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CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 2 No. 4

1993

GAMES OF THE MONTH:

GAME REVIEWS

2600:

Circus Atari

COLECOVISION:

Pepper II

COMPUTER:

Baja Buggies (Atari)

NES:

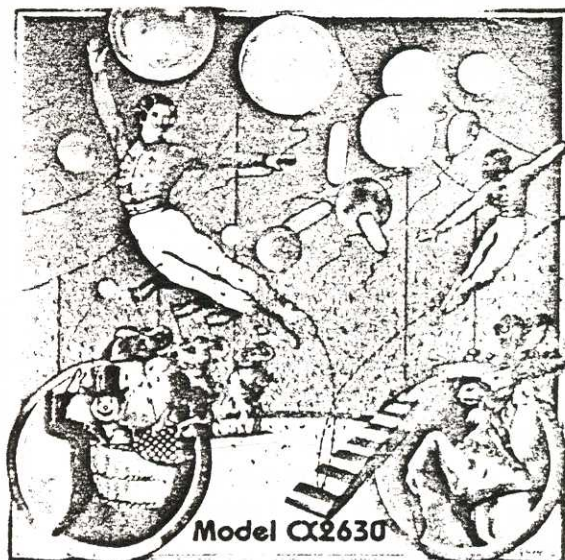
Wizards & Warriors

ODYSSEY:

Acrobats

VECTREX:

Web Wars



CIRCUS ATARI®

STEP RIGHT UP FOR THE GREATEST SHOW ON EARTH!
THE CS&G CIRCUS IS IN TOWN!!!

CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 2 No. 4

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FROM OUR EDITOR

Why would someone want to devote many hours of time to produce a fanzine or newsletter? I was interested in starting CS&G mainly because I am a lifelong classic game devotee. I wanted to write about games from a players stand point. I have never considered myself much of a writer, but my love for classic gaming has kept me at it. There are some excellent writers contributing to other fanzines, but it is obvious that their gameplaying abilities are lacking. The same holds true for some of the reviewers in older mags such as Electronic Fun, Vidiot, and Joystick. It seems to me that they rushed their reviews just like game companies pumped out games, without much thought towards the players themselves. CS&G takes pride in its reviews. While others might devote a paragraph or two on games, we like to not only express opinions, but dwell deep into them. I'm always happy to accept and print reviews on any game for any of the classic systems. Many have written me wanting to do articles on games for Genesis and the Super NES. This newsletter was started basically for covering the Atari 2600, 5200, 7800, IntelliVision, ColecoVision, and Odyssey systems. Yes, the NES was added, but only because the games that are reviewed are six or seven years old now and didn't receive much coverage elsewhere. Quite a few readers have asked equal time for the Sega Master System. I couldn't agree more, if there is anyone interested in doing reviews on Master System games, get in touch with me. I think it would be an excellent addition.

Jeff Adkins
Editor

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LETTERS TO THE VIDITOR



HEY JEFF,

I was looking through some back issues and I noticed you asked if anyone knew the "Mystery Rank" in Star Raiders. I didn't see where anyone answered. The Mystery Rank is (Bom Bom Bom!) Atari. Through a week and a half of constant play, I earned the coveted Atari 1. I haven't played since because I'm afraid I won't be able to do it as well. Maybe I'll give it a try now.

Rory D. Richardson

VIDITOR: Congratulations on your achievement Rory! I know that Scott has been trying to find out what the Mystery Rank for Star Raiders is. It just goes to show what you can do with some time and patience. You are my kind of player!

DEAR JEFF,

Thanks for letting me know about Best Electronics in California. I've ordered several carts from them and have received excellent service from them. By the way someone told me that Super Mario Bros. was released for the 7800. Any truth to that? And while you're at it, how about a checklist for the 7800 (or 2600 - Ha, Ha, Ha - it would be about 500 pages long!). Anyway thanks again for Best Electronics. Oh, do you know anything on litigation for Pleasant Valley Video or Jim Redd? I haven't heard anything from my authorities for a while.

Thanx,
Mike Thibodeau

VIDITOR: You are quite welcome for the Best Electronics address Mike. They are without a doubt among the best game dealers in the country. I too have ordered from them in the past. Games usually arrive in two weeks or less in beautiful condition. You can order C.O.D. from them also.

As for Super Mario Bros. being released for the 7800 System, I don't think so, but Mario Bros. was released. On the PVV/Jim Redd subject, I ordered some IntelliVision games around the holidays. They arrived within two weeks, all in great shape. Jim has assured me that he will be taking care of all previous orders. Also, 7800 and 2600 checklists are future possibilities.

DEAR JEFF,

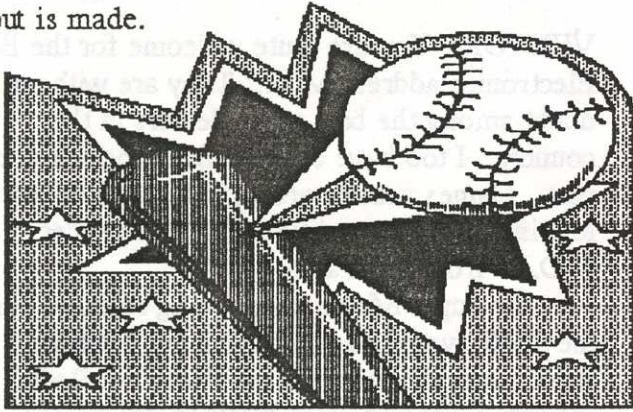
I enjoyed especially the reviews of Atari 7800 Real Sports Baseball in issues 2 and 3 by Mike Schiela and Mark Androvich, respectively. I was somewhat surprised not to see either of these two different reviewers make mention of a favorite trick of mine, that I discovered accidentally. Hopefully, this tip will be new information for many of your readers. Here goes:

Situation: When playing the one player game and you are pitching with less than 2 outs. If the computer hits a grounder to the pitcher, instead of throwing/forcing the runner out at first, tag him as he comes down the first baseline. An out is recorded. As the runner heads back toward the dugout, quickly throw the ball to the first baseman; another out is recorded, strangely enough. Two for the price of one!

Note: This always works when the bases are empty. However, there are certain game

situations, like when there are already one or more runners on base, when this trick will not work.

I discovered this by trying to simulate what real major league baseball players do, by throwing the ball around the infield after an out is made.



I have only beaten the computer 2 or 3 times in what is probably now a couple of hundred games. My defense is good, but I cannot seem to score runs much. I am tired of losing games 1 - 0 and 2 - 1. Does anyone have any tips on batting, running, stealing, anything to help me score some runs? The computer fields at an absurdly superior level.

Sincerely
Matthew Archambeau

VIDITOR: We are always glad to hear from satisfied readers. Thanks for the baseball tip!

HI JEFF,

Thanks for the call, nice to talk to you. I just received my issue of CS&G today, looking forward to reading it. Just glanced at page 12 and saw the name Jim Redd. He may be doing alright by you, but he is certainly ignoring me. I sent him 13 carts for 4 of his with a second choice of 10 others he claimed to have. This was on November 30, 1992, after getting his new catalog. I have received nothing from him, not even the courtesy of a letter after writing him 3 times for info on my order!

Respectfully,
Earl Carsner

VIDITOR: It's hard to understand how and why PVV operates the way it does sometimes. Jim assured me that he was back on track taking care of all previous orders. It seems that after reading your letter and others, he is not doing so great. I will personally get in touch with him and find out what is going on. You are certainly one of the best and fairest game dealer/traders I know Earl. You certainly deserve 4 games or your 13 back.

