

CLASSIC SYSTEMS & GAMES

MONTHLY

VOLUME 2, ISSUE 10

SEPTEMBER 1993

GAME OF THE MONTH

COLLECTING CLASSIC ARCADE GAMES

"Sounds like a pricey proposition"

THE ADAM ENTERTAINMENT CENTER

"The little old ADAM got lost in all the distractions."

INTELLIVISION ROLE PLAYING GAMES

BEN HUTCHINS' ODYSSEY CHALLENGE

VECTREX SUPER CART

GOLDEN AGE VIDEO GAME MAGAZINES

2 Exciting ARCADE Games



ARMORED ENCOUNTER!

A realistic simulation of armored warfare!

SUB CHASE!

Low flying jets hunt for enemy submarines!

ODYSSEY²

FROM OUR EDITOR

Over the years I'm sure, many of us have read in various video game magazines that this system or that system is dead. A lot of todays gamers laugh or scoff at those of us that still enjoy our old relics of the past. I don't know about you but my systems are all still alive and well in my house. About the only way that they will ever be considered lifeless is when all of us have totally given up on the classics from the past. This will never happen as long as we all continue to spread the word to others that these particular systems and games can still be very enjoyable to both young and old alike. In the past few months I have given Atari VCS's and games to some of my friends children who can't afford a NES, Super NES, or even a Genesis. To me there is great satisfaction in watching a kids first experience with a video game, especially a 2600 game. It brings back fond memories of my first game sessions on the VCS. In closing, if you know someone who can't afford to buy their children a video game system and you have quite a few VCS's stacked up in the closet like I do, you might want to give one with a couple games so they too can enjoy the classics like we still do today. Christmas is coming up and they make excellent gifts for such kids.

Jeff

WHAT'S INSIDE

ARCADE FLASHBACK

2 Collecting Classic Arcade Games

4 Game In Hand

COLLECOVISION SKILL LEVEL

5 The ADAM Entertainment Center

INTELLIVISION VID BITS

6 Short Review of Role Playing Games

ODYSSEY OUTPOST

Game of the Month

7 Sub Chase/Armored Encounter

8 Ben Hutchins' Odyssey Challenge

VECTREX VECTOR

9 "Super" Cart

CLASSIC BACKTRACK

10 Golden Age Video Game Magazines

14 Classifieds

17 And Finally....

ARCADE FLASHBACK

Collecting Classic Arcade Games

By Rebecca Cooper

Although at first blush it sounds like a pricey proposition, collecting classic arcade video games is no longer just for wealthy people with built-in game rooms. In fact, for many collectors, the price of old games isn't that much of a problem. But finding the old games is. The reason for the disappearance of the old games is simple. Arcade operators can no longer make a profit on classic games like Pac-man, or Missile Command. So when they run across these units, they convert them into Streetfighters or other popular games. This conversion process involves tearing the computer guts out of the old game, installing new chips, then painting over the cabinet and adding new decals and a new marquee. This process has been going on in the country for many years and explains why most of the classics from the early 1980s are nearly extinct today.

Yet there are still a few of the old ones around. Your best bet in tracking down a favorite is to call an arcade distributor. They are generally listed in the Yellow Pages under "Amusement Devices" or "Vending Machines". Depending on the city, you may find quite a choice of old games available, though you may need to make number of calls. Some dealers with little in stock can find old games for their customers if given enough time. Arcades represent another source for finding old games. Remember, most arcade owners are in it for the money, they aren't particularly interested in a games "classic" status. Most of the old games don't bring in many quarters today, so if you see a game you are interested in, it certainly doesn't hurt to inquire whether it is for sale.

How much should you expect to pay for an old game? This of course, is a very tricky

question. The price of an old game can vary according to a number of considerations. One of the most important factors is geography. In Tulsa, arcade classics generally sell in the \$100 - \$300 range. In Boston, the same game machines sell for \$300 - \$600. I recommend calling as many places as possible and exercising patience. You'll find some people who say, "\$600 is a great price for a Tempest. The thing cost \$2,000 new". But you'll also find more reasonable people who recognize that Tempest makes no money today, and therefore selling it for a couple hundred dollars makes sense. It cannot be easily converted into another game because of its vector graphics monitor. You can often find one for \$200 or less. Brad Zak, long time owner of the Entertainment Outlet in Tulsa, sold us a Pac-man for \$125, a Tempest for \$150, and the very rare Qix, in near mint condition, for \$200. Brad is far more careful than other dealers to charge fair prices, so don't be suprised if you find these machines to be considerably more expensive.

Another factor to consider when looking around for classic games is their condition. Many arcade games were located in places where people spilled drinks on them, snuffed out their cigarette butts on them, and kicked them repeatedly whenever "game over" appeared on the screen. Common sense suggests that a "mint" condition game is much more desirable (and collectible) than the one thats been through a fire. Some games are so rare that condition is less of a consideration. In general however, one should pay attention to the shape of a cabinet (very few dings, scrapes in the paint, burn marks, etc.), the decals (if applicable) should be intact and not peeled or scraped, the control panel should be clean or cleanable and free of burn holes, with as little scraping or fading as possible, and the glass should be in good shape,

preferably with the paint intact and few scratches.

The first thing most prospective collectors consider is whether it works. This is only common sense, yet more is involved here than first appears. If a game is broken, the key question concerns what is involved in getting it fixed. If the monitor is shot, you are probably out of luck, because good monitors are a key commodity in the arcade world and very difficult to repair or replace inexpensively. But the computer chips or "boards" are priced reasonably and are easy to replace, even for a novice. Most dealers have a ready supply of old boards on hand that they yanked out of old machines when converting them and then saved them. So an important thing to remember is that a scratched and beaten up cabinet cannot be repaired, but a machine with a mint cabinet with some electronic problems often can be fully restored.

