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CLASSIC SYSTEMS & GAMES MONTHLY

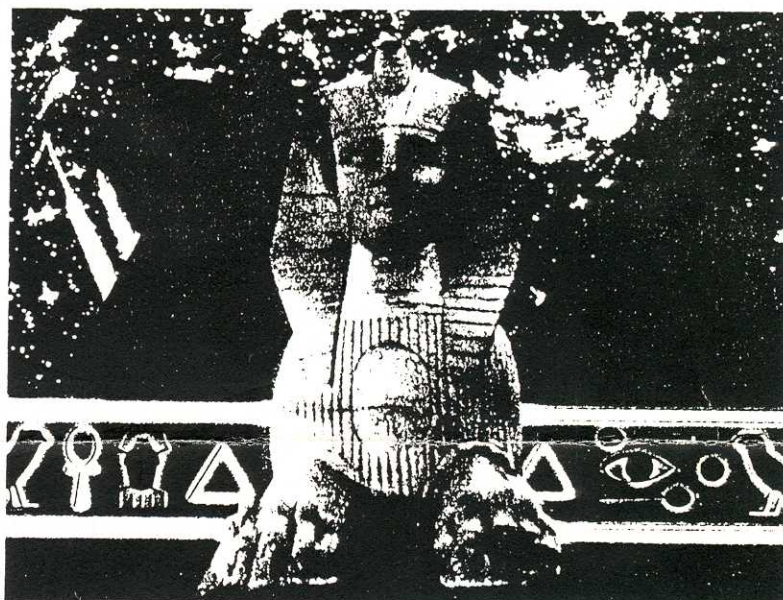
Vol. 1 No. 8

JULY 1992

GAME OF THE MONTH:

IMAGIC

RIDDLE OF THE SPHINX



GAME REVIEWS

2600:

Riddle of the Sphinx
Taz

5200:

The Dreadnaught
Factor

7800:

One on One
Xevious

COLECOVISION:

Tapper

INTELLIVISION:

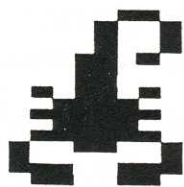
Arcade Games

ODYSSEY:

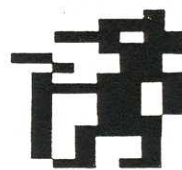
Cartridge List



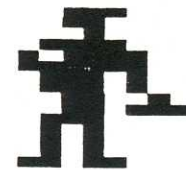
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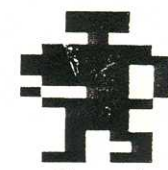
Scorpions



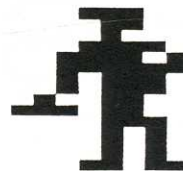
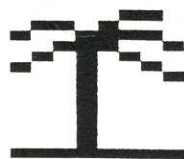
the evil
god
Anubis



Thieves



Nomad
Traders



Prince



CAN YOU SOLVE THE SPHINX'S RIDDLE
AND LIFT THE CURSE OFF EGYPT?

CLASSIC SYSTEMS & GAMES MONTHLY

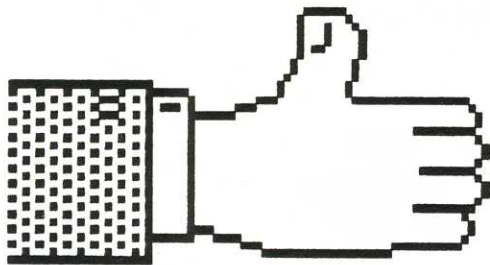
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FROM OUR EDITOR

The survey results are in and the most popular system among our readers is the Atari 7800 Pro System. But the 2600 and the Intellivision systems were close behind. It just goes to show the variety among our fellow vid-heads. So without further ado, check out the game of the month: Riddle of the Sphinx and it's solution along with our usual coverage of the classic systems in this issue. As always any opinions, questions, or just plain old video game gossip is welcome. Enjoy the issue!

Jeff Adkins
Editor



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TOPIC 2600

GAME OF THE MONTH

RIDDLE OF THE SPHINX

1982 Imagic · Designed by Bob Smith
One Player / Joystick

By Jeff Adkins

A curse has been put on the Land of the Pharaoh. In order to rid Egypt of the curse, the Son of Pharaoh must traverse across the hot, arid, desert sands collecting treasures, and offering them at temples in order to be allowed passage to his final destination, the Temple of Ra. This must be accomplished by avoiding enemies such as thieves, scorpions, and the God Anubis, and his worst enemy, thirst. If you enjoy searching for items and solving puzzles, this is a good adventure game for the 2600 from Imagic.

The Prince's only weapon which he confronts the enemies with is a sling and rocks. As he journeys along the vast desert, the Prince becomes thirsty. If he goes too long without water, he will move slower and his rocks won't fly as far to defeat enemies. By finding oases that are scattered about the land, he can quench his thirst. There are six oases that help the Prince in his quest. The screen scrolls vertically as he moves. The Prince must be below an oasis and centered in order to restore his energy. A bell sounds signifying that he has done so.

While the Son of Pharaoh must contend with the thieves, and other enemies, there are also nomad traders with whom he can try and make a deal or barter with in order to obtain treasures, tools, or other important items. But he must also be careful of certain nomads that steal. By touching nomads as they move downward through the desert, the prince can either acquire a treasure or some other item, or he can get ripped off.

As the Prince travels upward towards the

various temples (he can also backtrack and move down) he will be confronted by thieves and scorpions. The thieves can also sling rocks. If he comes into contact with them, or is hit by a rock, he can be wounded. This will slow him down. The scorpions must also be avoided. The God Anubis can inflict the most serious wounds. The following chart shows the different wound levels for each enemy.

