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CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 1 No. 6

APR 1992

GAME OF THE MONTH:

GAME REVIEWS

2600:

Star Raiders
Starmaster
Star Voyager

7800:

Ms. Pac-Man
Ballblazer
Joust

COLECOVISION:

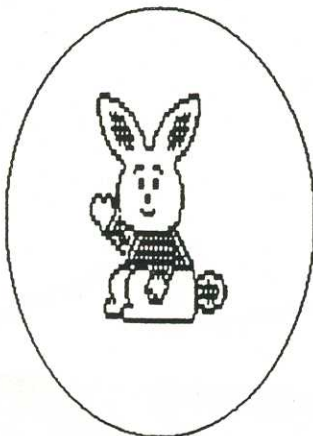
Quest For Quintana Roo

INTELLIVISION:

Triple Action
Sharp Shot

VECTREX VECTOR:

Cosmic Chasm

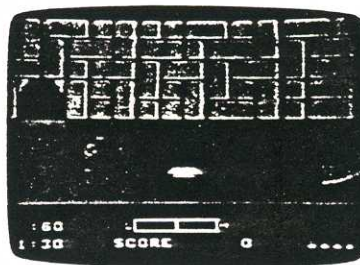


QUEST™

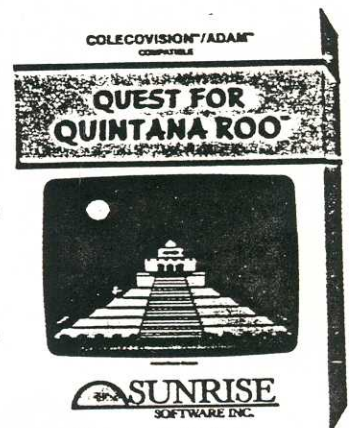
FOR
QUINTANA ROO

SUNRISE

SOFTWARE INC.



QUEST FOR
QUINTANA ROO™



COLECO VISION™

CLASSIC SYSTEMS & GAMES MONTHLY

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FROM OUR EDITOR

Sad to say that after years of putting together a tasty collection of games for various systems, this vid-head is throwing in the towel! So after this issue of CS&G, there will be no more. My entire collection of games for Atari 2600, 5200, INTV, CV, NES, Fairchild, and Odyssey will be auctioned off at 1:00 PM May 9 at the Buffalo Memorial Auditorium. For tickets call the editor. Starting price will be a mere \$25,000, which is a bargain compared to some other collections up for sale! So if anyone would like to carry on with this newsletter, get in touch with the professor. And if you believe any of this the spooge is on you!

April Fools!
Jeff Adkins
Editor



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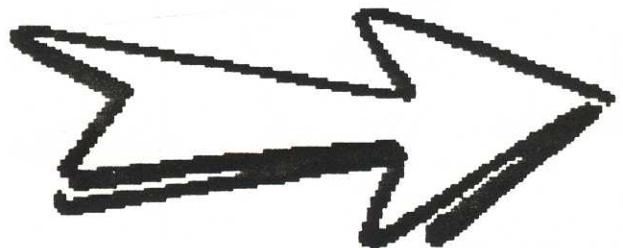
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LETTERS TO THE VIDITOR

Dear Jeff,

Thank you for sending your fanzine. I always look forward to reading your somewhat lengthy, but very informative reviews. However, I would like to see photos of the playfields added to supplement your reviews.

In response to your January issue concerning Nintendo coverage, I believe this system should not be included within your fanzine. Even though the upgrade (SNES) has been available to the public for some time, the NES is still supported by Nintendo and its third party licensees. In addition, it receives coverage from the major magazines. Since all of the systems you covered haven't received any or virtually any support for quite some time, the NES should not be considered a classic system. If the NES is included, then you should cover the Sega Master System as well, since new releases are few and far between.

Keep Up the Good Work,
Kevin Oleniacz
Digital Press Staff Writer

VIDITOR: I realize that the NES is still being covered very extensively by all the major vid-mags, but a lot of the so called "Pros" give some pretty lousy advice and tips. The NES games that CS&G will cover will definitely be "classics". The Sega Master System is also being considered. And before I forget, best in gaming to ya Kevin! Screen shots will appear sooner or later!

Dear Jeff,

I found something very strange on my Burgertime cartridge from M Network. When I play my cartridge on my 7800 system, my system can't seem to keep my lives straight. It starts out as five, as normal. When I get killed two times it goes to three. Everything seems normal to here. Now, when I get killed one more time the counter goes from three to zero. My game can still be played. If I get hit again, the counter goes to ninety-nine and counts down from there. Therefore, leaving me tons of lives. I can seem to only get this trick to work on the 7800 system and not the 2600 system. Sometimes I can't get it to work right off, but after a few tries, it will work. I can sometimes hit reset a certain amount of times and the life counter will start at three instead of five.

Here's another problem. I recently bought Espial, a rare game made by Tigervision. This cartridge won't work in my 7800 because the "cartridge guides" (the pieces of plastic on each side of the cartridge that help guide the cartridge into the slot) are too long and it doesn't give a chance for the circuit to plug into the socket on the system. You would have to make these guides shorter in order for it to work, but I wouldn't, since Espial being a collectors item. So if you own a 7800 only, don't get your hopes up too much if you buy Espial. You'll get to collect it, but you won't get to play it.

I hope you found this information interesting. I don't understand why the 7800 won't play some games the same way as a 2600 would. I also wonder if the 5200 would do the same thing if you had the cartridge connected to the 2600 converter. Maybe one of these days I will find out why this is so.

Sincerely,
Delf Meek

VIDITOR: Well Delf, with 99 lives you should be able to get an awesome score on Burgertime! Every system has some kind of quirk in it. When I try to play Raiders of the Lost Ark with the 2600 adaptor on my CV it will not play normally. When I'm standing in the middle of the map room with the key and I switch to the piece needed to see where the ark is located, I fall off into the Valley of Poison. But on my 2600 it works fine. If any of you have a Romscammer, it too will do some strange things with certain games. My son Joey was playing California games. During the BMX ride downhill, he was able to ride the bike across the top of the screen, through the sky! He also scored over 53,000 points on this part. Some games wont even work on a Romscammer, such as your problem with Espial. Thanks for writing.

Hi Jeff and Scott,

I bought a Fairchild unit but no carts for it. I need some info on it. Do you have some? I also have Odyssey 2 and have about 10 carts, question, can I cut the line to the TV and replace the end with an end like that on the Atari to the switch box.

Thanks,
Richard Wilkins

VIDITOR: Along with the Odyssey Outpost, and NES sections, we are planning on adding a Fairchild section also. It will appear randomly in future issues. As for cutting the end of your Odyssey cord, I don't think that the Atari end is compatible. But then again I have never tried it. Readers? Thanks again for subscribing!

Dear Jeff,

Do you know anyone who might have a Master Dos diskette for a Radio Shack TRS-80 Model II Micro Computer? It is eight inches wide and it is a floppy diskette.

Thank you,
John Shoulders

VIDITOR: Well folks, can any of you readers out there help out John on this one?

Dear Jeff,

Please sign me up for a one year subscription to "Classic Systems & Games Monthly". I really enjoyed the January '92 issue.

