

Classic Systems & Games Monthly

Vol. 1 No. 2

Nov. - Dec. 1991

Game of the Month:

GAME REVIEWS:

2600:

Mountain King
Dig-Dug

5200:

Pengo
Qix

COLECOVISION:

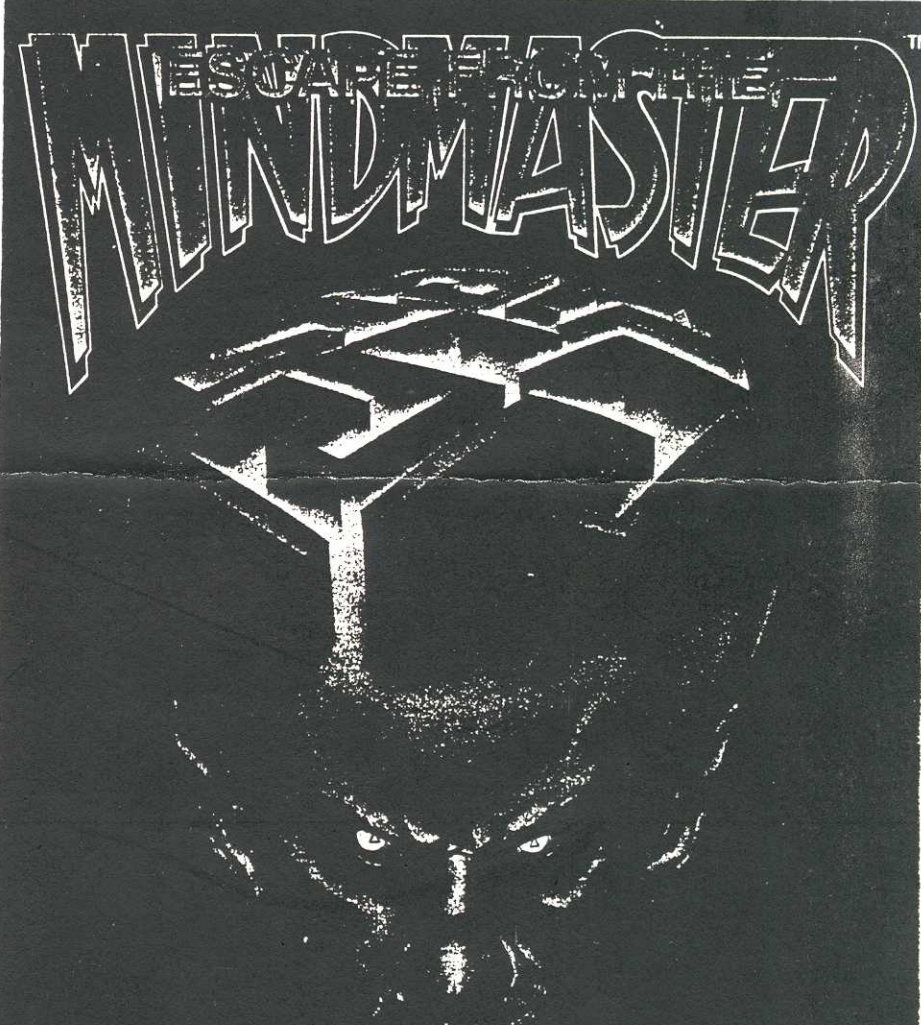
Space Panic
Looping

INTELLIVISION:

Happy Trails
Advanced Dungeons & Dragons

VECTREX:

Armor Attack



WESCAPE THE MAZE
MINDMASTER

Supercharger™
Multi Load game
FOR THE
ATARI® VIDEO
COMPUTER
SYSTEM™

Supercharger™ unit must be purchased separately.
Cassette player required.

STARPATH
CORPORATION
(formerly **ARCADIA**)
CORPORATION

CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 1 No. 2

Special Holiday Edition 1991

Well I must say from the amount of letters that I have been getting, there are a few serious video game fanatics left in the world. We are an elite group! From the VCS vid-heads to the Colecovision crazies, our numbers are few compared to Genesis and Turbo fans. But for most of us that have lived through the first wave of video gaming, we have seen the various ups and downs of the video game industry. I can remember running home from elementary school so I could play my father at Pong. Now my daughter runs home to play me at Happy Trails. Sharing a video game with your children can be just as rewarding as reading together. I plan on sharing my knowledge and skill with all of my children so they can pass it on to theirs. I want them to enjoy it as much as I have. Now I'd like to thank each and every one of you that subscribed and sent in articles, opinions, etc. I would also like to welcome our new Intellivision expert, Ralph Linne, to our review staff. Ralph is from Mentor, Ohio, and is very well informed on Mattel and Intellivision. Along with his Intellivision, he has a dozen other video game systems and over 400 cartridges. Check out his reviews on Happy Trails, Advanced D&D, and Lady Bug in this issue. In addition there are some game reviews for the Atari 7800 system written by Mike Schiela from Lansdale, PA. Plus our first high-score contest begins with a classic cart from Atari: Bowling for the 2600. Not to mention Professor Video's Exam #2, Driving Daze part 2, and of course the Vectrex Vector, written by the man who found the programmer's initials in Raiders of the Lost Ark (first issue), the silent one- Scott Stilphen. So kick back and enjoy!

Jeff Adkins
Editor

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CS&G 's MAIL BAG

Dear CS&G:

Thanks for the copy of "Classic Systems & Games Monthly", I have enjoyed reading it. In reading your article on the Intellivision gaming system, I noted several errors. The corrections are:

(1) The program expander for the ECS was shown but not released by Mattel. In fact, when they did release the ECS Computer Module, they glued shut the top of the Module. And in taking the Module apart, I found that the plug for the Program Expander was never installed on the circuit board! Mattel shipped these with no intent of ever expanding before they closed up shop in early 1984.

(2) The INTV III (also known as Super Pro) was in fact marketed and sold by INTV Corp. from 1985 to 1990 through their mail order catalog, as well as at Toys 'R' Us for a limited time. You must have been thinking about Intellivision III by Mattel which was announced in early 1983 and then scrapped in mid-1983 for the ESC modules.

(3) Mattel did make and market the Aquarius in limited areas of the country before selling the rights back to the original developer of the system.

Ralph W. Linne

Whew, quite a mouthful! Seriously, we're glad you wrote us with the corrections. Most of the background information written (in general) was derived from our own personal knowledge, and from older publications (such as "Electronic Games" so there's certainly room for error. (Scott)

Dear CS&G:

Thanks for letting me in on the ground floor. You sure have lots of information here and I enjoyed reading it. Not to be critical, but I have a hard time reading the print. I don't know what you are

printing with but the lettering is small and not clear at all. I think you have started a good thing here and wish you great success.

Earl Carsner

Well Earl, you haven't been too critical at all. We knew that there would be some flaws in our first issue. After all, nobody is going to put out a perfect first issue, including some of the older video game mags. Most of the material is hand-written, then sent to Scott who uses an Atari 800XL computer, the Atariwriter Plus word processor, and an Okimate 10 printer to print it. With our first issue we were trying to establish a reader base. Now that we've accomplished our first goal, our next one is to improve the printing, which you will see very soon. Thanks for your comments, and for subscribing. (Jeff)

Dear CS&G:

The first thing that struck me about "Classic Systems & Games Monthly" was how sloppy it looked. You definitely need to, at the least, use a printer with NLQ capabilities. As far as the writing is concerned, I would suggest that, if you must use the word "suck," you at least not put it in all caps. And another thing...videogames do not "literally" blow people away. I think what you meant was that the Colecovision's graphics figuratively blew you away.

Sorry if I'm coming on as overly critical, but, as a writer, I notice these things. At least you don't confuse "its" and "it's" like Clint Smith does. And "alot" is not a word!

I noticed you don't have a 7800 ProSystem column (yet?). I'm a big fan of the 7800, and would be more than willing to write a column on it for you.

Clay Halliwell

As Jeff previously stated, my system is quite outdated, and certainly not the best to be doing a newsletter with. It was something we talked about before starting it. We feel the information is (and should be) the main focus. Just as "flashy" graphics don't always make for a good game, owning a \$1,000 laser printer won't necessarily make you a novelist.

In regards to typos and grammatical errors, when trying to do a 20+ page newsletter every month in your spare time, it happens and we apologize for that. Naturally, we didn't literally mean that good graphics will jump out of the TV and kill people, just as we're sure you didn't mean that you opened up the first issue and a dangling participle literally hit you in the eye.

And who doesn't think that the \$200 controllers "inhale air rapidly." Let them come forward! (Scott)

Dear CS&G:

Thanks for the copy of your new publication. I liked the article on the Vectrex system. As far as the Mine Storm game is concerned I have been to level 89 with a score of tens of millions. However there is a bug in that resident game that shuts down the whole game at random after mine field 13. I would like to see some explanation maybe in a future issue. I have 6 Vectrex's and they all have this bug.

Kurt Stone

Well Kurt, I don't know what to tell you about the "bug" in Mine Storm. I've only owned my Vectrex a few months, and since I never got that far in the game, I'll take your word for it. Thanks for the tip. (Scott)

Dear CS&G:

A fantastic first issue, guys. As one of the original generation video-gamers I would be happy to

subscribe to your fine publication. Keep up the good work!

