

CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 1 No. 4

FEB 1992

GAME OF THE MONTH:

Miner 2049er!

GAME REVIEWS

2600:

Snoopy & the Red Baron

5200:

Pitfall II

7800:

Mario Bros.

Ikari Warriors

Hat Trick

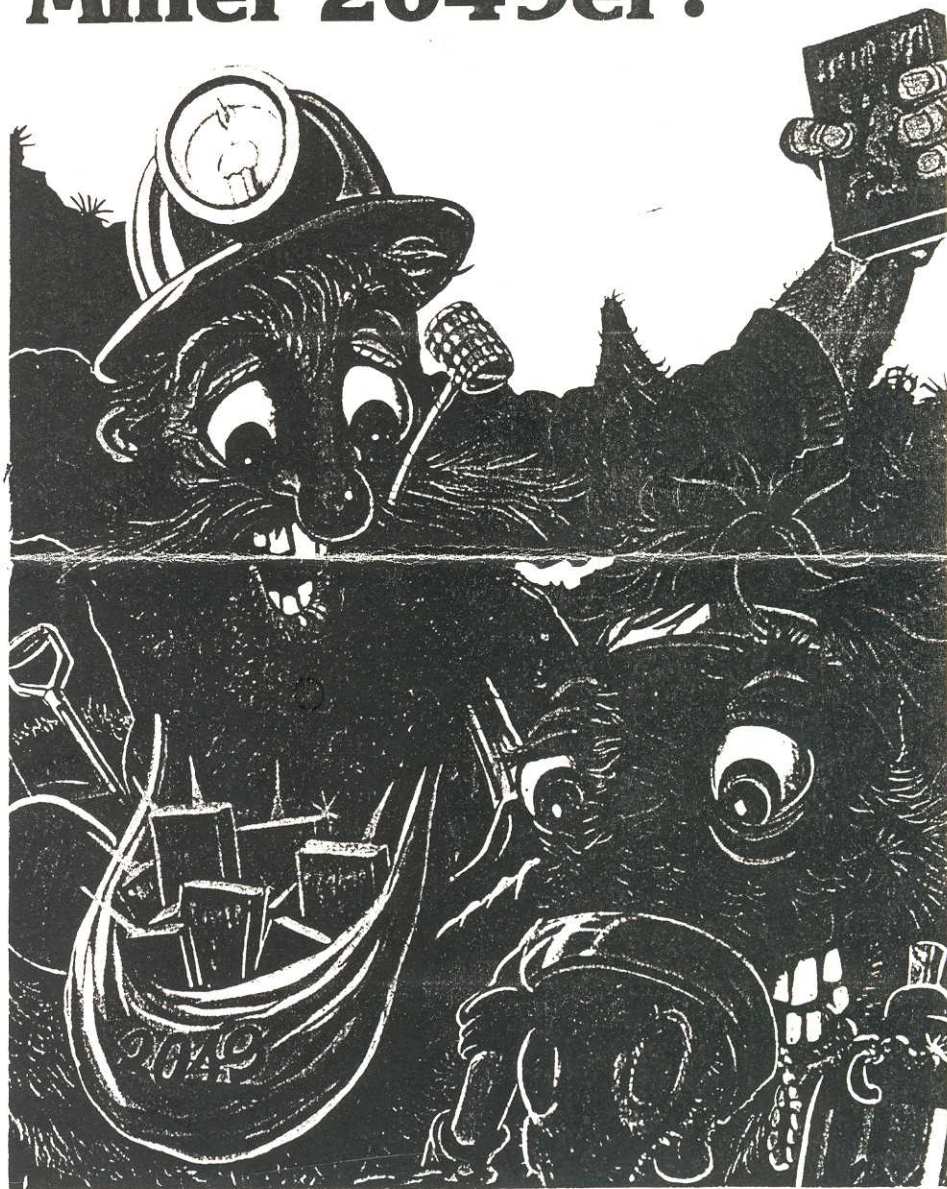
COLECOVISION:

Miner 2049er

INTELLIVISION:

Safecracker

PGA Golf



COLECOVISION™

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FROM OUR EDITOR

Boy it sure is cold this time of year here in Western New York. But it is a great time to sit back and play some of those classic video games. But lately it has been kind of tough to get in some quality game time. Just when I am ready to play something, it seems some of the junior vid-heads of the house are already playing! Either my oldest son Chris is driving away at Turbo, or my daughter Trisha is playing Hangman. Even my 3 year old son Joey is playing California games. Hey what about the old guy? Well anyway, we hope that you enjoy our newsletter, as much as we enjoy putting it together. It can only get better folks. Check out our game of the month; Miner 2049er for ColecoVision, along with our usual assortment of classic reviews that aim to please a variety of gaming tastes. And what about that awesome display of ineptness by the local football team here in Buffalo in the Super Bowl. Being a Browns fan, I loved it! Well gotta run, I see that Chris has left the Coleco unattended.

Jeff Adkins
Editor



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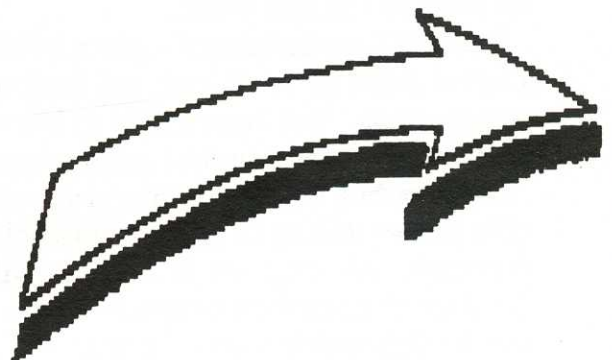
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20 YEARS OF ATARI

PART I

Both Atari and the "Eating Machine" George Foreman have a lot in common. At one time they were at the top of their respective businesses. Even today they still earn respect for their ability to hang in there. While Nintendo is unquestionably the current king of the video game mountain, I am sure that Atari is plotting its strategy to regain its slice of the pie. How did it all begin?

The year is 1970, Nolan Bushnell a graduate of the University of Utah, (now living in Southern California) works on computer space. The great granddaddy of all video coin-ops. He got the idea for the game from one of the first computer games, Space War. Bushnell worked on the game in his daughter's bedroom. Now he had a video game, but how do you market something that no one has seen before? So Bushnell sold his prototype game to Bill Nutting Associates, a company that made arcade games, (but was relatively obscure) for \$500. He also left his job at Ampex's Advanced Technology Division to become Chief Engineer at Nutting. The company built 1,500 computer Space Machines, according to Nutting. They "blew the coin-op industry's mind." During the 1971 AMOA (Amusement & Music Operators Association) show, others displayed similar type games, copying and trying to cash in on possibly the next craze.

Bushnell then envisioned a game in which two players could hit a ball back and forth on a TV screen, Pong. But he and Nutting had a disagreement over royalties concerning the game. But according to Nutting, Bushnell wanted more than he was willing to give, so Bushnell left the company. Although out of a job, he still had the \$500 in royalties from computer space. He was not through with his new concept.

Now it was 1972, Bushnell recalled how he and an old Ampex coworker, Ted Dabney, had planned on starting their own business some day. So with the \$500, Bushnell and Dabney named their company Syzygy. Which is the name for a celestial image of the moon, sun, and earth in a horizontal line. They had to change the name, due to the fact that someone else already incorporated the name Syzygy. The title was changed to, you guessed it, ATARI. Boy, could you imagine playing games on your Syzygy 2600!