There is plenty of Nintendo coverage elsewhere, so if you decide to cover Nintendo it should be limited to the older games. In fact, since there is very little information currently being published about "vintage" Nintendo, it's probably a good category to include on a regular basis. Please don't waste the space on the new stuff, there's already an abundance of coverage on that. Time to go, I hope to write again soon.

Thanks,
Ralph J. Hulcher

VIDITOR: When the NES section is eventually added, that's exactly what will be reviewed. Games that were released between 1985 - 1987. As a matter of fact the first game that will be featured is Solomon's Key, by Tecmo. Thanks for subscribing!

Dear Editor,

I received the first copy of Classic Systems and Games Monthly, apparently on spec. I am impressed with the quality of the magazine. I am a cartridge collector, owning many of the old cartridge systems and over 600 cartridges (about half are 2600 games).

I have not had the money until now to put into a subscription, but would still like to get a complete run of your periodical. If there is any way to start my subscription with Vol. 1 No. 2, I would appreciate it.

Thank you very much,
Dean Dierschow

VIDITOR: I am pleased that you enjoy CS&G Monthly. We plan on being leaders, not followers. That's a very nice assortment of systems and games you have in your collection! Thanks for subscribing!

Dear Mr. Adkins,

I am very pleased to see that the fans of the older systems have not abandoned the "dinosaurs" of video game systems even though the majority of manufacturers and dealers have. If you would like, I can offer my services as a reviewer of Atari 7800 games.

Sincerely
Alex Reynolds

VIDITOR: Yes Alex, this 31 year old cave (vid-head) man and his fellow cavemates still believe in all of the classic systems and their games. Now Atari has announced they will no longer support the 2600 and 7800 systems. No matter, we will still be publishing and sharing our devotion to all the classics! Thanks for the 7800 articles!

Jeff Adkins,

Thank you for sending me the premier issue of CS&G Monthly. It was great. I am an Atari 7800 owner and am in desperate need of games (7800, and 2600 games which are 7800 compatible) and other Atari items. Your newsletter looks like a great source of information and is very interesting. Thanks, and keep up the good work!

Sincerely,
Matthew J. Archambeau

VIDITOR: Once again, I am pleased that you liked our first issue. While we have made some progress, I still like the first two issues as much as the rest. Without Scott's input, it would not have been possible! As for 2600 and 7800 games you seek, keep an eye out for our Classified section! Thanks for subscribing!



After reading all of these glorifying letters, I must say that you guys are turning me red as a beet with sunburn! As always I welcome any comments, questions or opinions. Good or bad!

Write to:
Jeff Adkins
11 Windsor
Attica NY 14011

20 YEARS OF ATARI

20 YEARS OF ATARI

PART II

By Jeff Adkins

While the coin-op version of "Pong" was the first big money maker for Bushnell and company, they certainly were not through. Pong also became the first video game that could be played at home on John Q. Public's television. Of course it was early 1975 that the home version of "Pong" was being created to be sold during the holiday season of that year. But between 1973 and 1975 Atari's coin-op department created and released some of the original arcade machines that would later be reprogrammed for play on the 2600.

The first of course was Pong, Space Race, and Pong Doubles followed in October of 1973. Almost a year after Pong was unveiled, Atari released "Gotcha", which would later be known as "Maze Craze" for the 2600. It was a maze type game with a "Cops-n-Robbers" theme. Other variations of Pong were also introduced to the first generation of Arcaders. Super Pong was the follow up to Pong. Quadra-Pong was next, and was a huge machine, a little smaller than an air-hockey arcade game. Quadra-Pong hit the arcades during March of 1974.

Atari's first driving type arcade games, Grand Track 10 and Formula K also debuted in 1974. I'm sure most of you vid-heads out there have either seen or played the hand held Simon. Atari was the first to release this type of game. "Touch Me" was released in June of 1974. They also released a hand-held Touch Me to compete with Simon some years later. After Touch Me, the final chapters in Pong games were released. Pin-Pong, a pinball video game, (2600 Video Pinball) and Doctor Pong, or Puppy Pong. Steve Bristow was the designer of this last Pong game. The outer cabinet of Puppy Pong was shaped like

Snoopy's doghouse. Atari put it in doctor's waiting rooms and had it set for free play. However, most MD's did not want to pay for it and Charles Schulz was unhappy with it also.

Towards the end of 1974, Atari came out with "Tank" (Combat for the 2600). The idea for Tank was Bristow's. But Lyle Rains, (then Engineering VP) finished the programming for the arcade game. Tank II appeared during May of 1975. Anti-Aircraft was next. This was the father of the 2600 Air-Sea Battle. Players would try to shoot air craft out of the skies. Shark Jaws was one of the last arcade games created by Atari during 1975.

Now it was Christmas 1975. The home version of Pong hit the stores for the holiday season. Pong was Bob Brown's project. With the help of coin-op engineer Harold Lee, they sold Atari on producing and marketing a home version of Pong. If you are a true collector, this is a must have. Original Pong units, while very archaic graphically, in my opinion will also be worth something down the road. But this was a new direction for Atari to be taking. For three years they had been totally arcade oriented. They needed to distribute the Pong games on the retail level. This is where Sears Roebuck came into the picture.

Brown had intended on producing 50,000 home games for the 1975 Christmas season. Due to demand they sold over 100,000 that year. People waited in line over 2 hours or more just to sign their names on a waiting list for a Pong unit!

Well folks that was 1975. I can still remember playing Pong at my parents in the mid 70's, which they still have I hope. In part III, I will look at the Sears-Atari alliance, along with more coin-ops and the early stages of the VCS. If you can remember any of these, consider yourself one of the original arcaders!

TOPIC 2600

SEEING STARS

By Mark Androvich

Outer space has long been a favorite setting for videogames. In fact, both the very first computer game and coin-operated videogame were called "Spacewar" and "Computer Space," respectively, and involved piloting a spaceship. And two of the first games for the Atari 2600, "Space War" and "Starship" were also science fiction themed games.

It wasn't until 1982, the year dozens of companies began to produce games for the 2600, that gamers had more chances to pilot starships through outer space. That year, three major outer space games were released: Atari's Star Raiders, Activision's Starmaster, and Imagic's Star Voyager. Each game features a first person perspective of the action, but the games vary greatly in terms of challenge and enjoyment. This month I thought I'd compare and contrast these "star" treks:

ATARI STAR RAIDERS

When this game was first released, it was more expensive than most. The reason: it came packaged with its own special controller-- the video touch pad. This controller looked similar to the keyboard controllers, with 12 buttons. Star Raiders came with an overlay helping gamers to identify the important keys, only 5 of which are used. No other games ever utilized the controller, just as no other game utilizes the driving controllers packaged with the INDY 500 or the button controller packaged with TRACK & FIELD. But that is another story.....