Mike Schiela

Music to our ears! Mike also submitted some reviews for the 7800 section, so check 'em out. Much KUDOS to those who sent in articles. And to those who didn't, what are you waiting for! Share your knowledge and expertise with the whole world! (or at least with our subscribers)

| We apologize for the issue being |
| late. Since it was close to |
| Christmas, plus with all the |
| great articles sent in from |
| contributing writers, we decided |
| to make this a special holiday |
| double-issue. Issue #3 will |
| arrive on schedule in late |
| January. Thank you for your |
| patience, and we hope you enjoy |
this issue.

HAPPY HOLIDAYS!



JKUCS/2600 SECTION

DIG DUG

Atari 1983

CX2677

Article by Jeff Adkins

In Dig Dug you get to play the role of a miner digging his way around an underground maze, collecting valuable veggies while avoiding or eliminating enemy Frygars and Pookas. The joystick moves the miner up, down, left, and right. The fire button is used to pump up the Frygars and Pookas with air until they explode. What a way to go! Also scattered about are boulders, which can be dug under to fall on the enemies.

The Frygars and Pookas can also transform into ghosts and zero in on the miner through the dirt, like the diggers in Mr. Do. The Frygars must be dealt with accordingly do to the fact that they blow flames like a dragon.

Points are scored by eating away layers of dirt, destroying the Frygars and Pookas, and by collecting the vegetables and fruit that appear in the middle of the maze. Two boulders must be dropped, and less than 7 bad guys on screen for the bonus items to appear. The first vegetable is a carrot worth 400 points, but from round 18 and on the pineapple appears and is worth a tasty 8,000 points each round.

A round ends when all of the enemies have been destroyed, or the last enemy escapes to the top left of the maze. By seeing the rest of his pals eliminated, I guess he chickens out.

For a 2600 game the graphics are very nice. The miner's suit looks more like a space suit. The Frygars and Pookas also look pretty good. The boulders are square, and the bonus items look decent. While I never played much Dig Dug in the arcades, this version had me hooked for a while. The sound of the theme music, and the crazy tune that plays while the miner roams the maze is very well done. Gameplay is smooth,

and very challenging in the later levels. Atari did an excellent job with this cart!

RATING

Graphics ****

Sound ***

Gameplay ****

Reviewers score: 535,810

TIPS:

- > Try to destroy the Frygars at the very bottom level while they are horizontal from the miner. They are worth 1,000 points each this way.
- > You can walk right through the enemies if you pump air into them by pushing the fire button twice.

MOUNTAIN KING

CBS Electronics 1983

Program by E.F. Dreyer

Article by Jeff Adkins

You're a spelunker ala Indiana Jones in search of the Golden Crown. By exploring a mountain filled with diamonds and treasure chests, you seek out the sacred temple that houses the crown. But in order to obtain it you must first find the Flame Spirit and offer it to the Skull Spirit which guards the temple. Plus a giant spider and cave bats can hinder your progress.

Points are scored by collecting diamond clusters worth 25 points each, treasure chests (250 points each), getting the crown awards you with 5,000 points, and finally that long, hard climb to the top of the mountain, where the perpetual flame burns is worth 9,000 points.

By pushing the joystick at a 45 degree angle left or right, your man can leap from ledge to ledge. Up/down makes him go up or down ladders. Also, by pushing down, the explorer can kneel, which must be done in order to get the Flame Spirit when found, and also to gain access to the temple.

You start at the top of the

mountain and you have a certain amount of time to make it back with the crown. The Flame Spirit must be located first. In order to find it, 1,000 points must be scored. Run over the diamond clusters, and press the fire button to use your flashlight to find the treasure chests, then kneel when you are over one. Once 1,000 points are scored, the theme music begins to play if you are close to the Flame Spirit. If not, keep moving up or down or even horizontally until it does. The closer you get, the louder the music. The Flame also briefly flickers, and can be hard to see at times. Use your flashlight to spot it when you are near, then kneel over it to obtain it.

Now the temple must be located. It's at the bottom of the mountain. The only way to gain access is by going underneath, after giving the Skull Spirit the Flame. You cannot gain entry, or exit through the sides of the temple. After kneeling and giving the Skull the Flame, quickly climb up to get the crown.

Now the pressures on to get to the top of the mountain. Cave bats fly around, and if one touches you, he will steal the crown. In level 1 you have a minute and a half to make it to the top. But in higher levels, you get less time to find the Flame, and also less time to get the crown to the top.

The giant spider lurks at the very bottom of the mountain. If he touches you, he'll spin a web around you. In order to get free you must pull the joystick up and down rapidly. If you can get the crown to the perpetual flame on level 8, give yourself a big pat on the back.

Jumping in certain areas can be tricky. If done improperly the explorer takes a fall, and will be in a temporary daze when he lands. This is a nice touch to the game. You can almost hear him say ouch as he gets back up.

This is another original cart. Pretty decent graphics. The spider and the Flame Spirit look good. But

the explorer looks more like a robot than a spelunker. The sound isn't bad, sort of a twinkling sound as you collect diamonds, but the music that plays on your trip back to the top with the crown can get you moving. Gameplay is first-rate. It will take some practice to get the different jumps down. But overall very smooth with a joystick.

I think that the graphics could have been done a little better with the RAM Plus chip, but with so much scrolling that was probably the limit. OMEGA RACE and TUNNEL RUNNER (both by CBS) also have RAM Plus chips. The RAM Plus chip was a bigger chip that increased gameplay memory. MOUNTAIN KING is an excellent game that I highly recommend!

RATING

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

Reviewers score: 999,999

TIPS:

- > In higher levels, save some treasure chests in case you have to find the Flame Spirit more than once.
- > Don't go down to the very bottom unless the Flame Spirit is there. The spider can be a pain.
- > After jumping in the air, on your way down just before you land, hold the joystick to jump again. You can do some awesome leaps this way.

INTELLIVISION VHS & BITS

My name is Ralph Linne and I've been a collector and player of Intellivision games for the last ten years. Since 1980 I have collected over 120 different games for this excellent video gaming system, along with bits of information which I plan on sharing with you in this section.

In the 1970's, Mattel entered the electronics toy market through their division known as Mattel Electronics. This division developed and released several products, including hand-held video games, educational electronic stand-alone games, the Intellivision video system, and the Aquarius Home Computer system. In the late 1970's, under the leadership of Mr. Deham, Mattel Electronics developed an advanced video gaming system known as Intellivision, "Intelligent Television".

In 1979 this new concept in video gaming was test-marketed by Mattel in Fresno, CA with excellent results. As a result of this, Mattel released Intellivision nationwide in 1980. That year's total production of 200,000 units were sold out at a retail price of \$249-\$279. If we convert this to 1991 dollars, this would be about \$400, and we think the Super NES is high at \$200! Due to this response Mattel increased development of games and future add-ons for this product.

At the same time, Mattel made a public announcement that the Intellivision "Master Component" would be expandable into a powerful home computer system for the whole family to use, from playing games, to doing check books, to learning foreign languages, which was the first of a long series of marketing mistakes.

In next month's newsletter, we will look at the original Master Component, as well as Mattel Elec. first attempt to market a computer add-on for the Intellivision.

HAPPY TRAILS

#M-003-03 By Activision

Article by Ralph Linne

Activision was the first independent maker of video games and their first release for a system other than the Atari 2600 was HAPPY TRAILS for Intellivision in 1983. HAPPY TRAILS was an original game designed by Carol B. Shaw, who had previously designed RIVER RAID for the 2600 with great success. Activision, at this time in their history, was doing all original designs and it wasn't until several years later that they would redesign arcade video games for the home video game market. The concept, as well as the programming, of HAPPY TRAILS was excellent for its playability, graphics, and sound. This game is a must for Intellivision game collectors.

The object of the game is to direct a man in a big, white hat with large, white boots through a maze. You must collect bags of money while avoiding a man known as "Black Bart" until you are deputized. This is accomplished by rearranging the trails so that there are no dead ends or spots where you can fall off. In the one-player game, you see how many levels you can clear while collecting points for a high score. In the past, if you scored 40,000 or more points on any variation of HAPPY TRAILS and sent a photo of it to Activision, they would send you a patch as a reward for your efforts. In the two-player game, you try to out-last the other player to obtain a higher score. I personally prefer the two-player game.

Activision's programmers created a different type of game for the Intellivision, along with a new approach to doing the graphics. This had not been done previously, and it was an instant hit. It was also the first time that the designer of a game for the Intellivision was made known to the

buyer of the game, which was a trademark of Activision.

The game sounds simple enough until you start to play it. There are 16 different trail mazes, from six squares up to thirty-two squares, always with one square missing. You have to rearrange these trail squares to ensure a path for your person. This sounds simple enough but your person never stops moving, so you must keep an eye on him and another eye on the path, all while moving the squares around. A timer starts at 500 and counts down to zero. If you can't collect all the money bags before the timer reaches zero, you lose a life and have to do that level again.

During all this time, Black Bart is moving on the paths. You cannot touch him without losing a life, but you must kill him to finish each level. You have to locate the red badge, get your man to it (becoming deputized), then chase down Black Bart before you become undeputized. The designer added the usage of the side buttons to help you out. The top button lets you reverse direction and the bottom speeds you up.

The main complaint I had was that you could not beat the game. After you finish the sixteenth level it repeated itself, but at a faster pace. On the plus side, the graphics are very good, since the designer used a hat with two boots instead of the little block figures that Mattel's designers used over and over in almost all their games. The action on the screen is accompanied by a humorous country tune, and then loud cymbal crashes when you fall off the trail. Overall, the game play is excellent and I highly recommend it for your collection.