Atari was incorporated on June 27, 1972. The new name Atari refers to a check in the oriental game Go. Or as Bushnell liked to call it, "a polite warning to your opponent that he is about to be engulfed." The Atari symbol or logo was designed by George Opperman during 1972. The letter "A" represents two opposing Pong players with the center of the court representing the middle. Now Bushnell needed someone to help him make his vision of Pong a reality. Al Alcorn was hired as Atari's first full time engineer.

Alcorn was another of Bushnell's coworkers at Ampex. His first job at Atari was the creation of Pong. Bushnell wanted a ping-pong type game that could be played on a TV screen. While it was Bushnell's idea, Alcorn was the creator of Pong. On November 29, 1972, the completed original arcade version was unleashed on the world at the AMOA in Chicago. Pong became a massive success. Everyone tried to copy it.

Of course Bushnell being in charge of the company, received all of the credit from the press, and was nicknamed "King Pong" by the media. But Pong was a team effort, as were most of the early Atari coin-ops. In part II of our article we will look at some of the other early contributors to Atari's history.

Where were you in 1972?

TOPIC 2600

SNOOPY & THE RED BARON

Atari 1983 CX26111

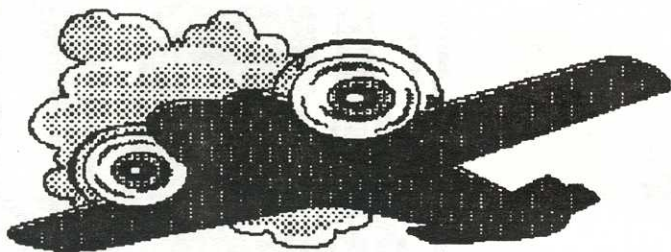
one player

by Jeff Adkins

SKILL LEVELS

- Game (1) Medium 4 planes per round.
(2) Advanced 4 planes per round.
(3) Expert 5 planes per round.
(4) Child & Novice 3 planes per round.

There is the World War I flying ace aboard the famous Sopwith Camel. With his red scarf blowing in the wind, he searches the skies for that food supply stealing nemesis, the Red Baron. What is that you say? Sounds like a kid's game. Well basically it is, but I guess you have to have a little bit of kid in you to play most video games.



The object of the game is to shoot down endless squadrons of Red Barons. Depending on the skill level, there can be 3, 4, or 5 planes per squadron. The Red Baron also drops food supplies randomly out of his plane. If Snoopy can retrieve 24 such treats (3 of each), a bonus Sopwith Camel is awarded. At the start of any game you begin with four doghouses. The number of doghouses remaining is displayed in the lower right corner of the screen.

There are eight different types of treats to be collected. They are:

Dog Bones	Hamburgers
Dog Dish & Food	Popcorn
Mugs of Root Beer	Ice Cream Cones
Popsicles	Pizza

Eight seems to be a popular number in this game. That is the number of shots it takes for Snoopy to down a Red Baron, and also eight hits to bring down Snoopy's Sopwith Camel. If the Red Baron shoots down Snoopy, any treats accumulated are lost. Joystick control is simple; up, down, left and right fly the doghouse around the screen. The fire button shoots Snoopy's machine gun. An important tip to remember is not to shoot the treats as they fall. If you do, you lose the treat and points for collecting it. Occasionally, the Red Baron will drop a skull and crossbones. Avoid it, or shoot it. If Snoopy touches it all treats are lost this way also.

Points are scored as follows:

DURING FLIGHT:

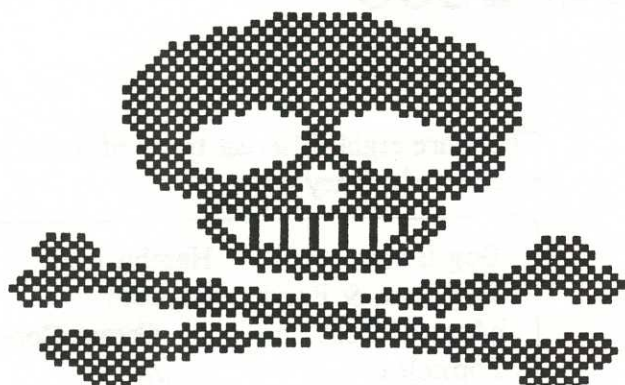
- 10 pts per hit on Red Baron.
- 40 pts for each treat collected.

BONUS POINTS:

- 50 pts per treat collected.
- 100 pts for each plane shot down.
- 1 bonus doghouse for 24 treats collected.

Each round of play consists of shooting down the required number of planes. Once a round is completed, a sub-screen appears totalling the number of downed planes, and also the different treats that were acquired during the round. If you want to take a break for a few

minutes, the game can be left on the subscreen for about 10 minutes. After that it must be reset.



RATING

Graphics ****
Sound ***
Gameplay *

Reviewer's Score: 79,820 (Expert Level)

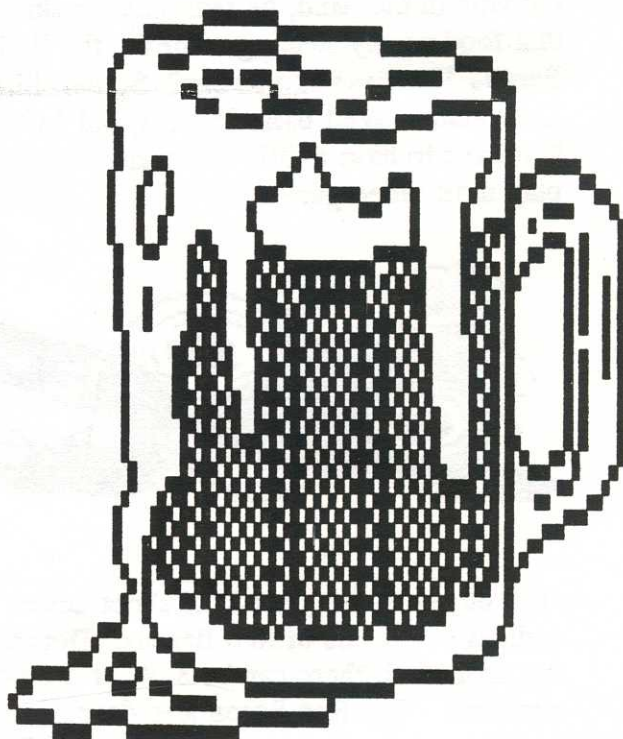
TIPS:

- > Always try to get behind the Red Baron.
- > After collecting a treat move to the top or bottom of the screen to avoid the Red Baron.
- > Even if you have 3 of a certain treat, keep catching them. They are still worth points.
- > Avoid the skull and crossbones!

Some of the strategies that I use include staying behind the Red Baron "dogging" his every move so to speak. After he drops a treat that Snoopy grabs, he will just about always come flying from the side down the middle of the screen shooting. Move to the top or bottom after collecting a treat. Especially on Game 3. Both Snoopy and his enemy can move much faster on this particular skill level. If you want to play the game then this is the level I would suggest starting with. With five planes per squadron, you will be able to score points much faster than on any of the other levels.

Graphically this game really displays the improvement of VCS games over the years. Snoopy and his doghouse look very nice. The mountains on the bottom of the screen, and the clouds in the sky have an Imagic look about them. The music and sounds of the Red Baron's plane plummeting to earth and crashing are also very well done. But like many Nintendo games, it looks good, sounds good, yet the gameplay gets boring after a while. The game was definitely geared to a younger audience. Supposedly after 1 million points are scored an exclamation point appears. To reach that you would have play about 15 hours!

