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CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 2 No. 5

1993

GAME OF THE MONTH:

GAME REVIEWS

2600:

Slot Racers
Klax

COLECOVISION:

Squish 'Em

INTELLIVISION:

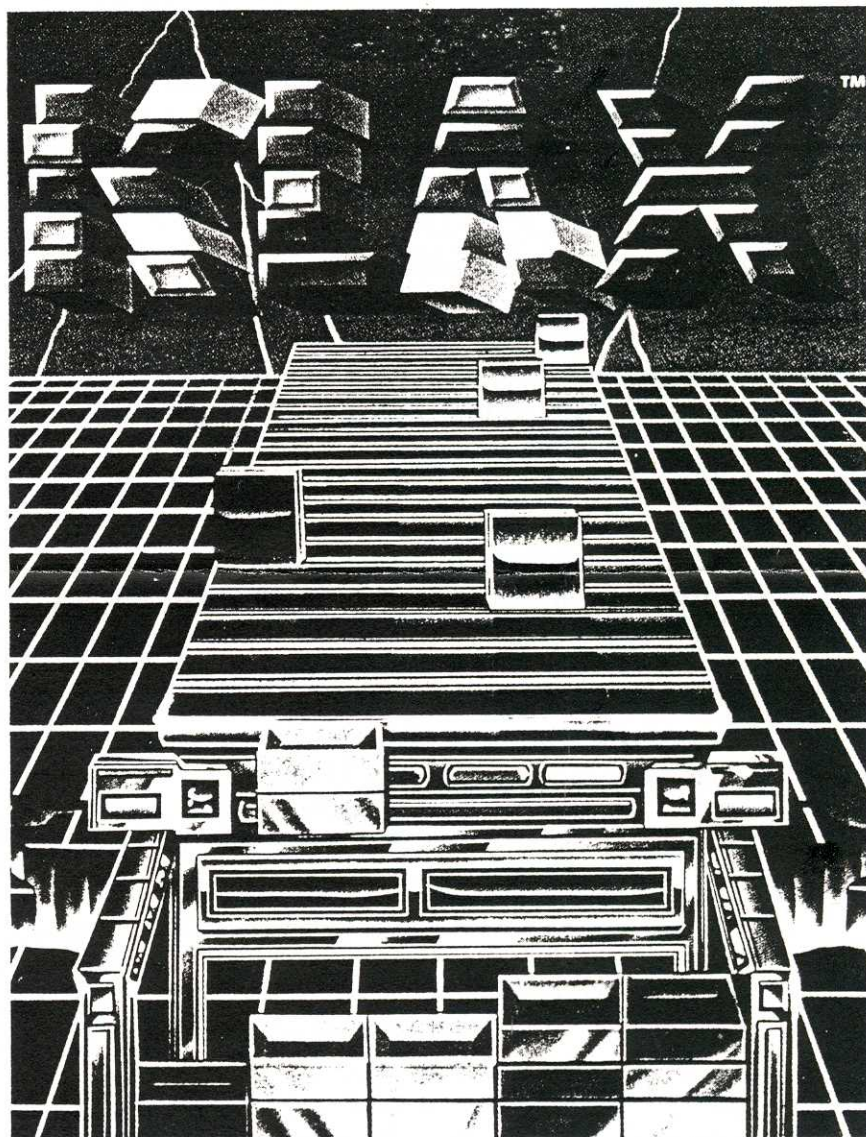
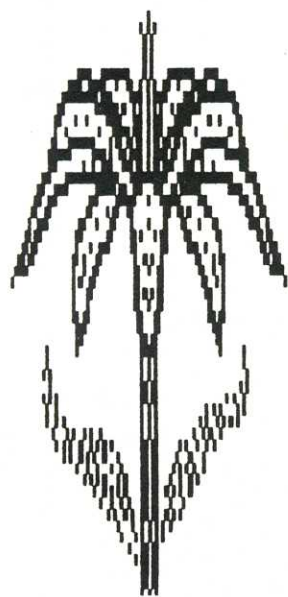
Super Pro Wrestling:
Body Slam!