RATING

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

TIPS:

- > As soon as you pick up a badge, press your speed button.
- > If you do not capture Black Bart you still can kill him by moving the maze squares so he'll walk off the edge of a trail onto a black square.
- > Don't touch the action button until you closely study each maze, since the timer does not start until you touch the action button.
- > You can move a maze square while you are still on it. This can save your life and some time, but you must be quick. Practice makes perfect.

LADY BUG

#2484 by Coleco

Article by Ralph Linne

Coleco (makers of Colecovision) made several games for the other systems; this included eight for Intellivision, of which one was LADY BUG. LADY BUG was an arcade game made by Universal Co. Ltd., which Coleco redid for the Colecovision, Atari VCS, and Intellivision.

The object of the game was to direct a lady bug through a maze. You must eat dots and letters while avoiding the poisonous skulls and evil insects, who will devour her if they can. Also, there are revolving doors which permit the lady bug to change the maze, thwarting her pursuers.

This game was a welcome addition to anyone's collection of Intellivision games, just due to the fact that it's an arcade version of which there were very few. This was one of Mattel's marketing mistakes (well, that's another story). If you own the Colecovision version of this game, you will see the short-comings between the two versions. The graphics are inferior- the lady bug looks more like a strawberry than a lady bug, the hearts look like the letter "U", and the skulls resemble a face.

Coleco had a habit of making their version for Colecovision to look better than versions for the Atari VCS or Intellivision. I wonder if this was to get more sales for the Colecovision?

In spite of this short-coming the gameplay is excellent. The only thing missing is the Special Harvest screen that's in the Colecovision version. Also, you must overcome the 16-direction disc when you only want to go in one of four directions.

RATING

Graphics ***
Sound **
Gameplay ***

TIPS:

> Only eat the letters when they are yellow. This will give you an extra life when you complete the word EXTRA.

> Eat all the dots around the box where the bugs are before the first bug is released.

> Close the turnstiles nearest the opening of the bug box first so the bugs only go on a predictable path.

> Watch for the vegetable which appears in the bug's box. If you eat it before it disappears you'll be rewarded with a lot of points. This only occurs after all of the bugs are released.

> If you eat the hearts when they are blue you will increase your score by two, three, four, or five times!

ADVANCED DUNGEONS & DRAGONS: CLOUDY MOUNTAIN #3410 by Mattel Electronics Article by Ralph Linne

Mattel Electronics had a marketing agreement with TSR Hobbies, Inc. to develop and release video games for the Intellivision. CLOUDY MOUNTAIN was the first of three AD&D games to be programmed; the other two were TREASURE OF TARMIN and TOWER OF MYSTERY. The last one was never released by Mattel Electronics, but INTV Corp. did release it as TOWER OF DOOM, but without the AD&D label. The concept, as well as the programming of CLOUDY MOUNTAIN, was excellent for its playability as an adventure-style game. Unless you are an AD&D game player, this game is a "maybe" for your collection, since there are another 120-plus games for the Intellivision system.

The object is to direct an expedition of three through the country side, over mountains, through forests, and across rivers, until you reach the Cloudy Mountain. There you enter the mountain and search in the caves until you find both halves of "The Crown of King" to complete the adventure. Oh, by the way, there are two winged dragons between you and the two halves of the crown, plus other monsters, located in the cave passages. Gameplay is designed for one-player, but two could play if you took turns or work together to figure out how to complete the adventure.

Mattel Electronics' programmers did an excellent job of combining two types of gameplay into one game package. The graphics and sound are above average, but not outstanding. This doesn't matter if you like the action of an AD&D adventure. Also, the game shows some of the prog. advantages the Intellivision had over the 2600 and Odyssey2. To some, this game may be boring, since you must think what to do next, and the action is just not fast enough

for them.

This game is very difficult to master. There are three other levels of skill, from week-end adventurer (medium) to hero (hard), to choose from just in case you master the first level, as a sightseer. Mattel aimed this game clearly at the game players. The approach to the game is to remember it's two types of games in one. The first part is a screen where you move your expedition over the landscape to your final destination at Cloudy Mountain. You must determine the route and where you'll look for the items needed to complete the journey. Hidden in caves in special mountains (four different types- gray, blue, red, and purple) are arrows, a boat, an axe, and a key, needed to reach the destination.

The second part of the game is when you enter the caves. Here the programmers captured the flavor of AD&D role-playing games. As you enter a cave you'll find the passages are all dark except where you're standing. When you use the disc to move in a certain direction, those passages light up and stay lit behind you. This allows you to know where you've been so you don't backtrack unless you have good reason to. As you look for the items in the cave systems, which are either 4 levels with 4 rooms on a level or 8 levels with 4 rooms on a level, you'll find several different types of monsters. They take one to three shots to kill, except the blob which cannot be killed. Just to make the game a little harder, you start with only three arrows and you must find as many arrows as you can in order to survive and complete the adventure. Once you find the item you need, you must find the ladder to leave the cave and continue the movement on the first screen. If you are killed in the cave, one of the other persons in your party takes his place, until all three are dead. A tombstone will mark your point of progress on the first

screen. Now let's start the adventure, and don't forget to pick up those arrows!

The main complaint I have is with the hand controllers. I always hit the wrong spot on the keypad and waste an arrow at least once or twice during a trip to the cave. Overall, the gameplay is good as an attempt to translate an AD&D-type game to a video gaming system, but I only recommend it for those who like AD&D or board games.

RATING

Graphics **
Sound **
Gameplay ***

TIPS:

- > Always go to the gray mountains first and get all the arrows you can.
- > Remember you can't kill the blob and even though he moves slow, he can trap you and kill you.
- > Learn where the arrow direction buttons are on your keypad so you don't have to look down when you are being attacked.
- > The mazes always are changing and there is no pattern to them.
- > Arrows will bounce off the wall and they can come back and kill you.
- > Monsters can be heard before you see them; learn the sound each one makes since it can mean life or death on the higher skill levels.

5200 FILE

PENGO

#5286 by Atari 1983

Arcade ver. by Sega 1982

Article by Jeff Adkins

One of the good things about some 5200 carts is how closely they compare to the arcade versions. PENGU is no exception. The graphics are colorful and gameplay is fairly good. The only downfall is the 5200 controller.

The object of the game is to guide a penguin around a maze of ice blocks, while avoiding snow bees. They can be disposed of by sliding ice blocks, or by using the top, bottom, and side walls of the maze. The ice blocks can be broken with the bird's beak, or pushed so it slides, by using either side button. The side buttons are also used to push the various walls, so as to freeze the snow bees temporarily, making them easy prey. The snow bees roam the maze trying to hinder the penguin's progress. They can also break the ice blocks. In addition, there are three special blocks that contain diamonds. These blocks cannot be broken by either the penguin or the bees. If the penguin can line up the diamond blocks in a row, horizontally or vertically, bonus points are awarded, and the bees are temporarily frozen, making them vulnerable. Points are also scored by sliding blocks into snow bees and crushing them, and by breaking blocks with the penguin's beak. By doing so, bonus points can be awarded if a block containing a bee is broken.

There are three difficulty settings. Novice, which begins with 5 lives, intermediate - 4 lives, and advanced - 3 lives. The first round of any setting has 6 bees. Depending on the setting, anywhere from 2-4 appear on screen at a time. A bonus penguin is awarded at 30,000 points at the start of every round, or when snow bees are destroyed. The positions of blocks with snow

bees flash. Try to break these before they hatch. Using the walls, by hitting them with the side buttons, is also a required strategy, especially during the later rounds. The graphics really show what the 5200 was capable of. The penguin waddles and flaps his wings like a penguin, although I've never seen a red one! Sound consists of the music during every round, the breaking of ice blocks, and the smooching sound of an ice block crushing a bee. Gameplay can be tedious, due to the slow response of the controller. Overall, it's a pretty good game. A faithful rendition of the original arcade version.

REVIEW SCORE:

178,640
(intermediate)

RATING

Graphics ****
Sound **
Gameplay **

TIPS:

> Try to lure bees to the top, bottom, or side walls. Then freeze them when they are on the same level, by pushing the side button to hit the wall. Line the 3 diamond blocks up quickly for a bigger bonus!

QIX

#5212 by Atari 1982

Arcade ver. by Taito 1981

Article by Jeff Adkins

In QIX you can't destroy the enemy, but the enemy can destroy you. Not very fair odds, but an original mind game at its best on the 5200 system. The game is like a video Etch-A-Sketch. Draw lines with a marker (that is called a Stix) to fill in portions of the screen, in order to reach a threshold percentage of the screen. Of course this must be done while avoiding the Qix that move within the borders of the playfield. In addition there are also Sparx that

constantly move around the borders, and can also roam the lines that the Stix has drawn. Plus there's a time line at the top of the screen that gradually goes down.

Points are scored by claiming portions of the screen and bonus points are awarded after each level - 1,000 times the amount of pct. points that are over the amount of threshold. For example in level 1 novice, 50% of the screen must be filled in. So if you finish at 77% threshold, 27,000 is the bonus. However on the expert setting, 95% of every screen must be filled, so bonus points are harder to come by. During the early levels (and depending on the difficulty level) the Qix move slow. But in later levels they speed up, and two Qix appear on each screen. By splitting the double Qix with a solid line, points are doubled, tripled, and so on.

If at any time the Stix is off the main border, and stops drawing, a Fuse will begin to work its way toward the Stix. To get rid of the fuse, simply begin to draw again. The side buttons control the speed of the Stix. The top draws slow, while the bottom fast. Drawing slow nets you twice as many points.

