

# CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 1 No. 1

October 1991

Welcome to the premier issue of CS&G! First let me say that this is not just another 2-3 page newsletter on 1 or 2 systems. We are going to provide information and opinions on games for Atari (2600, 5200, 7800), Intellivision, Colecovision, and Vectrex systems. We aren't just writing about games, we also PLAY them. Our reviews won't stop at how we feel about the game, but its pros and cons, how to play it, and a rating system on graphics, sound, gameplay, etc. Although nearly all the systems we're covering are dead and buried by the companies that produced them, we still enjoy them as much today as when they first came out. This is a newsletter for video gamers who share the same interest and devotion to the games and systems that we do. Whether you have a 5200, Colecovision, etc., it doesn't matter which one is better. The point is that they are all special in their own way. We openly invite you to submit reviews or articles on any of the systems mentioned above. We will gladly print it. Also, a column for letters will appear in future issues to answer any questions or for you to express your views and opinions. Tell us what you think about this particular newsletter. This being our 1st issue, we are trying to establish a small reader base. By the way, this 1st issue is free to any and all who write us. So, if you know someone else who might be interested, pass this one on or give them our address. Starting in issue #2, there is going to be a high score contest. Winners will receive a game cart or subscription of his/her choice. So to be quite frank, this is a newsletter for all people who are interested in the "classics", the ones that started it all. With your help, we can establish a reliable source of information that reaches to "dedicated gamers" everywhere!

Now if you will excuse me, my wife would like to embarrass me at a game of Tapper...

Jeff Adkins  
Editor

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...Plus CS&G's SCOREBOARD, CLASSIFIEDS, and more!

# ATACS/2600 SECTION

BY  
J. ADKINS

## SUPERMAN!

Atari 1979

# CX2531

Article by Jeff Adkins

## RATING

Graphics	**
Sound	*
Gameplay	****

Lex Luthor and his gang of thugs have blown up the metropolis bridge, and are terrorizing the city. It's up to the Man of Steel to corral Lex and his gang and put them behind bars. Sounds like your average instruction book introduction, but Superman is probably one of the better earlier Atari carts. The only hard part of the game is memorizing the layout of Metropolis, and avoiding the deadly Kryptonite satellites. At the start of the game, Clark Kent is looking for a story. Walking towards the Metropolis bridge, he sees Lex and his hoods blow up the bridge. Now he must find a phone booth to change to Superman.

As Superman, you must find all the criminals, simply pick them up and take them to jail, one by one. Finding Lex first should be your main objective. But of course since this is a timed game, finding any crook first will help you to a good time. Lex can also fly, and he can pick up a Kryptonite satellite too. If Superman comes in contact with any of these he loses the ability to fly. The only way to regain this power is by finding Lois Lane and touching her. There are 3 pieces of the bridge to locate. They are placed in the same boards every game, but a helicopter comes around and can take them and place them elsewhere. Once you find a bridge section, it must be placed back at the same screen where it was blown up. The crooks don't seem to follow any pattern. They just wander around aimlessly.

Did I mention the subway? (without the graffiti of course). They also hideout down there. By using the subway, Superman can save some time. Doors located throughout the city are entrances to the subway.

Learning where the different subway levels take you is a big help in getting a good time. In order to win the game you must find all 3 pieces of the bridge, put the bridge back together, and put all the criminals behind bars. Then find the phone booth, change back to Clark Kent, walk over the bridge to the right, enter the subway door, then head left once you enter the door to the Daily Planet. Superman also has X-Ray vision. By pushing the fire button and holding the joystick up, down, left, right, etc., he can see what's in the screens that are around the one he is in. Very useful to avoid the Kryptonite, or find that last bridge piece that the helicopter has relocated. Also good for looking for criminals.

Being a joystick game Superman's control response is very good. That's one of the best things about 2600 games. The Atari joystick while basic, is still an excellent, and low-priced piece of hardware. One bad thing about the game is wandering around trying to find the last crook, or bridge piece. Plus when there is a lot of moving objects on one screen, the flickering that Atari games are noted for is terrible! Very hard to see where the Kryptonite is when this happens. As far as gameplay is concerned though, Superman is one of the better original Atari cartridges. It's a tough job being a reporter!

## Superman tips-

When you start the game, tap down on the joystick very lightly to make Superman go down to the phone booth. If done correctly, the timer won't start until you are almost to the bridge screen.

In order to make the bridge blow

up you must walk right from the phone booth and into the bridge screen. But you don't have to go all the way into the screen. Just stick a foot in and then move back left towards the phone booth, you will still hear the bridge exploding.

At the start of the game, hold down the fire button. Now move the stick to start. Wait for the timer to go to 2 seconds. Superman will stay in the air and not fall to the ground to change into Clark Kent. Now move the stick in the direction you want to fly. The bridge will not blow up either. Now just try to catch all the crooks and forget about the bridge. Note: this trick does not work on some versions of Superman.

Rob Fulop's FATHOM  
Imagic 1984  
# 03205  
Article by Jeff Adkins

The following is the complete solution to Fathom. In Fathom, you must find the three pieces of the trident in order to free Neptina at the bottom of the ocean. You can find them either in the water or the sky. The pieces are represented by stars. In order to find the stars, you must clear a sky board of clouds or a water board of seahorses. You start out as a dolphin. Swim down to collect seahorses (simply done by touching them). After so many you will be given the ability to fly (seagull). Just swim back to the surface, hit the fire button and presto your a bird. Now that that's said and done on with the solution.