DEAR JEFF,

I've been an avid fan of the classic systems (2600, 5200, 7800, ColecoVision, and IntelliVision) for years. I have fond memories of the many hours I spent playing on those systems. I've always thought I was in a select few of the people who still play the classics. It seems that nowadays people are more interested in Nintendo, Genesis, or Neo-Geo. I'm sorry but I like to go back to a simpler time where a person didn't need a million lives, special power-ups, etc. to solve a game. It turns out I'm not alone thanks to the fanzines, Digital Press, CS&G, and others. The classics have broken through the surface and are once again in the main stream.

Sincerely,
Kreag Clar

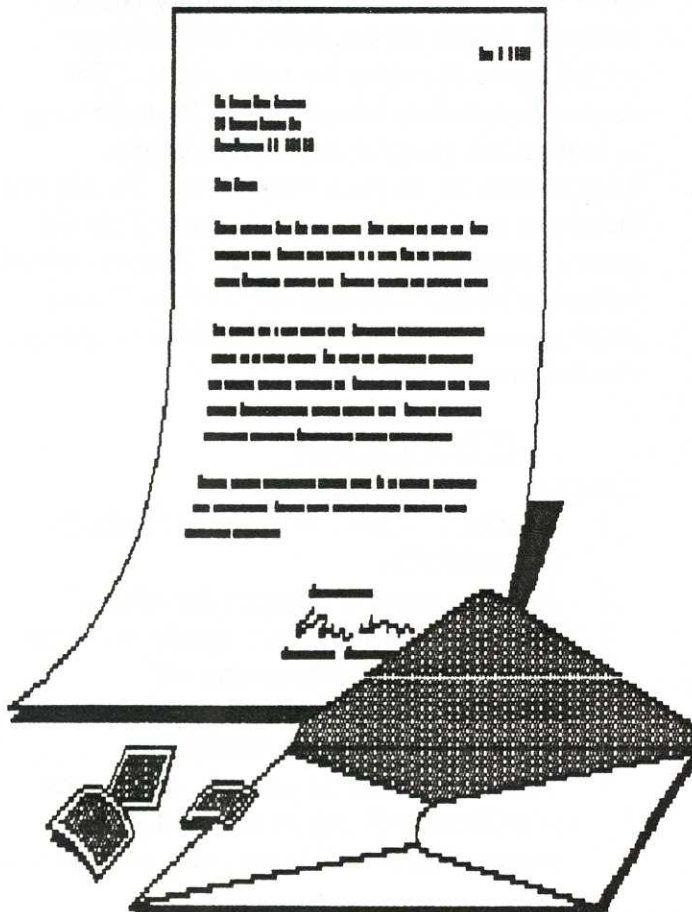
VIDITOR: I couldn't agree with you more Kreag. Most of today's games are not very original. I've noticed that a lot of fanzines now include sections on classic games. This was not so a year or so ago when basically all that they covered was NES, Super NES, Genesis, etc. Most of the contributors and producers of these fanzines weren't even out of diapers when I was playing games on my 2600. Classic games are without a doubt the best. I'd much rather play Tunnel Runner or Miner 2049er than Street Fighter II or Sonic.

DEAR MR. ADKINS

I have an IBM compatible with CD-Rom and an 8 bit Nintendo system. My grandma still has the old Odyssey2 and she has every game for it including the Voice, all in working order. I still love playing Smithereens, Turtles, K.C.'s Krazy Chase and Quest For The Rings. Even though these are outdated, they still keep that old charm that draws me for more. On top of all that, my grandma has the Atari 7800 and lots of games. Are these old systems collector items?

Your Fan,
Ben Hutchins

VIDITOR: All of the older systems including the Odyssey2 has their own following. Smithereens is also one of my O2 favorites. All of the classic systems are collector items. Your grandma should certainly hang on to a complete Odyssey2 collection.

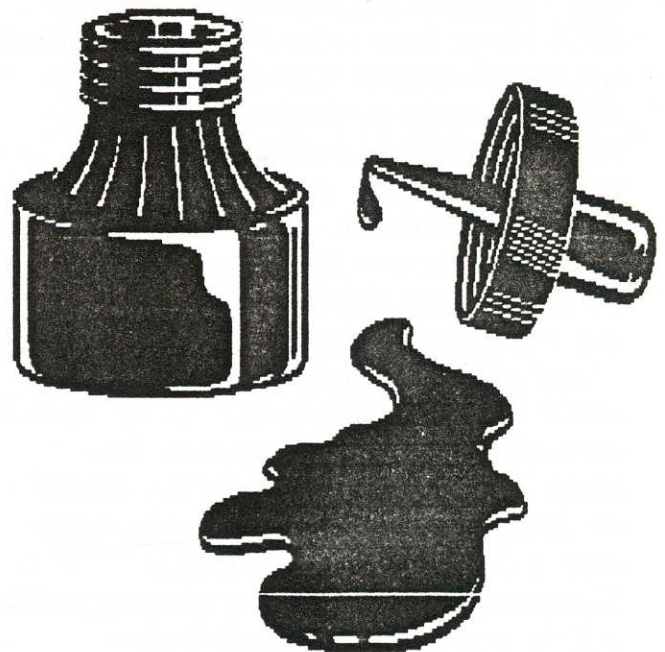


DEAR JEFF,

I just read the review of your fanzine in Electronic Games (Feb. 1993)- it sounds great! I still enjoy playing my "antiques", they often are more fun than the "side scrolling - kill the boss - save the princess" games that are flooding the present day video game market. I've enclosed a check for a sample issue.

Thanks,
David Rumsey

VIDITOR: Once again I couldn't agree with you more David. My wife bought me a Super NES for X-mas. I've played Final Fight, Super Adventure Island, Super Mario and others. The graphics and sound are unbelievable. But gameplay is that main subject for me. Once you have beaten a 16-bit game, how many times do you pop it in and play it again. There is not much replay value in most of the ones I have played. Is it worth \$50 to \$70 a game to play it and finish it in a couple of days? I think not! Thank god for video rental stores.



The viditor always welcomes questions, comments, and suggestions. Got something on your mind? Let us know. Readers input is invaluable!



CLASSIC COMPARISON



CIRCUS ATARI (2600) vs ACROBATS (ODYSSEY2)

GAMES OF THE MONTH

2600 1980 CX 2630 (paddles)

Odyssey2 1982 #9443 NAP/Magnavox
Either Game One or Two Players

By Jeff Adkins

Our comparison this issue deals with two balloon popping, teeter-tottering games for play on the VCS and the Odyssey2. The object being the same for both. By moving a teeter-totter along the bottom of the screen, players must position it correctly in order to send clowns (Atari) or acrobats (O2) up into the air attempting to burst rows of balloons. The concept is more or less based on Breakout, one of Atari's all time popular games.

Circus Atari offers 8 different game variations. The first six for one or two players. Game 7 and 8 are for two players only. The difficulty switches can make the clowns move faster in the A position or slower and easier to control in the B position. The red button on the paddle is used to begin a turn and can also be used to switch the position of the teeter-totter while the other clown is still airborne. So if the clown on the teeter-totter is on the left end, pushing the button moves him to the right end. This is a very important strategy to use.

Acrobats has 5 different one player games and 12 for two to compete at. The O2 joystick moves the teeter-totter side to side. The action button is used to begin a turn. One of the downfalls is you cannot switch the teeter-totter as in Circus Atari. So precise placement is a must. Another annoying problem is if the acrobat does not reach the first row of balloons, no matter there the teeter-totter is placed, he will crash costing a turn. This is unbelievably aggravating.

At the start of Circus you are given five

clowns or turns. But by popping the top row of balloons you can earn an extra clown. An X will appear next to the amount of turns left indicating the extra clown. In games 5 and 6 however all three rows of balloons must be popped in order to receive an extra clown and three new rows of balloons. Acrobats lets you begin with 10 turns. No extra turns are awarded. You get 10 and no more.