Robbed by a thief	1 wound
Hit by a rock (Difficulty B)	1 wound
Hit by a rock (Difficulty A)	2 wounds
Touch a scorpion	2 wounds
Touch Anubis	3 wounds

If the Prince receives too many wounds he will die. Some of the items and treasures can either protect him from being wounded or help cure him. The Goddess Isis appears randomly and if touched will cure his wounds and give him an item or treasure.

The Black/White switch along with the Difficulty switches can help you keep track of his wounds, thirst level, and other important info. This adds a nice touch to the game. The following chart shows the function for each.

Difficulty A	- Fast moving enemies
Difficulty B	- Slow moving enemies
B/W	- Thirst level on left - Wound level on right
Color & Right Difficulty A	- Shows how much time has passed during play.
Color & Right Difficulty B	- Shows Prince's inner strength points (score).

The Prince receives inner strength points by hitting thieves with rocks, acquiring treasures, offering treasures at temples, and also points for them upon reaching the Temple of Ra. But he can also lose inner strength points by coming into contact with enemies, or hitting Anubis, Isis, or nomads with his rocks.

Contact with Anubis	-20 points
Hit thief with rock	+60 points
Hit scorpion with rock	+60 points
Contact with scorpion	-20 points
Hit nomad with rock	-80 points
Hit Isis or Anubis with rock	-77 points

Two joysticks are used during gameplay, so you might want to have a friend help you on your quest. The left joystick moves the Prince. The right joystick can be used to move the black box onto the desired object or treasure that the Prince has acquired in his inventory that appears under the score on the bottom of the screen. The fire button on the left joystick is used to throw rocks. By pulling down on the right joystick, and pushing the fire button, you can drop an item from the inventory.

The Prince will come across the various objects and treasures by dealing with the nomads, receiving them from Isis, or by using the spade (shovel). Most play an important role in solving the game. Lets take a look at each and their specific function.

Shield - This will protect him from rocks thrown by thieves. But after so many hits, it disappears.

Staff - This is a very important item. Try not to have it stolen.

Jug - If the Prince is thirsty, select it in the inventory, press the fire button on the right joystick and his thirst will be quenched.

Tannis Leaf - By using this item his wounds will be healed. Once again select it and hit the fire button.

Spade - This is a very useful tool. The spade can be used to search for items or treasures by digging with it. To use it, select it in the inventory with the right

joystick, then push and hold the button. The Prince can move around while digging with it. Sometimes you can find an item quickly, but most of the time (especially if you have a lot of items already in the inventory) he will have to go a long way in order to find something. When he does find an item or treasure the spade disappears and is replaced with an item. It also should be noted that the jug and tannis leaf disappear from the inventory after use.

Treasures and Artifacts

Disk of Ra - This also heals wounds when used.

Goblet - If the Prince becomes very thirsty, use the goblet to quench his thirst.

Necklace - Protects the Prince from rocks and scorpions.

Scepter - This is an extremely useful treasure. When you use this, the Prince can move very fast and is invincible to rocks, scorpions and thirst.

All of the preceding treasures can be used an infinite number of times. But they can also be stolen. The following items can be found and help in solving the Riddle of the Sphinx.

Scroll
Crown
Ankh
Keys
Tablets

Depending on which game you select for play (there are three), the Prince must make offerings at the three Temples Isis, Anubis, and Ra. Also correct offerings must be made at the Phoenix, Sphinx, and Pyramids in order to be allowed passage past these sacred places. For each correct offering he receives 500 points. If it is an incorrect offering you lose 20 inner strength points.

Now that we have traveled this far into this vast land of Egypt, how about the solution to Game Three: The Supreme Challenge. But if you are a true heir to the throne do not read on, but if you need help take a peek.

GAME 3 Solution

In order to reach the Temple of Ra, two correct offerings must be made at the Temples of Isis, Anubis, and at the Phoenix. One offering is needed to get past the Pyramids, Sphinx and at the Temple of Ra to complete the game.

Phoenix - In order to get by the Phoenix, offer the tannis leaf. Also offer the scroll. By offering both the Prince will receive a key.

First Pyramid - After receiving the key move back down to the first pyramid. Use the key here to receive one of the three tablets.

Temple of Isis - Use the jug to gain passage. By offering the crown too the Prince receives another key.

Second Pyramid - Use the key that you received at the Temple of Isis to get the second tablet.

Temple of Anubis - The shield is the required offering to make it past the temple. Offer the ankh also to obtain the third key.

Third Pyramid - Once again, offer the key and the Prince will receive the third tablet.

Sphinx - The correct offering to use is one of the three tablets. Which one you ask? Well that's why it is important to have all three tablets. Its a different one every game.

Temple of Ra - The Prince's final destination. Remember the staff I told you to hang onto. Well that's the offering needed here to finish the game. If you have any of the following treasures when the Prince reaches the Temple of Ra, you receive 700 inner strength points. Anything not listed remains in the inventory and no points are awarded.

Staff	Goblet
Crown	Ankh
Tablets	Scepter
Necklace	Disk of Ra

SUMMARY

Graphics - Compared to some of the other Imagic games, Riddle of the Sphinx is not very colorful. A white background, green palm trees, blue oases, camels, and obelisks make up the Land of the Pharaoh. The temples, Phoenix, and other sacred places are decent for a 2600 game. The enemies, nomads and the Prince are about average.

