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# CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 1 No. 5

MAR 1992

GAME OF THE MONTH:

## GAME REVIEWS

2600:

Slot Machine

5200:

Keystone Kapers

7800:

Ninja Golf.

Mat Mania Challenge

Super Skateboardin'

COLECOVISION:

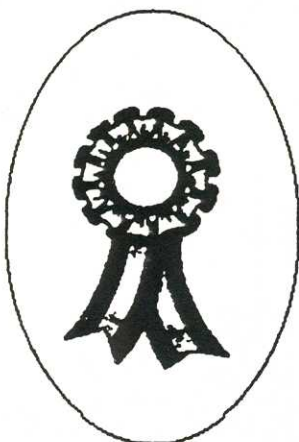
Choplifter

INTELLIVISION:

World Series Major League  
Baseball

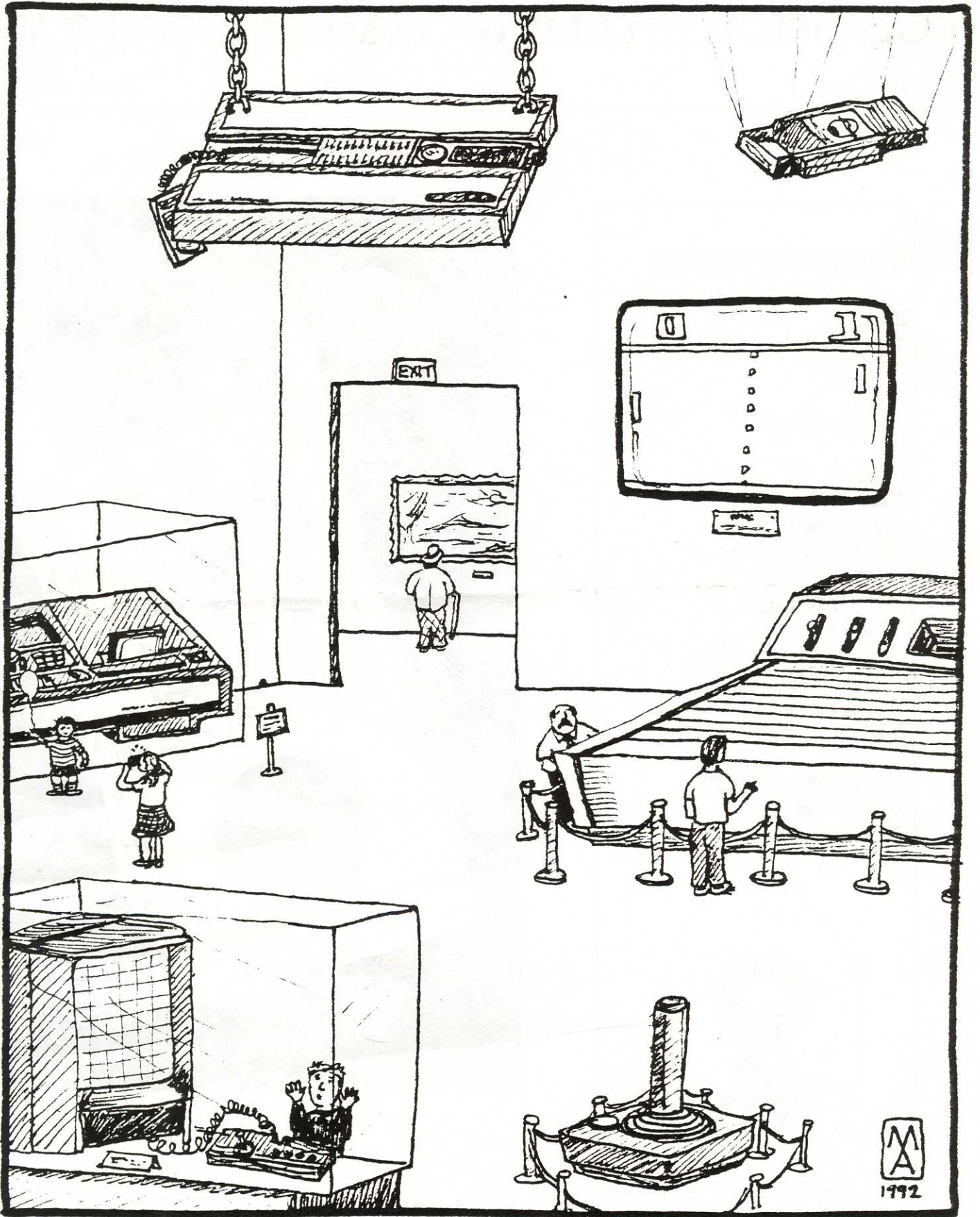
VECTREX VECTOR:

Space Wars  
Scramble



**Intellivision** Intelligent Television





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## FROM OUR EDITOR

Now that Spring is here, and Summer just a few months away, many people lose interest in video games for a few months. But if there is any time to try and collect hardware and software, the next five months or so is the best. With Flea Markets, Garage and Yard sales etc., I know I will be in the hunt. Good luck to all of you video game hunters! During this time we will try to get the N/L out on time each month. We apologize for it, and will do our best in the future. Included in this issue is a readers survey on page 17. Please take the time to fill it out and send it back to us. In doing so, you will be entered in a drawing for a copy of "Miniature Golf". So please mail it in. So by all means, turn the page and read on!

Jeff Adkins  
Editor



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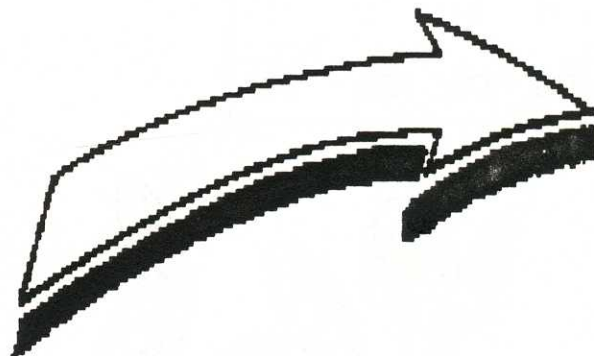
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# TOPIC 2600

## SLOT MACHINE

Atari 1979 CX2653

One or Two Players

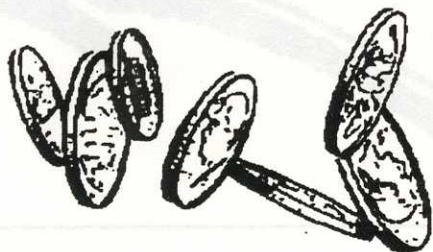
By Jeff Adkins

Here's another game that is high on some collectors' lists, but isn't much fun to play. But if you enjoy gambling as much as certain members of my family do, then it might bring out the gambler in you, and it won't cost you your shirt.

