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CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 2 No. 1



ANNIVERSARY ISSUE



OCTOBER 1992

GAME OF THE MONTH:

GAME REVIEWS

2600:

Halloween

5200:

Megamania

7800:

Donkey Kong
Double Dragon

INTELLIVISION:

Dracula

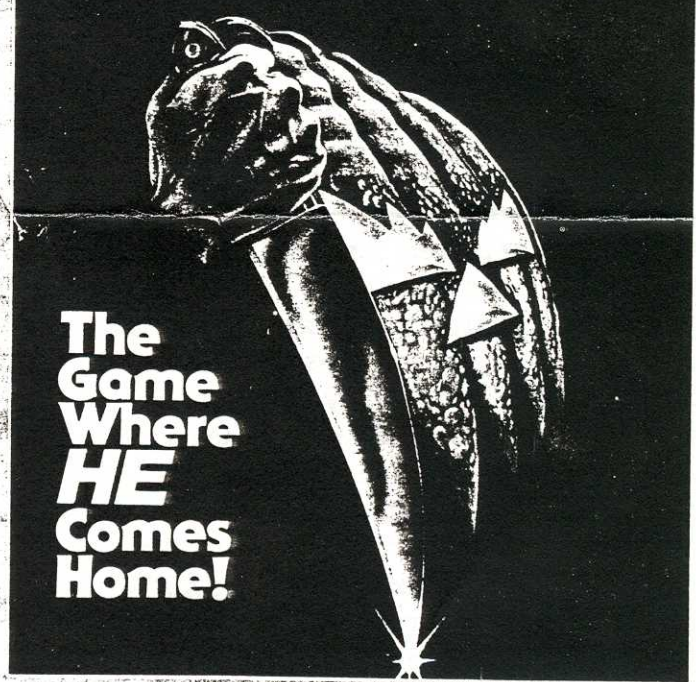
NINTENDO:

Castlevania



HALLOWEEN™

HALLOWEEN



The Game Where **HE** Comes Home!



007

WIZARD VIDEO GAMES

▶ Will you survive the night? Will you be the
WIZARD VIDEO GAMES presents the
HALLOWEEN VIDEO GAME. It's a
2600 classic for the 1990s!

HAPPY BIRTHDAY MOM & DAD!!

CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 2 No. 1

OCTOBER 1992

FROM OUR EDITOR

Most fanzines are lucky to survive six months, let alone a year. But we have survived through year one and look forward to many more. How can anyone find the time to put together a monthly newsletter, work 40 to 50 hours a week, raise a family, and still be able to bowl on Sunday nights? It's not easy, but video games are my life, (it also helps to have one hell of a publisher). I have been fortunate enough to have been a part of the early home video game era and also today's technological advances in gaming. Are video games as addicting as some people think? You bet! There is nothing like playing a good game on any system, old or new. What does the future have in store for us vid-heads? Only time will tell. As for myself I like to live in the past I guess, playing classic games and sharing my thoughts and opinions with my fellow gamers. Some of my best memories include the first time I played a game on the 2600. My first visit to an arcade. Being shown the ColecoVision and its capabilities by my good friend the Lordmaster. Sure, the Atari 2600 can be considered a "dinosaur" compared to today's standards, but when it was first released it was something new and different that took the whole country by storm. If some of you can't remember the early classics and are spoiled with today's collection of "kill a boss, save a princess" type games, then you might have missed out on the best part of video gaming history, the beginning. That's what this N/L is about. I know I was a part of it.

Long Live Atari!
Jeff Adkins
Editor

WHAT'S INSIDE

2 Letters to the Viditor

TOPIC 2600

Game of the Month

4 Halloween

5 Egg Hunt Update

5200 FILE

6 Megamania

7800 PROSYSTEM

8 Donkey Kong

8 Double Dragon

PROFESSOR VID

10 Year End (Final) Exam

INTELLIVISION

11 Dracula

NES NOTEBOOK

13 Castlevania

16 Back Issues

17 Scoreboard

18 Classifieds

19 European Odyssey Stuff

19 And Finally.....



LETTERS TO THE VIDITOR



Dear Jeff,

A funny thing happened (to your fanzine) on the way to my mailbox - All of the pages except the last one never made it there. I like to think that somewhere there's a postal worker who won't open fire into a crowd since he has found your fanzine floating around. Anyway, could you send me another? The one page I did receive didn't take too long to read and I'm tapping my fingers for some more.

Thanks Jeff!

Yours (digitally)

Joe Santulli

VIDITOR: Well Joe lots of funny things have happened to past issues. Some of the smaller issues had been mailed in manila envelopes. In trying to keep the cost of mailing low, I sent some issues without envelopes. That was a big mistake. From now on, every issue will be sent out in envelopes no matter how large. I wonder how that particular postal slug would feel if he got his paycheck in shreds? You are not alone Joe, read on.

Dear Jeff,

Way back on the 10th of May I sent in a check for \$5 so I could get a few issues of your "Classic Systems & Games" fanzine, but I have never received anything. I know someone else local to me that is getting it, so I assume somehow I got forgotten. Well, here's another five bucks so send me whatever I can get for \$5. I think I saw your 'zine reviewed in Electronic Games this month and if I remember correctly the cost is \$1.75 per issue. So I should get two or three for my five bucks.

I was told that you have a pretty decent

collection and would also like to get a copy of your collection listing if such a thing exists. I will be sending out a batch of my lists in the next week or so and will send you one. Currently I have just over 1500 games for all the classic systems. IntelliVision is my strong point where I am only missing 9 titles to complete the collection. I am not to shabby in the 2600 department with 797 cartridges and 324 different titles including doubles of quite a few "hard-to-find" titles. Vectrex is my favorite of the old systems (next to IntelliVision), and I am always looking for titles I don't have. I think I have about 16 different titles, two Vectrex systems themselves, the light pen and the 3D Goggles. But you can see all that on my list I guess.

Not sure what happened to the first five bucks, but hopefully I don't get lost in the shuffle this time <HA HA>... From what I have heard from the dozens of other collectors, your N/L is pretty decent and I would like to check it out.

Thanks.....

Sean Kelly

VIDITOR: As I already stated some issues have been gnawed on by paper hungry postal slugs. I've checked my records and the May/June and July issues were sent to you. As you read this I hope you have received another issue #7 along with #8. As for my collection I have about 1100 different games for many of the classic systems and computers. I don't have a listing of what I have, simply a master list with games I own checked off. I just started collecting IntelliVision games about a year ago. In that short time I've got it up to 84. I look forward to receiving your list and apologize for the ineptitude of the post office. You won't get lost in the shuffle!

Dear Jeff,

First I would like to say that I enjoy CS&GM very much and look forward to receiving each issue.

I have enjoyed the "20 Years of Atari" series. How about historical articles on other companies/systems, especially the more obscure ones such as Emerson and the Arcadia 2001? Some other things I'd like to see more often are the letters page and articles on collecting.