There are all kinds of different strategies that can be used. That's probably one of the fun things about the game. Trying various techniques in order to clear a level. I play by first cutting the screen in half, then forcing the Qix to the top of the screen. Try to set up with a fast draw, then finish off a section with a slow one for more points.

Qix, graphically, isn't much to see, but it's very close to the arcade version. The movement of the Qix, and the different colors as it floats aimlessly is about it. The humming sound as it moves sounds like some of Doctor Frankenstein's laboratory equipment. If the Stix gets hit by an enemy the sound of this will definitely wake you up. Gameplay could be better, but once again the 5200 controller just isn't

responsive. Not very appealing visually, but a challenge mentally!

REVIEW SCORE:
232,140
(advanced)

RATING
Graphics **
Sound **
Gameplay ***

TIPS:

- > Be careful not to trap the Stix in a dead end circle. Otherwise the fuse will ignite you!
- > When two Qix appear at a time, keep splitting them to double (triple, etc.) your points.
- > Try to fill in as much of the screen as possible to go over the threshold percentage for bonus points.

MS. PAC-MAN

#5243 by Atari 1983

Arcade ver. by Midway 1982

Article by Michael Wagon

Of the the many arcade games translated for the 5200, MS. PAC-MAN was done very well in its time. Unlike PAC-MAN (for the 5200) the graphics are done perfect. But in its reality it's one of the best translations compared to the arcade game. The boards look just like the arcade game boards. The Ghosts and the fruit are not perfect. In fact the fruit are the same ones from the 2600.

The 5200 version of Ms. Pac-Man is set fast-paced so it is a great challenge. It is so hard, after the strawberry stage, all the ghosts come out of the ghost box at about the same time. So to make the game easier, the game starts off with five Ms. Pac-Mans. Also, Ms. Pac-Man (game itself) has the "bear" mode that starts the game off easy, but by the orange stage, the game is very hard.

The "commercials" are the same ones from the arcade game version. But the sound and the act itself are done poorly. For example, "THEY

MEET (Act 1)" Ms. Pac-Man is chased by a light-blue ghost and so is Pac-Man. One of the ghost is the wrong color.

RATING

Graphics ***
Sound **
Gameplay **

TIPS:

- > Try to make patterns so that a high score can be earned.
- > Make great use of the tunnels because the ghost stall before they go through.
- > Don't go for the fruit right away, because the ghost will try to trap Ms. Pac-Man.

DRIVING DAZE #2

SPY HUNTER (Colecovision)

If you own a Colecovision, but don't have this one then you are missing out on probably the best game Coleco ever released. Blast away at enemies with an endless supply of bullets. Use oil or smoke to hold off the bad guys. Missiles are used on the helicopter that randomly appears. The game is sort of like RIVER RAID, an endless mission full of Tire Slashers, Enforcers, and other various villains out to slow you down.

The Coleco controls seem to work somewhat decent while playing. But once again the Super Action controllers have the edge, and a big one at that. Instead of changing from oil to smoke with the keypad, the four different action buttons control the arsenal of weapons. The car speeds up by pushing up on the joystick and slows by pulling down. Most of the movement is side to side avoiding and blasting the different enemies that you encounter along the road.

The game starts with a timer. By getting 18,000 points or more before the timer runs out you're awarded

two more cars. By going full speed, and shooting or bumping the enemy off the road, 18,000 points can be easily achieved. A weapons van appears every so often at various points giving the car different items such as oil, smoke, etc. to use on the enemy onslaught. There's also a stage in the game that the car can turn into a boat and destroy enemies on water. The water route should be taken especially if the bridge is out. After a certain point, slippery roads appear making the car harder to move from side to side. Motorcycles and light blue cars should not be shot or you could lose points by hitting other cars at the same time.

SPY HUNTER certainly deserves to be in the video game hall-of-fame if there is one. The Coleco version is extremely faithful to the arcade. The graphics are excellent (the smoke, the spinning and crunching of the car as it's hit). The theme music can either get you going or be irritating after a while. Gameplay is first-rate. If you like to drive and destroy in the video game world, this game is for you!

TIPS:

- > Once the car turns into a boat, stay in the water and shoot everything. You can rack up the points along the river!
- > After the timer runs out, keep blasting away with the machine gun constantly. You might get a finger cramp, but high scores can be achieved this way.
- > If the helicopter appears, but you are out of missiles, line up behind it and listen for the sound of bombs that it drops. When you hear it, move out of the way.

* Editors note: AUTO RACING and TURBO will be reviewed in future issues.

COLECOVISION SKILL LEVEL

LOOPING

Coleco 1983 ver. by Ed English
Arcade ver. by Venture Line 1982
Article by Jeff Adkins

Looping is sort of like an obstacle course in the sky. By shooting and avoiding balloons, green drops, and other nuisances your plane makes its way to dock inside the final room which is aptly written "END"! As for controls, the right side button fires the machine guns, while the left makes the plane go faster. Pulling the joystick down makes the plane rise, pushing up makes it go down.

On level 1, 2, and 3, 1 rocket must be shot for the gate to the pipe screen to open, but after level 4 two or three rockets have to be dealt with. Shoot the rocket(s) and avoid the balloons that rise out of the ground. Some of the rockets are housed in missile silos. The orange part can be shot away to blast the rockets, but the yellow part cannot. The rising balloons must also be avoided. In the early levels the balloons are green and slow, but in the higher levels they are red and very fast.

Once the gate is open, the plane must be navigated through the pipe screen maze. Points can be racked up here by flying fast in spots and remaining within the pipe area, flying in a circle. Just past the pipe screen maze is the green drop room. A spigot at the top spews out green drops of who knows what? The green drops can either be avoided or shot.

The next room past the spigot is where the twinkling monsters hang out. They look like snowflakes. In early levels, only one lurks about, but in the upper levels three must be shot. The final challenge is to get past the four bouncing balls that guard the end room. The plane can bounce off the ceiling or floor in this room, which helps in shooting and getting past the balls in order to dock at the end. All

four of the balls don't have to be blasted but usually shooting 3 of them gets the plane in safely. As the game progresses, red balloons appear, and the plane moves faster.

Graphics are very well done. The colors almost explode from the screen and are very close to the arcade. But the plane looks more like a spaceship. Other than that, everything else is fine. Sound consists of the different medleys through the pipe screen, and at the end room after docking, plus the explosion of the plane colliding with or shooting an obstacle. Gameplay can be tough to get used to, but practice makes perfect. The game scrolls to the right horizontally, which gives it a nice effect.

Overall I enjoy it, but sometimes the controls can be unresponsive compared to other games of this type. Super Action controllers work good. Regular Coleco controls can be aggravating as hell. Another game that didn't make it big in the arcades, but came out pretty good for the Colecovision.

REVIEW SCORE:

154,510

RATING

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

TIPS:

) Try staying in the pipe screen as long as possible to rack up the points. It's also good practice to get the feel of the plane through here.

) When you come upon the bouncing balls guarding the end, try to shoot the red balloon first, then bounce off the ceiling straight down into the end chamber, blasting your way into dock.

SPACE PANIC

1982 Coleco

Arcade ver. by Universal 1980

Article by Jeff Adkins

As an astronaut trapped on an unfriendly planet, you have to move around four floors of girders, and climb ladders in order to dig holes that will trap alien life forms. Once an alien falls in a hole, the spaceman must fill it into send the various aliens plunging to their death. This must be done before your oxygen supply is depleted. Points are scored by dropping the aliens through holes, dropping them onto others, and the amount of oxygen left, if any, is also added to your score after each screen.

The joystick moves the spaceman up and down the ladders, and left or right moves him horizontally across the different floors. In order to dig a hole press the left side button. To fill it press the right.

There are three types of aliens. Creatures are red, look like tomatoes, and must fall through 1 hole to be disposed of. Bosses are green, a little smarter, and must fall through two holes to be destroyed. Dons are blue, and must fall through 3 holes to be terminated. If an alien gets stuck in a hole but not dropped through, then it will transform to a higher form. Creatures to Bosses, Bosses to Dons.

You start the game with 5 lives on level 1. An extra man is awarded at 5,000 and 65,000 respectively. Creatures fill the first screen, but as the game progresses, Bosses and Dons make their appearances. If the spaceman comes in contact with an alien, you can hear the alien chomp through the space suit. Not really graphic with blood or anything, but a hideous sound none the less. He who hesitates is definitely lost in this game. Whatever you do, don't get stuck on the very bottom floor long or you will lose a life. To score a lot of points, try dropping

aliens through holes onto aliens below.

SPACE PANIC was originally released way back in 1980 by Universal. I can remember playing it in arcades, and what a difficult game it was. That's probably why it never made it big, due to the high difficulty level. The Coleco version starts out easy, but as the game progresses, the aliens move faster, making it much harder. Skill 4 is extremely tough.

Some of the things I enjoy about the game are when the space cadet runs out of air, then slowly sways back and forth (while turning blue in the face) then falls into a dead heap. The sound of his footsteps as he walks around at a hurried pace is also pretty good. Graphics are about as close to the arcade as you can get, so I would have to say that they are very good. The sound as in most Coleco space games is eerie! Gameplay is excellent. It may take awhile to get use to the digging and filling techniques but it should not take long. As for the controls, the Coleco controller can be difficult at times. I prefer using a Super Action controller for better response.

Overall an outstanding game for the Colecovision system. SPACE PANIC was one of the original, if not the original climbing game, way before DONKEY KONG and Mario. A must-have!