Collectors should also remember that conversions first began to appear over ten years ago. If you are examining a Ms. Pac-man machine, then make sure it is an original. Thousands of (actually most) Ms. Pac-man machines are in fact converted Pac-man games, and are therefore less desirable. Ms. Pac-man was one of the first games with a conversion kit and was also one of the most successful games of all time. Ms. Pac-man conversion kits were designed to use old Pac-man machines after it became apparent that the success of a woman would outdo the success of her beau. It is usually easy to tell if a machine is a "dedicated" (that is original) model or a convert. Examine the cabinet carefully to see whether it has been painted over or shows any signs of tampering. Another oddity (some say collectible, some say keep away at all costs) to watch for are the counterfeits of the old machines. I saw a machine that certainly looked like a Q*bert, but it had a funny looking marquee. I asked my distributor friend about it, who assured me I had run into a counterfeit. Other infamous counterfeits include the many versions of PONG and the take-offs on Pac-man such as Puck-man and other near clones.

Finally, here are answers to some of the most

commonly asked questions concerning the purchasing and collecting of classic arcade games:

Q: I'd like to get a few old games, but how do you find the room for them?

A: Arcade games take up surprisingly little space. That is intentional, for arcade owners want to get as many machines in their game rooms as possible. Most arcade machines are built vertically so they don't take up that much space. They are also built to be placed side by side to minimize the loss of space. Sit down or "cocktail table" games, which require chairs during gameplay, take up considerably more room.

Q: Don't these old games break down all the time?

A: Not in our experience. The machines were built to take a lot of abuse. Most arcade and bar owners left them on all the time. In most homes, arcade games receive far, far less use. Some games, especially those with Vector monitors (Cinematronics games are notorious), are far more prone to breakdown than others. You must be very careful in moving vector monitor games. On the other hand, we purchased a working Tempest despite the advice of our distributor friend, who warned us to stay away from it. In limited use, we have had no trouble with it at all in over two years.

Q: But what if they do breakdown? How do you get it fixed? Are parts available? Are repairs expensive?

A: Getting a machine repaired isn't necessarily an easy proposition. For one they are quite difficult to move. In addition, it isn't always easy to find a distributor who is interested in repairing old games. Parts are available, but sometimes they have to be ordered. Because they don't stand to make much money repairing older machines, some distributors would prefer

not to be bothered. But the cost of repairs isn't all that unreasonable. The few repairs I've done usually fell into the \$50 range. Your best bet is to make certain the game is in good working order in the first place when you buy it. Make sure the monitor is strong (some "burn in" or "scarring" of old monitors is inevitable. It doesn't mean the monitor is shot, providing the picture is otherwise bright and steady). If you buy a machine from a distributor, try to get him to promise that he will repair the machine for a reasonable price should it need some attention down the line. If you are tempted to buy a malfunctioning machine from an arcade or whatever, first call around to see if you can find someone who will fix it. Finally, recognize that some machines are far more difficult to repair than others. Vector games, again are more costly to repair. Real oldies like Space Invaders or PONG are real gambles if they aren't in excellent working condition.

Q: What does it cost to operate these machines? Do they require much power?

A: I don't have an exact answer. But during the months where we've had a game or two on for two or three hours a day, we've noticed no appreciable jump in our electric bills.

Q: Will these machines ever be considered true "collectors items? Will they be worth money?

A: Our best guess is that they will be worth money. A spokesman for Sotheby's Auction House has already stated that old video arcade games will be worth money on the collector's market, just as old pinball machines and jukeboxes are. But for now, the best reason to pick up a game or two is that they are FUN! With a little luck, you can find a working Centipede or Tempest for the cost of three SNES games! Will they be worth more than that someday? Who cares? Our Missile Command machine will never be for sale at any price! Well not for any reasonable price.

GAME IN HAND

By Kurt Stone

Space game enthusiasts will appreciate Coleco's version of Zaxxon. It is probably the hardest handheld game to master. It took me over one month to beat the game which means a score of over 999. After 999 the score recycles back to 0. This is one of the few games that uses two vacuum florescent displays. One display is set at a normal viewing angle and the other one at a right viewing angle to the first. A two way mirror separates the displays and gives the appearance of one display. This method produces a good representation of 3-D graphics.

The player uses one joystick and twin fire buttons. This joystick takes some time getting use to. The controls are very precise once the player becomes accustomed to them. You begin the game with four fighters and receive a fifth if the score reaches 100. Fuel arsenals are worth 4 points, tanks are worth 6, shooting a missile 2 pts., and hitting the Zaxxon robot is worth 20 points. The first obstacles are the high fortress walls. You can fly over or through the gaps. Between the fortress walls are the fuel arsenals, tanks and missiles that bring you all those points. After the walls there is dark space with only enemy fighters flying toward your ship. The game then cycles through to the fortress walls again. However this time around the walls have an electric fence or force field on top that makes it impossible to fly over. The game gets pretty tough from here on. This game is harder to find than others but it can be picked up at flea markets and garage sales for as little as \$2 up to around \$10 or \$12.

Now a tip for restoring game boxes. If you have a box that is dented or even ripped don't worry because they can be restored. First disassemble the box by either slicing it with a razor or carefully prying apart at the seams. Then completely soak the cardboard for about 1 to 2 minutes. Then lay the whole thing on a flat surface. Then place a heavy flat board on top for at least 24 hours. Placing heavy books or weights on top of the board will help keep the cardboard flat. After the cardboard is dry fold at the original seams. Re-glue the seams with yellow wood glue. Hold or if possible clamp for 5 to 10 minutes and you have a restored box.

COLECOVISION SKILL LEVEL

The Adam Entertainment Center

By Terry R. Fowler

With so many computers in the world it seems that the little old ADAM got lost in all the distractions. But, for many such as myself, ADAM has found a new and unique place in our home. Enter the world of entertainment electronics! The Home Entertainment Center, housing the Color TV/Monitor, VCR, and ADAM Computer System.

