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CLASSIC SYSTEMS & GAMES MONTHLY

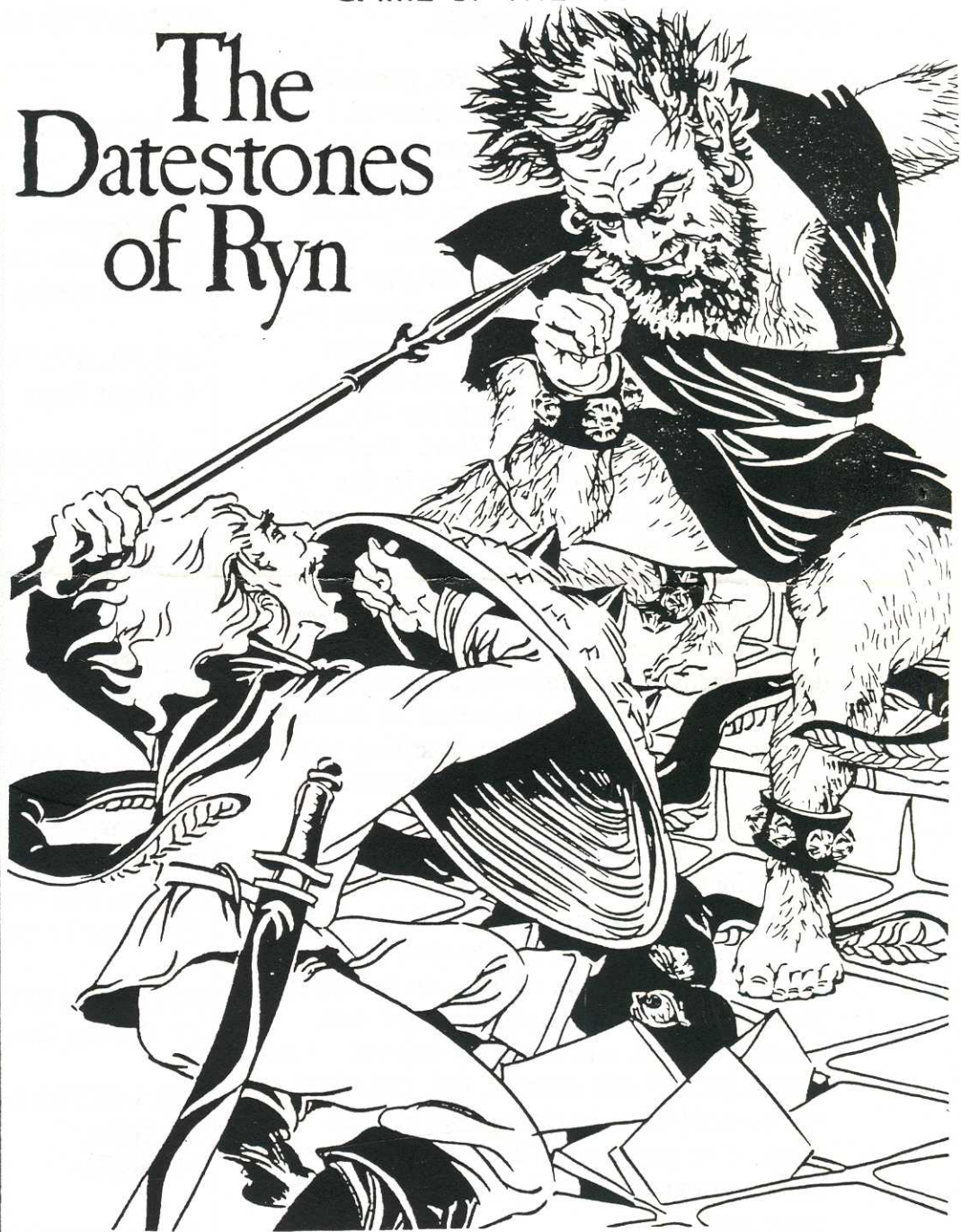
Vol. 2 No. 2

HOLIDAY ISSUE

NOV/DEC 1992

GAME OF THE MONTH:

The Datestones of Ryn



GAME REVIEWS

2600:

Xenophobe
Chase the Chuck Wagon
Road Runner

7800:

Fight Night

COLECOVISION:

Antarctic Adventure

COMPUTER:

The Datestones of Ryn (Atari)
Lunar Leeper (Atari)

ODYSSEY OUTPOST:

Cosmic Conflict

VECTREX:

Spike
Berzerk



DUNJONQUEST

HAPPY HOLIDAYS FROM CS&G

CLASSIC SYSTEMS & GAMES MONTHLY

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FROM OUR EDITOR

Can you remember the first video game cart Santa brought you? One of the first that I found under the tree was Canyon Bomber. I played for hours that X-mas. It isn't much of a game, but back then it kept me very much occupied and out of my parents' hair. That is until me and my brothers (the "Mighty Boys", right Dad?) would end up in an argument over whose turn was next. Golf and Adventure were also a couple of games found during an Adkins X-mas. I think I shot in the 70's or 80's during my first game of Golf. God knows how many times I was gobbled up by the dragons in Adventure. since then I've come a long way as a player. My Mother could never figure out why these games were so addicting. Now she's a helluva Tetris and Hatris player. She's come a long way also I guess. So it doesn't really matter how old or young you are.

Video games can keep your mind off of life's other annoyances. And there is nothing better to find under the tree than a new system or even a game or two.

With so many games being reviewed in this issue I had a tough time deciding on which one to be the game of the month. So I figured why not something original for the older Atari computers. Datestones of Ryn was the choice. The Vectrex Vector has also returned with Mission Control, and Company Capsule. This issue is packed with reviews, tips, and other Vid-head tid-bits. So please read on and enjoy. I've got to get to the mall to return some unwanted gifts and pick up some video game stuff.

Jeff Adkins
Editor

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20 YEARS OF ATARI

20 YEARS OF ATARI PART V

By Jeff Adkins

At the beginning of 1979, many changes were in store for Atari. Many of the original designers and engineers left the company. The Pinball Division was dropped. Alan Miller, David Crane, Larry Kaplan, and Bob Whitehead left and as most of you know would later form Activision. Steve Jobs was one of the first to go. After designing the Apple Computer, he would go on to become one of the most successful to defect. The Research and Development staff of 30 engineers was also eliminated by Ray Kassar, the new executive in charge. The laid back days of blue jeans and do as you please attitudes, were replaced with suit and tie get down to business ones. All of this took place while Ray Kassar was starting to get Atari back on its feet with a massive advertising and marketing campaign. This was geared towards the 2600, sales of which began to climb rapidly.

The Coin-op Division was still doing well also. Lunar Lander was the first Atari game that had Vector Graphics. After selling some 5,000 units, Lunar Lander was dropped in order to produce Asteroids, 200 of which were erroneously housed in Lunar Lander cabinets. Battlezone premiered during 1980 and was made by Atari for the Army. It was used for training purposes. Designed by Eddie Rotberg, it was one of the early first person games. Centipede and Tempest debuted in 1981. It's no wonder that many women enjoy Centipede and are quite good at it, because it was programmed by one, Donna Bailey. Tempest was another Vector Graphics game, but the first to employ Technicolor, and what an excellent game it was. It challenged players with its 96 levels. You could even start the game at some of the

higher ones. Dave Theurer who designed the Arcade Missile Command, did Tempest. Dig-Dug which was an original Japanese coin-op was licensed by Atari for play in the US during 1982.

Now getting back to the VCS, the early games weren't spectacular ones, but it was a new fad so to speak. After licensing coin-ops for play on the VCS such as Pac-Man, Space Invaders, Missile Command, etc., Atari's share of the video game market grew dramatically. The programmers were able to do much more within the limitations of the VCS. Some of the more notable first releases such as Football and Starship however were dogs. But games like Slot Racers, Sky Diver and Video Olympics were fun with two players. In order to gain an even larger slice of the pie Atari tried to release games for players of all ages. Video Chess and Casino were geared towards older players. By supplying young and old with somewhat of a variety, that slice did get bigger.

For children, Atari released games such as Big Bird's Egg Catch, Cookie Monster Munch, and Oscar's Trash Race, in association with Jim Henson's Muppets. There are also some Grover's Music Maker carts floating around in prototype form. A kid's controller was also sold for use with these games. Large overlays which came with the games could be inserted into the controller. The overlays directed children what to push while playing. Other kiddie games included Pig's In Space, Snoopy and the Red Baron, and Sorcerer's Apprentice with Mickey Mouse.

In 1982 Atari was the king of the video game mountain. IntelliVision nibbled away here and there but never really posed a serious threat. In part VI, I'll look back at 1983 to the present, including the release of the 5200 Super System, 7800 Pro System, and the later 2600 releases.

TOPIC 2600

XENOPHOBE

CX 26172
1987 Bally Midway
1990 Atari
One or Two Players
Joystick

By Jeff Adkins

A species of space nasties, Xenophobes have taken over eight space stations. You must try to ride each station of the creepy critters alone or team up with a partner. Either way its up to you to regain control of each station or face a certain video game death. Like the arcade and 7800 versions, it offers independent two player movement with its split screens.

The top screen shows player one's progress. The bottom, player two's. Your spaceman can jump by pushing up on the joystick. In order to jump left or right, it must be pushed up diagonally either way. To make your spaceman duck, pull down. In order to throw a grenade, simply push the fire button while ducking.

Each station can have anywhere from one to four levels. A level is comprised of eight rooms. An elevator can be used to move from level to level. Scattered about the rooms are weapons, and various hardware, burgers and flasks are also strewn about, and help to raise your life reading when low. The different types of aliens also lie in wait from room to room.

WEAPONS

Grenade
Poofer Gun
Lightning Rifle
Laser Pistol
Phaser

| Hardware | Points |
|-------------|--------|
| Clipboard | 500 |
| Transmitter | 500 |
| Skull | 500 |
| Can | 500 |
| Screwdriver | 500 |
| Knife | 500 |
| Rope | 250 |

After ridding a station of Xenos, you receive 1000 points each for all hardware collected on that station.

