

CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 2 No. 1

JAN 1992

GAME REVIEWS

2600:

Gremlins
Pac-Man
Texas Chainsaw Massacre
Tunnel Runner

5200:

Counter Measure

7800:

Xenophobe
RealSports Baseball
Pete Rose Baseball

INTELLIVISION:

Auto Racing
Congo Bongo
Dragon Fire

VECTREX:

Star Trek
Blitz!

VIDEO GAME CARTRIDGE FOR
THE ATARI® 2600™ VCS™

ATARI 2600

GREMLINS®

Based on the Spellbinding Movie!



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FROM OUR EDITOR

In November of this year, Atari will be 20 years old. It seems like yesterday, I was playing Canyon Bomber and Dodge'Em on the old VCS. In order to mark the occasion, we will take a look back at the history of this gaming giant, starting with the February issue. We also hope that you like our new look. CS&G is now produced on an IBM PS/2. Unfortunately Scott's 800 XL has byt the dust. My brother David is now doing the layout. For you ColecoVision Vid-Heads, there isn't a skill level this issue. But fear not, in February "Miner 2049er" and all of its 11 levels will be our game of the month. As for this issue check out the 7800 section with some reviews by Mark Androvich from Ventura, CA. Mark also gives us his opinion of Texas Chainsaw Massacre for the 2600. Of course be sure not to miss any of our other reviews for the various classic systems. Don't forget the bowling contest. Send in your best score by February 15th (photo) to enter. Now if you will excuse me, I'm going to try a game of Zaxxon for the 5200.

Jeff Adkins
Editor



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ATARI VCS/2600

GREMLINS

one or two players
Atari 1984

by Jeff Adkins

Generally, movie based video games rarely turnout well. While Gremlins is not a great game, it is better than I thought it would be. Game play relates somewhat to the movie. Assuming the role of Billy, you must rid the town of cuddly turned creepy critters. There are two phases (screens) to the game. During the first phase, Billy has to catch the falling Mogwais (ala Kaboom! style) before they reach the hamburgers on the bottom of the screen. If eight Mogwais reach the burgers, they turn into pupas (eggs). Then the action shifts to the next screen, the Gremlin phase. By preventing the falling Mogwais from eating all the burgers through the four waves of eight Mogwais per game, Billy is awarded 200 points for each burger that is not devoured. After successfully surviving the four waves, Billy moves on to the Gremlin phase.

Gremlins march down from the top of the screen and must be shot before they reach the bottom (sort of like space invaders). If a Gremlin reaches the bottom, it runs into Billy, sending him off the screen and you lose a life. Points are scored by shooting the descending Gremlins. The higher the level the more the points, up to level 8 where they are worth 270 points each. During this phase Billy has two flash cubes that can temporarily freeze the Gremlins and send any that are on the same level as Billy running off the screen. In order to activate a flashcube, simply pull back on the joystick.

Also during this phase, if the Gremlins walk

through water, they can double or even triple, making it a little harder to pick them off.

Finish the Gremlin phase, and Billy goes back to the Mogwai screen, to try and catch more Mogwias that fall at a faster rate. In higher levels of the Gremlin phase, they walk faster and come in pairs or triplets.

Some of the games strong points are the graphics and the gameplay. The Mogwais look like little Gizmos falling, the Gremlins look like evil spites marching, and Billy looks pretty good for a VCS game. The joystick works fair, but I think that the paddle controllers might have worked better during the Mogwai phase. From Level 8 on, the Mogwais don't fall as fast as the bombs do in higher levels of Kaboom!, but it still can be a challenge to prevent all four waves from eating the eight burgers.

The sounds consist of the falling Mogwais, the marching Gremlins, Billy's shots, and the rude awakening when a Gremlin sends Billy flying off the screen. The game can be challenging, but after mastering Level 8, it doesn't get any harder, and can be boring unless you are going for a high score.

Overall I enjoyed it. If you are a 2600 game collector, it is a worthy addition. But be careful, watch what you feed after midnight!!!!!!



RATING

Graphics ****

Sound **

Gameplay ***

Reviewer's score: 243,700

TIPS:

- > During the Mogwai phase, play the middle of the screen. Catch the falling Mogwais on the left, then move back towards the middle, move right, then back to the middle and vice versa.
- > Save the flashcubes for as long as possible. Try to develop shooting patterns, and use the flashcubes only when needed most. You only have two per gremlin phase.
- > During the higher levels of the Gremlin phase, try to shoot the Gremlins before they reach the water and multiply.

PAC-MAN

Article by Mike Schiela

Pac-Man has got to be one of the most popular 2600 games of all time. It is rare to see a 2600 collection without this game.

The object is to weave Pac-Man thru a maze to consume all the dots and avoid the ghosts named Inky, Blinky, Stinky (or is that Pinky), and Clyde. You get 4 power pills that will allow you to eat the ghosts. All of this is easier said than done!

As far as game play is concerned, this is a faithful replica of the arcade game. Graphically, well that's another story. While Pac-Man himself is adequate, the ghosts are not up to par. The arcade ghosts are all different colors. The VCS ghosts are also, but their constant blinking makes it very difficult to distinguish between them.

Where's the fruit? In the VCS version all you get are vitamins. Then again maybe Pac-

Man is on a diet. All that aside the game play is decent and should be satisfying to any VCS owner who doesn't yet have Pac-Man. That is, all three of them.

RATING

Graphics *

Sound *

Gameplay ***

TIPS:

- > The ghosts almost never make U-turns.
- > You can often go into the tunnel and hide there and not have the ghosts follow you in.
- > The ghosts always leave the chamber on the right side.
- > The first two ghosts out of the chamber appear to be faster than the last two. Give these two extra room.
- > On Difficulty A game, the "vulnerable period" (after you eat a power pill) lasts 4 seconds. It lasts 7 second on Difficulty B.

THE TEXAS CHAINSAW MASSACRE

Wizard Video Games 1983

No. 008

Article by Mark Androvich

Wizard Video Games was one of two companies which released adult oriented videogames for the 2600 system back in the early 1980's (The other, Mystique, caused a stir with an x-rated game titled "CUSTER'S REVENGE" which offended many American Indians). To my knowledge, only two games were released by Wizard; Halloween and The Texas Chainsaw Massacre. While these games are collector's items due to their scarcity, both are seriously lacking as videogames.

The object of TCM is to eliminate as many victims as possible before your chainsaw fuel runs out. The player controls Leatherface, who remains in the center of the screen as the playing field scrolls on by. In the background

are trees, a house and a car which scroll by at different speeds, but which have nothing to do with the game. The player need only be concerned about four items which appear on the foreground; a cattle skull, a white wooden fence, a thicket, and a wheelchair (?). These items appear randomly in Leatherface's path and must be avoided if possible. The thicket can be cut by Leatherface's chainsaw, but cutting them wastes valuable fuel. Leatherface moves left or right searching for victims, which appear at the edge of the screen and get closer as Leatherface approaches. When the victim reaches the center of the screen where Leatherface is standing, press the red button to activate the chainsaw, leaving a bloody mess.



Even ignoring the violent premise of the game, Texas Chainsaw Massacre is terrible. The graphics are simplistic, even for the 2600. The sounds are limited; a high pitched tone which is supposed to be the victim's scream, the sound of the blade revving, and a strange series of notes which indicate when you have killed a victim. For every victim caught, 1,000 points are awarded. Bonus fuel is awarded at every 5,000 points. Even with this bonus fuel, the player cannot prevent the chainsaw from running out of gas. A bar indicating the fuel level is displayed at the top of the screen, and it constantly decreases since the chainsaw is always idling. Revving the chainsaw drains fuel quicker, so the chainsaw should only be revved right before a victim approaches. Here lies a major flaw in the game; as the victim scrolls towards you, she will appear on the other side of Leatherface, if you don't time your chainsaw revving precisely, you'll have to reverse direction and rev the saw again, usually missing her a second time. It takes several

revs and reversing the joystick left and right to kill a victim, costing fuel. After the three fuel tanks have been depleted, the game ends with one victim kicking Leatherface in the behind.

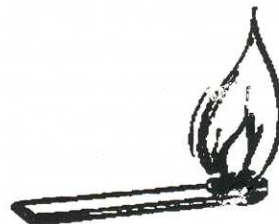
And that's all there is to this game. No strategy, no bonus rounds, no music, no exciting effects; just a very simplistic and boring game. Despite all the interest in The Texas Chainsaw Massacre as a rare game, it fails to deliver. You might want to collect it, but you won't play it more than once.