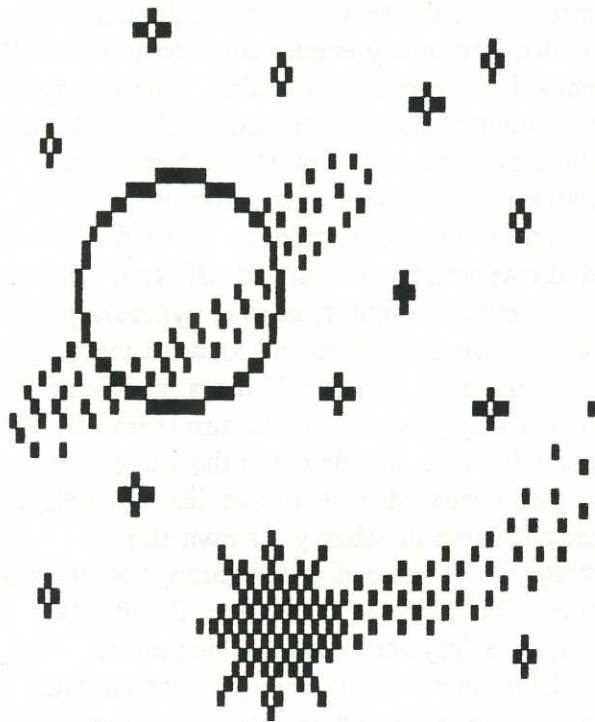
The object of Star Raiders is to destroy a group of Krylon warships before they destroy your

starbase or your star fighter. Sounds easy, right?

Actually, it is. The screen alternates between a galactic map and a fore view/control panel. The control panel shows you how much energy remains, how many enemy ships remain, and the enemy ship's location via radar. The galaxy map shows your position, your starbase's position, and the position of the enemy fighters. The joystick controls your ship movement, and the fire button launches torpedos. The video touch pad allows you to turn on and off your shields and targeting computer, engage hyperwarp, and switch between the map and forward view. The attack computer and shields use a lot of energy, which is why you are able to turn them off, but if you are hit with shields down the game is over. The game ends when you have destroyed all the enemy fighters or when your own ship is destroyed. At the end of the game, you are given a rank: Cook, Scout, Pilot, Ace, Eagle, Star, Nova, or a "mystery rank." The rank is calculated based on the level you are playing, how much energy remains, and how many times you needed to dock with your starbase.

I found Star Raiders to be tedious. I did enjoy the computer game upon which the 2600 version is based, but obviously the 2600 has limitations which prevented the designers from totally capturing the feel of the original game. The alien ships dance all over the screen, flickering heavily, making them difficult to hit at times. I also found it frustrating in that once you locate the enemy on the galactic map and hyperspace to the appropriate sector, often the enemy moves to the next sector while you are in the middle of hyperspace-- like a cosmic game of tag. I do like the fact that the game keeps track of damage your ship sustains when it is hit. Often you will have to limp back to the starbase for repairs before returning to engage the enemy. The video touch pad isn't a bad idea, but the same functions

could have been accessed via a second joystick or the console controls. My basic gripe about Star Raiders is that it is boring. On the easy levels it is very easy to kill all of the aliens, at which point your game ends. At higher levels it is almost impossible to last long enough to defeat the aliens (at which point your game would just end). I would have liked to see something more to this game.



ACTIVISION STARMASTER

The object of this game is the same as Star Raiders-- to destroy enemy fighters while protecting starbases (in this game you have more than one). Movement of your starship is controlled by the joystick, and the red button fires your laser cannons. The screen once again alternates between a galactic chart and a forward view. The chart can be accessed either by the black/white switch or the difficulty switches. The game ends when all enemy starships are destroyed or your own starship is destroyed or runs out of energy. Once again, after the game ends you receive a ranking based on your score (which, in turn, is based on ships destroyed, starbases lost, number of times docking, and

length of time it takes to complete the game).

The ranks are: Ensign, Leader, Wing Commander, and Star Master.

Unlike Star Raiders, in Starmaster you do not have to deal with an attack computer or shields. You still need to be concerned with your energy count, which is seen at the bottom of the screen. Unlike Star Raiders, which automatically repairs and refuels your ship when you jump to the sector where your base is located, in Starmaster you have to actually dock with the base. The docking sequence is simple-- just steer into the base. Another nice feature of this game is the use of color to indicate hits and status. A red explosion means you hit an enemy ship, blue indicates you destroyed incoming fire, and yellow means that you have been hit. The computer panel display is colored green when the sector is empty, red when it contains enemies, and blue when it contains a base. Although you face only one type of enemy, it doesn't flicker and its movements are a little more realistic than in Star Raiders.

IMAGIC STAR VOYAGER

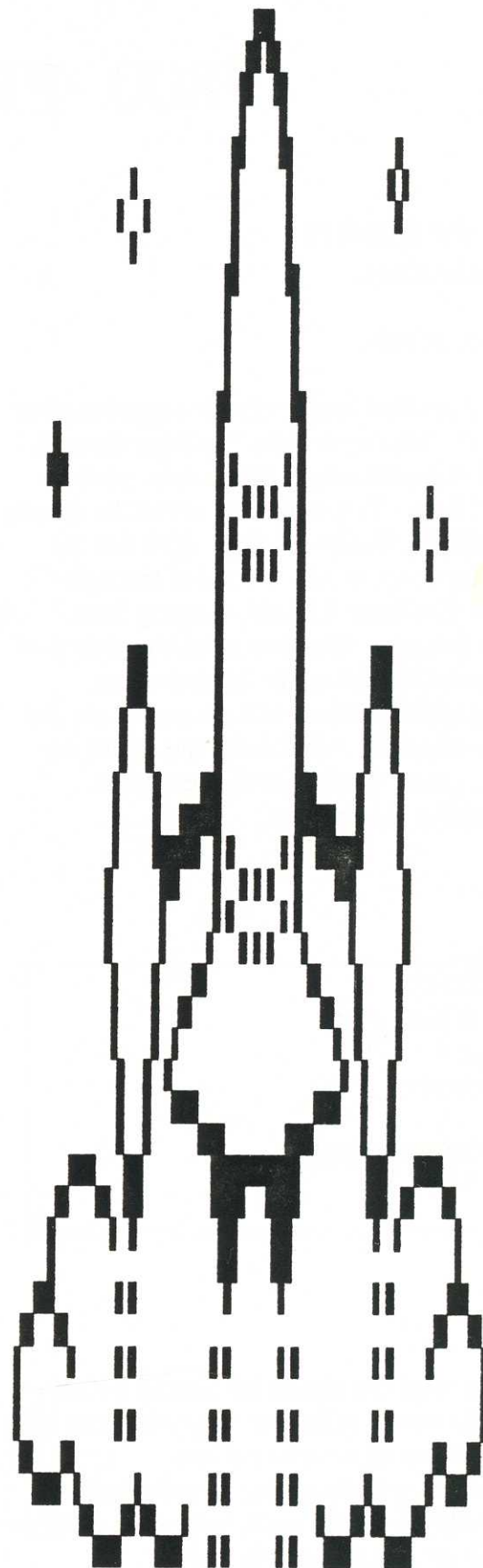
The object of this game is to destroy all enemies-- that's it. There are no starbases to defend, only a star portal to "fly through" in order to restore energy reserves. There is no galactic map or chart, only a viewscreen. At the bottom is an energy counter, a mini radar screen, and a counter of enemy hits. Again, the joystick controls the ship movement, and the red button fires. In this case, players can fire either lasers or photon torpedos (depending on the position of the right difficulty switch). The difference? Lasers are more accurate, but use up 10 energy units while torpedos use up only one. Since you begin the game only with 99 units, photon torpedos are recommended. The game ends when your ship is destroyed (when it runs out of energy). And, after the game is over, guess what? Yep, more rankings-- AWOL, 1-4 Chevrons, Lieutenant, Captain, Admiral.

An interesting option is a two player game where the second person controls the starships.

