15,000
Spider Fighter	Spider Fighters	40,000
Seaquest	Sub Club	50,000
Oink	Oinkers	25,000
Dolphin	Friends of Dolphins	80,000
	Secret Society of Dolphins	300,000
Keystone Kapers	Billy Club	35,000
Enduro	Roadbusters	5 days
Plaque Attack	Plaque Attack Pack	35,000
Robot Tank	Medal of Merit	4 squadrons - 45 tanks
	Cross of Excellence	5 squadrons - 60 tanks
	Star of Honor	6 or more - 72 tanks
Crackpots	Crackpots	75,000
Decathlon	Bronze	8600
	Silver	9000
	Gold	10,000
Frostbite	Artic Architects	40,000
Pressure Cooker	Short Order Squad	45,000
Space Shuttle	Pilot	dock 4 or 5 w/ 4500 units
	Wings	dock 6 w/ 7500 units
Private Eye	Super Sleuth	completion of case #3
Pitfall II	Cliff Hangers	99,000
HERO	Order of the Hero	75,000
Beamrider	Beamriders	Sector 14 & 40,000

CBS Scoreboard

Wizard of Wor	Worrior	30,000
Gorf	Space Cadet	15,000

Look for Imagic, Parker Brothers, and Atari scores next issue!

Cartridge List Gaps Filled!

by Russ Perry Jr. and Ami Rail

More intensive research on the Atari 2600 Cartridge List has allowed us to fill in more of the product numbers for the games released by Atari.

First off, **Preppie**, the Frogger-type game that was scrapped in mid-development, turns out to be the elusive CX26100. **Peek-A-Boo**, a game for young children and developed by Dr. Seuss, turns out to be CX6137.

CX26153 was to be Mindlink, the planned biofeedback controller and **Bionic Breakthrough**, the included cartridge. 156, 157, and 158 were planned to be **Qix**, **Nebulus**, and **Slapshot** respectively.

CX26160 was actually the Voice Commander hardware, and 161 through 164 were **Baseball**, **Star Raiders**, **Berzerk**, and **Battlezone**, in that order. These games worked with the hardware and featured synthesized voice.

The revamped version of **Combat**, better known as **Foxbat**, would have filled 166. 169 was supposed to be **Tetris**, until copyright problems arose.

Now for the shocking news: You may have noticed that **Defender**, CX2609, is very out if place in the numbering system, which is chronological. This was to cover a "blemish" in the Atari record—namely **Custer's Revenge**, the X-rated game, was originally scheduled to be an Atari game! Atari eventually decided that it wasn't appropriate and let the designer go to sell the game to Mystique. The later numbers are unknown, but we're still digging. We'll keep you posted. *For info on a complete 2600 Cartridge List, write: Russ Perry Jr., 5970 Scott St., Omro, WI 54963.*

THE 2600 CONNECTION
c/o TIM DUARTE
P.O. BOX 3993
WESTPORT, MA 02790-0298
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Classified Ads

For Sale: Over 150 different 2600 carts. Coleco, Intv, & 5200 also. Write: Jeff Adkins, 11 Windsor, Attica, NY 14011, (716) 541-1519

Wanted: Photocopies or original issues of: Atari Age #1, Electronic Games (any except Jun & Nov 82, all 83, Jan, Mar, Nov, Dec 84), electronic Fun with Computers and Games (any except Aug, Sep 83), Video Games Player/Computer Games (any except Oct/Nov 83, Feb, Apr 84, Video Games (any except Aug 82, Dec 82, Apr, May, Nov 83), K-Power Feb-Jun 84. Will pay up to $4 per issue. Will trade, also have game instructions. Also interested in Compute! and Family Computing. Andy Floyd, 114 Euclid, Minerva, OH 44657-1519

Wanted: Frogger II, James Bond 007, Q*Bert's Qubes, Sky Skipper, Star Wars-The Arcade Game, Montezuma's Revenge, Mr. Do's Castle, Kyphus, Pompeii, Lochjaw, Squoosh, Tapper, Game Line Master Module, many others. Send list of available games to: Russ Perry Jr., 5970 Scott St., Omro, WI 54963, (414) 685-6187