RATING	
Graphics	*
Sound	*
Gameplay	*

TUNNEL RUNNER

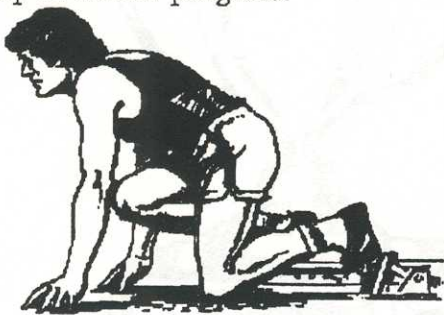
(Ram Plus)
 CBS Electronics 1983
 Designed by Dick Balaska
 one player
 by Jeff Adkins

If you enjoy maze games as much as I do, then Tunnel Runner will bring many hours of "find your way outta here" enjoyment. The object of the game is to explore mazes (which are called runs), in search of keys that unlock the escape doors, which take the tunnel runner to the next run. Of course there are also enemies in the game that have every intention of slowing you down and possibly having the runner for lunch. They are called Zots, and look like giant mutated Pac-Men with teeth!



The maze is viewed through a first person perspective, giving it a 3-D effect. The joystick moves the runner in the four basic directions UP, DOWN, LEFT, and RIGHT. By pushing and holding UP, the speed of the runner is increased. In higher levels, the runner can go at an almost dizzying pace. The fire button when depressed, displays the map of the current run on the screen. The runner is represented by an arrow on the map. The Zots, which are four different colors, appear as little circles on the map. The key is shaped like a triangle. There is also a compass at the lower left portion of the screen that shows which way the runner is facing. And last but not least, a time line that gradually recedes as a run is being traversed. If the run is not completed before the time line expires, then it must be challenged again.

Points are scored by moving through the various rooms of the run. They are not actually rooms, but sections that are represented by different colored floors. During the first run, 1 point is scored for each section that is passed over by the runner. Then 2 points for the second run and so on. The remaining amount of the time line is also added to the runner's score after completing a run. In Run 9 there are bonus doors, that when found, add more points to the runner's score. Various other doors can either help or hinder progress.



Flashing floor sections indicate the door locations. The different door types include DOWN DOORS (arrows pointing down on them), which can take the runner back to the previous run; TRANSPORT DOORS (horizontal arrows), randomly place the runner in another

quadrant of the maze when entered; the BONUS DOORS; and finally the two types of ESCAPE DOORS. One of which takes a runner to the next run (one arrow pointing up), and the other skips a run and warps a runner ahead 2 runs (two arrows pointing up).

One thing that I have been unable to figure out, is when the double escape doors can be entered. Sometimes they can, but not in every run. I guess it must be random. In higher runs, the Runner, Zots, and the Key cannot be seen on the map. Doors are never shown on the map.

One reason why Tunnel Runner is an excellent maze game is the variety of different mazes that Mr. Balaska has punt into the game. As the game progresses, some runs are completely dark, making the map useless, and your chances for escape very slim. The Zots also move much faster as they try to thwart the Runner's progress.

Maze magic also comes into effect during the later runs. Zots can move through the walls, even from one side of the run to the other! Pretty neat to see if the runner can get close enough.

Another reason I enjoy playing is the eerie music that plays when a Zot is getting near; as the Zot gets closer the music gets louder. It is definitely a helpless feeling when the Runner gets caught in a dead end section of the run with a Zot closing in for the kill. The screen turns dark and the Zot is shown chomping away.

An extra runner is awarded at 5,000 and every 10,000 more afterwards. Another thing that I have come across many times, is that the game glitches and ends after completing Run 107. The Runner moves at a rapid pace through the walls and even the Zots!

The graphics are sharp and colorful, the sound as I have already stated, is first rate. There aren't too many maze games or even other types of games that can compare to Tunnel Runner. Gameplay is downright challenging, especially on the higher runs. Memorization is vital to reach Run 107. Running through the maze at full speed during later runs is a

lot of fun. An outstanding game in many ways that should be tried to be appreciated!

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

TIPS:

- > The escape door for any run is always located on the far right side of the run.
- > Have the joystick positioned to move the way you want to turn just before you reach another opening. After playing a few times you'll be flying along the floors of a run in no time.
- > Try to lure the Zots away from the Key, or Bonus Doors. Then go for the Key or bonus points. Some Bonus Doors are in dead ends. So this strategy must be used in order to get the bonus points in these areas.
- > Position yourself on a flashing floor section by a door, when trying to lure the Zots from the Key of the escape door. The time line doesn't go down when the runner is on a flashing floor section.



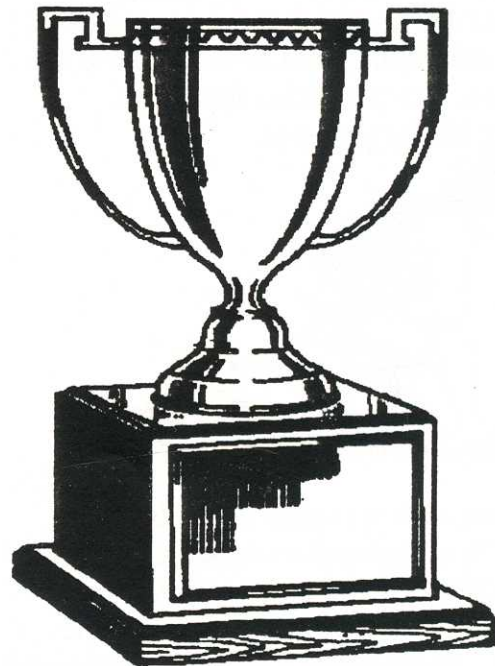
THE CARTRIDGE COLLECTOR

There they were just laying on a table. Rubiks Cube, Pengo, Wall-Ball, and many other hard to find 2600 carts. I was licking my chops at the treasure I had found at the local flea market. It is always a great feeling finding a game or two that you need for your video collection. Of course, the flea markets

and garage sales are over for the year here in Western New York, but my quest for games and various hardware goes on.

Another way to find games is by trading or swapping with other video fanatics. Over the past six months or so, I have traded quite a few games with different folks all over the country. I've gotten in touch with them through various N/L ads. Also by putting an ad in you local newspaper, Pennysaver, Trading Times, etc. you might be surprised at what you can find (right David). But trading with someone you both benefit. Of course, there is a chance that you might get ripped off. So some precautions should be taken. The first time a swap is made, trade 1 game for 1 game with a fellow vid-head. Buy 2 or 3 games from the different mail order video shops. Don't spend a lot of money until you have dealt with the person or business a few times.

Unfortunately, there are some people out there who have made a deal, but haven't kept their end of the bargain. Classic Systems & Games does not support such thieves in our classifieds! So if you do place an ad, or want to make a deal, please do so in good faith. Wow where was that table?



5200 FILE

COUNTERMEASURE

1982 Atari
one or two players

by Jeff Adkins

Terrorists have gained control of a missile silo complex and have threatened to destroy our nation's capitol. You have 10 minutes to destroy all seven silos, or the world will be engulfed in a nuclear war. Of course, you can't do it on foot, so the army has graciously given you a Super Tank, in which you can attempt your mission.

The tank's gun turret can be turned 360 degrees by pushing and holding in the bottom side button, the turret can be turned by moving the joystick. Once the button is released, the joystick controls the movement of the tank. The top side button fires shots at various enemies. These include pill boxes that have gun turrets, which can also rotate and shoot 360 degrees; and in later stages jeeps, tanks and cruise missiles, which move very fast and try to home in on your tank.

The tank must traverse through fields, woods, and towns in order to reach the various silos and supply depots. As the tank moves along the terrain, it uses fuel. The fuel line is at the bottom of the screen, and gradually recedes as the tank moves around. By reaching a supply depot, fuel is replenished, and you are given one of three letters, and its position in the Disarming Code. The three letters used are L, O, and E.

If the 10 minutes expire or if you touch a silo, the global map screen appears. You now have about 15 seconds to try and guess the

three letter code that will stop the launch and bring peace. If you do stop the launch, a nighttime view of the tank under the moon and stars on a mountain is shown and a victory tune plays. But if you guess incorrectly, a dreaded skull and crossbones appears signalling death and destruction. A very haunting sight!

