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# CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 1 No. 10

SEPTEMBER 1992

GAME OF THE MONTH:

## GAME REVIEWS

### 2600:

Mogul Mania & Joyboard

### 7800:

Kung-Fu Master  
Dark Chambers

### COMPUTER:

Ninja (Atari 130XE/C-64)

### COLECOVISION:

Q\*Bert II: Q\*Berts Qubes

### INTELLIVISION:

Boxing  
NHL Hockey/Hockey

### ODYSSEY:

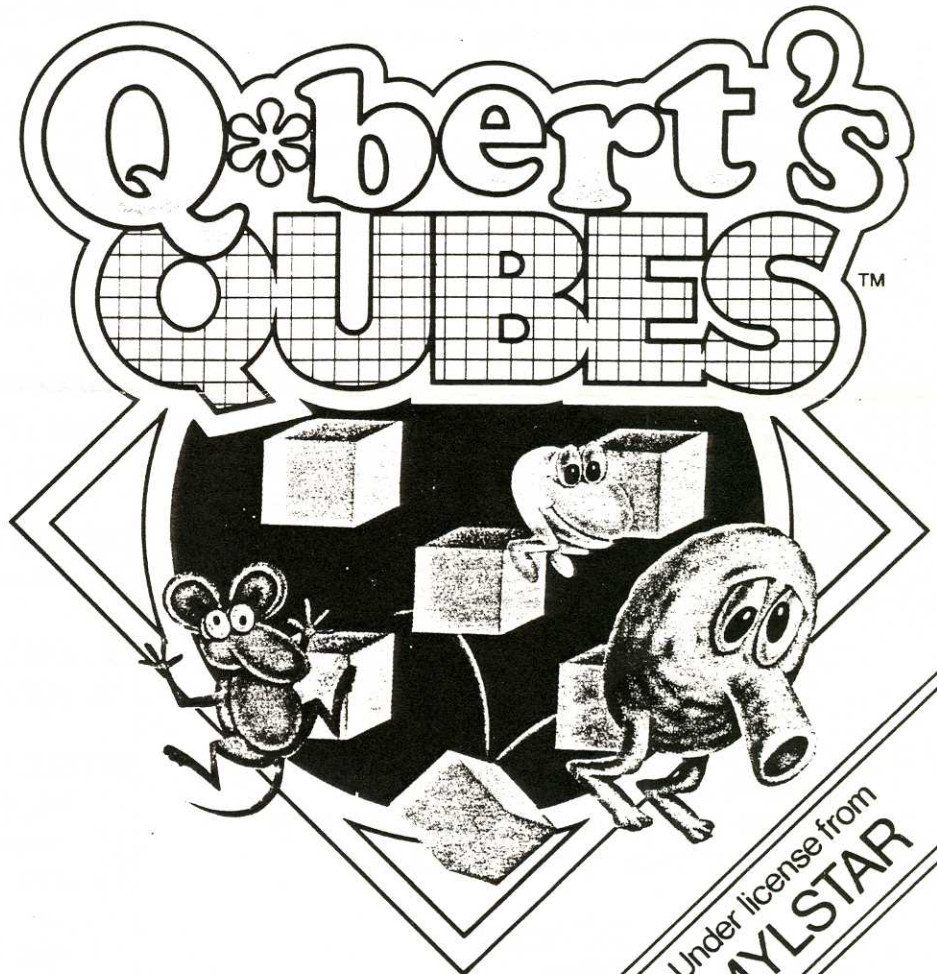
Attack of the Timelord

### Classic Comparison:

2600 Stampede  
INTV Stampede



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**COLECOVISION™ GAME SYSTEM**

# CLASSIC SYSTEMS & GAMES MONTHLY

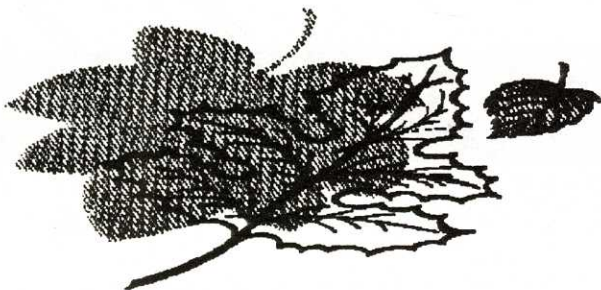
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## FROM OUR EDITOR

Well, we are one issue away from our anniversary issue. Hard to believe that it has been almost a year already. It seems like only yesterday I was playing VCS games at my parents house in Ohio almost 14 years ago. While the quality in graphics has improved greatly since the first 2600's hit the store shelves years ago, my devotion for the classic systems and games is as strong as ever. Whether it be a 16, 32, 64 or even a 128 bit future, I still feel that the best games for playing at home were released during the late 70's and early 80's. Call me crazy, call me an old vid-head, why you could even call me an old slug, that's just how I feel. Otherwise I probably wouldn't be doing this particular N/L. While the NES Notebook made its debut last month, we are adding a new computer section called Keyboard Klassics with a review of Ninja by Mastertronic for the Atari 130XE. The Arcade Alley is also just around the corner with reviews on some of the early arcade classics. So stay tuned!

Jeff Adkins  
Editor



## WHAT'S INSIDE

- 2 For What Its Worth
- 2 Review and Rating System

### TOPIC 2600

- 3 Mogul Mania & Joyboard

### 7800 PROSYSTEM

- 5 Kung-Fu Master
- 6 Dark Chambers

### KEYBOARD KLASSICS

- 7 NINJA (Atari 130XE/C-64)

### COLECOVISION SKILL LEVEL

#### Game of the Month

- 9 Q\*Bert II: Q\*Berts Qubes

### ODYSSEY OUTPOST

- 11 Attack of the Timelord

### CLASSIC COMPARISON

- 13 2600 Stampede vs INTV Stampede

### INTELLIVISION

- 15 IntelliVision Vid Bits
- 15 Boxing
- 16 NHL Hockey/Hockey

- 17 And Finally.....

- 18 Classifieds

## FOR WHAT ITS WORTH

I know that we don't cover the Super NES, Genesis and some of the other systems, but I keep getting information about some of these great machines from various companies that produce games, joysticks and other accessories for them. So this will be a sort of what's going on now column. No 16-Bit reviews, here goes.

Enix has announced that it will be releasing Dragon Warrior IV for the NES in late October or early November. I can't wait to get a hold of this one. I just hope that it is released on schedule. DW II and III both were released late. The game consists of four separate quests before reaching the fifth and most challenging one.

In other Nintendo news, the Super Advantage (an arcade style joystick) is scheduled to be released in September for play with the Super NES. It was shown at the Summer 1992 Consumer Electronics Show in Chicago. ASCII Entertainment Software Inc. will be producing the Super Advantage under its Asciiware brand name. Some of its features include fully adjustable turbo, automatic turbo fire for all buttons (30 to 35 shot/second) and a variable speed slow motion. It will retail for around \$50.00.

Thinking about hooking up your computer monitor to your SNES, Neo-Geo (I wish!) or Genesis? Well Redmond Cable Company (The "Weird Cable" Company) sells game system cables that will allow you to do just that. The prices range from \$18.00 to \$54.00. Their address is:

Redmond Cable  
17371-A1 NE 67th Ct.  
Redmond WA 98052  
(206) 882-2009

Hal America who brought us the Adventures of Lolo 1, 2, and 3, and other NES and Gameboy games is calling it quits. Could it be the

start of the next game crash? I wonder. Look for more game companies to be either bought up by someone else or just plain fade away. It is almost the tenth anniversary of the original crash. Maybe it has something to do with the planets alignment?