One Player Games 1, 3, 5, 7 Two Player Games 2, 4, 6, 8
--

There are two game variations. One which only pays a Center line. The other pays bets on up to five Pay lines. The three horizontal lines, and the two diagonals. There are Jackpot games, and Payoff games. The following shows the different items used and their value:

Jack Pot (Games 1-4)			
Any	Any	Any	20
Bar	Bar	Bar	
Bar	Bar	Bar	100
Car	Car	Car	200



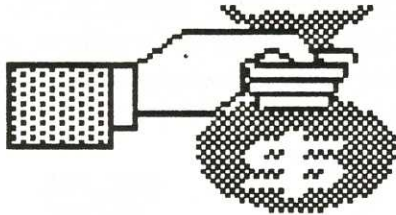
### Payoff (Games 5-8)

Cactus			2
Cactus	Cactus		5
Table	Table	Bar	10
Chair	Chair		
T&C	T&C	T&C	10
TV	TV	Bar	14
TV	TV	TV	14
Bell	Bell	Bar	18
Bell	Bell	Bell	18
Bar	Bar	Bar	100
Car	Car	Car	200

On any game you start with 25 chips to bet with. You may bet up to five at a time by pressing the fire button, once for each chip. The number of chips remaining for either player or computer player appear at the top of the screen. The betting squares are at the bottom. A zero with a question mark represents each side.

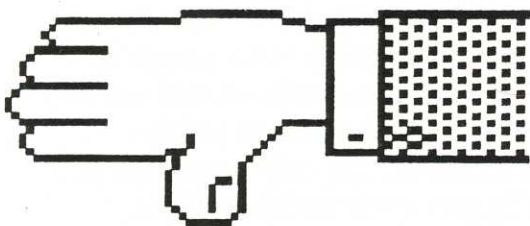


The game was programed to pay-off just like a real slot machine in a casino. Sometimes you can play a long while and lose a lot of cash, but during other games luck might be on your side. If you go broke, simply hit reset to borrow, (so to speak), another 25 chips. By doing so the other player or computer player also receive an additional 25 chips added to their respective banks. To have both players start again at 25 chips hit reset twice.



There isn't any strategy or anything else to keep players interested. It's all luck. Make your bets and watch what happens, is about it. If you can get all three cars to line up on the center line on Game 5 then consider yourself very, very lucky. I have been playing for years and have to admit, I have never done it!

As far as graphics, remember this was one of the early Atari releases, so I can't be too harsh can I? The different items like the cars, TVs, etc., look like they are supposed to look. The only sound is the click of pushing the fire button to place a bet, and pulling back on the joystick to start the slot machine. It can be different for awhile, but after that it's a big snore!



#### RATING

Graphics \*\*  
Sound \*  
Gameplay \*

Review Score:  
2335 Game 5

#### TIPS:

> There is only one tip that I know of. Always bet 5 chips every turn! You never know when those elusive cars will hit!





# 5200 FILE

## KEYSTONE KAPERS

Activision 1983, 1984

Original Design By Gary Kitchen

5200 Version By Alex Demeo

One Player

By Jeff Adkins

As Officer Kelly, it is your duty to stop Harry Hooligan from stealing all the merchandise in Southwicks Department Store. If you enjoyed the 2600 version of Keystone Kapers, then the 5200 Kapers will definitely provide you with even more of a challenge. But if the 2600 Kapers was too hard or not your type of game, then by all means don't join the force!

There are 16 levels of difficulty in the game. Scoring is as follows:

Catching Harry in Levels 1 - 8
1,000 pts + 100 x amount left on timer
Catching Harry in Levels 9 -16
1,000 pts + 200 x amount left on timer
After the 16th Arrest
1,000 pts + 300 x amount left on timer

Money Bags 200 or 400 pts
Suitcases 500 or 1,000 pts
(depending on which floor)

As with many Activision carts, this is a timed game. Officer Kelly starts with 50 ticks on the timer. By moving through Southwicks, and, or coming into contact with certain objects, the timer gradually goes down. The obstacles and penalty for touching them are as follows:

Beach Balls	- 9 second penalty
Radios	- 9 second penalty
Shopping Carts	- 9 second penalty

You start the game with three Kellys. Lives can be lost three different ways. By colliding with a Biplane, timer runs out, or if Harry escapes with his loot off of the roof. The amount of Kelly's remaining lives, appear as hats under the score. Only three can be in reserve at any time. A bonus Kelly is awarded after every 10,000 point interval.



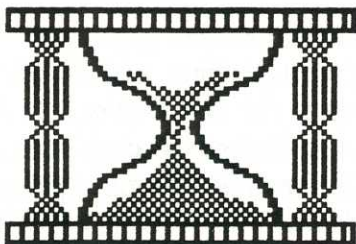
At the bottom of the screen is Southwicks security system. The black dot represents Kelly, the white one Harry, and the moving grey square in the middle, is the elevator that can help officer Kelly in his pursuit of Harry. There are also escalators that can be used to get to the various floors and the roof. The escalators can only be used to go up! If Kelly gets stuck on the roof, but Harry is on another floor below, not even Dirty Harry can nab him. There is no way off the roof!



The joystick moves Officer Kelly horizontally, and vertically. The fire button allows him to jump over the beach ball, and radios. By pulling down, he can duck under the toy biplanes, and in the upper levels the beach balls that bounce high. The numbers on the keypad can be used to select a level. One, then start = Level 1, one, six, start = Level 16, etc. The star on the bottom left, turns the music on or off. In order to get on the elevator Kelly must be positioned near the center of the door. Once it opens, push up on the joystick, to get off, pull down.

At the start of every game Harry is on the second floor (near the elevator) moving right. Kelly starts out on the first floor, on the far right side of Southwicks. Moving left, Kelly has his sights set on nabbing the pin stripped crook. By learning the elevator pattern, and using it to your advantage, points come much quicker. During lower levels the balls bounce low, the shopping carts and biplanes move slow. But once you reach higher levels, everything moves at high speed. At level 16 the shopping carts must be jumped over 4 times per screen. The planes are also very tricky during this level. A sort of one, two, duck, one, two, duck, is the best strategy.

Graphically, it isn't really improved very much over the 2600 version. Most activision carts for the 5200 were not. The only improvements are the city skyline (which looks a little better), an SW on the elevator doors (representing Southwick), various tables, and umbrella stands throughout the store, and a little shack at the top of the escalator going up to the roof. Everything else is the same as it was in the 2600 version.



The 2600 version did not have any music, but the 5200 version does. I prefer it off. Other sounds consist of Kelly's footsteps, coming into contact with the various obstacles, and the one sound that I thought was neat, the bell on the elevator going off on each floor, just like a real one.

As for gameplay, I find it a little bit more challenging than the 2600 Kapers. But if you have mastered the original, it should not be too hard to get down. Another good thing about this version is that it gets harder gradually. It can be fun for a while, but after conquering Level 16 it doesn't get any harder. One important note is that the elevator moves much slower from floor to floor, unlike the 2600 Kapers. Harry can also be caught on the far ends of the store above the escalators. You can't catch him there on the 2600 version.