Both of the subscreens are extremely well done! By stopping the launch, you are awarded 10,000 points and an extra life. There are 10 levels to master in this war mongers cart. A strategy that I use when confronting a pill box, is to wait until it fires, then I try to get under it gradually until my tank can move in for the kill. The pill box's turrets always rotate clockwise, so the patterns of their shots can be very predictable.

Sometimes though there are groupings of pill boxes which makes it an important strategy on which one to take out first. After every level the tank shots have further range, but the pill boxes do also. The enemy jeeps and tanks also begin to appear. The pill box's turrets also rotate faster, making it hard to get in a good shot.

While the subscreens are well done, the rest of the graphics aren't really up to 5200 standards. It sort of has an IntelliVision look about it. But the game play really shines in this cart, especially during the higher levels. The tank moves fast in open territory, then slowly through fields and woods giving it a true effect. The various explosions, shots etc., sound like being in a war movie. The victory tune is okay, but the haunting music that plays once the skull and crossbones appear is definitely gruesome!

I remember when Counter Measure first came out, it was a very popular 5200 game, especially for the war gamers. If you own a

5200 or are planning to get one, then this is a good addition or start to the collection!

RATING	
Graphics	***
Sound	**
Gameplay	***
Reviewer's Score 74,300	



TIPS:

- > Once you have two of the code letters get to a silo. The missing letter will be easy to figure out, and if you are a skilled player, the code can be cracked with only one letter!
- > Move in on the pill boxes when their guns are turned away from your tank. Stay out of their range, while gradually moving in.
- > Once the jeeps and tanks start to appear, an important tip to remember is that their gun range is only half of the Super Tank's.
- > When cruise missiles appear, get out of open territory. They will run into trees and silos etc. trying to home in on the Super Tank.

EATER EGG HUNT

ET -- UPDATE

In our October issue, we said that giving Elliot 35 to 36 pieces of candy would enable the player to come across the programmers initials. I am currently playing and recording the game on VHS, and have noticed a couple of things.

First off, it seems that the round in which

the 34 pieces of candy can be collected is random. So you could play for hours and not get it, or it could appear early in the game. I recently found the initial when my score was around 55,000. First I collected nine candy pieces and gave them to Elliot. Then I gave him five more; that's fourteen so far. Next I gave him four at a time four more times, making 30 in all. Now there is four candy pieces remaining. I gave him two more and took two to the spaceship. That's 32 candy pieces given to Elliot. After taking off in the spaceship, and returning to start the next round, ET was black! Instead of the initials appearing in the score, strange looking symbols showed up. Anyone with any input, please write us.

RAIDERS OF THE LOST ARK -- UPDATE

A few people have written in, concerning the Raiders tip, which also appeared in our October issue. When you jump off the Flying Saucer Mesa, the selector dot of the inventory must be under the Chai. As you fall, drop the Chai. If you are smart you will have bought a parachute and had it placed right after the Chai. After you drop the Chai, open the parachute, fall into the valley, drop the parachute, and continue the game without dying. After you find the Ark and Indy appears on the adventure point pedestal, the initials will appear on the bottom half of the screen.

SMURF -- UPDATE

When you make it to Smurfette, instead of saving her, leave the screen to the left and watch what happens to her clothes! They fall off and she blushes!

There are many, many more eggs just waiting to be found. If you don't play, you won't find them!

7800 ProSystem

The System That Could Have Been

By Mark Androvich

Nothing's sadder than the words "It might have been." This saying definitely holds true for the fans of the Atari 7800 Supersystem, first introduced to the public at the 1984 CES and later re-released in 1986. The 7800 was designed with the criticisms of the Atari 5200, it's immediate predecessor, in mind. First, the 7800 came with new joysticks which, although not as durable as the 2600 joystick, were a far cry from the 5200 joysticks which gamers hated. Second, the 7800 was designed to play 2600 games without the need of a special (and expensive) adaptor, unlike the 5200. And finally, the 7800 games were not identical to Atari computer versions, as the majority of the 5200 games were, but had better graphics and sound capabilities.

Despite these improvements, the 7800 never caught on. For one thing, while the 7800 games were graphically superior to both the 2600 and 5200 versions, they were still older arcade translations which gamers have seen before. While Nintendo was bringing the latest arcade games home for its NES, the 7800 was playing Ms. Pac-Man, Centipede, and Dig Dug. In addition, the 7800, was released after the crash of the videogame market had all but depleted the amount of 2600 games available. Although the 7800 was compatible with 2600 games, those games were few and far between. Gamers were not willing to spend a lot of money on new 7800 games after just having seen 2600 games reduced dramatically in price. Finally, many consumers had just been burned

by purchasing the 5200; a system which Atari failed to support; and were probably taking a "wait and see" attitude with the 7800. Third party support never materialized, with only Activision/Absolute producing a handful of 7800 games. Atari itself abandoned the 7800 even as it touted the XE Game System as the system of the future (the XE turned out to be even shorter-lived than the 7800).

It is a pity that the 7800 was never given a chance to establish itself in videogame history. Better graphics, decent controllers, and compatibility with the enormous library of 2600 games made the 7800 Atari's best chance at competing with Nintendo and Sega for the home videogame market. Instead Atari abandoned it; advertising too little, too late and failing to produce many popular games which would lure people into buying the system. The Atari 7800 and its almost 60 games now join ColecoVision and the 5200 as a "classic" videogame system. But oh, what might have been...

(The reviewer, afraid that his 2600 would one day burn itself out, purchased a 7800 in 1989 for \$50; about the same price as a Nintendo Cartridge costs today. He notes that all of his 2600 games, except those by Imagic have trouble fitting into the 7800's cartridge slot.)



XENOPHOBE

Atari 1989
CX7858

by Mark Androvich

XENOPHOBE was one of the last games released by ATARI for its 7800 system in 1989, shortly before the system was abandoned. The game is based on the 1987 Bally arcade game of the same name, but with a few differences. The Bally arcade game was unique in that it offered three player simultaneous action with split screens. That is, each player had a portion of the screen devoted to his/her character. If all three characters were in the same room in the game all three screens would show the same action. But if each player decided to go their separate ways, the screens would show three different locations. Out of necessity Atari's Xenophobe eliminates the third player, splitting the screen between Players 1 and 2. If a single person is playing, the game's title appears where the second screen is. A second player may join in at any time.

The object of the game is to clear the space stations you encounter of all alien life forms, picking up valuable hardware and weapons as you go. There are even food items to be obtained which replace life points lost through contact with the aliens. Players begin with a simple hand phaser, but can exchange it for more powerful weapons as they are found. Grenades are also found in the space stations and can be thrown for greater damage. When all the aliens have been cleared from a space station, you are beamed away to your ship, your bounty is counted, and the next space station appear. If you take too long to rid a station of its aliens, the station is destroyed and you do not receive bonus points for finishing the round. The game ends when you life points reach zero.

The joystick controls are adequate. Pushing the joystick towards you causes the character to crouch. You can only throw grenades when in this position. Pushing the joystick

forwards causes your character to stand when crouched and to jump when standing or walking. To pick up objects, you must crouch down on top of them. The left button fires your weapon, while the right button tosses grenades. I have found that often times my character jumps when I was just trying to have him stand. This can be annoying, especially since you lose points for jumping into doors. With a little practice, you'll get the hang of the movement, but initially expect to jump around at odd times. The joysticks are also used to call the elevator which are present in some stations. Push forward while standing directly in front of the elevator control panel. Once inside the elevator stand at the controls and push forwards or towards yourself to move the elevator to the desired floor. Floors are labeled Alpha (top), Beta, Delta, Gamma, and Epsilon (bottom), though the number of levels varies from station to station.

Zenophobe is a great game to play with a friend, since you can either cooperate or go you own separate ways. It is quicker to clear a station if each player takes a separate floor, but if one player is in big trouble you might want to help him/her out (since you never know when you might be in a similar situation). The graphics are excellent; highly detailed backgrounds, no flickering, and lots of effects; eggs hatching, creatures leaping, players being knocked over, etc. The sound is also good; each weapon has its own sound, the creatures thump, the transporter hum, and an overtaken ship explodes. Along with the elevators, there are panels allowing you to set the station to self-destruct so that you still may receive a bonus for clearing the station. Aliens come in five forms. Pods hatch into critters, which attach themselves to your face and must be thrown off. Critters become Rollerbabies, which can only be destroyed by grenades while balled up, but which can knock you on your butt in this shape. And finally, Rollerbabies can become Snoterpillars; huge aliens which spit at you and leap towards you. There are also

tentacles attached to the ceiling. Each alien requires a different amount of shots to be destroyed, depending on the type of weapon you are carrying. When all the aliens on a level have been destroyed, the name of that level turns colors from red to blue. When all the aliens in a space station have been destroyed, you are automatically beamed away.