Overall, my kids like it, and if I ever get a day to myself, I just might be bored enough to try for a million points.



5200 FILE

PITFALL II

"THE LOST CAVERNS"

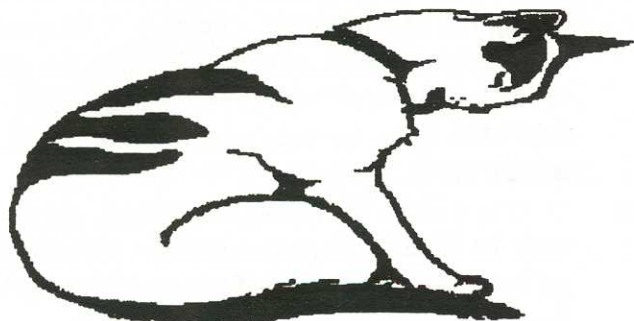
1984 Activision

Original Concept by David Crane

Programed by Mike Lorenzen

by Jeff Adkins

The saga of Pitfall Harry continues in this fantastic cart from Activision. After collecting all the treasures in the Jungle of Enarc in his first adventure, Pitfall!, Harry is now on a quest for the mysterious Raj Diamond in an underground cavern below Peru. He also has been separated from his niece Rhonda and his cat Quickclaw. Also a University wants him to bring back a stone-aged rat for research. There are also 28 gold bars scattered about the caverns. Harry must have a rather large backpack I guess.



The game starts above the ground. The joystick moves Harry left, right, and up or down ladders. The fire button when pressed, makes Harry jump. The only enemies to make a return appearance from Pitfall!, are the scorpions. The new enemies include: bats, poisonous frogs, condors, electric eels, and

others to be mentioned later. Contact with any of these will cause Harry to return to the last red cross he touched. The red crosses are scattered about the cavern. They are supposedly ancient magical healing centers. That is one thing I do not like about this game. Instead of having three lives like Pitfall!, when an enemy touches Harry instead of losing a life, he is transported back to the last red cross he touched. This makes the game easier to beat, well the first quest anyway.

Points are scored as follows:

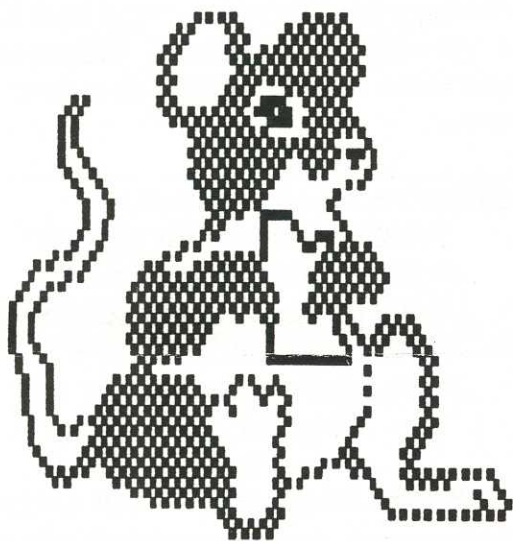
5,000 pts per gold bar (28 total)
10,000 pts for finding Rhonda
10,000 pts for finding Quickclaw
15,000 pts for catching the rat
20,000 pts for recovering the Raj
Diamond

Perfect Score: 199,000 (1st quest)

Points are subtracted when Harry comes in contact with an enemy and floats back to the last red cross. The enemies have to be dealt with in different ways. The scorpions can be jumped over. The bats and condors fly horizontally towards or away from Harry depending on the screen. Usually I try to move half way into a screen letting the bat or condor come at me. A sort of "stop, wait, then move" is the best strategy, letting the enemy fly past while Harry runs by under them. The eels swim in the water sections of the caverns. As long as Harry swims on top, they cannot get him. But some gold bars are hidden at the bottom of some water screens, so keeping an eye on where the eel is at as you surface is important.

There is no time limit in Pitfall II. This

is another thing I do not like about the game. You can search and get hit forever, and probably finish the first quest in an afternoon. In order to complete the first part of the adventure Rhonda, Quickclaw, and the Raj Diamond must all be found. Unless you are a greedy, all-out points monger like me, the gold bars and the rat do not have to be collected to finish the game. Alright, I know what you are saying, why do I keep talking about the first quest. What is this Zelda? Well folks, that is the best part about the 5200 version of Pitfall II, there is a second adventure!



That is right fellow vid-heads, after Harry completes the first quest of the adventure by finding Rhonda, Quickclaw and the Raj Diamond, a transport door appears depending on which of the three he finds last. Harry is then transported deeper into another part of the cavern, with four more items to find. I had no idea that there was a second adventure until my son Joey (who loves to play Pitfall I and II) kept bugging me to play. So being a 5200 version I said, "hey why not?, maybe there is a different ending." Boy am I glad I did!

The second quest of Harry's adventure is much harder! Some of the bats fly horizontally then swoop down. So instead of trying to run by under them, they must be

jumped over as they swoop downward. In certain areas frogs jump across the floor, jumping over them can be tricky. Short ledges also must be timed when jumping over them. Ants and piranhas also have to be dealt with. If you thought jumping in the first adventure was hard, then the second one will probably drive you crazy. The four things that Harry must seek out in the second adventure and point values are as follows:

Gold Bars	5,000 pts each (50 total)
Flute	10,000 pts
Basket	10,000 pts
Swami	15,000 pts
Gold Rope	15,000 pts

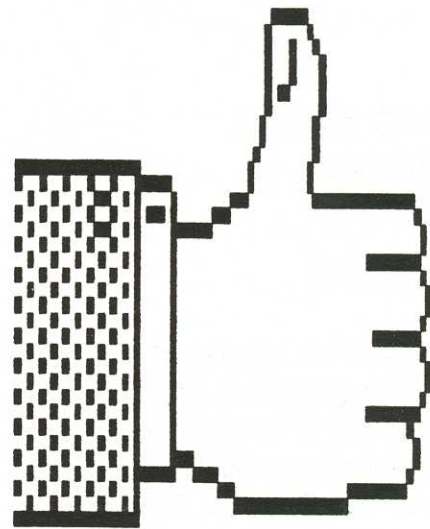
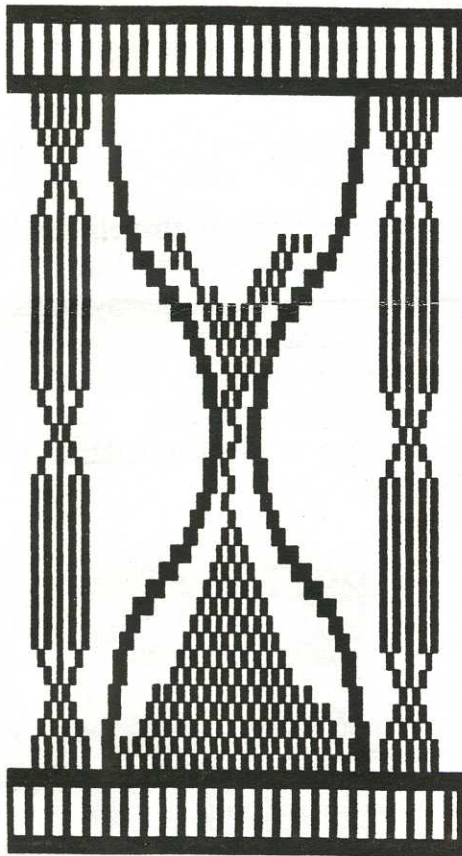
Touching the Swami after finding all four items earns 25,000 pts.