#### LEVEL I

(From starting board:)

1st star- 1 board down in water  
2nd star- 1 board left, 1 board up  
3rd star- 1 board right, 1 board up

#### LEVEL II

1st- 2 boards down in water  
2nd- go left past 1st volcano (orange) 1 board, up 2 boards  
3rd- 1 board right, 2 boards up

#### LEVEL III

1st- Go left past 2nd volcano (red), 1 board past it go up 2 boards  
2nd- go back right towards start, 1 board before start go up 3 boards  
3rd- 1 board right of start, up 3 boards

#### LEVEL IV

1st- go left to one screen before 4th volcano (yellow), up 4 boards  
2nd- going back towards start pass 3rd and 2nd volcano's, 1 board before 1st volcano (left side of it), up 3 boards  
3rd- 1 board right of start, up 4 boards.

#### LEVEL V

1st- 5 boards down in water  
2nd- go left from start past 4th volcano (yellow) 1 board, go up 5 boards  
3rd- going back right past 2 volcanos (1 board past 2nd one), 3 boards up

#### LEVEL VI

1st- go all the way left 1 board before 2nd to last volcano (red), 3 boards up  
2nd- go back right pass 2 volcanos (1 board past 2nd yellow one), 6 boards up  
3rd- keep going right pass 2 more volcanos (1 board after you pass 2nd one), 6 boards up

#### LEVEL VII (final)

1st- go left 7 boards from start (1 board before dark green volcano), up 3 boards  
2nd- go left from 1st star 11 boards, 6 boards up (1 board after 2nd to last volcano-red)  
3rd- go back right 1 board after the same volcano (red), up 4 boards

# SKY MAP

7									
6	7			6		6			
5			5						
4		7		4					4
3		6			7	5	4	3	3
2						2			2
1					3			1	1
V		V		V		V		V	B
L.T. GREEN	RED	BLUE	YELLOW	DK. GREEN	RED	ORANGE	WATER	HEP	ORANGE

V - VOLCANO  
# - LOCATION OF STAR AT LEVEL #

1	1	
2	2	
3		
4		
5	5	
6		
7		
8	T T T T	OCTOPI
9		MERMAID

If you manage to make it through all seven levels and free the mermaid every time, your final score will appear and also a secret message. The message is actually Imagic's old address in Los Gatos, California. The message is this:

YOUR SCORE  
31001 95031 LGCA  
(P.O. Box #, zip code, city/state)

Not really much of a hidden surprise but still a very tough game! If you can find it you might need to rest your thumb for a while. Imagic games were some of the best ever made for the 2600, and Fathom is still one of my favorites.

RATING  
Graphics \*\*\*  
Sound \*\*\*  
Gameplay \*\*\*

# IN 5200 FILE BY JEFF ADKINS

The 5200 is another of the so-called promising upgraded systems. While the 5200 did look promising, without the support of original software and not much support from either Atari or third-party developers, it took the big swan dive. Plus competition from the Colecovision system didn't help either (but eventually it passed the C.V. in sales). Although, there was a pretty decent selection of games that were released for play on it. Now let's mention the controllers, or should we bring this up again. I'm sure most 5200 players will agree that the controllers SUCKED!! While I will say that Coleco's were just as bad, but at least theirs were better at self-centering. How could a company that made millions of dollars with sales from the 2600 produce such garbage? A few games do play pretty good with them, however, if you put in alot of game time, they don't have the durability of a 2600 joystick. But as I stated earlier, if you have any kind of game system, with or without bad controllers, then just feel privileged to be part of the original video game generation. One good thing about the 5200 is the graphics and sound it has over some of the earlier systems. The 5200 is actually an Atari 400 computer. So with more memory, better graphics and sound should be expected. The system was officially discontinued by Atari during the spring of 1984. This I'm sure probably had alot of 5200 players in an uproar. Atari continued to support the system with software for a few more years. You can still order controllers, TV switch boxes, or power supplies through Atari (write them for a free catalog). But supplies are limited. As for games, some are outstanding graphically and come close to an arcade version. Games such as Moon Patrol and Rescue on Fractalus are excellent while others like Pitfall and Keystone Kapers aren't much better than the 2600 versions.

Atari also released a 2600 adapter for the 5200, but for some reason it would not work on the older 5200 systems (4 joystick port model). By sending it to Atari, they adjusted it to work free of charge. Too bad they couldn't replace the controllers free of charge too, eh? While the 5200 did have alot of downfalls, it also reserved its place in the early history of video gaming. You can either love it or hate it. Either way, it was a major improvement over the 2600.

## RESCUE ON FRACTALUS by Lucasfilm/Atari for the 5200

A scrolling, shooting, rescue adventure on an uncivilized planet. That's how I would describe this game from Lucasfilm. And what a mind-absorbing adventure it is! You pilot the spacecraft Valkyrie over the mountainous terrain of Fractalus trying to rescue your fellow pilots. The game is viewed through a three-sided cockpit. The instrument panel is very well done (like a basic flight simulator), and also comes in pretty handy. The left and right sides consist of flashing lights. The right-side lights indicate the airlock status (open/closed) and underneath these are three very important readings. The R shows the number of miles that the spaceship is from a downed Terran ship. The E stands for the amount of enemies you have destroyed, and the P represents the number of pilots you have to find and rescue in order to clear a level. The center of the panel also has some important gauges. The far left gauge shows the Valkyrie's angle of incline. The long, narrow reading is the vertical altimeter, which shows how long or high the ship is flying. In the center of the panel are sights to lock in on enemy anti-aircraft bunkers that fire lasers at the ship as it hovers the rugged terrain. On the right of it is the enemy meter, which can only replenished by either picking