REVIEW SCORE:

309,000
screen 53

RATING

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

TIPS:

- > Try to climb to the highest floor, then find a safe spot between two ladders. Dig holes on both sides of your man, and drop those alien creeps onto other aliens below.
- > Move quickly and watch your oxygen level.
- > Don't get stuck on the bottom of the screen.

7800 ProSystem

KARATEKA
Atari 7800 Pro System
Article by Mike Schiela

In this high-kicking adventure you must defeat palace guards and the evil Akuma to save your bride-to-be Mariko. You get six moves to choose from: high/medium/low punches and high/medium/low kicks. Graphically this game has its ups and downs. While the figures are realistically animated, the backgrounds are sparse and not very detailed. Sounds are average at best and the biggest downer is the fact that joystick control sucks! Big time! The on-screen warrior does not perform the move you want him to until a second and a half after you command it. While it appears that the computer suffers from the same handicap, the gameplay really suffers.

RATING

Graphics ***
Sound **
Gameplay **

TIPS:

- > Your two best moves are the high kick and the medium punch. You use the high kick in close range and use the medium punch as they move away from you.
- > The third guard is tough so you should wait for him to come to you. The 4th and 5th guards have birds that attack you. The 4th guard's bird can be avoided by high kicking. The 5th guard's bird can't be avoided so it's pretty much luck as to whether you beat the 5th guard.
- > As for Akuma, I haven't gotten that far yet. If you have, write in and let us know how you beat him!

REALSPORTS
BASEBALL
Atari 7800 Pro System
Article by Mike Schiela

Batter up! Yes, it's another simulation of everyone's favorite national pastime. No, not midget tossing -baseball! The rules are the same as in real baseball (c'mon, do I really need to go over this part? I think not.) Anyway, you use the left button to bat and throw the ball around the field, and the right button is used to run the bases and pitch. You get 8 different pitches and 5 swing types. These are controlled by the joystick. Graphically the game is good. The figures are animated realistically. But, this brings me to a big flaw. In their attempt to animate these tiny figures realistically, they move very slowly. Too slow in fact for their size. This brings me to another flaw, fielding. Fielding can be summed up in one word, confusing. Having to switch buttons after pitching doesn't take long to get used to. But catching fly balls does. In another attempt for realism, they have fly balls curve through the air so you really can't tell where it's gonna come down. The shadow of the ball doesn't help much either. Playing the computer is frustrating because it is not limited by these handicaps. And you can bet 2-player games will be high-scoring. On the other hand, sounds are decent, including a psychedelic crowd cheering sound.

RATING

Graphics ***(* / 2)
Sound ***
Gameplay **

TIPS:

- > This just might be a fluke in my cartridge but I found that holding down the button while batting, letting go when the pitcher starts his windup, then quickly pressing it

back down and holding it -when the ball reaches the plate you will hear the hitting sound and the ball will fly out as if you actually hit it. Sometimes the computer tires of this and freezes the game, so be careful.

- > As for fielding...good luck!
- > If you have a man on base, steal after the pitcher has started his windup.

POLE POSITION II

Atari 7800 Pro System
Article by Mike Schiela

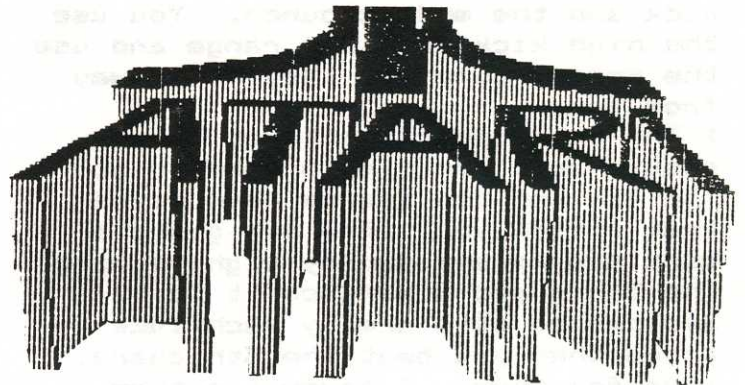
How would you like to hop into a Formula 1 racer and compete against the best drivers in the world? If yes is your answer, than Pole Position II is for you. In fact, if your into driving games then you'll probably find, as I have, that this is the best driving game made for any classic system. You get 4 different tracks to choose from at 4 different settings. The test course has some grassy hills in the background. The Fuji track will have you racing near Mount Fuji. The Seaside track is set, where else -a seaside. Then the mighty Suzuka track is set at a carnival. Although this is called Pole Position II, it plays exactly like the original arcade Pole Position. You must first run a Qualifying lap. Then, if you qualify, you get to drive in the big race. You have to deal with other cars, puddles, and billboards. The graphics in this game are awesome, especially the seaside and Suzuka tracks, which are highly detailed. The sounds are also great. From the tune that plays before you start your race to shifting gears, skidding, and crashing. They really give you the feel of being behind the wheel. And gameplay? It plays just like the arcade original. Excellent!

RATING

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

TIPS:

- Now when I get into high gear I don't like to slow down for anyone! So if you play like me then you should...
- > Shift into high when you hit 120-130 mph. It will cut down your qualifying time by a second or two (every second counts).
- > Memorize the track so you know when turns, billboards, etc. appear.
- > Go into turns early. If you go full-throttle as I do you will have to go into sharp turns early to prevent hitting a billboard.
- > Sometimes your just going to have to slow down to avoid crashing. But instead of braking, shift back to low until the trouble ceases. Then kick it back into high.
- > If you don't want to slow down and there are no billboards, then just run off the track to get by clusters of cars.



THE Vectrex Vector

Welcome back to the VV! As promised, I'll review MINE STORM, the resident game in the Vectrex system. Also as an early Christmas present, I provided a map showing the safest place to be in ARMOR ATTACK.

MINE STORM 1982 by GCE Article by Scott Stilphen

In MINE STORM, the object of the game is to clear the transport lanes of intergalactic space from various floating mines. With your mine-destroying blaster, you must attempt to clear out all 13 mine fields.

You start the game with 5 ships. The joystick controls left/right rotation. To launch rockets, press 4. Thrust is controlled by the 3 button. There is also an Escape (hyperspace) function, activated by pressing 2. Button 1 selects either 1 or 2 players.

Four types of mines are present: floating, fireball, magnetic, and magnetic-fireball. Floating mines do just that, float around. Fireballs contain a (you guessed it) fireball which is released when you hit it. Magnetic mines follow your ship. Magnetic-fireball mines combine the best (or worst) of both types. When a large mine is hit, two medium mines take its place. When one of these is hit, two small ones replace it. The smaller the mine, the faster it moves. The minelayer also appears when a few mines are left to reseed the field.

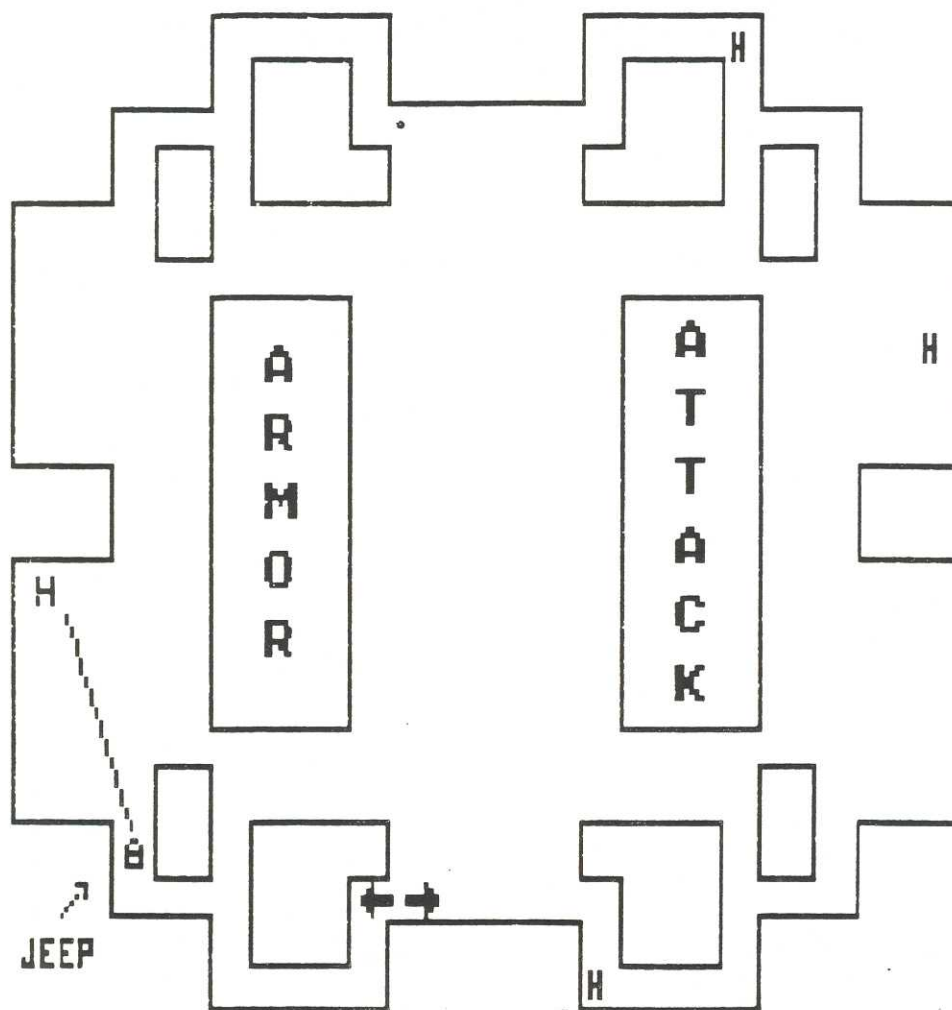
After the minelayer "seeds" the screen with mines, four of them become active. Note— you can fly right through them when they first appear, but only until the forth one appears. Find a good spot to be, before the mines start moving. Be sure to destroy the minelayer when it reappears before it gets a chance to drop more mines. I found the best way to handle a lot of magnetic type fireball mines is to group them together by flying around first

before shooting any. Rather than dealing with various shapes and sizes of mines coming at you in different directions, you'll have a small cluster of mines going in the same direction. Also, don't forget the Escape button; it is a very valuable defense in tight situations. There's no denying the similarities between MINE STORM and ASTEROIDS or ASTEROIDS DELUXE, so most tips regarding those games could be applied here.