Overall, it has kept everything from the original. A challenging, original cart from those colorful programmers at Activision. If the Keystone Kops were around now, their billy clubs wouldn't fare too well with today's crime rate.

#### RATING

Graphics	**
Sound	**
Gameplay	**

#### REVIEW SCORE

239,400 Level 16

#### TIPS:

- > Let the game play in the demo mode. Let the elevator go up to the top floor. Once it moves back down to the 2nd floor, start the game. By moving quickly and avoiding obstacles, you should be able to make it to the elevator as it appears on the first floor. High scores can be achieved this way.
- > Try to nab Harry while the elevator is going down to the 2nd floor also.



# 7800 PROSYSTEM

## NINJA GOLF

By Alex Reynolds

Ninja Golf is a strange hybrid of sports and arcade action that makes for a quite enjoyable gaming experience. The object of the game is to prove your worthiness of rank of Master Ninja. In order to achieve this fabled rank, your master has ordered you to play nine holes of Ninja Golf.

Basically, this game is like most other games of its genre, in the fact that you must fight your way through legions of nondescript lesser ninjas along with the odd local nasty of the field. You can either dispatch them with a Throwing Star or a high kick or you can try to avoid these enemies completely (an option which is best saved for when speed is vital for survival).



The golf aspect is used mainly to plot your course to the green and requires precise timing to send the ball flying towards the green as far as possible on one swing. It is important to get the ball as far as possible in as few swings as necessary as being below par means bonus points.

### RATING

Graphics	***
Sound	**
Gameplay	***

### TIPS:

- > Save the Throwing Stars for the Fairway, Sand Trap, and Water Trap areas. You'll need them here.
- > Pick up every power up you can, but keep backtracking to a minimum.
- > Try to jump your way through the Water Trap area (those sharks are tough).
- > When you meet the Guardian of the Green, the fire breathing dragon at the end of every hole, fire continuously and concentrate on not being hit, not scoring hits.
- > Practice will get you through this game... eventually.

## MAT MANIA CHALLENGE

By Alex Reynolds

This wrestling game for the 7800 is a fine piece of work. A translation of two arcade games combined into one cartridge, this game provides enough wrestling action to keep anyone entertained. The premise is simple: beat the hell out of the other guy. To elaborate, you must perform such classic wrestling moves as the Pile Driver, the Atomic Drop, and the Clothesline to score points and inflict pain. Unlike most wrestling games, this one doesn't use a damage meter so the only way to tell if you're not going to kick out when pinned is to try to keep a count of how often you have been covered, because you



are only given a certain number of kick outs. The number depends on your level of difficulty.

One downfall of the game is the lack of any difference in your opponents whatsoever. You are always the guy in pink and the computer is always the guy in blue. Another problem (albeit a minor one) is the fact that the fans look like they have been cloned in many cases.

7800 games often have poor graphics when it comes to characters' faces, Mat is no different. The other graphics are quite good otherwise, especially the individual movements of the characters.

All in all, a good, solid game with good replay value.

#### RATING

Graphics	***
Sound	**
Gameplay	***

#### TIPS:

- > Play against the computer on the hard version. You only need to go for the cover twice (and actually make the computer kick out) to get the win.
- > Go for the knee drops off the top rope to really rack up the points.
- > Soften the computer up with punches and elbows.

## SUPER SKATEBOARDIN'

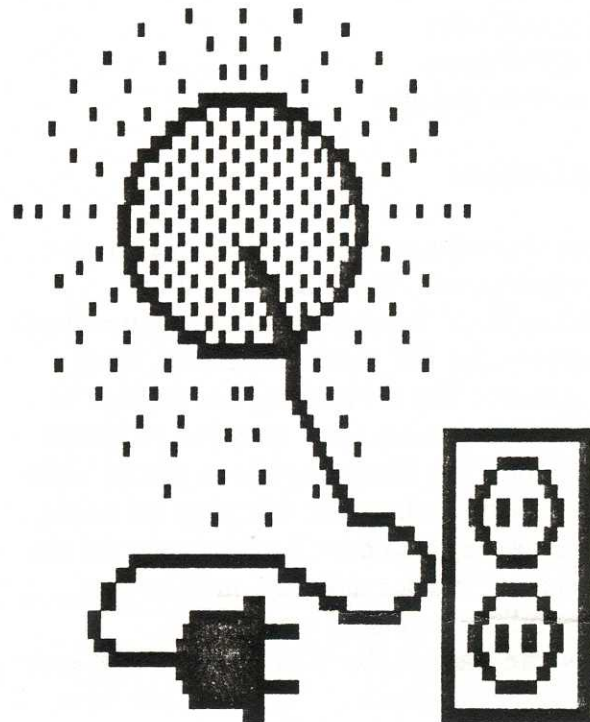
Absolute Entertainment

By Alex Reynolds

ATTN: AS A PUBLIC SERVICE, NO "VALLEY DUDE" TALK WILL BE USED IN THIS ARTICLE!

Now that that is out of the way, the game is Super Skateboardin', possibly the finest game ever produced for the Atari 7800. The object is to turn off all the power to the machines in the factory you are in and then leaving

asap. This is done by passing in front of the machine you wish to turn off. You can increase your speed (along with the music's beat) by hopping on an assembly line. Concentrate on where you are going after this, because falling off your board takes your speed away.



#### RATING

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

#### TIPS:

- > Be careful on the roof of the building. Go too far one way and splat!
- > Watch those doors. An open door means you have been there before.
- > Go straight for the assembly lines (there are two) and get the speed boost. You will need the speed and the lines use the most power.



# COLECOVISION SKILL LEVEL

## CHOPLIFTER

1982 Dan Gorlin

1984 CV-version

One or Two players

By Jeff Adkins

Those war Mongers, the Bungelings are at it once again in this follow-up to Raid on Bungeling Bay. They have taken hostage the 64 delegates to the UN peace conference along their border. The US military has decided to launch a helicopter rescue, with you of course, as the pilot. The Bungelings have placed tanks inside the camp where the delegates are being held. Plus they also have fire power in the sky with jets that attack randomly, making the mission a little harder.

The game starts at the US command post east of the Bungeling border. By flying left from here, the chopper crosses into enemy territory inside the camp. There are four barracks in the camp that house sixteen hostages each. The first one that the chopper comes across has already been blown open, and the hostages are running towards the chopper hoping for a lift out of the camp. The other three must be blown open by the chopper. The chopper must be facing left or right while shooting at the barracks in order to blow it open. But, to get rid of the tanks, the chopper must be facing the player. The jet can be shot down in any position.

If you are using a regular Coleco keypad, the left side button changes the direction the chopper faces. The right side fires the machine gun. With super action controllers the yellow button changes the chopper direction, the red button fires the machine gun. With either one, the star on the keypad pauses the action.

At the top of the screen are three different indicators for determining the hostages' status.