My one complaint with the game is that the number of grenades you are carrying is not displayed anywhere on the screen, so you never know when you might run out. Aside from this minor problem, and controls which take getting used to, ATARI has done a superb job at translating XENOPHOBE for the 7800. I, for one, never played the arcade version more than once, having found it to be too confusing. In its simpler 7800 version, XENOPHOBE is an exciting two-player game with great graphics and more than enough challenge (there are four levels from Novice to Expert for you to try your hand at). If you own a 7800, XENOPHOBE is a must. It is one of the few 7800 games which can be played by two persons simultaneously, and it shows off the 7800's capabilities to the fullest.

RATING

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

**ATARI
REALSPORTS BASEBALL
vs.
ABSOLUTE
PETE ROSE BASEBALL**

By Mark Androvich

Even though baseball season has now come to an end, you can still enjoy nine innings of our national pastime all year long thanks to the magic of videogames. Six baseball simulations are available to Atari 7800

owners, including the 2600 games HOME RUN, REALSPORTS BASEBALL, SUPER BASEBALL and PETE ROSE BASEBALL. This month, we'll compare the two baseball games designed exclusively for the 7800; Atari's REALSPORTS BASEBALL and ABSOLUTE's PETE ROSE BASEBALL.



ATARI REALSPORTS BASEBALL

Atari's RealSports Baseball is playable by one or two persons, and gives you the option of being first or second. The baseball diamond is drawn on the screen with home plate at the top of the screen, beyond the outfield "wall" is a scoreboard which keeps track of the score by inning in the traditional manner. To the left of this scoreboard strikes, balls, outs, runs, hits, and errors are scored. The two teams are dressed in red and blue, and the fielder or runner being controlled is highlighted in a darker red or blue.

RS Baseball uses the 7800 controller and its two buttons. The right button is used to set up for a pitch and to bring the opposing team to the plate. Once set up for the pitch, a player has eight pitches to choose from; corresponding to the eight joystick

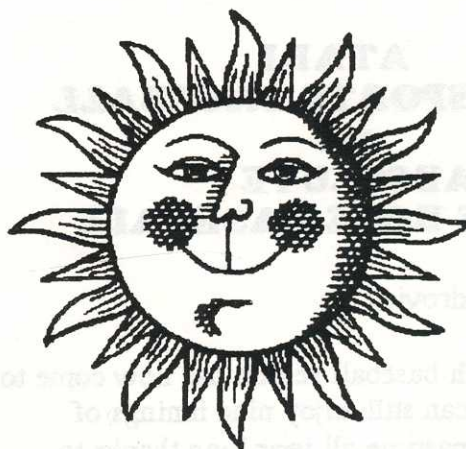
directions. To pitch, press and hold the right button and then move the joystick in the direction of the desired pitch. When and if the ball is hit, the fielder nearest the ball is automatically selected (turning a darker color). The joystick now controls this fielder's movement, which is limited only by the screen boundaries. To throw to a base, push the left button and move the joystick in the direction corresponding to the bases' position on the screen. This means push up to throw to second, right to throw to first, etc. If the button is pressed when the joystick is centered, the ball returns to the pitcher and the fielder returns to his original position.

When batting, you may choose from five types of swings; normal, high, low, bunt left, and bunt right. To swing, hold down the left button and move the joystick in the desired direction to choose your swing. When the button is released, the player will swing the bat. If he hits the ball, he will automatically run to first base. If you have a runner on base, you can control his movements with the right button. With the right button pressed, move the stick forward to advance the runner and back to retreat. A runner will automatically advance to the next base when a ball is hit, however, so controlling the runners is only useful when you want to steal a base. Stealing may work against an unwary human opponent, but not against the computer.

There are several nice touches to RS Baseball. Players clear the field every inning, and each batter walks back and forth from the dugout to home plate. The catcher must throw the ball back to the pitcher after every pitch or foul ball. The animation of the players, though they are very small, is quite good; they step forwards while throwing and the pitcher has a realistic-looking wind-up. Unfortunately, the extra animation involved in throwing the ball sometimes translates into slower play. Although pitched and hit balls move very fast, throws between players move much slower. For example, it is often quicker for the second baseman to run to

third than to throw the ball there. The ball itself is also very small and it is difficult to judge its trajectory, even with the shadow on it. Fly balls do not roll when they hit the ground, but stick to the grass. Also, due to the way the field is drawn on screen, the distance between home and first is longer than the distance between first and second. This means that runners will often be thrown out at first despite having hit a ball to deep left field.

The computer is a formidable opponent; always moving to where the ball will land and making tight throws from base to base; but it has trouble hitting fastballs or outside slow curves most of the time. Unlike real pitchers, your video pitcher will never tire so you can continue to throw nothing but fastballs through the entire game. Errors are not counted in the traditional way either. The only way to be charged with an error is to throw the ball to a base or to the pitcher when that player has moved from his original location. Although human players may try to take advantage of the situation and steal when an error is made, the computer never does. Neither does the computer make pick-off plays, so if you are trying to steal and realize you won't make it, simply stroll leisurely back to your base. The sound is basic, consisting of a dull roar (the crowd), a hit ball noise, a caught ball noise, and two "charge" tunes.



ABSOLUTE'S PETE ROSE **BASEBALL**

Six screens detail the action of PETE ROSE BASEBALL, in a manner similar to Accolade's Hard Ball. The entire field is never shown at one time. There is a pitcher/batter confrontation screen, a left infield screen, a right infield screen, and a screen for each outfielder. The game does not require the 7800 controllers as the second button is never utilized. At the top of each screen the score and inning are indicated, but not broken down into score by inning like the traditional baseball scoreboard. Balls, strikes, and outs are also kept track of, but not hits or errors. A tiny baseball diamond indicates the position of the base runners, if any. Both teams are dressed in white, which occasionally makes it difficult to tell a base runner from a fielder.

When pitching, the joystick moves the pitcher left and right on the rubber. The joystick also controls pitch speed; up for fast, and down for slow. Once the position and speed are selected, press the button to begin the wind-up then move the joystick to select one of the five pitches available (corresponding to four joystick directions and centered). When the ball is hit, the screen switches to the left or right infield or one of the outfields. You must select which fielder will recover the ball in the infield; the computer does not do it automatically for you. To select a fielder, press the joystick in the direction corresponding with the fielder's position on the screen. For example, on the right infield screen, up selects the second baseman, down the catcher, right the first baseman and left the pitcher. On the left infield screen, up selects the shortstop, down the catcher, right the pitcher, and left the third baseman. Fielders have limited range, however. They are bounded by the edges of the screen to the right and left, but they are also bounded vertically. A ball hit between the pitcher and second baseman, for example, cannot be fielded by

either one! Instead, the first baseman must retrieve the ball and then try to run back to first on his own. This makes for very frustrating game play. You might find yourself waiting for the catcher to catch an infield fly ball when it suddenly enters the pitcher's boundaries and falls to the ground (since you weren't controlling your pitcher at the time). Assuming the fielder you have selected reaches the ball, push the button and hold the stick in the direction corresponding to the correct base (up to second, right to first, and so on). When a runner reaches safely or is thrown out, the screen switches to the pitcher/batter for the next pitch.

If the ball was hit to the outfield, you automatically control the sole fielder. Move him to where the ball will land, judging by the ball's shadow. Throw the ball to the correct base by pressing the button and moving the stick in the direction of the base you wish to throw to. This takes some getting used to. For example, when the center fielder reaches a ground ball hit to him and a runner is on his way to second, your instinct is to push the joystick down (which is towards second base). Instead, you must push the stick up, towards the outfield wall, in order to throw to second. Another gripe I have is that you never see the throw from outfield to infield. As soon as you have selected which base to throw to, the screen automatically switches to the left infield or right infield view. The ball will appear from off-screen and head towards a base. If you weren't sure which base you selected from the outfield screen, you may be surprised when the ball passes second where the runner is and heads to home.