Sound - Very few sounds in this cart. The bell at the oasis and rocks hitting the enemies or the Prince are about it.

Gameplay - What this game lacks in graphics and sound it certainly makes up for it in gameplay. It is like a role playing and adventure game rolled into one, very few of which were released for play on the VCS. But once you figure it out, there is not much replay value. If you haven't tried it and like adventure type games, go for it.

RATING

Graphics	**
Sound	*
Gameplay	***

Review Score:

Game 3 8843 (Score) 5:07 (Time)

TIPS:

- > If you go down to the first oasis at the start of the game take a drink. You will be awarded the staff.
- > When Isis appears always try to touch her to heal the Prince and receive an item or treasure.
- > Once the prince gets the scepter use it to look for other items. With it he is invincible!
- > Move along the sides of the screen when going up or down to avoid enemies.
- > After receiving an item from a nomad, move down a little and try to barter with him again. Sometimes he will give you another item.
- > Be sure to get all three tablets. The correct one to offer the Sphinx is different every game.

TAZ

Atari 1983

One or Two Players/Joysticks

By Jeff Adkins

Feel like going on a feeding frenzy? Had it up to here with diets? In Taz you can do just that and not even have to worry about indigestion or Pepto Bismol. The object of the game is to simply eat and eat and eat wave after wave of hamburgers, popsicles, and other high calorie delights while avoiding dynamite sticks.

The game consists of three meals. Every meal is made up of eight courses. Fifty types of one course must be consumed before you can move on to the next course and so on. After completing eight courses (one meal), the food is repeated in the same order for the next meal.

The different goodies and their point value are as follows:

Hamburger	50 points
Root Beer	100 points
Ice Cream Cone	200 points
Fudgesicle	300 points
Apple Core	400 points
Turnip	500 points
Tomato	500 points
Sundae	500 points
Special Surprise ???	500 points

You begin the game with three lives. Extra lives can be earned by scoring the following:

10,000 pts	80,000
30,000	110,000
50,000	150,000
(every 40,000 after scoring 150,000)	

While the screen will only show 4 lives, players can have up to eight in reserve. Upon finishing the fudgesicle course during the first meal, the game will stop for a moment, then "crazed wave" is displayed on the screen in letters. This is a warning to get ready for a fast paced all out munchie attack.

The playfield is divided up into eight horizontal rows. The food and dynamite move along these sections from side to side. Taz can be moved up and down vertically and he can also be moved

side to side like the food. The fire button is simply used to start a game.

The game starts out at a very slow pace, letting you get the feel of it early. But once the crazed wave begins, the tasty treats and dynamite move at a hurried pace. If at any time Taz comes into contact with a stick of dynamite, you lose a life.

Taz is an extremely challenging game. The only complaint I have with it is that you can't start at the crazed wave right from the get-go. You must begin on the slow level every game.

SUMMARY

Graphics - The title screen is very well done for a 2600 game, but it has nothing to do with playing the game. The hamburgers, and other goodies are done well. Taz looks like a tornado spinning around as in the cartoon, gobbling up the treats as they move along the screen. The programmer did an excellent job with Taz.

Sound - Taz is not much in the sound department. Eating the treats, the bang when eating a stick of TNT and the start of the crazed wave are about it. Perhaps the drooling, groaning sound (like in the cartoon) or even a burp, could have been put in during gameplay.

Gameplay - As I already stated this is a tough game! After the crazed wave things move very fast. Certain treats like the tomatoes being the same color as the TNT, makes it hard to distinguish between them at high speeds. The frantic pace can drive you crazy. It is a cart that will take some time to master. I enjoy it for its challenge and I'm still trying to find out what the special dessert is after finishing all three waves. Definitely not for amateurs.

RATING

Graphics	***
Sound	*
Gameplay	***

TIPS:

> I usually cut the playingfield in half. By playing the top four rows or bottom four you can achieve higher scores.

> Play up or down the middle of the screen in order to avoid the dynamite sticks.

5200 FILE

THE DREADNAUGHT FACTOR

Activision Original Version 1983

By Tom Loughry

5200 Version 1984

By Eric Nickel

One Player

By Jeff Adkins

As in most space games the main objective is to destroy enemies while trying to save out planet, or some other important celestial body. In Dreadnaught Factor by Activision, a stargate must be saved from an onslaught of huge dreadnaughts, spaceships which can lay waste to planets, starfleets, even entire solar systems.

The game begins with the launch of the Novaray Hyperfighter from the ground zero stargate. Any side button on the 5200 controller launches the hyperfighter into space. By pushing the joystick forward, the ship gains speed. Pulling back slows it down. There are seven levels of difficulty, these are:

Level		Dreadnaughts
1	Basic	1
2	Novice	1
3	Intermediate	2
4	Challenge	5
5	Advanced	10
6	Expert	15
7	YGTBK (*)	100

(*) You've got to be kidding!

As the game progresses in levels, enemy fire increases. On any level, would-be-pilots begin with 10 fighters. For every dreadnaught destroyed (levels 1-4), 2 extra fighters can

be earned. On levels 5-7, 4 extra hyperfighters can be earned for each dreadnaught that is eliminated.

The fighter is equipped with two types of weapons. The top two side buttons drop strontium bombs on certain targets. The bottom two fire laser bolts in order to destroy others.