The Entertainment Center

The Color TV/Monitor is the key element. Most new color TV's have input jacks for video and audio that are compatible with the ADAM computer. A special cable plugs into the Memory Console to provide the video and audio output. The TV has the ability (using the remote) to switch between input via the normal TV Antenna or cable box and the Audio/Visual jacks. A Video Cassette Recorder can plug in between, plugging the ADAM into the input jacks of the VCR, and connect cable between the output of the VCR and the TV input jacks. With this set up, you can even record your ADAM games or sessions. If the TV provides stereo sound, you normally plug the single audio output of the ADAM into the left channel of the VCR or TV. The device detects a single input and pipes sound out the right channel too.

Some might question the sanity of using the ADAM system this way, but the pure versatility of the ADAM and its compatibility with today's Higher Definition Video displays make it a great choice. Lest you forget, again because of the distraction of so many other computers touting their usefulness, the ADAM system can entertain and teach 2 year and older children as well as allow any age person an easy introduction to computers. ADAM is much more powerful than most people realize, and certainly powerful enough for the average computer user who doesn't wish to

over invest in a computer world that is changing every year with new advances and features. ADAM is easy enough to use that even children have no problem using the hardware, software and game cartridges without adult supervision.

There is more than enough software to select just the right program to fit your need. Our latest ADAM'S House Catalog contains thousands of products and software titles that allow you to use and expand the use of your ADAM system. Our ADAM Information Kit contains a detailed examination of hardware and software that helps you select the right software and/or hardware for your system. And our Cartridge Review Manual contains a complete review of our 150 Colecovision game cartridges (black plastic cartridges that are virtually indestructible) that are available in new condition to play Arcade Quality games and educational software.

Today when you think of entertainment centers, think Television, Stereo Radio, Tape, or CD (and phono, in my case), and Computer System. And if you throw in a Midi Interface and Synthesizer Keyboard, you can let ADAM select and play amazing music back through your stereo system (one of my personal ways to relax and enjoy my little old ADAM). Or maybe you'd like ADAM to work around the clock controlling the X-10 Security system. Whatever way you chose to make the ADAM part of your system, you'll find every family member can and will benefit.

Editors Note: Once again I highly recommend the ADAM'S House Catalog and Information Kit. It is very interesting and useful. Kits are available for \$2. Write to:

ADAM'S HOUSE
Route 2 Box 2756
Pearland TX 77581-9503

INTELLIVISION VID BITS

Short Review of Role Playing Games

By Ralph Linne

Role Playing games are a big part of the video game scene today. This was not always true. Of the video game systems of the early 1980's, the Intellivision had the only real "true" role playing type video games. Atari, Colecovision, Vectrex, Bally or Arcadia 2001 never released one and it wasn't until Nintendo and the Sega Master System that we would see them again. Only Odyssey 2 had a role playing game which was a combination of a video game cartridge and board game known as "Quest for the Rings".

Since there were four excellent role playing games released for the Intellivision, this is one of the best reasons to own the system. I bought each one of them as soon as they came out and spent many a night playing them, since there was no password or battery backup. These games are some of the best ever done for the Intellivision in my own opinion. They were:

- Advanced D & D - Cloudy Mountain
- Advanced D & D - Treasure of Tarmin
- Swords & Serpents
- Tower of Doom

Advanced D & D - Cloudy Mountain

This was the first role playing game released by Mattel and a good beginner type game. The game can be easily beaten at the lowest level, but as you increase to the harder levels it will be more challenging. Game view is overhead when exploring the mountain caves and the same outside in the country. Graphics are the simplest of the four games being reviewed, but the feature of the cave passages not shown until you enter that section is an excellent touch.

Advanced D & D - Treasure of Tarmin

This was the second and last role playing game released by Mattel and in my opinion, the very best of the four done. This is an AD & D style like game, in which a Minotaur stands guard over the Treasure of Tarmin at the bottom of the castle. There are lesser treasures, weapons and spiritual objects placed throughout the 256 levels of mazes beneath the castle. The game is played in three dimensional maze setting, giving you the first person experience of actually traveling through the danger ridden passageways. What I like best is that the first

person per- spective within the mazes gives more of a feeling of participation in the quest, and this sequel is more complex and satisfying to play than Cloudy Mountain.

Swords & Serpents

This was the only third-party role playing game released for play on the Intellivision system and was produced by Imagic in 1983. This is the only two player role playing game of the four and in order to win the game you have to have both players. The game is located in a dungeon with several levels to be completed before facing the dragon located in a room with no doors. This game is viewed by looking down upon the warrior and magician. Graphics are the best of the four games. I only recommend this if you can find another player.

Tower of Doom

This was the last role playing game released for the Intellivision system and the only one released by INTV. This game was started by Mattel as an AD & D game in 1983 and was about 80% complete when they closed shop in 1984. INTV bought the rights to the game and finished it with a release date of 1987. This role playing game has a very large number of adventures and characters to choose from and there are almost endless opportunities for a gratifying experience. There are many mazes with many approaches that you can take in order to survive your adventure. Graphics are very nice with the screen divided into four parts: map of dungeon maze, an inventory screen, action screen, and message area. The game uses the "Super Graphics" programming which greatly improves the appearance of the game. This one should be the second choice on your list.

In summary, all of the games are excellent, but you will need the instructions. You can make your own overlays (Tower of Doom doesn't use any) in order to remember the layout of the keypad if you cannot find any.

Ed. Note: Ralph is the editor of Intellivision Lines, the only newsletter devoted entirely to the Intellivision. For more info write to:

Intellivision Lines
c/o Ralph Linne
8385 Findley Dr.
Mentor, OH 44060

ODYSSEY OUTPOST

GAME OF THE MONTH

Sub Chase/Armored Encounter

1978 Magnavox
9403 Two Players
By Ben Hutchins

Here's another of Magnavox's dual game cartridges that should put some life back into your Odyssey 2 system. This is a great, fast action shoot-em-up game with several advantages, but also with some drawbacks. I will look at each game individually and point out the good and bad points in each.