ODYSSEY:

Las Vegas Blackjack

VECTREX:

Star Castle



ATARI 2600®

A GAME OF MATCHING COLORED TILES

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FROM OUR EDITOR

Old gamers don't die, they just get grey hair. I can vividly remember playing my first games of Space Invaders, Rally-X, and Galaxian at Geauga Lake Amusement Park in Ohio. Then during my senior year in high school, my parents bought an Atari 2600. It was new, it was different, it was an addiction. Upon moving to Buffalo, I worked at Darien Lake Amusement Park from 1982 thru 1989. Being the hardworking slug that I am, I was allowed certain privileges. One of which was having access to any of the parks arcade rooms. This was before the park was open to the public in early spring. I had keys to all the games. Who needed quarters? Hours upon hours on Saturdays playing any game I wanted for free. With a six-pack of Pepsi, a radio, and a packed lunch, those were great sessions. Today's games are superior both graphically and soundwise, but the games of yesteryear still blow the doors off of today's crop of games. I'm sure some of you can relate to what I'm talking about. The tournaments that I competed in awarded winners a pizza and a T-shirt. But even though I got my fair share of pizza and Space Invaders and Galaxian shirts, I was more interested in playing and competing against friends. Today's games are fun also, don't get me wrong. Yet in order to appreciate the older ones as much as I do, it would certainly help to have been there back when Space Invaders marched, Pac-Man chomped and yellow flagships dropped like flies in Galaxian. The original arcade sounds still ring in my head. Hopefully, someday I'll find one of those arcades again!

Jeff Adkins
Editor

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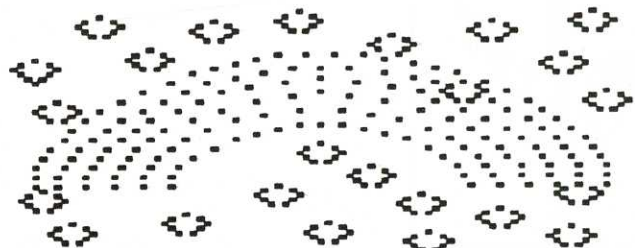
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** CS&G ANNUAL READER SURVEY



TOPIC 2600

OLDIES BUT GOODIES

SLOT RACERS

1978 Atari CX2606

Two Players - Joysticks

By Jeff Adkins

One of the first games my folks bought for our 2600 was Slot Racers. My brothers and I would take turns getting beaten again and again by our father who was and still is, even today one of the best players of the game I have ever encountered. He is without a doubt the sneakiest and downright unmerciful Slot Racer driver you would ever want to go up against. Nothing is more frustrating growing up and losing to your father, especially a video game. What's even more annoying is I don't think I ever beat him. Well he might have threw a couple of games so we would stop whining.

Players compete against each other by driving around a maze shooting missiles from their cars which are shaped like letter T's. The missiles can be directed around corners after fired with the joystick by pushing left or right. Pushing up increases the car's speed. Pulling back applies the brake. The car can only turn around corners in the maze while it moves. The fire button is used to shoot the missiles. After turning a corner by letting the joystick center itself the car will then continue on a straight course.

There is nine different game variations, with four mazes to choose from on each.

Games 1-4 - The missiles travel faster than the cars. On game two the speed of both increases. Game three faster yet and game four even faster.

Games 5-7 - Now the cars travel faster than the missiles. Game five is the slowest speed, while game 7 is the fastest.

Games 8-9 - Missiles won't turn around corners automatically as in the earlier

variations. So once they hit a wall they will stop there. Game 8 has slower cars, game 9 has faster cars.

The difficulty switches are also used. In the B position either racer can have rapid shooting missiles. If in the A position you must score a hit on the other racer in order to fire another. If a missile is shot around a corner and continues around that section or becomes stuck at a wall or dead end (in games 8-9) then you must retrieve it by running over it if in the A difficulty position.

The object of any game is to be the first racer to score 25 hits on the other racer. The left player's score is shown on the upper left, the right player's score on the upper right.

The game has simplistic graphics, but can keep two racers occupied for a while. This is one of the first Atari games I experienced as a teenager. There isn't any bosses or princesses, scrolling and all that other modern day garbage. It's just a basic fight for survival on a blocky maze grid. I'd rather play a few games of Slot Racers with my father than Street Fighter II any day!

RATING

Graphics	*
Sound	*
Gameplay	**

TIPS:

- > Try not to move in the same pattern. Your opponent could pick this up and use it to his advantage.
- > Use the brakes to avoid getting hit.
- > If the other racer's missile gets stuck in an area of the maze, he or she will then have to retrieve it. Have no mercy when this happens, right Dad?