And now, a tale of woe. I received the July '92 issue at about the same time as the August issue. I say issue, but actually it arrived a mere shadow of its original self. The truth is, the postal service delivered a partial, shredded copy in a plastic bag. Somebody must have worked hard to deliver it (after being mangled into scraps) because only part of my address remained. I guess that's why it took so long to be delivered. Anyway, do you think you could send me a more readable replacement? I'd appreciate it very much.

Thanks!

Ralph Hulcher

VIDITOR: Glad to hear you enjoy the N/L Ralph! We have done a column on game companies in past issues called Company Capsule. The upcoming Holiday Issue will mark its return. An article on the Fairchild is in the making as I write this. I apologize for the condition the issue was in when it arrived at your mailbox. I hope you received the replacement.

Dear Jeff,

I have the good old Atari 2600 and I am constantly looking for new carts. I used to get them from flea markets but that avenue has seemed to run out where I live. I have ordered (recently) from Atari. They have a special, buy 3 get 1 free. I'll include the address and phone number. All you have to do is call and they will send a catalogue.

Thank you for writing a fanzine on old systems. I was beginning to think I was the only one who still played the 2600.

Rory D. Richardson

VIDITOR: Well Rory, you are certainly not alone in your search for carts. After busting my butt all week at the factory, I look forward to the weekends when I can visit the local flea markets here in Buffalo in search of some of those elusive games to add to my collection. There aren't many 2600 players left, but it is still my favorite system.

Thanks for writing and the info on Atari.

The address for Atari is:

Atari Corp.

1196 Borregas Ave.

Sunnyvale CA 94089-1302

(408) 744-0880

Dear Jeff,

Enclosed is a picture of my score on "Decathlon". I took the picture sometime in June, but I didn't get the film developed until recently. By the way, I did use the pole vault trick to get this score. The N/L is great!

I was wondering what is INTV? Is it IntelliVision's name shortened? Keep an eye out for the games on my list.

Thanks a lot!

John Hunter

VIDITOR: I figured that you used the pole vault trick to get your score of 17,912. Thanks for your kind words about the N/L. Yes INTV is short for IntelliVision. As for your want list I try to help out anyone if I can find them a game or two they need. So if anyone else is looking for a particular game, controller, or a specific issue of an old magazine send me your list.

TOPIC 2600

HALLOWEEN

1983 Wizard Video Games

#007

One Player Joystick

By Jeff Adkins

As in the movie, a knife wielding maniac is on the loose on Halloween night. He has entered the house where you happen to be baby-sitting and is determined to eliminate either you or the children. There isn't any time to answer the door and pass out treats. Finding the children and guiding them to safety, while avoiding the maniac will keep you busy. The two story house is made up of sixteen rooms, eight rooms on each story. Four of the rooms are safe rooms. Upon finding a child you must take them to a safe room in order to receive points. The safe rooms are located at either end of the house above each other. In order to go from downstairs to upstairs or vice versa, you must enter doors in the safe rooms. By pushing up on the joystick the baby-sitter can enter a door. There is also two hallway doors on each level of the house. These connect with each other and can save time moving about the house. Two of the rooms on the upper level have blackouts. The lights flash on and off making it hard to see the killer at times.

By moving left or right through the rooms of the house you will eventually come across one of the children. They move about with their arms flapping above their heads in sheer panic. In order to guide the child to one of the safe rooms, the baby-sitter must "lock-in" with the child by pushing the fire button while directly above. This can be somewhat difficult at times because the children move left and right spazzing out, after all this

guy has a knife. Once locked in you must make your way to one of the safe rooms. The killer stalks you relentlessly as you try to avoid him and guide the child to safety. Upon reaching a safe room pushing the fire button releases the child and points are scored.

You can also acquire a knife to give the killer a little taste of his own medicine. The baby-sitter must be directly over the knife, and pushing the fire button to pick it up. To stab at the maniac hit the fire button again. This will only work while his knife is above his head. You must time it so the killer's knife is moving up. Other wise he chops the baby-sitter's head off. The baby-sitter is then shown running with no head and blood spurting out, pretty sick to watch. If you do manage to stab him, he runs off the screen. If the killer slices up one of the children they collapse into a heap and blood also squirts out. If you liked the blood and gore of the movie, then you will probably enjoy the game.

At the beginning of the game the maniac moves slowly. Upon reaching level six he moves at the same speed of the baby-sitter, making him very hard to avoid. Advancing to the next level can be done two different ways. Saving five children or, stabbing the killer twice. During each level, you have three and only three lives to try and save as many children as possible before you lose your head. No extra lives are awarded. 325 points are scored each time you successfully stab the maniac, and 675 points are scored for each child saved during level one. Points are doubled on level two, tripled on three and so on.

While Halloween and the other Wizard release, Texas Chainsaw Massacre, are highly sought after carts, they are not much fun to play. But Halloween is more enjoyable than

T.C.M., if you can call it that. The violent premise of the games, plus pressure from activist groups led Wizard to sell them only through the mail from the company. The games were released right around the big game crash and the rest is history.

SUMMARY

Graphics - If the splatting of the clowns in Circus Atari was too much for you to take, then by all means don't watch this one. The blood spurting, a psycho with a knife and poor kids running for their lives is pretty morbid for a 2600 game. The rooms are different colors with windows and doors. The killer wears a mask and the baby-sitter is a blonde with a red dress. The children all look and move alike.

Sound - The theme from the movies begins to play once the maniac appears on screen. The sounds of the baby-sitter's footsteps, picking up the knife, locking-in or dropping a child make up the rest.

Gameplay - The game is challenging to some extent on the higher levels, with the killer becoming harder to avoid. There is not much replay value. A sick, but rare game that is more fun looking at on the shelf than playing.

RATING

Graphics *
Sound **
Gameplay *

Review Score:
66,825 Level 6

TIPS:

> Once you get the knife you must try to stab the killer. You can't save any children while holding the knife.

> Move horizontally as high as possible just as the killer is about to do you in, move down at an angle to get past him safely.

> The maniac is more interested in the children than the baby-sitter. By splitting up, you can make him move in between the two of you as you walk past him.

> Stay away from the sides of the room. The killer can appear anywhere at anytime stabbing away. After all he is a psycho who doesn't play by the rules.

> Unless you can get the timing down, forget the knife.

EGG HUNT UPDATE

MICROSURGEON

INTV

The designers first name "Rick" (Richard Levine) can be found above the left lung below the chin.

TRUCKIN

INTV

Mr. Levine's initials and an Imagic sign can be found in Truckin. Head north on Highway 101 until San Jose. Turn left onto Highway 9 towards Santa Cruz. Eventually you'll come upon the city of RL with the sign at the end of the road.

COUNTERMEASURE

Atari 5200

The initials A. M. appear on the upper left bone of the skull and crossbones when it appears.

FOOTBALL

Atari 5200

If you can score 119 points or more without allowing the other team more than 3 points during a practice game with regulation time, "Designed by the Warlord" will appear on the scoreboard instead of "Game Over" at the end of the game. You must score your last touchdown with no time left!