Sub Chase

This may seem like a mix between Atari's Canyon Bomber and Air-Sea Battle at first glance, and it would be if it weren't for several variations.

This is another of Magnavox's two player only games, this is by far the largest drawback. Player one starts at the upper right portion of the screen, controlling an airplane. Player two starts in the lower left controlling a submarine. The object is to simply get the most hits in on your opponent within a 3 minute time span.

On the normal setting, moving the joystick up will make the airplane rise or the sub to creep closer to the surface. Moving it down will cause the sub or airplane to dive. The pressing of the action button either drops a bomb or fires a surface to air missile (depending on who you are). As soon as the action starts the plane will continually move from right to left across the screen, disappearing on the left and reappearing on the right. The same goes for the sub except it will go from left to right. There is no way to stop this, but you can

slow it down by holding the joystick opposite the direction your vehicle is travelling.

The variations available allow unique and truly exciting gameplay. One variant allows the player to control his/her missile/bomb after it is fired to allow a sort of guidance system. Other variations place meandering, innocent ships in between the sub and plane. If either player shoots these ship(s) one victory is deducted from the players score that did so.

SUMMARY

Graphics- Somewhat simplistic, but they do the job. The plane has both wings and the tailfin showing, giving it a twisted look. The submarine looks like a box with a flag sticking out of the top.

Sound- No music or fanfare if you win. The only noises are explosions, firing a shot, and hitting an innocent ship. I never understood why Magnavox's programmers didn't put a wider variety of sounds into the Odyssey 2 games, the technology was there.

Gameplay- The Odyssey 2's joystick performs superbly with guide response and easy setup.

RATING	
Graphics	**1/2
Sound	*
Gameplay	****
Overall	***

Armored Encounter

What's this? Are my eyes playing tricks on me, or am I seeing a pathetically, unoriginal carbon copy of Atari's Combat? K.C. Munchkin was one thing, Acrobats took it a step further, but armored Encounter takes the cake!

Well, not that that's out of my system, lets get down to business. The variations are similar to Sub Chase. You can have guided missiles, landmines, barriers or open land. If you hit a landmine you explode and your opponent gets one point for your demise. Again the goal is to get as many kills in 3 minutes.

The controls are quite similar to Atari's Combat. Left turns the tank counter-clockwise, right clockwise. Up moves forward, down moves the tank in reverse. Each player starts with 20 rounds of ammo (shown on upper part of screen). When you get down to your final 3 shots, the ammo count turns a different color.

Odyssey should have included a PONG tank version like Atari's Combat, but I guess they didn't want to go that far.

SUMMARY

Graphics- The tanks are well done, but their really aren't any other exciting graphics. The landmines are large X's. The barriers are white lines that simply mark out the game area.

Sound- The sounds include, firing a shot, the explosion of a tank, and moving the tank, that's it.

Gameplay- Like Atari's Combat, it takes a little getting used to the controls, but once you've mastered them, you should have no problem.

RATING

Graphics	*
Sound	1/2
Gameplay	**
Overall	**

Ben Hutchins Odyssey Challenge

You can win a free Odyssey 2 cartridge by answering all of the following questions correctly. In case of a tie there will be a drawing. Send your answers to the editor by October 31st. What game are we giving away? Well, we're not going to tell, after all just being a winner means more than a free cartridge doesn't it? CS&G staff, family members, pen pals, and painters are prohibited from entering. GOOD LUCK!

- 1) In all how many voice supported games were released for play on the Odyssey 2? (excluding European releases Russ!)
- 2) What year did the Odyssey 2 take the big plunge?
- 3) Name the first of the 3 "Master Strategy " series to be released and the year it was released?
- 4) Name Odyssey 2's Circus Atari clone?
- 5) Other than Magnavox, only one other company made games for the Odyssey 2. Name the company and the 2 games they released.
- 6) Name the Odyssey 2 game cartridge that was voted best Science Fiction game in 1982 by Video Magazine and received honorable mention for Video Game of the Year.
- 7) The Odyssey 2 game Dynasty is based on the ancient Chinese game called _____.
- 8) Name the Odyssey 2 game cartridge that allowed players to solve math problems.

THE VECTREX VECTOR

By Scott Stilphen

I've got some great news for all you collectors out there struggling to get the complete Vectrex cart collection. Sean Kelly has devised a "Super" cart which contains all the carts released for the Vectrex (* except Animation), plus a special version of Minestorm, and even the Vectrex demo/test program! (Interested in getting one? Read on...)

The cart itself has a set of switches at the top, and different settings choose which program is loaded into the system. There's a total of 28 programs- this includes the 3-D and Light Pen games as well. The Minestorm "hack" allows you to play with unlimited ships! It also features auto-fire (by holding the button down).

The demo/test program included helps diagnose any problems you may have with the system or the controller. The different demo/tests available are:

- Full size grid
- Adjust DAC offset
- Integrator offset (size/spacing)
- Form Checksum (should equal B796)
- Deflection protect (scaling)
- Intensity (of vector beam)
- Focus (of detailed objects)
- Distortion 1
- Distortion 2
- Controller test (and cont. jacks)

To use it, button #4 picks the next test and button #3 goes back to the last. On the Controller test, hold #1 and then press either #3 or #4. This test is Rev. 4 (other versions may exist).

The price for each multi-cart is \$75(*), which includes some simple instructions on how to use it. (*) Sean notes the reason Animation was left out is because this cart contains extra RAM, and the additional work needed to include it would have raised the price substantially. But believe me, what you do get is definitely worth the price. If you would like one, please write to:

Sean Kelly
5789 N Milwaukee
Chicago IL 60646

I'll keep you informed of any changes or updates with Sean's m/c. He also has some other cool ideas for us Vectrex owners, so stay tuned!

Ed. Note: Sean has just added a pause feature so the price has gone from \$65 to \$75.