Past mine field 13, space debris (shown as dots) appears in place of the normal mine shapes. The four types are still present, but now it is very difficult to tell the difference between them. There are dim and bright dots either alone or grouped with other dots. I know this sounds confusing but playing at this level is even more confusing. To give you an idea, see how the screen is at first after the minelayer seeds the screen? Well that's how the screen is all the time at these levels! The mines remain like those little dots.

As far as rating the game, if you own a Vectrex, you have the game like it or not! (The graphics are very smooth (as with all vector games.) The beginning (with the minelayer) and the warp screen (after clearing a mine field) are nice touches, showing off the system's capabilities. The sound is fair for a game of this type. The controls are a little awkward at first but work well with this game. As with the game, you're stuck with the controller.

After field 13, the game is known (from what I hear) to do strange things. I've noticed after clearing field 13, the game jumps to field 15. The manual offers little help, but it does say that if after completing field 13 and the screen goes blank, press the RESET button to continue play. If anyone has seen this and tried the RESET button (if it works or not), or if you've found something else strange, please tell us.



This trick for ARMOR ATTACK will help you to easily beat the game. The above map shows the location to place your jeep to perform the trick. This location causes any tanks approaching from the right to hang up. It is also the safest spot to be in to handle helicopters. The "H's" show the four patterns where each helicopter starts. The game has different difficulty levels that are changed by the size of your score. In the beginning, this spot can be used but it will take some time to reach the hardest level. This is when there are 3 tanks moving very fast when the wave starts.

At this point, when the wave starts, get to the spot quickly and eliminate any nearby tanks. Most of the tanks will move down and stay where the arrows are. The tanks get trapped in this area and will continue to move back and forth until a helicopter (starting on the bottom pattern) destroys it. Make sure your jeep is placed exactly like the map shows, otherwise the tanks won't hang up.

Keep your tank firing in the direction of the line towards the upper left. This is the most dangerous place where a helicopter can appear. When a helicopter appears from the bottom, turn the jeep so it faces down and keep firing. The copter will fly past, underneath you. With the other three patterns, the copter can be destroyed with your jeep facing up. It will take 3 or 4 passes for the copter to finally hit you, so you have a couple chances to get him first. If the pacing tank gets destroyed, be alert to destroy those tanks that appear above you quickly. There should be at least 1 tank left, and it will probably get hung up so you can continue.

GAME of the MONTH!

Before we get into our game of the month, we'd like to briefly look at the company that produced the game, Starpath.

During 1982, a company called Arcadia jumped onto the video game bandwagon. Right away they had a problem. Another company, Emerson Electronics already claimed the Arcadia trademark with their own system, the Emerson Arcadia 2001. So the name was changed to Starpath. Starpath made games for the 2600, but not in cartridge form. Games are fed into a sort of blank, oblong cartridge via cassette tapes, much like the older computers, such as the Atari 400. In doing so, somewhat better graphics, sound, and gameplay were available to 2600 owners. At the time, only 128 bytes of memory was the max for 2600 games. But with the Supercharger, 6,272 bytes were possible! Quite an increase. The Supercharger retailed for around \$70 when it first hit the store shelves. The oblong cart (about the size of a Xonox double-ender, but a little longer and with a handle) slid into the cartridge slot. An earphone jack from the cart had to be plugged into any type cassette player, tape deck, or walkman. Then, while the tape played, simple instructions such as REWIND and STOP TAPE showed players what to do in order to load the games.

While the memory was increased, most of the games weren't any better graphically than Activision carts. However, the flickering problem the 2600 was noted for was never seen in any of the Starpath games. Starpath had a unique idea with the Supercharger, but bad marketing of the system add-on led to the company's demise.

- 2600 STARPATH GAME LIST -
COMMUNIST MUTANTS FROM SPACE
DRAGONSTOMPER (EXCALIBUR)
ESCAPE FROM THE MINDMASTER
FIREBALL
KILLER SATELLITES
PARTY MIX
RABBIT TRANSIT
SUICIDE MISSION
SURVIVAL ISLAND
SWEAT
SWORD OF SAROS
The official FROGGER

- COLECOVISION -
ESCAPE FROM THE MINDMASTER

We're not sure if this game was ever released for the Colecovision. If anyone has a copy, please let us know that it does exist!

ESCAPE FROM THE MINDMASTER

You are trapped in a maze, with an alien stalking you. Only by solving tests of memory, reflexes, intelligence, and coordination can you move on to the next maze. There are six mazes of pure puzzle perplexities to challenge your skills. MINDMASTER is by all means one of the most original of all the maze game themes. The "Master Brain" himself watches your every move. By devising a series of six mazes that will test all of your video game prowess, he is experimenting with the human race. Each maze (except the sixth) consists of four different shaped and colored pegs (which must be found and put in their appropriate matching holes), an alien stalker (which cannot be destroyed), and special tests that challenge your video I.Q. In addition, beginning with maze 2 and one, sliding force fields must be avoided. You start the game with 5 or 9 chances, determined by the left difficulty position (A-5 B-9) and slow or fast-moving alien stalkers, controlled by the right difficulty switch (A-fast B-slow). You lose

chances by either bumping into the alien stalker, or a sliding force field. There is also a maze map that shows your location in the maze (indicated by a white square). Puzzle pegs can be picked up by pushing the fire button. The peg you are carrying is shown left of the maze map. Pegs can only be carried one at a time, and the only way to drop a peg is by placing it in its matching hole somewhere in the maze. To the right of the maze map is a direction arrow that shows which way you are facing in the maze, number of chances left, and a timer that starts at 60 and gradually goes down as you traverse through the maze. Once a maze is completed, any time remaining is added to your score. By finding the four pegs and placing them in their matching holes, the doorway to the next maze opens. Advance up the stairway. The test score and the time remaining are totaled.

MINDMASTER is the kind of game that draws you into it. Trying to get to the sixth maze and finishing the game is sheer video entertainment at its best. The maze, puzzles, and tests are exceptionally well done. This game bleeds originality folks! Although I did not find it as challenging as I thought it would be, I enjoyed it thoroughly. Veteran 2600 players should be able to finish the game in a couple of hours or less. The one thing that I didn't like about the game is that it cheats! The instruction book says that the alien stalker cannot go through doors or walls. Baaaloney!! In maze 5 he can go from the bottom to the top of the maze right through the wall! Graphics aren't spectacular, but the 3-D effect as you move through the maze, and the alien stalkers are very well done. By completing the 6 mazes, players are rewarded with a message and a fireworks display. I think more games should have had some kind of ending like this one has. Sound is okay, and gameplay is tremendous. If you do not have a

STARPATH SUPERCHARGER, I would strongly recommend getting one, so you could experience one of the best 2600 games made. I'd like to thank Tim Duarte (2600 CONNECTION) for swapping some carts for the SUPERCHARGER, and Classic Carts (where I purchased MINDMASTER) for giving me the chance to find out what the game was all about. If only Starpath was still around!

REVIEW SCORE:	RATING:
561 Awesome!	Graphics ***
	Sound **
	Gameplay ****

Score the following and the Mindmaster might find you to be:

Quaint	0-99 pts.
Promising	100-199
Amusing	200-299
Intriguing	300-399
Impressive	400-499
Awesome	500-599
?	600-?

TIPS:

- > You will know if the alien stalker is near when you hear a high-pitched sound.
- > Once the force fields appear, let them pass by completely before advancing. The slightest touch and you will lose a chance.
- > The recall test in maze 3 can be easily conquered. To score 36 points every time try using some scrap paper and a pencil to copy the direction arrows.

ESCAPE FROM THE MINDMASTER Solution!

The following maps and hints will help you get to the end of this game. Please make note of the Key at the end of the hints section for reference with the maps provided. Good luck!

MAZE 1

Please note that there is only four pegs per maze. They are placed in different positions every game. The points on the map that are marked with an asterix (*) do not necessarily mean that a peg, hole, or test are there but could be during different games. In maze 1 the special test is Agility. Move in between the falling bricks as long as you can. If you get hit four times the test ends.

MAZE 2

Things really start to get interesting in this maze, with the additional challenge of the sliding force fields. The test for this maze is Reflexes. You must follow the arrows shown (left, right, up, and down) with the joystick as quickly as you can.

MAZE 3

You've made it passed the first two mazes, yet the Mindmaster still isn't impressed. The pegs are now different shapes, making it a little harder to distinguish between them. More force fields are added to halt your progress. The test for maze 3 is Recall. Arrows will be displayed on the top of the screen going up, down, left, and right. Memorize their pattern and try to repeat it with the joystick. Find the stairway and get a move on to maze 4!

