

# CLASSIC SYSTEMS & GAMES MONTHLY

GAME OF THE MONTH:

## GAME REVIEWS

2600:

H.E.R.O.

COLECOVISION:

"The Heist"

INTELLIVISION

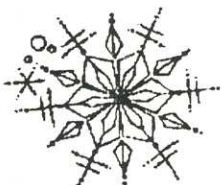
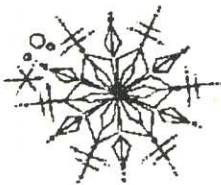
Tropical Trouble

ODYSSEY OUTPOST:

Freedom Fighters

VECTREX:

Fortress of Narzod

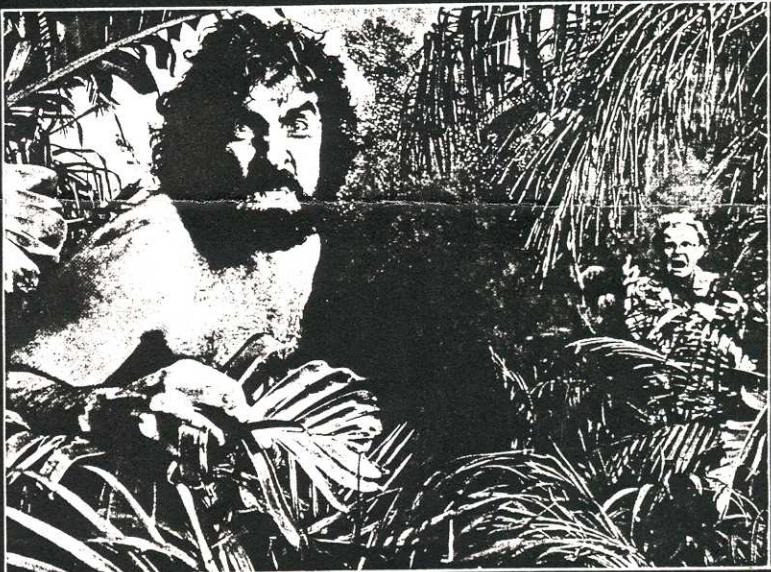


**IMAGIC**

# TROPICAL TROUBLE™

**GAME PROGRAM INSTRUCTIONS**

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Clarence and Doris sat on the beach and stared at the sinking boat:

"I guess we're helpless until someone comes along," sniffed Doris, wringing her handkerchief.

"Don't worry, dear Doris!" Clarence exclaimed; "I'll take care of you! Nothing will get in **my** way!" With that he jumped up, tripped on a clam, and fell on his face.

"**That,**" said Doris, "is what worries me."

Suddenly, a shadow fell across her face: A huge hand gripped her neck and began dragging her away.

"HELP!" she cried, then disappeared.

# CLASSIC SYSTEMS & GAMES MONTHLY

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## FROM OUR EDITOR

There's been a great deal of controversy surrounding the Game Genie and other game enhancers since their release. I've read a lot of reader letters in some of the national video game mags over the past year or so and most of them have put these devices down again and again. I am not a game enhancer promoter, nor do I own one. But what most people out there don't know is that the game enhancers can also make games that we have mastered, even harder if not impossible to beat. You could start games with only one life, less energy, or even without any continues. Very young children can even get through some games with such devices and work on their gaming skills. So as is almost always the story, both sides must be told in order to get a balanced opinion. Which is exactly what Galoob argued in their lengthy court battle with Nintendo. I'd be willing to bet that if one of those letter writers who expressed contempt for the enhancers had one laying in front of them, they would probably use it. If you don't like the music, change the station.

Now let me ramble on a little more. I've been an avid gamer and collector for quite a few years now. I've been fortunate enough to put my collection of games together at a low cost. On average a game will cost me about \$2.50. There are some people out there who are over pricing their games as far as value and collectability. It's true that games might be plentiful in one area of the country while in others almost impossible to find. Yet some vid-heads have been giving misinformation on the rarity of certain titles. There are very few "rare" games. Most are just difficult to locate. What about those European games that were first released

here, then with a new title in most cases found their way over seas. Are they worth what some collectors say? It may be hard to find them here, but most of them are plentiful over there. As is the case with any type of collecting, patience pays off most of the time. Let's take for example Texas Chainsaw Massacre and Halloween from Wizard Video. A couple of years ago almost everyone was looking for these two carts. Now some collectors/dealers are over loaded with them. The same holds true for a few other games as well. So before somebody tells you a ridiculous price for a not so rare game, get a few opinions. Unless you're impatient and have lots of cash.

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# TOPIC 2600

## H.E.R.O.

1984 Activision

Designed by John Van Ryzin

One Player/Joystick

By Jeff Adkins

Flowing lava has trapped miners deep inside Mt. Leone. It's up to Roderick Hero (R. Hero for short) to try and rescue them with his propeller back-pack, dynamite, and laser beam, while avoiding the various mine shaft nasties, lava walls, and the lava river at the bottom of each level. Time is also of the essence since you must reach each miner before the Hero's energy runs out.