CLASSIC BACKTRACK

Golden Age Video Game Magazines

By Al Backiel

The following is dedicated to the publications that covered the first waves of home video game systems. Most of these magazines fell victim to the collapse of the video game market in 1984. Many tried the inevitable by switching their focus to computer games. Collectors like to save these old magazines because they are the reference manuals of that era. Documenting the games that were released, those that didn't make it and hinting at the possible existence of others.

Title: Electronic Games

Dates: Winter '82 - August '85

of issues: 38 + 2 annuals

Name change: Electronic Entertainment (May '85) Publisher: Reese Communications

A spinoff of Video Magazine, EG had the highest circulation. The text was highlighted by nice artwork. A typical feature would be to pick a subject (say Baseball) and give mini-reviews of that type across every system. The Game Doctor (the Q & A expert) made his debut here. EG did not grade games and their reviews were generally kind. They had one policy, which I disagree with, and that was not revealing how to get at "Easter Eggs". They felt it would detract from the fun of a game. EG had regular columns on pinball, arcade coin-ops, handhelds, stand alones, and computer games. They ran a photo series on arcades of the world. There was complete coverage of all

the CES's. The annual achievement awards were the most prestigious in the industry. In Oct '92 EG was revived by 3 members of the original staff (Arnie Katz, Bill Kunkel & Joyce Worley) keeping some of their original concepts.

Title: Video Game Update

Dates: Jan '82 - July '90

of issues: 100 + 1 Index and 1 Special Edition. Name Change: Computer Entertainer (April '84). Publisher: same as title.

Not actually a magazine, but a newsletter. Resembling today's fanzines slightly. VGU started out as an informational guide to customers of a mail order company called Video Takeout. VGU holds the record for longevity. It survived the video game crash, witnessed the Nintendo era, and also saw the intro of Sega and first sign of CD-ROM. It shifted direction toward computer games when necessary, but even still ended abruptly for some reason. Undoubtedly, the most complete listing and reviews of video and computer games of the early days. Notable also for interviews with programmers and CES reports. A regular feature was a complete listing of all soon to be released video games. This list was constantly updated to reflect delays in release dates, cancels, name changes and additions. New games were rated separately for graphics and gameplay.

Title: Video Games

Dates: Aug '82 - Fall '84

of issues: 21 + 2 Annuals

Name Change: none

Publisher: Pumpkin Press

A lot like Electronic Games, but minus the artwork and with more emphasis on arcade games. The new game reviews were a little more meatier, but also unrated. The best features done were the multipage photo essays of the various trade shows. VG was also known for their in-depth interviews with (e.g Rob Fulop) and company executives (e.g. Michael Katz of Epyx). They did present one set of game of the year awards. The winners were Atari for Pole Position (arcade) and Activision for Pitfall! (home). VG became one of the first casualties of the video game "Crash" of '84. The last issue being reduced to a quarterly. As far as I know there is no connection between Video Games & Computer Entertainment which was recently renamed Video Games.

Title: Electronic Fun

Dates: Nov '82 - May '84

of issues: 19 + 2 annuals

Name Change: Computer Fun (May '85)

Publisher: Fun & Games

This magazine was officially called Electronic Fun with Computers & Games. The reviews consisted of a full description, one special game tip and a rating of from 1 to 4 joysticks. One of my favorite articles was Top Secret (game gossip by "The Fly"). Each issue had a high score contest on the game they chose. Usually the winner was somebody who managed to max out the game. The photo of the screen & score never failed to impress me. Another regular feature was the Top Ten lists for home & arcade. Each issue would also give you the printout of a program (usually a game) written by one of their readers (First Screening). So if you had that particular computer it was written on you got a bonus of a free program. EF reached its peak in Nov '83 when they sponsored the Electronic Fun Expo in the New York Coliseum. This show was open to the public and every video game manufacturer seemed to be there. I remember Vectrex

showing off Pole Position and Fox Games with a tent pitched on the floor to push M*A*S*H for the 2600.

Title: Video Gaming Illustrated

Dates: Aug '82 - March '84

of issues: 14

Name Changes: Videogaming and Computergaming

Illustrated (June '83), Video and Computergaming Illustrated (Jan '84)

Publisher: Ion International

One of the most opinionated magazines. VI carried very little advertising. I don't know if it was intentional or not. If it was their reviews should be more believable. If it wasn't they made a serious error thinking they could live without it. By far the highlight was the "Conquering" series. Each game got an in-depth review of several pages. You could really tell that they actually spent some time playing the game. Many tips were given on how to beat the game. Games were rated for graphics and gameplay. By far their most controversial issue was the one on the Adam computer. The cover showed an atomic explosion with the words "Colecos Adam Bomb?". This not-pulling-any-punches approach probably didn't help matters. Another issue that came under fire was ironically the one on censorship. The cover showed a picture of a bathing suited babe holding up a motherboard. Parents thought it inappropriate for children and protested. VI also had articles on the latest movies and other unrelated pop culture subjects.

Title: Video Games Player

Dates: Fall '82 - Jan/Feb '85

of issues: 10+ (?)

Name Change: Computer Games (Dec/Jan '84)

Publisher: Carnegie Publications

Similar to VI in concept. VGP had a detailed review series called Beat It!, a

gaming news page called The Hotline, a large section of rated reviews (with one named game of the month), and one page dedicated to a list of upcoming releases, the top 10 games on computer, home and arcade. The unique feature it had was the Swap Shop (free classified ads for gamers).

Title: Joystick

Dates: Sept '82 - Dec '83

of issues: 8+ (?)

Name Change: none (?)

Publisher: Publications International Ltd.

Seemed to favor arcades more. They would have an occasional issue dedicated to home games. Their how-to-beat-it series always had several pages of huge enlargements of the game screens. Each issue carried a list of high scores of arcade games in conjunction with Twin Galaxies Arcade of Ottuma, Iowa (the official record keepers and verifiers). New home games were rated from 1 (e.g. 2600 Bugs) to 5 stars (e.g. Frogger).