Each version has three rows of balloons. Circus uses red, blue, and white, while Acrobats uses red, yellow, and blue balloons. While playing Circus the balloons move from left to right at the top of the screen reappearing on the left again. The balloons move left during any of the eight variations. The balloons move side to side without leaving the screen in Acrobats. They simply bounce back and fourth off the sides. Trampolines are set up on the sides for both games. The clowns or acrobats bounce off of these helping to realign the jumping angles and let you think a moment on your next move. Shields are thrown in to challenge you on some of the O2 games, some moving, some not. Barriers move under the balloons during some of the Circus Atari games. A complete breakdown of game variations is as follows:

CIRCUS ATARI

Game

- 1 Breakout - Clown bounces horizontally and vertically.
- 2 Just like game 1, barriers are added.
- 3 Breakthru - The clowns simply move up and down without bouncing off balloons.
- 4 Same as game 3 with barriers.
- 5 This is the same as game 1. But a row of balloons will not be restored after popping them. All three rows must be

busted to get three new rows. All three must be popped to receive an extra clown.

- 6 Same as five. Barriers added.
- 7 Two players share the same balloons on alternating turns.
- 8 Same as seven but with barriers.

ACROBATS

Press on

Keyboard One Player Games

- 0 Moving balloons - No shields
- 3 Stationary shield - Moving balloons
- 6 Random shield - Moving balloons
- 9 Stationary balloons
- C Stationary balloons - Stationary shield
- F Stationary balloons - Random shield

Two Player Games

Version 1 - Players take turns after every miss.

Press on

Keyboard

- 1 Moving balloons - No shield
- 4 Moving balloons - Stationary shield
- 7 Moving balloons - Random shield
- A Stationary balloons - No shield
- D Stationary balloons - Stationary shield
- G Stationary balloons - Random shield

Version 2 - Players take turns after every jump. (This is very hectic!)

- 2 \
- 5 \
- 8 / Same as Version 1
- B /
- E /
- H /

SCORING

Circus Atari

Red balloons 10 pts/complete row 100 pt bonus
Blue balloons 5 pts/complete row 50 pt bonus
White balloons 2 pts/complete row 20 pt bonus

Acrobats

Red balloons 6 pts/complete row 25 pt bonus
Yellow 4 pts/complete row 20 pt bonus
Blue balloons 2 pts/complete row 15 pt bonus

While playing either game the closer to the end of the teeter-totter that the on screen character lands, the farther the other will fly up. A noticeable difference is the amount of balloons per row between the two games. There are twenty per row in Circus, yet only eight per row in Acrobats. You could play a long time during some Acrobat games trying to clear the last balloon or two in each row. This is especially true if the remaining balloons are on the sides during a stationary balloon game. Trying to change angles and making sure to at least attain the first row height is very frustrating at times. The teeter-totter is somewhat longer in Circus, while the one in Acrobats looks more like a playground totter with the triangular stand underneath.

Strategy wise the most important point in Circus or Acrobats is to follow the airborne clown or acrobat with the teeter-totter anticipating where either will land. Just like following the ball with the paddle in Breakout. Switching the ends of the totter with the paddle button is also a must while playing Circus. Without this feature Acrobats doesn't play as fluidly. But with 10 turns it can be a challenge in itself. Circus Atari rolls back to zero after scoring 9,999. Upon scoring more than 999 in Acrobats it resets to zero but a line above the score indicated that 1,000 pts have been achieved. In Acrobats every turn starts with the acrobat bouncing off of the left trampoline during any game version. In Circus games the clowns can start on the left or the right being very random in determining which side.

Circus Atari does take its gameplay from Breakout, but Acrobats used some of the former's gameplay. Perhaps using a little more might have made it a better game. It's a wonder that Atari didn't sue Magnavox for practically copying Circus. KC Munchkin did

play like Pac-Man but PT Barnums Acrobats is an almost carbon copy of Circus. It's easy to see why the Odyssey2 took the big dive. Without any originality except in a few games it couldn't attract any more followers. The same can be said for today's current crop of NES titles, what few that are released that is. In my opinion more American programmers should get involved with developing games. It's too bad that the Odyssey2 fell the way it did. Some of the games are unique and fun to play. But most could not even compare to some of Atari's worst.

SUMMARY

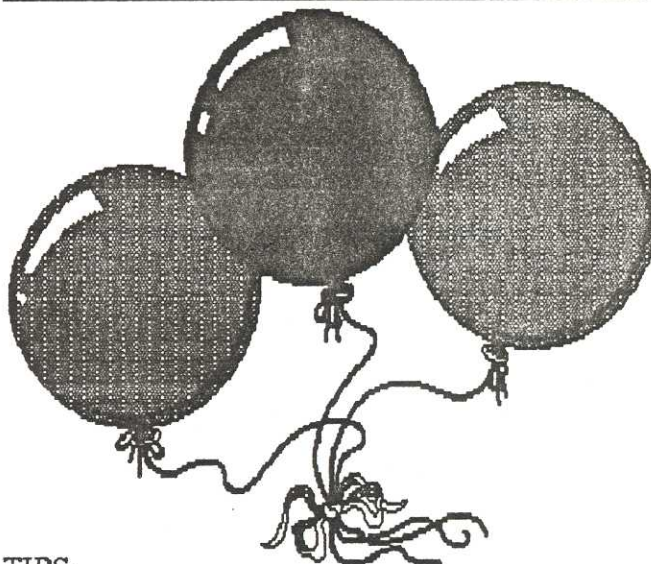
Graphics - If an acrobat misses the totter he shrinks a little bit making his way back up to the top of the left trampoline. But in Circus Atari one of the most sadistic game deaths (or violent if you will) is when a clown splats into the ground head first kicking his feet in the air. I have always found it humorous, but others I'm sure find it pretty sick. The balloons look more like balloons in Acrobats. They are shaped like squares in Circus. The acrobats and clowns move through the air with their arms flapping.

Sound - Acrobats is a voice enhanced game. With quips like "Argh", "Squash", "Hurry", "Help", and "Incredible" filtered through the speaker. The bouncing, splatting and balloon popping are played through the TV set. The tallying of points, receiving an extra clown, crashing into the ground and the bouncing of the clowns make up the sounds heard while playing Circus.

Gameplay - Circus Atari is more fun to play in my opinion. But Acrobats does offer some unique game variations. Two players alternating turns after each jump keeps you on your toes and is a very challenging version. Breakout fans will probably enjoy Circus much more than Acrobats. Yet again the point must be made that with such a small library of games, Acrobats would have been a welcomed

addition to any Odyssey2 fan back in 1982. Each game has strong and weak points, but Circus Atari has more stronger than weaker ones.

RATING		
	Circus Atari	PT Barnums Acrobats
Graphics	*	*
Sound	*	**
Gameplay	***	*
Review Score	9,999	1,009



TIPS:

- > Always follow the clown or acrobat with the teeter-totter.
- > Be sure to at least attain the first balloon row height in Acrobats or lose a turn.
- > The closer to the end of the teeter-totter the airborne clown lands the higher the other will fly.
- > While playing Circus sometimes you might want to leave at least one red balloon without popping it after getting an extra clown. Just pop the blue and white ones saving the red one until you lose the extra clown. Especially on your fifth and final turn!
- > Getting past the shields can be very tricky in Acrobats. If one appears above the totter and the acrobat hits it and moves back down, you must move the totter in a hurry in order to bounce him back up. Hesitation is aggravation!

COLECOVISION SKILL LEVEL

PEPPER II

Arcade 1982 Exidy

CV Version 1983 Coleco

One or Two Players

By Jeff Adkins

Pepper II is another game that was adapted for play on the ColecoVision after originally debuting in arcades. They just don't make arcade games like they used to, as the saying goes. This was one of my favorites while plunking quarter after quarter in arcades throughout Northeastern Ohio as a young vid-head. Those were the days!