The manual mentions a Captain Starport which you are trying to save after penetrating seven star portals. I usually run out of energy or interest (or both) before ever getting through seven portals. However, I have done it before-- the game ends once the seventh portal is breached. So you never actually get to see any starport. One feature which both Star Raiders and Starmaster lack is the ability to speed up or slow down the action. In Star Voyager you can do this by using the difficulty switch. This makes up for the fact that, unlike Star Raiders or Star Master, you are unable to choose the level at which you begin the game.

These games don't seem to have withstood the test of time as well as some others. After playing a game like Solaris, which is in a similar vein but far more complex and enjoyable, these games seem unexciting. All of them have their strengths and weaknesses. Star Raiders has a variety of enemies and more controls (shields and computer), but with one starbase and one enemy squadron of ships the game is over far too quickly. Starmaster features more appealing battle scenes and allows you to dock with the starbase, but lacks significant challenge or interest. Star Voyager has an interesting two-player option, but no galactic chart or warp scenes. If you want to buy only one of these games, I guess I would pick Starmaster, which is in the middle between the other two in terms of gameplay. Star Raiders tries to be more complex, but fails to deliver enough action. Star Voyager tries to be simplistic, but achieves its goal at the cost of excitement.

RATING	GAME		
	GRAPHICS	SOUND	PLAY
Star Raiders (Atari)	***	***	**
Starmaster (Activision)	****	***	***
Star Voyager (Imagic)	***	**	**



7800 PROSYSTEM

MS. PACMAN

1986 Atari Corp.

By Mike Schiela

This is another arcade classic reproduced on the 7800. You move Ms. Pac-Man through several different mazes eating dots, power pill and fruit. You must also avoid the ghosts: Inky, Blinky, Pinky and Sue. You use the controller to move Ms. Pac-Man through the mazes. You have 8 levels, ranging from Teddy Bear to Banana. This is a good translation of the coin-op including the intermissions.

The graphics, sound, and gameplay are just like the original. Admittedly this is not my favorite game, but it is well done when compared to the coin-op.

RATING

Graphics ****

Sound ***

Gameplay ***

REVIEW SCORE

30,370

BALLBLAZER

1988 Atari Corp.

By Mike Schiela

Wow!! It's just one of the words I could use to describe this mega cool game. The object? Simple, use your space age Roto-Foil to get the Plasma-Orb through your opponents goal beams. You can choose the level of playing competency of you opponent (Droids 1 thru 9).

The graphics for this game are simple, but breath taking in their manipulation. Especially the way the grid (playing field) travels underneath you. This game has what most 7800 games are lacking...speed! Oh yeah! You use the controller to move your Roto-Foil and the button to shoot the ball and steal it. This is currently my favorite of all my 7800 games. If you don't have it, get it. Now!

RATING

Graphics ****

Sound ****

Gameplay ****

TIPS:

- > Wait until the ghosts are nearby before eating the power pills, that way you wont have to chase them all over to eat 'em.
- > This is a pattern game, so with practice you should be able to make your own patterns that will net you mammoth scores.

TIPS:

- > Make goals early in the game before the distance between goal beams shortens.
- > The farther the distance you shoot from the more points you get.

JOUST

1982 Williams Elec.

1988 Atari Corp.

By Mike Schiela

In this game you find yourself with a spear, riding on an alien ostrich "Jousting" other ostrich riders. This is an excellent reproduction of the coin-op. It seems the 7800's strong suit is to copy early to mid 1980's coin-ops.

You make your ostrich fly using the buttons, either of them, and make the ostrich move left or right using the controller. The object is to hit the other jousters at a slightly higher level than the one that they are flying on. This will turn them into an egg. You must catch this egg before it cracks and turns into an even tougher "Jouster." Your enemies are: Bounders, Hunters, Shadow Lords and Pterodactyls.

The game is played in waves. The waves are played as follows: Survival wave, Egg wave, Ptery wave, Team wave (2 players), and Gladiator wave. You also have 4 different difficulty levels.

The graphics and sound are adequate, but it's the gameplay that is outstanding. Overall, this is an excellent addition to anyone's 7800 collection.

RATING

Graphics ***

Sound ***

Gameplay ***

REVIEW SCORE:

470,200 (Intermediate)

TIPS:

- > Always hit Jousters from above. I find floating in one area and waiting for a Jouster to come by then I pounce on him from above.
- > Let the eggs crack and defeat the higher level Jousters for big points.
- > Defeating the "Dactyls" takes a lot of luck.

EGG HUNT UPDATE

TOWER TOPPLER

Atari 7800

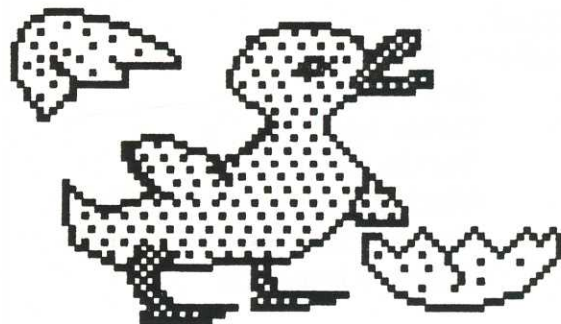
By Mark Androvich

In Tower Toppler, you can use the right difficulty switch to select which tower you start on. When the switch is in the "A" position, the game will cycle through all 8 of the castles one at a time. Move the switch back to "B" when you see the castle you want to start on. Not much of a secret, I know, but it isn't mentioned anywhere in the game manual. By the way for Tower Toppler fans there is a Nintendo version of this game called Castlean, or something like that.

VECTREX

By Scott Stilphen

You can take the high score on any game and carry it over to another! To do this, you first get a good score on an easy game. Then hold down the RESET button while changing carts. Release the button and voila! Your high score from the previous game is still in the machine. Pretty neat, huh? Of course this makes verifying anyone's score impossible, unless they actually tape themselves playing it!



COLECOVISION SKILL LEVEL

GAME OF THE MONTH

QUEST FOR QUINTANA ROO

1983 Sunrise Software Inc.

One Player

By Jeff Adkins

As Yucatan Sam, you get to search through the temple of the Mayan God "Quintana Roo," seeking treasure, while avoiding snakes, spiders, and mummies. It is another original cart from Sunrise that is refreshingly different from the other CV games. It is also one of the very few adventure type games that were released for play on the Colecovision.

The object of the game is to find the five map rocks, and the map vault. Then by placing the right rocks in the correct map rock holes, Sam can move on to the next level of play. The map rocks are different colors-- red, green, yellow, purple, and blue. They are scattered about the different temple rooms along with treasures and of course, enemies.

Sam can move in eight different directions with the joystick. All of the keypad numbers come into effect except 7,8,9, and 10. The following chart shows the various numbers and commands:

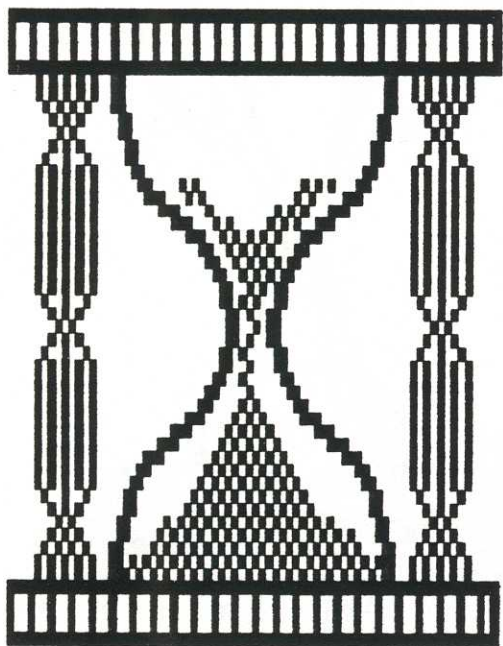
Keypad Number	Command
1	Shoot the gun.
2	Throw acid.
3	Use the chisel.
4	Check geiger counter reading.
5	Drop any tool, weapon or rock.
6	Pick up a map rock.