## REVIEW AND RATING SYSTEM

Some of you have written in regarding how the games are reviewed and rated. Well here goes! The rating system is very simple and to the point (just like TV Guide's movie ratings), unlike other video mags that have ten different categories rated on a scale from 1 to 10. The following is our rating chart.

Great	****
Good	***
Average	**
Poor	*

A no star rating indicates stinkage!

When rating any game I try to be fair, considering the limitations of some systems. By knowing what each system is capable of doing graphically, and soundwise, I can compare a good game to a bad one, for each system. As for always giving 7800 games a good rating, I guess that the reviewers for the Pro System truly believe in the quality of 7800 games.

For each and every game that this particular slug reviews, I put in at least 10 to 15 hours of game time. I have seen game reviews in some of the old video magazines, and also some current fanzines where it was obvious the reviewer didn't put in enough hours of play to give a game a fair review. While playing I try to take notes of the various graphics, on screen movement, strategies, etc. Most of our reviewers, I'm sure you'll agree try to give as detailed an opinion as possible. But of course just because we might like a game, it doesn't mean that you will. Each system has its following and every vid-head has different tastes as far as games are concerned.

# TOPIC 2600

## MOGUL MANIA & JOYBOARD

(POWER SYSTEM)

1983 Amiga Corp.

#3120

One Player

By Jeff Adkins

I know that its going to be a while before the slopes here in Western New York will be covered with snow and lots of skiers. But I could not resist reviewing a basic skiing game that came packaged with a unique controller, the Joyboard. By standing on this particular controller, you can interact your movement with the on screen slopes, giving the feel of actual skiing. I've never tried to ski in my life, but when I first tried the joyboard, it was a blast!

Mogul Mania offers any downhill skier, nine different courses with which he or she must ski through open and closed gates. The gates are simply two posts aligned side by side (horizontally), or vertically. The posts are two different colors, red and blue. By skiing through the gates, you try to achieve a good time. I found myself saying "just one more game" (over and over again), and flicking the old reset quite a few times.

The joystick and the joyboard control on screen movement nearly the same except when turning right or left. The joystick moves the skier left when held that way, and right moves right. But while using the joyboard in order to move left, you must lean right or left to move right, just like real skiing. With the left difficulty switch in the "B" position you are docked five seconds for each gate missed. The "A" position is for experts, by missing one gate your time goes to 9:59.9, but you can still finish the course. The right difficulty switch determines whether the course has moguls. When in the "A" position

the gates simply move up and down, when in "B" they don't. The B/W-Color switch is used as a controller option. To play with the joyboard it should be in the "Color" position. To use a joystick it should be in the "B/W" position.

The elapsed time, speed, and the number of gates remaining are shown in the upper right corner. The maximum speed possible is 40. To move faster either lean forward on the joyboard, or push up on the joystick. Leaning or pulling back on either slow you down. The number of gates varies with each course. The following shows the nine different courses along with the amount of gates, and the maximum speed for each.

Course	Gates	Speed
1. Bunny Hill	35	22
2. Snowmass	63	26
3. Aspen	63	30
4. Alta	63	34
5. Jackson Hole	63	36
6. Stowe	63	40
7. Mammoth	25	30
8. Cascade	25	30
9. Taos	25	40

The joyboard itself is a rather large controller. It measures 12 inches in width, 14.5 inches in length, the left and right sides are 3/4 of an inch thick inclining slightly to 1 and 3/4 inches in the middle. The two sides of the top have grooves for your feet, giving good traction going down those slippery slopes. It can handle up to 250 pounds. I weigh 180 pounds and it responded exceptionally well. The joyboard rests on a 3 inch disk that has eight different movements. The same as a joystick. There is also a port on top that is used for a joystick. So you could play other games, like Adventure for example, by moving around the kingdom with your feet,

and killing dragons or dropping objects with the fire button on the joystick. It takes a while to get use to, but it offers a new challenge to games you have mastered with a joystick.

## SUMMARY

**Graphics** - There isn't much to sight-see in this cart. Graphics consist of the blue and red gates, trees along the sides and at the end of the course, and mountains in the backdrop (if you can call them mountains). The one thing that I like, is that the tips of the skis appear at the bottom of the screen. They also move side to side going through the gates giving it a nice effect.

**Sound** - The sounds consist of a swooshing sound as the skis glide through the snow, a penalty noise for missing a gate, and a short fanfare plays at the end of the run if you can set a new record. By running into gates or trees, the screen flashes and a sort of thud indicates the collision.

**Gameplay** - It's as basic as it gets. Yet it can be addicting trying to beat your best score. It is definitely a pattern game, by memorizing the various courses, fast times can be achieved. The gates are always in the same position (same color too) on every course.



Mogul Mania and the Joyboard offer a different kind of challenge, unlike anything else that has been released for home video games. As far as I know there doesn't seem to have been too many sold through stores way back when, so finding them is probably as rare as a Cleveland Browns victory. The joyboard can broaden anyone's video horizons.



### MOGUL MANIA RATING

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

### JOYBOARD RATING

Response \*\*\*  
Durability \*\*  
Overall \*\*\*

### Review Score:

Course (9)  
W/Joystick 44.1  
W/Joyboard 44.9  
(Both difficulties in A position)

### TIPS:

- > The joyboard is more responsive and easier to use on a smooth flat surface. Shag or thick carpet makes it harder to control.
- > As soon as the tips of the skis are past a gate turn and move through.
- > For fast times, the sharper you turn the more time you'll save. Try not to go too wide through the gates.

# 7800 PROSYSTEM

## KUNG-FU MASTER

1984 Irem Corp.

1989 Absolute Entertainment

Atari 7800 Programing by Bob Curtiss

One or Two Players

Joysticks

By Alex Reynolds

An evil wizard has kidnapped the princess and is holding her captive in his stronghold and it is up to you to rescue her from his villainous clutches. Sound familiar? This arcade translation of the Data East/Irem Corp. coin-op won't present you with anything you haven't seen in many a game before.

Kung-Fu Master follows the predictable pattern of sending you to do battle with various thugs and beasts (some tougher than others) on a side-scrolling level until you reach the end of the level. At the end of the level there is, wait, surprise, an enemy boss. The bosses include a Stick Fighter (who fights with a stick), a Boomerang Thrower (who fights with a boomerang), a Lightning Magician (who, yep, you guessed it, uses lightning magic), and so forth. At the end, you have to face down the Gang Master who is, to put it mildly, no wimp.

Your only weapons in your mission are your fist, for high and low punches, and your feet, for high and low kicks. You can also jump and crouch to avoid weapons thrown at you. Scoring is directly affected by which offensive technique you use. For instance, kicking a Knife Thrower is worth 500 points, while punching him is worth 800 points. You also have to deal with a timer. Spend too long on a level and you will loose a life. You earn an extra life at 75,000 points, but so far as I can tell, there are no more extra lives after that.

After seeing the work that Absolute

Entertainment has done before, I was hoping for a graphically superior kung-fu battle that would keep me busy for a long time to come. Boy, was I wrong. The graphics were incredibly poor, as was the sound. The gameplay was frustrating thanks to a combination of both poor graphic and sound quality and very unresponsive controls. I often found myself wondering who was winning when battling a boss and not even being sure I was actually hitting him. Pass on this Kung-Fool.