The object of the game is to guide Pepper the Angel along zipper tracks, filling in rooms in each of the four mazes per level. The mazes connect with each other on the sides, and top and bottom of the screen. Roaming eyes also move along the zipper tracks. When in angel form, Pepper must avoid these eyes. But by filling in rooms with a pitchfork in the center, he can turn the tables so to speak, transforming into Pepper the Devil and gobble up the eyes. Sound familiar? Just like Pac-Man eats power pellets to eliminate ghosts. A zipper ripper also makes an appearance every now and then, undoing zipper tracks that Pepper has zipped. This nuisance cannot undo filled room zipper tracks, only portions that have not surrounded rooms. Once Pepper becomes a devil the zipper ripper is temporarily frozen, and Pepper can walk right through him, but the ripper cannot be eliminated.

Besides the pitchfork rooms that are located in the four corners of each maze, there is also one located in the center of them. The pitchfork changes to a magic box after a few seconds then back again etc. in this

particular room. When enclosing this room when either appears Pepper takes on his devilish form. But when doing so when the magic box is shown the zipper ripper will leave the maze after Pepper turns back to an angel.

Each maze also contains a bonus prize room. Some of the bonus prizes are glasses, hammers, screws, light bulbs, and safety pins. By zipping the track closed around this room, 910 points are earned for the first maze and the bonus prize is shown at the bottom of the screen. Each time a bonus room is zipped shut 910 points times the previous number of bonus rooms closed is added to the score. Other scoring is as follows:

-Eliminating first roaming eyes	100 points
second	250 points
third	400 points
fourth	550 points

-Every pair after the fourth is worth 150 more for each. 700, 850, etc.

-Zipping shut all rooms in a maze 7,000 pts.

-Completing all four mazes 15,000 pts.

-A bonus Pepper is awarded upon finishing all four mazes.

One nice feature is the maze completed indicator located at the bottom left of the screen. When a maze is finished the number of the maze on the indicator is filled in yellow. This helps in knowing what maze or mazes still have to be zipped. On the far right bottom is a level completed indicator. A transparent cube appears here for every four mazes or level completed.

On Skill One you can begin with five Peppers and the zipper ripper does not appear. Skills 3 and 4 begin with three Peppers and the crooked nosed zipper is out to wreak havoc on each. Skill One is a good level to get the feel of the game before trying the harder skill levels. After finishing the first four mazes, the next level gets more difficult. The zipper tracks disappear with only the intersections and pitchforks, filled rooms and enemies being shown. If you hang out in a maze too long, the eyes and zipper speed up making them harder to avoid. During these higher levels all of the eyes can be eliminated by zipping the room in the middle when the magic box appears.

The Pac-Man theory of strategy must be employed on higher levels. By zipping as many rooms as possible before closing in pitchfork rooms, saving the pitchfork rooms only when necessary. But sometimes you must close the pitchfork rooms when the eyes are closing in. The same holds true for the magic box room, zipping it only when needed. If the action in one maze gets too fast paced, simply exit to another. Then after a few seconds return to the other maze. In doing so the eyes will have disappeared then reappearing at the slower pace. One other important thing to remember is that there can only be four roaming eyes on screen in any maze at one time.

Pepper II is a very enjoyable game. Its crazy sounds, and gameplay will provide many hours of challenge. It takes much of Pac-Man's maze gameplay but also adds new twists and techniques of its own. If you are a Pac-Man or maze game fan this is a good addition to any ColecoVision gamers collection.

SUMMARY

Graphics - Pepper starts out yellow as an angel with a little halo above his head. He then turns red as a devil with pitchfork in hand as he chases the eyes. Mr. Zipper Ripper is green. The eyes appear as red blobs moving about the zipper tracks, then turn green after Pepper transforms into a devil. The exits are numbered, helping players know which maze

they are about to enter. The graphics are very close to the arcade version.

Sound - Many of the early 80's arcade games had some of the weirdest melodies. This is no exception. The theme from Alfred Hitchcock's TV show is played at the start of the game and once the sub-screen is shown with the number of Peppers remaining after losing a life. A short medley is also played upon transforming for a few seconds. It's full of Looney Tune type sounds and music.

Gameplay - Sometimes it is difficult to make turns at intersections. The regular ColecoVision controller can be a pain in the butt to use. But if that's all you have, you'll have to deal with it. Once the tracks disappear it can be somewhat confusing at times on where to zip shut the rooms. There isn't any pause feature so just like the arcade you must keep a steady but concentrated pace. The eyes just seem to roam aimlessly about. But if they are on the same track as Pepper is when he is about to close it off, they will move back and forth sensing your presence not allowing Pepper to close it. Pepper is an early arcade favorite that was adapted nicely by Coleco.

RATING

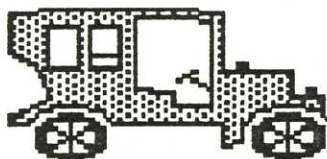
Graphics **
Sound ***
Gameplay ***

Review Score:

2,335,610 Skill Level 3

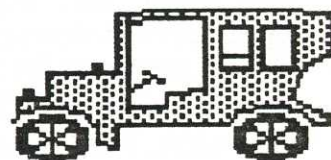
TIPS:

- > Save the pitchforks for last if possible.
- > Be sure to close off the magic box room when the magic box appears. In higher levels the eyes will be eliminated and the zipper ripper will leave the maze.
- > Pepper can also undo his own work. Be careful which tracks you move back onto.
- > Stay clear of the exit tracks when in angel form. The eyes enter the mazes here.
- > Always save one of the pitchfork rooms for last on any maze. Close it then immediately enter another maze. In doing so you will be in devil form if a pair of eyes enters where you did.



DRIVING DAZE

KEYBOARD KLASSICS



BAJA BUGGIES

1982 Gamestar

Designed by Dan Urgan

Disk for Atari 400/800 & Other Compatibles

By Jeff Adkins

Pole Position on a desert course would best describe this racing game from Gamestar. The best racers in the world have entered the Gamestar 100, a race through the desert with sand buggies. Baja Buggies offers six different game variations. These are:

Level	Course	Difficulty (1-5)
Amateur	1	1
AM	2	2
AM	Random	3
PRO	1	3
PRO	2	4
PRO	Random	5

The select key on the keyboard chooses which course you want to race. The option key selects Pro or Amateur status. The start key begins the race. Play control is very basic with a joystick. The computer controls the speed of the car automatically. Moving left or right avoids collisions with other buggies. The fire button is used to apply the brakes. The brakes must be used to avoid collisions in any of the Pro levels. While playing on the Amateur levels top speed is 70, on Pro it is 80.

At the beginning of any race, you are the last buggy to start. You must then pass 79 other racers in order to finish first. The main objective is to finish in the top six. If the buggy strays off the road too much or is involved in a lot of crashes, it will breakdown and you must begin again. If you

can finish in the top six, you may enter your initials on the top average speed scoreboard. In order to attain number one status, the buggy must average over 73 throughout a Pro race. This my fellow vid-heads is a tough task.

As with any game, playing on the easiest levels is a good place to begin. The difference between Amateur and Pro levels is the other drivers move at a slower pace and can be more predictable on Amateur levels than on Pro levels.

Course One has a lot of straightaways with simpler curves. Course Two is less straighter with sharper curves. The speedometer on the lower left keeps track of the buggy's speed. A radar detector is shown to the right of the speedometer. A flashing dot indicates your position compared to the race leaders, who are indicated by a white line. The race is over once the trailing car of the leaders crosses the finish line. The left edge of the white line will cross over the finish line (far right side of radar detector) indicating this. Your ranking during the race and at the end is shown right of the radar. It starts at 80 and gradually counts down as the buggy passes other racers.