At the start of the game you have a phaser to deal with the aliens. The grenades can eliminate any Xeno with one blast. The poofer gun is the best one to acquire besides grenades. Sometimes when a Xeno comes into contact, it will not only knock the spaceman down, but can also set the weapon off, thus destroying it. You then have only your fists against the aliens until you can find another weapon.

| ALIENS | POINTS |
|---------------|--------|
| Tentacle | 125 |
| Snotterpillar | 100 |
| Roller Baby | 75 |
| Critter | 50 |
| Pod | 25 |

The tentacles hang from the ceiling. By jumping up and firing a weapon they can be destroyed. The spaceman can walk under them while in the crouched position.

Snotterpillars are the hardest Xeno to eliminate, especially with a less powerful weapon. These nasties spit, and leap in the air towards the spaceman. The spit can also knock you down, draining some of your energy. If one lands on the spaceman, it will drain a lot of energy. Even with the poofer guns the snotterpillars are tough to kill.

Roller babies are pretty much harmless while they run back and forth across the rooms like dogs. When they roll up into balls they too knock you down, draining energy. It takes a few shots to eliminate them.

Critters will latch onto the spaceman if you get too close. One good punch or shot from a weapon takes 'em out easily.

Pods are like eggs, hatching the various Xenos. One shot also does away with the pods.

During each mission you must try to eliminate a required number of Xenos before each station is swamped with them. If the quota is not reached in the allotted amount of time (it varies with each station), you're beamed back to the mothership and the space station is destroyed. By reaching the quota, the station is once again safe, bonus points are awarded for number of Xenos killed, and hardware collected. You also receive a health bonus which restores some of your energy.

The following chart shows the amount of aliens that must be destroyed, bonus points, and number of levels for each station.

| STATION | XENO QUOTA | BONUS POINTS | NUMBER LEVELS |
|---------|------------|--------------|---------------|
| 1 | 12 | 3,600 | 1 |
| 2 | 24 | 7,200 | 2 |
| 3 | 36 | 10,800 | 3 |
| 4 | 60 | 18,000 | 4 |
| 5 | 46 | 13,800 | 3 |
| 6 | 31 | 9,300 | 2 |
| 7 | 45 | 13,500 | 3 |
| 8 | 54 | 16,200 | 4 |

The fourth and eighth space stations are the hardest ones to conquer. You'll have to confront some snotterpillars in order to reach the said quotas. The grenades can destroy them easily, but there are only so many. After clearing the fourth station of Xenos, the eighth doesn't seem quite as tough. If you can rid all eight stations of Xenos, it's back to the first one and so on.

SUMMARY

Graphics - Considering the limitations of the VCS, the programmer did a fine job adapting the game for this system. The rooms, each have a somewhat detailed background, but the Xenos have a blocky look about them. The split screen effect for two players on screen at once is a nice touch and faithful to the arcade and 7800 versions. Every station is shaped differently. It has a sort of old, new look.

Sound - Each weapon has its own sound. The snotterpillars shriek as they lurch forward. The theme music plays at the start of the game and after the spaceman perishes. A warning sound is heard prior to the destruction of a space station.

Gameplay - As far as challenge is concerned, clearing the fourth space station is about it. After restoring peace in all eight stations, the game starts at the first station at the same difficulty. Perhaps a higher alien quota might have helped make it a little more difficult. Xenophobe is more or less a search and destroy, while trying to survive type game. It was alright for a while yet I didn't find it as challenging as I thought it would be. I was able to roll the score in a few games. Still all and all it can be remembered as one of the last games Atari released for the 2600 and a nice addition to the collection.

| | |
|---------------------------|----|
| RATING | |
| Graphics | ** |
| Sound | ** |
| Gameplay | ** |
| REVIEW SCORE | |
| 999,700 (Before Rollover) | |

- TIPS:**
- > By using the B/W-C Switch you can pause.
 - > Fight the snotterpillars from a safe distance.
 - > Keep an eye on your energy meter. If it is full, save some burgers and flasks for when you really need them.
 - > By pushing up on the joystick, as the spaceman walks under the level number, the elevator appears quickly.
 - > Sometimes if you can position the spaceman at the very edge of a room, the snotterpillars can't harm you.

CHASE THE CHUCK WAGON

Spectravision for the 2600
1983

By Mark Androvich

I picked up this game in a local thrift store a few months ago for \$2.00, knowing that it is widely sought-after by cartridge collectors. I was excited to add this "rare" game to my collection, but as is the case with Halloween and Texas Chainsaw Massacre, when I played it I found that it is not very challenging or exciting. Has anyone ever found a rare game that turned out to be a winner?

The cartridge has the Spectravision logo on it, although the game's label indicates it was programmed by some other group. The label on the cartridge's end lists the title as "Chuck Wagon" rather than "Chase The Chuck Wagon" which appears on screen. When the power comes on, you will see a small white dog sitting in the middle of a "maze" wagging his or her tail. The title appears at the top in small letters, and the copyright notice appears at the bottom. These letters flash in various colors, and actually they are the best-looking part of the game. No kidding.

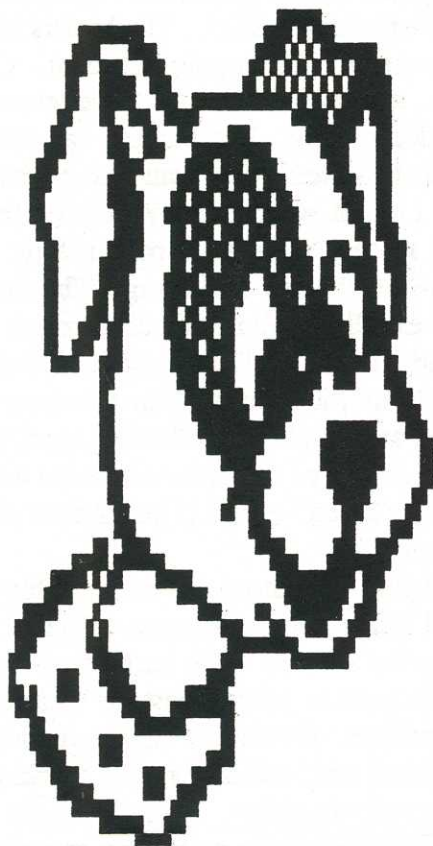
There are no game options to choose that I am aware of. Pressing select starts the game. At the bottom of the screen is a timer which begins at 60 seconds. Surrounding the timer are dog bones indicating the player's number of lives. You begin with three lives (too bad this wasn't a cat food game- you would have 9 lives). The object of the game is to guide the dog through the "maze" to the chuck wagon at the top of the screen before the timer runs out. A human figure wanders the maze, and you lose a life if it touches you. If the timer runs out, you also lose a life which results in a loud sound and the screen going black. In addition, there is a bouncing object which travels the screen and is not limited by the "maze" walls. This object can be a cat's head, a bone, a ball, or another dog. If the bouncing object touches you, you are temporarily frozen in place.

You might wonder why I have put the word "maze" in quotes. It is because the "maze" is more of a graphic design than a real maze. The dog always starts in the middle, and the exit is always at the top. All it takes is one brief glance at the "maze" to figure your way out. Assuming you make it out of the maze before the time runs out (you will, don't worry), you receive points for the time remaining and the "maze" flashes different colors. Your dog will suddenly appear in the middle of the screen again, only this time there will be no maze around it. From the chuck wagon at the top of the screen, a flashing bowl of dog food falls. You must turn the dog in the right direction- the dish falls on either your right or left side- and push the joystick button when the dish reaches the same horizontal plane as your dog. The dish will stop falling, and the dog will walk over to it. If you managed to stop the dish just right, the dog will touch the bowl and bow his head to eat. You are awarded something like 100 points, and return to another maze.

There are only 3 or 4 (I forget at the moment) "maze" designs which are always the same even though they may be drawn in different colors. The bouncing objects and human figure speed up as the game progresses, as does the falling dog dish. Other than that, the game remains the same. That's all there is to it, folks!

Graphically, the figures are all what you would expect from a non-Activision 2600 game circa 1983. In other words, they are very basic and monochromatic. The dog's tail wags continuously, and the human's arms move up and down. The chuck wagon flickers constantly, due to the attempt at coloring the checkerboard squares on the wagon red and white. It never moves, however. The sounds are basic as well- the bouncing object makes a sound as it hits the sides of the screen, the timer makes a sound when it reaches 10 seconds or less, there is a sound when you score points, and there is a "crash" sound when you are killed. No music, and not even an attempt at a bark or howl or the "Yahh!" sound that the little chuck wagon driver

used to make in the TV commercials.



I didn't try to see how long I could play this game because, frankly, I didn't want to. It just isn't that interesting. Before you offer to buy it from me, let me tell you that I'm keeping it for its collectability. (Unless of course you want to make me a truly fabulous offer, then we'll talk!) Actually, this game reminds me a little of Entombed by US Games, except that Entombed made up for its audio visual simplicity by providing for a second player and a way to block and open up maze passages in vertically scrolling mazes. If you are interested in maze games, Maze Craze, Entombed, Tunnel Runner, Ms. Pac-Man, Jr. Pac-Man, and even the terrible original Pac-Man are recommended over Chase The Chuck Wagon.

RATING

| | |
|----------|----|
| Graphics | ** |
| Sound | * |
| Gameplay | ** |

ROAD RUNNER

1989 Atari 2600

CX2663

One or Two Players

Joystick

By Jeff Adkins

Wile E. Coyote is one particular cartoon character who has had a rough time trying to catch that speedy Road Runner. Throughout his animated career he has tried just about every Acme product available in order to nab his feathered nemesis. Much of the flavor from the cartoon has been included in this excellent game for the VCS. Why did Atari wait so long to produce quality games? If there were games like this in 1983, perhaps there might not have been a game crash.

As the Road Runner, you must try to get through eight levels of highway hazards, without getting caught by Mr. Coyote. But he isn't the only hazard on the road. There are also land mines, trucks, cannonballs, boulders and cliffs to avoid. Plus Wile E. can be equipped with rocket skates or even a rocket (as in the cartoon), making him harder to elude. By eating birdseed along the way you can temporarily put a little distance between the Road Runner and his foe. Steelshot can also be eaten by the bird, but Wile E. has a magnet which can slow you down a bit.