up downed pilots or by flying back to the mother ship, which orbits the planet. And finally on the far right of the center panel is the life detector. This picks up life forms on the planet such as pilots. Once it registers a life form, you have to center it on the meter and lower the ship's altitude in order to make contact for a rescue. However, you could spot a downed spacecraft on the scope, but if the life detector doesn't show anything then there's nobody to pick up. The side buttons on the controller fire the ship's own lasers. Some of the numbers on the keypad also have different functions. #1 lands the snip. #2 will either turn the ship's system on or off. In order for a pilot to run to the Valkyrie when it lands, the system must be off. Also, when it's in the off position, the enemy bunkers can't pick you up on their radar, thus they can't blast you either. #3 opens and shuts the airlock, which allows the pilots to enter the ship. #6 controls the engines. #7 engages the fire boosters which will automatically take you back to the mother ship. This is where the game starts. The take-off sequence from the mother ship into space is tremendous. The ship then flies on auto-pilot down to the glowing planet surface. Once there you take over the controls manually, flying over the planet's surface in search of pilots, while avoiding enemy fire. But there is also OTHER life forms on the planet. While there is alot of games made with the element of surprise, this one has to be one of the best. Not all the pilots are friendly ones looking for a lift. Some are Jaggis in disguise. They will run towards the ship just like the other pilots. But when they get near, they jump up in front of the cockpit's windows, bug-eyed and ready to smash in the window! If you don't fire the engines right away, your one dead homeboy! The best way to get ready for this is by waiting to hear a knock on the

airlock door. Friendly pilots knock, but Jaggis don't. The first time I came across a Jaggi (they don't start to appear until level 8) I was boggled, and he put his fist through the window, ending the game and leaving me a bit shaken and ticked off. Probably the best part of the game when this happens! One of the other nice touches is flying at night, giving the game a true time span. By meeting the quota of pilots rescued, you can fly back to the mother ship, ready to take on another level. I have just recently put in many hours of play into this game, and I would have to say it is my favorite 5200 cart at present. Smooth scrolling action as you guide the ship over the planet. And the theme music (while not as good as Ballblazer) is inspiring. The 5200 controller works great in this game, although it make take a few sorties to get comfortable with the different controls and keeping track of the gauges. All around great graphics and sound. If you are looking for a space game that is somewhat different, then Rescue on Fractalus is it. After level 25, the game gets VERY tough! This is a must-have for space cadet 5200 players! Look out for those Jaggis!

#### RATING

Graphics \*\*\*\*  
Sound \*\*\*  
Gameplay \*\*\*\*

Rescue on Fractalus tips-

If an approaching pilot has a greenish-looking space helmet, then it's a Jaggi. After so many pilots have been rescued, an approaching pilot with a purple helmet appears with the message "IT'S THE ACE". He's worth triple the energy of a regular pilot. If you're low on energy, but haven't met the pilot quota, get to the mother ship if you can, especially in harder levels. Make sure that the pilots knock on the airlock before opening it, otherwise you'll have a Jaggi joining (and eating) you for dinner!

# INTELLIVISION VIB BITS

BY  
J. ADKINS

I can still remember seeing all of those George Plimpton commercials for Mattel. But of course at that time I didn't have an Intellivision. But now I do, along with collecting carts for other systems, I must also look for Intellivision games. I can also recall arguing with my friend I grew up with (he had an Intellivision) over which was better: the 2600 or the Intellivision. Of course if one of us wasn't allowed use of the TV for video game play, we would go to the other's and vice-versa to get our daily dose of games.

Mattel certainly left their mark in the early history of video games. While the system and many of the games were outstanding for their time, some games were poorly done. But then again back then getting software out quickly, and making money was more important than good gameplay. The first Intellivision system was rectangular-shaped (like Coleco) and sort of bulky. From what I remember, the controllers could not be unplugged. So if it or the controllers broke, you had to ship it all to Mattel.

The Intellivision II was somewhat smaller (about the size of an NES), lighter, plus the controllers could be unplugged. Mattel also released add-ons for the INTV II, which turned it into a complete, working computer. The entertainment computer system was designed to fit right into the master component. The computer adapter provided 2K of RAM and 12K of ROM, and had built-in BASIC. By using the keyboard, you could write your own programs or even change the way game carts played. You could change graphics, skill level, or gameplay. Quite an idea for the time. Programs could be stored on a data recorder. A printer was also part of the package. Plus with the program expander, RAM could be upgraded to 32K and ROM to 12K. Even a music synthesizer was included. Mattel also introduced another interesting piece of hardware early on. The

Intellivoice (which also fit into the INTV master component) played games that used synthesized speech. B-17 BOMBER, SPACE SPARTANS, BOMB SQUAD, and TRON SOLAR SAILOR were some of the games released for use with the Intellivoice.

The INTV III system, with souped-up graphics and 3-channel stereo sound, was shown at a CES (Consumer Electronics Show), but was eventually scrapped. The Aquarius home computer was also a promising-looking piece of hardware. But as far as I know, it was also scrapped. Mattel sold the rights to it to Radofin Electronics, the producer of the computer. From 1980 to early 1984, Mattel sold around 3 million INTV units. Talk about profit!

While we don't have any reviews for the INTV in this issue, there will be strong coverage in November, with reviews on HAPPY TRAILS and DUNGEON & DRAGONS. Until then, keep on playing!

## ATTENTION!!

We are looking for a few, good reviewers. Articles should be impartial - showing both the good and bad aspects of a game. Please use the following chart to rate game(s) being reviewed:

### GAME RATING

Great \*\*\*\*  
Good \*\*\*  
Fair \*\*  
Poor \*

We welcome game reviews for any system covered by this newsletter. If you would like to be a part of an up-and-coming fanzine, write us at:

CS&G Monthly  
c/o Jeff Adkins  
11 Windsor  
Attica, NY 14011

# COLECOVISION SKILL LEVEL

by JEFF ADKINS

Just think, If Coleco had played their cards right, produced more games and got them released sooner they might still have software being produced today. But Noooo!!! It seems to me that they were more interested in making millions on Cabbage Patch Kids, than in supporting one of the best systems ever made. Of course I can't really blame them for making all the money on the Cabbage Heads, but I do blame them for not getting out enough software for the Colecovision.