Strontium bombs eliminate these targets on the dreadnaught:

Energy Vents	20 pts. each
Engines	25 pts. each
Missile Silos	50 pts. each

Laser bolts will wipe out these dreadnaught weapons:

Small Cannon	1 pt.
Large Cannon	5
Drone Launcher	5
Tower	5
Queen Launcher	10
Bridge	10

Determining what to destroy plays an important strategy while playing the game. By bombing the dreadnaughts engines, the fighter can slow it down. Shooting the bridges, cuts the dreadnaught's firepower in half. The dreadnaughts must be destroyed, or all missile silos eliminated before it reaches the stargate. Each dreadnaught is 90 parsecs (distance) away from the stargate. After every pass that the fighter makes beyond the dreadnaught, it will get closer (slowly or quickly) depending on game level. The distance in parsecs for each dreadnaught is shown on the top right on the screen.

The different shapes of the dreadnaughts help make the game more interesting. Certain ones seem easier than others. This is one of

the things I liked about the game. The challenge of getting to the next dreadnaught had me playing for quite a while. The overhead perspective of flying over the dreadnaughts reminded me of Raid On Bungeling Bay.

SUMMARY

Graphics - There isn't much color or special detail, but the size of each dreadnaught (most of which take up several screens), and the smooth scrolling as the hyperfighter flies over are excellent.

Sound - Basic explosions, gun fire, lasers, etc. It is nice to watch the explosion of each dreadnaught as it disintegrates.

Gameplay - If you want a challenge then this cart is for you. Level seven is tough! While I usually don't play many space games, I was hooked on Dreadnaught Factor. As with any challenging game, trying to see how far you can get into it, makes it enjoyable. But if you don't like space games, it might not be for you. After all not everyone can save a starbase.

RATING

Graphics	**
Sound	*
Gameplay	***

TIPS:

- > The only way to destroy a dreadnaught is to bomb all of the energy vents.
- > When confronting the wider dreadnaughts, cut the ship in half. Blast your way up the left or right side.
- > Be sure to take out an engine or two on the first two sorties. All four engines can be bombed (on one pass) while flying over certain dreadnaughts.
- > Concentrate your bombing and firing on certain targets. Trying to destroy everything on one pass will get you nowhere.

DEPARTMENT OF CORRECTIONS

Professor Vid

The Professor's Word Search entry deadline (Issue # 7) should have been printed as August 10th. Entries will be accepted until then.



Odyssey Outpost Issue #7

Submitted by Russ Perry Jr.

I'd like to correct some information about the Odyssey (1 TL 200). First it was released in 1972, as stated in the intro, not 1977. Second there were only 6 plug-in modules (not really cartridges since they held no chips- in fact the entire system was analog) that provided 12 games (Ralph missed Tennis). The rifle (pump shotgun actually) included two more modules, labeled 9 and 10, for four new games. These were: Prehistoric Safari, Dogfight, Shootout, and Shooting Gallery. There is also a game called Percepts, which used Module 2 that may have been a freebie from Magnavox for sending in the warranty registration card. All games but Table Tennis used overlays, of which there are two sizes. Most games used other props like cards and required human judging or refereeing, due to the inherent credibility of the system. I have no idea if there ever were modules 7 or 8.

7800 PROSYSTEM

One On One

1983 Electronic Arts

By Mike Schiela

This is it. The classic Erving vs. Bird match-up. The computer knows their "sweet spots" on the court, shooting percentages and specialty shots. You also get shattered backboards, (accompanied by a cursing janitor), instant replay, and a comprehensive options mode. This option mode includes options to: replay the last game, start a new one, or watch a demo. You can choose a difficulty level. You can choose to play as Dr. J., Bird, or a 2 player mode. You can choose to play a timed game or a set score game, along with "winner's outs" or "losers out". You use the joystick handle to move your player around the court. When you have the ball you can press the right button to call time out, you get 3 timeouts per game.

You can use the left button for two things. First if you hold the button down then release, you shoot a jump shot or a dunk. If you press and release quickly you turn your player around 180 degrees. This is great for tight defenses.

You get a shot clock in the upper right corner of the screen. If you don't shoot the ball within the time limit (24 seconds), the ball is turned over to your opponent.

On defense you use the left button to steal and the right one to block a shot. The fouls you can be called for are as follows:

Offensive

- > Travelling- not letting go of the ball during a jump.
- > Charging- running into the other player.

Defensive

- > Hacking- hitting the other player.
- > Blocking- moving into the other guy.

> Reaching- going for the ball but fouling instead.

If the defensive player has less than 5 fouls, the other player will take the ball out of bounds. If he has 5 or more, the other guy gets to shoot 2 free throws.

Some other interesting features include hot streaks and fatigue bars. With a hot streak your player will go on a tear and make shot after shot. The fatigue bar simply indicates how fresh or tired your on the screen surrogate is. If your player is tired he is not as fast and he does not shoot as well. A time out will refresh your player, so use them wisely.

The graphics for this game are decent. The players really look like Dr. J. and Larry Bird. The sound is minimal, but adequate. But most importantly the one-on-one action is intense.

My only complaint is that the instant replays are way too infrequent. I have made many great shots that don't get a replay. But really that is a minimal flaw that in no way affects an otherwise great sports title.

RATING

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

TIPS:

> As Dr. J. your best off driving to the basket and dunking. Your outside shot is undependable.

> As Larry Bird on tight defenses don't waste energy on driving to the hoop, just throw up a jumper and you'll usually hit it.

> On offense, always keep your back to the other player.

> On defense, stick to your opponent like glue.

XEVIOUS

By Alex Reynolds

Xevious is a vertically scrolling "shooter" game that was an early favorite with the 7800's gamers. The programmers did a wonderful job of duplicating the coin-op to the 7800.