Title: Atari Age

Dates: May/June '82 - May/April '84

of issues: 11

Name Change: none (?)

Publisher: The Atari Club

The official magazine of the Atari Club which provided certificates and cards for its members. AA actually started out as a newsletter sometime before 1982 (?). I have an issue which resembles a newspaper from the summer of '81. The magazine was pretty amusing with contests, puzzles and game tips. Along with the usual new game announcements there was a mail order section on available Atari merchandise. The greatest benefit in membership had to be the club exclusive game offerings. Quadrun, Gravitar, Video Cube, the Swordquest series and others made their debut here and were available no where else for a while. Crazy Climber was available

only through the Atari Club which makes it one of the rarer ones. Atari tried to stage a comeback during the Nintendo era and came out with the Atarian Magazine which lasted only 3 issues.

Title: Activisions

Dates: Spring '82 - Fall '83

of issues: 7

Name Change: none

Publisher: Activision Inc.

No game club and not exactly a magazine. More like a color newsletter. free for the asking and sent out automatically when you mailed back a warranty card. Activisions was quite interesting because they tried to provide their customers with behind-the-scenes views of the making of video games. Some issues carried a high score list and the number of users who qualified for the merit badge in their games. One page new product fliers were also sent to readers. I have seen the following: Starmaster, Spider Fighter, Seaquest, Pitfall II, and H.E.R.O. There may be others.

Title: BLIP

Dates: Feb '83 - July '83

of issues: 6 (?)

Name Change: none

Publisher: Marvel Comics

Largely missed on the newstands because it was in comic book format. There was occasional comic strips, but it was mostly text and photos on video games.

That about does it on the most significant video game magazines. I have not included the magazines like Replay and Play Meter which were only available to the trades and covered coin-ops. Nor have I included magazines like the Atari Explorer which as I understand is, primarily a computer magazine.

Foreign magazines have not been included due to lack of access. The following is a list of the magazines that managed to put together only a few issues:

Title: The Numb Thumb Club

Dates: 1982, '83

of issues: 2

Comments: The official club and magazine of Imagic.

Title: Vidiot

Dates: Sep/Oct '82 - Apr/May '83

of issues: 3

Comments: An outgrowth of the teenage groupie magazine Creem. Besides the actual articles, they liked to show photos of rock stars posing next to arcade games.

Title: Video & Arcade Games

Dates: Spring '83 - Fall '83

of issues: 2

Comments: A fairly informative magazine from Creative Computing.

Title: Video Action

Dates: Fall '81 - ?

of issues: 1 (?)

Comments: Magazine and publisher are the same. Subtitled Consumer Sourcebook Quarterly.

Title: Hi-Res

Dates: ? to Jan '84 (?)

of issues: ?

Comments: Published by Compupress. Subtitled The Complete Magazine for the Atari VCS & Computer Users.

Title: Colecovision Experience

Dates: Spring '83 - Winter '84

of issues: ?

Comments: The official magazine of Coleco

Title: Odyssey Adventure

Dates: Winter '82 - (?)

of issues: 1 (?)

Comments: The official magazine of the Magnavox Odyssey 2.

Title: Intellivision News

Dates: (?)

of issues: (?)

Comments: The official Magazine of the Intellivision Owners Club,

That about raps it up. I have inserted question marks where I was unsure of the facts. I acknowledge that this list may be incomplete, but at least its a start. I am unaware of any other publications other than those mentioned above. The author welcomes any comments or additions readers might have.

Editors Note: For trivia buffs some of the Electronic Fun contest winners included Russ Perry Jr. (Him AGAIN!) winner of Your Game of Games contest (Jan. 1984 issue), and none other than that elusive cartridge salesman, Jim Redd. His letter appears in the Sept. '83 issue. Also one of the First Screening programs was Steve Benders 3-D Tunnels of Terror also in the Sept. '83 issue. If anyone is looking for some of the old classic video game magazines, Frank Polosky is a good source. His address is:

Frank Polosky
P.O. Box 9542
Pittsburgh PA 15223

CLASSIFIEDS

FOR SALE/TRADE LIST 9/15/93:

Used 2600 Games \$2.00 each

Adventure, Air-Sea Battle, Amidar, Armor Ambush, Asteroids, Barnstorming, Basketball, Berzerk, Bowling, Breakout, Centipede, Chopper Command (Blue Label), Cosmic Ark, Dark Cavern, Defender, Donkey Kong (Coleco), Donkey Kong (Atari), Enduro (B.L.), E.T., Football, Freeway, Frogger, Haunted House, Home Run, Ice Hockey, Laser Blast, Missile Command, Night Driver, Pac-man, Pitfall!, Q*bert, Raiders of the Lost Ark, Real Sports: Baseball, Football, River Raid, Sky Jinks, Space Attack, Space Invaders, Starmaster, Star Wars: Empire Strikes Back, Street Racer, Vanguard, Video Pinball, Warlords, Yars Revenge. Sears: Asteroids, Missile Command, Pong Sports, Target Fun.

\$3.00 2600 games (used):

Ghostbusters (B.L.), Midnight Magic, Moon Patrol, Pele's Soccer, Star Raiders includes instructions & touchpad.

Boxed 2600 games (used in good shape) \$4 each

Berzerk, Donkey Kong, Ice Hockey, Jungle Hunt, Ms. Pac-man, Pitfall!, River Raid, Robot Tank, Soccer (M-Network), Space Invaders, Video Pinball.

New 2600 & 7800 games \$5 each

2600: Jungle Hunt, Millipede, RS Football.

7800: Choplifter, Galaga.

Games For Trade Only!

2600: Alien, Bridge (w/box & inst.), Cosmic Commuter, Crossforce, HERO, Planet Patrol, Pooyan, Rock'n Rope, SpaceMaster X-7, Stargate, Stellar Track, Tax Avoiders, Taz. Colecovision: Cabbage Patch Kids: Adventure in the Park, Destructor, Dukes of Hazard, Squish'Em, Sub-Roc, Turbo, War Games, Zaxxon.