GAME OF THE MONTH

TOPIC 2600

KLAX

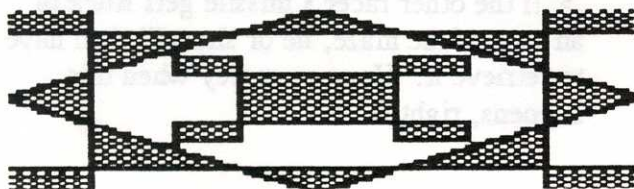
1990 Tengen/Atari CX26192

One Player - Joystick

By Jeff Adkins

Games such as Pac-Man, Space Invaders, even Pong became very popular and of course made a lot of money. Other game developers would then try to cash in on the success of these games with their own versions. Tetris is another example of this. Since its release a few years back, many Tetris-type clones have been released. Hatris, Yoshi, Dr. Mario and others use the same type of gameplay with different characters and objects instead of blocks. The basic idea in all is something is falling down the screen which must be matched or aligned before the screen is filled. Klax is also based on the Tetris formula of falling blocks. The sad part is that it will probably never be released in the United States. Now that Atari has stopped production of 2600 games here. The game has been released in Europe in PAL format. Which is the version being reviewed.

Instead of different shaped blocks, colored tiles are used. In order to form a Klax, at least three of the same colored tiles must be matched either vertically, horizontally, or diagonally. Once matched the tiles leave the screen. Any tiles above will then fall further towards the bottom of the bin. Diagonal Klaxs are worth the most points. Lining up four or five tiles also helps in getting higher scores. Scoring is as follows:



Vertical Klax

3 Tiles	50 points	1 Klax
4 Tiles	1000 points	2 Klaxs
5 Tiles	1500 points	3 Klaxs

Horizontal Klax

3 Tiles	100 points	1 Klax
4 Tiles	500 points	2 Klaxs
5 Tiles	1000 points	3 Klaxs

Diagonal Klax

3 Tiles	500 points	1 Klax
4 Tiles	1000 points	2 Klaxs
5 Tiles	1500 points	3 Klaxs

After the title screen appears, you have the option of starting on an easy wave or a harder one, with the wave selection screen. This shows three different wave numbers to choose from, the amount of Klaxs or points needed to finish that particular wave, bonus points that can be earned and the amount of tiles that can be missed during a wave. Some waves require 3 Klaxs, higher waves 20 Klaxs. On point waves you must reach a set point total such as 1,000 to complete them.

The main game screen consists of the tile ramp, tiles, loading bins, a paddle, drop meter and score. The tiles tumble down the ramp towards the loading bins. The bins can hold five tiles across, and five tiles high for a total of 25. The paddle catches a tile when aligned on the same row as it falls off the ramp. After catching a tile you can move it to one of the five positions in the bin by moving the joystick left or right. The fire button releases the tile from the paddle into a bin. By pushing up on the joystick after catching a tile, it will be thrown back up the ramp. Pulling down on the joystick makes the tiles on the ramp fall faster.

During early waves the tiles fall in four different colors. But as you succeed in reaching higher waves there can be eight different colored tiles. The colors are blue, white, light orange, dark orange, light purple, dark purple, light green and dark green. Being in Pal format I had to use the TV in my living room to adjust the vertical hold. The green, purple and orange tiles with two different shades, were at times hard to distinguish between them. Perhaps other colors such as yellow or red could have been used in place of the different shades of the same color. This is my only dislike about gameplay. Occasionally wild tiles tumble down the ramp. They can be used to match up with any of the other colored tiles to form Klaxs. The wild tiles flash the different colors until used to form a Klax.

There are five different wave types that will challenge you, the Klax, Diagonal, Horizontal, Points and Tile waves. In order to reach the end of the game, 100 waves or levels in all must be completed.

Klax Wave - A set amount of Klaxs must be formed.

Diagonal Wave - A set amount of diagonal Klaxs must be formed.

Horizontal Wave - A set amount of horizontal Klaxs must be formed.

Points Wave - A set amount of points must be scored.

Tile Wave - You must survive a set amount of tiles falling down the ramp such as 40. If a tile is caught with the paddle or drops off the ramp, one tile is subtracted from the tile counter, which appears near the top of the screen. Forming simple Klaxs helps you to survive.