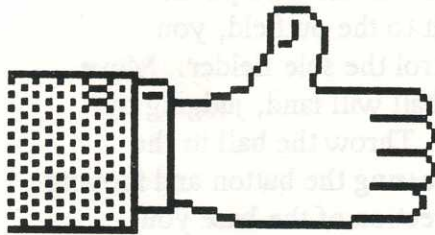
When batting, the joystick controls the batter's position in the box and the button swings the bat. Batters will automatically run to first when the ball is hit. Forced runners will advance automatically. Otherwise, you can use the joystick and button to hold all runners, or to hold or advance the lead runner. Players cannot steal bases, nor can they bunt. The computer does recognize an

infield fly rule. The sound is once again very basic; a dull roar (the crowd), a hit ball sound, a caught ball sound, and two "charge" tunes. The computer is fairly easy to beat, despite control difficulties, and the speed of the ball is slower than Atari's RS Baseball. There is no fancy animation of fielders, and therefore the ball travels faster between bases. Once again, pitchers never tire so fastballs can be thrown indefinitely. There are no pick-off plays either when playing against the computer.

tiring. Still, if you have to choose only one baseball game for the 7800, my choice would be the more enjoyable ATARI REALSPORTS BASEBALL.

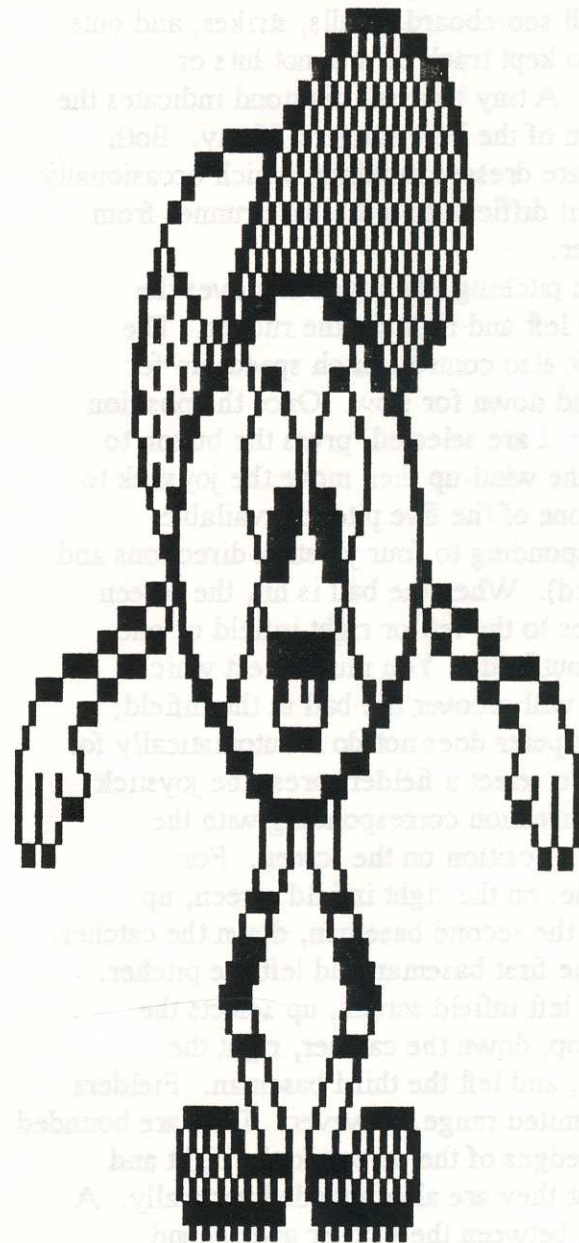
RATING

	Graphics	Sound	Gameplay
RS Baseball	**	*	***
Pete Rose	***	*	**



CONCLUSION

Both Atari's RealSports Baseball and Absolute's Pete Rose Baseball have flaws which prevent them from being the definitive baseball game for the 7800. These games don't stack up against Gamestar's Star League Baseball for the Atari computers, despite the better graphics capabilities of the 7800. I would have loved to see a 7800 version of Star League Baseball, which had better sound, a separate scoreboard screen, pitchers that tired, bunting, stealing and better fielder control. Of the two, Pete Rose Baseball is graphically more exciting, but has a frustrating system for controlling infielders. RealSports Baseball allows bunting and stealing and provides an over-all view of the field, unlike Pete Rose Baseball, but the ball behaves more like a frog than a baseball (a quick jump, then a plop to the ground). RS Baseball's more detailed player animation leads to slower throws, and watching players take the field and clear it every inning gets



INTELLIVISION

INTELLIVISION VID BITS

By Ralph W. Linne

Mattel Electronics released the IntelliVision Master Component nationwide in 1980. The initial retail price was \$300 which dropped to the \$250-\$275 range by Christmas. I can remember people waiting in line to buy it when it was put on the shelves. Now if you are old enough you will remember that this was the first great leap forward in video game systems. The only other systems available at that time were the Atari VCS (2600) and the Magnovox Odyssey 2.

The IntelliVision Master Component was ahead of its time. The specifications for this unit were:

CPU: 16 bit microprocessor (GI 1610 chip).

MEMORY: 7k internal ROM, RAM, and I/O structures, remaining 64k address space available for external programs.

CONTROLS: Two hard wire hand controllers,

each having a 12-button keypad, plus four side control buttons and 16 direction movement control disc that acted like a joystick. Also overlays for the keypads were available with cartridges,

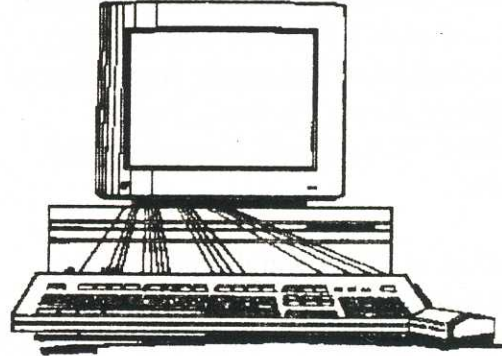
SOUND: Sound generator capable of producing sounds like crashes, cheering and three part harmony.

COLOR: 16 colors.

VIDEO RESOLUTION: 192 vertical lines by 160 horizontal lines with 8 moving foreground sprites for 64 graphics characters.

PROGRAM MATERIAL: Accepted video ROM cartridges.

RAM MEMORY: Maximum RAM capacity was 64k bytes.



This video game system was the most advanced when it was released and quickly moved into the number two spot behind Atari VCS. If the price was lower it most likely would have out sold Atari. When the Master Component was released, Mattel Electronics also announced that a Keyboard Component would

be released in the future for about \$500. This was the first of many promises made by Mattel that never happened and which led to the fall of IntelliVision.

Mattel did release the Keyboard Component in two test areas. The specifications for it were:

CPU: 8 bit microprocessor (6502 chip).

MEMORY: 16k RAM resident (10 bit words memory expanded up to 1000 8k pages (8 megabytes).

KEYBOARD: 60 key upper/lower case typewriter-like keyboard including specialized computer control keys.

TAPE CASSETTE DRIVE: Built-in completely computer controlled tape cassette drive. Record/play two digital and two audio tracks in one direction.

VIDEO RESOLUTION: Text was 24 lines

of 40 characters.

EXPANDABILITY: Two parallel peripheral I/O expansion ports which would allow addition of external memory, peripherals, plus access to CPU Bus.

PLANNED PERIPHERALS: Telephone modem and voice synthesizer.

PLANNED SOFTWARE: All of these programs were to be tape cassettes; Conversational Spanish, Stock Analysis, Jack LaLanne's Physical Conditioning, Basic Computer Language, Jeane Dixon Astrology, Super Football, Family Financial Planing, and Conversational French.

This was the reason I bought the IntelliVision Master Component Unit in the first place, to expand it into a home computer. But Mattel Electronics did not follow through as they indicated. In spite of this it was and still is an excellent video gaming system. One a real collector must own.

AUTO RACING

Mattel Electronics #1113

By Ralph Linne

One of the first games released by Mattel Electronics for the IntelliVision was Auto Racing. In this car racing game you are looking down at a Grand Prix race course and the race cars. The appearance of the race track was excellent and helped sell the game system in its early years on the market. Since there are only a few racing games for the IntelliVision, this one is a must buy.