The left one shows the amount of hostages that have perished. The middle shows how many of them are on board the chopper at the present time. The chopper can only carry 16 at a time. Finally, the right indicator shows how many have been successfully flown back and dropped off at the command post. There isn't really any scoring in this game. Shooting down jets or destroying tanks nets you nothing. The main objective is to save as many delegates as possible. A successful mission means 64 delegates saved. In doing so "You Win" appears in the middle of the screen.

As with just about all CV games, Skill I is a good place to get the feel of the game. But it will take a good amount of sorties to safely return all 64 hostages in Skill IV. In Skill I the tanks are slow, and the jet usually appears once, sometimes not at all. On Skill IV the tanks move faster, and the whole Bungeling Air Force seems to be flying the unfriendly skies in pursuit of the chopper.

After rescuing 16 hostages, the chopper must return to the command post. A yellow landing pad indicates where you must land. It doesn't have to be dead center when landing, but must be touching a portion of the pad in order for the delegates to exit the chopper. It must also be landed softly here or anywhere else in the game. Landing fast causes the chopper to burst into flames. If such a crash occurs, or if the chopper is shot down by the jet, all hostages on board are lost. There are three sorties per game.

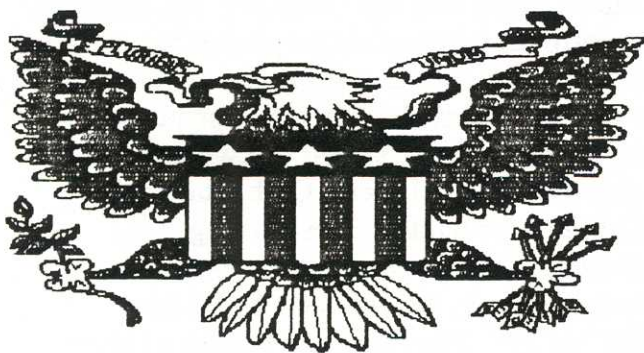
After returning the delegates to the command post, and the right indicator shows zero, 16 more must be picked up and flown back to safety. The tanks should be dealt with right away since they can lay waste to some of the running escapees. Plus, if you are not careful when landing, the chopper can also crush one every now or then. After destroying the tanks (they appear two at a time), try to land the chopper in a clear area



where it wont land on any of the delegates. If you are quick enough, try to blow open a barracks, then land as close as possible to it without landing in the explosion. By doing so the delegates will board the chopper very quickly. But if the chopper lands in the explosion, bye bye airwolf.

The Bungeling jet always appears on the right flying left. After leaving the screen for a second, it returns on the left flying right dropping missiles that can destroy the chopper. Crashing into a jet will also send the chopper plummeting down in flames. If you are picking up hostages and the jet appears, get of the ground immediately! After the jet makes its first pass, try to fly backward (towards the command post) along the bottom right portion of the screen, with a trigger happy finger sending off a barrage of fire towards the top of the screen where the jet will make its second pass. This strategy really helps to get rid of those dangerous Bungeling jets.

Graphically, Choplifter isn't up to some of the other CV games. But this game was originally done for computers, not an arcade. Screens consist of a night time view with stars and the moon in the background. The chopper, jet, tanks, and buildings look a little below average for ColecoVision. The running delegates with their arms waving others to come on, are just a bunch of stick figures.



Sounds consist of the whirling chopper blades, machine gun fire, the jets appearance, and the various explosions on the ground. But with this or any other war game it's not too much in the sound department.

Gameplay can be frustrating or challenging, especially on Skill IV. The Super Action controllers work pretty good. It's not a shoot-em up, nor an arcade game, but it does involve some strategy. Mr. Gorlin certainly had an original concept with Choplifter. It seems to me that it was based on the US embassy delegates that were taken hostage in Iran about 13 years ago. Some people might not enjoy it as a game, but it is a different diversion from some of the other CV titles.

#### RATING

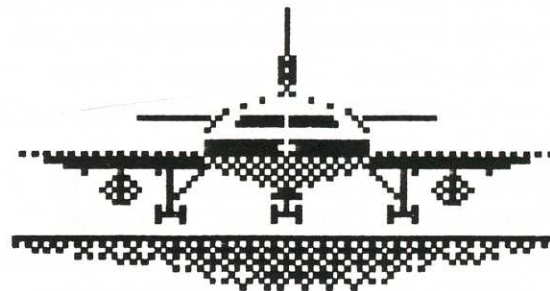
Graphics	**
Sound	*
Gameplay	***

#### Review Score:

64 Skill IV

#### TIPS:

- > Don't blow open another barracks until you have transported all of the escaping hostages from the previous barracks.
- > Remember, you can only carry 16 at a time!
- > Fly backwards towards the command post, shooting at a diagonal towards the top left corner after the enemy jet makes its first pass. It almost always appears there on its second pass.
- > When the jet does appear, get off the ground quickly.
- > Try to draw the tanks towards the right, away from the first barracks. Then get rid of them while they are away from the running figures.





# INTELLIVISION

## GAME OF THE MONTH

### WORLD SERIES MAJOR LEAGUE BASEBALL

By Mattel Electronics and Intv Corp. #4537  
For Intellivision with Computer Module and  
Intellivoice

By Ralph W. Linne

During the Christmas buying season in 1982, Mattel Electronics showed their answer to ColecoVision with a preview of their future Computer Module with their advance game cartridge, World Series Major League Baseball in TV commercials. The Computer Module was shown at the Summer CES Show in Chicago and later released in the fall of 1983, but it was only in limited numbers and selected areas before Mattel Electronics sold the rights of IntelliVision to one of their employees in early 1984. This game showed where video gaming was heading, was years ahead of its time, and is a must for any video game collector to have.

Object of the game is to play nine innings of baseball with each player's team trying to score more runs than the other by the end of the ninth inning. If there is a tie at the end of the ninth inning the game will continue one full inning at a time until one team out scores the other one. The game is either you against the computer or you against another player. There is also a demo mode where the two teams play each other while you watch.

In order to play this game you will need an IntelliVision Master Component, Computer Module, and Computer Keyboard. You can also add the IntelliVoice Voice Synthesis Module and have a cassette player/recorder hookup, but the game will work without either of them

being used. The Computer Module added 2k of RAM and 12k of ROM to the IntelliVision Master Component existing memory size along with improved graphics and faster screen movement.

The game is between the American League in red and the National League in blue. You will use the keypads with overlays to control the action during the game play as in the other baseball games by Mattel, but you will also use the keyboard to make some important manager decisions before the game starts and during game play.

Lets start with how you pitch. When the "Pitch Screen" appears it will show the pitcher on the mound, a batter, a catcher, and an umpire at the plate from a camera angle from left field. At this point you then can select your pitch. You have two types of pitches, a fast ball and a curve ball, along with nine locations around and in the strike zone you can throw the ball. This adds up to eighteen different types of pitches you have. Like a real pitcher you control the type of pitch and the location you want to throw it. There is an added factor that this game has, depending on the control and strength your pitcher has at that time, the pitch may or may not be delivered to the spot you selected. This will depend on how many pitches the pitcher has thrown and which pitcher you have selected. Oh by the way you can chose your pitcher from a listing at the beginning of the game and then change him during the game, we will look at that later.