QUEST FOR QUINTANA ROO

Atari 5200 & ColecoVision

The level entry codes will work for either the 5200 or CV Quest For Quintana Roo.

Level 2: 1830

Level 3: 8817

5200 FILE

MEGAMANIA

Activision 1982, 1984

Designed by Steve Cartwright

5200 Version by Glyn Anderson

One or Two Players

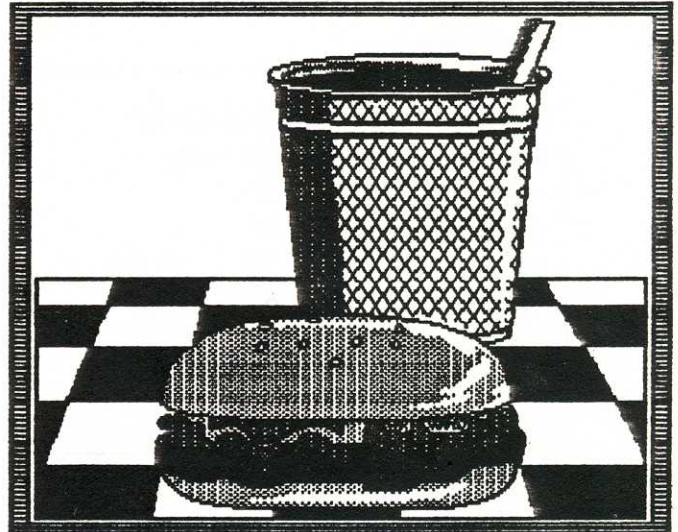
By Jeff Adkins

Take out the marching invaders and replace them with hamburgers, tires, bow ties, and space dice, and you have a space game that is a rehash of a tried and true concept in gaming. But it does have a little originality of its own. And when it came to making somewhat original and challenging games, Activision had very few peers.

Megamania consists of eight waves of various attacking objects. It is a tough game in the sense that it will take a little longer to patternize the movement of the objects compared to other such games. By moving the mobile blaster back and forth along the bottom of the screen you can pick off the objects by shooting missiles (ala Space Invaders). Some of the objects fall towards the blaster vertically, while the others move across the screen horizontally. This is where the game develops its own flavor.

The attacking objects in order of appearance are:

Hamburgers - These move horizontally across the screen in rows of three. During the first cycle they simply move across without firing back at the blaster. But during the Megacycle, they begin to fire back. They're fed up with drive thrus, spatulas, and golden arches visitors. The top bun spins (like a spaceship) around each burger, as it flies above the blaster giving them a nifty look.



Cookies - These cream filled nasties fall diagonally from the top of the screen towards the bottom, also in rows of three. They drop one row at a time, then move back the other way (left or right) in the first cycle.

During the Megacycle it is a shower of oreos moving diagonally and shifting from side to side. They rotate around as they fall.

Bugs - These look like lady bugs as they march horizontally across the top of the screen. They too fire back at the blaster. Their feet move realistically as the march.

Tires - These move in the same pattern as the cookies during both cycles. They're sick of being balanced, over inflated, and driven over curbs. They also spin much like a flying saucer.

Diamonds - These are actually diamond rings. They spin and bob up and down across the screen horizontally.

Steam Irons - They would like nothing more than to press the blaster. During both cycles they move down the screen vertically with a little side-to-side motion, stopping briefly every so often. The irons blow puffs of steam as they fall.

Bow Ties - They move the same as the diamond rings and flutter much like birds.

Space Dice - Showing snake eyes on top, the dice have had it with casinos, and losers. They fall straight down from the top during the first cycle. On the Megacycle they move diagonally like the cookies and tires.

All objects fire at the blaster during the Megacycle.

Point Values for the First Cycle

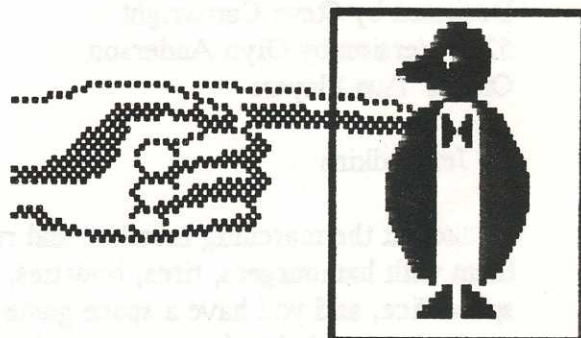
Hamburgers	20 each
Cookies	30
Bugs	40
Tires	50
Diamond Rings	60
Steam Irons	70
Bow Ties	80
Dice	90

During the Megacycle all objects are worth 90 points each. Bonus points are awarded for the total amount of energy units that are left on the energy bar after completing a wave of objects. Extra blasters can be earned for every 10,000 points scored up to a maximum of six. There are two game play options for either one or two players. Straight missiles or guided missiles. While playing with guided missiles you can redirect your shots with the joystick. The "*" on the keypad selects what type of missiles and the "#" selects the number of players. Either bottom side button on the 5200 controller fires blasts at the objects.

Getting familiar with the patterns of the objects (especially during the Megacycle) is very important in learning and scoring well with this game. It is also important not to stray to either side of the playfield with the blaster. Some of the objects will move off the right and reappear on the left or vice versa. You can hold the side button in while confronting left to right objects, but you should be more timely with your shots against the vertical ones. Megamania can be frustrating to learn, yet it is an addicting game.

SUMMARY

Graphics - The individual movement of each object is a nice effect. Their colors also match their real material ones. But I wouldn't be caught dead with a pink bow tie. There isn't any flicker but certain objects have slight trails following as in some of the other Activision games.



Sound - The sounds consist of the blaster's shots, the humming of the blaster being hit, bonus points, the energy bar refilling, and earning an extra life. There is also a warning bell when you run low on energy.

Gameplay - There are very few lousy Activision games. This is certainly not one of them. It provides a good challenge, with a variety of enemies. Mr. Anderson did a fine job adapting it for the 5200.

RATING

Graphics **
Sound *
Gameplay ***

Review Score:
173,150

TIPS:

- > Play the middle of the screen. Stay away from the sides.
- > After finishing a wave of objects, concentrate and prepare yourself for the next during the brief pause in between waves.
- > If you need a break use the pause. After all that's what god gave it to us for, right?

7800 PROSYSTEM

DONKEY KONG

1982 Nintendo

1988 Atari

By Mike Schiela

Your name, Mario. Your mission, save your girlfriend from the clutches of the beastly Donkey Kong. Sound familiar? Yes it's that arcade classic Donkey Kong.

You operate everyone's favorite plumber, Mario, to get your girlfriend back. To do this you can move the control handle left or right to make Mario run the ramps, and up and down to climb or descend ladders. You press the control button to make Mario jump or grab the hammer. The hammer is Mario's only weapon against such things as barrels and fire balls. Use the hammer wisely it doesn't last long.