The object of the two-player game is to score points before your opponent does, while the object in the one-player game is to complete five laps in the shortest time. You race one of five different race cars on one of five different Grand Prix Raceways. Each course has any where from two to eleven checkpoints. A checkpoint is where the race

will restart at after a crash or in a two-player game when only one car is on the screen due to building too much of a lead.

The race cars have different abilities that you must know in order to select the right car for each course. These abilities are:

CAR	SPEED	ACCEL.	CORNERS
White	55	Poor	Excellent
Green	65	Excellent	Good
Red	75	Good	Good
Tan	90	Poor	Fair
Blue	90	Poor	Fair

As an example, since course five is short and has a lot of corners, you would pick the white car. If two players wanted to race with the same type of cars they would pick the Tan and Blue cars.

The hardest part is learning how to steer the cars. You use the Direction Disc to steer the car. The top of the disc (12 o'clock) is the same as the front of the car and pressing there will make you go straight. Based on that the following positions on the disc will send you in the direction noted:

POSITION	DIRECTION
12 O'clock	forward
1 O'clock	gradual right
11 O'clock	gradual left
2 O'clock	right
10 O'clock	left
3 O'clock	hard right
9 O'clock	hard left
4 thru 8 O'clock	over-steer

Braking is done by pressing one of the side buttons on the keypad, while acceleration is automatic.

This was the first racing game where you did not crash automatically when you went off the road. In order to crash in Auto Racing you have to hit a tree or a building. Also your speed is reduced while in the grass or ponds. The game also had excellent sounds which included crashes, braking, and engine noises. This racing game was one of the best ever done

and was programed in 1979.

My strategy for this game is the same as in a real auto race. It is not principally a game of speed nor even of steering, but of finesse and timing. Races are won at the corners. Before starting one must be thoroughly familiar with every inch, every bend and every corner. You must find the best line through each corner for the particular car you are driving. Move to the outside as you approach a corner, and time your braking and steering so that you come out of the corner at maximum speed. Then stay at maximum speed down all straightaways.

RATING

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

TIPS:

- > Whether at corners or on straightaways, the less skidding you do, the better your time will be.
- > Oversteering or radical turns will result in a lot of crashes.
- > It is better to hit something than to go into the grass, you lose more time going through the water than restarting from the last checkpoint.
- > When racing side by side, you can use the brake to cut in behind you competitor when you go into a curve.
- > Use your car to force or bump the other player's off the course.

CONGO BONGO

Sega Enterprises, Inc #7001-00606

By Ralph Linne

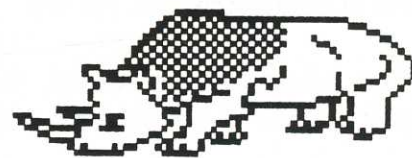
Sega made only one game for the IntelliVision system, this was Congo Bongo. At this time Sega was owned by Paramount Pictures Corporation. This game was billed as an "Official" arcade version of the arcade hit and is for one or two players. In simple

terms the game stinks. I would only recommend it for those who are trying to complete their collection of games for the IntelliVision.

The objective of the game is for the Hunter, you get three lives, to get even with a gorilla named Congo Bongo, while collecting as many points as you complete each level of play. Each level has two screens to be completed before moving up to the next level. The first screen is Waterfall Pass, where you must avoid the coconuts that Congo Bongo tosses from the top of the waterfall by crossing streams and climbing steps carved in the hill side to reach a plateau inhabited by scampering monkeys before reaching Congo Bongo who runs away. The second screen is Lazy Lagoon, where you hop across the lagoon, using lily pads, islands, fish and backs of diving hippos. Then upon reaching the shore run past charging rhinos and climb the last few steps to a sleeping Congo Bongo in order to give him a hot foot to get your revenge.

Each screen increases in difficulty as actions change. The following changes occur on the first screen at the levels noted:

- After the first level the monkeys become more aggressive. They will hop on you faster and will gang up on you faster to throw you over the cliff sooner.
- Coconuts fall faster and more often as play level increases.
- A snake appears on the bridge at Level 4 and up. Oh by the way the bite is deadly.
- At Level 8 the river jump gets shorter since you are getting tired.



These changes occur on the second screen at the levels noted:

- At Level 2 and above, the fish snap more often and give less warning before they throw you into the river.
- As the levels increase the lily pads shrink in the river more often and at a faster speed.
- Rhino charge pattern changes:

LEVEL	RHINO CHARGE
1-2	single rhino
3-4	two rhinos charge closer together
5-6	rhinos closer together
7-8	rhinos close and faster
9 and up	no change, same as Level 8

Congo Bongo was a poor adaptation of the original coin-up with only two of the three screens. Rhino Ridge is not included. The control of the Hunter is bad, the IntelliVision discs cannot respond fast enough. Gameplay becomes boring. Sound quality is poor. Once you complete Level 9 the level changes to an exclamation mark (!) and you go on forever with no change in game play or an ending to the game.

RATING

Graphics	**
Sound	*
Gameplay	**

TIPS:

- > On screen one you should stay close to the jungle trees for your first steps to avoid falling coconuts.
- > The coconuts come in set patterns, watch and when a wave is completed, run for the bridge.
- > On screen two, a cool head is needed, don't panic. Take your time as you jump from place to place.
- > When a monkey is on your back; jump, jump, jump to knock him off.
- > You get an extra hunter for each 10,000

points scored.

DRAGONFIRE

Imagic #700010

Imagic was originally a software house for Atari 2600 games before making games for the IntelliVision system. They later made games for ColecoVision, TI, Apple, C-64, IBM etc. before closing down shop. Their games for the IntelliVision were some of the best made for the system. They took full advantage of the keypad and gameplay. Dragonfire was originally released for the Atari 2600 and updated for the IntelliVision, later it would be released for ColecoVision, Apple, and C-64. This game is for you if you like a dodge and run game, if not forget it.

The object of this game is for the Prince to cross a bridge over a moat to a Castle and enter a Treasure Room guarded by a Dragon, take the items and then escape. This is accomplished on two different screens for each level of gameplay. There are at least sixteen levels of play, since there are sixteen different dragons. I don't know what happens after the sixteenth dragon, since I've never gotten that far.

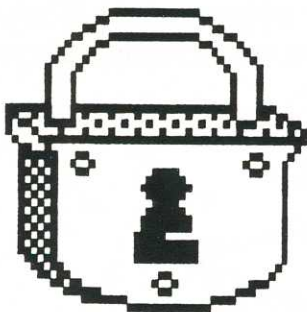
Imagic programmer, Alan Smith, created a very good game for the IntelliVision. The game has good graphics, excellent sound effects, and you control your Prince (you get 7 lives) with no trouble at all. The game can be played by one or two players who take turns trying to get their Prince in the Treasure Room. Points are based on the items collected.



Another nice feature is you can choose from three levels of play:

EASY > Start at Level 1.
MEDIUM > Start at Level 5 with the Archer shooting arrows at the Prince.
HARD > Start at Level 9 with all treasure points double.

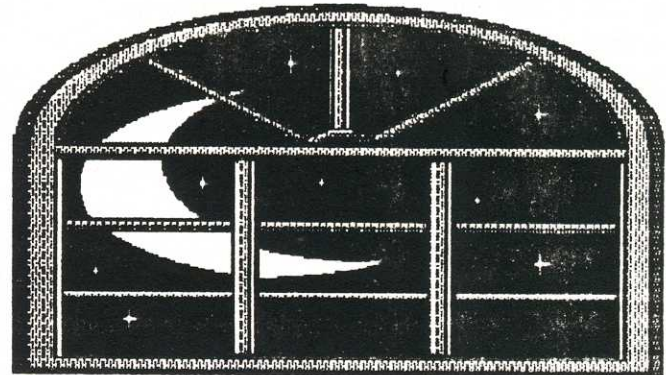
You start the game at the edge of a bridge which goes over to a castle and you must cross the bridge while dodging the fireballs from the dragon in the Treasure Room. You can only duck, jump or run in the other direction to escape the fireball. On Level 5, an Archer will appear and shoot deadly arrows at you while the Dragon shoots his fireballs. If you succeed at crossing the bridge, upon entering the door to the Treasure Room, the screen changes. You start in a safe hiding place, but you must move around the room and touch all the treasures, while dodging the Dragon and his fireballs. When you have all the treasures, a door will appear in the top left corner and you must escape through it. Then you go to the next level of play.