Intellivision: Advanced Dungeons & Dragons

Treasure of Tarmin, Dracula.

Channel F: Nos. 1, 9, 12.

Starpath Supercharger.

Instruction Books, Catalogues etc. \$1.00 each

2600: Atari: Air-Sea Battle, Asteroids, Backgammon, Basketball, Battlezone, Berzerk, Breakout, Centipede, Circus Atari, Dark Chambers, Defender, Demons to Diamonds, Desert Falcon, Dig-Dug, Donkey Kong Jr., E.T., Football, Galaxian, Haunted House, Joust, Jr. Pac-man, Jungle Hunt, Kangaroo, Krull, Midnight Magic, Millipede, Missile Command, Moon Patrol, Ms. Pac-man, Night Driver, Pac-man, Pele's Championship Soccer, Phoenix, Pole Position, Real Sports: Baseball, Football, Tennis, Volleyball, Slot Racers, Solaris, Space Invaders, Star Raiders, Street Racer, Super Breakout, Swordquest: Earthworld, Vanguard, Video Checkers, Video Olympics, Venture, Warlords, Yars Revenge, 3-D

Tic-Tac-Toe. Atari Force Comics Nos. 1 & 3.

Catalogues: 1980 (D) blue, 1981 (C) green, 1981 (D) red, 1982 (E) red. Activision: Grand Prix, Ice Hockey, Kaboom!, River Raid, Robot Tank, Seaquest, Spider Fighter, Stampede, Starmaster. Catalogues: Winter 1982, Winter/Spring 1983, Fall/Winter 1983, Winter/Spring 1984. M-Network: Astroblast, Frogs and Flies, Space Attack, S.C. Football, Catalogue.

Imagic: Atlantis, Riddle of the Sphinx, Star Voyager, Trick Shot. Coleco: Carnival, Venture, Catalogue. CBS: GORF, Wizard of Wor. Epyx: California Games, Winter Games. Miscellaneous: Artillery Duel (Xonox), Baseball (Sears), Eggomania (U.S.), Fast Food (Telesys), Final Approach (Apollo), Frogger (Parker), Journey Escape (Data Age), Sea Hawk (Froggo), Space Jockey (U.S.), Turmoil (Fox). 5200 Inst. Books: Pac-man, Star Raiders, Super Breakout, Owners Manual. 7800 Inst. Books: Ace of Aces, Planet Smashers, Touchdown Football, Xenophobe, Owners Manual.

Intellivision Game Cartridges \$2.00 each

Games come with box, inst. book, & overlays. Armor Battle, Astrosmash, Burgertime, Major League Baseball, NFL Football, NHL Hockey,

Las Vegas Poker & Blackjack, Sea Battle, Space Armada, Sub Hunt, Tennis, Triple Action.

Loose Carts \$1 each, no inst., box, overlays.

Beauty & the Beast, NBA Basketball, Nightstalker, Poker & Blackjack, Skiing, Snafu, Space Battle. Inst. Books: Burgertime, Space Hawk, Catalogue.

Magazines \$2.50 each

Game Players Strategy Guide to NES Games Vol. 2 No. 1, Vol. 2 No. 6, Vol. 3 No. 2, Vol. 4 No. 3. Game Players Magazine Vol.3 No.6

Please enclose 50 cents per cart for postage. It might be better to call to see if listed games are available. By mail please list alternatives. Thank You! Jeff Adkins, 11 Windsor, Attica NY 14011. (716) 591-1519 after 5 pm.

Wanted: Fairchild: 19, 23 - 25, K-1 Keyboard Cartridge, Demo(s); Studio II: Tester, Baseball, Demo(s), Gunfighter, Hockey, Speedway, Space War, Fun with Numbers; Telstar Arcade 2: 4+; Microvision: Baseball, Cosmic Hunter, Shooting Star, Vegas Slots; Arcadia 2001: Funky Fish, Grand Slam Tennis, Pleiades, Space Vultures; Etch-A-Sketch: Flyby, Overdrive; 7800: Pyromania, Title Match; Vectrex: Animation, Spike; Odyssey 2: Non-U.S. releases; Bally: 3rd party stuff, Conan, Creative Crayon, ZGrass; 5200: Gremlins, Masterplay Interface, Meteorites, Quintana Roo, Zaxxon; Intellivision: Body Slam, Congo Bongo, Defender, Fathom, Frogger II, Learning Fun II, Popeye, Spiker, Super Cobra, Turbo, Tutankham; Colecovision: Alcazar, Bumpman, Boulder Dash, Evolution, Motocross Racer, Q*bert's Qubes, Tapper, Tomarc, Wing War, Zenji; 2600: Double Dragon, Ikari Warriors, Jawbreaker, Marine Wars, Motorcross Racer, Moto Rodeo, Raft Rider, Ram It, Rescue Terra 1, River Patrol, Robin Hood/Sir Lancelot, Snoopy, Springer, Star Wars Arcade, X-Man; Systems: APF, Entex, Gimini, Palmtex, Starting Line-up, foreigners; lots of other games, docs, etc., etc. Russ Perry Jr. 5970 Scott St., Omro WI 54963, (414) 685-6187