The story behind the game is simple enough. Aliens named Xevions had come to Earth and claimed that they were the first inhabitants and that humanity is trespassing. After crushing the collective armies of the Earth, the Xevions have dug in and are preparing to once and for all wipe out humankind. But, Earth (as usual) has created a mighty ship which is humanity's last hope for salvation. Melodramatic enough for you?

You start with five ships and are armed with a Zapper (to deal with the flying enemies) and a Blaster (to bomb the ground installations). The enemy, however, has a vast armada of forces and knows you are coming and isn't very happy about it.

The Xevion armada includes huge and small pyramids, domed firing and surveillance stations, and rumbling tanks that can give you a tough enough time on their own. The air forces contain numerous "grunts" which are nothing more than cannon fodder, but could distract you when the going gets tough, powerful ships that can unexpectedly explode sending blasts in all directions, giant indestructible spinning walls, and more energy blasts than you can shake a joystick at.

At the head of this army are the Ando Genesis Mother Ships. These giant monoliths dwarf you in size and firepower. They possess mighty cannons which fire blasts that can change from aerial mines to energy and back again and can only be destroyed by knocking out the individual cannons or taking out the central core.

This game has no actual ending, but instead just keeps going on and on until you meet an energy blast with your name on it. The game will give you a good run for your money but becomes repetitive after awhile.

RATING

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

TIPS:

- > Fire continuously with the game set to fire both the Zapper and Blaster at the same time. Use a rapid fire module if you have one.
- > Try to stay away from the edges of the screen since the enemy can come from any direction and it is far too easy to become trapped in one spot.
- > Underground bases are scattered throughout the landscape. Firing continuously will usually raise you a few, remember where they are so you can get them in future games.
- > Flags are scattered on or near waterways. Raise one with a Blaster shot and fly over it to gain yourself another ship.

7800 EGG HUNT UPDATE

Submitted by Alex Reynolds

Flight Night

In this boxing game, it is possible not to take a single hit and win by decision in the main event. Simply hold the right joystick to the right and this will keep your opponent on his side of the ring.



Galaga

In this classic coin-op translation, if your fighter is captured and you accidentally destroy its captor while it is still in formation, you can still rescue the captured ship. As it falls, let it go off the screen without shooting or crashing into it. When the next stage starts, let the flagships and the last group of drones come on the screen without firing and the lost ship will return to connect itself to a new captor.

COLECOVISION SKILL LEVEL

TAPPER

Arcade 1984 Bally/Midway
CV Version 1984 Coleco
One or Two Players

By Jeff Adkins

Sam certainly seemed to be a popular character name for some CV games. So I figured while I've taken a look at some of the other Sams in recent issues, why not continue the trend with Root Beer Sam, the star of Tapper. Tapper is one of the best all-around carts available for play on ColecoVision.

The object of the game is to serve mugs of root beer to thirsty customers who file in through various doors. When they have all had their fill of foamy stuff, play progresses to the next screen or level. During higher levels more customers have to be waited on, and they also gradually move faster along the counter towards Sam. If a customer reaches the end of the counter without being served, Sam gets slid down the countertop and tossed out the door. Other ways that can cost you a life are if any empty root beer mugs fall off the end of the counter without being caught, or if Sam serves too many root beers along a counter.

Sam has three different soda fountains where he serves his root beer. The first is the western fountain. Sort of like an old saloon in the West. In each of the three fountains there are four different counters for those thirsty customers to line up. Sometimes a satisfied patron will leave a tip. If Sam can collect it before it disappears, he will show his thanks with some entertainment on stage. The show at the western fountain is simply a man with a music box and a dancing monkey. During the stage show most of the customers

will watch. But not everyone will. They can also keep on entering the doors to be served, so Sam must pay attention to who needs a drink during the entertainment.

The second fountain is set up outside a stadium. A blimp is shown in the background sky. If Sam collects a tip here cheerleaders appear in place of the blimp.

The third fountain is located on a space station. Aliens fill the counters in order to quench their thirst. The colors and movement of the various counters in this screen is incredible. Alien dancing girls take the stage if a tip is grabbed. Upon completing the space fountain screens, play returns to the western fountain again.

In between certain screens is a bonus stage. While Sam has his back turned, Sneaky Pete (a masked bad-guy) shakes up five of the six root beer cans on a table. The cans are then switched around each other. If Sam can pick the can that wasn't shaken he earns bonus points. But if Sam picks a shaken can, he gets doused with the root beer upon opening the can.

Points per customer served at:

Western fountain	50 each
Stadium fountain	75
2nd Western fountain	100
Space fountain	150
Empty mugs collected	100 each
Tips collected	1,500
Closing fountain	1,000
Sneaky Pete's Bonus	3,000

Sam earns an extra mug at 20,000 points, and every 60,000 afterwards. Depending on the skill level, Sam can start with a various amount of lives, these are:

Skill 1	8 lives
2	6 lives
3	5 lives
4	4 lives

Control is very simple. Any Coleco or even Atari type joysticks can be used. Either side button or fire button on any joystick when pushed fills the mug or mugs to serve customers. By releasing, the mugs are slid down the counter.

SUMMARY

Graphics - The colors, backgrounds, and other features make this a beautiful game just to watch. Sam's facial expression is first rate. The customers guzzling down root beer and pounding the countertop for more, are also excellent. The use of color and movement makes this CV game look as good or even better than some NES releases.

Sound - The sounds consist of root beer mugs draining, Sam's hurried pace, the shattering of mugs, and the bonus round. The stage show tunes also blend in nicely.

