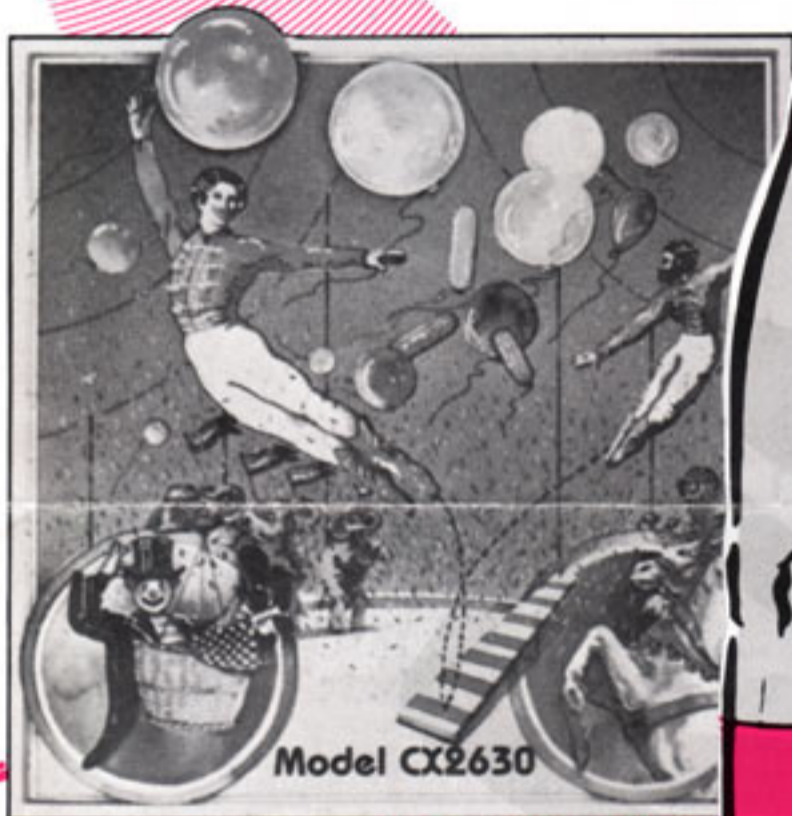


The Atari Owners Club OFFICIAL BULLETIN

No:10

ROLL UP! ROLL UP!
THE FUN OF THE BIG TOP
COMES INTO YOUR HOME!

2 great cartridges with
Circus thrills, released
at the same time!



CIRCUS ATARI

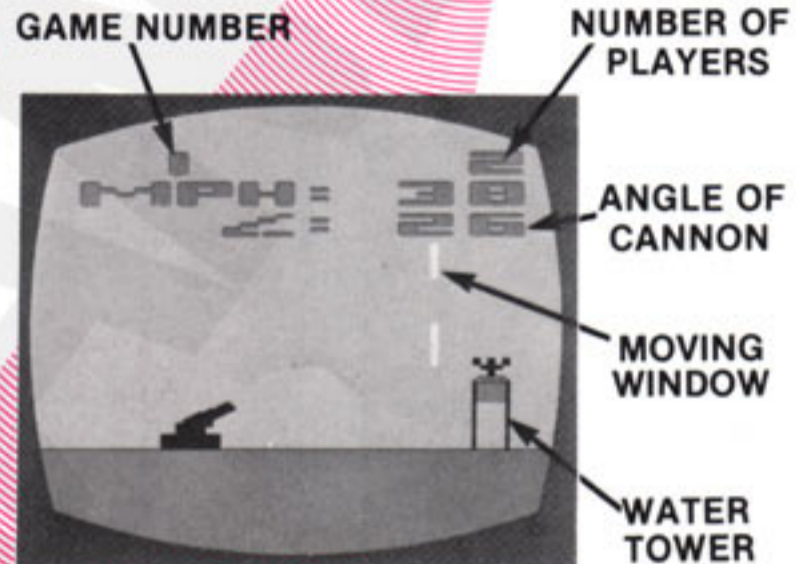
Thrills and spills! Split second timing and quick reflexes are what you'll need to hit the big time. Burst the balloons and bounce back to burst even more. Fabulous sounds and high speed action! It all adds up to the latest blockbuster game cartridge - CIRCUS ATARI.