There are five different game variations that can challenge players. These are:

Game #	Starting Level
1	1
2	5
3	9
4	13
5	17

Game 5 always begins on level 17. Every level afterward is random. Level numbers do not appear, so good memorization is the key to game number 5. At the start of the game you have four lives. One extra life is earned for every 20,000 points scored. Six is the maximum amount that can be held in reserve.

Controlling the on screen Hero can be very touchy at times, especially at higher levels. Pushing the joystick "Up" makes him do the same. By tapping up on it a few times he can hover in one spot without moving. To fly down, simply walk off ledges, pushing up stops his descent.

During this rescue mission R. Hero will come across walls which block him from continuing

on. Some of which are hardened rock, others are lava walls that glow red. In order to destroy either type of wall, dynamite must be placed close to it. By walking up to the wall and pulling back on the joystick, the Hero drops a stick of dynamite. You must then move away before the explosion or lose a life. Hero is equipped with six sticks of dynamite per level. It should also be noted that there are only six walls to be blasted on certain levels, never more. The earlier levels have less than six but higher levels will require use of all six. Walls can also be eliminated by using the laser beam. This uses up a lot of power. But if you run out of dynamite there is no other alternative.

Besides the walls, certain creatures lurk about each section of the mine shafts. Snakes, bats, spiders, moths, and tentacles can all be deadly to the touch. A quick blast from the laser beam destroys any of these pests, except the tentacles, they move along the lava river following your every move. If you fly too low they will pull you into the lava. Scoring is as follows:

Shooting a creature	50 pts. each
Dynamite sticks left (If any) after rescuing a miner.	50 pts. each
Blowing up a wall	75 pts.
Saving a miner	1,000 pts.

Bonus points are awarded also for power remaining.

You maneuver the Hero vertically through the mine shafts, you are given a choice of two, three or even four different routes in sections of the various levels. Most of the time only one is the correct shaft. Lava, dead ends, or creatures wait along some of the shafts. By taking the

wrong way, you lose a life if coming into contact with either. Lanterns light up the mine. By touching or shooting a lantern with the laser beam, the mine shaft goes dark. So with a little trial and error, you will be able to memorize the correct shafts to take throughout the mine.

Once the Hero reaches the lava river, you must now move horizontally left or right in order to reach the trapped miners. On some sections of the river, Hero can ride across on a raft without worrying about the inferno below. Creatures and walls are strategically placed along this route adding to the challenge. Simply walk or fly over to the miner. He will raise his arm in thanks and it's on to the next level.

During the first nine levels the creatures move at a slow speed, the ones that move that is. The bats flutter up and down, moths float back and forth sideways, snakes move in and out of the sidewalls, spiders simply dangle from the ceiling, and the ominous tentacles wait at the bottom of the mine. From level 10 to level 17, they all move faster. The last three levels, 18 thru 20 offer the toughest challenge, the creatures move at a hyper speed. By conquering all 20 levels the word "Pro" appears instead of a level number for the rest of the game. You then start at level 13 after finishing level 20 each time.

H.E.R.O., like most other Activision games can be beaten easily with a little patience and lots of memorization. Joystick control can be very touchy at times. It will probably aggravate most players for a while after losing dozens of men, but that's what playing games is about, right? The more you play the better you get. Upon reaching 1,000,000 points the rescue ends and six exclamation points appear at the bottom of the screen, just like Keystone Kapers, Laser Blast, River Raid and others. With practice this can be done in little more than one hour, that is, if you have time to save a few more video lives.

#### SUMMARY

Graphics - The propeller on the back-pack spins slowly as R. Hero walks, then rapidly like a copter as he flies around the mine.

The enemy creepies all have their respective shapes. Miners sit in a low oxygen heap, waiting to be saved. The sparking of the lit dynamite fuse and explosion is a good effect.

Sound - The propeller whirling isn't loud or irritating as in other flying games. The sound of losing a life however, can be at times. Dynamite exploding, the power gauge refilling, and the tallying of points make up the rest of the sounds.

Gameplay - As I already stated, H.E.R.O. can be frustrating at times. Once you are able to control the on screen character properly, anticipate what's ahead or below, and be in the correct position to either shoot an enemy or destroy a wall, it can be fun. The faster a miner is rescued, the more points can be earned on each level. So you must be quick while being cautious at the same time. It's too bad that we will never see a H.E.R.O. II with perhaps more levels than the original. This game never received very good reviews from some of the early video game mag reviewers. In my opinion, it is one of the best in the Activision library as far as gameplay is concerned.

#### RATING

Graphics \*\*

Sound \*

Gameplay \*\*\*

Review Score:

1,000,000 !!!!!