Gameplay - The game starts off easy enough on the lower skills preparing players gradually for the higher levels. During those higher levels the patrons seem to move in so fast, it almost seems impossible to keep up. It is very challenging. This is my wife's favorite CV game due to the fact that she has given me some good beatings in the past. If you want to see what the ColecoVision can really do, check out TAPPER!

RATING

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

TIPS:

- > During higher fast paced levels, you will have to collect tips in order to collect empty mugs and slow down the action momentarily.
- > During a stage show, keep an eye out for customers that may still be moving along for a refill.

READERS SURVEY RESULTS

First off, the winner in the survey was Scott Vanarsdall from Graham, Texas. Scott won a Miniature Golf cart. Congrats! I'd also like to thank everyone who took the time to send them back. After all without readers there can't be any writers or editors. Your opinions are very appreciated. The system most owned was the 7800 Pro System, with the 2600 right behind.

- 1st 7800
- 2nd 2600
- 3rd INTV
- 4th 5200 (tie)
- CV
- 5th Vectrex (tie)
- Odyssey

Now for the most popular games:

2600	5200	7800
1. River Raid	1. Centipede	1. Pole Pos. II
Pitfall (tie)	2. Space	2. Robotron!
2. Enduro	Dungeon	2084

Vectrex	Odyssey	CV
1. Minestorm	1. Pick Axe Pete	1. Spy Hunter
2. Star Castle	2. Thunderball	2. Lady Bug

INTV

- 1. Microsurgeon
- 2. Safe Cracker

Jeff's Picks:

2600	5200	7800
1. Pitfall	1. Rescue on	1. Jinks
2. Tunnel Runner	Fractalus	2. Xevious
	2. Space Dungeon	

INTV	CV	Odyssey
1. Ice Trek	1. Mr. DO	1. Smithereens
2. Happy Trails	2. Spy Hunter	2. Attack of TimeLord

Most of you would like to see some screen shots included with the game reviews. Hopefully in the near future we will be able to do so. Other readers would also like to see some reviews on computer games. This is another possibility. As for NES coverage, it will begin with the August issue. Once again, thanks!

INTELLIVISION

INTELLIVISION VID BITS

By Ralph W. Linne

While the IntelliVision Gaming System was noted in the early 1980's for its excellent sports video game cartridges, it was never real strong in its offering of arcade games. There was a total of 24 arcade games released by 5 different software companies, the breakdown was: 8 by Coleco, 7 by Mattel Electronics/INTV Corp, 5 by Parker Brothers, 3 by Atari, and 1 by Sega.

This would also be a good place to start a collection. Remember that these types of games will most likely require instruction books in order to figure out how to play the game, while in most cases overlays would not be needed.

Bump N' Jump

This cart is based on the Data East arcade game. Gameplay can be solo or two person alternating. It is a good translation, but the graphics are poor and there is flickering at times.

Burgertime

This game is based on the arcade hit by Data East. It is an excellent translation. Gameplay is solo or two person alternating. This was packaged for a time with the IntelliVision II Master Component and was the second arcade game to be licensed by Mattel.

Carnival

Coleco released this cart, it was based on the arcade game by Sega. Coleco made a good translation of that old-fashion shooting gallery.

Centipede

Atari released this arcade classic and it became one of the best games for the IntelliVision. It is a solo or two player alternating game with excellent graphics and good joystick control. It

even comes with auto fire.

Commando

This cart was one of the last games made by INTV for the IntelliVision. It is a fair translation of the arcade hit by Data East, but due to limitations of the system, the game just lacks the punch. You should put this one near the bottom of your list.

Congo Bongo

This cart was the only game released by Sega for the IntelliVision, and this is the only real reason to own this arcade classic. The game lacks one of the screens from the arcade version and is just plain boring after a short period of time.

Defender

This arcade game was released by Atari and is a real good translation. It shows that arcade games could be playable on the IntelliVision. This is a solo or two player alternating game. You should put this one near the top of your list.

Dig Dug

This arcade hit was released by INTV. It is a real good arcade translation and a must addition to your collection.

Donkey Kong

Coleco released this Nintendo arcade classic for the IntelliVision. It is a good translation even if one of the arcade screens is missing. Put it somewhere in the middle of your want list.

Donkey Kong Jr.

This Nintendo arcade game is one of the best translations ever done for the IntelliVision. It takes awhile to figure out how to use your disc properly, but it is worth it. If you see this one,

buy it since there were not many made.

Frogger

This arcade classic from Sega was released by Parker Brothers and is a good translation. The graphics are excellent and the control of your frog is as good as it gets. You should put this one near the top of your list.

Lady Bug

This cart was a poor translation by Coleco of the arcade game by Universal. This game belongs at the bottom of your list.

Lock N' Chase

This was Mattel's first arcade game released for the IntelliVision. The game play is slow and those joypads were not made for maze games.

Loco-Motion

This cart is a pretty good translation of an arcade game. The controls are good as you move the squares around to keep your train from derailing. If you find this one, buy it!

Mission X

This game is a great translation of the little known arcade version from Data East. The graphics are great as well as your control of the plane. This is a must buy!

Mouse Trap

Coleco's translation of the arcade hit from Exidy just doesn't cut the cheese. The controls are no good for maze play and the graphics stink.

Pac-Man

This is one of the best translations of this arcade classic ever done. It even comes with the intermission scenes. Also some how Atari figured out how to make a maze game work with the joypads. Gameplay is for solo or two player alternating. This cart is a must buy!

Pole Position

INTV released this version of the arcade classic racing game. The responses are real good and the gameplay is excellent. Gameplay is for one

player only. This is another recommended buy.