Bounce your clown off the trampoline and on to the teeter board. Up goes his partner - pop the balloons - score more points the higher he bounces and then land back on the board to bounce up another clown. Mind you don't land on the wrong end of the board or miss - splat!! Infinite scoring back to 0000 after you pass 9999 - will keep you going, ad infinitum!

CIRCUS ATARI - used with paddles.
8 games for 1 or 2 players.
Suggested Retail Price - £16.95 incl.VAT



HUMAN CANNONBALL



Aim the gun - set the speed - press the trigger and try to land in the water tower. If you miss - OUCH! If you get it right - a big arm wave. Remember, the Human Cannonball relies on your skill - so the onus is on you not to give him a nasty headache. HUMAN CANNONBALL - used with joysticks.
8 super games for 1 or 2 players.
Suggested Retail Price -
£16.95 incl.VAT



ATARI
Great ideas from
ingersoll
A MEMBER OF THE HERON CORPORATION

THE ATARI VIDEO COMPUTER SYSTEM

Ingersoll Electronics Ltd 202 New North Road London N1 7BL
Telephone 01-226 1200 Telex 28255 INGSOL G

Letter from Captain Atari

Vidella, Brains and I have been absolutely swamped this month by your letters. There are so many new Atari Owners, and you're all so sophisticated! It's great fun reading all your mail - but just one thing: please can you keep your missives short? It takes ages to wade through five pages of closely written script, to find an amazing Space Invaders score (for instance!) in the last paragraph!

And the more neatly your letter is set out, the more likely we are to publish it. Don't forget, we pay a £5 postal order for every letter published.

LATEST CARTRIDGE LIST

Your Atari Owners Bulletin keeps you up-to-date on new cartridge releases. But if you can't obtain the titles you want locally, fill out this coupon and we'll advise you of alternative sources of supply.

TO: Steve Bernard (Atari)
Ingersoll Electronics Ltd
202 New North Road
London N1 7BL

I have contacted my Atari Dealer about the following cartridges but was unable to obtain what I wanted because:

Cartridge	Tick	Cartridge	Tick
Air Sea Battle	<input type="checkbox"/>	Blackjack	<input type="checkbox"/>
Space War	<input type="checkbox"/>	Basic Maths	<input type="checkbox"/>
Outlaw	<input type="checkbox"/>	Codebreaker	<input type="checkbox"/>
Video Olympics	<input type="checkbox"/>	Hunt & Score	<input type="checkbox"/>
Breakout	<input type="checkbox"/>	Skydiver	<input type="checkbox"/>
Basketball	<input type="checkbox"/>	Min. Golf	<input type="checkbox"/>
Surround	<input type="checkbox"/>	Street Racer	<input type="checkbox"/>
Brain Games	<input type="checkbox"/>	Bowling	<input type="checkbox"/>
Superman	<input type="checkbox"/>	Indy 500	<input type="checkbox"/>
Backgammon	<input type="checkbox"/>	Chess	<input type="checkbox"/>
Space Invaders	<input type="checkbox"/>	Adventure	<input type="checkbox"/>
Golf	<input type="checkbox"/>	Slot Racers	<input type="checkbox"/>
Circus	<input type="checkbox"/>	H. Cannonball	<input type="checkbox"/>
		Basic Programming	<input type="checkbox"/>

Signed: _____

Console No: _____

Name: _____ (Mr/Ms)

Address: _____

Ref. AB10

Captain Atari



We KNOW you love Atari!