Once the race is over "You finished 9" (for example) is shown at the top of the screen. In order to win a race very few crashes must occur and top speed must be maintained. This is impossible to do during a Pro level without using the brakes. After playing the game a while it is easier to be able to tell when to move between opponents. When the buggy comes up on two other racers (one in the middle and one on the right of the course for example) you will have to pass the right one first while giving the fire button light taps using the brakes to get past the other. Crashes will slow you down drastically, but light tapping of the fire button does not take away

much speed. This is the key to placing in the top six or even winning.

If you are a race fan and have a 400 or 800 Atari computer, Baja Buggies can be alright for a while, but it doesn't really have much replay value. It is definitely a Pole Position clone. Pitstop is a more challenging racing game. In an upcoming issue I'll compare the 130XE and ColecoVision versions.



SUMMARY

Graphics - Mountains loom in the background. Rather large tires give the vehicles a "buggy" look. That's about it for graphics.

Sound - The roar of the engine as it builds up speed, crashing into other buggies, going off the road, and applying the brakes make up the sounds.

Gameplay - Driving fans will be satisfied for a while as already stated. The Pro level on the random course at difficulty five is tough. It will take some time to patternize and finish in the top six. But nothing is impossible with video games, or computer games.



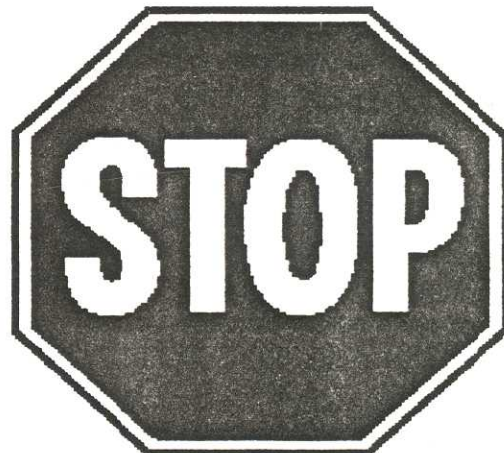
RATING

Graphics *
Sound *
Gameplay **

Review Score:
Average Speed 72.30

TIPS:

- > Braking lightly is a must to avoid collisions.
- > Sometimes going off road to avoid a crash is a good idea.
- > When passing other cars be careful to be entirely clear. Even when they seem to be off screen you can still come into contact slightly.
- > Once your rank is down to 9 (Amateur) or 10 (Pro) there will be along stretch of road where you'll be racing alone until you catch up to the leaders. You can relax here for a few moments.



NES NOTEBOOK

WIZARDS & WARRIORS

1987 Rare LTD.

One Player

By Jeff Adkins

The wizard Malkil (once good now gone bad) has imprisoned the princess in his castle. The brave knight Kuros must make his way through woods, underground caverns, even inside of trees collecting weapons and potions which help him along during his journey. The colorful graphics, eerie music, and challenging gameplay help make this one of the best adventure games ever released for play on the NES.

Keys must be sought out on each stage which can open treasure chests containing gems or other helpful items. The gems must be collected in order to get past guardians. Kuros cannot proceed to certain areas without reaching a gem quota. Every game starts with three lives. There is also unlimited continues making it rather easy to defeat Malkil in a day or two. But I have never been satisfied with just finishing a game. Achieving the highest score possible has always been a top priority with this or any other game.

The potions that Kuros finds in this adventure can make him invincible, allow him to jump higher, and even help him move quickly. Each only lasts for a few seconds. Meat is scattered about the land of Elrond and when collected, replenishes lost energy. With so many different and very aggressive enemies, plan on losing a lot of energy. Kuros can also use the enemies as springboards. By timing jumps as they fly towards him, you can jump off of them reaching heights that are normally unattainable.

Each stage consists of collecting gems in

order to get past a guardian before being allowed to move on towards the ever popular boss at the end. Defeat the boss and one of the other damsels being held is set free, and you earn bonus points. The game is filled with hidden rooms that contain gems. By jumping up in certain spots these rooms can be entered. A life meter gauges Kuros energy, and an evil meter below it shows how strong a boss is. When the life meter runs out you lose a life. Once the evil meter is drained the boss is wiped out. Using a continue allows you to start again at the spot you died. Even against bosses.

There are many weapons and items to be found. But not all are required in order to finish the game. Some are not worth getting at all. It should also be noted that if you have an item or weapon, opening a treasure chest will give Kuros one he might not want. So you must be careful on which ones that you open. Some weapons and items only appear once! Others once collected remain with you the entire game and cannot be lost. What to keep? Where to go? Well, lets have a little strategy session with a complete rundown from start to finish to answer those questions.

STRATEGY SESSION

Stage One - First Forest

The game begins here. Armed with only the brightsword, you must seek out the dagger, shield, the boots of force, gems, and the keys to open the doors and treasure chests to get the items mentioned. The dagger is very useful in that it can be thrown at enemies and arcs around in a circle back to Kuros. The shield helps reduce damage inflicted by enemies, but not much. The boots of force are

extremely helpful. Especially if you haven't found all three keys in this stage. The boots can kick open treasure chests without having any keys at all! The dagger and shield are two of the five items that remain in the on screen inventory. But the dagger can be replaced with the axe in a later stage.

There are two trees that can be entered by Kuros in this stage. One requires the blue key, the other has a grey door which opens and closes randomly without use of a key. When I play this part, the first thing I do is get the blue key near the lower portion of the forest, just below the bottom blue tree door. Slightly to the right above the blue door a purple potion appears randomly on a branch. Wait for it to appear. Grab it and jump up to the next tree limb where the purple key lies. Now you must wait for a fly or an eagle to come around in order to jump off of it to make it to the limb above the purple key. Jumping to the right from here is a purple chest which contains the dagger.

Now the boots of force should be sought. After collecting the dagger jump back to the left. Work your way up to the guardian. 100 gems are required to get past him, so don't waste time trying to get by just yet. At this point Kuros should be just below the top of the tree line. Jump from the guardian's tree branch left onto a smaller branch. Walk to the right side of the smaller one being careful not to fall. A chalice or orb (either of which is worth 10,000 points) will rise up next to the guardian. Jump over to get the treasure then back left to the small branch again. Next, jump to the left, Kuros should land on another small limb just below the top grey tree door. The purple chest with the boots of force is now in view just left of the door. You must have the purple key here in order to get the boots!

From here Kuros will have to fight off eagles which swoop down, waiting for another fly in order to jump off of it to get on top of the treeline. Evil goblins walk along here throwing death orbs. Now walk to the right. Just before the gap in the trees is a hidden

room. Jump up to find it. Then jump over the gap to a red chest which contains the shield. Kick open the chest with the boots. Jump back over the gap, walking left towards the other end of the treeline. Fall through the gap where you picked up the boots making sure Kuros falls to the extreme left. He will pick up the red key on the way down. It's not necessary to get the red key, but this is where it is located.

Now that Kuros has the shield, dagger, boots, and keys, it's time to enter the trees to reach the gem quota of 100 gems. Gems can also be collected along the bottom of the forest but there isn't very many. What I usually do is go into the grey tree door after getting the red key. A hunk of meat and a treasure chest with gems is obtainable near the bottom, after entering this tree. Flies swarm about making it tough to survive. It's better to get the meat and gem chest then exit back out the door. Now go and enter the other tree with the blue door. There are lots of gems and meat in this tree. By throwing the dagger at acorns inside of this tree, coins, meat, exploding eggs (destroys all on-screen enemies like smart bombs) or an alarm clock might appear. The clocks freeze all moving enemies. Work your way to the top of the tree fighting spiders, collecting gems and meat along the way up. Exit at the top blue door. If you have acquired 100 gems, the guardian will have disappeared allowing you to drop into a tree.

Once Kuros drops into the tree, he must make his way downward. Hornets and their nests must be dealt with on the way down. The hornets can be eliminated, but their nests must be avoided. Gems and meat can be collected in this tree also. The wand of wonder is in a chest near the bottom. This weapon shoots ice beams and freezes most enemies except bosses. I never collect it here. The boots of force will be lost if you do so. You should constantly throw the dagger as Kuros falls. It will help to get rid of the pesky hornets. The bottom door is then entered to confront the first boss, Demon Skull.