There are 3 different screens. The first is the ramp screen. Mario has to climb to the top of the screen. Donkey Kong rolls barrels down the ramp to try to squish our hero. Mario can jump them, run away from them, or smash 'em with his hammer.

The next screen is the elevator screen. Mario must use the elevators to get across platforms while avoiding the springs that bounce at the top.

The last screen is the rivet screen. You must remove all the rivets while avoiding fireballs.

At that point you start back at the ramp screen and continue on until you run out of your lives. Imagine that you never actually save the girl.

The graphics for this game are pretty good. Not the best I've seen for this system, but decent anyway. The sound is average. But the gameplay is excellent. You'll always want to

try to reach that rivet screen "just one more time".

RATING

Graphics ***

Sound **

Gameplay ****

Review Score:

500,200

TIPS:

> Timing is everything in this game. Just get the timing down and you'll be fine.

DOUBLE DRAGON

Copyright Technos Japan Corp.

1989 Activision

Programed by Tommy Han

One or Two Players Joysticks

By Alex Reynolds

The premise of this popular arcade game conversion is a simple and familiar one, get your girlfriend back from the bad guys by wiping out each and every one of them in a slugfest of epic proportions. In this case, the bad guys are a savage street gang called the Black Warriors who are led by the mysterious, machine gun-toting Shadow Boss. You, the good guy, are Billy Lee, all around hero and tough guy. The game adds an interesting wrinkle by allowing you to team up with a friend, who becomes your twin brother Jimmy Lee, in a two player cooperative mode. Part of the appeal of Double Dragon is the variety of ways you can dispatch your opponents.

You can use simple punches and kicks, but these do little damage on their own. Infinitely more effective are the Spin Kick and the Head Butt, which do more damage, but can be difficult to execute in close quarters since they require time to be set up for. Less effective moves include the Jump Kick and the Elbow Smash. Also, you can capture weapons that might be brought on screen by Black Warriors. These weapons consist of baseball bats (the uses of which are painfully obvious), chain whips (less effective than baseball bats, but still loads of fun), and throwing knives (good for inflicting damage at a distance). Noticeably absent from the 7800 version are the dynamite and oil drums, both of which are important weapons in the arcade version. Besides the Black Warriors, other dangers to the Lee brother include vast pits (of both the bottomless and spike-filled variety), the occasional lake, and a merciless timer that keeps you from getting too comfy in one spot.

Double Dragon gives you three lives to start with and gives you extra life at 50,000 points, contrary to the instruction manual. Each life consists of a five segment strength bar. You lose strength whenever you are hit by an opponent, and you lose a life whenever a strength bar is depleted, you fall into a pit, or the timer runs out. You can only gain strength after completing a mission. The one exception is the third mission, which is so long that, if you make it halfway through, your strength bar is replenished, and the timer is reset.

The graphics are very good overall. My only complaint being that there is an undeniable sameness to all of the characters. If it wasn't for the differences in hair or skin color, there would be no way to tell most everyone apart. Aside from that, the backgrounds and animation are very well done.

The lack of variety is the most outstanding problem with the sound. The sound effects are unimpressive and comparatively sparse. They provide little relief from the music that plays incessantly throughout the game. The

only place I found that the sound added anything to the game was at the end, where it can help you to avoid the Shadow Boss's bullets.

Gameplay is fun and addictive. The great variety of maneuvers you can execute can help keep you busy with the game for some time. For instance, try playing through the game using only the Elbow Smash or the Jump Kick. It can make for a real challenge.

All in all, Double Dragon captures most of the magic that made the arcade game such a success and is a worthy addition to your 7800 library. The only problem you might have with the game is finding yourself a copy, they're fairly rare.

RATING

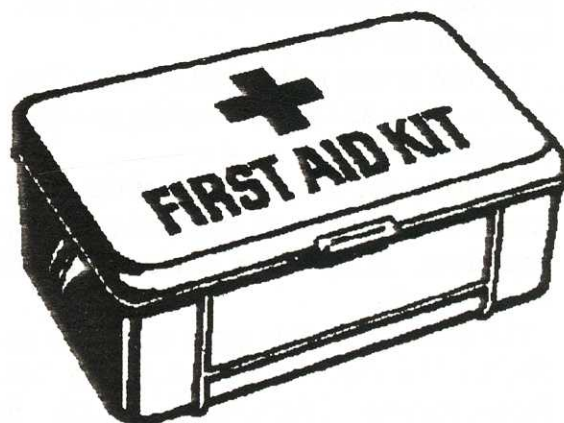
Graphics ***

Sound **

Gameplay ***

TIPS:

- > Use "hit-and-run" tactics as often as possible. They can help you save as much strength as possible.
- > When you capture a weapon from an enemy, try to stay away from the left edge of the screen. If you are hit, your weapon might fall off-screen where there is no way to recover it.
- > Unless you are pressed for time, move forward slowly. The farther along you go, the more enemies you will have to deal with at one time.



PROFESSOR VID

YEAR END (FINAL) EXAM

Hello students! Our past exams have been pretty tough. So being that it is almost X-mas, I'm going to give each and everyone of you vid-heads out there a fair and even chance. All of the answers to the questions can be found in previous issues of CS & G. How easy can I make it? I realize some of you don't have every issue, so I'm going to consider that also. Simply answer the questions on another piece of paper and mail them back to the editor by December 1, to be eligible to win a game cart, magazine or poster. The winner will receive two carts of his or her choice, or a year subscription.

The games up for grabs include:

2600 - Xenophobe, Defender II, Sentinel, or Gravitar.

7800 - Midnight Mutants, Planet Smashers, or Jinks.

ColecoVision - Star Trek, War Games, or Sub-Roc 3D.

INTV - Swords & Serpents, Bump & Jump, or Pinball.

Posters of Tempest, Super Breakout, Missile Command, or Asteroids can also be won. One Runner up will receive the poster of his or her choice. Why it's so simple you don't have to look through old video game mags for the answers, just back issues of CS & G. So until the Holiday Issue, as they use to say in school, "you may turn the page and begin!"

1. How many stars can be found at the seventh sky level in Fathom (2600)?
 - a) One
 - b) Two
 - c) None

2. Which sport has been reviewed the most?
 - a) Football
 - b) Baseball
 - c) Car Racing
3. What are the monsters in Tunnel Runner (2600) called?
 - a) Slugs
 - b) Creeps
 - c) Zots
4. Pong was first shown at the November AMOA show in what city?
 - a) New York City
 - b) Cleveland
 - c) Chicago
5. In order to achieve a perfect score in Choplifter (CV), how many hostages must be saved?
 - a) 48
 - b) 64
 - c) 72
6. Name the ColecoVision games that have been the reviewed as the Game of the Month.
7. The Scoreboard in issue number four had an error. Can you find it?
8. What is the evil god's name in Riddle of the Sphinx (2600)?
9. How many 100,000 point golden geese are there in Solomon's Key (NES)?
10. What was the first game to be reviewed in the Odyssey Outpost?