During each level you must run left to avoid the coyote in order to reach the exit. By pushing the fire button, you can jump over the cliffs (holes in the desert highway), and landmines. Sometimes though moving to the right, then back to the left you can catch Wile E. by surprise and gain a little ground on him. This is a must strategy especially when he has the rocket or rocket skates.

The Road Runner can also use the truck and landmines to slow Wile E. down. If you move up or down, he will do the same in order to be on the bird's level horizontally. After passing a truck or landmine and then getting on the same level as either, Wile E. can be temporarily scrunched, enabling you to put some distance

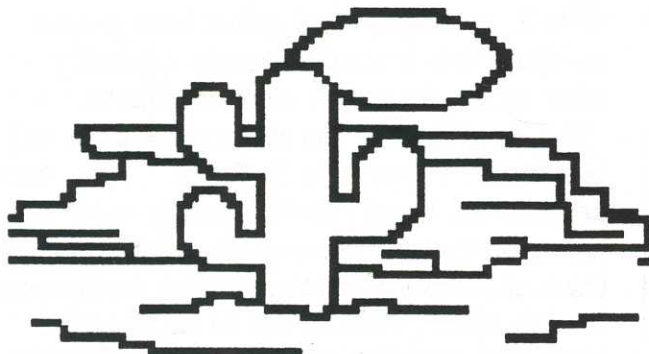
between the two of you.

You start the game with 3 lives. Scoring is as follows:

| | |
|--|--------------|
| Eating Birdseed. | 100 points |
| Eating Steelshot. | 100 points |
| Luring Wile E. into a landmine, cannonball, or boulder. | 100 points |
| Luring Wile E. into a truck. | 1,000 points |

The piles of birdseed increase in 100 point increments up to 1,000. As long as you don't miss any or lose a life, you can keep receiving 1,000 points for each pile after the first nine. Lives can be lost by allowing the coyote to catch the bird, running into Acme landmines, boulders, cannonballs, or trucks. After losing a life the next birdseed pile is worth 100 points again. You can receive 1,000 points for the birdseed from level to level, as long as you don't miss any. If the last pile eaten in level 2 was worth 1,000 points, then the first one during level three will also be 1,000 points. So it is very important to gobble up as much as possible in order to get a good score.

Along the highway are signs indicating what's coming up, birdseed, steelshot, Acme landmines, cars ahead, etc.. After passing the exit sign, it's just a short distance to the end of a level. The levels gradually increase in difficulty. This has to be one of the toughest games that I have played on the VCS. It will take some time to avoid Wile E. and reach higher levels. You won't be able to beat it in a day, probably not even a week. Sure, Atari games are inferior graphically to today's standards, yet challenge-wise, many are superior. This is a good example.



SUMMARY

Graphics - Road Runner is reminiscent of some Activision games. The bird is blue for some reason. The coyote is brown. Cactus, shrubs, and mountains in the background give it the desert look. Just like the cartoon, the Road Runner's feet spin like a wheel as it runs. I like it when the coyote is on the rocket skates, the game scrolls nicely, and I have yet to see any flickering. The Programmer did an excellent job in this department.

Sound - From the theme music to the bird's "beep-beep", it's almost like watching the cartoon as you play. Collecting seed, hitting a truck or any of the other obstacles and the coyote's "ha-ha" sound if he catches you, make up the rest.

Gameplay - As most of you probably already know I like a good challenge. This cart gave me one for a while. The hardest part of the game to learn is getting past the cannonballs and boulders. Gameplay can be random as far as birdseed and landmines. But it can be patternized somewhat. I would highly recommend it for the collection and challenge. Remember, "if he catches you you're through!"

RATING

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

REVIEW SCORE

142,200

TIPS:

- > Try not to miss any birdseed. Not only will you get a good score, the coyote will also stay off your tail.
- > During the steelshot level (3), try to keep Wile E. at the edge of the screen without letting him go off, with a speed up and slow down strategy. If he does go off the screen most of the time he will reappear with the rocket skates. So by keeping him just in view at the edge behind the bird, he won't be able to do so.
- > Keep diagonal and side to side movement to a minimum when collecting seed.
- > By positioning the bird correctly you can jump over the coyote when he has the rocket.

7800 PROSYSTEM

FIGHT NIGHT

1985 Accolade, Inc. 1988 Atari Corp.

One or Two Players (competitive)

Joysticks

By Alex Reynolds

Fight Night for the Atari 7800 is a fair translation of a classic computer boxing game. The game offers four events for the gamer to participate in. These events are: Training, Sparring Match, Main Event, and Tournament.

In Training, you are allowed to select any one of twelve fighters provided by the computer (Dip Stick, Hu Him, Kid Kastro, and Mike Bison, just to name a few) and experiment to get a feel for the offensive and defensive strategies you will need to perfect before attempting to win the championship. The game will allow you to set a training speed so you can watch your boxer's movements in slow motion or at warp speed, at your discretion.

In the Sparring Match, you are allowed to again select any of the twelve boxers available and pit them against a computer controlled opponent. This gives you an idea of how to put what you learned in the Training mode into action in the boxing ring. It also makes obvious, sometimes painfully so, which punches your man is most susceptible to.

Once you have trained and sparred enough, you can move into the Main Event. Here, you will be given the boxer Crazy Craven, a nondescript nice-guy who is ranked tenth out of twelve, and you must fight your way through five grueling matches to win the world title. The Main Event also throws an added danger at the gamer by giving opponents a "Superblow" that they can land on your boxer with great effect.

The Tournament allows you to set up a round robin battle between boxers. Unfortunately, the Tournament is the only part of the game

that offers a player vs. player option. The Tournament, however, offers no player vs. computer option.

The object of each match is to knock out, or KO, your opponent by inflicting maximum damage on his KO meter and, at the same time, score points for each punch. Each match consists of three rounds at three minutes apiece. If at the end of the third round, neither man has been knocked out, the player with the highest score wins. In the event of a tie, the boxer on the right hand side of the screen wins.

The graphics are somewhat blocky when it comes to the boxers' bodies but are quite good with the facial expressions of the boxers when they are hit. Cute little touches like a boxer's eye bugging out after a good body blow add a welcome touch of humor.

The sounds are adequate for this game. There is a bell to start the round and appropriately meaty thuds accompany every punch that hits the mark. The crowd noises that are present throughout the game are chaotic enough to sound realistic, but at no point become a distraction. Other than those few, there are no other sound effects to speak of present.

The gameplay is fairly good. My only complaint is that it is far too easy to accidentally make the wrong move at a crucial moment. Aside from that, the game is easy to learn and not very difficult at all to master. There are a great many flaws in this game and many things in the game flatly contradict the instruction manual. Overall, Fight Night is only a mediocre game.

| | |
|----------|----|
| RATING | |
| Graphics | ** |
| Sound | ** |
| Gameplay | ** |

COLECOVISION SKILL LEVEL

ANTARCTIC ADVENTURE

1984 Konami

1984 Coleco

One Player

By Jeff Adkins

Here's a game that's geared toward younger players, but can also be fun for older ones too. In Antarctic Adventure, you must guide a penguin through ten stages of frozen tundra while avoiding seals, ice puddles, and ice crevasses. In case the cold weather bird gets hungry during its journey, fish can be eaten to earn extra points.

Each stage consists of a certain amount of kilometers, before reaching an ice station at the end. This must be achieved in a set amount of time. If the penguin doesn't make it to the ice station before the timer runs out, it's game over. By pushing up on the Coleco joystick, the penguin's speed is increased. If it runs into a seal or an ice puddle, the penguin is stunned temporarily and the joystick must be pushed up again to increase speed. To get out of a crevasse either side button helps it climb out. Pushing a side button also allows the penguin to jump over ice puddle and seals.

Some stages are long, some short. Green flags are scattered about each stage. These too are worth points.

Scoring is as follows:

| | |
|--------------------------------|------------|
| Jumping an ice puddle or seal. | 20 points |
| Eating a fish. | 300 points |
| Collecting a flag. | 500 points |

Timing and quick movement are required in order to jump or maneuver past the various

obstacles. In order to jump past the seals, the penguin must leap diagonally left or right over them. They cannot be jumped over head-on. The ice crevasses can be tricky at times due to the fact that there can be up to six or seven in a row. Some are close together, while others are spaced farther apart. A left right or zig-zag movement helps in getting around the ice puddles and seals. Upon reaching an ice station at the end of every stage a specific country's flag is raised above the station. The countries in order of appearance are:

| STAGE | COUNTRY |
|-------|------------------------------|
| 1 | Australia |
| 2 | Australia |
| 3 | France |
| 4 | New Zealand |
| 5 | South Pole (Halfway Station) |
| 6 | USA |
| 7 | USA |
| 8 | Argentina |
| 9 | United Kingdom |
| 10 | Japan |

After trekking through the ten stages, they are repeated at a somewhat harder level. Less time is given in order to finish each stage. So the penguin must not run into too many obstacles or it's game over. But with a little practice anyone can beat this game.

SUMMARY

Graphics - The penguin waddles back and forth realistically as it moves along. The clouds fly by giving it a depth effect. As the bird waddles, his back is shown. Upon reaching an ice station it turns around and waves. The seals simply pop up out of ice

puddles. If the penguin falls into a crevasse and you don't push a side button he will keep trying to climb out humorously. The game definitely has an Antarctic look about it.

Sound - The theme music plays during each stage. A comical thud is heard each time an obstacle is hit. The penguin makes a sort of gulp sound as it eats a fish.

Gameplay - If you're looking for challenge, Tapper or Space Panic will provide much more. The game is pretty simple. The less you can avoid, the more stages you will be able to complete. But at Skill 3 or 4 it can be somewhat of a challenge. Overall it's a fine game for ColecoVision players.

RATING

Graphics ****

Sound **

Gameplay **

REVIEW SCORE

490,830 Stage 64



TIPS:

- > Keep an eye on the speed gauge. Make sure you're going full throttle.
- > The penguin can jump two, or three ice crevasses at a time with proper timing.
- > The flags and fish are worth the most points, but going for each one might make the bird hit an obstacle.
- > By moving along either side less obstacles can be avoided.

COMPANY CAPSULE

CHANNEL F REPORT

By Russ Perry Jr.

The Channel F was initially sold in 1976 By Fairchild Electronics, and it was the first truly programmable system with a different game on each cartridge. All game information and graphics were self contained in said cart. Hockey and Tennis were built-in.