I remember the first time I played a game on a Colecovision. It was at my friend Ed's house in Elmira, N.Y. He was showing me Spy Hunter. It literally blew me away! The graphics, sound, and gameplay were unlike anything else except arcade games. Being a pro-Atari anti-everything else, I now had changed my attitude towards other systems. There was no doubt about it. I had to have a C.V. soon. Of course it took me a while to get used to the keyboard controls, but it was worth it. The games were a little expensive, but most of them were worth it. Then came the big crash of 1984. I remember picking up Coleco games at the mall for \$2-\$3 each. Cosmic Avenger, Space Panic, Pitfall and many others. If I had waited until then I would have saved alot of money, but I would have missed alot of great gameplay.

It's sad to think that just about 10 years ago, the best system of the early eighties was about to be unleashed on the video gaming world, now it's, now can I say it, terminated! But the Cabbage Heads still live on. We could be playing Q\*bert or whatever. I never did like cabbage!

MR. DO!  
1983 by Coleco

As most of you probably already know alot of Colecovision games were translated from the arcade to the system. Mr. Do! is probably one of the best. It's the kind of game

that older and younger players can get into. Mr. Do must try to harvest all the cherries in his orchard while avoiding the bad guys, Alphamonsters, and Blue Chompers. There are also apples randomly placed around the orchard that he can push off on to his pursuing enemies. Sometimes when the last apple falls and breaks a diamond will appear worth 10,000 points and will clear the phase. Mr. Do also has a powerball which he can shoot at his enemies by using either side button on the controller. There are four ways to clear a phase. By collecting all the cherries, getting rid of all the bad guys by either shooting them with a powerball or dropping an apple on them, getting a diamond, or by shooting all five Alphamonsters to spell EXTRA. By doing the latter you will get an extra Mr. Do, and go on to the next phase. The bad guys start to come out of the middle of the orchard one by one. After they have all come out into the orchard, a treat will appear. When you eat the treat you receive 500 pts. After that first one it's 500X the phase number you are on. Also by eating a treat, a letter will appear depending on whether or not you have the letter that it is on when you eat the treat. By doing this the Alphamonster appears along with 3 blue chompers who also like to eat cherries and Mr. Do. Shoot the alphamonster or drop an apple on it to get that specific letter. But watch out for the blue chompers, they are deadly. In the higher phases everything speeds up and the game gets pretty tough. Try skill level 4 and you will see what I mean. Sometimes a bad guy will turn into a Digger. He then can dig through anything (except an apple) trying to get to Mr. Do. Another way of getting an alphamonster to appear is when your score reaches a multiple of 10,000 pts. For example let's say you have 19,500 pts. Then you shoot a bad guy (worth 500 pts.) now you have 20,000 and an



alphamonster will appear, but the blue chompers won't. Of course it also depends on whether or not you have the letter the alphamonster is on in the letter box when you hit the multiple of 10,000. This is a strategy that I use. If I have X-T-R-A already and I have 1 Mr. Do left and I need an E to spell EXTRA, and my score is let's say 389,500 I will try to wait for the alphamonster to move its way down to the E in the letter box before I shoot a bad guy for the 500 pts. I need. Always try to watch your score so you know when to get a letter. Another good strategy to use is to shoot a powerball at a bad guy right at the start of a phase, then another, another, and another. Then move a little collecting cherries. You should be able to pick off 4 bad guys right away. That's one of the down falls of the game, it's seems to take forever sometimes for the ability to shoot a powerball to come back. Another one is of course the Coleco controllers. Not bad but not very responsive. Super Action controllers are somewhat better but not alot. What I use is an Atari joystick hooked up to a Champ adaptor #1. The Champ adaptor was made by Championship Electronics, and has a keypad and a plug-in for an Atari-compatible joystick. This makes gameplay for Mr. Do much smoother. It will also work for any Colecovision game that doesn't require both side buttons. Mr. Do was released in the fall of 1983 by Coleco and was one of the first Colecovision games I bought. I think I paid about \$32 for it, and I have definitely gotten my money's worth! Next month I'll take an in-depth look at MINER 2049ER!

#### RATING

Graphics \*\*\*  
 Sound \*\*  
 Gameplay \*\*\*\*

#### Mr. Do tips-

When a bad guy turns into a digger try to get on top of an apple. If

he digs his way under the apple, bye bye sucker!

Although this won't help your game any, it's interesting to watch. There has to be a row with two apples horizontal to each other (same row). Push the two apples together. Now dig under both apples. Before they drop go under the apple that will fall first. You'll be one mushy Mr. Do but the game will continue to play until one of the bad guys touches your remains!

As Mr. Do makes his way through the orchard and he comes upon a path eat through to the path. Instead leave a very thin space between him and the path. You can shoot through this and the bad guys won't be able to get you unless they become diggers.

Try to shoot powerballs whenever you can, especially if there is alot of bad guys on the screen. With so many moving objects on the screen, shooting a powerball slows down the action until a bad guy is hit.

The last apple falls and breaks. A diamond appears. You have the EX in EXTRA so far. If the alphamonster is on the E or the X and moving right towards the T,R,A in the letter box, get the diamond when it is on the X. Doing so will clear the phase, and on the next one the letter T will come out minus the blue chompers.

Try to drop all the apples on every phase, you never know if that last one will turn into a diamond.

#### GUSTBUSTER

by Sunrise Software

Fly around an amusement park using four balloons, maneuvering over a ride, a circus tent, fireworks, a fountain, an air show, and a peanut-tossing paciderm while trying to land in crowds of park patrons to sell your balloons.