The Demon Skull bounces around the room more or less. Wait for it to come to your level

then throw the dagger at it. You can jump over it, or wait for it to rise walking under it. It's pretty easy to beat as long as you avoid contact. This is probably the hardest first stage of any game I've ever played. If you can get to and defeat the Demon Skull without losing a life, you are doing great!

Stage Two - Ice Caverns

Kuros is now underground. Two of the games most important items, the feather of fall, and the potion of levitation can be found in the ice caverns. These will remain in the inventory along with the dagger/axe, and shield throughout the rest of the game. Two other items can be acquired here also (but are worthless in my opinion), the cloak of darkness and the boots of lava walk. Using the cloak allows Kuros to become invisible to enemies, but contact with them still depletes energy. The lava boots protect Kuros from the heat in the third stage.

There is only two enemies to deal with in this stage. Jr. rock faces, which are stationary on the sides of the cavern, they spit fireballs at Kuros. Throwing the dagger takes care of them.

Rock pillar beasts pop up out of certain ledges and cannot be eliminated, simply avoided. This stage is much easier than the first.

If by chance you lost the boots of force and picked up the wand of wonder, all three keys must be found. At the beginning of the stage, the blue key is left of the starting point.

Kuros must move left and make his way up by jumping into a small cavern room to get it. Now moving down you will come across a room with a red potion and some gems. There is another room to the upper right from here but the jump is impossible without using the blue potion. Grab the red potion to become invincible. Continue down and to the right where a blue potion is on a long walkway. Take the blue potion and quickly move back to where the impossible jump was to the right of the red potion! If done correctly you can now make the jump, before the effects of the blue potion wears off. In this room the feather of fall is inside a treasure chest. Kick it open

with the boots. With the feather, Kuros can float slowly downward.

Now that you have the feather, float down to the ledge just below the one where the blue potion was. Here the potion of levitation can be found in a chest. With this potion Kuros can float or hover in the air, and then jump to higher areas while doing so. This potion is not a must, but is very helpful in finishing the game.

From here float to the right and down along small ledges collecting gems. Eventually there will be a larger ledge with a purple potion. Grab the purple potion and jump from the right side of the large ledge to get to the red key. You must get the red key in order to enter a room with the purple one. The guardian's door is purple, without it you can't enter.

With the red key in hand float down a narrow passage using the feather. Kuros should land on a small ledge with a red potion. To the left of here is a circular ledge with a gem treasure chest. Be sure to collect as many gems as possible. 100 is required to enter the final door.

Make your way down towards the bottom of the cavern. If you need to replenish energy, hunks of meat are located on ledges left of the circular ledge where the gem chest was. Near the bottom of the cavern is a small passage. Enter here to find the room with the purple key. A red potion is on a small ledge just before the red door. Take it then enter to find the purple key. There are chests full of gems in this room, collect them all to reach the gem quota.

From here, move back up the narrow opening down to the right. The purple door is on the far right. Enter to fight the second boss, Vampire Bat. There are baby vampire bats, and deadly bats hanging from the ceiling along this stretch. As soon as you enter keep moving to the right without stopping. Let the smaller bats follow Kuros. When you come to the end near the door, position Kuros a couple of steps from the right side. The Vampire bat won't attack until all of the other bats have been destroyed. When the baby bats and deadly ones are almost three fourths across the last section, start throwing the dagger without hesitation. You'll be able to wipe them out

easily. The Vampire Bat will then swoop down to attack. He is very easy to beat. Let it come towards Kuros, throw the dagger, then jump over it. Repeat this method until he's history. But what about the cloak and lava boots? I'll let you find them for yourself.

Stage Three - Fire Caverns

The heat from the bottom of these caverns will drain your energy quickly. The boots of lava, as previously stated counter this. But they are not a necessity. Flaming columns of fire rise from the lava along with bubbles which Kuros can hitch a ride upward. Only the purple and red keys can be found in the fire caverns. One interesting item (that is not mentioned in the instruction book) can be found in the first fire cavern, the horn. Blow the horn, if there are any hidden rooms with gems nearby, the door will appear. But once again by getting the horn, the other special item such as the boots of force will be forfeited. The horn is in a red treasure chest near the bottom of the first fire cavern. The only way to get it is with the boots of force. The red key can be found in the second fire cavern. The purple key, a chest of gems, and some torches are also found in this cavern. Torches can conceal meat, coins, etc, like acorns in the trees. This cavern is just a quick run through. No gem quota is required to exit.

The second fire cavern contains the staff of power, axe of agor, gems, torches, and the red key. The staff emits fireballs when used. The axe is powerful, spinning around through the air returning to Kuros. It replaces the dagger in inventory. 50 gems must be found to exit. Ride bubbles to the top left section of the cavern. You can rack up some gems by jumping in certain areas, up and down constantly. The red key and axe are hidden in chests at the top of a long passage, to the right of a red chest near the bottom, which contains the staff. But the jump to reach the key is impossible without the purple potion according to the pros at Nintendo. This is what a so called game counselor stated in one of the first issues. There is a better way to make the jump.

To the right of the red chest with the staff is a very small ledge, then a large one along the passage. Make your way up to the larger one. Walk left off of it using the feather, floating down slowly. A bubble will rise up out of the lava. Kuros can ride the bubble up to the ledge that is normally impossible to make. If by chance you slip off on your way up, a second bubble sometimes appears. Why is this method better? Mainly because in order to get the purple potion, Kuros must keep hacking away at fire spouts which fly around. It could be quite a while before one leaves the potion. The other enemy flying around is the red devil, in this cavern. Get the red key then move back to the right side of the passage getting the hunk of meat. The axe is up and to the left. Use the levitating potion and jump while in the air to land on the ledge. The axe is in a red chest. You must have the red key or the boots of force to open it.

The exit door is on the far right along the bottom chamber. Rock Face is the boss here. I usually grab the staff of power in the prior cavern to use on Rock Face. Throw the axe and use the staff at the same time. This doubles your attacking power! Jump over the fireballs and Rock Face himself. He will be a pile of limestone in no time.

Stage Four - Final Cavern

It's not ice, nor fire but it is the last cavern section. 200 gems are required to exit. Many gem chests and hidden rooms are scattered about this vast underground section. Kuros will need to find most of the gems to reach the said quota. With the horn all of the hidden rooms can be found rather easily. Many enemies wander about this cavern. Snakes spit fireballs, baby vampire bats fly about, skull hives guard two of the keys, rock pillar beasts can also be a pain. The red key is on a ledge near the top left section of the cavern. The red key allows Kuros to get the blue key. It is in a room just below the red key ledge.

The blue key opens the door to the room with the purple key. Skull hives are in both rooms and spit what look like fleas at Kuros. The

instruction book states that the skull hives are indestructible. But with the boots of force, one good kick gets rid of them.

There are a number of ways to move about this cavern. Finding the best one is a challenge in itself. The exit door is located at the far upper right of the cavern. Once entered, Kuros must battle the last cavern boss, the Evil Ghost. The axe and the staff or wand will wipe this cloaked poltergeist out quickly. Shoot, move, and jump. Repeating this until its evil meter runs out.

Stage Five - Tree/2nd Forest

Kuros now finds himself inside another tree at the beginning of this stage. Spiders move up and down as in the first stage. Climb to the top collecting gems and meat. There are spots where jumping up reveals gems. If you try to jump off without first getting all of these, chances are Kuros will be knocked off the ledge. Simply make it to the top of the tree to exit. Upon doing so you'll be in the second forest.