The "*" and "#" buttons pause the game on and off. The gun is used on the spiders and snakes. The acid can be used to open vault doors, and to destroy mummies. The chisel when held and scraped on the correct spot of a temple room wall, will also open a vault door. By using the geiger counter, Sam checks to see if a map rock is nearby, or in the temple room he is in while checking the reading. The reading is located on the bottom of the screen. A low reading means nothing close. A mid-range ticking means that a map rock is either above or below the room Sam is in. A high reading will show, if a map rock is in the same room as Sam. The geiger counter is extremely important while playing at Level 3. If you wish to drop a tool or weapon, keypad number "5" must be pushed. When a map rock is located, by pushing "6", Sam can pick it up.

There are three different screens during gameplay. During the first screen, Sam is shown outside the temple. Poisonous snakes move along the various levels of the temple. They move horizontally along and can also move up and down the sides of the temple. The sides of the temple have steps. By pushing diagonally up left or right, Sam can climb these steps in order to get to one of the five levels. After Sam has reached the desired level, he can enter the temple by pushing the left side button, if he is correctly on the portal level. Also during this screen, Sam must be careful when climbing the steps. Every so often the Moon God will send energy beams down the sides of the temple. These can knock Sam off, sending him back down to ground level. Sam can kneel down, or squat to avoid the beams by pushing the right side button. If Sam comes into contact with a snake he must find a magic herb in one of the temple rooms, in order to cure himself. He has one minute to do so after being bitten.

The second screen is the chute screen. This screen shows Sam sliding down a chute, either entering or exiting a temple room. With torch in hand Sam seeks out the map rocks.

The third screen is the temple room screen. On this screen, Sam can use his gun to shoot snakes or spiders, use acid to open the vault door or fry a mummy. By using the chisel here in the right spot, the vault door can be opened. The geiger counter can also be used on this screen. After the vault door to a temple room has been opened, either a treasure, a map rock, or acid will appear. Pick up the acid or treasure by pushing the right side button. Sam will squat to obtain either. The right side button also helps Sam exit from a temple room, if he is positioned in the doorway. In order to cure poison, the right side button allows him to pick up a magic herb. These are scattered about the temple.



When Sam is inside the temple he has a limited amount of oxygen due to the stale air. You have about a minute and a half to search through as many rooms as possible before Sam runs out of air. Both the timer for oxygen and the other indicating poison appear on the bottom left of the screen. If either one counts down to ten, a warning is sounded, and Sam moves very slowly.

Scoring is as follows:

- 100 pts Destroying any enemy.
- 100 pts Opening vault door.
- 1000 pts Treasure.
- 1000 pts Correct map rock into hole.
- 5000 pts Opening map vault door.

One extra Sam awarded for every 20 treasures.

The first thing Sam should do, is find the map vault room. It is usually located on the fourth or fifth level on either side of the temple. It is always the last temple room on any level. Some levels have more than one temple room. Level one has one room, Level two has two, etc.. Try to find all five map rocks, and bring them one by one to the map vault room before trying to insert any.

You will know when Sam has found the map vault room. A red cobra head in a yellow background appears after the vault door has been opened. There are also five holes for which each of the map rocks must be placed into. Pick up a map rock by pressing "6" and try to line up Sam's hand over the hole. If it is the correct rock, the hole will disappear. If it is not the rock will then be relocated in another part of the temple. After placing all five correctly, the map vault door will open giving you a code, and taking Sam to the next level.

There are three levels of difficulty. Level one is very easy to beat. The enemies move slowly and can be easily out maneuvered. As you progress in levels, the enemies can move faster, and more rooms are added inside the temple. During Level 2, the first temple room level has two rooms, the second three, and so on.

For every level Sam clears, a room is added up to Level three, which repeats after clearing it. Level three is a good challenge.

Strategy wise, (especially during Level three) the designer has placed (in the middle of the temple rooms) different stone slabs which can be used to avoid the snakes and spiders. On Level one, the doors can be opened with the chisel while avoiding enemies. But during Level three,

the enemies move very fast. The gun is a must on this level, as Sam will go through bullets in no time.

"Quest For Quintana Roo" is not up to par graphically for a CV game. The snakes and spiders look like they are out of an Atari 2600 game. Sam looks like Pitfall Harry's big brother, but the torch he carries is done well, and it never goes out! The stone backgrounds are okay. The clouds and the moon outside the temple are also pretty good.

As for sound, the gun, acid, picking up a treasure, or using a chisel all have their various sounds. The opening of the doors, and the energy beams of the Moon God are the best ones. A short medley plays when Sam collects 20 treasures or opens the map vault door.

For a Colecovision adventure game this is a must, since there are very few available. Gameplay can be fun and challenging, or frustrating and aggravating, depending on your taste. I enjoy it for its challenge and originality. Next month I will take another Sam. Sewer Sam by Interphase.

RATING

Graphics **
Sound **
Gameplay ***

REVIEW SCORE

193,400 Level 3

TIPS:

- > When searching the higher temple rooms during Level 3, try to open all the vault doors first. Then go back to collect treasures, etc. Sam only has a minute and a half of oxygen!
- > Try to remember locations of the magic herbs.
- > It is possible to make the enemies get stuck in the stone slabs.
- > Sam can be standing any where at the top of the screen in a temple room and throw acid to

open a vault door.

> Always keep a stash batch of acid somewhere.

> If you want to start on Level 2 or 3 try these codes:

Level 2: 1830

Level 3: 8817



INTELLIVISION

INTELLIVISION VID BITS

By Ralph W. Linne

Mattel Electronics was on a roll in the early 1980's as IntelliVision became the second best selling video game system. They knew their strength was in the sports games which adults and teenagers wanted but did not have anything for the younger age group. They released several games aimed at the under 10 age bracket, these were: Frog Bog, Kool-Aid Pitcher Man, Masters of the Universe: He-Man, Shark! Shark!, Sharp Shot, and Triple Action. This was not enough to encourage parents to buy IntelliVision for their young children to play. Atari with a lower price, games for the younger age set, and an easy version of some of their arcade games for kids controlled this segment of the market place.

In this group of video games was the first group of multi-game cartridges. A multi-game is where several different video games are included in the same video cartridge. Mattel hoped to use this to show that you could get more for your money by buying their games. This will work only if the quality of the game is good and not a case where several low-quality games are packaged in one cartridge. The multi-game cartridges were Sharp Shot and Triple Action. Mattel Electronics and INTV Corp. released other multi-game cartridges, these were Learning Fun Album #1, Learning Fun Album #2, Math Fun, Mr. Basic Meets Bit-N-Bytes, Triple Challenge, and Word Fun.