#### TIPS:

> With good timing you can blow up a wall and destroy a moth at the same time.

> Probably the best tip that I can give on this game is the "stop and go" method of flying. From level 14 and on there are lava walls which open and close. By entering the sections which have these particular walls stopping for a second, then dropping down, you will be able to get past while the wall opens. The "stop and go" method also works when confronting some of the creatures at higher levels.

> Just as the instruction book states, you don't have to be right next to a wall in order to blow it up with dynamite.

# COLECOVISION SKILL LEVEL

## "THE HEIST"

Designed by Mike Livesay  
1983 Livesay Computer Games, 1984 Microlab  
One Player

By Jeff Adkins

A micro dot with classified information has been hidden in an art museum. In order to retrieve it, Graham Crackers, another video game world super hero, must make his way through three progressively harder levels collecting all of the artwork. This must be done while avoiding robot guards, electric doors, and pitfalls between the three floors of the museum.

The game is actually a blend of Pitfall and Keystone Kapers. As in Pitfall, brick walls and holes in the floor can hinder Graham's progress. An elevator and escalators have been thrown in to resemble Kapers gameplay.

The museum is made up of three floors. There are ten rooms on each floor. After collecting all of the artwork in the first thirty rooms, Level 1 is completed, then on to Level 2. There are three levels in all, 90 rooms total.

### Keypad Controls

Start game = 0  
Pause = #  
Sound On/Off = \*  
Music On/Off = 8

### Elevator:

1 = 1st floor  
2 = 2nd floor  
3 = 3rd floor

At the start of the game you have three Graham Crackers, one on screen with two in

reserve. Extra Crackers are earned at 20,000, 40,000, and 60,000 respectively.

### Scoring:

Keys - 50 pts. each plus time remaining  
Artwork - 150 pts. each plus time remaining  
Doors - 250 pts. each  
Monitors - 100 pts. each

Yes, the sands of time also play a factor in the game. A timer at the top of the screen starts at two minutes and ticks down. But every time Crackers collects a piece of art, it is reset back to two minutes. Keys must be collected in order to unlock doors. Electric doors will cost a life if touched. These move down, then gradually open up again.

Robots that guard the museum include: monitors which move along the floor back and forth horizontally, drones simply flash on and off and are stationary, and lastly sweepers, which look like small red balls. Sweepers move left along the floor until they reach the left side of a room. They then raise up off of the floor heading back to the right side. Contact with drones or sweepers is lethal. If Crackers has a key he can touch a monitor thus eliminating it, but also losing a precious key. This should be avoided if possible. There is only so many keys available.

Artwork and keys are obtained by simply moving past them. To ride the escalator, the joystick must be pushed up or down diagonally, left or right, depending on which way the escalator is moving. Some floor sections have moving tracks. Running one way will increase Crackers speed while going the opposite way will slow him down. Usually electric doors appear along these track sections making it a little tougher to get by.

Graham Crackers can fall from floor to floor

through holes without risking injury, as long as he lands on a floor section below. Falling through a first floor hole will cost you a life. When I first started playing the game almost ten years ago, I had some trouble getting the jumping technique down. The robot guards are positioned in strategic sections, making jumping over them tricky and difficult especially on the third level. Sometimes you think you've made a perfect leap only to come into contact with a robot guard or fall into a hole in the floor. During level three much of the floor is made up of small sections with many pitfalls. You will have to stand as far to the side of these ledges as possible in order to jump to the next small floor section. It will take some time and patience to get through the third level.

Once you have helped Graham Crackers through all three levels, its back to level one. Instead of two minutes between artwork it's now reduced to a minute and a half. The monitors and sweepers move at a faster speed along the floor too. If you think getting through the three levels the first time around was tough, the second time will probably make you want to use some choice words of the English language. The robot guards move so fast that it seems almost impossible to get by them. But they can be jumped over with perfect timing. If you are not perfect, you won't make it, plain and simple.

The one thing that I dislike about the game is that there is no way of knowing how many pictures you've collected or how many are left once you are down to a few remaining. the number of keys acquired, and extra Crackers all appear at the top of the screen. An artwork or picture counter would have been a nice addition to the game. Besides this minor beef, I would recommend it for its challenge to any die-hard ColecoVision player.

## SUMMARY

Graphics - Nothing to write home about. Crackers runs somewhat fluidly throughout the museum. He sort of looks like a skinny Mario. The pictures are basically different colored

rectangles. Benches and plants are scattered about. The elevator and escalators both move quickly. The monitors resemble mini tanks as they move along.

Sound - The theme song plays throughout the game, but with the music "On/Off" feature, you can turn it off if you want. Other sounds include collecting art work and keys, getting fried by a sweeper, drone, or electric door, and jumping. These sounds can also be done away with by using the sound "On/Off" command.