The game has nice graphics, there is a helmet, jug, harp, lamp, orb, candelabra, and chest in the treasure room. The dragon changes colors depending on the Level you are on. Oh by the way, on Level 11 the dragon is invisible. The sound effects are good, and the colors are up to the high standards that was Imagic's trademark.

RATING

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



TIPS:

- > The Prince can jump in a crouched position. This is helpful when there are close trailing fireballs behind you.
- > The quicker you cross the bridge, the less fireballs you will encounter.
- > Never stop moving once you are inside the storeroom, the Dragon never stops hunting you.
- > Use the hiding place if you need a rest, that thumb does get tired after awhile.
- > Take your time in the storeroom, there is no time limit or points deducted for how long you take to get the treasures.

THE VECTREX VECTOR

By Scott Stilphen

Between STAR TREK and BLITZ!, I couldn't decide which game I wanted to feature this month! I was going to go with STAR TREK since the new Star Trek movie is currently playing. And let's not forget Superbowl Sunday (don't worry, the sponsors will make sure of it). Seeing that either game was a good choice to review this month, I decided to do both! It was the only logical solution.

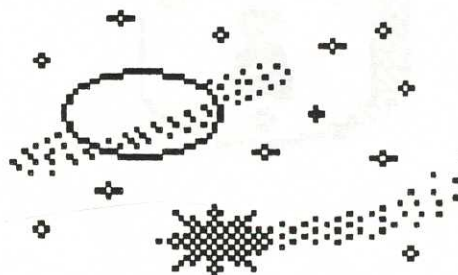
STAR TREK THE MOTION PICTURE 1982 by GCE

Every popular video game system has at least 1 movie-related game in it's inventory, and the Vectrex is no exception. STAR TREK The Motion Picture, from the popular movie of the same name, is in fact the only movie game ever released for the Vectrex. As Captain Kirk, you set out to destroy the enemy Klingon Mothership, battling through 9 sectors of space filled with Klingons, Romulans, and even black holes.

The game is played through the view of the bridge, very similar to other space games, such as STAR RAIDERS. Action is pretty much straight-forward: you start at sector 1. Each sector contains a certain number of enemy ships; some Klingon, some Romulan, and some of both. Each sector is harder than the last. Both types of enemy ships fire torpedos which can be avoided or destroyed by either your lasers or the protective shields. You have a limited supply of both the lasers and shields, so accuracy is crucial. Gauges at the bottom of the screen show the strength of each

throughout the game. Luckily, there is a Space Station located in every sector in case your energy runs low and you need to refuel. The accompanying overlay shows the scores for players 1 and 2, and provides labels for the energy level gauges. A gold window in the middle of the overlay shows the effective range for the shields. A fixed gunsight on the screen is for both the lasers and Power Link functions.

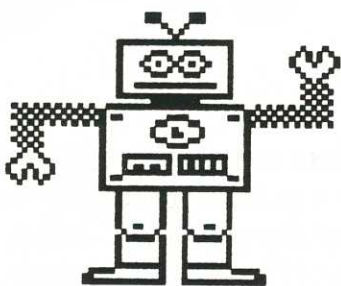
The controls for the game are quite simple. The joystick maneuvers the Enterprise through space. Button #4 fires the ship's lasers, #3 throws up a temporary protective shield to prevent against incoming torpedos, and #2 activates the Power Link. This device allows you to dock or "link-up" with a passing station. If you notice, the space station revolves as it floats around, and every other second a small door can be seen. The Power Link must be activated just as this door appears directly in front of you to successfully dock with the station. You can only refuel once in each sector. At the beginning of each game you have 3 ships, and each time you destroy the Mothership you earn a bonus ship.



One interesting feature in the game is the existence of a black hole. It appears as a square tunnel and can be entered by activating the Power Link. The sector in which the black

hole resides can be determined by the number under GAME (changed by pressing button #2). The black hold takes you immediately to sector 9. Upon reaching sector 9 you are faced with the Klingon Mothership herself. The Mothership fires both types of torpedos while quickly darting around the screen. Only a direct hit on the nose of the ship will destroy it. However, the ship's nose is only vulnerable when lit up. The nose lights up each time a torpedo is released.

The best tactic I found in the higher levels is to find the space station and stick with it. Not only will you save time (and sometimes a ship) trying to find the station when your energy is low, but having the station (or the black hole) on the screen tends to slow down the action; the result of too many objects on the screen at the same time. Just be careful not to accidentally destroy it! Learning how to use the shields is also very important, particularly against the Mothership. Klingon torpedos are fast and come straight at you while Romulan torpedos are slower, and move in a "spiral" path towards you. By waiting to use a shield at the last possible moment, you can often take out 2 or more torpedos with one shield. This strategy saves you valuable energy.



Even though STAR TREK isn't based directly on the movie, or even the arcade game, it's not a bad game to play. I found it quite easy to finish, where upon it should have been more challenging. The black hole feature definitely makes it too easy, being that you can jump right to the end of the game. You can often use the black hole to beat the game

in under a minute flat!

As with most Vectrex games, it's more enjoyable to watch than to play. The exploding enemy ships and torpedoes (and even your space station) are excellent. Traveling through a black hole could put you in a trance if you stare at it too long. There is a sound effect for just about everything! The only time the game is silent is when you finish a sector. The ending is rather disappointing (after destroying the Mothership, a short tune is played and you start over at sector 1). But since it's the only "movie" game available, it might be worth a little more to some collectors.

BLITZ!

ACTION FOOTBALL

1982 by GCE

What system would be complete without a football game? Exactly! And yes, even Vectrex has one. BLITZ Action Football is one of two carts in the Action Sports series to ever be released for this system (the other being HEADS UP Action Soccer).

You have the choice of playing against the machine or another player, which would require a second controller. The games are 5 minutes long (no quarters or time outs). There are 5 basic plays to choose from on both offense and defense: Strong Left, Strong Right, Power Middle, Spread, and the Punt/Kick formations. Each side has 6 players, and you control the one hi-lited. Scoring is achieved by three ways: touchdown-7 (no extra point), field goal-3, or safely-2. The only penalties are offsides and delay of game. In one-player games, you are always on offense. If you turn the ball over, the computer will either attempt a field goal or punt the ball back. 3 levels of play are available against the computer (1 being the easiest).

Besides some differences with the rules, the game is played in the traditional manner. The field is displayed vertically, and the offense is always on the bottom, moving towards the

top. The field is approximately 3 screen lengths in size, and scrolls as you move upwards. It's also marked off every 10 yards along the right side of the screen. The players are shown as X's (offense) and O's. The game is visually very similar to Atari's old table-top arcade FOOTBALL game, which had a trak-ball and a small playbook next to it (my personal favorite was the Bomb pass). A bright line on the left sideline shows the first down marker. During the game the time is shown at the top with each player's scores to either side of it. The "downs" and yards needed (for a first down) are displayed at the bottom.

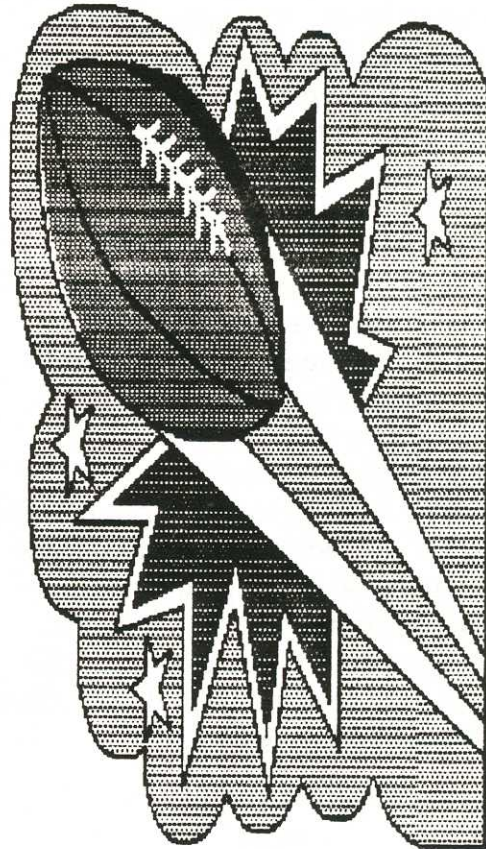
The controls for the game are as follows:

Joystick - Moves hi-lighted player
Button 1 - Strong Left/Field Goal
Button 2 - Power Middle/Punt
Button 3 - Spread/Pass/Kick
Button 4 - Strong Right/Snap

At the line of scrimmage, you control the quarterback (offense) or free safety (defense). As quarterback, you either can run the ball or pass it to a receiver. There are no running backs (no handing off). As the free safety you can rush the quarterback, or cover the receiver and try for an interception. Oddly enough, even though the game is called BLITZ, there is no blitz formation. The free safety is the only defensive player that can actually blitz (pretty cheap if you ask me).