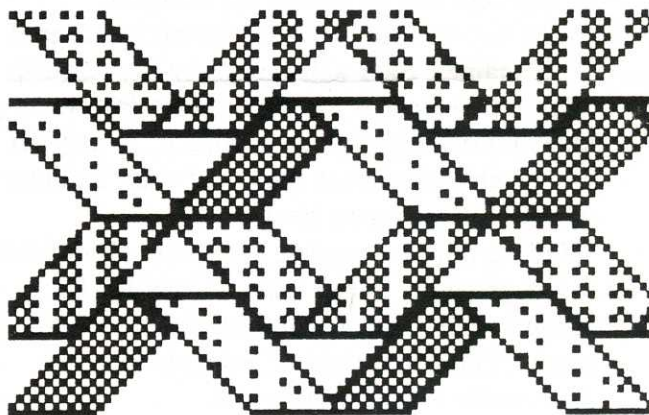
By letting too many tiles fall off without catching them or allowing the bin to fill, the game ends. The tiles fall much faster during

higher wave numbers, ala Tetris. It will take a good amount of practice in order to reach the higher levels.

It's not much graphically or soundwise. But what makes the game interesting and mind absorbing is the gameplay. Forming multiple Klaxs with proper placement of tiles can really boost your score. For instance after completing a Klax, if the other tiles above are positioned correctly, they might fall forming other Klaxs. There are numerous strategies to be employed when playing. I'm not a Tetris addict like my wife or mother, but Klax is one of the better 2600 games. Finding the game here in the US is an added challenge. Thanks Al!

RATING

Graphics	*
Sound	*
Gameplay	***



TIPS:

- > If you want to get a high score without reaching higher wave levels, simply form horizontal and vertical Klaxs over and over on the first diagonal wave.
- > Use one of the bin sections as a garbage tile bin. Place unwanted tiles here.
- > Form horizontal and vertical Klaxs on diagonal waves in order to make space for diagonal Klaxs when needed.
- > Be careful when shooting tiles back up the ramp. Especially when it is filled with other tiles.

COLECOVISION SKILL LEVEL

SQUISH 'EM

1984 Interphase Technologies

One Player

By Jeff Adkins

As you probably already know from previous issues, video games are full of characters named Sam. Even my boss's name is Sam, but he is a character of another sort if you know what I mean. In Squish 'Em (the sequel to Sewer Sam), Sam has saved the country from Russian subs and now takes on an assortment of nastier creatures while climbing a 48 story building. But he doesn't have a pistol anymore, he uses his feet to squash his enemies.

Like Sewer Sam, built-in speech is featured in the game. Sam will randomly say "Squish 'Em" as he stomps enemies, "whoops" as he gets knocked off, and "money, money, money" if he can reach the suitcase on top of each building which is the primary goal.

Falling objects can also send Sam plummeting to the ground. These must be avoided by moving side to side along the girders of each story. There are eight objects, these and their order of appearance are:

Bricks
Hammers
Tires
Motors
Dynamite Sticks
Fire Hydrants
Televisions
Sinks

As the game gets progressively harder they will fall more frequently and at faster speeds. When trying to avoid the objects you must also be cautious of the creatures that

move back and forth along each girder section.

Play control is simple. The CV joystick works surprisingly well. The joystick moves Sam left or right on each girder. Pushing up moves him to the next story. Either side button is used to squish the nasties or jump over them. One important thing to remember is Sam cannot move back down from to girder, only up! Keyboard commands are as follows:

- Level select 1-7
* - Starts play
0 - Pause

On level one the creatures move slowly and are easier to squish. The falling objects are pretty simple to avoid too. Everything begins to move faster as you begin to conquer higher levels. Points are scored by squishing, climbing from floor to floor, jumping over creatures, and reaching the suitcase at the top.

SCORING

Climbing one floor	10 pts.
Squishing while Sam is not moving	100 pts.
Jumping over critters	200 pts.
Squishing when Sam is moving	300 pts.
Grabbing the suitcase	1000 pts.

On each building there are bonus prizes. They aren't worth any points but by collecting a prize you earn an extra Sam. The game starts with four Sams. One on screen and three in reserve. The reserve Sam counter is displayed at the lower left portion of the screen. Ten is the maximum displayed, but you can earn up to a whopping 128 extra Sams. Once Sam collects a prize he shouts "Wow!" Upon reaching the suitcase, Sam parachutes off the building and it's on to another.

The sound of Sam's feet squishing the critters is

very realistic and humorous. After a creature has been squished it will shrink in size, squirm a little, then rise again turning white. After they've become white they cannot be squished again. Sam must now jump over them to avoid contact. Getting the jumping technique down takes quite a bit of practice, especially during higher levels of play. Timing is critical.