By using the left side button you can deflate the balloons to land, or use the right side button to rise in the air. Wind socks on the left

side of the screen show which way the wind is blowing and the wind speed, slow or fast. Keypad #1 selects the red balloon, #3 the yellow, #7 the blue, and #9 the green. The joystick isn't used at all.

The game starts at the park entrance, and you have 25 balloons in your pocket to sell. If you land in a crowd and sell all the balloons you'll have to find the popcorn truck which appears randomly on the ground, usually near the main gate or near the circus tent. Select a balloon, then inflate it with the right side button. But you have to be careful not to bust it. Six pumps will fill it all the way. A sort of honk, or disgusting noise will sound indicating that it's full. Do this with all four balloons in order to clear the ride. Five pumps each will clear the fountain. To get by the fireworks you have to fly low. The same strategy will work for the air show. You can fly high or low to get past the elephant tossing peanuts in the air. Balloons must be completely deflated to land in a crowd. Try to land in crowds where you'll be able to take off without hitting any obstacles.

If your man touches anything it's bye-bye balloon head! He will fall and flap his arms wildly trying to fly like a bird. Pretty funny to watch when this happens. The fireworks and a bird, above the trees near the airshow, can also pop your balloons, sending you back to Earth. If you can land, and have some balloons left in your pocket, the busted balloon or balloons will be replenished. You score points by selling balloons to crowds, or bonus points for every lap around the park.

In the higher levels the wind directions are constantly changing, making it pretty tough to fly. This is the one gripe I have about the game. If you're on the ground, let's say between the fireworks and the fountain, you have to wait a

long time for the right wind in order to lap the park. Other than that, the game is a lot of fun to play. Graphics are nice and colorful. Not much in sound except for the explosions of the fireworks, and the peanuts that the elephant tosses upwards. The Coleco controller works great with this game, but that's because you don't have to use the joystick.

It's too bad Sunrise isn't around today. They released five games for the Colecovision: GUSTBUSTER, ROLLOVERATURE, QUEST FOR THE QUINTANA ROO, CAMPAIGN '84, and MOUNTAIN KING. All of them were original except of course Mountain King, which was E.F. Dreyer's masterpiece. Instead of treading old waters and copying other games, they produced some of the best and most original games I have ever played. If you like non-violent games without guns or destruction, then Gustbuster is a great game for you, or any other Colecovision owner.

#### RATING

Graphics	***
Sound	*
Gameplay	****

#### Gustbuster tips-

Always try to have at least one or two balloons left in your pocket in case one or two get popped. Don't try to land in a crowd where you won't be able to take off without hitting something. Don't pump any of your balloons more than six times or it will burst. Try to work with the least amount of balloons to reach a desired height. For example, fill one balloons completely, then select another with a couple of pumps to fly by the fireworks. The popcorn truck appears near the main gate, or the circus tent. You can be on the same level as the elephant and fly by, touching him. But you can't land on his platform or get hit by the peanut.

# THE Vectrex Vector

BY  
S. STILPHEM

Released in 1982, the Vectrex Arcade System quickly earned the reputation of being the ultimate stand-alone. It essentially is a miniature arcade machine that utilizes vector graphics on its built-in B/W monitor screen to create very sharp and fluid objects. Having its own monitor means it is completely portable (well, you still needed an outlet!) and the controller is precise and quite durable. The joystick feels like an analog one but it's no different than your standard Atari-type model. It also features four "action" buttons and most games do use all four. The sound chip is capable of reproducing voice synthesis without any external add-ons. The system's other controls are a brightness knob, an on/off/volume dial, a reset switch, a cartridge slot, and an extra controller port. The monitor also has four slots that hold overlays included with each game. The overlay shows the function of each action button while adding color and reducing glare.

General Consumer Electronics (GCE) designed and initially unveiled the Vectrex in 1982 to the shock and surprise of many. Previously, GCE was known only for its calculators and game watches so the Vectrex was certainly a giant step forward for them. In 1982 the video gaming market was at its peak and Milton Bradley was eager to grab a share of it. They saw the Vectrex, quickly bought out GCE, and made plans to distribute it nationally. But by the time the system reached the shelves, it was mid-'83 and the "Titanic" gaming market just hit the iceberg. Before the year was out, M.B. was reporting losses of over \$30 million and had no choice but to drop production of the Vectrex and dump all the forth-coming games and components on the market.

To this day, the Vectrex is quite a system. If it had survived longer, we might have seen alot more arcade games for it. Atari was by far the biggest producer of arcade

vector machines, and would have provided the Vectrex with an ample supply of games like Red Baron, Tempest, and Star Wars. How many of those vector games can you remember? Send in your Vectrex Vector "wish list" today! I'm trying to compose a list of all the vector arcade games ever produced. Until next month, check out the cartridge list below to see what you need to complete your collection:

## Vectrex cart list

ANIMATION  
ARMOR..ATTACK  
ART MASTER  
BEDLAM  
BERZERK  
BLITZ!  
CLEAN SWEEP  
COSMIC CHASM  
CRAZY COASTER (3-D)  
FORTRESS OF NARZOD  
HEADS-UP  
HYPERCHASE  
MELODY MASTER  
MINE STORM  
MINE STORM (3-D)  
NARROW ESCAPE (3-D)  
POLAR RESCUE  
POLE POSITION  
RIP OFF  
SCRAMBLE  
SOLAR QUEST  
SPACE WARS  
SPIKE  
SPINBALL  
STAR CASTLE  
STARHAWK  
STAR TREK  
WEB WARS

## Accessories:

LIGHT PEN  
3-D IMAGER  
2ND PLAYER CONTROLLER

The following games/items were unreleased to my knowledge:

ART MASTER II  
ART MASTER III  
ART MASTER IV  
BASIC SCIENCE  
CREATE-A-GAME/MAZE

DARK TOWER  
EXPLORING THE SOLAR SYSTEM  
FLIPOUT  
MAIL PLANE  
PITCHER'S DUEL  
POLE POSITION (3-D)  
POWER TRIP  
SOCK IT  
TOUR DE FRANCE

Peripherals (planned):

PRINTER  
DISK DRIVE/WAFER TAPE DRIVE  
MODEM  
COMPUTER ADAPTOR W/BASIC  
COMPUTER KEYBOARD  
TOUCH SENSITIVE SCREEN CART

Computer software (planned):

CREATE YOUR OWN VIDEO GAME  
MUSIC MAESTRO  
ART PROGRAM IN LOGO  
BASIC SCIENCE  
SOLAR SYSTEM  
WORD PROCESSING

I'd like to thank Al Backiel for all the Vectrex info (not to mention the system!) If anyone has any additional info for this list please send it in. People who have one are few and far between. Next issue I'll get into some of the games, along with a trick on how to flip Armor Attack. In the meantime, send in those lists!!

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COMPANY CAPSULE:

Apollo

On December 7, 1981 Apollo's first game, SKEET SHOOT was released. Skeet Shoot isn't much of a game, but at the time of its release there wasn't much of a selection of games for the 2600. Ed Salvo, the designer of Skeet Shoot, was hired by Pat Roper (Apollo's founder) through an ad in the newspaper. Salvo also was the designer of SPACE CHASE which was one of the first scrolling games for the VCS.

Apollo was based in Richardson, Texas. While most of their games were somewhat original, most of them

lack something to keep a player interested. They never really had a hit game like FROGGER or PITFALL, but some of their games, such as INFILTRATE (with its invisible assassin level) and SHARK ATTACK (first released as LOCHJAW) are somewhat interesting to play. Space Chase was also a decent game, and in 1982 you could have sent your initials (up to 3) to Apollo and they would have programmed them into the game. They appeared on the space ship during gameplay. Of course it would not have been done for the regular price of the cart, but \$100. Lochjaw's title had to be changed to SHARK ATTACK due to legalities. And in Skeet Shoot's original release, Salvo apparently overlooked a glitch which made the game picture roll. Any of these game versions are definitely worth alot to game collectors, especially Lochjaw. But then in late 1982 Apollo filed for Chapter XI, bankruptcy. Other games such as KYPHUS, POMPEII, and SQUOOSH are also high on collector's lists. Supposedly they also released games for the Colecovision and Intellivision systems, but I have never seen them. If anyone out there has, write us and let us know. Apollo was like alot of the third-party software companies for the VCS in the early eighties. Instead of pumping out games as quickly as possible, they should have taken more time to develop better quality games that would keep players coming back for more.

Apollo Cartridges (2600)

FINAL APPROACH  
GUARDIAN  
INFILTRATE  
KYPHUS  
LOCHJAW (SHARK ATTACK)  
LOST LUGGAGE  
POMPEII  
RACQUETBALL  
SKEET SHOOT  
SPACE CAVERN  
SPACE CHASE  
SQUOOSH



## DRIVING DAZE: Part 1

Every video game system has some kind of car racing game. In this and upcoming issues, we will be taking a look at some of these games. From INDY 500 to TURBO, there are quite a few racing carts to choose from. We are going to try and be fair with our reviews on these and any other games. Remember, in the early 80's, these carts cost as much as Nintendo or Sega carts. Of course graphics can't compare to today's standards, but graphics don't really mean much, as long as the game is fun to play. So let's look at some of these classic oldies for the Atari 2600:

### DODGE 'EM (Atari)

Remember the old RALLY-X arcade game? Pretty much the same idea with this cart. You drive a car in and out of 3 lanes plus an inner square, collecting dots as you drive over them. Once you have collected all of them, it's on to the next screen. But you have to avoid a computer driven car that is determined to smash into your car and dogs your every move. The fire button speeds up your car. Going fast, you can only change one lane at a time. But going slow, you can change two lanes. In the third screen there's two slow-moving computer cars. And in the fourth, two fast-moving ones. The game can be mastered if you can figure out the computer car's patterns. They always start out in the same spot (except on the difficulty A setting), which is how I usually play. Going full speed will help out alot in this one, but you have to slow down once in a while to make a lane change. Very much a pattern game. A perfect score in Game 1 is 1000 points, which is pretty good if done with the difficulty in the A position. Not much graphically, or in sound, but for some reason it's kind of addicting. I think maybe that's because the computer car will aggravate the hell out of you.

### RATING

Graphics \*\*  
Sound \*  
Gameplay \*\*\*

### Driving tips-

Try going full speed counter-clockwise around the outside lane. When your car nears the bottom opening, push up on the joystick and hold the gas. The car will move up 3 lanes instead of two with a little practice. There is also a way of making cars disappear off the screen. But it only works when there is two computer cars. Try different land changes and you might come across this. But be careful, the disappearing car will return after a few seconds.