Gameplay - While it doesn't boast exceptional graphics or sound, it does provide a good challenge. As with most games of this type, there can be quite a few different ways of moving about the museum. Finding the one that works for you is what makes it challenging and fun. The first two levels are pretty much a run through. But level three is the toughest part. Probably the main reason I enjoy the game is its challenge.

### RATING

Graphics	**
Sound	*
Gameplay	***

Review Score:  
84,319

### TIPS:

- > To reach some of the pictures you will have to jump through a hole in order to collect them.
- > On level two there is a room with four locked doors in a row, ignore them. You can work your way around without opening them.
- > If you do happen to lose a key by touching a monitor, there are keys in dead end rooms. But you will have to fall through a hole, thus losing a life to continue on. Another option is to restart the game if you have patience.
- > Once level two is finished correctly you should have one key left. You will need it on the third level.

# INTELLIVISION VID BITS

## GAME OF THE MONTH

### TROPICAL TROUBLE

By Imagic for IntelliVision

By Ralph W. Linne

Your girlfriend, Doris has been taken from you by Bruiser the Bully. You as Clarence must rescue her. You chase them across a tropical island. Will you catch them and can you defeat Bruiser and be with your girlfriend on a tropical island alone?

In 1983, Imagic released an arcade style chase and climb action game cartridge for IntelliVision called Tropical Trouble. The quality of gameplay and graphics is one of the best ever done for the INTV system.

The main object of this game is to chase Bruiser across an island and save a damsel in distress. Since you can never really save your girlfriend, your real goal is to score as many points as possible while completing as many screens as you can before you lose your last life.

There are four screens to complete (Beach, Jungle, Volcano, and Bridge) in order to finish a level. As with most Imagic games there are several skill levels, which can change the level of difficulty of the gameplay. These are:

LEVEL	OBSTACLES	HANKIES	SNAKES
Easy	Few	Many	None
Medium	More	Less	Few
Hard	Many	Few	Many

There are several obstacles you must get by as you move across the screens from left to right. The moving obstacles are: boulders, snakes, coconuts, and falling lava. While the fixed or non-moving ones are: clams, ferns, and hot lava pools. While none of the obstacles will kill you, they will slow you up and may not let you reach the right side of the screen in time to complete

that part of the chase across the Tropical Island.

This is a one or two player alternating game. Clarence wears a yellow jacket for player one and a white jacket for player two. Turns are taken between each setting or after a chance is lost by the other player. High score wins in the two player version. In the one player version I keep track of the number of screens completed to see how good I am.

The graphics are excellent for an IntelliVision game!! Clarence, Doris and the Bully all look like people. The island scenes are great!! I really love the volcano with the lava pools and falling hot lava from the sky.

The gameplay is very good in both one and two player versions. I would recommend this game, but like almost all IntelliVision games, you need the overlays and game instructions.

#### RATING

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

#### TIPS:

- > Keep running to the right. Do not stop. If you get caught on the left side you will get bonked!
- > You cannot go through the clams, ferns, or lava pools, so go around them.
- > To find Doris' hankies, you must smash the moving obstacles.
- > After picking up Doris' hankies, Clarence will blush for a few seconds. Go for it, since he is invincible when his face is red.
- > When the game first begins, press the right side of the disk to keep from being clobbered!
- > Watch the ground when running by the Volcano, a shadow will appear marking the spot where the falling lava will hit the ground.

# ODYSSEY OUTPOST

## FREEDOM FIGHTERS

1982 North American Philips/Magnavox  
#9436 For One or Two Players

By Jeff Adkins

Space games were certainly very popular during the early days of home video gaming and of course still are today. Freedom Fighter is another challenging one for play on the Odyssey 2 System. Warships of the Pulsar empire have captured fellow spacemen and confined them to crystals which float around in space. By piloting a starship of the Earth Federation Rescue fleet, you must attempt to save the crystal captives while avoiding the Pulsars and the hunter-killer drones that the warships emit.

Freedom Fighters offers two variations for either individual or team play. The attack mode allows player one to be pilot and player two to be the co-pilot. The left joystick (player one) controls the conventional space drive system of the starship. You can fly across the screen or up and down. The right joystick (player two) controls the starship's hyperspace drive system. When engaging the hyperspace warp the ship will remain on the same vertical plane on the screen. Moving the joystick left or right, positions the ship either particular way. Pushing forward or pulling down activates the hyperspace warp. This is very useful to escape a hairy situation with many enemies or chasing after comrades in the confinement crystals. The action button is used by either player to fire the laser cannons on each ship.

The second game option is the evasion mode. The only difference from the first mode is your lasers are inoperative. The starship must be navigated around the screen without

getting hit for as long as possible. During the evasion mode, the score counts gradually up as you survive. The crystal captives are also worth points.

### SCORING FOR ATTACK MODE

Collecting Crystal*	20 pts.
Warship	5 pts.
Drone	1 pt.
Exploding Wreckage	1 pt.