As Sam climbs to higher floors of a building, the levels advance. This is indicated by a change of color. Some floors have two or three girders to advance to the next, others have only one. Sometimes creatures tend to move erratically by the only girder, so squishing them and moving quickly up to the next floor is a must. But you must also make sure that the creatures on the next floor are out of the way, so you can do so. All of this must be done while avoiding the falling objects too. It can be very hectic at times.

Squish 'Em can be a lot of fun for a while, but tends to become repetitive after patternizing and finding safe spots. It definitely takes its gameplay from Crazy Climber. But with the squishing of creepies, it has an original theme of its own. Interphase, a Canadian game company, had a great concept with its "Talkie" Games, Sewer Sam and Squish 'Em. Back in 1984 any game that had built-in speech without using an add-on device of some type was considered greatly advanced. They were way ahead of many game developers. How many other CV games do you know of that featured this?

SUMMARY

Graphics - The building is basic. The creatures and Sam are nothing spectacular. But the falling objects, suitcase and parachute are crisp and well detailed.

Sound - The other sounds besides the gross squishing sound, include climbing from floor to floor, falling off a building, the opening of the parachute, and a very annoying, crazy, throbbing background. An "on/off" noise

feature would have been nice for the background noise. Sam's quips are first rate.

Gameplay - Squish 'Em is much easier than Sewer Sam in my opinion. There is no time limit so moving slowly at a steady pace works well in order to advance levels. The game reaches a point where it doesn't get any harder and then loses its appeal. But it is a good addition to any Coleco players collection if they enjoyed Crazy Climber at the arcade.

RATING

Graphics **
Sound ****
Gameplay **

Review Score:
116,730

TIPS:

- > If there is only one girder to the next floor, make sure the above creatures are out of the way before squishing any on the floor Sam is on.
- > You will be able to hear the sound of the falling objects before they appear.
- > Once you can recognize the pattern of falling objects, they can be easily avoided. Stay in one spot. Once you hear the sound of one coming, move. They will fall where Sam was positioned, do so before moving up to the next floor.
- > On higher levels jumping over certain creatures is a must in order to survive. Keep jumping in order to get a clear path to the next floor, then Squish 'Em!

CV TIPS

By Scott Stilphen

The Roller Controller can be used with Turbo if you don't have the Driving Module. The upper fire buttons (when pushed) apply the gas. To shift to 2nd and 3rd gears, first switch the controller back to joystick mode. "Roll" up for 2nd and back for 3rd, then switch quickly back to roller mode to steer the car.

INTELLIVISION VID BITS

SUPER PRO WRESTLING: BODYSLAM!
By INTV Corp.
By Ralph Linne

You are a manager of a wrestling team and you are going to send your best wrestler and tag team into the big ring tonight. As you look over the twelve wrestlers you have under contract you make your selection while reviewing the wrestling moves they have mastered. Then they go into the ring for their match.

One of the best games ever done for the IntelliVision video game system was Super Pro Wrestling: Body Slam! by INTV. This game takes full advantage of the 16-bit CPU processor and the layout of the keypad and as a result sets a standard for other wrestling games to be judged by. The object is to defeat your opponent in a wrestling match using his strength, your game strategy and a little bit of sneakiness. In order to win the match you must pin your opponent to the mat for three seconds or have him counted out of the ring for the full 20 seconds.

In the beginning of the game you will select a wrestler from a selection of twelve different choices, each has his own rating in strength, coordination, and ego. These rating will directly affect the actions of the wrestler of your choice. Then you will select the moves that wrestler will have. You can select up to nine different moves from a group of twenty-six possible wrestling moves. You will have full control over when these moves are used. In the Tag-Team matches you can select two different wrestlers each with a different set of moves. To my knowledge no other wrestling game offers this option.

The designer of the game included three factors which directly affect how a wrestler reacts during gameplay. The higher the number for strength, the more you'll hurt your opponent when you punch or kick him. The more

coordinated you are the more likely you are to take control when in a grapple. The higher your ego is, all wrestlers have egos, the more likely you are to stop after a good move and gloat, which allows you to gain stamina, but allows your opponent to recover or even to attack! You must choose which one is best for you and then select the best moves for that wrestler.