BONUS

Issue number three's cover page had a slight error compared to all of the other cover pages. What was it?

GOOD LUCK!

INTELLIVISION

DRACULA

By Imagic for Intellivision

By Ralph W. Linne

You fly from the graveyard in the form of a vampire bat to begin your hunt for victims... Walk the city streets, and watch the upper windows of each house for signs of life. Knock on a door. Your victim bursts out so suddenly that you are stunned for a moment. Curses! His terror speeds him away, but you are quicker. Turn into a vampire bat and fly through the night faster than any mortal. But as you fly there's a menace in the air; the Vulture, which can carry your bat-form away and make you lose all!

Beware the Constable! His weapon is the wooden stake. If he hurls one into your body, you are helpless for a while, as the clock ticks on. But you can fight back. Turn a victim into a Zombie. That wretched creature will do your bidding and destroy the Constable. Above all, race the dreaded sunrise!

You must return to your grave before then. You hear the savage panting of a White Wolf, which tries to slow your frantic passage. Fly again if you must; return to your coffin so you can live another night. Hurry! Hurry! Be quick or be dead, for the morning comes!!

Around mid-1983, Imagic released a different type of action game cartridge for Intellivision in Dracula. The quality of this game was even to or better than most other Imagic games, which was light years ahead of "In-House" games put out by Mattel Electronics.

The main object of this game is to roam the city streets as Dracula, drink blood from the necks of your victims and return to your grave before sunrise at 6 am. If not, you die as

the sun rises in the sky and you have only one life in this game of the night.

One of the neat things about this game is that it is a one or two player game. In the one player version you use both controllers. The left controller disc moves Dracula. The right controller disc moves the Zombie. You can play for a high score or keep track of the number of times you make it through the night.

There are two versions of the two player game, these are "Alternating" and "Same Time". In the "Alternating" version, you take turns controlling Dracula and the Zombies. When one player dies the other continues and high score wins.

In the "Same Time" version one player controls Dracula and the other player controls the Victims. You can score points by making Dracula miss his bites. This is worth 5 points. Each night you switch roles and there are no Zombies in this game version. Again high score wins.

As with most Imagic games there are several skill levels, which can change the level of difficulty of the game play. These are:

Easy Level

- > Start with three victims, then number increases each level.
- > Vulture appears on 2nd night.
- > Constables on 3rd & 5th night and every night thereafter.
- > Can return to graveyard after 5am.

Medium Level

- > Start with six victims, then number increases each level.
- > Vulture each night.
- > Constables on 2nd and every night thereafter.
- > Can return to graveyard after 5am.

Hard Level

- > Start with eight victims, then number increases each level.
- > Vulture each night.
- > Constable every night.
- > Must bite all victims before returning to graveyard.

As you come upon a victim, you must move Dracula so his head is at the back of the victim's neck. Then press either "bottom" side buttons. The bite occurs and the victims disappear leaving behind only a "50", which is the number of points added to your score. You will now see your new score total along the bottom edge of the game screen which includes:

- > Number of victims remaining on this night.
- > The time.
- > Your remaining blood supply.

In order to turn a victim into a Zombie, you use the "bottom right" side button to bite your victim. He changes color and turns into a Zombie for a short period of time. You use both controllers, which keeps both Dracula and the Zombie on the screen, move the Zombie to touch the Constable. Not only does the Constable leave, but you also get 75 points and then when the Zombie dies you get the normal 50 points. This is a total of 125 points. This is hard to do with only one player, but with two players it is easy to do.

The graphics are excellent for an INTV game! Dracula looks like a real Vampire, the Victims have clothes and flesh colored hands, feet and faces, and the graveyard and city scene looks real with a nice 3-D effect on the houses. And the lighting in the background along with the sunrise are nice little touches which makes this one of the best looking IntelliVision games.

The gameplay is very good in all three versions, but I like the "Same Player" version the best. You get to be both the Victim and the Vampire and its you against another person. I would recommend this game, but like almost all INTV games, you need overlays and

game instructions.

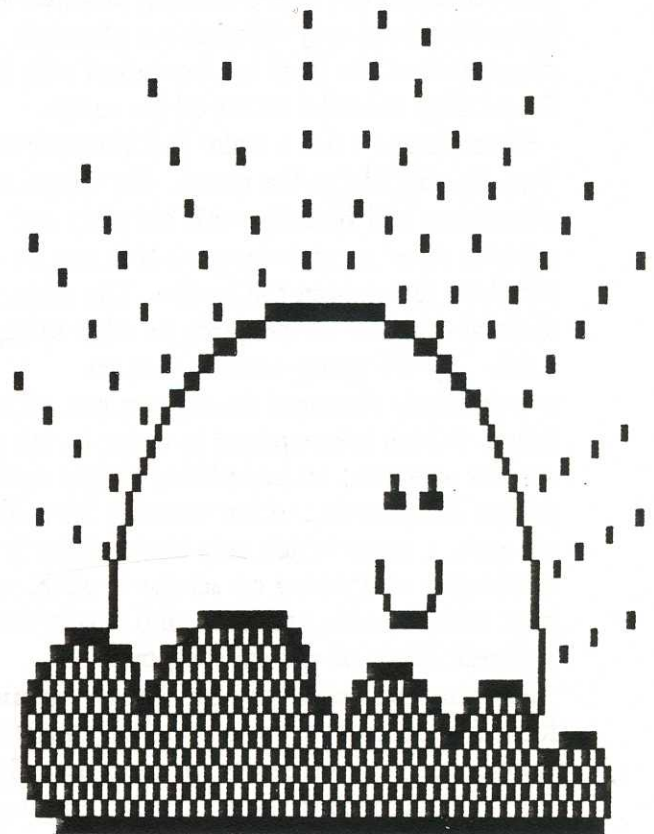
Now you'll have to excuse me, I hear someone knocking at my door, I will just go see who it is.

RATING

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

TIPS:

- > Walking uses small amounts of blood, while flying uses blood faster.
- > When Dracula turns white in human form get blood fast!
- > Push either "top" side button when the Vulture has you to turn back into human form, so the Vulture drops you. If the Vulture carries you off the screen, the game is over!
- > Zombies lives for only 10 seconds, so go for the Constable as fast as you can.
- > Dracula cannot kill the Constable, but he can freeze him for a short period of time by biting him on the neck.



NES NOTEBOOK

CASTLEVANIA

Arcade Konami
NES Konami
One Player

By Jeff Adkins

Ever since Bram Stoker's novel Dracula was published nearly 100 years ago, vampires have been the subject of numerous films, books, and even Sesame Street's Count character. Konami jumped on the bandwagon with their coin-op release of Castlevania. The game was somewhat popular in arcades but when the NES version came out it grew quite a following.

As Simon Belmont, (the last name has since been changed to Belmont for some reason), you must seek out the blood sucking Dracula while traversing your way through six ghoulish stages before the final confrontation with the Count high atop the tower of the castle.