6 Atari 2600 carts for $20, Nintendo w/ 4 games $100, Intellivision w/ 5 games $30, 2 Texas Instruments Computers w/ 24 games (don't work well) $50, Gameboy w/ Tetris, broken but works OK $50, Gameboy w/ 3 games $100. Will trade both Gameboys for Lynx w/ 3 games. Phillip Duquaine, 10777 Cherry Ridge Rd., Sebastopol, CA 95472, (707) 829-8836

Wanted: 2600 Carts, especially Secret Quest, Custer's Revenge, Texas Chainsaw Massacre, Gravitar, Quadrun. Atari Pong game, old Atari memorabilia, any Colecovision carts, anything collectible on Elton John or Debbie Gibson. Write: Ray Wilmott, 10 S Rhoda St., Spotswood, NJ 08884

For sale: 2600 system $20, carts $3, manuals/ boxes $1, controllers $3-4, catalogs $2, & more. Atari 800xl w/ light gun & 2 games $50 Wanted: original releases of Rubik's Cube, Circus Atari, Fun w/ Numbers, Concentration, Atari prototypes with Atari Lab labels (any price!), manuals, remote control joysticks, foreign 2600 catalogs, 2600JR, Atari Pong, XEGS, & Atari XMM801 printer. Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643, (717) 388-2824

Wanted: Starship, Steeplechase, Submarine Commander, Video Checkers, Checkers, Bridge, Sub Scan, Tunnel Runner, Frankenstein's Monster. Also Spectravision, Avalon Hill, Telesys, Froggo, and Panda Games. Brad Hulett, 6336 Wisteria, Milton, FL 32570 (904) 623-4567

Your Classified Ad here - only $1

For sale/trade: Activision patches, Imagic 24" x 36" color posters. Magazines: Computer Fun (volume 1, #1),(volume 2, #2) Video Games (volume 1, #1) Electronic Games (1983-1985) For an itemized list, write: John J. Marcin, 35 South Hampton Rd., Amesbury, MA 01913

For sale: 20 games for the 5200 $2 each, 5200 controllers $25/pair, 5200 power supply $5, 50 games for the 2600 $2 and up, 2600 joysticks $5/ pair, 2600 power supply $3, game/tv switch $2. Send SASE for list of games, etc. Earl Carsner, 509 N. Fraser Dr., Mesa, AZ 85203

For sale: 40 Atari 2600 games for $80. For list, send SASE to: Brett Quintin, 90 Coggeshall St., Fairhaven, MA 02719

Wanted: Q*Bert's Qubes, Quick Step, Boing. Tim Duarte, P.O. Box 3993, Westport, MA 02790-0298, (508) 636-3674

CONTEST

Our winner for the contest from Issue #8 is: Jeff Adkins, from Attica, NY

Here are the answers to the contest from Issue #8, in which you had to name the 2600 game in which the given character appeared 1) Evil Otto—Bezerk 2) Panama Joe—Montezuma's Revenge 3) Pitfall Harry—Pitfall 4) Coily—Q*Bert 5) The Mad Bomber—Kaboom! 6) Colwyn—Krull 7) Harry Hooligan—Keystone Kapers 8) Quickclaw—Pitfall II 9) The Raving Lunatic—Raiders of the Lost Ark 10) The Green Goblin—Spiderman 11) Leatherface—Texas Chainsaw Massacre 12) Lex Luthor—Superman 13) Winky—Venture 14) Qotile—Yar's Revenge 15) Worluk—Wizard of Wor Bonus: Dominick, Marcus, Felipe, Restivo—Warlords.

This month, answer the follwing 2600 trivia question: **What game designed by Garry Kitchen reaped more than $100,000,000 in sales for Coleco in a single year?**

PRIZE: Kool-Aid Man (by M-Network)

Drawing Date: May 1, 1992

2600 Contest
P.O. Box N 664
Westport, MA 02790

Mail your answer on a postcard today!