You have the following moves to choose from: Body Slam, Knee Butt, Face Masher, Iron Claw, Brain Buster, Back Breaker, Spin Heave, Flip Heave, Flip Kick, Suplex, Rainbow Punch, Rope Sling, Head Butt, Pile Driver, Possum Roll, Quick Jab, Bazooka Punch, Chest Smash, Drop Kick, Cross Chop, Clothesline, Mega-Leap, Giant Splash, Duck & Cover, Power Kick, Elbow Kick, and Flying Sit Drop. My favorite move is the "Rainbow Punch," where you head-lock your opponent, then belt him a devastating uppercut. The rainbow part is what he looks like as he floats up through the air and then drops like a stone outside the ring.

The graphics are cartoonish, but very smooth for this system. Each wrestler looks like a real person and you can easily pick out which one is under your control. The sounds are average for this type of game. Control of the wrestlers is very good, the response is also good to the moves picked on the keypad and the movements around the ring using the disc are good.

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

TIPS:

- > When you select a Tag Team choose two players with similar statistics so each wrestler will have an equal time of endurance.
- > Always choose a wrestler with a high rating in strength, this will give you a stronger punch toward the end of the match.

PROFESSOR VID

RECOMMENDED GAMES

Well students we don't have any contest or quiz this issue seeing how it is spring break. So for those of you who have decided to hang out in school, instead of joining the parties in Florida, now is a great time to get in some classic game playing. But which games are worth devoting non-school time to play? Here's a list of games that I highly recommend, with a brief rundown on each.

2600

TUNNEL RUNNER (CBS) - This is a must have. Avoid deadly maze zots while searching for an escape key to exit into the next maze. Over 130 mazes to run in.

ESCAPE FROM THE MINDMASTER (Starpath) - Another excellent maze game. The mindmaster will test your gaming skills with his own dexterity tests. Find different shaped objects and place them in corresponding holes in walls throughout each maze. Then search for the stairway to enter a more challenging maze. Another must have.

PITFALL! (Activision) - Everyone I'm sure is familiar with Harry's jungle adventure. Jump rolling logs, deadly scorpions, snakes, fires, and crocodiles, all in a race against the clock. Swing on vines over numerous pits while searching for treasures in the Land of Enarc. One of the all time favorites that still appeals to the old professor himself.

ATARI VIDEO CUBE/RUBIK'S CUBE - Cube fans can show off their cubical prowess with either game, both of which are the same. The only difference being the names and CX numbers. Help Hubie the Cube Master complete the six sided cube puzzle by matching the colors

on each side, just like the original game. Try the blackout variation when you think you are good enough.

5200

PITFALL II - Harry's second adventure finds him lost in caverns under Peru looking for his niece, Quickclaw the Cat, a diamond ring, a rare species of rat and of course a lot of gold. Ride balloons to the top of a cavern. Avoid bats, frogs, electrical eels, swooping condors and once again scorpions. But that's only the beginning. After finding the ring, his niece and Quickclaw, Harry is transported to another cavern where a rope, basket, flute, and a swami must be found to exit to the surface with all of the loot. So you thought the first adventure was easy? The second one is very difficult. The 5200 version is the only one that I know of which offers two adventures in one!

DREADNAUGHT FACTOR - Okay all you space cadets, huge Dreadnaughts are getting close to the Stargate. These massive space warships must be flown over and taken out with strontium bombs and laser bolts that your starfighter is equipped with. Are you as good as Luke Skywalker? Try level seven to see if you're kidding yourself. There is no force, but you'll wish it was with you.

RESCUE ON FRACTALUS (Lucas Film) - Fly over a hostile planet attempting to rescue your fellow pilots behind Jaggi lines. Enemy bunkers fire upon your ship as you attempt rescue sorties. Once a downed ship is sighted, land the Valkyrie spaceship near enough so your comrades can enter. But make sure he knocks on the door or you might be in for a Jaggi surprise. An excellent game that must be tried to be appreciated.

COLECOVISION

Q*BERT'S QUBES - The 2600 Qubes is also fun, but the CV version is in my opinion, the best game ever released for play on the ColecoVision. Help Q*Bert make tic-tac-toes while avoiding rat-a-tat, purple balls, and meltniks. Catch shoobops before they rearrange you qube work. Freeze enemies by snagging a green ball. Rotate qubes in the bonus round for big points. It's all here in qube world.

SPYHUNTER - Another arcade classic brought home to the ColecoVision. Drive the heavily armed car along stretches of roadway destroying tire slashing cars, enforcers, and other road enemies with smoke, oil, and an unlimited supply of machine gun fire. Shoot down helicopters with missiles, ride a river in a spy boat blasting water enemies. The theme music and challenge make this a CV player's delight. Any road warrior will enjoy it.