Simon doesn't use a stake and hammer as Dr. Van Helsing did in the novel. He whips some monstrous butt literally with his whip and various other special weapons that can be acquired throughout the castle. The whip is short at the start of the game or after losing a life. By whipping candles that are conveniently scattered about, you can receive hearts (which are required in order to use a special weapon), an invisibility potion makes Simon invulnerable to the enemies for a few seconds, a cross which acts like a smart bomb destroying everything on screen at once, money bags with variable amounts, and finally the different kinds of special weapons.

By using the watch you can freeze enemies for a few seconds making them easy prey. The watch requires five hearts for each use. The dagger flies through the air quickly but in my opinion it is a totally useless weapon except

when going against Frankenstein the second time around. With the battle axe you can take out enemies about you easily. The fire bomb is probably the best weapon to have and certainly the one to have at the end of the game. By tossing fire bombs, most of the monsters are toasted and unable to move. The last of the special weapons is the boomerang. It is also a very useful weapon, especially if you want to get rid of a ghoulie without getting too close. By striking candles and enemies 10 times, Simon can receive a double or triple shot. These can bolster the number of dagger, axes, bombs, or boomerangs that can be thrown at the hideous onslaught. All of the other weapons besides the watch use one heart for each one thrown. Simon begins every game with three lives. Extra lives are awarded at 30,000 points and for every 50,000 scored there after (80,000, 130,000, etc.). As with most NES games, a life gauge keeps track of Simon's and enemy bosses' energy. Pork chops are hidden in blocks (which can be whipped) to replenish part of Simon's energy. The game has a timer, but it gives plenty of time to whip your way through each level. You're also given unlimited continues to fine tune your moves until you reach the Count. Now lets take a look at each stage.

Giant Bat - This is basically a training stage. You will have to jump and crack the whip at the same time in order to hit the higher candles. Enemies include Zombies, Black Leopards, and Fish Men, before confronting the Giant Bat at the end of the stage. The second time through (after beating Dracula, you can play through the game again at a harder difficulty) bats also fly along. The axe will get rid of the Boss Bat very easily. It is hidden in a candle above the

last stairway of the stage.

Medusa - This stage will test both your jumping and whipping skills. You will begin to make your way to the second level of the castle. Black Knights, Medusa Heads, Skull Cannons, and Ghosts have to be dealt with. The Medusa Heads can be tricky. They fly up and down horizontally through the air. There are also small ledges that have to be jumped while trying to whip the Medusa Heads. Near the end of this stage pistons move up and down. By using the watch you can freeze them to get by easily. Without the watch timing is critical. Queen Medusa can be frozen with the watch and whipped. Fire bombs also work well and use less hearts than the watch. But she can also be whipped to death without any special weapon if you are quick enough.

Mummies - Ravens, White Skeletons who toss bones at Simon, Skull Cannons, Hunchbacks, and more flying Medusa Heads try to prevent Simon from proceeding any further. You should try to use the fire bomb throughout this stage. The watch can be found along here also, but it is useless against the Mummies. They throw bandages as they walk back and forth. Toast 'em with some fire bombs. They too can be whipped but only if you can crack the whip quickly. A pork chop is hidden in the Mummies room in one of the blocks.

Frankenstein & Igor - After unraveling the Mummies, Simon now falls into the underground of the castle. More Bats and Fish Men appear along with Eagles who drop Hunchbacks, and Skeledragons. Timing is essential when whipping the Hunchbacks as they fall. The Skeledragons can shorten or extend themselves as they shoot fireballs at Simon. You can freeze them with the watch, but the fire bombs will roast 'em and also take care of Frankie and Igor too. The fire bombs are hidden in a candle along the underground passage. It's easy to make it to Frankenstein's chamber with them the first time, but the second time through, the Fish Men are almost impossible to

get past without the watch. Frankenstein moves back and forth like the big dumb goon he is. Igor is the pain to avoid because he bounces around the room. You must avoid Igor and hit Frankie with a special weapon or crack him with the whip. With the fire bombs you simply stand on the far right ledge throwing an endless barrage of fire bombs at the creepy duo. They won't even get the opportunity to move. It's too easy! Chances are though during your second meeting you will have to use the dagger with the double or triple shot. A pork chop is hidden in a block above the second Skeledragon.

Grim Reaper - In my opinion both this stage and Boss are the hardest parts of the game. Hunchbacks, Skull Cannons, White and Red Skeletons, plus the Axe-Men are determined to stop Simon. The White Skeletons can be destroyed but the red ones cannot. They simply fall into a heap and after a few seconds reform into Skeletons. The Axe-Men throw axes that spin in the air and return to them like boomerangs. I try to use the fire bombs through the first half of this stage. One good throw at an Axe-Man with a fire bomb will fry 'em and most of the time leave a large heart. The boomerang is my weapon choice during the second half of the stage and when confronting the Reaper. Along the last hallway before the Reaper's chamber, Medusa Heads and Axe-Men combine to make the challenge even greater. The Grim Reaper flies around the room throwing sickles (usually three at a time). There are two upper ledges on both sides. I stand on the left ledge timing it so my boomerang takes out sickles and also the Reaper. You must have the triple shot here in order to get in more shots. Some of the sickles can be jumped over or whipped. Don't waste any boomerangs when the Reaper moves away. Throw at him as he comes towards you. There are two pork chops hidden along this stage and you will need them.

The Count - There is great satisfaction when finally beating the Reaper, but don't rest yet

Dracula awaits in the tower. The first part of this stage consists of ledges that must be jumped while avoiding Giant Bats. If you can time it so you jump off the end of a ledge before a Giant Bat, Simon can make it by each one easily. The watch is hidden in a candle after the second bat if you need it. After entering the doorway White Skeletons attack as you move up stairways. Simon must then move down a stairway avoiding Eagles with Hunchbacks before finally taking the stairway up to the tower. You will use a lot of continues to learn this stage.

The final corridor before the Count doesn't have any enemies, just candles. Whip them all to gain hearts, extend your whip and acquire the boomerang. Once you reach Drac's chamber he will begin to rise out of the ground. Whip all the candles in his chamber except the one on the far left. This candle has fire bombs. Just before Dracula forms, throw the boomerang to get in two quick shots. The bloodsucker warps around the room appearing in one spot opening his cape throwing fireballs then disappearing and reappearing elsewhere. You must time it so Simon jumps over Dracula's fireballs and whipping him in the head at the same time. Lots of practice! His head is the only vulnerable spot. During some point in the battle you should get the fire bombs in the last candle. After whipping away at the Count his head will fly off once his energy meter is depleted. You might think you have won, but not yet. The Count changes into his true form. A large Gargoyle type creature that jumps around and tries to stomp Simon. By using the fire bombs it can be temporarily frozen and Simon must jump up whipping the ugly spud in his head. This part of the game is a terrific challenge. After destroying this monster the last magic crystal can be claimed and the castle is shown sinking into the ground. Then probably the corniest credits for any video game I've ever seen are shown. Names like Jon Candies, Boris Karloffice, and Christopher Bee are shown. The game starts at the beginning of the castle again. But the second time through the game is a lot harder to get through than the first.