The "At Bat" Screens appears when a player comes up to bat, but this screen is unique in its appearance. In the middle of the screen is a picture of the batter, below him is his name, position, batting average, home runs, and RBI's and above his picture is the name of the pitcher he is facing with ERA, won-loss record, and strikeouts listed. After you review the



information you press the space bar on the keyboard to bat. You will see the "Pitch Screen" and when the pitcher throws the ball you swing by pressing the disc. By pressing the outside edge of the disc you control the level of the swing. Top of disc will be a high swing, either side of the disc will be an level swing, and the bottom of the disc will be a low swing.



The game was designed with some of the finer points of the real baseball included. These are the ability to have one or two players attempt to steal at the same time. This is done by pressing the "Steal" button once for the lead runner and a second time for both runners. Also when a runner is on base there is an inset in the upper left hand corner which shows the lead runner just like on TV. There is a "Slide" button which allows you to slide just before reaching the base, this lets you reach base sooner since you don't have to slow up on the last few strides. You can use the "Bunt" button to bunt instead of taking a full swing at the pitch.

On defense you can override the computer in choosing who will field a ball by pushing the "Switch" button to select the next closest defensive player and moving that player to the ball by using the disc. To throw to any base to pick-off a runner you press the "Off Mound" button and throw to that location. You can also relocate a player on defense to almost

any location on the field by throwing the ball to him and after moving him to the new location press the "Relocate" button and he will stay here until that inning is over with.

Now lets get into the advance features of this game cartridge. After you start the game a "Scoreboard Menu" will appear and it will look something like this:

B Batter Stats  
P Pitcher Stats  
L Lineups  
T Toggle NL/AL  
A At Bat  
V Visit Mound  
S Scoreboard  
C Cassette Menu  
SPACE To Gameplay

You can also go to this screen during anytime the pitch screen is on by pressing the "SPACE BAR" on the keyboard. The function of each are discussed below. In order to get to each of the screens listed on the "Scoreboard Menu" you press the letter listed on the keyboard.

The "B" key will list the batting statistics for each of the sixteen batters on your team. The statistics shown are batting average, home runs, runs batted in, bats right, bats left, or bats both, fielding ability, and running ability.

The "S" key will list the pitching statistics for each of the nine pitchers on your team. The statistics shown are earned run average, win lose record, strike outs, right handed or left handed, durability, control, and speed.

The "L" key will list the current lineup for each team. It shows you the batting order, a player's defensive position, batting average, and name. Also its lets you choose between an easy or difficult defense. Easy means that the computer will help your players field the ball, while difficult means that you are on your own. To change the defense you hold down the "Shift" key and then press the "F" key to make the change.

The "T" key will determine whether you are looking at the players or line up of either the National or American League. While in the



screens for the lineup, pitching stats or batting stats you can toggle back and forth at any time by pressing "T" on the keyboard.

The "A" key will show you who's at bat along with his stats and the current pitcher he is facing along with his stats.

The "V" key will allow you to visit the mound and see how your pitcher is doing. You will see a screen showing you and your pitcher with his name and stats above the picture and below a colored asterisk by one of the following: Strong, OK, Tiring, and Bushed.

The "S" key will display a scoreboard which will show each inning with the runs scored and who is at bat and the names of any runners on base.

The "C" key will take you to a submenu for the operation of a cassette player if you have it hook-up. This submenu looks like this:

M Scoreboard Menu

Or use SHIFT with:

- K Keep Game
- S Save Lineups
- O Old Game
- T Get Team Lineups
- R Get New Rosters

The "M" key will take you back to "Scoreboard Menu".

The "K" key will allow you to save a game in progress on cassette tape to continue play at a later time.

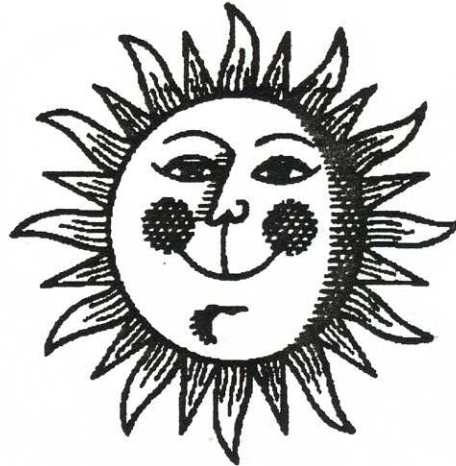
The "S" key will allow you to save the current lineups for future usage.

The "O" will allow you to load a previous saved game and start play at the point you saved it.

The "T" will load previously saved lineups for you to use in a new game.

The "R" will not do anything. It was to be used with a series of cassette tapes which would include real lineups of Major League Baseball Teams. This would allowed you to match up different teams from different eras of baseball. As far as I know there wasn't any of these tapes released to the public.

Remember you are the manager and the team lineup is under your control. You can remove a player and replace him with another player on your roster, but like in real baseball you can't use that player again in that game. Also you can change the position that a player plays since each player has different defensive abilities.



If you would happen to have an IntelliVoice Voice Synthesis Module and have it plugged into your setup then there would be additional sounds and music heard during the game play. It sounds like you are really at the ballpark. The sounds are better than anything on the market today.

In summary this game has it all. You can select your lineup, change players during the game, control their defensive play if you want to, choose the type of pitch as well as the location of the pitch, relocate a defensive player, steal, do a double steal, bunt, review stats anytime during the game, save a game for future play, save special lineups for future games, visit the mound, and great sound effects.

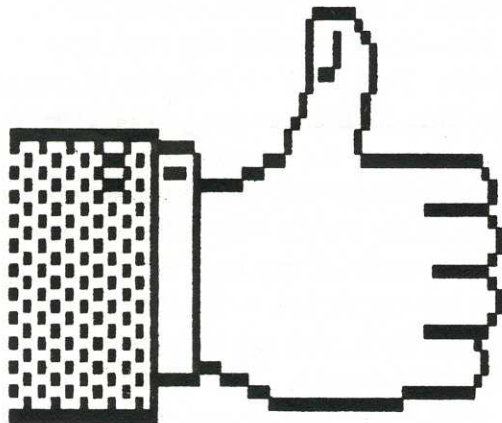
Now what about gameplay, this game is great. The players move like real players, the ball along with its shadow appears to move at the proper speeds, you can slide, and you must make decisions which can win or lose you a game. If you love a good baseball game this is it, but it will cost you. It is very hard to find



the computer adaptor and it originally sold for \$100 along with \$35 for World Series Major League Baseball. Most of the collectors I know will not sell either of these items so good luck on finding one. If you can get one, it is as good or better than most of the baseball games on the market now and it was released in 1983!! It was a shame that Mattel dropped IntelliVision, I can only dream about what their football, soccer and other sports game would had been like.