In 1980 the system was sold to Zircon International. Zircon offered a version of the system with detachable controls as well as a factory reconditioned version of the original system.

There were approximately 26 cartridges, number 19 may be nonexistent, and there have been rumors of a democart as well as a K-1 Keyboard cartridge. Someone I know claims to have one, or at least a box, but he has yet to send me a photo copy for proof. I'm not sure, but I think carts 22-26 were only available through Zircon.

Cart number 18 was the first to disappear, (well number 19 was, if it ever existed), then 10, 21 and 22. The early months of 1983 were the last for the Zircon offered Channel F stuff for sale (numbers 6 - 8 as a package). A letter I have announcing "last chance" is dated 1983. Zircon also sold a joystick, which was also compatible with the Atari 2600.

CHANNEL F CARTRIDGE LIST

(Built-in) Hockey / Tennis

- C001 Tic-Tac-Toe / Shooting Gallery / Doodle/
Quadra Doodle
- 02 Desert Fox / Shooting Gallery
- 03 Video Black Jack
- 04 Spitfire
- 05 Space Was
- 06 Math Quiz (+/-)
- 07 Math Quiz (x//)
- 08 Magic Numbers
- 09 Drag Strip
- 10 Maze / Cat & Mouse

CHANNEL F CART LIST CONTINUED....

- 11 Backgammon / Acey-Duecy
- 12 Baseball
- 13 Torpedo Alley / Robot War
- 14 Sonar Search
- 15 Memory Match
- 16 Dodge'It
- 17 Pinball Challenge
- 18 Hangman
- 19 (Exists?, possibly Checkers)
- 20 Video Whizball
- 21 Bowling
- 22 Slot Machine
- 23 Galactic Space Wars
- 24 Pro Football
- 25 Casino Royale
- 26 Alien Invasion
- ?? Demo Cart (exists?)
- K-1 Keyboard Cart (exists?)

DRIVING DAZE

STUNT CYCLE

#SC-450

1977 Atari

By Jeff Adkins

The home Stunt Cycle System was released along with the Atari 2600 during 1977. But Stunt Cycle never achieved the fame of its counterpart. Stunt Cycle consists of four different motorcycle racing and jumping games that are built-in.

The machine itself is a little longer and wider than the VCS. Two handle bars with the right one controlling the gas, give it a nifty look. Like the voice for the Odyssey 2, Stunt Cycle has a built in speaker for sound. A volume switch on the bottom can be set at lo or hi. A difficulty switch can be set for pros or amateurs. Next to these and the on/off switch, are the four game select buttons. Choose any of the four, press the desired button and you're ready for play.

Stunt Cycle like the arcade game consists of jumping over buses. You begin with eight. After every successful jump another bus is added up to a maximum of 32. The screen

consists of three separate sections. The cycle will move right at the top, then back left in the middle and finally back to the right on the bottom section of the track. It's the same for all four games. If you rev too quickly, the on screen motorcycle flips over and it costs you a life. As a dare devil you have eight lives to try and jump as many buses as possible. Moving too fast and flying off screen or hitting the far right ramp with the cycle, can also cost you a life. It will take some practice and the right touch on the throttle to jump the maximum 32. So far I've been able to clear 29.

Drag Race is probably the worst game of the four. Why it was included is a mystery. You must simply try and race through the track in the shortest amount of time. By reving the gas and letting off quickly then reving it again several times the cycle can shift its gears achieving top speed. There's no obstacles or bus jumping. Just rev it up and go. My best time was 238. Not very much fun to play.

The third game is Motocross. It's just like Drag Race, except there are now three obstacles that must be jumped over (by doing a wheelie it is considered jumping) on all three sections of the track. Once again you can try and beat your best time or team up with some friends and compete against each other. By giving the throttle a good rev you can do wheelies over the obstacle. They are simply white squares. 252 is my best at Motocross. More challenging than Drag Race, but still lacking in fun.

The last game, Enduro returns to the bus jumping aspect. But they are positioned on the first and second sections. This is the most difficult of the four, especially if the difficulty switch is in the "Pro" position. I've been able to clear 26 buses so far. Enduro and Stunt Cycle are the best of the four built-in games, when playing solo. But all four can be somewhat fun with two or more competitors.

SUMMARY

There's no need to go into great detail about graphics, sound or gameplay. The motorcycle

STUNT CYCLE CONTINUED.....

and the dare devil are stick-like. The buses and obstacles are squares. Reving and crashing the cycle are the only sounds emitted through the speaker, which by the way should be set at 10. It's easy to see why the system didn't fare too well. But it is unique in its own way and somewhat hard to find. If you are a collector, it's a good show piece.

Mission Control

By Jeff Adkins

Welcome to another chapter of Mission Control. We're just about ready to leave the launch pad and look back at some of the early joysticks, add-ons, and other nifty little gadgets that certain companies produced. The countdown has started. Everyone strapped in? O.K. let's take off!

Rapid Fire Modules

Point Master Fire Control - One of the first rapid fire devices was developed by Discwasher in 1983, remember that name? They also designed lousy joysticks. The fire control measures a little more than 2 and a half inches in length. One end plugs into the joystick port on the VCS, the nine pin plug of a joystick inserts into the other end, thus allowing rapid fire for most games, not all. If you've tried Fathom, then you know that trying to fly as a seagull can be tiresome on the old thumb. By using the fire control you simply hold the fire button down and you'll be soaring in the skies with ease. Discwasher gave these away as a bonus for purchasing two of their joysticks. If I remember correctly, you needed to send in two UPC symbols and a receipt. A nice little device to have.

Blaster Auto Fire Module - The Blaster was produced by Questar also during 1983. It not only offers rapid fire, you can select from a single shot to maximum firepower or something in between. A dial on the fire module allows

you to select what firing mode you want. The Blaster measures 3 inches in length. It is hooked up just like the fire control to your VCS, but it is also compatible with the Atari 400/800, ColecoVision, the Commodore 64 and Vic-20. With the blaster you select the rapid fire you want, but either it or the fire control can make gaming a little easier.

Slik Stik (2600) - One of the best joysticks ever made is the Slik Stik. Produced in 1983 by Suncom, this joystick offers tight control for smooth gameplay. The Slik Stik is about an inch smaller in height compared to an Atari joystick. A small round knob on top and rounded sides make it a little easier on your thumb and hands. Suncom also produced a similar joystick, the Blaster. It's exactly the same thing except for the name. Both are exceptional in response, and durability. I've had mine for quite a few years now without the slightest bit of malfunction. The Slik Stik or the Blaster will improve your score on just about any VCS game. If you collect joysticks along with carts, the Slik Stik and the Blaster are worthwhile additions.

The Boss (2600) - The Boss is another high quality joystick that was produced by the folks at Wico. Wico also made controls for many of the early arcade games. The Boss is one of the heavier joysticks. The fire button is positioned on top for quicker firing. Response during gameplay is excellent and the durability factor as with most Wico products is also a plus. When it was first released it retailed for \$22.00, expensive, but well worth it.

Quickshot (2600) - Spectravideo produced this particular joystick. It has two separate firing buttons, one on top and one just below for the index finger. The quickshot has four suction cups underneath that secures it to a smooth table top for arcade type gameplay. An auto fire switch is an added feature for lazy players. While not in the same league as the Boss or the Slik Stik, the Quickshot has its strong points. It is more responsive and durable than an Atari joystick and definitely more worthwhile than a Pointmaster. It also has a contoured grip for the fingers in reducing slippage.

KEYBOARD KLASSICS

Of all the games that I've played, nothing can occupy and challenge my mind more than a good role playing or adventure type game. By searching through dungeons, caverns, or vast expanses of land in search of treasure, you can assume the role of a wizard casting spells or healing members of the party. Become a mighty warrior hacking away enemies with your sword. Pick locks or find traps as an agile thief. Travel by land, sea, or even air. Seek out allies to aid you in your quest. Solve puzzles or find certain items that will get you past obstacles. And of course killing the various enemies, some strong, some weak in order to gain valuable experience points.

Most of the early computer role playing games weren't anywhere near today's graphically. But most did present a good challenge to would be adventurers. Some were simple, while others required some serious thinking by combining both strategy and map making, in order to finish the game. I've spent hundreds of hours treading through dungeons, looking for keys, slaying dragons, and of course saving princesses or other damsels in distress. Role playing games are not everyone's "cup of tea", but for those of you who enjoy them, I'm sure you share my sentiments.

In the early 80's, Automated Simulations released the Dunjon Quest series of role playing games under its Epyx label. These included the Asphai titles (Gateway, Temple, and Upper Reaches), Curse of Ra, Hellfire Warrior, Danger in Drindisti, The Keys of Acheron, Datestones of Ryn, and Morloc's Tower. In this particular issue I'll be reviewing Datestones of Ryn. Before its release in 1980, it was used in the 1979 Pacificon (a computer game tournament), which was held in California. So without further delay, let's look at one of the first role playing games.

GAME OF THE MONTH

THE DATESTONES OF RYN

Designed by Jon Freeman

1980 Epyx

Atari 400/800/130XE

Disk #314D

One Player

By Jeff Adkins

A gang of medieval thieves led by the notorious Rex the Reaver, have stolen Ryn's most prized treasures, the Datestones. These stones are the basis of the Ducal Calendar. By making their way to the haunted mountains, they have holed up in a cave with the datestones, waiting until nightfall to escape with the sacred treasure. Of course there has to be someone brave enough to enter the cave, retrieve the stones, and return honor to the Duchy of Ryn. By assuming the role of Brian Hammerhand, you can try and restore order. But you only have twenty minutes in which to do so.

At the start of the game Brian is equipped with the broadsword, chainmail armor, a large shield, twenty arrows, two magic arrows, and one elixir (a wound healing potion). There are no shops to purchase better armor or weapons. The elixir Brian starts with is the only one that can be used during gameplay. In fact the only other item that can be found besides the stones is the magic sword. Once found it is automatically equipped.

As you venture forth through the caverns, a small portion of the caves is shown along with some vital stats. These include wound, and fatigue percentage. At 100% Brian is healthy and able to move without any problem. As they drop down, he becomes more vulnerable to the

enemy and tires more easily. Weight also is a factor. With all of the armor and weapons being carried, it can influence the fatigue level. You start with 54 pounds of added bulk. As you pick up more stones this increases. The amount of stones collected and time is also displayed.