Popeye

Parker Brothers has another hit with this translation of the arcade classic. The graphics are great and the control of Popeye is excellent. Gameplay is for one player solo or two player alternating. This is another must buy!

Q*Bert

This cart is a fair translation of the arcade hit, but again the problem is with the hand controllers. If you are not careful you can fall off the side without knowing it. You should put this game in the middle of your list.

Super Cobra

This arcade hit was only released in Europe by Parker Brothers.

Turbo

Coleco released this arcade racing game done by Sega. The controls and gameplay are great, while the graphics are so-so. You should put this one in the top ten of the games you must have.

Tutankham

Parker Brothers also released this arcade hit only in Europe.

Venture

Coleco has a hit with this version of Exidy's arcade hit. The graphics are so-so, but the gameplay is just like the arcade version. If you can find it, buy it!

Zaxxon

This cart is one of the worst translations of the arcade hit by Sega. Coleco blew it! This one should be last on your list.

RALPH'S TOP FIVE LIST

1. Mission X
2. Pac-Man
3. Popeye
4. Frogger
5. Centipede

ODYSSEY OUTPOST

When it comes to knowing cartridges and their numbers, whether they were released or not, or who the programmer was, Russ Perry Jr. is one of the most thoroughly devoted video game researchers in the country. Russ has been kind enough to supply us with the following list of games that were released for the Odyssey 2.

Magnavox/North American Phillips
Odyssey 2 Cartridge List
By Russ Perry Jr.

- 7600 Odyssey 2 Console
- 7605 The Voice (Voice Synthesis Hardware)
- 9400 Speedway/Spin-Out/Crypto-Logic!
(included with system)
- 9401 Las Vegas Black Jack!
- 9402 Football!
- 9403 Sub Chase/Armored Encounter!
- 9404 Bowling/Basketball!
- 9405 Math-A-Magic/Echo!
- 9406 Computer Intro!
- 9407 Match Maker/Buzzword/Logix!
- 9408 Baseball!
- 9409 ?
- 9410 Computer Golf!
- 9411 Cosmic Conflict!
- 9412 Take the Money & Run!
- 9413 I've Got Your Number
- 9414 Invaders From Hyperspace
- 9415 Thunderball!
- 9416 Showdown in 2100 AD!
- 9417 War of Nerves!
- 9418 Alpine Skiing!
- 9419 Out of this World/Helicopter Rescue!
- 9420 Hockey/Soccer!
- 9421 Dynasty!
- 9422 Volleyball!
- 9423 Electronic Table Soccer!
- 9424 Pocket Billiards
- 9425 Pachinko!

- 9426 Casino Slot Machine!
- 9427 Blockout/Breakdown!
- 9428 Alien Invaders- Plus!
- 9429 Quest for the Rings! (MSS)
- 9430 UFO!
- 9431 Conquest of the World! (MSS)
- 9432 Monkey Shines!
- 9433 Keyboard Creations!
- 9434 The Great Wall Street Fortune Hunt (MSS)
- **** KC Munchkin (P)
- 9435 KC Munchkin!
- 9436 Freedom Fighters!
- 9437 Pick Axe Pete!
- 9438 Sid the Spellbinder! (RV)
- 9439 Nimble Numbers Ned! (RV) (Bob Harris)
- 9440 Type & Tell! (RV)
- 9441 Smithereens! (V)
- 9442 KC's Krazy Chase! (V)
- 9443 PT Barnum's Acrobats! (V)
- 9444 ?
- 9445 Attack of the Time Lord! (V)
- 9446 Turtles
- 9447 Killer Bees! (Bob Harris)
- 9448 Power Lords
- ???? Sherlock Holmes Mystery! (MSS)(NR)
- Imagic Odyssey Games
- I02200 Demon Attack (Dave Johnson)
- I02203 Atlantis (NR ?)

KEY:

- MSS = Master Strategy Series
- P = Prototype
- RV = Requires the Voice
- V = Does not require voice, but sound is enhanced with it.
- NR = Never Released

Note: * Master Strategy games included boards and playing pieces.

** There may be mistakes and omissions, send changes to Russ.

THE CART COLLECTOR

By Jeff Adkins

One of the great things about collecting games, controllers, and systems is the variety of games that are sought after by collectors. During the beginning of the home video game era in the late 70's and early 80's, many game companies would re-release games with different labels than the initial release. So lets take a look at some of the differences in game labels.

Atari

The early Atari carts had plain black labels without pictures. The original ones had a number on the end label next to the title of the game. Some of these early games such as Starship, Miniature Golf, and Slot Machine never were re-released with picture labels, making them somewhat valuable. The original release of Superman is also a worthy collectable, due to the fact that you can perform the two second trick without changing into Clark Kent and the bridge doesn't blow up. With the later release of Superman (picture label) this trick has been removed from play. So the first release is certainly worth more if you can find it.

Another marketing maneuver Atari used was to try and rehash older games with a new title. Basic Math was changed to Fun With Numbers, Hunt & Score was renamed A Game of Concentration, and Championship Soccer became Pele's Soccer, endorsed by the South American soccer star himself. While the names of the games were changed, gameplay, graphics, and sound are the same as the original releases.

Atari along with other game companies was also prone to labeling mistakes on cartridges and instruction booklets. Here are some of the

various errors and slight differences on cart labels and instruction books that I have found over the years.

Stargate (2600) - The original release in 1984 has upright or straight letters in the title on the end label. The 1987 re-release of Stargate is shaped like the arcade title on the end label.

Track N Field (2600) - The cartridge has the correct CX number, 26127. But some instruction booklets list it as 26125 on the back.