DONKEY KONG JR. - Mario has got Junior's papa caged up and chained. Climb vines and chains, drop fruit on enemies, spring board to higher areas in order to help Junior save his dad from Mario's clutches. One of the most popular arcade games in arcades and on the ColecoVision. How about a new version where Junior and Papa chase Mario and Luigi through the jungle with banana shooting machine guns?

ODYSSEY2

SMITHEREENS - Grab a friend and try to destroy each other's castle with boulder tossing catapults. A voice enhanced game that is one of the better released O2 carts. Score a hit on your opponent, then level his castle with unrelentless shelling. A warmonger's must have.

QUEST FOR THE RINGS - Move about dungeons as a wizard, warrior, changeling or phantom. Use swords or magic spells. An early role playing game that incorporates the D&D theme. Search for the rings which are guarded by dragons, orcs, doomwinged bloodthirsts, firewraths, and the spydroth tarantulas. It can't compare to today's role playing games, but years

ago it was ahead of its time on the video game scene.

7800

MOTORPSYCHO - You can almost feel yourself hugging your cycle, as you lean into sharp curves doing 200 mph in a race where there are no rules. Jump over opponents as you race against the clock. It's a graphically stunning game for the 7800 system. A definite must have.

These are but a few of my personal favorites. There are many others that I will mention in the future. There will be a quiz or exam in the next issue, so after the break, get those brain waves flowing. We are planning on giving away some kind of video game goodie! Be sure to enter.

GAME IN HAND

By Kurt Stone

In the mid 1970's hand-held electronic games were hot on the heels of home video games that required television hook-up. In 1976 there were only 3 games available; Auto Race and Football, both by Mattel and Little Professor by Texas Instruments. All 3 used tiny LED blip type screens and each could easily fit into a pocket.

Christmas of 1978 saw over 100 different hand-helds on the market. Each coming year brought 200 to 300 new games and this continued till the game crash of 1984. The next few years brought only a couple of dozen games to the market.

There is currently another glut of hand-held games on the market. Most of the titles are derived from cartoons or movies.

MATTEL FOOTBALL

One of the originals and still a good playing game. You can play with a friend or against the computer. I prefer the computer since most of my friends won't play. This game is great for younger gamers on the go and is a lot cheaper than a Game Boy or Lynx. They go for \$1 to \$3 at the flea markets.

ODYSSEY OUTPOST

LAS VEGAS BLACKJACK

1978 North American Phillips/Magnavox #9401
One or Two Players

By Jeff Adkins

Gambling is hereditary in my family. If it weren't for video games I would probably live at the race track and stay up all night on weekends playing cards like other family members. With video game gambling, I can play without worrying about losing everything and paying back gambling debts to certain low-lives.

Las Vegas Blackjack offers fans of the game a chance at hitting it big by staying, hitting, doubling down, or insurance if the computer has an ace showing. Just like regular blackjack, by staying under 22 and having more in total than the dealer, players can win dollars adding to their bankroll which starts out at \$1,000.

Keyboard commands are required in performing certain tasks, so before play begins, someone should be assigned the job at the start.

COMMANDS:

Amount of Bets - Select amount for each player with numbers.

Enter - Enters the bets.

Clear - Erases the first bet if you make a mistake or change your mind.

Yes/No - Used for hits, doubling down, and buying insurance.

The doubling down option is randomly offered by the computer, not every hand. Blackjacks, and five cards drawn without busting both pay double. If the dealer's face-up card is an ace you may buy insurance which costs half of your wager. This pays two to one. If the

dealer's face-down card is worth ten you win. Anything less you lose.

The player's or players' cards are dealt face-up. The computer dealer has one down and one up. The cards are shuffled by the computer occasionally. Is it my imagination or do video card games cheat? This has puzzled me and aggravated me for years. But at least it's not real money being lost. Players can bet any amount as long as they have it in their bankroll. But if you double down and lose without having it covered, a minus amount appears and the game ends. The game also ends if one or the players loses. The other no matter how much money he or she has won can't continue on, unlike Casino or Blackjack for the 2600.

If you enjoy playing Blackjack, it's a good way to spend some time playing. But of course some people don't care for card games in the real world or video game land. It's basically cards graphically. Shuffling, busting, and hitting a blackjack or winning make up the sounds. If you're a gambler, it's worth playing.