Castlevania requires good hand-eye coordination and patience in order to win. It is one of my favorite NES games and certainly one of, if not the best in the Konami collection. Where else can you hunt a vampire without worrying about getting a hell of a hickie.

SUMMARY

Graphics - The gothic look of the castle, the detailed look of the monsters, and motions of the weapons and the whip give this game crisp and colorful graphics. At times there is a "slow down" when there are too many moving objects on the screen at one time. For an early Nintendo game it was very well done.

Sound - Creepy, eerie, and ghoulish tunes for each stage. The cracking of the whip and the sounds of the various weapons as they fly through the air help make you feel like you're in Transylvania.

Gameplay - It's a tough game to learn, but with unlimited continues, anyone can try to eliminate the Count. It can be appealing to just about any type of gamer. No Nintendo collection should be without it.

RATING

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

Review Score:

999,990

TIPS:

- > Be cautious when killing enemies. Sometimes they will drop a weapon you don't want.
- > By squatting in certain places 1,000 point money bags will appear.
- > Having trouble with Frankie? Stand on the far right ledge and roast 'em with fire bombs.
- > To get by the Ravens, just as they begin to fly move left until they go off screen to the right. When you start to move right again, they will be gone. This trick also works with many other NES games.
- > To beat Dracula and win the game you have to defeat both of his evil forms.

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Solution to Fathom (2600)
Rescue on Fractalus (5200)

Nov./Dec. 1991: Holiday Issue

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Looping (CV)
Qix (5200)
Pengo (5200)
Happy Trails (INTV)
Advanced D&D (INTV)

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Tunnel Runner (2600)
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Triple Action (INTV)
Sharp Shot (INTV)
Cosmic Chasm (Vectrex)

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Tomcat (7800)
Rampage (7800)
Sewer Sam (CV)
Turbo (CV)
Smithereens (Odyssey)

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Taz (2600)
The Dreadnaught Factor (5200)
One on One (7800)
Xevious (7800)
Tapper (CV)

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Crack'ed (7800)
Dig Dug (7800)
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Lady Bug (CV)
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Pole Position (Vectrex)
Hyperchase (Vectrex)

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Boxing (INTV)
NHL Hockey/Hockey (INTV)
Attack of the Timelord (Odyssey)
2600 Stampede vs INTV Stampede

S C O R E B O A R D

ATARI 2600

<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Decathlon	17,912 (*1)	John Hunter
Enduro	2106 (*2)	Jeff Adkins
Escape From Mindmaster	561	J. Adkins
Fathom	20,766	J. Adkins
Gremlins	243,700	J. Adkins
H.E.R.O.	1,000,000	J. Adkins
Millipede	417,286	J. Adkins
Phoenix	518,050	J. Adkins
Pitfall	114,000	Scott Stilphen
Pitfall II	199,000	J. Adkins
Superman	46 Secs	J. Adkins

ATARI 5200 SUPER SYSTEM

<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Counter Measure	74,300	J. Adkins
Keystone Kapers	239,400	J. Adkins
Pitfall II	452,602	J. Adkins
Rescue on Fractalus	403,643	J. Adkins

ATARI 7800 PRO SYSTEM

<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Joust	470,200	Mike Scheila
Ikari Warriors	594,780	M. Scheila
Mario Bros.	130,700	M. Scheila

COLECOVISION

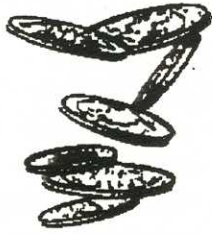
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Antarctic Adventure	712,600	J. Adkins
Gust Buster	300,380	J. Adkins
Choplifter	64 (*3)	J. Adkins
Lady Bug	3,833,740	J. Adkins
Mr. Do!	4,289,190 (*4)	J. Adkins
Q*Berts Qubes	362,475 (*5)	J. Adkins
Space Panic	309,000	J. Adkins
Spy Hunter	519,140	J. Adkins

VECTREX

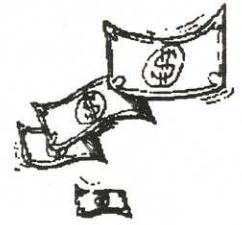
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Cosmic Chasm	58,345	S. Stilphen
Hyper Chase	6,035 (*6)	Al Backiel
Mine Storm	999,999 (*7)	Kurt Stone
Pole Position	77,100	A. Backiel
Scramble	75,450	S. Stilphen
Spike	13,500	S. Stilphen
Star Trek	113,900	S. Stilphen

- | | |
|---------------------|-------------|
| *1 Pole vault trick | *5 Level 8 |
| *2 12 days | *6 Game 2 |
| *3 Skill 4 | *7 Field 89 |
| *4 Phase 120 | |

Send your best scores in to appear on the Scoreboard. IntelliVision, Odyssey, and NES welcome also. There are people who collect games and there are collectors who play them. What are you?



CLASSIFIEDS



FOR SALE: Vectrex games: Clean Sweep, Solar Quest, Blitz!, others. Many w/boxes, overlays, \$5 - \$12; Odyssey 2: Demon Attack (new) \$15, Freedom Fighters (new) \$5; CV: many \$2 - \$12; Master System: Battle Outrun \$15; NES: Tengen Tetris bo; Systems: Vectrex, CV, others. Write for lists. Edward Villapando, 13525 Utica St., Whittier CA 90605.

WANTED: 2600 Carts: Halloween, Quadrun, Exocet, Earth Dies Screaming, Tanks But No Tanks, Gremlins, Chase the Chuckwagon, Tape Worm, plus others. Instr. books needed (original or photocopied): Mash, Crazy Climber, Robin Hood, Tapper, Survival Run. CV carts needed: Gust Buster, Sammy Lightfoot, Evolution, Mr. Do's Castle.

FOR SALE: 2600 systems, acc. and over 100 carts. Also CV systems, acc. and carts, also INTV and Odyssey 2 carts. Willing to sell or trade. Ron Milford, 64 B. St, Avenel NJ 07001, (908) 636-6809.

FOR SALE: Loads O' "Classic System" games for 2600, 5200, INTV, Od 2. Many are still sealed in boxes. Send SASE for list! Digital Press, 44 Hunter Place, Pompton Lakes NJ 07442-2037.

WANTED: Lists for Bally, 2600, 5200, 7800 & CV. Will trade lists for 2600 carts. Bill Zandrew, 631 S. Home, Oak Park IL 60304, (708) 386-2308.