MAZE 4

This maze will really put you in a tizzy the first couple of tries. Now some of the doors are one-way only! The force fields are a little harder to get by. The test for maze 4 is Dexterity. Move from left to right as fast as you can while avoiding bricks.

MAZE 5

While maze 5 isn't the last maze, it's probably the most difficult. To get the puzzle pegs and holes you must pass through a lot of one-way doors. Some of the force fields are doubled! If you've made it this far the Mindmaster might find you amusing to say the least. Coordination is the final test. You have 5 chances to land a space ship in the middle of a platform softly, and without using too much fuel. The door to maze 6 is located on the top left. Now for the final challenge...

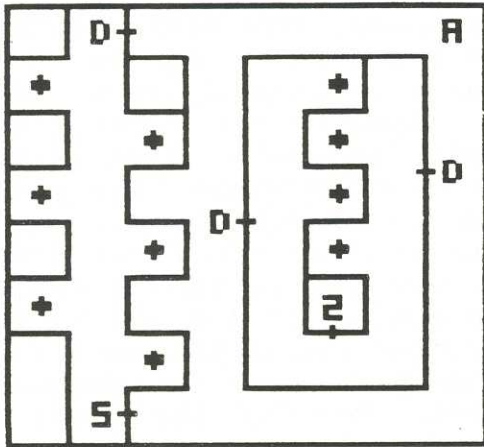
MAZE 6

This maze is the easiest of all the mazes. There are no alien stalker, sliding force fields, or tests. Follow the map above and the Mindmaster might find you to be Awesome!

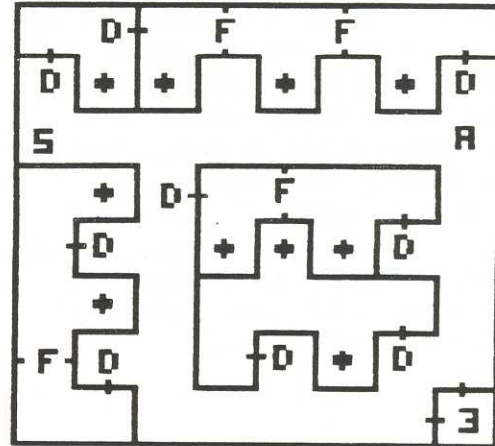
KEY

- D - DOOR
- A - WHERE STALKER STARTS
- O - ONE-WAY DOOR
- S - START
- F - FORCE FIELD
- # - DOOR TO NEXT MAZE
- ◆ - PUZZLE PEG
PEG HOLE
SPECIAL TEST

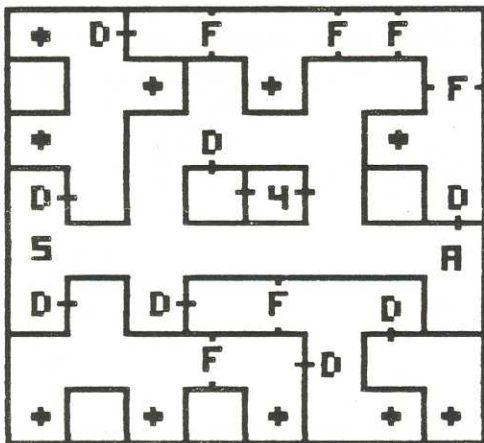
MAZE 1



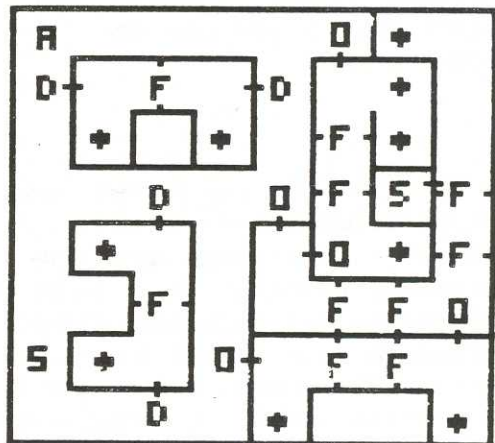
MAZE 2



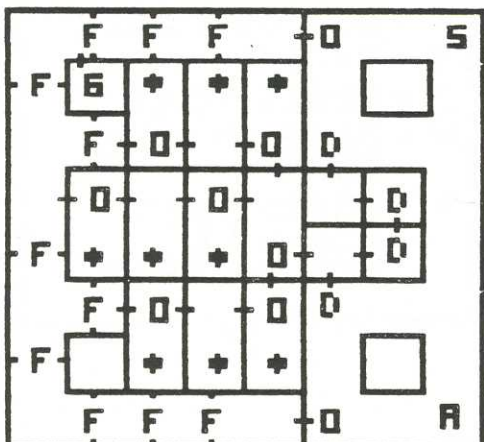
MAZE 3



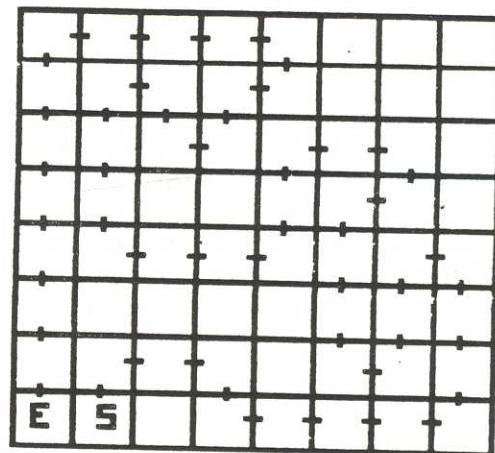
MAZE 4



MAZE 5



MAZE 6



THE SCOREBOARD

MATCH OR BEAT THESE SCORES!

ATARI VCS/2600

GAME:	SCORE:	GAME:	SCORE:
-----	-----	-----	-----
Bowling	300	Midnight Magic	999,999
Circus Atari	9,999	Millipede	417,286
Dark Caverns	319,000	Moonsweeper	171,715
Decatnalon	10,710	Phoenix	518,050
Dragonfire	115,350	Pitfall	114,000
Fathom	20,766	Pitfall II	199,000
Galaxian	194,270	Riddle of the Sphinx	129,780
Ghostbusters	103,900	Stampede	32,426
Gremlins	243,700	Superman	46 sec.
H. E. R. O.	1,000,000		

ATARI 5200 Super System

GAME:	SCORE:	GAME:	SCORE:
-----	-----	-----	-----
Pengo	178,640	Qix	232,140
Pitfall II	452,602	Rescue on Fractalus	403,643

COLECOVISION

GAME:	SCORE:	GAME:	SCORE:
-----	-----	-----	-----
Antartic Adventure	712,660	Quest for Quintana Roo	387,100
Gustbuster	300,380	Space Panic	309,000
Ladybug	3,833,740	Spy Hunter	519,140
Miner 2049er	172,610	Squish'em	116,730
Mr. Do!	655,000	Venture	710,000

VECTREX

GAME:	SCORE:	GAME:	SCORE:
-----	-----	-----	-----
Mine Storm	51,000	Star Trek	101,400

We're looking for some super scores for Intellivision and 7800 games. Send us a legible photo to appear on the Scoreboard!

COMPANY CAPSULE

IMAGIC

Designed by experts for experts, that was Imagic's cliché for its software. Nearly 10 years ago Dennis Koble left Atari, and Jim Goldberger who left Mattel, combined forces with Bill Grubb to form Imagic. Imagic was one of the first third-party software developers to use a team concept for the design and programming of its games. While others such as Activision would share ideas among its programmers, most of the work was done by a single individual. Some of the designers (that at one time was over 30!) were Koble, Rob Fulop, Bob Smith, Brad Stewart, Michael Greene, Dave Johnson, and Dan Oliver.

During its brief history, Imagic released some of the best home games in the early video game era. The games have very colorful graphics, and gameplay can be tough! DEMON ATTACK was by far their biggest seller and was released for a variety of systems and some computers. If some of you have played Imagic games, then we all know about getting the "numb thumb". As a matter of fact, that's what they called their video club. For \$2, players could join and receive a poster of their favorite Imagic game, a club card, and also the "Numb Thumb News", which was a newsletter that had tips, high scores, and news about the company. In order to test their games some of the designers used a group of teenagers to give them feedback on the games. Imagic would send them an EPROM of the game, giving them the chance to check it out before it was even released to the public! Imagic came on strong with its great games, but eventually it, along with many other software companies, went under.

IMAGIC GAME LIST

(2600)

ATLANTIS	Dennis Koble
COSMIC ARK	Rob Fulop
DEMON ATTACK	Rob Fulop
DRAGONFIRE	Bob Smith
FATHOM	Rob Fulop
FIRE FIGHTER	Brad Stewart
LASER GATES	Dan Oliver
MOON SWEEPER	Bob Smith
NO ESCAPE	Michael Green
QUICK STEP	Dave Johnson
RIDDLE OF THE SPHINX	Bob Smith
SHOOTING GALLERY	Dennis Koble
SOLAR STORM	?
STAR VOYAGER	Bob Smith
SUBTERRANEA	?
TRICK SHOT	Dennis Koble

(ODYSSEY 2)

DEMON ATTACK	Dave Johnson
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(COLECOVISION)

DRAGONFIRE
FATHOM
MOONSWEEPER
NOVA BLAST
TOURNAMENT TENNIS
WING WAR

(INTELLIVISION)

ATLANTIS	Patrick Ranall
BEAUTY & THE BEAST	Wendell Brown
DEMON ATTACK	Gary Kato
DRACULA	Alan Smith
DRAGONFIRE	Alan Smith
FATHOM	?
ICE TREK	Patrick Schmitz
MICROSURGEON	Richard Levine
NOVA BLAST	Wendell Brown
SAFE CRACKER	Marvin Medrick
SWORDS & SERPENTS	Brian Dougharty
TROPICAL TROUBLE	Steve DeFriasco
*TRUCKIN!	Richard Levine
WHITE WATER!	Douglas Fultz

Planned for Int. but not released:
SHOOTIN GALLERY
MOONSWEEPER
BEEZOR
WING WAR (originally called FLAP!)