Nexar (2600) - Some of the versions of Nexar have "programed by David Lubar" printed on the end label in the bottom right corner.

Pole Position (2600) - Talk about a printing error! The end label is spelled Ploe Position, instead of Pole Position.

Fox (2600) - On the bottom imprinted into the cart is the 20th Century Fox insignia. But some do not have this marking.

Promos & Prototypes

Most game companies would send out early prototypes of games to video game magazines, game testers, etc. to get some kind of feedback on how it played. While on the cartridge hunt recently I came across an advance copy of K.C. Munchkin (Odyssey). This is an early prototype of the game before it was released to the public. The label is black and white. I hope to have more on this great find in a future issue.

So by all means be on the look-out for label variations, promos, and prototypes. There are lots of games just waiting to be found. Just like errors and such in sports cards, video game variations will also be worth something. Hey you never know.

CLASSIFIEDS

FOR SALE OR TRADE: Games for CV, Fairchild, Arcadia 2001, Game Boy, Atari Home Computer and XE. One Fairchild controller and one extra Bally controller. Bally Arcade System with 8 carts.

WANTED: XE games, Crossbow, Crime Busters, Rescue of Fractalus, Choplifter, Necromancer, Into the Eagle's Nest. Have to trade for above: Bug Hunt, Hard Ball, Midnight Magic, One-on-One, Gato, Gorf. Write to: Earl Carsner, 509 N Fraser Drive, Mesa AZ 85203.

WANTED 2600 GAMES: Quadrun, Atari Video Cube, Rubik's Cube, Track N Field (w or w/o controllers), Pengo, HERO, Pressure Cooker, Dragonfire, Mr. Do's Castle, RS Basketball, Q-Berts Qubes, Frogger II: Threedeeep, Subterranea, Sword Quest Waterworld, Video Life, Asterix, Obelix, Sinistar, Slot Machine, Miniature Golf, Spy Hunter, Tapper, Mr. Do, Turbo, Sword Quest Airworld, Private Eye, Frostbite, Cosmic Commuter. Also: Atari Age mags, posters, and Atari catalogs for 77, 79, & 84. Write to John Hunter, PO Box 1322, Sikeston MO 63801.

Astrocade: Ms. Candyman \$27, Sea Devil \$27. Atari 2600: Math Gran Prix \$6, Crash Drive \$14, Bogey Blaster \$15, Universal Chaos \$16. Atari 5200: Ballblazer, Gremlins, Rescue on Fractalus \$19 each. NES: Adventures of Lolo \$22, Blaster Master \$25. Sega: Fantasy Zone II \$35, Penguin Land \$45. Please add \$3 for shipping. Send for a catalog. Computer Electronics Source, 41-30 70th St., Woodside NY 11377-3952.

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.

WANTED: (7800) Tank Command, Water Ski, Kung-Fu Master, Double Dragon. TRADING: Planet Smashers, Dark Chambers, Choplifter, F-14 Tomcat, F-18 Hornet, Ace of Aces, Hat Trick, Tower Toppler, Xenophobe. Earl Halliwell, PSC #1 Box 235, Lowry AFB, CO 80230-5360.

WANTED: (for 2600) Fire!, X-Man, River Patrol, Skeet Shoot, Fun With Numbers, Jinks, Wall Ball, Checkers, Double Dragon, rare Spectravision and Playaround carts, many others; (for 5200) Battlezone, Gremlins, Gyryuss, Meteorites, Zaxxon; (for Turbografx) Motoroader, Cratermaze. I have many 2500 carts and C-64 software to sell or trade, along with a few older handhelds. Call (201) 835-8156. Kevin Oleniecz, 96 Buena Vista Dr., Ringwood NJ 07456.

WANTED: 2600: Sub Commander, Video Life; Fairchild: 7, 11, 18-20, 23-26; Bally: ZGrass, Conan, Creative Crayon, Space Fortress; Vectrex: Bedlam, Spike, Web Wars; Telstar Arcade: 2, 4, and up; Studio II: Biorythms; 5200: Masterplay Interface, Astrochase, Meteorites, Zone Ranger; Odyssey 2: Atlantis, Demon Attack, Turtles; INTV: Jetsons, Mind-strike, Mr. Basic, World Series Baseball; CV: Bump N Jump, Escape from the Mind Master, Juke Box, Video Hustler; 7800: PR Baseball, Tank Command, Water Ski; Russ Perry Jr., 5970 Scott St., Omro WI 54963, 414-685-6187.

AND FINALLY...

In closing, one of our readers, Martin Pardys has an excellent idea. Martin suggests that perhaps we should do a review on a game that anyone of you, the readers would like to see. So I'll let Martin be the first to pick a game. If anybody else wants to see a particular game reviewed, send your ideas to the editor. Until August, Happy Gaming!

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Vectrex Check list

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Armor Attack Map (Vectrex)
Space Panic (CV)
Looping (CV)
Qix (5200)
Pengo (5200)
Happy Trails (INTV)
Advanced D&D (INTV)

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Auto Racing (INTV)
Congo Bongo (INTV)
Dragon Fire (INTV)
Star Trek (Vectrex)
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Pitfall II (5200)
Mario Bros. (7800)
Ikari Warriors (7800)
Hat Trick (7800)
Miner 2049er (CV)
Safecracker (INTV)
PGA Golf (INTV)

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Keystone Kapers (5200)
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Choplifter (CV)
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Triple Action (INTV)
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Cosmic Chasm (Vectrex)

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Tomcat (7800)
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Turbo (CV)
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