325,000 total points (2nd part)
 199,000 total points (1st part)
 524,000 perfect score

In the second quest of Harry's adventure, all four items must be found in order to finish the game. This part of the cavern is like a maze. There is not a direct route to every-thing like the first part of the adventure. Red crosses play an important role during the second quest. Once you find one, touch it and search around it looking for gold or one of the four items. After Harry has found the flute, basket, rope and swami, a certain room on the far right side of the cavern, a little bit above the starting point must be found. Here the swami will charm the golden rope to rise out of the basket with the flute, allowing Harry, Rhonda, Quickclaw, the Diamond, and all their loot to climb back to the surface. All in a days work to Harry.

This version of Pitfall II is outstanding! Graphically the only thing that is improved over the VCS version, are the sides of the caverns, (which look more like rocks) and the trees at the beginning of the game. Every-thing else looks the same, including Harry. Sound wise, the music that plays during the

game continuously might give you a headache. Other than that though, this game is a must have. Gameplay is a lot of fun, especially the extreme challenge of the second quest of Harry's adventure. The controllers (for a 5200 game) work great. Did you hear that Mr. D. in Baltimore? I said great!



Overall Pitfall II, much like its predecessor is a classic. From floating balloons, to finding the golden rope, this cart is an adventurer's dream. If you liked the 2600, or INTV version and crave for more, the 5200 Pitfall II version will deliver the gold!

RATING

Graphics **
Sound *
Gameplay ****

TIPS:

- > If you can, try to go up ladders first then go down, sometimes Harry will not grab the ladder when pushing down on the joystick, making him fall.
- > To reach the ledge that is just before the room where the Raj Diamond is located. Jump left off of the ledge and scorpions below where Harry finds Rhonda.

7800 PROSYSTEM

MARIO BROS.

1983 Nintendo
1988 Atari Corp

by Mike Schelia

In this excellent remake of the arcade original you get to help Mario and Luigi rid their plumbing of all those pesky pests. All their old friends are back. The Shell Creepers, Side Steppers, Fighter Flies, Slipkes and those nifty, neat, keeno, wow Fireballs. You make him move with the controller and make him jump or punch with the button. You jump around from level to level punching the creepers from underneath then kick them into the water. You also get bonus rounds where you can collect coins for bonus points.

The graphics and sounds in this game are really great. That and the arcade gameplay make this one of the best 7800 games available.

RATING

Graphics ****

Sound ****

Gameplay ***

Reviewer's Score: 130,700 (Standard Level)

TIPS:

- > Try to knock the pests on your floor because it will save a lot of time and can keep you from getting killed.
- > When you are down to the last two pests, try to knock both on their back before you kick them into the drink. That way the last pest will not speed up on you.

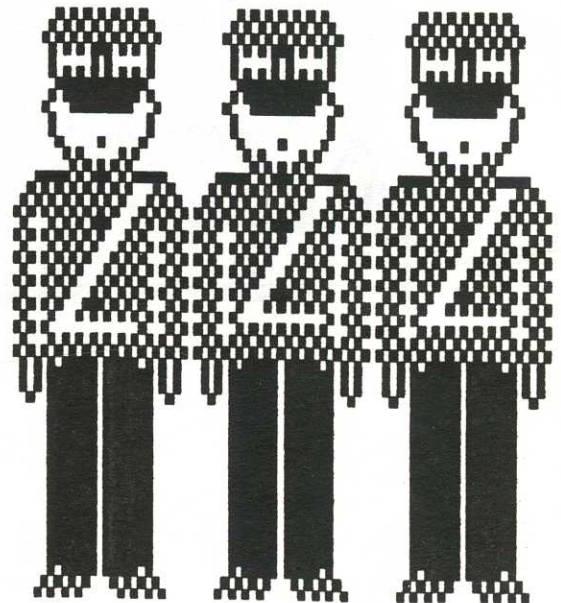
> A good hiding place from the pests are right beyond the openings of the pipes on the bottom level. The only thing that can get you there are the Fireballs.

IKARI WARRIORS

1987 SNK Corp.
1990 Atari Corp.

by Mike Schelia

You are a member of that elite fighting group the Ikari Warriors. You are on a special mission behind enemy lines. The instruction manual gives no specifics as to your primary objective, although the score chart mentions rescuing a colonel. I like to pretend I am in Vietnam fighting off the Vietcong.



You maneuver your combat vet around the jungle using the controller. You fire your machine gun with the left button, and toss grenades with the right. You can play using 1 or 2 players and you can choose from 4 different skill levels. They are: Novice, Intermediate, Advanced, and Expert.

As you fight, you can collect different power up icons such as: super bullets, super grenades, super bombs, point bonuses, and energy. You have to cross rivers and bridges; and blow up tanks and fortress' doors. You can even hop in a tank and do some serious damage.

The graphics are top notch, but a little too "cutesy." My 4 year old niece said my Ikari Warrior looked like Mario (from the previous review). The sounds, especially explosions, are excellent. The only complaint is that the game play is not intense enough for me. Besides that, I would recommend the game for anyone.

RATING

Graphics ****

Sound ****

Gameplay **1/2

Reviewers Score: 594,780 (Inter. Level)

TIPS:

- > Memorize the course.
- > Go slowly.
- > Try to get soldiers in bunches and hit them with a grenade, or wait for them to get near a tank or bunker, then blow up the tank.
- > Watch out for mines.

HAT TRICK

1984 Bally Sente Inc.

1987 Atari Corp.

by Mike Schelia

In Hat Trick you get to play hard hitting, slap sticking, action packed 2 on 2 hockey

matches. You move you player around the rink with the joystick. As you move your player around you also move your goalie up and down in front of the net at the same time. You shoot by pressing the button.

You can also get two game levels; Novice and Expert. A level in between would have been nice, because novice is way too easy and expert, while not impossible, causes a shift in difficulty, which may be too great for some players.

The contest is two minutes long, but it seems a lot longer. If the game is tied at the end of the 2 minutes, you get an extra 20 seconds to break the tie.

The graphics, while not mind blowing, do look good. The sounds of the players thumping together is nice. It feels like you are maneuvering you player on ice due to the lack of precise controllability. And due to the short amount of time allotted per game, and the lack of teammates to pass to, there is no time for convoluted strategies.

It's just action, action, action. Out of the fourteen 7800 carts I own, this is my favorite. This game is a must for 7800 owners.

RATING

Graphics ***

Sound ***

Gameplay ****

Reviewers Score: Novice 9 - 0

Expert 5 - 3

TIPS:

- > When you get the puck try to keep your back to your opponent to keep him from stealing the puck.
- > When your opponent has the puck try to check him. It will throw him off course and you might be able to steal the puck.
- > The easiest way to score on the "Expert" level is to get right in the goalie's face and jam it in on an angle.

COLECOVISION

GAME OF THE MONTH

The futuristic saga of Bounty Bob in search of the elusive Yukon Yuhan, deep in a radioactive mine (that was formerly owned by Nuclear Ned), still lives on in a variety of formats. Anyone who is an original video gamer has to have seen this fantastic game on at least one of its over a dozen variations. When Bill Hogue's Climbing & Action game first appeared originally in computer format, most games basically copied other ideas and gameplay. Miner was original due to the fact that it did not copy or use gameplay from the other computer games. It was also published and released by a then little known software developer, Big Five Software. Mr Hogue was 21 when he did the original cartridge version of Miner on an Atari 800 computer. He learned how to program while working as a salesman for Radio Shack. He also programmed other popular games such as Super Nova, Galaxy Invasion, and Robot Attack (which was the first talking game for the TRS-80), that were released for the Tandy Radio Shack-80 computer. Besides being a programmer at Big Five he was also in charge of the company. At 21, who could ask for more?