### RATING

Graphics	*
Sound	**
Gameplay	*

### TIPS:

- > Keep moving at all times. If you stop, the enemy will move in on you, sometimes from more than one direction.
- > Avoid snakes and bombs, there is little or nothing you can do about them.
- > If a dragon begins to form in front of you, run through it quickly before it finishes forming. If you're fast enough, you shouldn't loose any energy.
- > As far as I can tell, the following maneuvers have the maximum effect against the following boss characters:

Stick Fighter - Low Kick

Boomerang Thrower - Low Punch

Giant Kicker - High Kick

Lightning Magician - Low Punch

Gang Master - nothing in particular (I told you he wasn't a wimp)

## DARK CHAMBERS

1983 John Palevich  
One or Two Players

1988 Atari Corp.  
Joysticks

By Alex Reynolds

Dark Chambers is a Gauntlet-style action-adventure game that sends you deep underground to collect treasures and dispatch various ghouls in a series of 26 maze-like chambers. The game provides a huge number of enemies to keep you busy and also provides help in the form of foods and potions, to restore life, and weapons, to improve your fighting skills. The game also offers two player simultaneous play so you and a friend can team up. The game also offers three skill levels for you to work through to give you a chance to get a feel for the game.

The ghouls are a dangerous collection of five different types of monsters that range from Zombies, the weakest ghoul, to Grim Reapers, the strongest of the ghouls. When shot, the ghouls mutate to the next weakest form of ghoul until they become Zombies. Zombies then explode when shot. The ghouls aren't the only danger, however. Scattered about, often at the most inconvenient places, are traps and poisons that drain your strength and cannot be destroyed, and spawners, which create ghouls and, like the ghouls, mutate to a weaker form of spawner when shot. The only form of spawner that cannot be destroyed is the underground spawner.

Various weapons are scattered about the chambers which can help you battle the ghouls. These include: Guns that speed up your shooting power, Daggers that double the power of your shots, Shields that decrease the amount of damage done to you by touching an enemy by half, and Bombs that destroy all ghouls and spawners on screen when you detonate them. Except for bombs, which you can stockpile, you can only carry one of each weapon, but you can shoot duplicate weapons you find for bonus points. There are also food and potions scattered about that will restore lost energy when they are picked up. There are also hearts scattered throughout the chambers that, in a two-player game, will restore the life of your partner if he

has been killed when it is shot. If it is shot any other time, it becomes an underground spawner.

Sometimes, the exit to the next level will be behind a lock. In this case, you must find a key. Keys are scattered about in the chambers and are often well guarded by the ghouls. Without these keys however, it is impossible to progress into the game so be ready for a fight.

Also scattered about are treasures you can pick up for points. The treasures range from the common 100 point Strongboxes to the 3,000 point Gold Chalice. The treasures are for points only however, and, if too well guarded should be skipped unless you are full of energy and ready for a fight.

You will have to figure out whether your personal objective in this game is a long life or a high score or a combination of both. Since the highest scoring treasures are usually guarded heavily, you are certainly going to lose more energy going after a treasure like the Gold Chalice and possibly die, but, bypassing that many points means your score won't be as impressive (at least in the short term).

This game is a must for fans of adventure games and will entertain both fans of arcade games and quest games. Even though it leaves something to be desired in the sound department, it has good graphics and excellent gameplay and is a must buy for Atari 7800 owners.

### RATING

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

### TIPS:

- > If you are going to try to play through the advanced level, play through the beginner and standard levels first to stockpile as many bombs and pick up as many extra keys as possible.
- > Use the beginner round to make maps of the 26 chambers. Even though some objects will be in different places and the ghouls will be more plentiful, the structure of the chambers will not change.
- > Don't dawdle. You lose energy just being in the chambers.

# KEYBOARD KLASSICS

## NINJA

1986 Mastertronic Inc.  
Atari 130XE, C-64, and compatibles  
One Player  
Joystick

By Jeff Adkins and Chris Muniak

Princess Di-Di has been imprisoned in the Palace of Pearls. Ninja has been called upon to venture through a land of death to rescue her. The princess has left a trail of seven idols, that the ninja must collect along the way to prove his worth. Story sound familiar? How many princesses are there to save in such a small world.

The game consists of five different sections along the sea, and fourteen rooms inside the palace. While there is only one enemy in each section along the sea, there can be up to five henchmen in some of the palace rooms. The enemies that must be dealt with are: evil ninjas, karatekas, and thugs. Of course being a ninja you are armed with death stars, daggers and your trusty samurai sword. The ninja can carry up to three stars, or daggers, or a combination of both. Upon throwing a star or dagger at an enemy, it can be retrieved to throw again by kneeling over it. Caution should be taken when confronting the evil ninja, because they can also pick up stars or daggers and throw them back at you. The karateka and thugs cannot throw weapons.

Being a well trained ninja, you must also use some punching and kicking moves along with your weapons to dispose of the enemies. These include a high kick, jump and punch, body kick, low kick, and a low punch. The sword is a very effective weapon, but you must be very close to an opponent in order to strike effectively. The dagger is also devastating,

but it too does the most damage in close. The stars by far are the weapon of choice. No matter how far away from an enemy you might be, they always strike true. Two energy gauges at the bottom of the screen keep track of how many hits you have taken, and how many blows you have inflicted on the enemy. In order to replenish your energy, idols must be found.

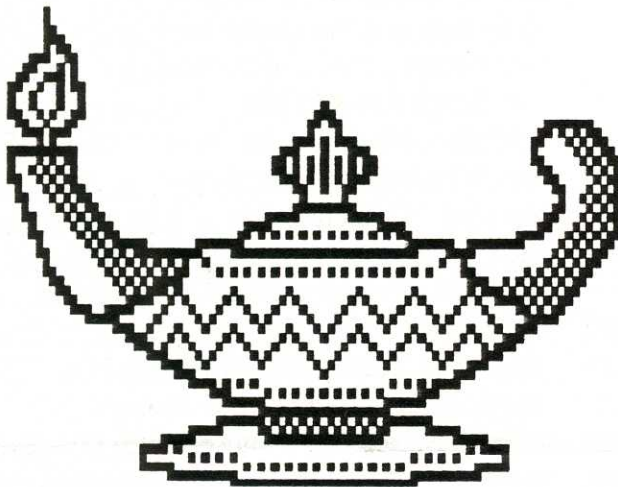
There are seven idols scattered about the palace. One of the nice things about the game is that they are located in different rooms or sections each game, the only exception is the seventh idol. The idols look like magic lamps and glow like the chalice in Adventure. The seventh idol is always found in the last room, Akuma's Chamber. The entrance to this final room is hidden until the first six idols are gathered. You must search the rooms on each level for idols before attempting the next. Holes in the ceiling can be jumped through in order to reach the next level by centering the ninja under it and pushing up on the joystick.

The points for destroying enemies and collecting idols increase on each level. There are no extra lives to be earned. You must save the princess with only one ninja. Scoring is as follows:

- Evil ninjas are worth 80 pts. each on Level 1 and increase to 480 pts. in Akuma's Chamber.
- Karatekas are worth 60 pts. each and increase to 360 pts. max.
- Thugs are worth 40 pts. each and increase to 240 pts. max.
- Idols start at 200 pts. and increase to 1200.
- No extra lives are awarded.