* Originally named TROPICAL PARADISE but released as TROPICAL TROUBLE.

Professor Video's EXAM #2

Hello students! This month the professor is going to make it a little easier on all of you pencil-pushing, eraser-chewing vid-heads. I've listed certain enemies, aliens, monsters, and other things that appear in games during play. Match these with the appropriate game. Seeing now it is almost X-mas, I'm going to award a GAME, MAGAZINE, or a 1/2 YEAR SUBSCRIPTION to the winner AND a runner-up! In case of a tie there will be a drawing. So let's do some serious studying and get on with it! Good luck everyone. Begin.

- | | |
|----------------------------------|-----------------------|
| 1) FROSTBITE (2600) | A) ENERGY BOMBS |
| 2) SPIKE (Vectrex) | B) SPUD |
| 3) UTOPIA (Intv) | C) BULLDOGS |
| 4) KANGAROO (2600) | D) HAWKS |
| 5) ANTARTIC ADVENTURE (C.V.) | E) DCOM GRABBERS |
| 6) BOING! (2600) | F) SNAKES |
| 7) STAR CASTLE (Vectrex) | G) FLAMOIDS |
| 8) ADVANCED D&D (Intv) | H) POLAR BEAR |
| 9) PENGO (5200) | I) HURRICANES |
| 10) SMURF RESCUE (C.V.) | J) F.B.I. AGENT |
| 11) POOYAN (2600) | K) GOND |
| 12) FORTRESS OF NARZOD (Vectrex) | L) ROBOT DRONES |
| 13) DEMON ATTACK (Intv) | M) SEALS |
| 14) COUNTERMEASURE (5200) | N) SUICIDE PATROLLERS |
| 15) SLITHER (C.V.) | O) SNOW BEES |
| 16) E.T. (2600) | P) BUBBLE EATER |
| 17) SCRAMBLE (Vectrex) | Q) WOLVES |
| 18) TRON DEADLY DISCS (Intv) | R) MISSILE SILOS |
| 19) VANGUARD (2600) | S) WINGED DRAGON |
| 20) HEIST (C.V.) | T) MONKEYS |

Exam #2 entries must be received by JAN 2, 1992. The winner and runner-up will be posted in the Feb. issue. The professor, along with Exam #3 will be back in the Feb. issue also. Good luck!

ANSWERS TO EXAM NO. 1

- (1) David Crane did eight games for the 2600 while at Activision: DRAGSTER, FISHING DERBY, LASER BLAST, FREEWAY, GRAND PRIX, PITFALL!, PITFALL II, AND DECATHOLON. However I also accepted the answer of nine. While he didn't actually design GHOSTBUSTERS for the 2600 (it was originally done for the Atari, C-64, and Apple computers), Dan Kitchen adapted it for the 2600. David Crane was the game's originator and designer.
- (2) The SWORDQUEST thief is Herminus.
- (3) 3 Kryptonite satellites roam the skies in SUPERMAN (2600).
- (4) The 3 aliens in SPACE PANIC are: Creatures, Bosses, and Dons.
- (5) Carol Shaw did VIDEO CHECKERS and 3-D TIC-TAC-TOE while at Atari.
- (6) In order to destroy the mummies in QUEST FOR QUINTANA ROO, you must

- throw acid on them.
- (7) There are 10 ice stations in ANTARTIC ADVENTURE. The countries are Australia (2), France (1), New Zealand (1), U.S. (2), Argentina (1), United Kingdom (1), and Japan (1). The remaining ice station is the halfway point, the South Pole.
 - (8) The hero's complete name in BEAUTY & THE BEAST is Bashful Buford.
 - (9) The Raj Diamond in PITFALL II is worth 20,000 points.
 - (10) Black Bart is the bad guy in HAPPY TRAILS.
 - (11) The giant purple moth is worth the most points in WORM WHOMPER, 1,000 times the wave number.
 - (12) Tom Loughry designed DREADNAUGHT FACTOR (Intv).
 - (13) There are 11 levels in MINER 2049er (CV).
 - (14) 18 different vegetables are in LADY BUG (CV). Horse radish is worth the most, 9,500 points.
 - (15) The crown in MOUNTAIN KING is worth 5,000 points (2600).
 - (16) Spikes girlfriend in SPIKE is Molly (Vectrex).
 - (17) The highest point value for hitting a flashing bonus bar in RAM IT is 1,300 points.
 - (18) In FORTRESS OF NARZOD (Vectrex) there are three levels, plus the fortress. I also accepted four levels, considering the Fortress as the fourth level.
 - (19) Warren Robbinett designed ADVENTURE for the 2600.
 - (20) Highest possible amount of votes in CAMPAIGN 84 is 528 total votes.

Bonus answer: Atari sued Odyssey (and won) over K.C. MUNCHKIN, which they felt copied their version of PAC-MAN.

GRADE SCALE:

90-100	A
80-89	B
70-79	C
60-69	D

Below 60 - you failed!

The professor is still grading exams. Our top student will be posted in the December issue.

POPEYE (Colecovision)

On screen 2 there's a way to make Bluto spin around, while Popeye catches all of the notes. Popeye must be right next to the spinach. When Bluto crouches down to get Popeye, eat the spinach. If done correctly, Bluto will jump and Popeye will be right next to him. Don't bump into Bluto, simply trail him to the jumping board with Wimpy. When Bluto jumps onto the board, hit him by jumping onto the board also. With the right timing, Bluto will hit Wimpy as he bounces. Bluto will then start to spin across the screen, while Popeye collects all of the notes. This goes on until all of the notes are collected, or Popeye gets hit by a bottle.

FRONT LINE (Colecovision)

To move through the ruined walls near the fort, get on the side with a hole. This must be done with a heavy tank. Go into the hole as far as you can. Now rotate the barrel in either direction, and push the joystick at the same time to move through the wall!

PAC-MAN (5200)

Select the cherry screen. Go from the right up to the right side tunnel. As Pac-Man goes off the screen, a chomp can be heard. Now pause the game. A dot that was not eaten will have disappeared left of the starting point!

DESERT FALCON (2600)

The programmer's initials, BP, can be found in the lake if you go for a "swim" while a super power is active. Try the Invincibility power (ex. Bird-Cane-Feather) in the novice version and land in a lake. Note- you may have to move around a bit to find the right position, but the initials should appear above you. This trick was sent in by Al Backiel, game player and collector extraordinaire. Thanks Al!

FOR SALE: Many 2600 carts \$2-\$4 each. Intellivision also. Write for list. Jeff Adkins, 11 Windsor, Attica, NY 14011 (716)591-1519.

WANTED: Old videogame T-shirts, hats, pins, catalogs, magazines, old systems like the Odyssey 2 and Vectrex. Must be in good cond. Terence Micharoni, 142 Justin Ave, Staten Island, NY 10306.

ATTENTION! There are 2600 games on Mars! For a complete listing of all titles, write or call: Mars Merchandising, 1041 E. St. Charles Rd, Lombard, IL 60148-2059 (708)MARS-INC.

WANTED: Older hand-helds with LCD screens. Will buy 1, sell 1, or trade for various video game software, magazines, etc. Write to: Kurt Stone, 2325 E. Rock Creek Rd, Arnold, MO 63010

MANY GAMES FOR SALE: Boing, Off the Wall, & Gravitar (2600). Bounty Bob Strikes Back! (5200- Try to find that one!). Vectrex, 7800 games also. Instructions, magazines, etc. Write to: Al Backiel, 253 Rock Rd, Ridgewood, NJ.

FOR SALE: 2600 carts (over 80!) \$3 each, 2600 systems, joysticks, paddles, 800XL (& software).

WANTED: RS Basketball, Crazy Climber, Jinks, and others (name your price!), Video Game Brain/Romscanner, 2600JR, XEGS, and Vectrex games/items. Write to- Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643 (717)388-2824.

BIRTHS:

Congratulations to Jeff and Faye Adkins. James Edward - 6 lbs, 6 oz. Born at 12:00 noon Nov. 8, 1991. A future vid-head to be!

AND FINALLY...

For future issues, some of the reviews we're working on are:

- 2600 -

GREMLINS, KRULL, GOPHER, NEXAR, POOYAN, SNOOPY & THE RED BARON, TUNNEL RUNNER, SHUTTLE ORBITER

- 5200 -

PITFALL II, SPACE DUNGEON ROBOTRON 2084, GALAXIAN, COUNTERMEASURE

-COLECOVISION -

SEWER SAM, TARZAN, MINER 2049ER, QUEST FOR QUINTANA ROO, FRENZY, TAPPER

- INTELLIVISION -

SAFE CRACKER, AUTO RACING, CONGO BONGO, DRAGONFIRE

- VECTREX -

SCRAMBLE, STAR TREK

At this very moment our review staff is playing some of these great games. Also in the next issue, we will take a look at the Emerson Arcadia 2001 system, plus reviews, and our new "Game of the Month" feature. Until then... Happy Gaming to all!!

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