I have the following cartridges listed, but I need Instruction Books for them. Either original or photocopied. Colecovision: S.A. Baseball, Buck Rogers, Burgertime, Carnival, Cabbage Patch Kids, Centipede, Cosmic Avenger, Destructor, Mr. Do!, Donkey Kong, Donkey Kong Jr., Facemaker, Gorf, Illusions, Ladybug, Looping, Mousetrap, Omega Race, Pepper II, Popeye, Q*bert, Quest for Quintana Roo, River Raid, Robin Hood, Rocky, Roc'n Rope, Sir Lancelot, Slither, Smurf, Space Fury, Space Panic, Star Trek, Star Wars, Squish'em, Sub-Roc, Super Cobra, Time Pilot, Turbo, Up&Down, Venture, Victory, Telly Turtle, Wargames, Zaxxon, 2010. Atari 5200: Berzerk, Blueprint, Centipede, Congo Bongo, Defender, Dig-Dug, Mr. Dos Castle, Dreadnaught Factor, Football, Frogger, Galaxian, Joust, Jungle Hunt, Kaboom!, Kangaroo, Mario Bros., Miner 2049er, Missile Command, Pac-man, Ms. Pac-man, Pengo, Pole Position, Q*bert, Robotron 2084, Star Raiders, Star Wars, Super Breakout, Super Cobra, Wizard of Wor. Atari 7800: Asteroids, Centipede, Choplifter, Commando, Dark Chambers, Dig-Dug, Donkey Kong, Donkey Kong Jr., F-18 Hornet, Food Fight, Galaga, Joust, Karateka, Mario Bros., Ms. Pac-man, Pete Rose Baseball, Pole Position, R.S. Baseball, Robotron 2084, Xenophobe, Xevious, Winter Games. I'm also looking for any cartridges not on this list. Andrew Meron 2046 E. Magaret St., St. Paul MN 55119. (612) 738-9034.

VIDEO MAGIC 108 **ATARI**

Atari 5200

SUPER PAC-MAN

Catalog \$1.00

Frank M. Polosky
P O Box 9542
Pittsburgh, PA 15223

Intellivision

Colecovision

• Atari •
2600 5200 7800



FOR SALE OR TRADE: Over 200 games for classic systems. 2600, 5200, 7800, Colecovision, Odyssey 2, and Bally. Fairchild and Odyssey 2 systems, excellent condition. \$20 each. Controllers and power adaptors for all systems. Will exchange lists. Earl Carsner, 738 N. Bermuda St., Mesa AZ. 85205.

ATARI 2600 VIDEO GAME CARTRIDGE

Q*BERT

ATARI 7800 VIDEO GAME CARTRIDGE

ALIEN BRIGADE

ATARI GAME CARTRIDGES. 2600 & 7800 Atari titles "New in Box."

Ask for ATARI List # 101

★ Frank M. Polosky ★
PO Box 9542
Pittsburg, PA 15223

ClassicVideoGames

Games, Hardware, Accessories, & Whatnot!

Atari 2600, 5200, 7800
ColecoVision
Intellivision
Odyssey II
and
Other Systems and Software

Send \$1 for List and Special Offers to

Jerry Greiner
14700 NW Bonneville Loop
Beaverton, OR 97006

Phone/Fax: 503-629-9064
Compuserve: 72142,3717
AOL: JerryG427

We also buy and trade collectable classic games and hardware.

WANTED: Tapes for Odyssey2 by Magnavox. Sam (212) 737-1959.

AND FINALLY.....

First off, I'd like to thank Dan the Man for another free lunch after the Brown's victory over the Raiders today. I seem to be putting on a few pounds for some reason? I'd also like to thank Jeff Cooper for finally introducing me to the world of Vectrex. Of all the systems and games I've collected over the years, the Vectrex was one of the few that I had never played or even seen! I feel like a kid again. Once again thanks Jeff! I'd also like to thank my bro in Michigan who helped me win back some cash during our recent trip to Las Vegas. Better late than never!

It's been a long summer for all of us I'm sure. With cooler weather approaching, we will have more time for video games won't we? I haven't been able to do much playing lately due to many hours of industrial labor. And I'm certainly not going to review games without some quality game time. However our next issue will feature Fatal Run, for the 2600, the return of the 5200 File and most of our regular features for what I hope turns out to be another decent anniversary issue.

Entries for Professor Vids Animal word search will be accepted until October 31st.

And finally, I'm sure most of you have heard by now that Mario All-Stars is an excellent game. I couldn't agree more. If you are a Mario fan, then you will certainly get your fill of the mustached plumber. All three NES releases, plus The Lost Levels (Super Mario 2 in Japan) make this a great Super NES owners must have. The graphics have been upgraded and at times the games seem harder than the original NES games. As far as hard goes, the Lost Levels is the hardest Super Mario you'll ever play, which is the main reason it was never released here. If anyone can reach World 9 in the Lost Levels, by taking a picture of the screen upon doing so (all it has to show is World 9, score doesn't matter) Nintendo will send you a Certified Mario Maniac patch. Your entry must be postmarked by October 31st. Hey wait a minute that's when our contests end! Send to:

Nintendo Power
World 9 Challenge
P.O. Box 97043
Redmond, WA 98073-9743

CS&G Monthly is published 10 times a year. 8 monthly issues plus double summer and holiday issues.

Subscription Rate:

\$16.50 1 year 10 issues

8.50 1/2 year 5 issues

Back issues are currently available for \$2.00 each. Write for list.

All classified ads are \$1.00 for two issues.

Send all letters, questions, subscription requests, game reviews, criticisms, or whatever else is on your mind to:

Jeff Adkins
11 Windsor
Attica NY 14011

Need help with a game?

Call me at (716) 591-1519. After 5 p.m.

Published by : Adkins Publishing
6142 Hoover Road
Ravenna, OH 44266

THE CAST:

Editor: Jeff Adkins

Contributors: Al Backiel, Rebecca Cooper,
Terry Fowler, Ben Hutchins, Ralph Linne,
Scott Stilphen, Kurt Stone

Publisher: Barney

Delivery Supervisor: Art Gridley

Guest Stamp Lickers: Greg the Quiet One & Dan the Man. Great Job!

Classic Systems and Games Monthly is not endorsed, sponsored, or affiliated in any way with Atari, Mattel, Magnavox, Coleco or any other company listed within this newsletter. But I do like to play their games. All company logos are registered trademarks of said companies. All material copyright (c) 1993 by Jeff Adkins and Adkins Publishing.