### ENDURO (Activision)

No other racing game for the 2600 system comes close to Enduro. There's snow/fog/night driving conditions and Activision's colorful graphics. You have to pass a certain number of cars in a day in order to continue to the next day of racing. The first day it's 200 cars, but every one after that you have to pass 300. The fire button works as the gas pedal. Pulling straight back on the joystick applies the brakes. Try to maintain a steady speed that will get your car to pass the quota for the day. Going full speed will get you nowhere. Once you come upon the snowy part of the race, you have to be very cautious with your speed, because the car becomes less responsive. The foggy part of the race also requires a slow, steady pace since you can only see the taillights of the other cars as they come up on you out of the fog. The only time to really open it up is if the sun is about to rise for the next day of racing, and you still have to pass a few cars to meet your quota. Although Larry Miller (the game's designer) never got the attention like other Activision

designers did, he certainly did an outstanding job with Enduro. The gameplay is very smooth with the joystick. You can hear the engine shift as your car builds up speed. It's very challenging to meet your daily quota, especially after 10 days of racing. If you can make it to the fifth day, a trophy appears on the bottom of the instrument panel. By sending a picture of this to Activision, they would have sent you a Roadblasters patch. I think that was one of the reasons why Activision was such a great company. They rewarded their players with such patches. But I have been waiting over 7 years for my Pitfall II patch!

#### RATING

Graphics \*\*\*\*  
Sound \*\*  
Gameplay \*\*\*\*

#### Driving tips-

Maintain a speed that will help you pass your quota. Don't go full throttle. In later days of the race, cars will group in tight formations, making it almost impossible to get by them. Try slowing down a little, letting them get ahead of you. Then when you speed up and come up on them, their formation will have changed, making it easier to pass. It's also better to avoid a wreck by driving off the road. You'll lose less time this way, instead of more for a collision.

#### DRAGSTER (Activision)

Dragster was one of the first games Activision released, in 1980. Seems like only yesterday I was sitting in the family room getting frustrated with the game. At the time I thought that tying the record of 5.74 seconds was impossible! But now it's no problem. In Dragster, the joystick works as a gear shift. By tapping left, you can shift into each of the four gears. The counter

starts at nine and goes down to zero to start the race. The fire button works as an accelerator when pushed. If you give it too much gas in any gear, you'll red line the car too much and blow the engine. The red line appears at the top of the screen and fluctuates back and forth, depending on how long you hold the fire button. The key to getting a good time is by trying to get the most power out of every gear, before shifting to another without blowing the engine. It takes ALOT of practice to get it down. You will blow alot of engines before you can come in under 6 seconds. Get out of first gear quickly, then stay in second as long as possible, then third and fourth. Once you're in fourth gear, you can still shift again. To come in under 6 seconds or less you should only have to shift 6 or 7 times, if you keep it far in the red through each gear. Graphically, the car looks like a real dragster, and the sound of the car as it roars down the track towards the finish is also pretty good. The only downfall is (as I stated earlier) the frustration of getting the shifting technique down. If you don't have the patience with games then you probably won't like it. However, once you can get the hang of shifting it's a great game. Especially with two players. Anyone who could post a certain time would be awarded with a world class dragster club patch, if they sent it in to Activision. A tough game to learn, but well worth it!

#### RATING

Graphics \*\*\*  
Sound \*\*\*  
Gameplay \*\*\*

#### Driving tips-

As the timer starts counting down, practice revving your engine. This also takes a little work, but helps in getting a quicker start and a lower time.

# PROFESSOR VID'S EXAM No. 1

Sharpen your pencils and get those brain waves going. This is Professor Vid's first exam.

Questions are worth 5 points each.

The bonus question is worth 15 points. Some are pretty simple, while others will probably make you want to skip class. The person with the highest point total will receive a game, magazine, or a 1/2 year subscription. It's your choice. In case of a tie, we will have a drawing. And remember, no copying from your fellow students! Begin.

- (1) How many games for the 2600 system did David Crane design?
- (2) What is the thief's name from the SWORDQUEST series (2600)?
- (3) How many Kryptonite satellites are there in SUPERMAN (2600)?
- (4) In Colecovision's SPACE PANIC, there are three different types of aliens. Name them.
- (5) Carol Shaw (Activision) did RIVER RAID for the 2600. Name the two games she did when she worked for Atari.
- (6) How do you destroy the mummies in QUEST FOR QUINTANA ROO (Colecovision)?
- (7) How many ice stations are there in ANTARTIC ADVENTURE (Colecovision)? And name the countries.
- (8) In BEAUTY AND THE BEAST (Intellivision), what is the hero's complete name?
- (9) How many points is the Raj diamond worth in PITFALL II (2600)?
- (10) What is the bad guy's name in HAPPY TRAILS (Intellivision)?
- (11) What bug is worth the most points in WORM WHOMPER (Intellivision)?
- (12) Name the designer of DREADNAUGHT FACTOR for Intellivision.
- (13) How many levels are there in MINER 2049ER (Colecovision)?
- (14) How many different vegetables are there in LADYBUG (Colecovision)? And which one is worth the most?
- (15) How many points is the crown worth in MOUNTAIN KING (2600)?
- (16) What is Spike's girlfriend's name in SPIKE (Vectrex)?
- (17) What is the highest point value for hitting a flashing bonus bar in RAM IT (2600)?
- (18) How many levels are there in FORTRESS OF NARZOD (Vectrex)?
- (19) Who is the designer of ADVENTURE for the 2600?
- (20) What is the highest possible amount of votes you can receive in CAMPAIGN 84 (Colecovision)?

## Bonus Question:

In the early eighties, Atari took out a lawsuit against Odyssey for a certain game that they felt copied their version. Name the game by Odyssey and the one by Atari.

Mail your answers to:

CS & G Monthly  
c/o Jeff Adkins  
11 Windsor  
Attica, New York 14011

Exams must be received by October 30, 1991. Winner will be posted in November issue.

# The SCOREBOARD

## ATARI VCS/2600

GAME:	PLAYER:	SCORE:
Pitfall	Jeff Adkins, NY	114,000
Superman	Jeff A.	46 seconds
Circus Atari	Jeff A.	9,999
Stampede	Jeff A.	32,426
Phoenix	Jeff A.	518,050

## ATARI 5200

## ATARI 7800

## COLECOVISION

Antartic Adventure	Jeff A.	712,660	Stage 103
Space Panic	Jeff A.	309,000	Screen 53
Mr. Do	Jeff A.	655,000	

## VECTREX

Mine Storm	Scott Stilphen	51,000	Mine field 11
Star Trek	Scott S.	101,400	

Send us a legible photo (any game) to  
appear on the Scoreboard!