\* Crystals are worth same in either mode.

At the start of the game, the ship is positioned in the center of the playfield. The confinement crystals randomly float about. To retrieve it and save its captive, simply fly to it and touch it. Pulsar warships start to appear from the left and right side. Pulsars look like squares and pulsate so to speak, while releasing the drones around the starship. As the score increases, they pulsate and move faster. This reminded me of the Galaxian arcade game with its throbbing heartbeat. The game picks up the pace after scoring 100, 200 pts., etc.. But once again my main gripe is one and only one life. At the faster pace the Pulsars and drones follow the starships every move and are extremely difficult to avoid.

With two players it will take some time to be able to work together as a team. The pilot must do most of the flying and shooting. The co-pilot should monitor the situation and be ready to warp when the pilot gives the okay. Both modes can be played solo, but its much more fun, if not more interesting blasting the aliens as a team if possible.

Many of the basic strategies from earlier



space games can be employed. Staying away from the sides and corners is an old video game remedy. Sometimes a crystal will appear near the edge or a corner trying to sucker you into grabbing it and getting blown out of space at the same time. Piloting the ship can also be very touchy, it won't stop on a dime. Playing the evasion mode is good practice for honing those pilot skills. Push reset then zero on the keyboard to play the evasion mode if you don't have the instructions.

This is another tough Odyssey 2 space game. It's a good thing that the Earth Federation has plenty of ships with which would-be-pilots like myself and others can demolish. That's exactly what happens when playing.

## SUMMARY

The starship is triangular. The pulsars glow as they pulsate. Drones form in different shaped groups. When rescuing spacemen from crystals the screen flashes momentarily. Explosions of both the starship and enemies being destroyed, laser shots, and the throbbing of the game make up the sounds. It's hard to give this and other Odyssey 2 games a fair rating graphically and soundwise due to the age of the machine. But this was a later release and could have been done better in both departments. Yet over 10 years this was all some of us had to play, so it certainly can be appreciated by a small but faithful few. Freedom Fighters is definitely challenging for devoted space cadets.

### RATING

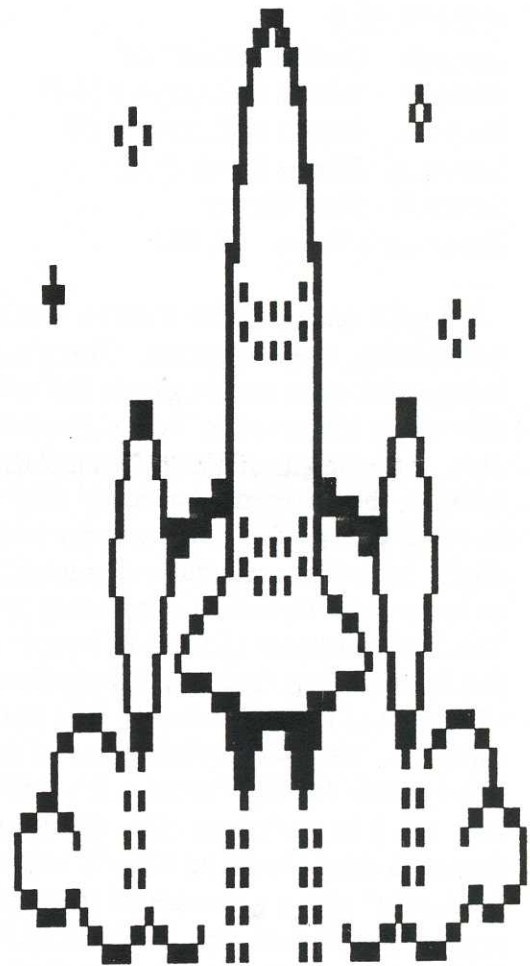
Graphics \*  
 Sound \*  
 Gameplay \*\*

### Review Score:

Attack Mode - 520  
 Evasion Mode - 331

### TIPS:

- > Always look for openings between the drones to escape when surrounded.
- > Concentrate your fire on the Pulsar warships. They are a bigger target and they can't release any drones if destroyed.
- > Don't get pinned in corners or on the sides. The Pulsars appear from them.
- > Hold the fire button down for continuous, Rambo-like-fire. But be careful not to shoot any crystals.



### RANKINGS

Ensign	50 - 99 pts.
Lieutenant	100 - 149
Commander	150 - 249
Captain	250 - 349
Commodore	350 - 749
Admiral	750 - 999
Fleet Admiral	1000 +

# THE VECTREX VECTOR

## FORTRESS OF NARZOD

1983 by GCE

By Scott Stilphen

### CONTROLS:

Joystick - Controls Hovercraft

Button 1 - Selects # of players (1-2)

Button 2 - Selects skill level (1-3)

Button 3 - Selects levels (1-3)

Button 4 - Fires blaster

Reviewer's Score: 12,390

If there's one thing the Vectrex was good for, it was quality, original games. There's only so many raster-type arcade games that could be effectively translated to Vector graphics, and even at the height of Vector's popularity in arcades, there weren't that many titles (compared to raster ones). The programmers were forced to take a different approach to designing, which led to some very interesting carts being produced. The limited release of the 3-D Imager showed just how far they could push their ideas.