The object of the game in most formats, is to clear all 10 levels of the mine, while avoiding or destroying the occupying mutants, before the timer runs out. In order to clear a level, Bob must walk over various sections of the floor, thus masking or coloring in each section.

The ColecoVision version in my opinion is by far the best. While most versions of the game have 10 levels, the CV's has 11. And getting there just might take you a few days, or even weeks! So lets take a look at this version of Miner 2049er for the ColecoVision.

MINER 2049er

By Game Concepts

By Jeff Adkins

First of all, let me say that trying to play the game with a regular Coleco controller could have you pulling out your hair after a while. By using an Atari joystick with a Champ Adaptor No.1, or some other keypad controller (that is CV compatible), gameplay becomes a little less tedious and aggravating.

You start the game with 3 lives. Bonus lives are awarded at "10,000", "30,000", and "50,000" points respectively. For each section of framework that Bob masks 5 points are scored. Every miner tool that Bob grabs is worth 150 points; and when Bob does snag a tool, the mutants become vulnerable to him, making them easy to get rid of. The mutants are worth 100 points each when destroyed. The amount of time left on the timer, after clearing a level is also added to the score. Upon reaching the 10th level, (the famous cannon level) every bundle or ton of TNT that Bob collects is worth 150 points. And finally the Uranium that is found on the 11th and final level is worth 10,000 points. Believe me fellow vid-heads, it is a task and a half to reach it!

The joystick moves Bob up to climb up ladders, down to climb down ladders, right and left. Bob jumps straight up when standing still. He can also jump while moving and pushing the fire button or side buttons. The "#" key on the keypad pauses the game, "O" restarts the game, and the "*" turns the sound on or off. Some of the other numbers also have various functions during gameplay, which we will soon elaborate on. Now grab your hat, lantern and that stubborn old mule, and lets start on Level 1!

LEVEL 1 LADDERS

Level 1 while pretty much basic, gives an early feel of the game. There are four tools and four mutants. The timer starts at 3,000. The only tricky part can be jumping onto the little ledge on the middle left to mask it off. Otherwise it is very easy. Practice jumping on this level. Now where did that mule run off to? Onward to Level 2!

LEVEL 2 SLIDES

Level 2 introduces the slides. Bob can safely slide down to ground level. There are six tools, and five mutants that have to be dealt with. The frame work just above the slides can be masked off without sliding down, with a little bit of practice. Gradually mask off each floor section as you work your way up, saving the far right slide for last. Gosh darn mule! Who ever heard of a Mountie with a mule anyway? Onward to Level 3!

LEVEL 3 ELEVATOR

The numbers one thru five control the movement of the elevator. By selecting level 2 Bob ascends to that level, 3 to 3, etc. Selecting number 5 will bring the elevator to Bob's level; but be careful when jumping this particular level, especially if a mutant is above. They can come into contact with Bob this way, and the old bounty hunter will shrink down to his hat, and you will lose a life.

Once again, masking the lower framework, and gradually working your way up via the elevator is a pretty good strategy. The medium size ledge just below the top floor on the far left must be masked off last, there is no way to get off of it without dying. When I find that darn mule I am gonna, hey what is that smell, he must be close. No time to waste, onward to Level 4!

LEVEL 4 LILLIPADS (LIFTS)

Level 4 will definitely take some time to master. The timing of your jumps onto the lifts and off of them can be very touchy. Try to jump onto the lifts as they are moving up. If you try to jump on one as it is going down, the odds are Bob will perish. Sometimes you may think that you have made a good jump only to see Bob lose a life instead. Practice, practice, practice! Mask the framework on the left side floors first. Then use the lifts to get to the top right and work your way down using the slide to clear this tricky level. Veteran miners should reach 10,000 points and a Bonus Bob during this level. Boy I sure am working up an appetite! Theres that stubborn mule. Hey get back here you varmint! Onward to Level 5!

LEVEL 5 MOVING LILLIPADS AND SLIDES

Level 5 will take a while to conquer. It contains six slides, 3 mutants, 3 tools, and many small sections of floor for Bob to mask off. Try to mask the lower left to middle left sections of floor first. Then make your way to the floor section that is at the bottom of the slides, take the moving platform over to the right side of the level. Grab the shovel, fall off the platform onto the mutant, making sure that all four sections are masked. Now make your way back to the left. Move Bob up the left side up to the top floor. Jumping is very crucial here. The entire top floor section can be masked off without falling down any of the slides. After masking off the top floor, make sure that the two sections of floor in the middle slide are also masked. By sliding down the middle slide, Bob takes care of them. Upon reaching the bottom of the slide, take the platform one more time to the right. By masking the last 3 sections, Bob moves onward to Level 6!

LEVEL 6 RADIO ACTIVE POOL

The dreaded radioactive pool waits for Bob to fall into it in Level 6. The floor sections are very small. If you do not jump exactly right from one section to another, Bob takes a plunge into the pool. This level just might make you give up entirely. Besides Level 11, it could be the hardest level to conquer. But once it is mastered you get a good feeling about it. I know I did after many tries.

Work your way up to the floating platform. Then jump off to the left onto the section with the ladder. Then carefully jump across the top sections moving towards the right side. If you can grab the pick along the top, (and then keep Bob moving without stopping) the two mutants at the top of the level can be destroyed with a lot of practice! Now mask off the middle sections above the slide. One of the final jumps is extremely tricky. In order to do it Bob must be on the very edge. Finally fall down the slide, timing it so Bob falls onto the bottom moving platform above the pool. Jump off the platform to the right floor section. Once again folks practice, practice, practice! Hey mule, come back here with my dinner! When I get a hold of you! Hey what the heck did I step in? Onward to Level 7!

LEVEL 7 MULTIPLE LIFTS

Level 7 consists of multiple lifts. They look and move sort of like the lifts that cars are put on in auto garages and "BP" gas stations. Certain floor sections must be reached by jumping from the lifts. When I play this level I try to mask off the right side with the slide first. Get on the second lift from the left. Stay on it until Bob can jump up to grab the lantern at the top, being careful so that Bob jumps as the lift is moving up and not down! Upon nabbing the lantern jump right to the lift next to the one Bob's on. Move up jumping off to the right getting both top mutants before the tool

effect wears off. Then slide down, and make your way up the left side to finish the level. Lets move onward to Level 8 Bob!

LEVEL 8 HYDRAULIC PUMP

If you can make it this far then consider Level 8 a breather. The number "5" on the keypad operates the hydraulic pump. Push the fire button to return movement to Bob. From the start Bob should go up the ladder masking off the floor section at the top of the ladder, but once again be careful not to fall down the slide! By using the pump, Level 8 can be mastered easily. Where's that gosh darn mule! Come here you flea bitten walking mess making varmint! Onward to Level 9!

LEVEL 9 STOMPERS

As the instruction booklet states "contact with stompers is lethal." The stomper level is actually another one of the easier levels to clear. Climb to the top on the right side. Ride the platform to the left side towards the slide. But you must remember that after Bob jumps off one of these particular platforms, it stays where Bob jumped. So be careful not to forget any sections on the left. Bob cannot return to mask it!

After falling down the slide, Bob must meander his way past the stompers on the bottom portion of the level. They have two different patterns that are easy to follow. Continue to climb up the right side taking platforms left to finish the level. Now I got you, you stubborn mule. I'm gonna shoot your no good hide out of that there cannon! Onward to Level 10!