TRIPLE ACTION

Mattel Electronics #3760

Mattel Electronics released in 1981, a different type of game cartridge for IntelliVision in Triple Action. This was an attempt to fill a void in their growing library of games. These games were original designs for IntelliVision, but they also were like games already released for the other games systems. The graphics do not set any high-water marks for innovation or quality.

Triple Action is three basic games in one cartridge, you have your choice of either: Battle Tanks, Car Racing, or Biplanes. These games are all either one player or two player and each game has at least two play options with Battle Tanks having four options. Each game will be reviewed separately with its own rating and tips.

BATTLE TANKS

The object of this game is to score 15 hits on your opponent's tanks before he scores 15 hits on you. This is done by maneuvering your tank into position to fire on your opponent while moving out of his shots at the same time. When you start the game you will have to choose one of these options: (1) Long-range bouncing shells, (2) Short-range bouncing shells, (3) long-range non-bouncing shells, or (4) Short-range non-bouncing shells. Each option will require a you to develop a different battle strategy. On the screen is six different walls which you can hide behind. Also there are trees, but they don't provide you any protection.

In summary the game is a good two player shoot-them-up which shows you what the Atari version would look like done on the IntelliVision.

RATING

Graphics **
 Sound *
 Gameplay ***

TIPS:

- > When playing option 1 or 2, the shells bounce and if they hit you then your tank is destroyed.
- > In option 1 or 2 use the wall to bounce your shots around the corners to hit the other tank.
- > Remember only three shells per tank can be on the screen at one time, so you have a wide open shot if your opponent has three shots on the screen.

CAR RACING

The object of this game is to drive 100 miles in the fastest time while trying not to hit the other cars on the road. There is two sets of lanes, one for you and one for your opponent. Each player drives as fast as they can in either "Normal" or "Heavy" traffic while trying to complete the 100 miles before the other one does. Again this is an Atari game with improved graphics. This one gets boring after you figure out the pattern of the cars.

RATING

Graphics **
 Sound *
 Gameplay *

TIPS:

- > Remember you can use your brake to slow down, this is better than hitting another car.
- > You have two lanes, so use both of them.

BIPLANES

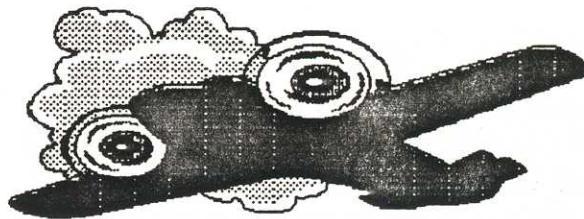
The object of the game is to score 15 hits on either your opponents plane or the ascending while not crashing your own plane. This is a good two player game, the best one of the three in the game cartridge.

You have two options to choose from: either

short-range bullets or long-range bullets. I prefer the shot-range bullets since this makes the game more like a real dogfight.

RATING

Graphics **
 Sound *
 Gameplay **

**TIPS:**

- > Do not climb too fast or you will stall and crash.
- > Use the clouds to lose your opponent during a dogfight.

In summary this is an early Atari game cartridge done on the IntelliVision with three different games. If you like them it is worth the money, but it is nothing great.

SHARP SHOT

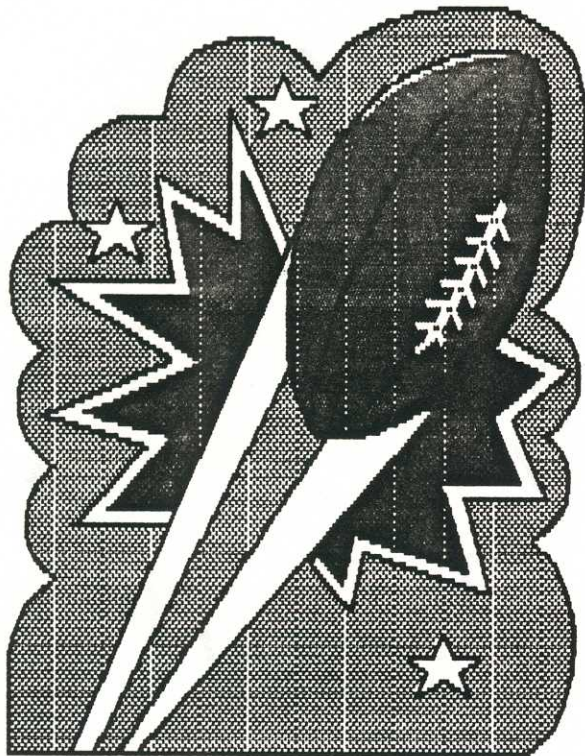
Mattel Electronics #5638

Mattel Electronics released one of the worst if not the worst game ever with Sharp Shot. This cartridge has a lot of promise but does not deliver. In fact this should have been released as a demo cartridge or given away free as promotion for the game system, but never sold as a "real" game cartridge. This is what helped to bring Mattel Electronics to its knees before going out of business!

The game cartridge is a multi-game cartridge with the following: Touchdown Passing, Space Gunner, Submarine, and Maze Shoot. A real short review will be done of each one.

TOUCHDOWN PASSING

This game is a one or two player game. This is just a practice passing game. All you do is touch the disc your two receivers go down into the end zone and then you pass the football to them. If they catch it you get 7 points, nothing happens if you miss or you are intercepted, then it is the other player's turn. You have 60 seconds to play this game and then it is over. High score wins.



SPACE GUNNER

This game is for either one or two players. This is a practice shooting game. All you do is shoot at the Space Ships as they fly into your gun sight. Oh, your gun sight stays in one location and cannot be moved and you have only 60 seconds to play. High score wins.

SUBMARINE

This game is one or two players with you taking turns. Your submarine is located in one

spot in the water and as a ship approaches you shoot up to three torpedoes at one time at it and if you sink it you get one point. Game goes on for 60 seconds. High score wins.

MAZE SHOOT

This game is one or two players at the same time. This is the best one in the group. You are in a maze of tunnels with a treasure that you are protecting. Monsters appear and try to get the treasure and take it to the pyramid at the top of the screen. You must shoot the monster before he gets to the treasure or the pyramid. You get one point for each monster killed, but lose a point when the monster gets to the pyramid with the treasure. You shoot your arrows from the bottom of the screen and they bound around the corners of the maze. This is a fun game until you find out the game play is only 60 seconds!!! There is no way to increase the play time. High score wins.

In summary, if you could control the amount of time for each game, a simple programming statement, the game cartridge has some worth but to get only 60 seconds to play each game is a joke. I feel that this was first meant to be a demo cartridge but some dumb executive tried to make money off it. The buyer got taken at \$30 for this and helped turned him or her to buying games made by some other company than Mattel Electronics. Do not buy this unless you want it only to complete your collection or if you can find it for a dollar or less.