# CS&G's EASTER EGG HUNT



## BEAUTY & THE BEAST (Intellivision)

When the beast falls off the building, press #3 on the keypad twice. The designer's initials will appear on top of the building!

## SMURF RESCUE (Colecovision)

On skill level 3, move back and forth between the first two forest screens. After a while the designer's initials will appear between the smurf head and energy count at the top of the screen.

## DRAGONFIRE (2600)

Turn the on/off switch back and forth very fast 7-8 times (fry it). A strange pattern will appear, the screen will be black, and a row of nine diamonds will be on the left side. The prince will be running to the top of the screen. When this happens, hit RESET. Now the screen will look normal but when the prince enters the castle, the treasures will be lined up in a row on the left side of the screen and will be all of the same type.

## E.T. (2600)

Finding the programmer's initials: Give Elliot about 35-36 candy pieces in one round. E.T. will turn purple and the initials HSW will appear on the bottom of the screen as your energy count goes down. The trick is to find the one round that offers alot of candy pieces. Keep giving Elliot all the candy and be careful not to fall in any wells.

## RAIDERS OF THE LOST ARK (2600)

To uncover the programmer's initials, you must first find the YAR on the mesa field. Go to the Flying Saucer Mesa and jump off while holding the Chai. The YAR will appear above you. If you manage to play a perfect game (not losing any lives, finding the Ark quickly, etc.) the initials will appear on the final screen in your inventory.

STAR RAIDERS (2600). There is a "mystery rank" for exceptional

players. Do you know what it is?

HAUNTED HOUSE (2600). Rumors have been circulating about the possibility of hidden initials somewhere in the game. Has anyone seen them?

Have you come across any "eggs" or glitches? Write us and you will receive credit in the next column for your find(s). Also, if anyone found the secrets in STAR RAIDERS or HAUNTED HOUSE please let us know! Next issue we will reveal secrets on SQ FIREWORLD, PAC-MAN, and others!

## VALUABLE VIDEOS

Sports card collecting is at an all-time high right now. A Rickey Henderson rookie card goes for up to \$200 or more, while a Wayne Gretzky rookie card is up to \$500! The following is a list of some games that just might be worth aot down the road 20-30 years from now to game collectors. Maybe by then there will be a Beckett video game price guide!

### Rare 2600 games:

- CRAZY CLIMBER (Atari)
- PENGO (")
- QUADRUN (")
- SLOT MACHINE (")
- KYPHUS (Apollo)
- LOCKJAW (")
- MAGIC CARD (Commaid)
- VIDEO LIFE (")
- ESPIAL (Tigervision)
- MINER 2049ER (")
- MINER 2049ER II (")
- HALLOWEEN (Wizard)
- TEXAS CHAINSAW MASSACRE (")
- SURVIVAL RUN (Milton Bradley)
- GLIB (Q.D.I.)
- TURBO (Coleco)
- MANGIA (Spectravision)
- CHASE THE CHUCKWAGON (")
- INCREDIBLE HULK (Parker Bros.)
- CUBICOLOR (Rop Fulop) only 60 made!

In upcoming issues, we will list more of the harder-to-find games.

## CLASSIFIEDS

For quick service and a good selection of games write to:

Classic Carts  
P.O. Box 9871  
Madison, WI 53715-0871  
(608) 249-9811

They also buy and sell used video games. Check 'em out!

Are you a fan of an old video game system from the early 80's? Or how about a system from the late 70's? If the answer is yes, then you need to read ZAP, the newsletter for classic systems. For a free issue, send a stamp to Ter Micharoni, 142 Justin Ave, Staten Island, NY 10306.

### COMING IN NOVEMBER ISSUE...

#### Reviews on:

2600 - Dig Dug, Pitfall I & II, Mountain King

5200 - Pengo, Qix

Intellivision - Advanced D&D  
Happy Trails

Colecovision - Space Panic, Looping,

Vectrex - Mine Storm, Armor Attack

Plus Professor Vid's Exam #2,  
Company Capsule featuring Imagic,  
part 2 of our Driving Daze article  
covering Spy Hunter/Turbo/Auto  
Racing, classifieds, and much more!!

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Editor: Jeff Adkins      Writer: Scott Stilphen  
Printed by: Vintage Publishing

## AND FINALLY...

If you would like to subscribe to CS&G simply fill out the coupon below. You can subscribe for either 6 months, or a full year. Prices are \$1.25 per issue, \$7.50 for 6 months and \$15 for 1 year. If you have a question on a game for any of the systems we cover, send it to us. Plus if anybody out there would like to contribute articles we will gladly include them. We are looking for someone to do game reviews on the Odyssey and 7800 articles, along with the other systems. Please keep in mind that this is our first issue. Next month's will be somewhat larger.

In our November issue, we will start a high score contest. If you would like to send in a score for the Scoreboard, please do so with a somewhat legible photo. Along with Prof. Vid's Exam #2, we will be giving away VERY collectible cart to the winner of the high score contest. In future contests, other great carts also. But we must have alot of participation by all of you blue-collar videoheads. The more people involved the more we can give away! Either by sending in your Exam answers or entering the high-score contest, let's help make it the way it used to be in the early video days. After all they are all great systems with great games!

Thank you.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
systems owned: \_\_\_\_\_

Check or money order please!

Jeff Adkins, 11 Windsor  
Attica, NY 14011