The game can be played with a joystick, but learning the keyboard commands helps in collecting the stones and getting out alive much easier.

MOVEMENT COMMANDS

0 - 9 Move forward 0 - 9 feet. The farther you move in one turn, the fatigue % drops more quickly.

R Turn right.

L Turn left.

V Turn around.

SPECIAL COMMANDS

E Examine walls for secret door.
(There's only one)

S Search for traps.

G Get treasure (stones).

! Talk to robbers or monsters.

Y Use elixir.

ATTACK COMMANDS

A Normal attack.

T Thrust sword.

P Parry.

F Shoot an arrow.

M Shoot a magic arrow.

The screen display also keeps track of the individual confrontations with the enemies.

If you're not close enough to strike with your sword it will display "too far to hit."

Others include "Monster slain! Crunch", "Shield hit", and "Enemy struck thee." Rex and his gang aren't the only cave dwellers. Skeletal bats, a centipede, swamp rats, wolves, spiders, skeletons, and a slime (the toughest enemy) are also out to take a bite out of Brian. The robbers guard the stones which are located in the nine cavern rooms. The monsters roam the corridors between these rooms.

There are 36 stones in all, which must be found. Points are scored for the stones, but only if you leave the cave and return to the outside.

If you perish in the cave with any of the stones, you receive no points for them. Points are also scored by killing enemies and bonus points are awarded if Brian is outside the cave when time expires. During the Pacificon the winners scored just over 3,000 points. For first time players 500 to 1,000 is average, and over 2,000 pretty good. This is not a 100 hour or so role playing game. You must simply try to achieve as high a score as possible in the amount of time given.

The enemies always appear in the same area of the caverns. You can either waste time by fighting, or grab the treasure and run. By talking to some of the monsters they might let you pass by. Most of the time however, they won't. Some of the stones are guarded by one robber, others by two or three. Sometimes you can run without getting hit, yet during other games the enemies are amazingly accurate with their blows. Never turn your back on a crook!

After entering the cave there are two paths to be taken. Both are dead-ends. But by finding the secret door they are connected, thus forming a loop back to the entrance. This is very important in achieving a good score. Bonus points are also awarded for finding and destroying Rex. I found myself playing again and again trying to better my previous score. But upon finding all of the stones and killing Rex, the challenge was gone. It was different though for its brief session.

SUMMARY

Graphics - There are no dragons, wizards, or metal babble swords in this one. This is a game that's over twelve years old. Its stick figure graphics don't set any standards, but back in 1979 it was on of the few role playing games around. Brian is shown with his shield and striking out at the foes with the sword or arrows. Once an enemy is destroyed it flashes and disappears (remember The Invaders?). The

stones are squares. If you want visually stunning graphics, go to the arcade.

Sound - "Blip-Beep-Bop". Movement of steps, hitting an enemy, or being hit. Locking in on commands.

Gameplay - This is a good start for novice adventurers. Most of today's younger gamers probably wouldn't enjoy it. It's always nice to look back and remember what the early computer games were like. There isn't much replay value, especially after finding all of the stones. Possibly a bigger cavern, more armor and weapons, etc., could have made a better game. With only 20 minutes though it provides a decent challenge.

RATING

Graphics *

Sound *

Gameplay **

REVIEW SCORE

Experience gained 605

Datestones recovered 36

Score 4,405

TIPS:

- > Fatigue can be restored to 100% by leaving and re-entering the cave. But wound % cannot.
- > When fighting an enemy do so with the shield in front of you.
- > Rex is hiding in a trap just below the magic sword. Set off the trap by walking over it to slice and dice it out with him.
- > Use the two magic arrows on the slime. Be sure to keep your distance. He is tough to beat with the sword.
- > The secret door is also located in the room with the magic sword and Rex.
- > The status display will begin to flash at the eighteen minute mark on the timer.

EDITOR'S NOTE: In order to play this game on the Atari 400, the Rampower 32 will be needed in order to achieve 32 bytes of memory. This was available from Axlon and boosted the 400's capabilities. A Rampower 48 was also made for the 400, along with the Rampower 128 for the Atari 800.

LUNAR LEEPER

Sierra On-Line

Atari 400/800

Atari Version by Kevin Hunt

By Jeff Adkins

Most of the early computer games had something that today's video games seriously lack, originality. Lunar Leeper is original and offers a challenge to any diehard player. It's nice to go back and replay the older games after being swamped with scrolling shoot 'em ups and "kill the big bad boss" type games.

The object of the game is to rescue men along a lunar surface, while avoiding the leepers and being wary of the ships fuel level. At the start of the game you are given a choice between a joystick or keyboard to control movement of the spaceship. When using the keyboard you can select which keys for up, down and side to side movement. Plus keys can be picked for firing left or right.

There are eight levels. Each level is composed of two stages. During the first stage you must either rescue all of the men or destroy all the leepers in order to reach stage two. The men can be rescued by flying down above them, picking them up and dropping them off at cliffs located at both ends of the surface. The leepers leap up and try to catch the spaceship as it gets close. You must either try to fly above them as they move down or fly underneath as they leap up. Fuel is drained quickly during the mission. Once the fuel gauge shows half or less than half, refueling stations appear next to either cliff. Landing on top of one refills the tank.

During the second stage the spaceship must be maneuvered through a cave. A giant eyeball has to be shot at the end to complete this stage. Along the way trabants (small flying eyeballs) and laser turrets that fire up must be dealt with. The trabants can be shot but the laser turrets cannot be destroyed. There aren't any refueling stations in the cave, so time is of essence. All it takes to destroy

the giant eyeball is an accurate shot to the center and its back to a more difficult stage. During the higher levels more leepers, trabants, and laser turrets appear.

In order to receive a large bonus at the end of stage one, the less leepers shot the higher the bonus will be. So you can either avoid them totally and go for the big points or blast them in order to survive, especially at higher levels when there are more to deal with.

Scoring is as follows:

| | |
|------------------------------------|--------------|
| Stage One Scoring | |
| Rescuing a man. | 300 points |
| Blasting a leeper. | 20 points |
| Leepers remaining at end of stage. | 1,000 points |
| Men eaten by leepers | -500 points |
| Stage Two Scoring | |
| Shooting trabant. | 20 points |
| Destroying giant eyeball. | 2,500 points |

The leepers will also munch on some of the men as they walk along the surface. Rescuing them quickly will help in reducing the 500 point penalty for each one lost. It should also be pointed out that the spaceship cannot stop on a dime so to speak. An inertia meter appears on screen that helps show how fast you are moving. The faster the ship flies the longer the reaction time will be in order for it to stop or change directions. From level two and on the trabants also fly across the top of the screen during stage one. These trabants cannot be destroyed. Great care must then be taken not only to get by the leepers, but also to avoid the trabants.

Lunar Leeper is one of the best computer games from the early eighties. It's one of those addicting type games that draws you into it. High scores are kept, which is a nice feature. It's just a simple graphic space adventure that will challenge you again and again.

SUMMARY

Graphics - The long legs of the leepers as they jump in the air with their jaws snapping at the spaceship is somewhat comical. The men waving for help, and the stars above give the game an original flavor. Nothing flashy, but visually appealing.

Sound - Sounds consist of a leeper eating a man, getting fuel, losing a ship and crashing or being munched on by a leeper, plus various other sounds.

Gameplay - When it comes to designing computer games then or now, Sierra On-Line, in my opinion is the king. The game is very challenging and it has a good replay value. The only thing I dislike about it and some of the other older computer games, is resetting and waiting for the game to load again. But as they say "patience is a virtue."

RATING

Graphics **
Sound *
Gameplay ***

TIPS:

- > Cut the surface rescues in half. Take some men to the left cliff, and the rest to the right cliff.
- > Watch your fuel, when low, refuel near the cliffs. Always do so after saving a man.
- > When going for the big bonus, fly slowly in order to anticipate the leepers' moves.



ODYSSEY OUTPOST

COSMIC CONFLICT

Cartridge #9411 1978 Magnavox One Player
By Jeff Adkins

In Cosmic Conflict you pilot the star fighter Centurion. Your mission is to destroy 15 enemy spaceships, while trying to use as little megajoules (fuel) as possible. Yes, it is one of the first space games for play at home and it's also another lackluster one at that.

The number of enemy vessels to be destroyed appears on the bottom left of the screen. You start the game with 1000 megajoules. As the star fighter flies through space one fuel unit per second is used. So, the quicker the enemy is wiped out, the more fuel you'll have left at game's end. If the Centurion is hit by enemy fire, 50 units of fuel are subtracted for each hit. There is no scoring, you must try to destroy the enemy without using too much energy.

There are three types of enemy spaceships that must be confronted by the Centurion. These consist of: invasion transports, battle frigates, and imperial star fighters. The transports and frigates fly horizontally and diagonally across the screen. They do not fire back at the Centurion. The imperial star fighters fly directly at your ship. When in range they emit laser blasts at the Centurion. A warning sounds, and "Alert" flashes at the bottom of the screen when they appear. When flying the ship up or down the star fighters can be avoided by going left or right. They will still chase after your ship. Sights appear in the middle of the screen. When you have a good fix on an enemy, blast them out of space by pushing the action button on the Odyssey 2 joystick. Ten megajoules are used for every shot fired.

Upon destroying all 15 enemy ships, star command sends a message which flashes across the screen. Some of which are: "Cease fire

enemy destroyed", "Good work galaxy save again", and "Congratulations you are promoted to commodore". It doesn't matter how much fuel is left after the mission is completed. You could have 150 left and still be promoted to commodore. This is where the game lacks any kind of reasoning, perhaps rankings as in Star Raiders might have interested players in trying to improve their skills. But the game is so simple, I was able to have over 700 megajoules left after five games.

SUMMARY

Graphics - The three enemy ships each have their own specific shape. The stars are simply dots scattered about the galaxy. The imperial star fighters resemble the tie-fighters from Star Wars. The ship's gun sights are made up of a square with four lines surrounding it.

Sound - The warning as a star fighter approaches, getting hit by the enemy lasers, firing blasts from the Centurion, and the explosion of an enemy vessel are the sounds.