**RATING**

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

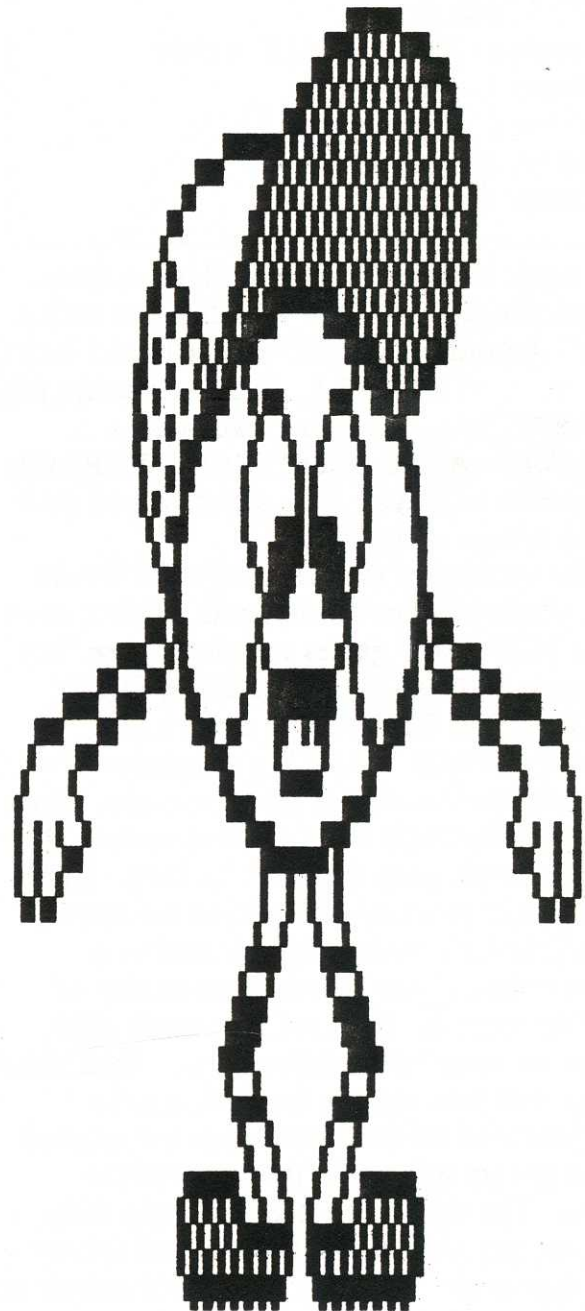


**TIPS:**

- > You will use a designated hitter in your batting lineup instead of your pitcher. Choose a good hitter who has a low fielding ability for this spot.
- > Use the shadow of the ball to help you catch fly balls.
- > A batter cannot reach an outside pitch, so use it if the other player is swing happy. He will strike out every time.
- > Take a walk, they do it in the Major Leagues. Remember a walk is as good as a hit.
- > If the other player pitcher appears to be

getting tired swing away and you will hit him just like in the big leagues.

- > Do not wait until it is too late to change pitchers, if the other player is starting to hit a lot of foul balls go visit the mound, that may be the sign that it is time to make a change.
- > Play the game on a 27" inch or bigger screen and it will be even better. It will seem to give you a little more time.
- > If you find a pitch that the other team can't hit stick with it.





# THE VECTREX VECTOR

## SPACE WARS

1982 By GCE

Arcade game - 1978 by Cinematronics

By Scott Stilphen

### CONTROLS:

Joystick - Steers ship left or right

Button 1 - No function

Button 2 - Hyperspace

Button 3 - Thrust

Button 4 - Lasers

"A battle between 2 opposing ships in space..." Sound familiar? SPACE WARS is just such a game. Actually, its "roots" can be traced back to a computer called PDP-1. In the late sixties this \$100,000 computer was the cutting edge of technology. A game called SPACE WARS was designed to be played on it, which helped show off the system's capabilities.

Many versions of the PDP-1 SPACE WARS were produced since its inception. In fact, most of the 2600's early games contained those "key" elements- COMBAT, SURROUND, SLOT RACERS, and OUTLAW to name a few. Vectrex's SPACE WARS is a translation of Cinematronics version of the same name, which is also credited with being the first vector-graphic arcade game way back in 1978. Since more people probably have played the 2600 SPACE WARS version than Vectrex's or Cinematronic's, you already have an idea of what the game is. Each are very much alike, except for some minor differences. Each round begins with your ship on the right and the computer's on the left. Both ships are affected by the gravity of a sun in the center of the screen. The object is to steer your ship away from the sun while trying to shoot and destroy your opponent. Each ship has a fixed amount of

fuel and laser strength (25 units each). A meteor (called a meteorite in the manual?) also occasionally appears and must be avoided. The meteor can also be considered a "tie-breaker" of sorts in the event you both exhaust your lasers and fuel.

The game has 7 levels of difficulty from 1 (slow ship and lasers - no gravity) to 7 (fast ship and lasers - strong gravity). It may take up to 3 hits to destroy your opponent since poor hits may only cripple the other craft. The game ends when one player reaches 10 kills (or points) and pressing any button will start a new game.

Even though it sounds fairly simple, some strategy is involved to defeat the computer at higher levels. First, NEVER use the Hyperspace control because it takes too long to be effective. Sometimes Hyperspace doesn't even work! When you finish a round, face your ship towards the left side of the screen before the victory tune is played. If you have any laser strength left, start firing constantly just as the tune is about to end. With any luck, you can hit your opponent just as the round begins. This works best on level 7. With some trick moves, you can take advantage of the sun and the meteor by "luring" the computer into crashing on either of them. Also, by saving your lasers and conserving your fuel, the computer will waste his fuel trying to catch you, thus leaving him a "sitting duck". On levels 3 and 7, things move so fast sometimes you can get a lucky hit by just continually firing. Be careful because it's so fast that you can actually shoot yourself! If you both run into each other, you both get a point. One neat trick I found is if you fire at the spot where your opponent hits Hyperspace, his ship will be destroyed, even though he is not on the screen! There is a half-second delay between the time the ship disappears and reappears. But you must fire at the spot before he appears somewhere else.