I had some help reviewing this game from my son Chris. We have had a little competition going, trying to see who could finish the game first. While I won, for a twelve year old he did pretty good. He can reach Akuma's Chamber, but just can't seem to get the seventh idol. This is the toughest part of the game. Five enemies (four karatekas and one evil ninja) guard the last idol. Bruce Lee probably would have had a tough time as well.



## SUMMARY

**Graphics** - The rooms and sections all have a different look about them. Some such as the rainbow room are very colorful, with a sort of psychedelic look about them. The ninja moves and fights like a ninja. The knives even spin as they fly through the air. After defeating an enemy, he looks like he was flattened by a steamroller.

**Sound** - Ninja has many oriental type sounds along with theme music that plays occasionally (usually after clearing a room of enemies). The sounds consist of stars and daggers making contact, plus various other noises.

**Gameplay** - I just recently picked up another 130XE keyboard and since then Ninja has been playing just about every night around here. It is somewhat original, and the challenge of finding all of the idols and returning to the first section by the sea to finish the game is

addicting. Upon completing the game though you don't even get a glimpse of the princess or even a "thank you" for risking your life. The screen simply flashes, and "Winner" appears at the bottom of the screen. But that's the life of your average ninja, I guess.

## RATING

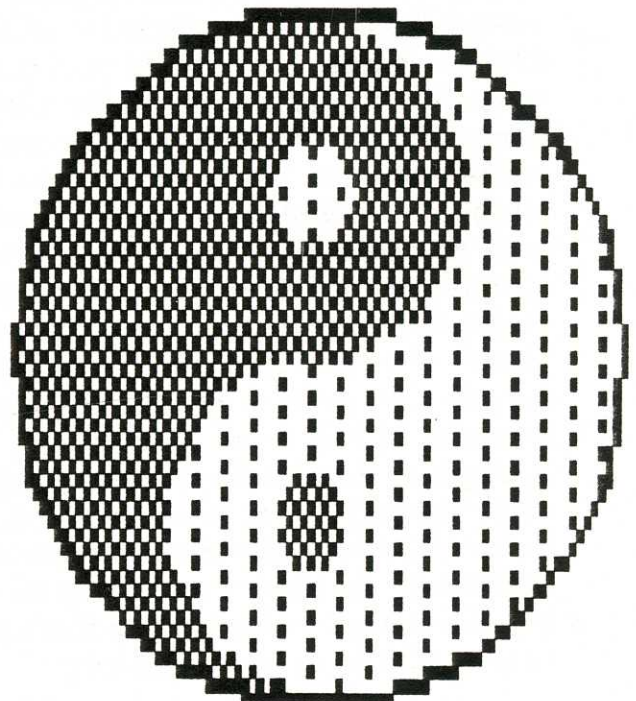
Graphics \*\*\*  
Sound \*\*\*  
Gameplay \*\*\*

## Review Score:

12,336 "Winner"

## TIPS:

- > Idols restore full energy. Try to save some in reserve for when you really need it.
- > Be sure to have 3 death stars in hand when reaching Akuma's Chamber.
- > Even if you kill an enemy, if he began to throw a dagger or star first, it will continue towards the ninja. Be careful!
- > After winning the seventh idol, you don't have to fight anyone else. Just make it back to the starting screen, Tori in the Sea.



# COLECOVISION SKILL LEVEL

## GAME OF THE MONTH

### Q\*BERT II: Q\*BERTS QUBES

Arcade 1984

Mylstar Electronics

CV version 1984 Parker Bros.

One or Two Players

By Jeff Adkins

Upon entering the video game world of Q\*Berts Qubes, you will find yourself drawn in immediately by its challenge, cast of characters and fun. This sequel to the original Q\*Bert can be considered a frontrunner for the best ColecoVision game ever made. Ever since I was introduced to hose-nosed hopping Q-Man by my good friend and mentor (the Lordmaster in Elmira NY) during the winter of 1985, I've been trying to find a way out of Q\*Berts wacky world of qubes. After reviewing this game for the past couple of weeks I'm sorry to say that I'm probably trapped for life.

Instead of color matching squares on a pyramid as in the original Q\*Bert, rows of qubes (six-sided) must be color matched in order to form tic-tac-toes. The playfield consists of 25 qubes (five rows of five) shaped like a diamond. During the early levels the qubes are blue, yellow, and green. But from level three and on, red, purple and white are added taking advantage of all six sides to each qube. Each level is made up of four rounds. During levels one and two only one tic-tac-toe is needed per round to advance to the next level. As Q\*Bert hops off of the qubes they rotate in the same direction that he moved off from them. A target qube (example) is shown at the upper left portion of the playfield. Three arrows point at it flashing. This qube shows which colors must be matched. By jumping and turning the qubes in different ways, you must try to match a row or rows of qubes to form tic-tac-toes.

While the purple and green balls make return appearances, the other cast of characters has been changed. Coily has been replaced with Rat-A-Tat, a purple rat that chases Q\*Bert around the qubes by hopping also. In order to drop him into the empty void below, Q\*Bert must jump off of a qube turning it, as Rat-A-Tat jumps towards him. Timing is essential. Meltniks which are the various colors of the qubes hop around like frogs and must also be avoided. If the top side of a qube matches their particular color, they will disappear or melt into the qube as they jump onto it. And last but not least, there are Shoobops (shoes with eyes, some even where shades). These hopping hindrances can rearrange qubes even after they have been successfully matched with the target qube. By jumping onto these cool nuisances they can be eliminated. The green ball when snagged, freezes the enemies for a few seconds, allowing you to escape a close encounter, or makes some qube changes

Scoring is as follows:

Jumping off a qube	5 pts.
Matching target qube	100 pts.
Dropping Rat-A-Tat	500 1st time (per round)
	400 second
	300 third
	200 fourth
	100 fifth
	5 pts. there after
Catching green ball	100 pts.
Catching Shoobops	100 pts.
Bonus Round	from 100 to 32,500 possible

Scoring per level

Level 1 200 pts. per qube  
200 pts. tic-tac-toe

From level 2 on 25 pts are added per round for each qube after making tic-tac-toes.

An extra Q\*Bert is awarded for every 10,000 points scored. While only seven extra men appear on screen, you can still have many more in reserve.

In between levels there is a bonus round. During this phase of the game you must simply try to match as many qubes as possible before the bonus timer runs out. By pushing the joystick any of the four directions and holding, the qube will rotate in that direction until you let off. None of the other characters appear while playing the bonus round. The bonus timer starts at 50 during round 1 of level 1 and gradually ticks down. By quickly making the required tic-tac-toe each round you can have a good amount of time to conquer the bonus round. Once you reach the higher levels more bonus time is allotted, such as 340 during level 7.

As the game progresses two, three, even four tic-tac-toes must be made in order to move on. During level five, if Q\*Bert moves back onto an already matched qube, it will have to be matched once again, just like the upper level of the original game. While the instruction book doesn't say how many levels there are, my guess would be ten. This would include making five tic-tac-toes per round. If anyone could do this, not only would I consider them an awesome player, but also a mental escapee! The highest level I have been able to reach is eight, get that straight jacket ready boys.

## SUMMARY

Graphics - The different colors of the qube, Rat-A-Tat bouncing off of his tail from qube to qube, the shades and eye movement of the Shoobops, and the various other graphics make this an even better game visually than the original visually.