Gameplay - This one definitely ranks as one of the worst space games ever made. Right up there with Starship. There is no replay value. It's part of the Odyssey 2 collection of games and just isn't worth playing. But again it was released in 1978, by playing it you sure can see how times have changed.

RATING

Graphics *

Sound *

Gameplay 1/2

REVIEW SCORE

743 Megajoules remaining

TIPS:

- > Wait on the easy targets to save fuel.
- > Try to hit each enemy ship with one shot.
- > If the energy count reaches zero: "You are retired in disgrace" is shown. Magnavox should have done the same to this cart.

THE VECTREX VECTOR

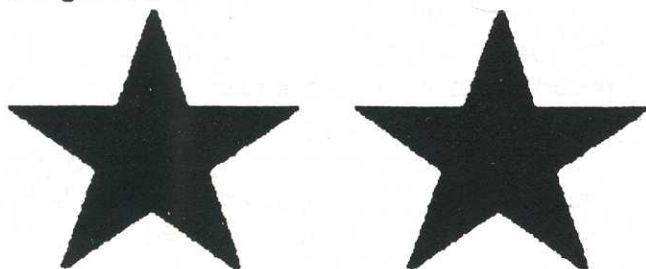
SPIKE

By Al Backiel

This cute cartoon adventure was the only talking Vectrex cart. The entire vocabulary of which consists of 7 words. Six of which are uttered on the beginning screen when Molly is abducted by the villain, Spud. Molly says "Eek help Spike". Spike replies "Oh no Molly". With this premise you are on your way to rescue the damsel in distress from a cage on the top of the screen. Feminists should like this one. To do this you must climb up 3 rows of moving sidewalk.

To reach between the rows you must use a ladder which can be positioned by using the #1 button. To make things more difficult the sidewalk is full of gaps which will have to be jumped using the #4 button and to make things even harder, you can not move off screen. Either way can cost you a life. Later screens have enemies to dodge. So you will have your work cut out for you.

It reminds one of Donkey Kong, but is probably closer to Frogger. You must jump constantly from side to side between sidewalk segments to avoid being pulled off the screen. Any misses or misjudgments and you'll probably fall to your doom unless you luck out and a sidewalk section breaks your fall. Should you get killed, Spike says "Darnit". There were times I'll admit I would have preferred some stronger words.



The Cast of Characters:

Spike (our hero) - looks like a star with legs.

Molly (damsel in distress) - star with a dress and bow in her hair.

Spud (villain) - a nasty looking Mr. Potatohead type.

Bouncers (enemy) - resembles a TV set on a spring.

Birds (more dangerous enemy) - can swoop down on you suddenly.

The first screen is easy. There are no enemy attacks. Round 2 adds the bouncers. Round 3 introduces birds. Round 4 has both. In round 5 and higher rounds things speed up considerably. The sidewalk may switch direction or the bird may swoop down one or more rows. If you can catch Molly's bow you can freeze all the enemies in their tracks. At this point you can make your best moves. You do have the ability to defend yourself by kicking left with the #2 button or right with the #3. This will not work while on a ladder, only on the sidewalk or while airborne.

SCORING

| | |
|------------------------------|-------|
| Kicking a bouncer | 100 |
| Kicking a bird | 200 |
| Collecting a key | 500 |
| Opening Molly's cell | 2,000 |
| Extra life @ 10,000 reached. | |

Should you succeed in your rescue attempts, you will be rewarded by Molly saying, "Oh Spike". To which you reply, "Molly". Then it's off again on the same mission, but at a higher level. She sure gets abducted a lot.

The only thing I hate is that when you lose a life, you also lose any key in your possession. Other than that the only other fault is that the pace of the game seems to

pick up too rapidly. Once you get past the first few levels it becomes quite hectic.

The game does have a bug which can make your score jump tremendously. To see this happen try the first level. Climb to the top, key in hand. Move the cage using the #1 button to the extreme left-hand side. Now try to jump over the cage and off the screen simultaneously. If done right your score will jump from 500 to about 20,000 depending. This can't be done every time so you may have to try this a few times to make it work. This makes only the second Vectrex game I know that has a bug.

In Berzerk, the score alternates between garbage characters and real numbers. I ended a game at 912,220. This whole scenario seems to happen every time you score over 4,000 points.

In Spike the score is always legible. As a result I have included 2 different high scores, with and without the bug. Since this bug cannot be done every time, maybe it should count as a sort of bonus. What do you think? Seems fair.

There is a 2-player version and high score memory can be seen when you hit the reset button.

RATING

Graphics ***

Sound ***

Gameplay **

REVIEW SCORE

18,300 normal

48,800 using bug

TIPS:

- > Don't wait for a connecting path to form. Move 1/2 way up the ladder to get an advantage.
- > Try not to move the ladder too rapidly.
- > Try to get the bow as much as possible. Try to make it come to you.
- > Pay close attention to the birds.
- > Back off if you can, to better place your kicks.

IN CONCLUSION

I would recommend adding this one to your collection. It plays a bit differently from others of the climbing and jumping variety. Besides being one of the rarer Vectrex carts, it has amusing graphics and speech.

BERZERK

1982 by GCE

Arcade version 1980 by Stern Elec.

By Scott Stilphen

CONTROLS:

Joystick - controls Humanoid

Button 1 - selects # of players (1-2)/fire

Button 2 - fire

Button 3 - fire

Button 4 - start game/fire

Reviewer's score: 801,860 (using trick)

Berzerk is one of your typical, classic games- simple and easy to learn, but hard to master. The object is to stay alive, taking out robots and avoiding Evil Otto as you move through the endless, electrified mazes. The only catch is that every time you exit the screen, the robots become harder to destroy, so eventually they WILL get you.

For the people who have never played Berzerk (those born in the Nintendo era) you may ask, "Why play it if there's no ending?" Well, this may shock you, but games without an ending can still be FUN! (quick, get the smelling salts!!!) Yes, it's true.

Now then, about the game. You start with three Humanoids. In the maze with you are anywhere from 1 to 11 robots who want nothing else than to "light up your life," literally. Each robot is good for 50 points and if you can get them all and exit the maze, you'll get a bonus of 10 points for every robot in that maze. You only have so much time to accomplish this 'cause before long, Evil Otto pays you a visit. The neat thing about Otto is that he can jump right over the maze walls...and you can't kill him...and if you don't leave the screen when he appears he'll pound you like a jack-hammer. And when you do manage to exit the screen...TA DA! A new maze full of angry robots is right there to greet you. "Is there anything in your favor?" Why, yes! You can earn extra Humanoids for every

5,000 scored, which means you'll have to earn them! (Note- start running now).

Wait! Before you give up all hope, there is a way to get an impressive score, without those embarrassing circles under your eyes. The trick is to find a screen with a bunch of robots. If you can fill the screen up with your shots (by firing down a long corridor), and if at least two other robots are trying to shoot at you, something will happen (trust me, something good). You may get anywhere from 100,000 to 800,000 points! Or you may get a bunch of extra humanoids! Or you may get both!! What actually happens is that there is so much happening on the screen all at once that the program gets "messed up, big time!" To know when the trick works, watch your score. The digits will become garbled or the score will disappear altogether (in rare case, the program may even "leave for a few minutes, but don't worry, it'll be back.) When this happens, exit the maze. On the next screen, check your score and your humanoid counter. You'll be pleasantly surprised. But there's just one catch (there always is). The robots can now move and fire at the speed of light, and sometimes they'll shoot right through a wall and kill you!

This translation is as close as any others. Movement is very fluid and the sound effects are excellent. Why the programmer(s) didn't use the excellent sound chip to produce "voice" (as in the arcade version) is beyond my understanding. That's the only thing missing. In fact, Berzerk is probably the only cart in the Vectrex collection that could have really used it. If you've played the 5200 version you can see how much better overall the game is. A huge oversight in my book, but still a FUN game to play.

VECTREX TRIVIA

The store model of the Vectrex was sometimes mounted on its own pedestal (how appropriate!). Do any of these still exist? Just think, they were probably discarded when the stores all sold out of games.

PROFESSOR VID

Year End Exam Answers

Hello students! Just because the final exam answers could be found in back issues of CS & G didn't mean that some wouldn't be a little tricky. But even so it was a pretty simple exam. That is if you read through some of the previous issues CAREFULLY to find the answers.

The response to the exam was excellent. But alas, most of you Vid-Heads out there missed at least one question. Still all in all I'm very pleased with the results. Now before I announce our top student and runner-up, let's get to those answers.

- 1) How many stars can be found at the seventh sky level in Fathom (2600)?

The answer was (C) None. This seemed to confuse some of you. The key word in the question was sky. There are seven levels in the game, in each level there is a sky section and a water section. There are three stars to be found on each level. By looking at the map in Issue # 1, the seventh sky level of level 7 shows no stars!

- 2) Which sport has been reviewed the most?

The answer was (C) Car Racing. The games were Dodge 'Em, Enduro, Dragster (2600); Turbo, Spy Hunter (CV); Pole Position II (7800); Pole Position, Hyperchase (Vectrex); and Auto Racing, Car Racing (one of the three games included in Triple Action) (INTV). Ralph also gave a brief opinion on Pole Position, Bump n Jump, and Turbo (INTV).

- 3) What are the monsters in Tunnel Runner (2600) called?

The answer was (C) Zots.

- 4) Pong was first shown at the November 1972 AMOA in what city?

The answer was (C) Chicago.

- 5) In order to receive a perfect score in Choplifter (CV), how many hostages must be saved?

The answer was (B) 64.

- 6) Name the ColecoVision games that have been reviewed as the Game of the Month.

There were four total: Miner 2049er, Quest for Quintana Roo, Lady Bug, and Q*Berts Qubes.

- 7) The Scoreboard in Issue # 4 had an error, can you find it?

Actually there were two errors. The misspelling of Qix (Quix) under the 5200 section was the first. Most of you got this one. But the error I was originally looking for was the date of the Antarctic Adventure score. It was misprinted as 1980 when it should have been 1988. ColecoVision wasn't even around in 1980. Not one Vid-Head out there caught this mistake. As for the Pitfall II score for the 5200 being too high (452,602), it was the correct review score. There are 524,000 possible points. 199,000 is the highest for the 2600 version.