Fortress of Narzod certainly falls into this category. This was probably one of the last games made for the Vectrex. It's difficult to compare it to something else- the only game that comes to mind would be Satan's Hollow. The "elements" of the game are all there (even the music), just rearranged. The goal in Fortress of Narzod is to travel a series of roadways (Lower, Middle, and Upper) leading to the Fortress itself.

You start on the Lower roadway with 6 hovercraft, where you face 3 types of guardians- Doom Grabbers, Tarantulas, and Ghouls. After you eliminate one type, the next one appears. Each guardian can fire Spikers at you, which you can shoot, and it takes 2 shots to kill each guardian. The roadway zig-zags its way up to a guard tower which can be passed only after destroying all the guardians.

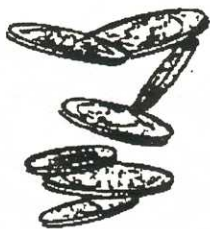
On the Middle roadway, the same types of guardians appear, but in larger numbers. Any Spikers you hit now split in two. Warbirds appear, flying out of the tower towards your hovercraft. If shot, they transform into a barrier. This is both a curse and a blessing. The barriers block both the guardian's Spikers and your fire as well. If you're careful as to where you shoot a Warbird, the resulting barrier can be used as an effective shield, but they eventually disappear before long.

The Upper roadway is like the last, again with more guardians. Now the Warbirds fire bullets at you, which makes for a lot of difficulty! They can fly off to the side of the roadway (where you can't hit them) and shoot at you.

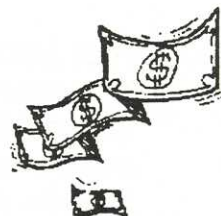
If you can pass through the final tower you appear at the Fortress. Here you must fight the Mystic Hurler, who moves back and forth while continuously firing. You must hit the Mystic Hurler 6 times to destroy him, after which you receive an extra hovercraft and start the game over at the next level.

Even at level 1, it's quite a challenge to reach the Fortress, especially to do it twice in the same game. That's good though, because many Vectrex carts are too easy. The accompanying overlay adds nothing to the game, except maybe a nice screen border. Scoring is very low also (you get 10 points for destroying the Mystic Hurler- whoopee!). There's a nice explosion when a guardian, or your hovercraft is hit, but when the Mystic Hurler is beaten the Fortress just fizzles out. On levels 2 and up the screen flickers at times because of the number of objects. The sound effects are very good.

Overall, this is one cart Vectrex owners should have in their collection. If this game is any indication of the direction Vectrex software was going, then this system might have been around longer to show us its full potential.



## CLASSIFIEDS



**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:** 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! (\*)

**WILL TRADE** Atari 2600, 5200, 7800, INTV, CV, Odyssey 2, Vectrex, Bally Videocade, 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. (\*)

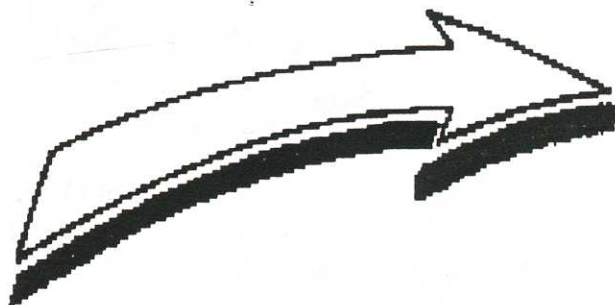
**WANTED:** (7800) Mat Mania Challenge, Scrap Yard Dog, Meltdown, Pyromania. (2600) F-14 Tomcat, Chase the Chuck Wagon. CV, INTV, XEGS, Channel F, Arcadia 2001 carts. For sale/trade (7800 New) Motor Psycho, Alien Brigade, Planet Smashers, Xenophobe, Basketbrawl, many others. (2600 New) Xenophobe, Double 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.