Dear Captain Atari
I would like to tell you just how good your video games system is. I take my system with a selection of 7 cartridges to my girlfriend nearly every night. There is always a queue to get on. We all love it and the actual TV programmes rarely tempt us away from Atari. This game makes the TV Licence worth paying. We all agree "Atari Rules OK".
D Crowley, Bury.

Dear Captain Atari
I have purchased your new fantastic mind-bending cartridge, Space Invaders. I know that I will never be able to say that I have nothing to do again. It is amazing how many friends I have made, they keep asking me if they can come round to have a go. One friend came round on the Sunday after I bought the cartridge. Then a day or so later bought a whole Atari system and Space Invader cartridge for himself. Another friend is going to get one for his birthday. Thanks a million for the Space Invader cartridge. I would be very grateful if you would bring out an Asteroids cartridge, I am sure that it would sell even better than Space Invaders.
Terry, South Ruislip.

Dear Captain Atari
Please will you enrol me as a member of the Atari Owners Club? There wasn't one when my parents bought our set two years ago and I think it's such a good idea. I'd really be disappointed to miss out. It was a friend who told me about your new Adventure Cartridge - we've bought that now and it is really great. It's much easier getting cartridges now your firm have taken over. Before we had to wait months for the ones we wanted.
Jeremy Pitt, Biggin Hill.

Dear Captain Atari
I have been astounded by the superb range of cartridges made by Atari - every day I enjoy the thrill of trying to beat my records at Space Invaders, Superman, Miniature Golf etc. At one time in your Atari Bulletin you asked for an Atari Top Ten. Here is mine -
1. Space Invaders 6. Air/Sea Battle
2. Space War 7. Superman
3. Adventure 8. Bowling
4. Indy 500 9. Basketball
5. Miniature Golf 10. Skydiver
Richard Harding, Falmouth.

Do you know anyone who has an Atari Console but is not a member of the Club (they may have bought it before Ingersoll Electronics took over the Atari UK franchise)? If so, tell them to write to us stating their console number, and I or my assistant Val will add them to our lists. Vidella

Dear Captain Atari
I bought my Atari video computer system last November, and haven't been sorry for one minute. However I do find my console difficult to clean and dust, due to the many angles on it. I was wondering if it would be possible for you to design and put on sale, a clear or preferably smoked plastic cover, for it so as to keep it looking a lot better. It could easily fix around the unit as there is a gap all the way around the edge of the unit.
Stephen Jones, Swansea.

Dear Captain Atari
I am a proud owner of an Atari Console. I am a member of your club, but when I become a member of a club, I always like to have some sort of membership card or badge. I have noticed that there is no card or badge in The Captain Atari Club. Please would you make it possible for all Captain Atari Club members to have a membership card or badge of which to be proud.
Jamie Wootton, South Nutfield.

Dear Captain Atari
I think Atari is the greatest thing since sliced bread. What is the use of purchasing a VCR to record rubbish. Get out the Atari and let us have some real entertainment. And do not get the idea that I am a video struck teenager - I am a video struck father of two who also thinks Atari is the best purchase I ever made.
A Worrall, Manchester.

OK, Jamie. You know we're flexible. Do a rough design for an Atari Owners Club badge (size no bigger than 2" square/round). Then we can have it made up by our studio and issue it to anyone who wants one. Come to think of it, let's ask all our readers for designs. Mark them BADGE DESIGN and send them to me, Captain Atari... we'll give a prize for the winning design, if one of them is good enough.

The Atari Owners Club OFFICIAL BULLETIN

Bigger & better scores!

This records thing is getting a bit out of hand... You're all such "dab-hands". We've published several Space Invaders scores which have been achieved this month, because we feel you all deserve a mention. But has anyone managed 120,000 yet, on Game 1, Space Invaders? Send your highest scores, on any cartridges, to me, Captain Atari, on a one page letter, and head it ATARI RECORDS.