## SCRAMBLE

1982 by GCE

Arcade Game - 1981 by Konami Industry

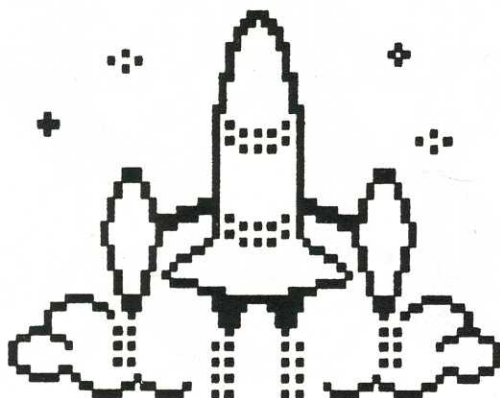
By Scott Stilphen

### CONTROLS:

Joystick - Controls ship  
Button 1 & 3 - Drop bombs  
Button 2 & 4 - Fire lasers



The graphics and sounds are considerably average for this type of game. The computer's ship looks like the ASTEROIDS ship while yours resembles Star Trek's Enterprise. Another interesting comparison here is the victory tune played at the end of each round, it's the same as that at the end of the STAR TREK game. The sun appears as a twinkling asterisk. The exploding ships are nicely done, when a ship is damaged or destroyed, there is a spray of debris. Hitting Hyper space causes your ship to "shrink" away to nothing and then appear elsewhere. The overlay simply depicts a picture of a sun in the middle. Even though the basic idea of the game is over 20 years old, it's still fun to play, especially against another player.



Everyone has probably played or seen SCRAMBLE or some variation of it once. SUPER COBRA is another popular version. The object is to maneuver your ship over various terrain to destroy the enemy base at the end. You begin with 5 ships with an extra one earned at 10,000 points. You have two weapons at your disposal: bombs and lasers. Both can be used to destroy all the enemy installations along the way (except the enemy base which must be bombed). There are 3 difficulty levels (slow - moderate - fast) and a total of 6 different game levels in all:

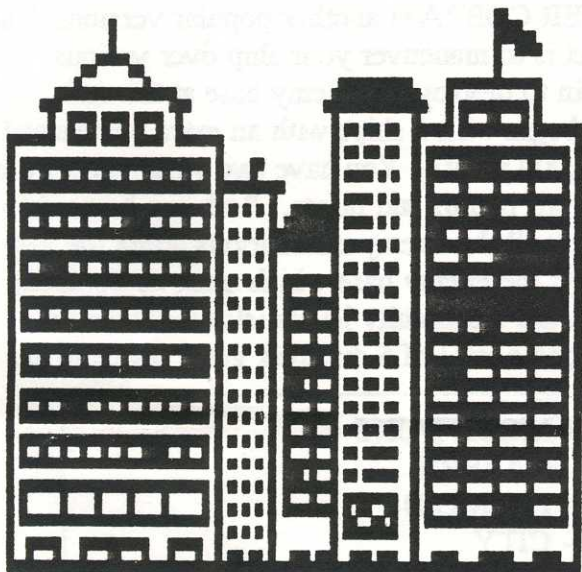
- 1 - MOUNTAINS
- 2 - CAVERN
- 3 - FLAMOIDS
- 4 - CITY
- 5 - MAZE
- 6 - ENEMY BASE

There are also 6 various enemy ships and obstacles present. Missiles (50 points each) are in levels 1 - 4 and most become active in levels 1 and 4. Active meaning they will blast off and go straight up trying to hit you. Mystery Bases are also in levels 1 - 4 and are shown as a box with an X on it. They don't do anything, but if hit are worth 200 points. UFO's fly around in the cavern section and are worth 100 points each. The Flamoids (level 3) are comet-like object that fly across the screen and are indestructible. Fuel tanks can be found on all levels except 6 and need to be hit often to keep your ship's fuel supply up. Beside the extra 1/8 (of your tank) of fuel they're worth 150 points. When you are low on fuel the gauge will flash and a warning signal will alert you to get a move



on. You also get 10 points every second you keep flying, so it's impossible to totally flunk out on this one!

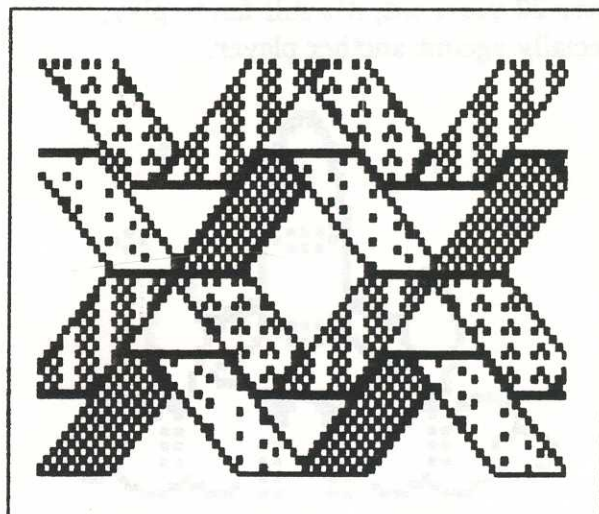
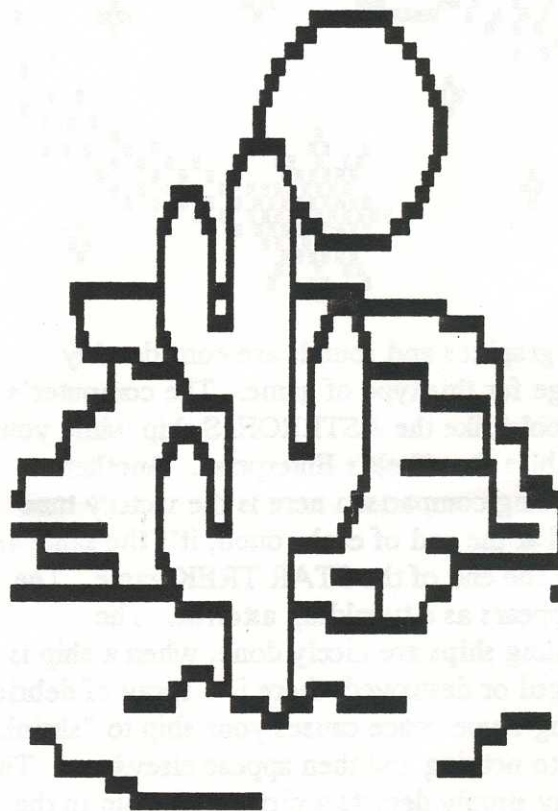
The last object, the enemy base, is worth a whopping 850 points, but is very hard to hit due to its location. It lies at the bottom of a city landscape next to a building. If missed, you must repeat the last level over until you either destroy it or run out of fuel. After bombing the base, the familiar SCRAMBLE theme tune is played, your fuel tank is replenished, and the game starts over at the next highest level.



The game is fairly simple, and there is no special tricks or strategies I know of. The ship can be moved out to the middle of the screen when flying, but why make it hard on yourself? Stay close to the left side of the screen to avoid any launching missiles. The placement of all the objects is always the same so once you're familiar where everything is, it should not be too hard to beat. Always remember to keep hitting those fuel tanks. You would be surprised how quick your fuel runs out. Stick close to the ground in the Flamoid section since it is rather difficult to hit a fuel tank from a good distance, and the Flamoids are not easy to avoid. Hitting the enemy base takes timing, but it can be done! You must release a bomb so it just clears the corner of the building and hits the

edge of the base. If you manage to get the maze on game variation 3, be prepared to do some tight maneuvering!