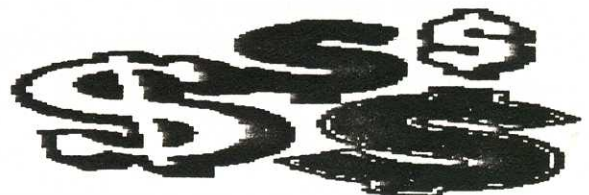
WANTED: Game instructions for WATER SKI and TOWER TOPPLER for the Atari 7800. Will accept photocopies. Dane Stegman, 26 Marshall Ave., Akron NY 14001. (716) 542-2734 after 3pm.

FOR SALE: Atari 2600 & 7800 cartridges (\$3 to \$10), Odyssey2 carts (\$10) and Odyssey2 systems (\$15). Ralph Linne, 8385 Findley Dr., Mentor OH 44060-3811.

FOR SALE: many games for the Atari 2600, 5200, 7800, IntelliVision, Odyssey. 1\$ to \$3 each. New 2600 in boxes: Xenophobe, Defender II, Gravitar. New 7800: Ball Blazer, Basketbrawl, Choplifter, Midnight Mutants, Planet Smashers, Karateka. VCS systems, INTV system (original), 2600 power pack, paddle controllers, and other misc. for sale, make offer. J. Adkins, 11 Windsor, Attica NY 14011. (716) 591-1519 after 5pm.

SPECIAL OFFER: Recieve a sample issue of "IntelliVision Lines." The only N/L to only cover IntelliVision. Send \$1 to Ralph Linne, IntelliVision Lines, 8383 Findley Dr., Mentor OH 44060-3811. Six bi-monthly subscription is available.

WANTED: Channel F: 7, 11, 18-20, 23-26, demo; Vectrex: 3-D Pole Position, Batter-Up Action Baseball, Bedlam, Dark Tower, Fortress of Natzod, Heads-Up Action Soccer, Mail Plane, Polar Rescue, Pole Position, Spike, Star Castle, Web Wars; Arcadia 2001: Brain Quiz, Funky Fish, Grand Slam Tennis, Ocean Battle, Pleiades, Soccer, Space Squadron, Space Vultures; many others for other systems; Pong games, handhelds, miscellaneous. Send list to: Russ Perry Jr., 5970 Scott St, Omro WI 54963. (414) 685-6187.



EUROPEAN ODYSSEY STUFF

By Russ Perry Jr.

SYSTEMS

G7000 Basic Odyssey 2

G7200 Odyssey 2 with built in screen

GAMES

- 2 (NR) Matchmaker & Out of This World + Logix
- 16 (NR) Schiffe Versenken (Depth Charge) + Schutzenfest (Marksman)
- 17 (NR) Chinesische Logik (Chinese Logic)
- 19 (NR) Fang Den Ball (Catch the Ball) + Drei Mal Drei (3 x 3, Tic-Tac-Toe)
- 21 (NR) Das Geheimnis Der Pharaonen (Secret of the Pharaohs)
- 31 (NR) Der Musiker (Musician) [Includes music keyboard add-on]
- 32 (NR) Labyrinth + Superhirn (Super Mind)
- 40 (NR) 4 In 1 (Connect Four)
- 45 (NR) Morse
- 47 (NR) The Mousing Cat
- 48 (NR) Backgammon
- 51 (NR) Terrahawks (Same as Attack of the Time Lord in US)
- 53 (NR) Nightmare
- C7010 Schach (Chess)

All other games (1 - 53 to my knowledge) are the same as US games.

ODYSSEY 3 COMMAND CENTER (NR?)

Carts are playable on Odyssey 2 with less background.

- G7400 Phillips Video Pro (System)
 - Neutron Star (NR?)
 - Backgammon (NR?)
 - Air Battle (NR?)
 - Norse Men (NR?)
 - Nightmare (O2 compatible) (NR?)
- 7420 Microsoft Basic Übersetzung Modul [Hardware (memory)]
 - Terrahawks (O2 compatible) (NR?)
 - Formula 1 (NR?)

NR = Never Released

AND FINALLY.....

I'd like to thank Scott Stilphen and his Atari 800XL computer for putting together the first two issues. His help was invaluable. Kudos also to Tim Duarte whose input and fantastic 2600 Connection have been very much appreciated. A very special thanks to the publisher who has put in many weekend hours in order to get this N/L out. But thanks most of all to the contributors and readers of CS & G. Without you we cannot survive. We hope to bring you another year of classic games and memories.

The Cart Collector Extraordinaire, Al Backiel, the man who travels the globe in search of cartridges is in need of just one more game to complete his 5200 collection. Frogger II: Three Deep is the game Al needs and I'm sure he will reward anyone generously to get it.

Anyone out there a Wizards and Warriors (NES) fan? Well I couldn't wait to get a chance to finally play Warriors III: Kuros Visions of Power, so I rented it. Boy what a let down! Yes it does have excellent graphics and is somewhat challenging (there aren't any continues or passwords), but it took me more than three days to beat Ironsword (W&W II). The bosses were easy to beat and Makil is a wimp the third time around. Good thing Kuros has disguises, marrying three women is bigamy nowadays.

Bart vs. the World (NES), however, is an excellent game if you are a Simpsons fan. Bart must travel through China, the North Pole, Egypt, and finally Hollywood. Most of the characters from the show make appearances throughout the game. Probably the best on the Simpson games out right now for any system.

So fellow vid-heads until the Holiday Issue, remember it doesn't matter what system you play, they are all classics. Happy Gaming!!

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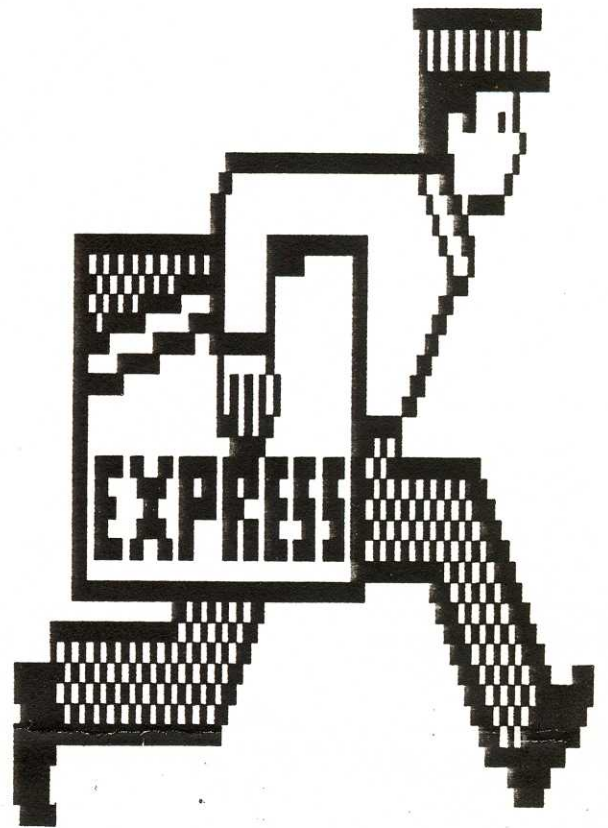
Jeff Adkins

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