Dear Captain Atari
Even though there is no time on Adventure, I used a stopwatch and clocked in at 1 min. 58 secs. which is my new record. Superman is very good and I have found a method to get a better time. Simply reset, put your finger on the button and press the joystick upwards. After about three seconds, you disappear. When this happens take your hand off the joystick, release the button and play the game. If you use this method, the bridge doesn't blow up and so you only have to catch the crooks. My record is 1 min. 35 secs. I use a secret method on Space Invaders.
Ian Macdonald, Falmouth.

Dear Captain Atari
I wrote to you stating that I had scored 49,840 while playing Space Invaders. You told me that the record was 80,000, and you told me to write to you when I had beaten that score. Well after much practice I have finally done it, my highest score is now 93,240.
Robert Hoffman, Twickenham.

Dear Captain Atari
You want to know how the "Atari Act for Charity" score compares with our own. I am 14 and have scored 2,730. Also in game 1 of Space Invaders I have scored 92,550! I would like to know if anyone can better this.
Stephen Lloyd, Belverdere.

Dear Captain Atari
I am now the proud owner of an Atari system and the Air Sea Battles and Space Invaders cartridges. What is the highest score recorded for Space Invaders? On game 1, with a small laser base, my brother scored 100,820 points in just over one and a half hours. Has anyone reached the million mark? And if so, how did they keep going for so long?
Chris Harris, West Wickham.



Never ending variety!

Variations to our cartridges are getting cleverer and cleverer. Here are a few we've received. Shows how you all use your minds as well as your fingers. But everyone's reflexes are a lot faster these days, too. If you'd like to send in your variation ideas, please keep your letter to one page only, and head it GAME VARIATIONS.

Dear Captain Atari
Since obtaining my Atari video computer system and the Space Invaders cartridge I have been trying to think of variations to the game, which is very difficult with 112 games to choose from, but to add a bit more fun and daring to the game try destroying the shields before the Invaders come down and without getting hit in the meantime. You have to be quick.
Edward Maurer, Deptford.

Dear Captain Atari
Outlaw - Game 16
Try to blow away the stage coach in the smallest amount of seconds. Or if you don't feel so brave try Game 14. Any games with blowaway.
If you want a rest after playing palm sweating games, think up patterns or pictures and try to make them out of the cactus, wall or stage coach.
Outlaw - Game 11 or 12
Take it in turns and try to break through the moving wall in as few shots as possible from against the vertical "frames".
Richard Chan, Walton on Thames.

Dear Captain Atari
I have only two game cartridges for my Atari computer system at present, Combat and Chess, but I have found one variation on the Combat cartridge every bit as compulsive as Chess.
Game 1
Play solo and in the time allowed try and beat 41 hits!! on the opposing tank. It's not easy.
Mike Hughes, Crewe.

Dear Captain Atari
I have found a great variation on Game 1 of the Space Invaders cartridge. Try to shoot as many command alien ships as possible on the first set of Invaders.
My record is 3,630 including a set of Invaders.
C Leung, SW18.

Dear Captain Atari
I thought that it is about time that I made up some variations. The variations are -
Space Invaders games 1-16
To blow away all the shields without getting your laser base blown up.
Game 97
Use the controller that moves the laser base, and see how long you can last before you get invaded.
Lee Walker, Whitton.

Dear Captain Atari
I own the Air Sea Battle cartridge, and one variation I use is on game number 2. Try getting as many aeroplanes down as you can in the time limit by yourself. My record is 65. Also try to get four 707 planes down as they pass just once across the screen.
Simon Baker, South Harrow.

Dear Captain Atari
My favourite cartridge is Space Invaders which I have had a lot of fun with. A funny variation for the Surround cartridge is - Turn the controller around so the red button is on the bottom right. Practise first on the normal game then try to speed up, because it should give you a good laugh!
I must thank Brains on a good set of cartridges.
David Ford, Gwent.

NEW CARTRIDGE IDEAS!

Although of course, he's a genius in his own right, Brains is always delighted to investigate your ideas for new cartridges. Here's a recent selection from readers - we'll be publishing more: but keep letters to one page only, and head them NEW CARTRIDGE IDEAS. Thanks.