The graphics and sounds are the same found in the arcade, no more, no less. A multi-colored overlay spice up the otherwise B/W graphics a little. The typical Vectrex manual offers little insight from its 15 pages, but hey....this is SCRAMBLE. Except no substitutes.





NAME: \_\_\_\_\_

Check the Appropriate Circles

Game Systems Owned:     2600             Colecovision  
                                5200             Intellivision  
                                7800             Odyssey  
     Vectrex

Game Preference         Arcade             Adventure     Strategy  
                                Sports             Maze             Action

What do you like about CS&G? \_\_\_\_\_  
 \_\_\_\_\_  
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What do you dislike about CS&G? \_\_\_\_\_  
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 \_\_\_\_\_  
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What would you like to see in future issues? \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

What are your 10 favorite games for any or all of the Classic Systems?  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Do you plan on renewing your subscription when it expires?  
 Yes             No



# EGG HUNT UPDATE

## Raiders of The Lost Ark - 2600

By Jeff Adkins

By using the Ankh after Indy drops the Chai while falling off the Flying Saucer mesa, he does not need a parachute to see the Yar. In doing so he wont fall into the Valley of Poison. You will need to get the Hourglass also. Use the Hourglass to reach the Flying Saucer mesa. Then be sure to have the Ankh placed right of the Chai, next to it in the inventory. Once the Chai is dropping while falling off the mesa, push the fire button to activate the Ankh.

## Antarctic Adventure - ColecoVision

Sent in by Edward Villapado

Try using a Super Action controller while playing. As the penguin waddles along spin the wheel on the bottom and watch the penguin kick it into overdrive!

## Tunnel Runner - 2600

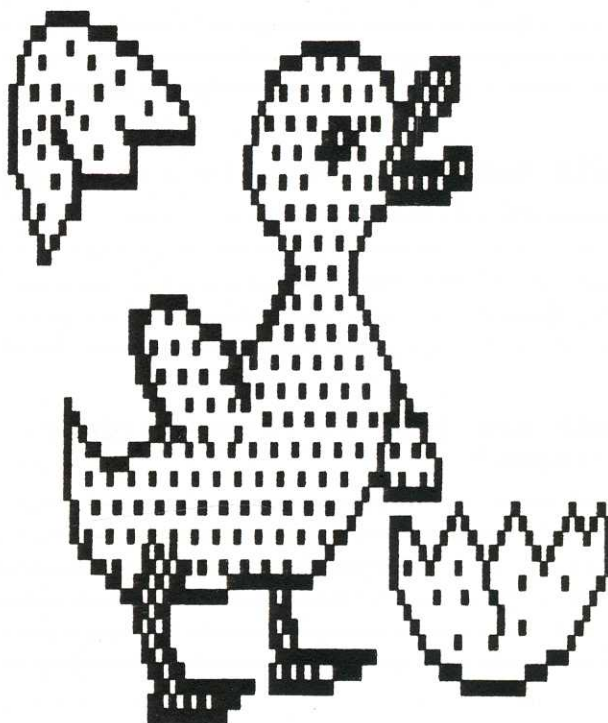
By Jeff Adkins

In Issue 3, Run 107 was stated as the last run. This was incorrect. The last run is actually 130. After Run 109, a letter, instead of a number, will appear. Run 110 looks like this RUNRO. Then Run 120, RUNUO, and finally the last run, 130 appears as RUNNO. If you notice all three letters used spell "RUN". As stated in Issue 3 the game will glitch out after escaping Run 130. But only if you do so through a Single escape

door. If you can escape through a Double escape door, you will be warped to a secret run! Instead of long corridors, there are many closed off rooms, and the escape door is on the left instead of the right! If you can manage to escape this particular Run, you warp back to the very first Run, number 1!

Sent in by Al Backiel

To escape through Double Doors, the runner must have seen (faced) a Single escape door first. By using the Double doors, runners can get very far into the game. After the first instruction books were already printed, CBS made a few changes with gameplay. An extra slip of paper was added to show the changes, which differed from the original instruction book.





# 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.

**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.

**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:** (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, Foriegn 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 orignal box and instructions, for \$15. Ralph Linne, 8385 Findley Drive, Mentor OH 44060.

**WANTED:** Atari 7800 game carts, w/instr. Send your list to: Dan Stegman, 26 Marshall Ave, Akron NY 14001.

**FOR TRADE:** Atari Lab Prototype Label w/photo copied instr. Will trade for laser disc of the Beatles "Let It Be", or John Melloncamp CDV of "Check It Out", or Bounty Bob Strikes Back for Atari 5200. Also for trade: Espial, Tax Avoiders, Video Chess, Condor Attack, and Asterx (Pal Prototype) for 2600. Gremlins and Buck Rodgers for 5200. Heist, Spylhnter and Montezuma's Revenge for Coleco. Also Intv games. Peter Pepectua III, 42 W. Noblestown, Carnegie PA 15106. (412) 269-4562.



# AND FINALLY...

## DEPARTMENT OF CORRECTIONS

In Issue #3 (January), the date that Atari was incorporated was incorrectly printed as November, 1972. It should have read June, 1972.

Also in Issue 3, Mark Androvich's article on the 7800 System had an error. Near the end of his article "The System That Could Have Been", it should have read: of all his 2600 games, only those by Imagic have trouble fitting into the 7800's cartridge slot.

## AND FINALLY.....

Due to some technical problems, and lots of overtime, the Odyssey Outpost will not appear until the May Issue.

Professor Video is currently in the process of finishing Part I of his Eggs and Strategies on VHS. This tape shows how to get through Pitfall I and II completely without losing a man, and a perfect score on both. Over 70 runs from Tunnel Runner, including Run 130, Glitch, and warp back to Run 1. How to get the initials in ET, plus much more! It's an egg extravaganza! The tape should be completed by June. Anyone interested in a copy should write our editor for details!

Atariville has sold out to Starbase Atari. Their address is:

Starbase Atari  
2369 Austin HWY  
San Antonio TX 78218  
(512) 590-7122

Write them for a list of games and hardware.

Due to the cost of putting the N/L out, we are forced to raise the price to \$1.75 an issue. We are planning on adding the Odyssey Outpost, plus a section on classic NES games. As of right now between printing and postage we are just breaking even. We are not out for profit, but if it gets bigger with more pages, we have no choice. We hope that everyone understands this. The new half year and yearly rate will still be very reasonable.



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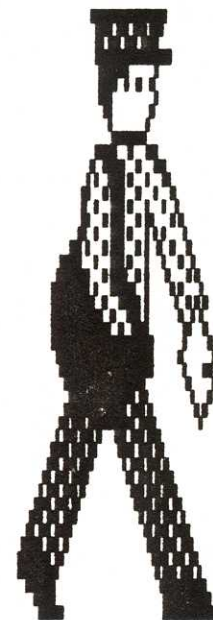
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