Sound - Two different medleys play at the start of each round. The Shoobops, Rat-A-Tat, and Q\*Bert all have their individual weird sounds as they move about the colorful qube world. Other various bleeps and honks include matching a qube, earning an extra Q\*Bert, and Rat-A-Tat being dropped.

Gameplay - One more game, one more game, one more game..... The three words that all of us vid-heads know best. One strong point is that you can start on level one or begin on level four with the game select screen. So once you learn the game, you can begin on the harder level right away instead of having to start from the beginning. Qubes is a somewhat difficult game to find, but if you can find it, it is well worth the wait. Now just one more game, I promise!

### RATING

Graphics \*\*\*\*

Sound \*\*\*

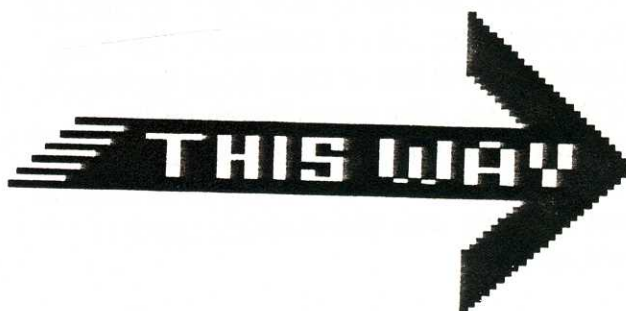
Gameplay \*\*\*\*

### Review Score:

362,475 Level 8

### TIPS:

- > The green ball is worth grabbing, but sometimes (especially during higher levels) you will have to move on and off of already matched qubes to get it.
- > Try to make two tic-tac-toes along the outside rows. Play the middle and outside rows to make three or more.
- > You can have well over 100 ticks on the bonus timer remaining after completing level 5 by making a tic-tac-toe across the very middle of the playfield during all four rounds.
- > Memorize how the colors align with each other (just like Rubik's Cube) and you too will be trapped in the Qube World with me.



# ODYSSEY OUTPOST

## ATTACK OF THE TIMELORD

# AC9445 Odyssey2

1982 Magnavox

Designed by E. Averett

By Jeff Adkins

Syphus the Deathless, Timelord of Chaos is dispensing his squadron of time ships, and is determined to take over the Earth. In order to repel the alien invasion, you and your time machine (spaceship) must avoid the various weapons that the enemy ships shower upon the time machine, while firing blasts from the laser cannon that can eliminate Syphus and his space army. The sad part about this game is that you have one and only one life to deal with the invaders. So no matter how far you get into the game, getting hit once by anything and its back to level one. **ARRRGH!**

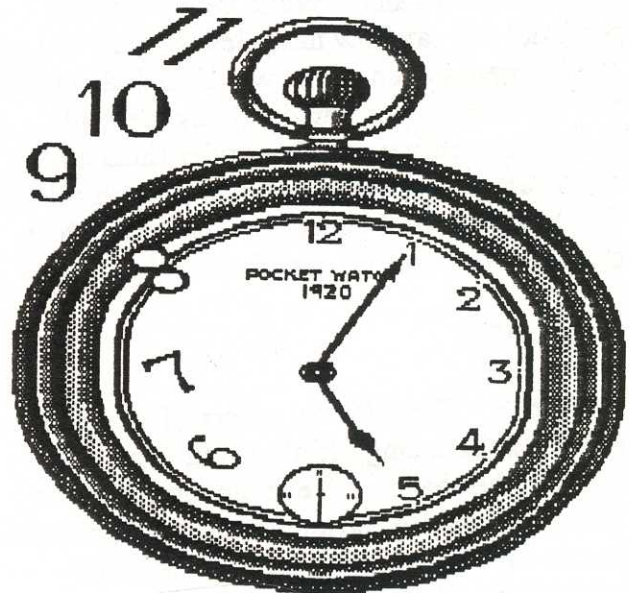
At the start of the game the Timelord's face appears in the middle of the screen. He taunts you with quips like "Destroy the earthling," "Your planet is doomed," and "Prepare for defeat." Timelord is voice enhanced, but only Syphus's voice is heard through the voice. The alien shots and other sounds play through the TV speaker. After hearing his orders or insults, the alien squadron is released from a swirling time warp in the center of the screen. Timelord is actually a blend of Space Invaders and Centipede. The enemy time ships fly around the screen much like a Centipede. The time machine moves left or right along the bottom of the screen. The action button on the joystick fires shots from the laser cannon.

The enemy time ships will try to destroy the time machine with four different types of weapons.

The ships and the scoring are as follows:

Missiles	2 pts. each
Anti-Matter Mines	4 pts. each
Annihilators	8 pts. each
Time Killers	16 pts. each
Time Ships	5 pts. each

It is hard to believe that anyone could design a game with only one life. It would be much more satisfying to at least have two. Even more mind boggling is the fact that this cart consists of 256 levels! This has to be one of the most aggravating and challenging games I've ever played. The high score remains on screen and you can even add your name to it wow! But only one life, **ARRRGH!**



The four various types of weapons that the time ships drop move in different ways. Only missiles appear on level one making it easy to get through. They fall straight down towards the bottom of the screen. The Anti-Matter Mines show up during level two. They move diagonally, homing in on the time machine.

Upon reaching level three, the time ships also dispense Annihilators. These particular nuisances fall straight down, but upon reaching the bottom of the screen they can also move to the right or left, zeroing in on the time machine. The Nucleonic Time Killers along with the other three weapons are fired at the time machine during level four and on. These move like missiles but faster and they follow your moves more closely. All of the alien weapons can be blasted out of space with the laser cannon. In between fleets of time ships the Timelord appears and continues his insults towards you. If you can reach higher levels, he will begin to compliment your gameplay with quips like, "You're a worthy opponent," and "A commendable defense." I suppose if you could get further into the game he probably has more to say.

#### SUMMARY

**Graphics** - This is an Odyssey2 game so don't expect any eye popping visuals. The time ships are rectangular, the time machine is shaped like a triangle and is rather wide (like playing Space Invaders with a wide cannon). The appearance of the Timelord is a neat effect. But lets remember that ten years ago when it was first released, (with such a small library of games), it was a worthy addition to any die hard player.

**Sound** - The various taunts of the Timelord, firing the laser cannon, and the explosion of the time machine make up the sounds. So far I've only heard about a dozen different quips from the Timelord, but I'm sure that the further into the game, the more he has to say. Quite often the same saying is repeated, this can be annoying at times.