Dear Captain Atari
I have had an idea. How about making a "Shark Attack" game program? There would be a ship or boat on the surface, a diver jumps off the boat into the shark infested waters. He carries a harpoon with two spears. He needs one spear to kill the shark which will try to gobble him up. After fighting the shark he goes into a cave, with lots of passage ways, some of them blocked, to find the treasure chest which is guarded by a man-eating octopus with long sucking tentacles. This is where the second spear comes in handy. After killing the octopus, he collects the treasure chest and returns to his boat. Would it be possible for Brains to make a tape similar to this one?
Michael Scully, BFPO 808.

Dear Captain Atari
The womenfolk in my family don't seem to appreciate Atari very much especially when they want to watch a TV programme (what do they think television is for if not Atari!?!). So why not produce a cartridge aimed specially at girls. For example a fashion game or make-up game. Players could compete to dress or make-up a doll or person, using different objects carrying different values. The objects could be scattered round a department store and would have to be paid for from a limited supply of money. Objects could be moved between departments (as with the bat in Adventure) or lost.
N Lambert, Orpington.

Dear Captain Atari
I have an idea for a new cartridge - it is called "Helicopter Rescue". It can be for 1 or 2 players using the game select switch. The basic idea is this, you are a helicopter and you have a rope hanging down and on the end of it is an electro-magnet which can be turned on by pushing the red button. There is an oil rig on which are several boxes which you have to transport to a cliff-edge. There is a time limit of 2 mins 15 secs and a variable wind force. If you drop a box from a height it will explode and you will be disqualified.
Richard Crawley, Bromley.

Dear Captain Atari
Here is a new idea for a game programme. How about a game featuring Pool, Snooker, Billiards and Bar Billiards. It could be controlled by the joystick controller with the lever for controlling the cue to aim it on the cueball and use the red button to hit the cueball with the cue.
Paul Cruddore, Isle of Man.

Dear Captain Atari
My Atari computer system is great and keeps me occupied during my school holiday. All my friends come round to play with it. My favourite games are Space Invaders, Air Sea Battle, Skydiver, Surround and Basketball. So far I have got 16 games. I like motorcycle scrambling and would like you to ask Brains to invent a Scrambling cartridge.
Phillip Brown, Rugeley.

Colouring Competition

for children

Our grapevine tells us that those of you with small children (or younger brothers and sisters) often have fights on your hands because the kids can't wait to get their hands on the Bulletin each month - to colour it! Here's your chance to harness their talents: a colouring competition, with prizes as shown below.

LOOK AT THESE PRIZES!



1ST - INGERSOLL ELECTRONICS RADIO CASSETTE RECORDER, with masses of top features (WORTH £50)



2ND - SLIMLINE CLOCK RADIO Really stylish (WORTH £35)