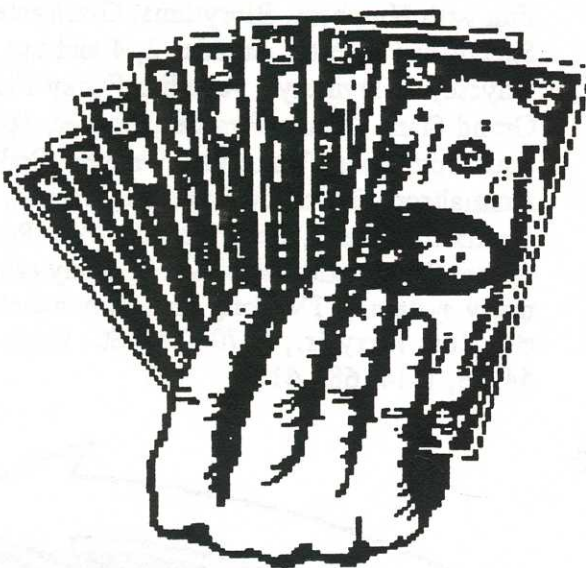
**WANTED:** Top \$\$\$/trades for Atari Lab prototypes (2600/5200), Atari Club exclusives, many other carts, manuals, catalogs, Atari Pong/Tank II, Atari XMM801 printer, Vectrex 3-D Imager/carts, Atari store displays/products, etc. Scott Stilphen, RD#1 Box 177-A, Harding PA 18643, (717) 388-2824. (\*)

**WANTED:** Channel F: 18-19, 23-25, K-1, Demo; Studio II: Baseball, Demo, Space War, Fun with Numbers, Biorythms, Gunfighter, Speedway; Telestar Arcade: 2, 4 and up; Odyssey 2: Dynasty; Arcadia: Funky Fish, Grand Slam Tennis, Pleiades, Soccer, Space Squadron, Space Vultures; Vectrex: Bedlam, Animaltron, Batter-Up Baseball, Narzod, Heads-Up Soccer, Polar Rescue, Pole Position, Spike, Star Castle, Web Wars; many other for many systems; TV/Pong games; handhelds, and etc. Russ Perry Jr., 5970 Scott St., Omro WI 54963, (414) 685-6187. (#)

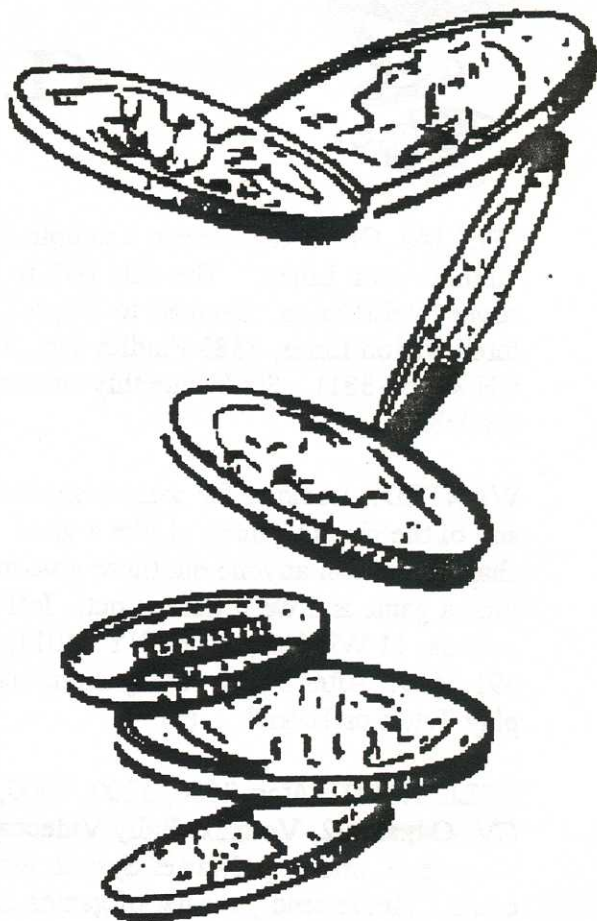


FOR SALE: Atari 2600's (used) \$1 to \$3 each. New games in boxes: Xenophobe, Sentinel, Defender II and others \$5 each. New 7800 games in boxes: Xenophobe, Ball Blazer, Karetaka and others \$5 each. INTV games with inst. books, overlays, and boxes \$2 each. FOR TRADE: (2600) Ghost Manor/Spikes Peak, Gremlins, Waterworld, Snoopy & Red Baron, Tanks But No Tanks. (Colecovision) Subroc 3-D, War Games, Zaxxon, Lady Bug. Write for list: Jeff Adkins, 11 Windsor, Attica NY 14011, (716) 591-1519 after 5 pm. I usually trade one for one. Send me your want/trade list. (#)

WANTED: (2600) Klax, Motoredo, Tunnel Runner, Road Runner, River Raid II, River Patrol, others. (7800) Fight Night, Super Huey, Scrap Yard Dog, Pyromania, others. (CV) Meteor Shower, Sector Alpha, Q'bert Qubes, Roc'N Bolt, others. (Atari Home Computer) Platter Mania, Thunder Fox, Captain Bee Bee, Kritter Patrol, Lunar Leaper, others. (Vectrex) Star Hawk, Star Castle, Spin Ball, others. Over 300 carts for all classic systems, send your excess list or want list for mine. Earl Carsner, 738 N. Burmuda St., Mesa AZ 85205. (#)