- 8) What is the evil god's name in Riddle of the Sphinx (2600)?

Anubis was the correct answer.

- 9) How many 100,000 point golden geese are there in Solomon's Key (NES)?

The correct answer was nine. They weren't all listed as "golden", but they are all worth 100,000 points. Everyone who answered seven golden geese were given credit.

- 10) What was the first game to be reviewed in the Odyssey Outpost?

The answer was Smithereens.

Bonus Question

The slight error on the cover page of Issue # 3, was "Vol. 2 No. 1". It should have been "Vol. 1 No. 3". Just about everyone got the bonus correct.



We had 29 exam entries, but out of these 29 only four had all 10 questions and the bonus answered correctly. These four students names were thrown into the old ColecoVision knapsack and the lucky student whose name was drawn is Jeff Cooper from Tulsa, Oklahoma. Way to go Jeff! Our runner-up was Brian Warner from Alden, New York. Good job Brian! Jeff was more interested in the Atari posters instead of the game carts so Missile Command and Tempest posters are heading his way. Brian received Gravitar for the 2600. Thanks to everyone who took the time to enter. The professor wishes all of his students a safe and happy holiday.

**Publisher's Note

The next time you come across a typo or misprint, remember it could be an answer to the next exam or then again maybe not!

THE SCOREBOARD

Instead of our usual Scoreboard, this issue we've decided to give you the Acitivision scores that had to be achieved in order to receive those highly collectable patches. This was submitted by fellow vid-head Mark Androvich.

| CLUB REQUIREMENTS | QUALIFYING SCORE | HIGH SCORE |
|-----------------------------|------------------------|---------------------|
| ATARI 2600 H02 | | |
| C01 DRAGSTER | BELOW 6.00 SECONDS | 5.51 |
| C05 SKIING | BELOW 28.20 SECONDS #3 | 27.51 |
| C07 TENNIS | BEAT COMPUTER (1SET) | HAS BEEN ACHIEVED |
| C08 LASER BLAST | 100,000 | HAS BEEN ACHIEVED |
| C08.1 LASER BLAST | 1,000,000 | 1,000,000 |
| C09 FREEWAY | 20 GAME 3 OR 7 | 34 |
| C10 KABOOM! | 3000 | 999,999 |
| C11 STAMPEDE | 3000 | 157,000 |
| C12 ICE HOCKEY | BEAT COMPUTER | HAS BEEN ACHIEVED |
| C13 BARNSTORMING | GAME #1: BELOW 33.30 | GAME #1: 32.04 |
| | #2: BELOW 51.00 | #2: 49.82 |
| | #3: BELOW 54.00 | #3: 51.67 |
| C14 GRAND PRIX | GAME #1: BELOW 0.35 | GAME #1: 0:29.47 |
| | #2: BELOW 1.00 | #2: 0:50.81 |
| | #3: BELOW 1.30 | #3: 1:13.88 |
| | #4: BELOW 2.30 | #4 1:34.33 |
| C15 CHOPPER COMMAND | 10,000 | 999,999 |
| C16.1 STARMASTER | ENSIGN 3800 | ENSIGN 3972 |
| C16.2 " | LEADER 5700 | LEADER 5940 |
| C16.3 " | WING COMMANDER 7600 | WING C 7927 |
| C16.4 " | STARMASTER 9000 | SM 9898 |
| C17 MEGAMANIA | 45,000 | 999,999 |
| C18 PITFALL! | 20,000 | 114,000 |
| C19 SKY JINKS | BELOW 37.0 SECONDS #1 | 31.57 |
| C20 RIVER RAID | 15,000 | 1,000,000 |
| C21 SPIDER FIGHTER | 40,000 | 900,000 |
| C22 SEAQUEST | 50,000 | 999,999 |
| C23 OINK! | 25,000 | 999,999 |
| C24 DOLPHIN | 80,000 | 299,970 |
| C24.1 DOLPHIN (Secret Soc.) | 300,000 | SECRET MESSAGE! |
| C25 KEYSTONE KAPERS | 35,000 | 1,000,000 |
| C26 ENDURO | 5 DAYS | 99 DAYS 102 DAY |
| C27 PLAQUE ATTACK | 35,000 | 999,999 30 MILES |
| C28.1 ROBOT TANK | 4 SQUADRONS - 45 TANKS | |
| C28.2 " | 5 SQUADRONS - 60 TANKS | |
| C28.3 " | 6 OR MORE - 72 TANKS | 144 TANKS |
| C29 CRACKPOTS | 75,000 | 999,999 |
| C30.1 DECATHLON | 8600-8999 (BRONZE) | DO NOT RECORD SCORE |
| C30.2 " | 9000-9999 (SILVER) | DO NOT RECORD SCORE |
| C30.3 " | 10,000 (GOLD) | DO NOT RECORD SCORE |

THE SCOREBOARD

| CLUB | REQUIREMENTS | QUALIFYING SCORE | HIGH SCORE |
|----------------------|--------------------|----------------------------|------------------------|
| C31 | FROSTBITE | 40,000 | 832,730 |
| C32 | PRESSURE COOKER | 45,000 | 999,999 |
| C33.1 | SPACE SHUTTLE | DOCK 4 OR 5 W/4500 U.-PIL. | HAS BEEN ACHIEVED |
| C33.2 | " | DOCK 6 W/7500 UNITS-WINGS | HAS BEEN ACHIEVED |
| C34 | PRIVATE EYE | COMPLETION OF CASE #3 | 101,874 W/8 SEC. LEFT |
| C35 | PITFALL II | 99,000 | 199,000 |
| C36 | HERO | 75,000 | 1,000,000 |
| C37 | BEAMRIDER | SECTOR 14 & 40,000 | OPEN |
| ATARI | 400/800 H03 | | |
| C04 | DREADNAUGHT FACTOR | LEVEL 4 OR HIGHER | OPEN |
| C10 | KABOOM! | 3,000 | 3,502 |
| C17 | MEGAMANIA | 70,000 | OPEN |
| C18 | PITFALL! | 20,000 | OPEN |
| C20 | RIVER RAID | 30,000 | 55,970 |
| C25 | KEYSTONE KAPERS | 45,000 | OPEN |
| ATARI | 5200 H04 | | |
| C04 | DREADNAUGHT FACTOR | LEVEL 4 OR HIGHER | OPEN |
| C10 | KABOOM! | 3,000 | OPEN |
| C17 | MEAGAMANIA | 45,000 | 48,900 |
| C18 | PITFALL! | 20,000 | 81,969 |
| C20 | RIVER RAID | 40,000 | 121,030 |
| C25 | KEYSTONE KAPERS | 45,000 | OPEN |
| C30.1 | DECATHLON | 8600-8900 (BRONZE) | DO NOT RECORD SCORES |
| C30.2 | " | 9000-9999 (SILVER) | DO NOT RECORD SCORES |
| C30.3 | " | 10,000 (GOLD) | DO NOT RECORD SCORES |
| C35 | PITFALL II | 99,000 | OPEN |
| C36 | H.E.R.O. | 70,000 | OPEN |
| C37 | BEAMRIDER | SECTOR 14 & 40,000 | OPEN |
| COLECOVISION | H05 | | |
| C18 | PITFALL! | 20,000 | 28,754 |
| C20 | RIVER RAID | 25,000 | 42,030 |
| C25 | KEYSTONE KAPERS | 30,000 | OPEN |
| C30.1 | DECATHLON | 8600-8900 (BRONZE) | DO NOT RECORD SCORES |
| C30.2 | " | 9000-9999 (SILVER) | DO NOT RECORD SCORES |
| C30.3 | " | 10,000 (GOLD) | DO NOT RECORD SCORRS |
| C35 | PITFALL II | 99,000 | OPEN |
| C36 | H.E.R.O. | 70,000 | OPEN |
| C37 | BEAMRIDER | SECTOR 14 & 40,000 | OPEN |
| MATTEL/INTELLIVISION | H06 | | |
| C03 | HAPPY TRAILS | 40,000 | 1,000,000 |
| C04 | DREADNAUGHT FACTOR | LEVEL 4 5 DREADNAUGHTS | 75 DREADNAUGHTS 95,767 |
| C37 | BEAMRIDER | SECTOR 20 & 60,000 | SECTOR 32 & 164,152 |
| C06 | WORM WHOMPER | 75,000 | 10,800,000 |
| C11 | STAMPEDE | 3,000 | 126,000 |
| C18 | PITFALL II | 20,000 | 114,000 |
| C20 | RIVER RAID | 15,000 | 59,120 |

AND FINALLY.....

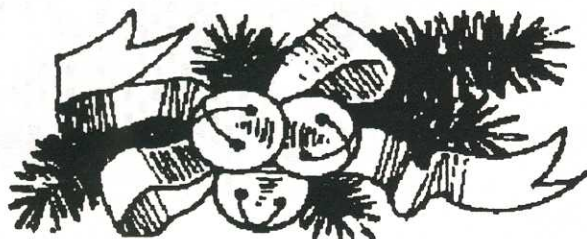
After playing through Dragon Warrior IV, I found myself awed by its humor and gameplay compared to the first three games. Yes you still have to kill a lot of enemies in order to build up your experience but the mini quests and vastness of the world help to make it a very enjoyable cart. There are ten various characters including the main hero with which you can roam around with. Talon the merchant can be very funny at times. Necrosaro the main man at the end (a good elf gone bad) is by far the baddest of all the previous head hauncos. If you are a fan of the Dragon Warrior series, this is a must.

Well folks, Jim Redd is back in business once again. Jim has sent me a list of games along with his assurance that all previous orders will be filled by X-mas. He is going strictly mail order only. I know there are some of you who haven't gotten their orders in the past. So to see if Jim can finally get things done quickly, I ordered three INTV games C.O.D.. It's been a week now, but nothing yet.

House of Adam, the company that deals only in ColecoVision games and other stuff has changed their name to Adams House. Not only do they have over 100 CV carts, they also have Adam Computers, disk drives, monitors, and just about everything Coleco released for the system. Their address is:

Adams House
Route 2 Box 2756
1829-1 County Rd 130
Pearland TX 77581-9503

So until January, I want to wish all of you happy holidays!