Rules

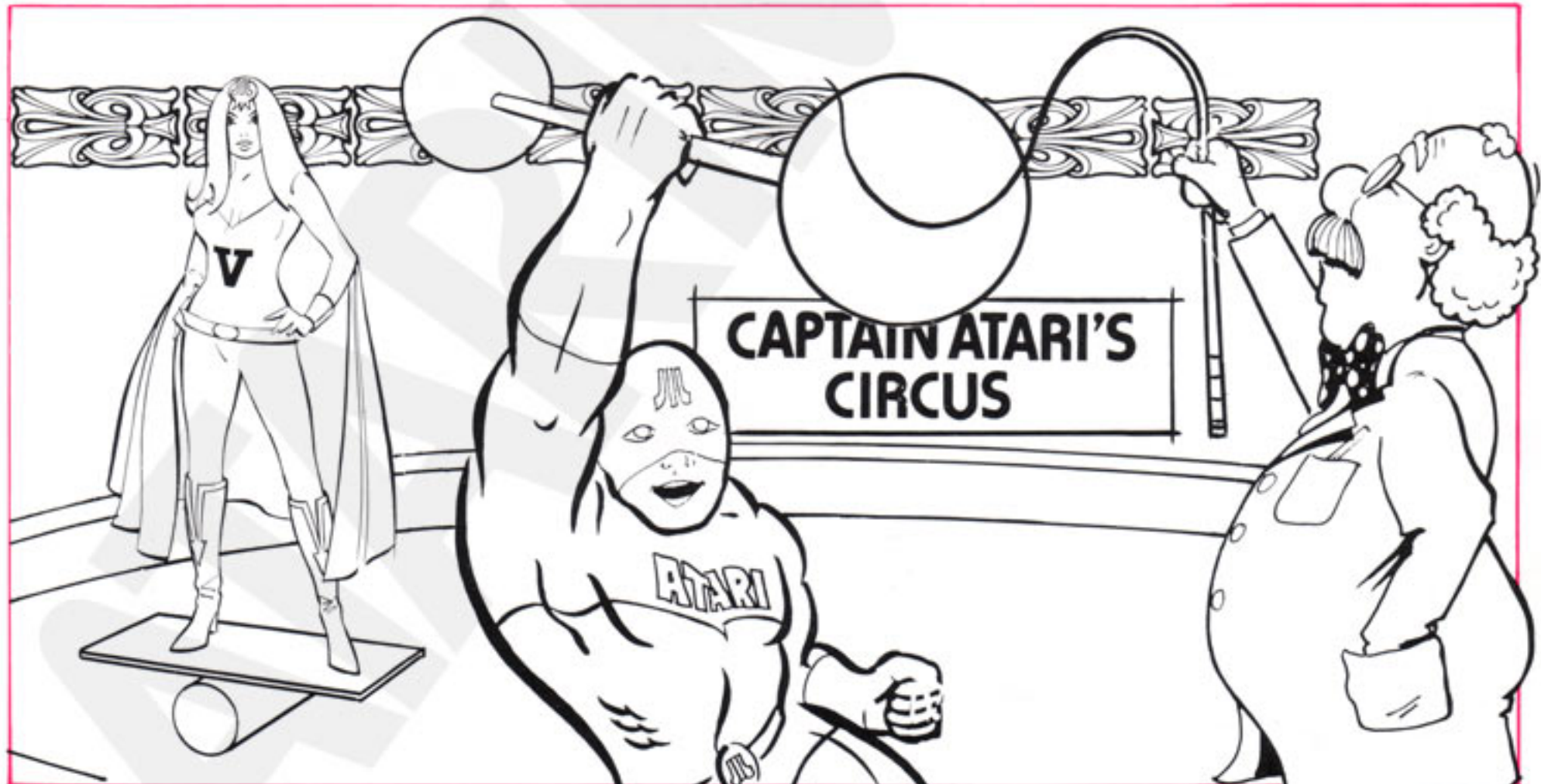
1. Send entries, complete, to our publicity consultants at the address given.
2. Closing date for entries is first post, 24th October, 1980.
3. Persons connected in any way with the administration of the competition, or with Ingersoll Electronics Ltd., are ineligible for a prize.
4. No responsibility is accepted for entries lost in the post.
5. The judges' decision is final, and no correspondence can be entered into.
6. Entrants' work must be unaided, and they must be aged thirteen years or under on 24th October, 1980.



3RD - AIRBAND PORTABLE RADIO Very smart (WORTH £18)



4TH - "MINI" BLACK & WHITE TV GAME - plays 4 games, great for beginners (WORTH £10)



ENTRY FORM

Cut off this whole section and post to: ATARI COLOURING COMPETITION, RHA, 7 HIGH STREET, MAIDENHEAD, BERKS. SL6 1JN.

NAME _____ AGE _____

ADDRESS _____

THIS COLOURING WORK IS MY OWN, UNAIDED, EFFORT.

Entries close 24th October, 1980.