If you missed out on the boots of force or the feather of fall, both items can be found here. The boots are near the top left section below the treeline in a chest, and the feather is inside the tree about halfway up. The blue key is needed to enter the tree. It rests on a tree in the middle of the forest. The red one is inside of the tree with the feather. Get on the very top of the trees. Walk to the very left edge of the tree tops. One of the 10,000 point treasures (chalice or orb) will appear to the right. Now do the same on the far right side. Another 10,000 point treasure will appear to the left. 100 gems are needed to exit the door near the bottom left. The boss is Queen Spider. Stay on one side while throwing the axe. Then move to the other side after it moves up. No problem!

Stage Six - Outside Castle Ironspire

It has been a long hard journey so far, but now Kuros is very close to rescuing the princess. To enter the castle 50 gems must be collected and the red key must also be found. The blue key is needed to enter the top castle spire, inside is the

red one. Yet getting to it requires scaling the castle walls. Gems are tough to come by. Don't pass any up.

There are three spires (or towers if you will) on the top of the castle. The blue key lays in waiting on the left spire. The blue door can be found on the middle one (very top). Blocks move in and out of the castle walls. Jump onto them as they move out, once they slide back in Kuros will fall. Ledges with a big I on them can be stood on also. Arrows fly through the air as you jump from the blocks and ledges. Ants also walk about the walls. Jump for the middle section of the castle to the left to reach the spire where the blue key lies. Jump in a certain spot while here to reveal another 10,000 point treasure. Do the same on the other two towers. There is one on each.

After nabbing the blue key, move on to the top of the castle. Inside of the blue door is a long corridor of skull hives. Meat is scattered about on ledges at the top right and middle. There is also two hidden rooms full of gems. Move to the far left in order to find the red key. The boots of force help in getting rid of the numerous skull hives. Acid drips from the ceiling. Caution should be taken when moving around to avoid the deadly drops. Get the key, collect the gems and get back out the door quickly. Use the feather to guide back down to ground level. Exit through the red door and you are inside. There is no purple key in this stage, and no boss to fight either.

Stage Seven - Inside the Castle Ironspire

Inside the castle, winged goblins and bone throwing skeletons move about the numerous rooms and corridors. Hidden rooms and hunks of meat can be found in various areas. From the starting point Kuros should proceed upward jumping from ledge to ledge to the top portion of this chamber. It's a long way to get the red key. Once acquired you must backtrack downward to the red door. The blue key is in this chamber with many skull hives positioned on ledges. Move to the top left of the chamber. Here there is a passageway that leads up to the purple key.

Along the way is a door which should be entered through the door down near a narrow passage, then down another narrow passage. Gems and meat are strewn about. Collect them all. Kuros will eventually end up left of the starting point, so after collecting all the keys, I go back to get the meat stash to replenish lost energy. The exit door is along the bottom left. 200 gems are needed to exit.

The Changeling Skeleton is the boss. It is probably the hardest of all to defeat. It starts out very small, walking and jumping back and forth tossing bones. When the evil meter is drained it will become larger. Defeat it and the Changeling will grow bigger still. Destroy it and the largest form will appear. Keep throwing the axe while avoiding the bones. Levitate if necessary. Now on to the final stage!

Stage Eight - Malkil's Chamber

It's difficult to survive without losing energy though this part of the castle. Souls, winged goblins, and spiders are all out to hinder the knights progress. 100 gems are needed to exit at the far right. They will be tough to come by. There are two spots close to each other where jumping up and down reveals gems. Kuros will have to find a safe spot along the bottom killing enemies to reach the gem quota. The only key here is the red one. You must find it to exit. It can be found at the top of the far right chamber. If you are going for a high score, finding a safe spot and killing enemies for meat is very helpful.

Exit the chamber through the door. Now it's time to confront the master of evil, the man with the plan himself, Malkil. He appears and disappears warping around to different ledges. He throws fireballs usually in sets of three. Position Kuros on the bottom left of the chamber. There is a safe spot here with a very small ledge above. Don't stand on the flat section, but on the angle part before it. Keep throwing the axe. When Malkil appears you'll hit his fireballs and the wizard too. Sometimes he will appear on the small ledge. Jump up and toss an axe his way when he does. Be patient and cautious. He will eventually go down in

defeat. Once the wizard is beaten, Kuros will receive the blue key. The blue door to the princess is at the bottom right. Enter the door and knighthood will be bestowed upon the hero!

SUMMARY

There is no use in going into great detail about graphics, sound, or gameplay. All are about the best I've seen for any NES game. It is an adventure fan's delight. So many different enemies, crisp detailed graphics, and medieval sounds make it a very fun and challenging game. Anyone can probably finish in a setting, but not many can achieve the top score of 999,999 without losing a life. Hopefully this strategy session will help you to achieve it.

RATING

Graphics ****

Sound ****

Gameplay ****

Review Score

999,999

TIPS:

- > The rock pillar beasts only appear on flat ledges. Never on angled ones.
- > Once you enter a hidden room, collect all of the gems. After exiting the doors don't reappear.
- > Jump, jump, jump. You never know when Kuros will find a hidden room.
- > Get what you need and move on. The enemies are relentless. Unless you can find a safe spot to collect meat or gems, move on!
- > By jumping and then using the feather, the impossible jump to get the red key in the fire cavern can be made. But riding a bubble as stated will get you there quickly.
- > Remember certain items or weapons will replace one another after opening chests.

Here is a list of those:

Boots of force
Boots of lava
Cloak of darkness
Horn
Staff of power
Wand of wonder

THE VECTREX VECTOR

WEB WARS

By Al Backiel

An original release that really showcases the Vectrex System. It most closely resembles the arcade game Tempest with a touch of flight simulator. The graphics are first rate. A pseudo 3-D effect. Those suffering from vertigo or acrophobia should avoid this cart. You can get very dizzy until you get used to it. The scenario goes like this: You are the Hawk King. Your mission is to fly through a giant spider web, destroy all drones that get in your way and collect 20 different species of Fantasy Creatures (insects) in the process. The insects must be collected using the Capture Rod. Actually it looks like a frog's tongue darting out to snag insects. After each capture, you must fly through a portal to get to the Trophy Room. It is here in the Trophy Room that you have proudly displayed your prize bug collection. Leave here and its on to the next level and another new species to try to collect. Each new level requires you to go at least 10 mph faster.

CONTROLS:

#1 & 2 = Exit trophy room/no. of players
#3 = Capture
#4 = Fire/Start
Forward = Accelerate/move forward
Back = Decelerate/move back
Center = Maintain present speed
Left/right = Left/right direction

Every so often, a Cosmic Dragon (pterodactyl) appears. Since it's invincible, the only thing you can do is avoid its fire until it goes away. The best way to play this game is to go as slow as possible. Stay in one spot in the early phases, all the while maintaining a constant stream of fire off into the horizon. I skip many portals on the first screen. The CD is not that formidable early on. His fire can be avoided by flying in wide arcs or speeding up so he can't draw a bead on you. I like to build up my score in order to get the bonus lives.

After the first few screens, the portal will be a

welcome reprieve. The drones will start reaching you and you will be forced to take evasive action. Try to kill off any drones that are coming too close. If you pass the drones, they will return to haunt you at a speed 10 mph faster than they were passed.

So much for strategy, the higher levels are so fast, it becomes quite impossible to survive. Here's where those extra lives come in handy. There are a few faults I have with this game. It is sometimes possible for the Hawk King to disappear in the upper corners of the screen. When this happens it's best to move forward and keep firing so you know your location. I also find it very frustrating when you line up an insect and your timing is not perfect, so instead of snagging, you wind up getting snagged. The thing that gets me addicted is trying to see what all the different bugs look like. I sometimes fantasize that I'm Luke Skywalker piloting his fighter into the caverns of the Death Star. This cart may be somewhat hard to come by, but it's worth getting.