RATING

Graphics	*
Sound	*
Gameplay	

THE VECTREX VECTOR

COSMIC CHASM

1982 By GCE

By Scott Stilphen

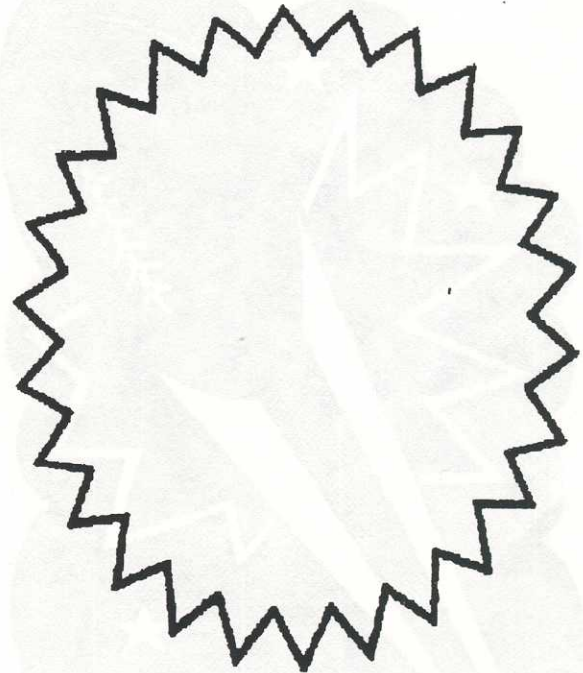
CONTROLS:

Joystick - Rotate ship/plant bomb
Button 1 - Activate drill
Button 2 - Shield
Button 3 - Thrust
Button 4 - Fire

This game is sort of a cross between 2 old Atari games: Gravitar and Caverns of Mars. The premise is to burrow deep inside an alien planet to its core, plant a bomb, and escape before it explodes. Cinematronics also had a color vector-graphic game called Cosmic Chasm, but I don't know if this is the same game. The manual doesn't acknowledge any copyrights on the title, so the arcade version may have been based on this.

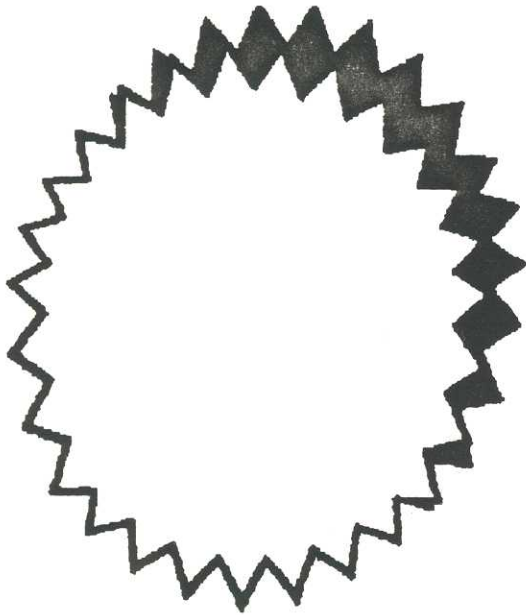
You begin the game with 5 (and only 5) ships for the entire game. Each planet (or mission) has 16 chambers/caverns linked together. In the middle is the center chamber which contains the planet's power structure. Each chamber contains eight Planet Protectors which try to collide with you. With each new chamber and mission, they increase in speed. Every chamber, except the center one, is booby-trapped with a circle that keeps increasing in size, eventually crushing everything inside and making travel through it impossible. The rate at which it "grows" also increases with each new mission. If you forget which cavern is blocked during a game, hold the shields down when entering. If the circle is completely expanded, it will bounce you back to the previous cavern. (Note- this strategy only works if you are in front of an unprotected opening.) You have unlimited use

of the ships functions: however, once the bomb is planted your shields will not function. Certain combinations of your ship's functions can be used at the same time.



The layout of the chambers is always the same for every mission- the only thing that changes is how they are inter-connected. A bright dot shows the location of your ship. Each cavern has 1-6 openings which lead to other caverns. A force field protects each opening. By carefully and slowly moving while drilling through the force field, it will collapse and you can pass through. Upon reaching the power structure, get close to it and pull back. This activates a bomb. After the bomb is set, you have 15 seconds to escape the planet by exiting from one of the outer chamber traps. A clock appears in the lower right corner when the bomb is activated. You only have time to reach up to 4 chambers in

making your escape, so move fast!



(when hit) explode in a quick starburst, which is a nice touch, but your own ship's explosion is not as good. The sound effects are right-on, especially the drill and shield effects. The only complaint I have is with the overlay. It obscures the view of the 15 second countdown. Overall, the game has a real arcade-like "feel" to it. One excellent game- I highly recommend it!



The hardest thing is clearing a chamber of Planet Protectors. Your shields will protect you from everything, even the chamber traps. But you can get pinned on the side of a chamber when the trap completely expands. Sometimes a Planet Protector will get "hung-up" on your shield, but by thrusting a little it will usually break free. You can also abort any mission by exiting the planet before the bomb is set, but it will cost you 1 ship. The manual forgot to mention this little fact! The dual lasers your ship fires can be a curse rather than a blessing because a Protector can slip between both lasers and still destroy you. Remember the center chamber doesn't contain a trap, so if you need to pause the game you leave it here (just clear the chamber of Protectors first!)

Cosmic Chasm is a quality, original game. It's also quite challenging since you are only given 5 ships. If you fail to exit the planet in time you'll get an "explosion" sound and a screen full of blinking dots. The graphics are very well-done, right down to the scrolling force fields and rotating shield. The Planet Protectors



T H E S C O R E B O A R D

ATARI 2600

GAME	SCORE	PLAYER	DATE
DRAGSTER	5.74 Secs.	J. ADKINS	12-23-91
E.T.	1,492,000	"	12-04-90
FROSTBITE	186,980	"	2-09-86
GHOSTBUSTERS	170,000	"	4-11-92
JOURNEY ESCAPE	\$1,134,101	"	3-29-91
PITFALL	114,000	S. STILPHEN	3-??-92

VECTREX

GAME	SCORE	PLAYER	DATE
COSMIC CHASM	58,345	S. STILPHEN	
MINE STORM	(*)999,999	K. STONE	
SCRAMBLE	75,450	S. STILPHEN	
SPIKE	13,500	"	
STAR TREK	113,900	"	

* FIELD 89

MISSION CONTROL

MISSION CONTROL

By Jeff Adkins

Sure, many of you vid-heads out there collect games for your various systems. But how many of you collect controllers and other add-ons? In this new section, I'd like to share my views on just how good or bad some of these joysticks, trackballs, etc. actually performed. Like some of the harder to find cartridges, some of these controllers will also be worth some bucks. That is, if you can find any that still work decent. So let's begin with probably the best joystick ever made, Atari's 2600 joystick that comes with the system.

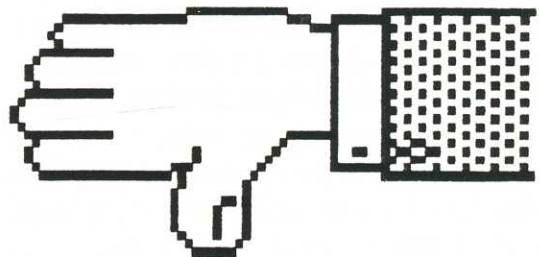
ATARI 2600

Yes folks, that's right. In my opinion the Atari joystick is the best, for three major reasons. The first is price. For usually five dollars new, this is by far the best bargain for any die-hard 2600 player. It also makes a difference for CV players. The second reason is play control. The Atari joystick is very good at response in most games such as: Adventure, RS Football, and Dodge'Em. But does not respond very well in Trac-ball arcade games such as: Centipede, Defender, and Missile Command. But of course, good players overcome this, and make adjustments to play these games well. The third and final reason, durability. For its price, no other joystick ever made for any video game system, past or present, can even come close to the durability of the 2600 joystick. Of course sometimes you might get one that does not last as long as the previous one, but overall, the Atari 2600 joystick lasts for many, many, many hours of gameplay. Would you want to spend \$10 to

\$20 on a joystick and then pound on it while playing Decathlon, or Track & Field? The 2600 joystick is an excellent choice for these two games!