WANTED: Intellivision carts and ColecoVision carts. Willing to buy and sell. Joe Mondo, 422 First St., Carlstadt NJ 07072, (201) 935-2685. (#)



WANTED: Atari 5200 carts: Death Star Battle, Frogger II, K-Razy Shoot-Out, Meteorites, Mountain King, Mr. Do's Castle, Spitfire, Super Cobra, Tutankham, and the Diagnostic Cart. Also looking for River Raid II for the 2600. I have many 2600 and 5200 games for sale or trade. Mike Thibodeau, 799 W. Ray #5, Chandler AZ 85224, (602) 786-4209. (#)

FOR SALE OR TRADE: Atari Lynx: Xenophobe (never opened) \$12. Atari 2600: Crystal Castles (never opened) \$4, Asteroids & Combat \$1 each, Omega Race & Word Zapper \$2 each. 7800: Ball Blazer, Crossbow, Jinks (all never opened) \$4 each.

WANTED: Mogul Mania, Sword of Sirius, Survival Island, Party Mix, Rabbit Transit, Starpath Frogger, Road Runner, Taz, Rock 'N Rope. Rory Richardson, Rt. 3 Box 193 A, Warrenton NC 27589, (919) 257-2380. (#)

# AND FINALLY .....

Well, I must say Jim Redd is indeed in business folks. I ordered three Intellivision games: Tropical Troubles, Dracula, and Truckin, they all came within two weeks in excellent shape, with original boxes, overlays, and instructions. Jim has assured me that all previous orders that weren't filled, will be filled as you read this. If you have an order that has not been sent, please write Jim at:

Pleasant Valley Video  
8141 Pleasant Valley Rd.  
Camden OH 45311

Or write him for a massive catalogue of games for the Atari 2600, 5200, 7800, INTV, CV, Vectrex, and more. By ordering now Jim will ship your first order without charging you for the C.O.D.. Tell him you read it in CS&G Monthly.

As previously noted in our last issue, Adams House is an excellent source for anything you might need for your ColecoVision and/or Adam Computer. They bought all of the CV and Adam stock from Coleco. They currently have 142 different titles of CV cartridges, if you are looking for CV games, this is an excellent source. Games are priced from \$10 to \$30 each depending on the game. Their catalogue is \$1.00. It is loaded with just about everything ever designed for use with the CV or Adam. Their address is:

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

ONCE AGAIN, TELL THEM YOU READ IT HERE!!!

Contrary to what the summary said for the Xenophobe review in our last issue, two players cannot play at the same time. They can move independently which is what should have been stated. After player one croaks, player two takes his or her turn. I hope that clears it up for you Russ, sorry for the error.

Before I close I'd like to thank Arnie Katz for reviewing CS&G in both issue numbers 2 and 5 of Electronic Games. I have always agreed and disagreed with Mr. Katz's opinions on video games for many years since the first issue of Electronic Games in the early 80's. In my opinion Electronic Games is the premiere mag of video games currently available. They usually give solid info in every issue. Unlike other mags which sometimes give cloudy info on game releases and reviews.

One final thought. The Bills might have lost the Super Bowl, but at least their fans didn't beat each other up!

Until next issue,  
HAPPY GAMING!

\*\*Publishers Note:

Jeff, isn't it hard for one guy to get in a fight all by himself?

DBA

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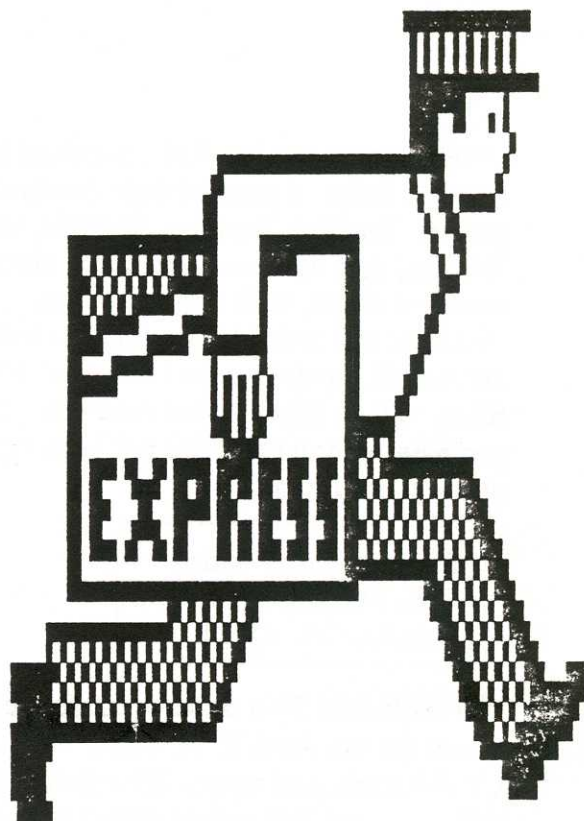
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Colecovision - Intellivision

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