**Gameplay** - What could be more challenging than trying to get through a game with only one life right? Let alone all 256 levels. I like a good challenge, a little bit of frustration, and how about some aggravation as well. But anyone including myself can only

take so much. Once again I must say **ARRRGH!**

#### RATING

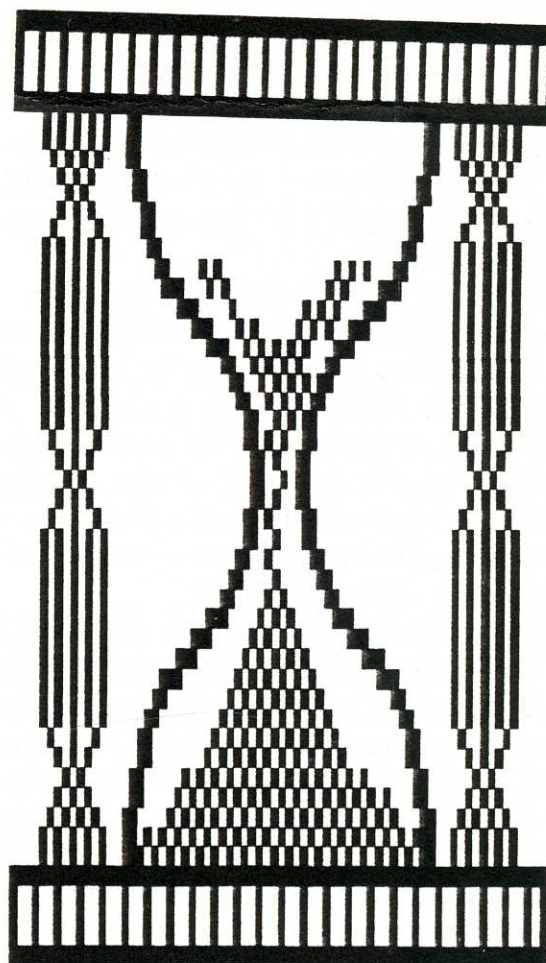
Graphics \*  
Sound \*\*  
Gameplay \*

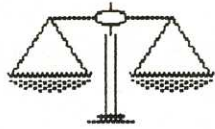
#### Review Score:

1058 **ARRRRRRRGH!**

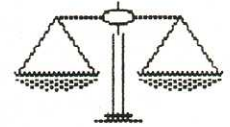
#### TIPS:

- > Try to eliminate any Annihilators before they reach the bottom of the screen. Practice!
- > As in most games of this type, don't get stuck in the corners.
- > I usually keep the action button depressed while moving side to side.
- > You can jam the Timelord's transmission so he won't appear as often by entering zero on the keypad.





# CLASSIC COMPARISON



## 2600 STAMPEDE vs INTV STAMPEDE

2600 1981 Activision  
 INTV 1982 Activision  
 Designed by Bob Whitehead  
 One Player

By Jeff Adkins

If you have ever wanted to try your hand at rounding up a herd of cattle, without getting rope burns or saddle sores, then lasso onto either cartridge, plug it in and get ready for a western challenge with Stampede from Activision. Both versions will satisfy any rookie cowboy's desire to round 'em up.

Stampede was the third game that Mr. Whitehead did while working at Activision. The first was Boxing, and the second was Skiing. Enough can never be said about the quality of games that he and the other fine designers that made up the Activision team, came up with during the home video game era of the early 1980's.

The object of either version is the same. By directing your on screen cowboy and horse, an endless herd of cattle must be roped and kept in front of the cowpoke at all times. By allowing a certain number of cows to stray off screen, the game ends. At the start of either version, players are allowed to let three cows stray behind before the game ends and you then have to lasso the reset button.

The cowboy and horse appear on the left side of the screen. Cattle begin to appear on the right side moving left towards the cowpoke as he gains on them. It has sort of a horizontal scrolling effect. The horse can only move up or down with the joystick or the disk on the INTV controller. The fire button (joystick) or any side button (INTV controller) allows the rope to extend out towards the cattle thus rounding them up so to speak. With the left

difficulty switch in the "A" position (2600) you can shorten the rope, "B" makes it longer. The rope always remains the same length while playing the INTV version.

There are eight game levels to choose from for the VCS version. The INTV cart offers four levels for would-be wranglers. These are:

2600	INTV
1. Sidekick	1. Slow cows
2. Pilgrim	2. Slow random cows
3. Cowpoke	3. Fast cows
4. Wrangler	4. Fast random cows
5. Top hand	
6. Trail boss	
7. Rancher	
8. Cattle Baron	

This is where some of the differences between the two carts are noticeable. In games 2, 4, 6, 8 (2600) the cows move up and down making them a little bit harder to rope. The INTV Stampede doesn't offer this variation. Another difference between the two is the number of rows of cattle that must be herded. There are six rows in the 2600 cart, but only four while playing the INTV game. Points for either game are the same.

Black Angus	100 pts. each
*Light Brown Jerseys	25 pts. each
Medium Brown Guernseys	15 pts. each
Dark Red Herefords	3 pts. each
*Editor's Note: In the INTV version the Jerseys are white instead of light brown.	

The score appears at the top right. The stray count is on the top left. For every 1,000 points scored, the stray count increases by one. In

either game the maximum stray count is nine. Another minor difference between the two games is when 10,000 points is achieved. By doing so in the VCS game the score rolls over and a steer head appears at the bottom of the screen next to the Activision logo. The score doesn't roll over at 10,000 in the IntelliVision game and there isn't any steer head to reward players.

One of the things that both versions do have in common are the cattle skulls that appear every so often. If the horse rides over any of these, it will rear, possibly allowing some of the cattle to stray off screen. These must be avoided at all costs.

The same strategy can be used to achieve decent scores in either version of Stampede. By playing the top half or bottom half of the screen you will be able to round up a lot of cattle. Rope the top cows in order, Herefords, Guernseys, and then Jerseys while pushing the bottom rows of cows forward at the same time. After roping the Herefords a black Angus will appear along with a skull or two. It is very important not to miss any of the black Angus because they are worth the most points. After roping the Angus, the Jerseys must be lassoed, and then the Guernseys. All this must be done while pushing the bottom row of Herefords forward. Once the top rows of Guernseys are roped switch to the bottom rows of cattle using the same technique. It is a very simple pattern to follow with some practice.

Another difference between the two games are the number of Angus that appear during play. Depending on which rows that you roped first in the 2600 version, two black Angus will appear at the bottom or at the top. The INTV Stampede only has one Angus appear at either level. Don't get me wrong, I enjoy the INTV game for its challenge, but it is a watered down version of the 2600 Stampede.

## SUMMARY

Graphics - Some of the variations in graphics include the more lifelike movement of the horse (INTV), the rope seems to stretch further in the

2600 game, and the fences along the sides of the course are shorter in the INTV cart. The cows also look more blocky in the INTV game. But the horses head in either version looks more like an oblong doughnut or an inner tube than a head. At times there is also a brief bit of flicker when too many cows appear on screen in the INTV game.

Sound - Both games offer the sounds of the horses trotting, the tallying of points when roping the cattle, and the brief thud or knock when a cow strays off screen. There is hardly any difference in sound between the two versions.

Gameplay - While the two versions of Stampede have major and minor differences between them, both offer challenging gameplay. I've played the 2600 game on and off since it was first released 11 years ago and I still have fun playing it. I have just recently began to dabble in some IntelliVision games and Stampede for this system also has a high replay value. The only thing that I found a little difficult was getting used to playing with the controller for the INTV. But with a little practice, it was easy to get used to. The VCS version of Stampede seems a little more challenging than the INTV, but I found both games addicting.

RATING	2600	INTV
Graphics	**	**
Sound	*	*
Gameplay	***	**
Review Score:	13,336	15,569

## TIPS:

- > Try to rope all of the black Angus.
- > Play the top, then the bottom rows or vice versa. Trying to rope all of the on screen cows at once will get you no where.
- > Sometimes you will have to let some cattle stray off screen. Don't panic, but concentrate on the remaining cows. Rope the faster ones first!