POINT MASTER 2600

This has to be one of the worst joysticks ever made. On the plus side, it has a longer cord than most joysticks and a fire button at the top of the long handle. It is very light, and also very prone to snap in two! I should know, I must have broken at least two pairs while vigorously playing RS Football. The manufacturer, Discwasher tried to remedy some of these problems with the Point Master Pro. The Pro version featured four suction cups so it could be secured to a table top of some kind. It also has a rapid fire button for constant fire. But other than that it is the same joystick. The Point Master retailed for \$16.00 and the Pro was priced around \$25.00 when they were first released about 9 years ago. Pretty expensive for a lousy joystick. Response is pretty good, but if you want a joystick that lasts, steer clear of either of these.



CHAMP ADAPTOR NO. 1

Colecovision

If you are frustrated with your regular Coleco controller, then by finding this unique adaptor from Championship Electronics your frustration might end. Of course finding one is another story. This device turns any 9-pin Atari compatible joystick into a Coleco joystick. It is definitely a CV players dream! It is 4 inches long, and about 2.5 inches wide and an inch deep. It has a built in keypad and all the regular CV overlays also fit it. It plugs into the CV controller port, the compatible joystick plugs into it, and presto! You're on your way to higher scores. But games that require dual button commands will not work with this device. It is a must have for any CV collector. When it was released in the fall of 1983, it retailed for about \$15.00. If you can find one, put that CV controller aside before your sledgehammer happens to fall on it!

REMOTE CONTROL STICKS

Atari 2600

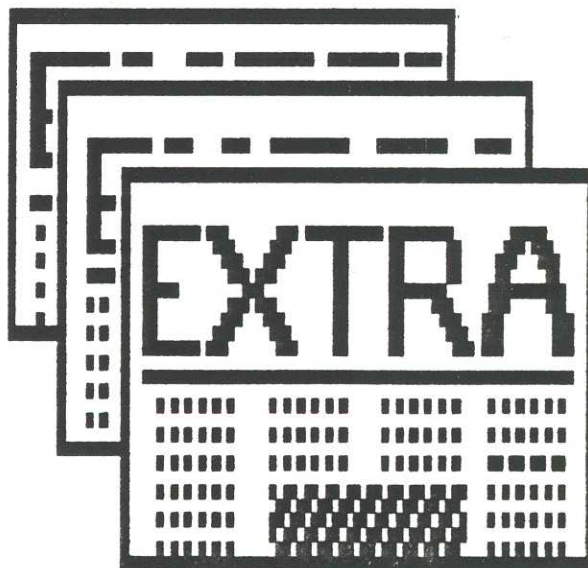
At the start of the 1980's this type of controller was just a dream to video game players. Then in early 1983, Cynex Corp. released the first RC joysticks, called the Gamemate RC joysticks. But at a price of \$90.00 a pair, who could afford a pair of joysticks that almost cost as much as the system? On the plus side there are no cords to worry about, and you can relax in your favorite chair, or sofa for some gameplay. A downfall is the thickness of the base, which measure 3 inches. Definitely not for players with small hands! If you get sore, cramped hands from a standard Atari joystick, then these will only worsen your woes.

The RC hook-up is pretty simple. The signal receiving box has two cables with 9-pin ends for the right and left controller. It also has a 9-volt adaptor that plugs into the VCS power jack. The VCS power adaptor in turn plugs into the power input jack on the back of

box. Plug in the left-right controller ends to the VCS control ports and you can kick back and relax. The receiving box should be placed on top of, or near the VCS for best results. The joysticks also each require a 9-volt battery. The joysticks send a signal which the box picks up to relay to the VCS.

Atari had planned to release RC joysticks in early 1982. But due to slow response time of the RC system, the release was shelved. Supposedly, there was a paddle function also being built into their first efforts. Then during 1983 Atari finally did come forth with the release of their RC system. It is pretty much the same as Cynex's Gamemate RC joysticks. As a matter of fact, the Atari RC controls were manufactured by Cynex. If you have the Atari RC system, look on the bottom of the receiving box. It has an Atari Inc. label, plus a Cynex Mfg. label on the bottom. Maybe Atari bought out Cynex.

Overall, RC joysticks are a great addition to a controller collection. But they can really cramp your hands in a hurry!



These are but a few of the many accessories and controllers. In a future issue, I'll take a look at some from Wico, the Super Action controllers, and others.

CLASSIFIEDS

FOR SALE: Still over 120 various 2600 carts including: HERO, Enduro, Stellar Track, Tac-Scan, Pooyan, and many others. CV, INTV, and 5200 games also. Various mags, and instr. books too. Write to: J. Adkins, 11 Windsor, Attica NY 14011, or call for current stocked games (716) 591-1519.

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.

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.

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, Spyhunter and Montezuma's Revenge for Coleco. Also Intv games. Peter Pequetua III, 42 W. Noblestown, Carnegie PA 15106. (412) 269-4562.

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

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

BUY & SELL: Apple-II Manuals, Software Originals, Computer & Video Game Mags. 2600, 5200, 7800, 65-XE, CV, INTV, Commodore, IBM & more. D&D, Si-Fi, Adventure & Fantasy Accessories. Unusual & hard to find items. Quality at affordable prices. Send \$1.00 for your bargain catalog today! Frank Polosky, PO Box 9542, Pgh. PA 15223.

WANTED: Quadrun, Texas Chainsaw, Halloween, Crazy Climber, Custers Revenge, Bachelor Party, Chuck Wagon, and other 2600 games. Also CV and Telstar games. Ray Wilmott, 10 South Rhoda St., Spotswood NJ 08884.

AND FINALLY...

The picture of the Classic System Museum in our March Issue was drawn by Mark Androvich. Excellent work Mark!

Anyone out there a Taz (2600) pro? Myself and Scott (The Silent One) are currently trying to find out what the secret dessert is that appears after completing all three waves.

According to my Atari source, there are initials to found in some of the newer Atari releases such as: Roadrunner, Crossbow, and others. While I cannot disclose a name, he did work at Atari during the late 1980's. Look for an interview possibly in a future issue.

In a recent conversation with the game collector extraordinaire, Al Backiel, Al said he was able to get the initials S. B. (Steven Baker) to appear while playing the half-pipe section of California Games. I have been trying but so far no luck, maybe on the Romscammer?

NEW SUBSCRIPTION RATE

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1 ISSUE 1.75

Still a bargain for an informative source to most classic systems!

The next issue will be a special Summer Edition, May-June combined. So we wont have to do another one until July!

Remember even Atari has stopped supporting us, we will still support ourselves! Happy gaming!

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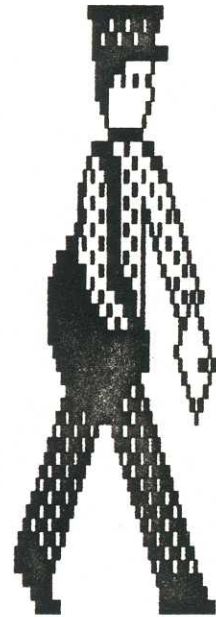
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