BACK ISSUES AVAILABLE \$2.00

Oct. 1991: Premiere Issue
Superman (2600)
Solution to Fathom (2600)
Rescue on Fractalus (5200)

Nov./Dec. 1991: Holiday Issue
Solution to Escape from the Mindmaster
Armor Attack Map (Vectrex)
Space Panic (CV)
Looping (CV)
Qix (5200)
Pengo (5200)
Happy Trails (INTV)
Advanced D&D (INTV)

Jan. 1992:
Gremlins (2600)
Tunnel Runner (2600)
Texas Chainsaw Massacre (2600)
Counter Measure (5200)
Xenophobe (7800)
Pete Rose vs Real Sports Baseball (7800)
Auto Racin (INTV)
Congo Bongo (INTV)
Dragon Fire (INTV)
Star Trek (Vectrex)
Blitz (Vectrex)

Feb. 1992:
Snoopy & the Red Baron (2600)
Pitfall II (5200)
Mario Bros. (7800)
Ikari Warriors (7800)
Hat Trick (7800)
Miner 2049er (CV)
Safecracker (INTV)
PGA Golf (INTV)

Mar. 1992:

Slot Machine (2600)
Keystone Kapers (5200)
Ninja Golf (7800)
Mat Mania Challenge (7800)
Super Skateboardin' (7800)
Choplifter (CV)
World Series Major League Baseball (INTV)
Space Wars (Vectrex)
Scramble (Vectrex)

Apr. 1992:

Star Raiders (2600)
Starmaster (2600)
Star Voyager (2600)
Ms. Pac-Man (7800)
Ball Blazer (7800)
Joust (7800)
Quest for Quintana Roo (CV)
Triple Action (INTV)
Sharp Shot (INTV)
Cosmic Chasm (Vectrex)

May/Jun. 1992: Super Summer Edition

Ghostbusters (2600)
Track N Field (2600)
Zaxxon (5200) (CV)
Tomcat (7800)
Rampage (7800)
Sewer Sam (CV)
Turbo (CV)
Smithereens (Odyssey)

Jul. 1992:

Riddle of the Sphinx (2600)
Taz (2600)
The Dreadnaught Factor (5200)
One on One (7800)
Xevious (7800)
Tapper (CV)

Aug. 1992:

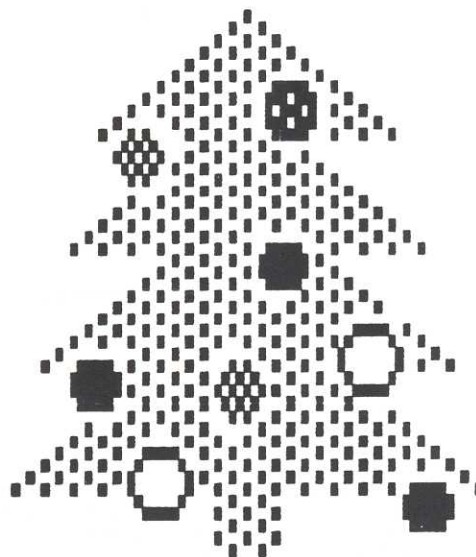
Pressure Cooker (2600)
Crack'ed (7800)
Dig Dug (7800)
Robotron: 2084 (7800)
Lady Bug (CV)
Solomons Key (NES)
Pole Position (Vectrex)
Hyperchase (Vectrex)

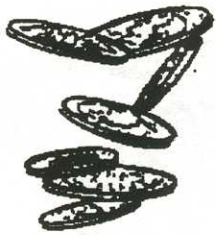
Sep. 1992:

Mogul Mania & Joyboard (2600)
Kung-Fu Master (7800)
Dark Chambers (7800)
Ninja (Atari 130XE/C-64)
Q*Bert II: Q*Berts Quebec (CV)
Boxing (INTV)
NHL Hockey/Hockey (INTV)
Attack of the Timelord (Odyssey)
2600 Stampede vs INTV Stampede

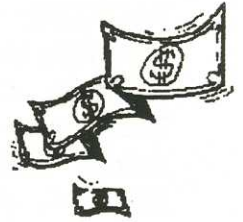
Oct. 1992:

Halloween (2600)
Megamania (5200)
Donkey Kong (7800)
Double Dragon (7800)
Dracula (INTV)
Castlevania (NES)
European Odyssey List





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 box; 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 of "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 Lime, 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.

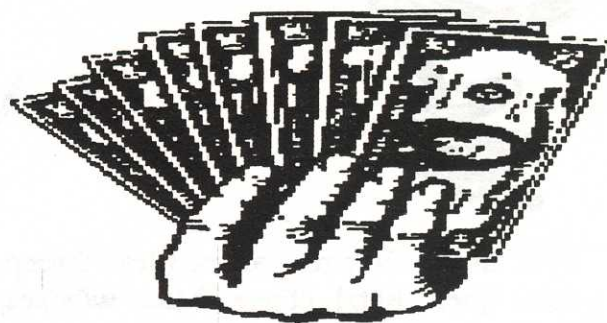


WANTED: Looking for some competition for any of the classic games. I like a good challenge. Can anyone out there give me one. Pick a game and we'll duke it out. Jeff Adkins, 11 Windsor, Attica NY 14011, (716) 591-1519. After 5 PM. Sorry mom but I don't play Tetris or Hatris!

WANTED: Over 150 games, all classic systems for trade on games. I want your list of surplus games for mine. Write to: Earl Carsner, 738 N. Burmuda St., Mesa AZ 85205.

WILL TRADE Atari 2600, 5200, 7800, INTV, CV, Odyssey 2, Vectrex, Bally Videcade, Channel F, and Sega Master System games and equip. Please send your list of games and request my list of over 1500 items, over 600 for trade. Write to Wayne "Games Scrounger" Dunphy, 3664 Kolstad Rd., Eagan MN 55123.

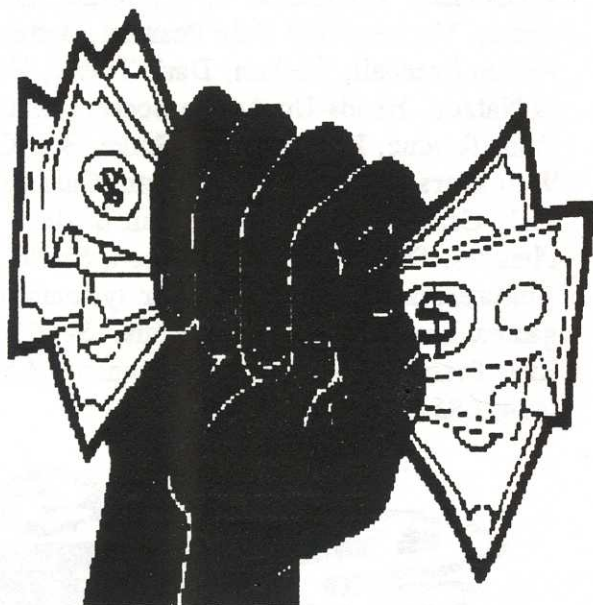
WANTED: Last carts needed to complete my Atari 7800 collection: Water Ski and Pyromania. Offering \$10 for photocopied instructions of 7800 Pyromania. Please call first. Also need (for 2600) Track and Field. Have many games for sale. Kevin Oleniacz, 96 Buena Vista Dr., Ringwood NJ 07456, (201) 835-8156. After 7 PM. Weeknights, anytime on weekends.



WANTED: (7800) Mat Mania Challenge, Scrap Yard Dog, Meltdown, Pyromania. (2600) F-14 Tomcat, Chase the Chuck Wagon. CV, INTV, XEGS, Channel F, Arcadia 2001 carts. For sale/trade (7800 New) Motor Psycho, Alien Brigade, Planet Smashers, Xenophobe, Basketbrawl, many others. (2600 New) Xenophobe, Double Dunk and many others. Many used carts, hardware. Send me your list and I'll send you mine. Jeff Scott, 2670 Lehman Rd. Apt D-805, Cincinnati Oh 45204. Phone (513) 244-6392.

FOR SALE: 100's of carts for 2600, 5200, and INTV. 2600/JR/Telegame/Gemini systems (complete) \$15-\$20! (with choice of 10 carts-\$35!). Also have 2600 controllers, manuals, boxes, catalogs, comics, cases, and CV/7800/TS-1000 items.

WANTED: Top \$\$\$/trades for Atari Lab prototypes (2600/5200), Atari Club exclusives, many other carts, manuals, catalogs, Atari Pong/Tank II, Atari XMM801 printer, Vectrex 3-D Imager/carts, Atari store displays/products, etc. Scott Stilphen, RD#1 Box 177-A, Harding PA 18643, (717) 388-2824.



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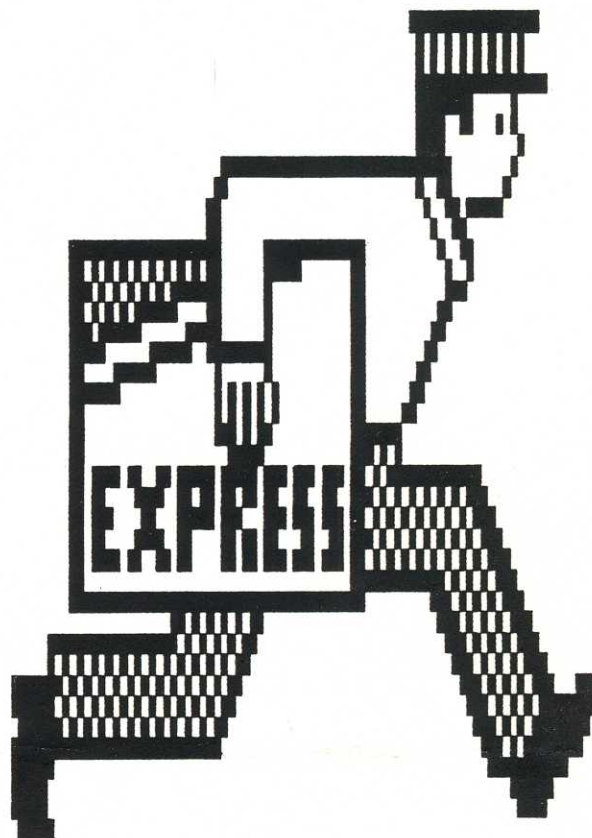
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