# INTELLIVISION

## INTELLIVISION VID BITS

By Ralph Linne

Mattel Electronics knew their strength was in the sports games which both adults and teenagers wanted. As a result, several real good spots games were designed and released, which were the state-of-the-art at that time. The major draw back was that most of these sports games were two-player only and you could not compete against the computer. This was a major mistake by Mattel as it cost them sales and allowed Coleco and Atari to meet this need of a game player wanting to play a sports game when no one else was around.

## BOXING

By Mattel Electronics for IntelliVision

Mattel Electronics released Boxing in 1981, it was a different type of sports game cartridge for IntelliVision. This was an attempt to continue the increase in their growing library of sports games at which their marketing people were pushing, since Atari had the rights to several arcade games.

The object of this game is to land more punches than your opponent or knock him out before the fifteen rounds of one and a half minutes each are completed. This game is set in a three-quarters view of a boxing ring with two full-size block-like boxing figures.

In the beginning of the game you must choose one of these four options:

- (1) "Training Camp" slowest speed
- (2) "Prelim Bout" medium speed
- (3) "Main Event" medium-fast speed
- (DISC) "Championship" fast speed

Each option will require you to develop a different type of boxing strategy depending on which boxer you pick.

Next, you and your opponent will have the choice of one of six boxers to choose from:

- (1) "Blue Boxer" - Strong on defense
- (2) "Red Boxer" - Strong on offense
- (3) "Tan Boxer" - Great endurance
- (4) "Dark Green Boxer" - Equal balance
- (5) "Light Green Boxer" - Equal balance
- (6) "Yellow Boxer" - Unpredictable

Since both of you cannot select the same boxer, if there is a disagreement over who gets who, then you and your opponent can have a real fight or toss a coin to see who selects first.

In this game you have real good control of your boxer. Movement around the ring is by use of the disc on the control pad and is very smooth. This allows you to position your boxer for a punch as well as pull away from an opponent's punch.

The designers of the game have set up the keypad for you to control the action of your boxer. An overlay will be necessary to play this game. There are four different types of punches available on the keypad:

"Feint" - a threatened high punch but never delivered.

"High" - a punch to the head.

"Middle" - a punch to the chest.

"Low" - a punch to the midriff.

Each punch can be delivered with the left or right hand depending on the key pushed, for a total selection of eight different punches.

There is also a button to punch to duck, you will need it, and one to pull a punch.

The IntelliVision CPU keeps track of each boxer's energy level and as a boxer becomes low on energy, he becomes more vulnerable to being hurt or KO'd by punches. Also the



designer has programmed the boxers reaction to punches: their heads are jarred backward, they can fall into the ring ropes, and are knocked down on the ring floor. During a knock down the 10-second clock will begin and if the boxer does not get up in time then he is knocked out. If the fight goes for fifteen rounds, the winner will be selected based on points by the computer.

The sounds are great; a buzzer sounds at the start and finish of each round, the punches thud, and the crowd cheers. If you land a good punch or the boxer is KO'd, then the crowd cheers more loudly.

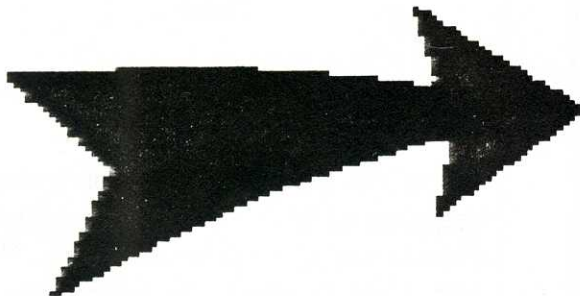
On the negative side it is hard to look at the TV screen and push the correct button at the moment you want to. Also the graphics could be better, at least have the trunks or head a different color than the body. The game should have been programmed with a one player option.

In summary the game is a great two player boxing match, if you can find another player, buy it.

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

#### TIPS:

- > You must watch the other boxer. He will always telegraph a punch before it is thrown.
- > Use the "low" punch, if your opponent ducks a lot it will always be landed.
- > Back away, if you are in trouble. If he can't reach you he can't hit you.



## NHL HOCKEY/HOCKEY

By Mattel Electronics/INTV for IntelliVision

Mattel originally released this game in 1981 as NHL Hockey and was later re-released as Hockey by INTV in 1984.

The object of this game is to score the most goals by the end of the third period. You control three hockey players and a goalie, while your opponent controls the same number of players.

One team is a tan color while the other is a light green color. The hockey ice rink is in three-quarters view with the top of the screen being a scoreboard. On the scoreboard is time remaining, period, score, and two penalty clocks.

In the beginning of the game you must choose one of these four options:

- (3) "High School" slowest speed
- (2) "College" medium speed
- (1) "Semipro" medium-fast speed
- (DISC) "Pro" fast speed

Each option will require you to develop a different type of passing strategy depending how well you learn to control your hockey players.

At this point the hockey players will line up in a face-off position to the roars and whistles of the crowd. Control of the players is very good as the disc allows you sixteen different directions to move in. The only other button you need to use is any of the side buttons to either shot at the goal, pass to another player, or to trip an opponent's player. The puck will go in the direction you press the disc.

One nice feature is the ability to trip your opponent when he has the puck. This is done by skating near your opponent and pushing both the side action button and direction disc, then your man will swing his hockey stick. If this is done correctly then your opponent will fall down to the ice and lay there stunned for a few seconds while the puck is there for the taking.

If you happen to hit your opponent after he has either shot or passed the puck, you may or

may not get called for a penalty. When caught you will spend two computer minutes of game time in the penalty box.

The only negative comment is the game is a two player game, so you can not play alone. INTV later released an advanced version of this game known as Super Pro Hockey-Slap Shot which has a one player feature and other improved features, this will be reviewed in a later issue.

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

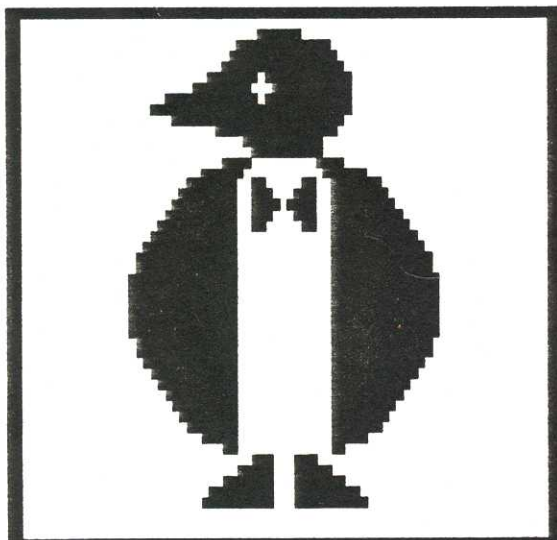
**TIPS:**

> A good way to learn how to control your players, and pass and shoot, is to select the slow game and play by yourself. While the computer will not score on you, the other team will respond just enough to enable you to practice your maneuvering, passing shooting, stealing the puck, and tripping the opponent.

> Goalies are controlled by the computer, but will slip and fall on the ice, when they do shoot at the goal.

> Steal the puck by putting your players stick in contact with the puck.

> Remember you only control the "dark brown" or "light blue" player depending which color team you are. All other players are controlled by the computer.