LEVEL 10 CANNON

Ah the famous canon level. Bob must eat TNT in order to reach and mask off the floor sections. One stick will shoot him out of the cannon one level, two sticks will shoot him two levels, etc. But if Bob eats more than

three, he will fly out of the cannon at a deadly speed. Pretty funny to watch! I try to mask the right side first, then the left. Just be careful not to let Bob eat more than three sticks of TNT at a time. Boy that critter sure did fly out of that cannon, after eating that left over TNT! Now I gotta find that uranium! Onward to the final challenge, Level 11!

LEVEL 11 URANIUM

Finally the last level. The uranium lies waiting on the bottom of the level. But getting to it is another story. Falling onto, and jumping off moving platforms onto floor sections will take some practice folks. But just getting to this level is a workout.

Masking the lower floor section above the slides is very challenging. If Bob falls down a slide, he is trapped. The floor section between the first four slides and the final slide opens and closes, adding to the final challenge. Watch it open and close for a while noting how far Bob can get to the edge in order to jump over it. Once over mask the last floor section, fall down the slide, grab the uranium, pat yourself on the back and relax. Well do not relax yet. Its back to Level 1 again, after clearing Level 11.

The CV Miner 2049er certainly is one of the best and challenging versions of the game. Even seasoned vid-heads will have a tough time trying to reach Level 11. The game aggravated me enough to get there.

At times Bob can be unresponsive and can also climb up ladders when you do not want him to. It isn't much graphically, but Bob does smile throughout his mission. I like the way the radioactive pool bubbles, giving it a nice effect. The various tools: lanterns, shovels, etc., look good. Bob shuffles his feet along nicely also. As for the sound, the comical sound of his jumps and his feet are funny. When Bob jumps too far and lands on a floor section, a sort of "thud" sounds. One sound I do not care for is the warning bell at the beginning of each level. Talk about a

headache! When Bob touches a mutant or dies various other ways like being fried in the radioactive pool, an evil laughing noise is heard. Gameplay is tough!

If you have nothing to do for a couple of weeks and have this cart, go for it! Its better than many Nintendo climbing games.

RATING

Graphics	**
Sound	**
Gameplay	****

TIPS:

- > If you are learning the game, pause it at the beginning of each level. Look over the screen and try to plan out you moves in order to clear a level.
- > Always jump on to lifts as they move up.
- > Try to get more than one mutant with some of the miner tools.

Here are the various systems and computers that Miner 2049er was released for:

COMPUTERS

Atari 400/800/1200
Apple
Texas Instruments 99
Commodore 64
VIC-20
IBM
TRS 80 Color (Tandy Radio Shack)
TRS 80 Models I & II
Sharp

SYSTEMS

Atari 2600/5200
ColecoVision

INTELLIVISION

INTELLIVISION

By Ralph Linne

The IntelliVision Gaming System was noted in the early eighty's for its excellent sports video game cartridges. All but two of the twenty-two sports games were released by either Mattel Electronics or INTV Corp, the other two were done by Nice Ideas, LTD and distributed in the USA by INTV Corp. Also, several of the early Mattel Electronics sport games were also released under the Sears label.

If you were looking where to start a limited collection of game cartridges for the IntelliVision this would be a good place to start. Remember that in most cases, these type of games will require the keypad overlays and the instructions books in order to figure out how to play. Do not buy these games without the instructions and overlays included.

The following is a series of very short reviews and my opinion of each sport game released.

- Boxing: One of the best two player boxing games made. Graphics are not too hot but the game play is great!!
- Bowling (originally released as PBA Bowling): A one, two, three or four player game. The best bowling game made for any video gaming system. The game uses split screens and you can even pick the weight of the bowling ball.
- Basketball (originally released as NBA Basketball): A two player game with three members to a team. Graphics and game play are so-so , I would make this one of my last purchases.
- Big League Baseball (originally released as Major League Baseball): A two player game and at its time of release it was one of the best.

I would also put this near the bottom of my list since INTV released a much improved revision later on.

- Championship Tennis: A one or two player tennis game by Nice Ideas which is very good with a choice of three different playing surfaces. This is a much better version than Tennis by Mattel.
- Football (originally released as NFL Football): The classic of all football games made, while out dated, this one set the standard for all future football games. You will need the overlays, instructions and the two play booklets along with another player since it was a two player game only. The Super Pro Football is better, but this one showed where sports games could go on a video game system.
- Golf (originally released as PGA Golf): This game is the classic of all golf games. You play nine holes of golf while choosing the type of club and direction. One to four persons can play.
- Hockey (originally released as NHL Hockey): This is a two player hockey game. Low on the list of sports games. The latter version is much better, buy it first.
- Soccer (originally released as NASL Soccer): This game was for two players and was a good adaptation of the game. Buy World Cup Soccer first, since it is an updated version of the same game.
- Stadium Mud Buggies: This is one of the last games made by INTV for IntelliVision and one of the very best, in fact this has been released by INTV for Nintendo as Monster Truck Rally. You compete in nine events with your buggy. Excellent graphics and sound. A must buy!!
- Super Pro Basketball-Slam Dunk!: A one or two player game of basketball which lets you draft

the ballplayers while staying under a total salary limit. Graphics are so-so and game play is ok. This one is a maybe, but a whole lot better than the original.

-Super Pro Decathlon: This game has ten events for one to four players with three difficulty levels. A real good track and field game if you like that type of game play.

-Super Pro Football: Best football game of the pre-Nintendo era. This game is a must buy for the football fan. One or two players can play. The game even keeps track of 1st downs, interceptions, total yards, and passing accuracy.

-Super Pro Golf-Chip Shot: You get more with this one than in any other video golf game. It is for one to four players and has three pre-designed eighteen hole courses. Also you can design your own eighteen hole course from a selection of ninety-nine holes. If you like golf this is a must have!!

-Super Pro Hockey: An improved version of the original Hockey game. The major improvement is it has a one player feature.

-Super Pro Skiing-Mountain Madness: An advanced version of the original Skiing game. The new feature is you can design your own ski courses. A one to six player game. A good family sports game.

-Super Pro Volleyball-Spiker!: A must buy. A good adaptation of the game and excellent control and graphics. This is a one or two player game. Also you can play as teammates or against each other.

-Super Pro Wrestling-Body Slam!: One of the best graphics for any IntelliVision game. The wrestlers look like real people and not stick people. This is a one or two player game. You have twelve wrestlers and twenty-six moves to select from. You have to have this one.

-Tennis: A basic two player game with good control. The other tennis game, Championship Tennis is the better of the two.

-World Championship Baseball: An improved version of the original Baseball game. This is one or two player game. It even allows you to slide. The best of the pre-Nintendo days, but still falls way short.

-World Cup Soccer: A very good one or two player soccer game which includes a penalty screen shot. This one is a real good adaptation of the game.

-World Series Major League Baseball: The best game ever done for the IntelliVision System. You must have the computer add-on with the keyboard to play the game. Also the IntelliVoice add-on if used with it, will add voices and music to the game. This game sets the standard for all baseball games. If you have the computer adaptor you must get this game! This game will be reviewed in next month's issue and you will see why this is the best game ever made for IntelliVision and one of the best ever made period.

RALPH'S TOP FIVE SPORTS GAMES:

1. World Series Major League Baseball
2. Super Pro Golf - Chip Shot
3. Bowling
4. Super Pro Wrestling - Body Slam!
5. Super Pro Football

SAFECRACKER

By Imagic #700025

In 1983, IMAGIC released Safecracker for the IntelliVision video gaming system. This was an original design and was not released for any other video gaming system. In this game you can become one of history's greatest spies if you complete your assignments without getting caught. The story line and graphics were up to the high standards of IMAGIC. In my opinion they made the best games for the IntelliVision system.