As far as any strategy, the computer is definitely a worthy opponent, especially on level 3, but don't forget being on offense all the time is a big advantage. On offense, what I found that works best is if you can pass the ball deep down the field and manage to put one of your players between you and the computer's free safety, you can often make 50 or 60 yard gains on one play! The free safety will always stay in a straight path with you, so by staying directly in front of one of your players, the computer's free safety will get tangled up with him. The computer sometimes

manages to get through (with some help from his players) but by then it's too late. For example, on game 1, I managed to shut out the computer 49-0 (with over 500 yards passing!).



The sound effects are good for this game, and every time a tackle is made there's a mini explosion around the guy being tackled. Once you get the hang of passing and running, the computer is very easy to beat. This is definitely a game for two people. At the end of a game, a small menu appears showing each team's statistics, such as 1st downs, total yards rushing/passing, and the longest run/pass. I especially liked this feature. Ten years ago very few programs did that, but now nearly all of them do. BLITZ! certainly is not the best football program ever, but definitely better than none!

THE SCOREBOARD

MATCH OR BEAT THESE SCORES!

ATARI VCS/2600

<u>GAME:</u>	<u>SCORE:</u>	<u>GAME:</u>	<u>SCORE:</u>
Bowling	300	Midnight Magic	999,999
Circus Atari	9,999	Millipede	417,286
Dark Caverns	319,000	Moonsweeper	171,715
Decathlon	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

<u>GAME</u>	<u>SCORE:</u>	<u>GAME:</u>	<u>SCORE:</u>
Pengo	178,640	Quix	232,140
Pitfall II	452,602	Rescue on Fractalus	403,643

COLECOVISION

<u>GAME</u>	<u>SCORE:</u>	<u>GAME:</u>	<u>SCORE:</u>
Antarctic Adventure	712,600	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

<u>GAME</u>	<u>SCORE:</u>	<u>GAME:</u>	<u>SCORE:</u>
Mine Storm	51,000	Star Trek	101,400

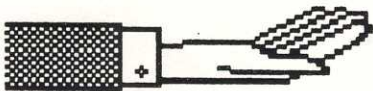
We're looking for some super scores for IntelliVision and 7800 games. Send us a legible photo to appear on the Scoreboard!

CHECK THIS OUT!

PROFESSOR VIDS EXAM NO. 1

*****WINNER*****

Kudos to Al Backiel, the winner of exam number 1. Al gets his choice of a game cart, magazine, or a 1/2 year subscription. His score of 85 (B) was tops in the class. Thanks to everyone who took the time to enter!



CLASSIFIEDS

FOR SALE: Many 2600 carts for \$2-\$4 each. IntelliVision also. Write for list. Jeff Adkins, 11 Windsor, Attica, NY 14001 or call (716) 591-1519.

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

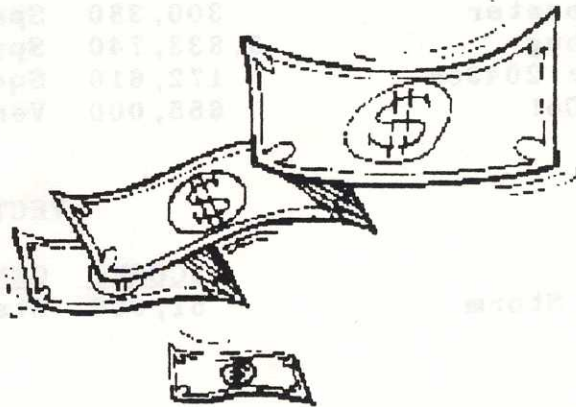
ATTENTION! There are 2699 games on Mars! For a complete listing of all titles, write or call: Mars Merchandising, 1041 E. St. Charles Rd, Lombard, IL 60148-2059 or (708) MARS-INC.

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 07450.

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.

WANTED: ColecoVision games to add to my collection. Interested in instruction books & boxes also if possible. Write to: Martin Pardys, 142 Joanne Rd, Holland, PA 18966. or call (215) 355-6602.



WANTED: Lady Bug for the 2600. Willing to pay top price! Write or call Rick Feroli, 88 Ettrick ST., Brookton, MA 02401-5802. Or (508) 587-1146.

WANTED: Power Stick by Amiga for the 2600. Write to: Brian Stout, 704 St. Martin, Cahokia, IL 62206-1760.

DEPARTMENT OF CORRECTIONS

IN Issue #2, we left out "Phaser Patrol" on the Starpath game list. DUH! It comes with the Supercharger. Our mistake!!!!

AND FINALLY.....

The address for INTV has changed. The new address is:

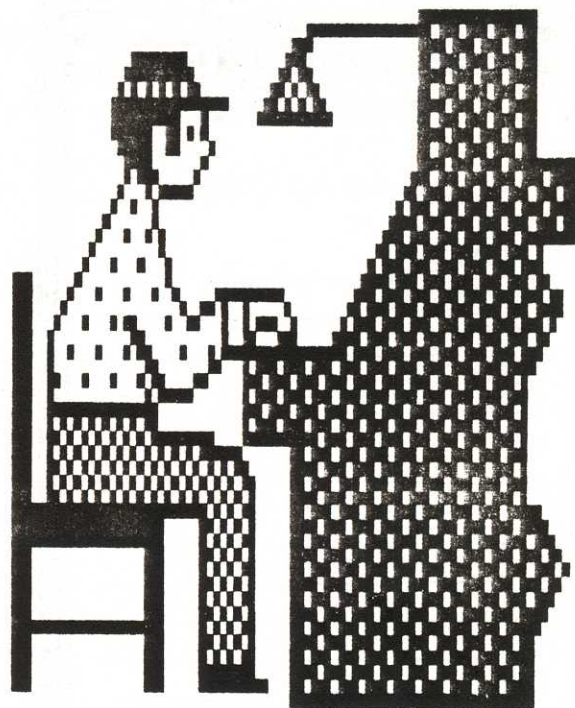
J H C Electronics
4548 W 147th ST
Lawndale CA 90260
(213) 769-1282

I am not sure if INTV has sold out to JHC or what? But anyway, the JHC catalogue is excellent. They have many games for sale from \$9.95 to \$19.95 each. Stadium Mud Buggies, a newer cart for INTV, looks like a great game. They also have the computer keyboard that turns the INTV into a fully functioning computer, with built-in basic. Plus they have the adaptor that will play Atari 2600 games on the INTV II. Write them for a catalogue.

Anybody been watching GamePro TV show? Pretty corny, we know, but on a recent show our editor's smiling face was shown wearing a GamePro T-shirt and boasting of his play on Ultima: Exodus (NES). Which leads us to the question of the month: **SHOULD WE INCLUDE NES COVERAGE IN THIS RAG?** Write us with your opinions.

Hey Vid-Heads are you going to enter the BOWLING Contest (for the 2600) or any of our other contests? We are giving away carts like MINIATURE GOLF and STELLAR TRACK; Mags like ELECTRONIC FUN and ELEC- TRONIC GAMES. If you don't enter you can't win!

GO BILLS! AND TAKE JIM KELLY WITH YOU!



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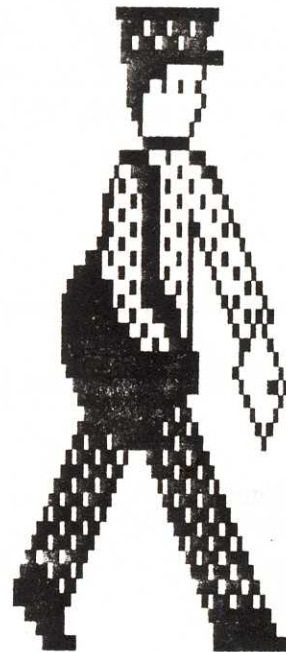
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