SCORING

Fantasy Creatures (bugs) = 325
Guardian Drones (stars) = 75 + 10% of speed
Trophy Room (display) = 750
BONUSES - extra life at:
25,000 - 50,000 - 100,000 - 250,000 - 999,999

RATING

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

REVIEW SCORES

161,265 (3) = highest points
23,369 (10) = most insects (10)

TIPS:

- > As you start a level, pull back on the joystick.
- > Keep an eye on the Cosmic Dragon's head. He moves it in the direction he is about to fire.
- > Fire constantly. Have one figure ready to capture insects.
- > To tell if the capture was successful, look for 4 rays or any portals to appear.

S C O R E B O A R D

ATARI 2600		
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Decathlon	17,912 (*1)	John Hunter
Escape From Mindmaster	561	J. Adkins
Fathom	20,766	J. Adkins
Gremlins	243,700	J. Adkins
Millipede	417,286	J. Adkins
Phoenix	518,050	J. Adkins
Pitfall	114,000	Scott Stilphen
Star Raiders	Mystery Ranking	Rory Richardson
ATARI 1		
Superman	46 Secs	J. Adkins
Xenophobe	999,970	J. Adkins

ATARI 5200 SUPER SYSTEM		
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Counter Measure	74,300	J. Adkins
Keystone Kapers	239,400	J. Adkins
Pitfall II	452,602	J. Adkins
Rescue on Fractalus	403,643	J. Adkins

ATARI 7800 PRO SYSTEM		
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Joust	470,200	Mike Scheila
Ikari Warriors	594,780	M. Scheila
Mario Bros.	130,700	M. Scheila

COLECOVISION		
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Antarctic Adventure	712,600	J. Adkins
Gust Buster	300,380	J. Adkins
Lady Bug	3,833,740	J. Adkins
Q*Berts Qubes	362,475 (*2)	J. Adkins

NES		
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Bionic Commando	Finished	Chris Muniak
Chip N Dale	Finished	C. Muniak
Lolo I	Finished	Trisha Rippel
Hatris	760,000	Barb Adkins

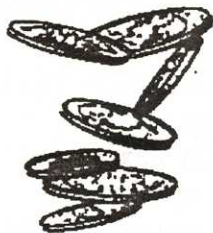
ODYSSEY2		
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Attack of Time Lord	1,058	J. Adkins
Cosmic Conflict	743	J. Adkins
Freedom Fighters	520	J. Adkins
PT Barnums Acrobats	1,009	J. Adkins

VECTREX		
<u>GAME</u>	<u>SCORE</u>	<u>PLAYER</u>
Berzerk	801,860	S. Stilphen
Cosmic Chasm	58,345	S. Stilphen
Hyper Chase	6,035 (*3)	Al Backiel
Mine Storm	999,999 (*4)	Kurt Stone
Pole Position	77,000	A. Backiel
Scramble	75,450	S. Stilphen
Spike	48,800	A. Backiel
Star Trek	113,900	S. Stilphen

*1 Pole vault trick
*2 Level 8

*3 Game 2
*4 Field 89

Send your best scores in to appear on the Scoreboard.
There are people who collect games and there are collectors
who play them. WHICH ONE ARE YOU?



CLASSIFIEDS



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 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) Meteoric 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. (*)

WANTED: 2600 carts: Halloween, Beamrider, Crypts of Chaos, Quadrun, Gremlins, Wabbit, Up N Down, Custers Revenge, Submarine Commander, Polaris, plus others. Instruction books needed (original or photocopied): Robin Hood, Steeplechase, Dragster, Subterranea, King Kong, Dragonstomper. ColecoVision carts needed: Evolution, Sammy Lightfoot, Fortune Builder, Nova Blast. Ron Milford, 64 B Street, Avenel NJ 07001, (908) 636-6809. (#)

WANTED: Mr. Do!'s Castle on Atari 2600. Also joystick for 5200. Write or call for details. Tony Bueno, 13814 Norland, San Antonio TX 78232, (210) 497-4630. (#)

FOR SALE: 2600 Systems, Accessories and over 100 different carts. Also ColecoVision Systems, Accessories and Carts. Also INTV, 7800 and Odyssey2 carts. Willing to trade. Ron Milford, 64 B Street, Avenel NJ 07001, (908) 636-6809. (#)



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VECTREX TRIVIA

The Vectrex Service Manual describes a test cartridge in some detail. Several screens are depicted. It was probably issued to all authorized repair centers for doing diagnostics.

AND FINALLY.....

Hey, what happened to the 5200 File? Yes I know it has been a while but my 5200 is temporarily down. Hopefully by next issue there will be a 5200 game review or two. I think it's one of the batch that was manufactured in Baltimore. Did you know the Atari factory there made the best 5200 joysticks anonymous people could buy?

Thanks for the plug in the latest 2600 Connection Tim! Now let me return the favor. I've know Tim Duarte for over two years now and the 2600 Connection for its size, is the best source for devoted 2600 fans. In my opinion it should have been nominated for fanzine of the year in Electronic Games Magazine. Many have tried to mirror it, but it has no peers. I bow in your humble presence. Tim also publishes the "Video Game Trader." A classified bi-weekly where fellow vid-heads can place ads or look to see who has what for sale or trade. Look for the address near the end of the classifieds.

This was a tough issue to put together folks. You never realize how much contributors mean until you don't have many. Anyone can contribute!

I'm also looking forward to defending my 2600 championship in the Atari Zones Atarimania. The Atari Zone is a small but devoted newsletter/fanclub which was started by Dan Iacovelli over four years ago. The game I've chosen to defend with is Stampede (2600). Good luck to everyone who enters! For a sample issue of the Atari Zone, write to:

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL 60160-2726

CS&G's bowling team record: 22 - 54, good for last place. No where to go but up. Slide it over honey!

Hey mom, put it on pause you can always play some more tomorrow!

So until next issue, HAPPY GAMING!!

CSG Monthly is published 10 times a year. 8 monthly issues plus double month summer & holiday issues.

Subscription Rate:

\$16.50 1 year 10 issues

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1.75 1 issue

**ALL CLASSIFIED ADS ARE
\$1.00
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PRESENT NO. OF SUBSCRIBERS: 121

Published by: Adkins Publishing
662 Edmond Dr.
Streetsboro, OH 44241

Publisher: Barnum & Bailey

Editor: Jeff Adkins

Contributing

Writers: Al Backiel

Game

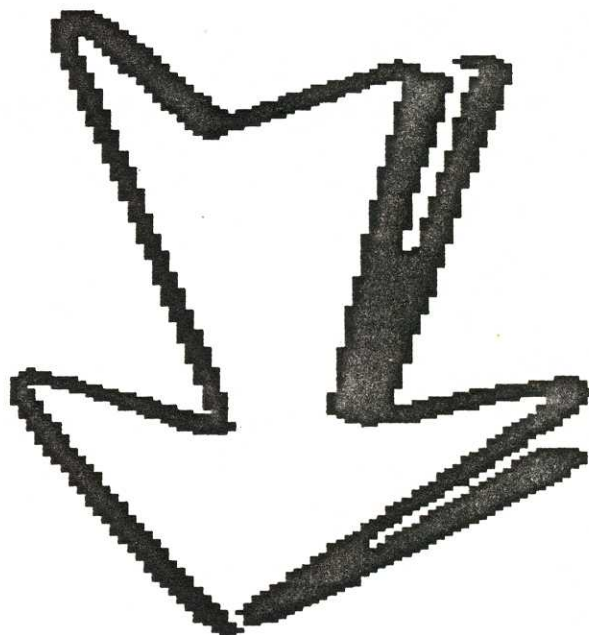
Consultants: Trisha

Chris

Joey

Bugman

PRINTED BY: THE BIG MAN
AT VINTAGE PUBLISHING



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EDITOR

CLASSIC SYSTEMS & GAMES MONTHLY

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