The object of the game is to drive your car through the streets of a foreign city and take all the secrets you can get your hands on. This is done by entering different Embassies and opening the safes and then returning to your "safe house". Once you have opened four safes you will have the combination to the Treasury and will be able to raid its vault of gold bullion. Sounds easy enough. Oh by the

way there will be Secret Police who are out to find you and you must be able to locate each Embassy while driving your car through the city streets.

When the title screen appears you will pick the game level at which you want to complete at. There are three levels: Easy, Medium, and Hard. This was common to most all of the IMAGIC games and made it fun to play them. The skill level of the game was determined by the player and made the game play enjoyable. In a way it was like have several games in one. The following chart shows the differences of each skill level:

LEVEL	TRAFFIC	POLICE	COMBOS
EASY	none until Level 4	Not to Aggressive	1 or 2 # 's needed
MED	Light traffic in early part	Some what Agressive	2 or 3 # 's needed
HARD	Heavy Traffic	Very Agressive	3 to 5 # 's needed

In the beginning of the game, your car (blue color) will be located in front of a black building with a red roof. This is your hideout or "safe house" and is the key to keeping away from the Secret Police. Remember its location since you will need return to it after you open each safe.

Yes, this game is a one player game. The display is a detailed 3-D image of a whole city including buildings, parks and streets. You drive your car through the streets by pressing on certain spots on the disk and make left and right hand turns using the bottom left side button and the disk. You will need the instructions near by until you master driving the car. Also the other three side buttons are used to shoot at the Secret Police.

The graphics are excellent, the colors are sharp and vivid, and the sound effects are good. The usage of color is a key part of the game play. You are guided through the city by the color of the screen's border, which changes to one of four colors, indicating the

direction in which your car should be headed to reach the next Embassy building. Upon reaching the Embassy you will enter and find a safe. On this screen you will see a closed safe door and a clock counting down the time you have to figure out the combination and open it. You must rotate the safe's dial with one of the side buttons until it is show in red. The safe will open and a key will be given too you. If you are ruming out of time you can always blow the safe up using TNT and get the key that way. As a result you will be chased by the secret police when you get back in your car and you must find your "safe house". When you get all the keys you then go and find the Treasury Vault and open that safe to steal the gold. This game will take time to master. The key is to learn how to drive your car. It was nice that the game designer included an easy game level where you can learn this. I recommend that you add this game to your collection, it will give you many hours of fun and challenge.

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

TIPS:

- > Do not stop your car, always keep moving so you can swerve away from the cars coming at you.
- > If you shoot at anything but a secret police car then they will come at you. Keep your fingers off those side buttons!
- > Do not stop to look at crashes, you have a job to do!
- > Must collect all four numbers before driving to the Treasury Vault. Write them down, since they will not be displayed on the Vault screen.
- > Learn to drive on the Easy Level before trying one of the other levels.
- > If you turn into a curb your car will crash and explode.
- > All black cars are Secret Police cars.
- > An Embassy has Diamond markings on it and the Treasury is a tall blue building with dollar

signs on it.

> To return to your hideout after you leave the Treasury building, follow the direction show on the border screen and look for a black building with a red roof.

PGA GOLF

BY MATTEL ELECTRONICS

BY INTV CORP. #1816

One of the first video game cartridges released by Mattel for its new video gaming system was PGA Golf. The game was copyrighted in 1979 and was a major leap forward in video gaming. Mattel had a licensing agreement with the PGA to use their name, later when INTV Corporation sold the game it was known as Golf. The golf course looked like a golf course should and you could even chose which club you wanted to use and it made a difference. Because of this game a lot of IntelliVisions were sold. I should know, this is one of the key reasons I bought one back in 1980.

The object of the game is to complete nine holes of golf in the least number of strokes. The par for this course is 38, if you shoot between 30 and 32 this is about the best you can do. Also you can complete against three other players with the fewest strokes as the wimer.

When you are ready to play a hole you will see an aerial view of the hole you are on. This screen will include the fairway, tee, rough area, green, trees, water hazards, and bunkers (sand traps). Compare this to any golf game on the Atari 2600, Odyssey 2, Channel F, or Bally Astrocade and you can see the intelligence of IntelliVision coming thru.

This game does not have a skill level to choose from and one is not really needed. Mattel did add one feature which made it a challenge each time you turn it on. They programed the trees to be placed in a different location each time a game was started. They were placed in such a way that you had to change the direction of your shot

just enough, so you could not master the game by playing it the same way over and over. Also if you had enough trajectory on your shot, you can even go over the top of the tree without hitting it. This was a major change in game play for video games at that time, as simple as it sounds now. These little things in programming a game helped make Intellivision the state of the art video gaming system until ColecoVision came on the scene.

One of the best features of this game is the golf clubs. The club selection is great. In your golf bag is a driver, three-wood, five-wood, three-iron, five-iron, seven-iron, nine-iron, wedge and putter. You can choose one of three swings of the golf club: long, medium, or short. Also you can control whether you want the ball to hook, slice or go straight. All of this will effect the distance and direction of your shot.

The graphics are great with all the right colors and wait until you hear your ball hit a tree or fall in the hole. Also you can hit the ball in one of sixteen directions instead of eight as on the Atari 2600 and the other systems at that time. This feature is what allowed IntelliVision to make some of the best sports games ever for any video gaming system.

RATING

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

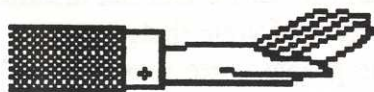
TIPS:

- > Tee off with the irons or 3 or 5 woods when a driver may get you in trouble.
- > Stay away from trees.
- > Be patient when lining up putts. If the line is not correct the computer will put a hook or slice on the putt.
- > Longest possible shot is 260 yards with a full swing of the driver.
- > Shortcuts are sometimes not as short as they seem.

CLASSIFIEDS

FOR SALE: Over 150 different Atari 2600 carts. 5200, INTV and Colecovision also. Various magazines too. Write to: Jeff Adkins, 11 Windsor, Attica, NY 14001 or call (716) 591-1519.

The **ATARI VIDEO CLUB** is looking for members! We are devoted to the 2600, 7800, and Lynx. \$4.25 for 6 issues. For more info and a sample N/L, mail a S.A.S.E. (business size please) to: Dan Iacovelli, AVC 1411 N. 26th Ave, Melrose Park IL 60160-2726.



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 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 or (708) MARS-INC.

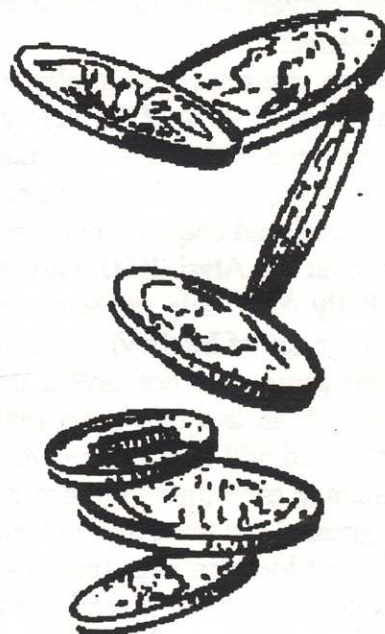
WANTED: Older hand-helds with LCD screens. Will buy 1, sell 1, or trade for various video game software, magazines, etc. Write to: Kurt Stone, 2325 E. Rock Creek Rd, Arnold, MO 63010.