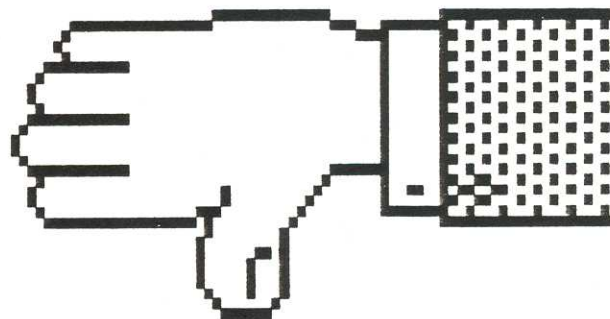
**AND FINALLY.....**

First off congrats to Russ Perry Jr., winner of Professor Vid's word search contest. There were 20 space games hidden in the word search puzzle. Russ got them all but one, he missed Phoenix. A video game goody will be heading his way. Thanks to all who entered.

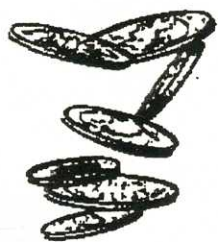
The following words were hidden in the puzzle:

- |                  |                |
|------------------|----------------|
| Astros mash      | Star Fox       |
| Cosmic Chasm     | Star Gate      |
| Defender         | Star Ship      |
| Galaxian         | Star Strike    |
| Gravitar         | Star Trek      |
| Last Starfighter | Tac-Scan       |
| Phoenix          | Vanguard       |
| Space Dungeon    | Vulture Attack |
| Space Invaders   | Yars Revenge   |
| Space War        | Zone Ranger    |

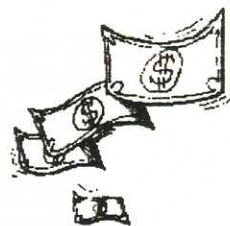
Mr. Postal Slug once again screwed up. This time on the delivery of the July Issue. If you did not receive one, (some were chewed up by their sorting machines) get in touch with the editor and we'll send you another.



So as I sit here at midnight on a muggy night wrapping up this issue, my thoughts now turn towards one more game of Qubes. Well maybe two. Until October, Happy Gaming!



## CLASSIFIEDS



**WANTED:** Game instructions for WATER SKI and TOWER TOPPLER for the Atari 7800. Will accept photocopies. Dane Stegman, 26 Marshall Ave., Akron NY 14001. (716) 542-2734 after 3pm.

**WANTED:** Your surplus list of Coleco and Vectrex cartridges for my list.

**FOR SALE:** Atari 8-bit home computer hardware and software: 600XL, 1200XL, printers, disk drives, and many game cartridges. Earl Carsner, 738 N. Bermuda St., Mesa AZ 85205-6112.

**FOR SALE:** Atari 2600 & 7800 cartridges (\$3 to \$10), Odyssey2 carts (\$10) and Odyssey2 systems (\$15). Ralph Linne, 8385 Findley Dr., Mentor OH 44060-3811.

**BUY, SELL, TRADE:** all types of sports cards. Football, Baseball, Hockey, Basketball, Looney Tunes, Marvel Comics, etc. I'm especially interested in buying or trading Buffalo Bill cards, old or new. Fair deals at a fair price. Kevin Schneider, 49 Carol Dr., Cheektowaga NY 14215. (716) 892-6456.

**FOR SALE:** many games for the Atari 2600, 5200, 7800, IntelliVision, Odyssey. 3\$ to \$4 each. VCS systems and also INTV system (original) for sale, make offer. J. Adkins, 11 Windsor, Attica NY 14011. (716) 591-1519 after 5pm.

**SPECIAL OFFER:** Recieve a sample issue of "IntelliVision Lines." The only N/L to only cover IntelliVision. Send \$1 to Ralph Linne, IntelliVision Lines, 8383 Findley Dr., Mentor OH 44060-3811. Six bi-monthly subscription is available.

**FOR SALE:** 2600/A/JR systems (complete) \$20-\$25, carts \$3, manual/boxes \$1, controllers \$2-\$5, catalogs \$2, etc. Plus INTV, CV, 5200 and Vectrex items.

**WANTED:** Top price for Atari prototypes w/Atari Lab labels, RS Basketball, 3-D Asteroids, Crazy Climber, Pengo. Also need: Video Olympics, Street Racer, Star Ship (must have numbers on small side label), Sorcerer's Ap., Rubik's Cube, Fun w/Numbers, Concentration, Snoopy (original releases), manuals, foreign catalogs/newsletters, RC joysticks, Atari Pong, XEGS, & Atari XMM801 printer. Scott Stilphen, RD #1 Box 177-A, Harding PA 18643, (717) 386-2824.

**WANTED:** (for 2600) Fire!, X-Man, River Patrol, Skeet Shoot, Fun With Numbers, Jinks, Wall Ball, Checkers, Double Dragon, rare Spectravision and Playaround carts, many others; (for 5200) Battlezone, Gremlins, Gyruus, Meteorites, Zaxxon; (for Turbografx) Motoroader, Cratermaze. Call (201) 835-8156 after 7 pm weeknights, anytime on weekends. Kevin Oleniecz, 96 Buena Vista Dr., Ringwood NJ 07456.

**WANTED:** 2600: Submarine Commander, Video Life; Fairchild: 7, 11, 18-20, 23-26; Bally: ZGrass, Conan, Creative Crayon, Space Fortress; Vectrex: Bedlam, Spike, Web Wars; Telstar Arcade: 2, 4, and up; Studio II: Biorythms; 5200: Masterplay Interface, Astrochase, Meteorites, Zone Ranger; Odyssey 2: Atlantis, Demon Attack, Turtles; IntelliVision: Jetsons, Mindstrike, CV: Bump N Jump, Escape from the Mind Master; 7800: Pete Rose Baseball, Tank Command, Water Ski; APF 1000. Russ Perry Jr., 5970 Scott St., Omro WI 54963, 414-685-6187.

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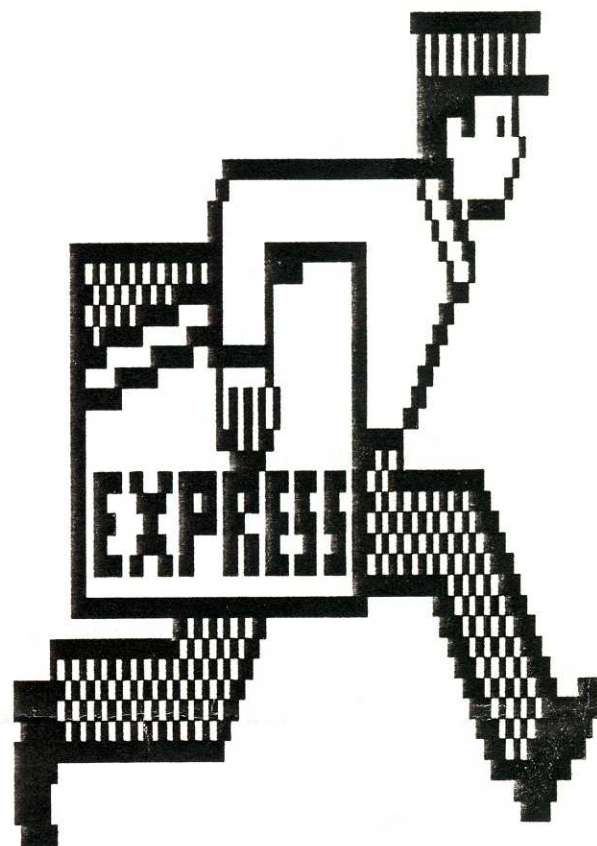
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