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.

FOR SALE: Wilco Analog Joystick and numeric keypad for the Atari 5200, 2 sets, \$20 per set. 5200 controllers, \$10 each. Wilco Boss Joysticks, \$5 each. Also Texas Chainsaw Massacre and Halloween, new, w/instr for the 2600. Write to: Earl Carsner, 509 N. Fraser Dr., Mesa AZ 85203.



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.



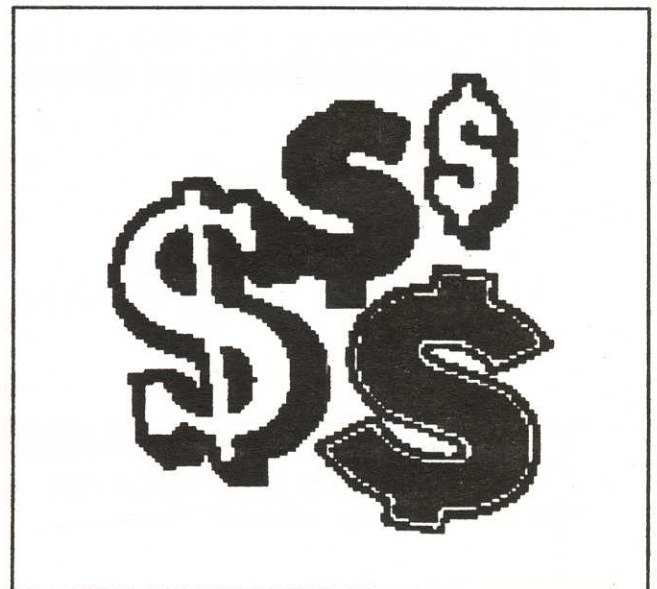
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Read digital press, published bi-monthly. Send for free sample or \$6/1 yr subscription. Write to: Digital Press, 29 Cupsaw Ave., Ringwood NJ 07456-2919. c/o Joe Santulli.

WANTED: (2600) Beany Bopper, Fast Food, Fathom, Frogger II, Gremlins, He-Man, James Bond, Jaw Breaker, Laser Gates, Marine Wars, Megaforce, Miner 2049er I & II, Mine of Minos, Montezuma's Revenge, Mr Do's Castle, Pete Rose Baseball, Piece O' Cake, Plaque Attack, Polaris, Raft Rider, Ram It, River Patrol, Room of Doom, Sky Skipper, Snoopy,

Space Master X-7, Springer, Strategy X, Subscan, Threshold, Trick Shot, Underworld. Also interested in any old N/L's or mags such as Odyssey Adventure, Atari Game Club, Atari Age, INTV, etc. Russ Perry Jr., 5970 Scott St., Omro WI 54963. (414)685-6187.

FOR SALE: 2600 carts \$3 each. Manuals/boxes \$1 each. Controllers \$3-4 each. Catalogs \$2. Wanted: original releases of Rubiks Cube, Circus Atari, Fun W/Numbers, Concentration and many more. Atari prototypes w/"Atari Lab" Labels (any price!) Also manual, RC joysticks, Foreign 2600 catalogs/ N/L's, 2600 JR, XEGS, & Atari Pong Systems. Scott Stilphen, RD #1 Box 177-A, Harding PA 18643. (717)388-2824.

WANTED: ATARI AGE magazines, ACTIVISION newsletters, IMAGIC NUMB THUMB CLUB newsletters, and ATARI catalogs. Also looking for a few 2600 games: TUNNEL RUNNER, FRAKENSTEIN'S MONSTER, WINGS, SPY JUNTER, H.E.R.O., and CARNIVAL. Will also buy 7800 games. Mark Androvich, 936 Weber Circle #104, Ventura CA 93003.



FOR SALE: Alien Invaders-Plus for the Odyssey 2 with original box and instructions, for \$15. Galaga for Atari 7800 with original box and instructions, for \$15. Ralph Linne, 8385 Findley Drive, Mentor OH 44060.

AND FINALLY...

PROFESSOR VID'S EXAM #2 WINNER

Congrats to Joe Santulli, (Digital Press), who is the winner of Exam #2. Joe scored a 90, missing two questions, and was tops in the class! A cartridge or mag will be heading his way. Thanks to everyone who entered. The Professor is still working on Exam #3 and will be conducting class in February's issue.

AND FINALLY.....

In our March issue we will be adding a new section on another classic system, the Odyssey Outpost! We hope that you will enjoy it.

Ralph Linne (Mr. INTV) has given me an address of a company that deals in all kinds of Coleco-Adam hardware and software the address is :

HOUSE OF ADAM
RT 2 BOX 2756
1829-1 COUNTY RD 130
PEARLAND TEXAS 77581-9503

Write them for a catalogue.

As always, please send any questions, opinions or articles about and for this newsletter to the editor:

JEFF ADKINS
11 WINDSOR
ATTICA NY 14011

THANK YOU!!!!!!!!!!

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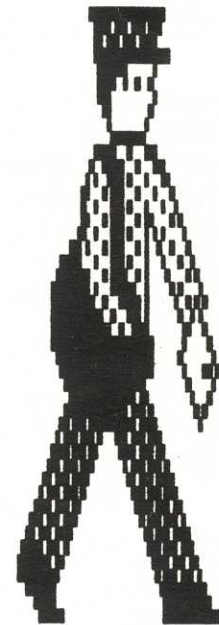
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S C O R E B O A R D

ATARI 2600

<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>	<u>DATE</u>
Bowling	300	J. Adkins	11-01-90
Circus Atari	9,999	J. Adkins	12-12-86
Decathlon	10,710	J. Adkins	3-29-85
Gremlins	243,700	J. Adkins	12-16-91
Millipede	417,286	J. Adkins	6-21-91
Moonsweeper	171,715	J. Adkins	3-08-91
Phoenix	518,050	J. Adkins	2-06-91
Pitfall	114,000	J. Adkins	12-14-91
Pitfall II	199,000	J. Adkins	12-14-91
Stampede	32,426	J. Adkins	3-31-85
*Superman	46 Secs	J. Adkins	1-21-91

ATARI 5200 SUPER SYSTEM

<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>	<u>DATE</u>
Pengo	178,640	J. Adkins	10-14-91
Pitfall II	452,602	J. Adkins	8-26-91
Quix	232,140	J. Adkins	10-16-91
Rescue on Fractalus	403,643	J. Adkins	9-05-91

COLECOVISION

<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>	<u>DATE</u>
Antarctic Adventure	712,600	J. Adkins	12-24-80
Gust Buster	300,380	J. Adkins	11-21-85
Lady Bug	3,833,740	J. Adkins	3-16-85
**Mr. Do!	4,289,190	J. Adkins	12-30-85
Space Panic	309,000	J. Adkins	4-17-86
Spy Hunter	519,140	J. Adkins	2-19-86

VECTREX

<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>	<u>DATE</u>
Mine Storm	51,000	S. Stilphen	11-??-91
Star Trek	101,400	S. Stilphen	11-??-91

We are still looking for IntelliVision and 7800 scores.
Send in your scores today!

* Editors Note: The Superman score was achieved with a pictured cart, without using the trick that was in CS&G Issue #1. I would like to issue a challenge to anyone out there. If anyone can beat my score of 46 seconds, I will give you a choice of any game that I currently have for sale. These include 2600, 5200, INTV, and CV, also magazines. A picture is required for proof. GOOD LUCK!

** Phase 120