RATING:

Graphics	*
Sound	1/2
Gameplay	**



THE VECTREX VECTOR

STAR CASTLE

1983 by GCE

Arcade version by Cinematronics 1980

By Scott Stilphen

CONTROLS:

Joystick - controls rotation

Button 1 - selects # of players (1-2)/rotate left

Button 2 - selects skill level (1-2)/rotate right

Button 3 - thrust

Button 4 - fire

Reviewer's Score: 80,500

Star Castle is one of those early classics that you've long since forgotten about. The game's appeal is in its simplicity. In the center of the screen is the "Star Castle"; an energy cannon is in the center with 3 rotating walls around it. You must use your ship to punch out holes in the walls through which you can hit the cannon. At the same time the cannon is also trying to shoot at you, and is releasing energy bombs that track you down.

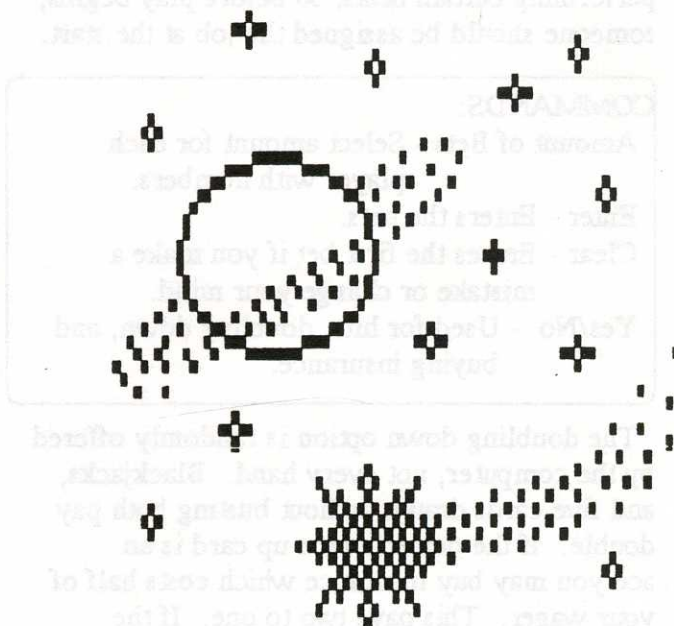
Each wall consists of 8 sides, and each side must be hit twice to destroy it. After all sides of a wall are knocked out, the other walls expand and a new inner wall is formed. Energy bombs start at the inner wall and jump towards the outer wall. There they are released towards you. They can be destroyed by your fire, and they can't follow you if you wrap-around the side of the screen. After hitting the energy cannon, the castle collapses in on itself and explodes. You earn 1 free ship every time the castle is destroyed. Up to 8 reserve ships are displayed on the screen; over 8 and the ships appear as "Xs".

The best strategy is to keep moving and stay

near the edges of the screen to escape any approaching energy bombs. On higher levels, try to lure all 3 bombs together near a corner, then quickly wrap-around and attack the castle. Another good strategy is to keep flying in a straight line near a boarder and "strafe" the castle as you go by.

If a 2nd controller is available, 2 players can play simultaneously, which makes for destroying the castle much quicker and easier since the cannon can only track one ship at a time. After selecting 2 players (and pressing button 4), change the Game number to 3 (the manual doesn't mention this). I found by using a standard Atari joystick (after some simple re-wiring), gameplay was greatly improved. The same controller can be used for other Vectrex games that don't rely on the unit's joystick for play.

This is an excellent copy of the arcade version, right down to the Star Castle's ominous hum and the colored screen overlay. True fans of this game won't be disappointed.



THE CART COLLECTOR

Spring and warm weather are just around the corner. The Great Cartridge Hunt is once again about to begin! I'll be stalking flea markets and garage/yard sales (and so will my Mom, back in Ohio) looking for some of those elusive titles. Being an avid collector for almost 15 years now, I've always taken caution with what I say to the people I've found selling video games. For example, I come across someone with a whole box of games. Some of the titles include: Submarine Commander, Track N Field, Rubiks Cube, Gremlins and other tasty ones. Instead of gleaming with joy, I put on my stupid face (Jeff, I thought that's the way you always look. Mr. Publisher). Here's how the conversation goes:

Jeff: Say, aren't those Atari games. I've always wanted to try them but I never was interested when I was younger. I'd like to try them someday though.

Seller: Well we lost interest in them years ago and I can't seem to get rid of them. You can take your pick for \$1.00 apiece.

Jeff: Hmmmm! I see you have about 40 games here. How much for the whole box? I ask drooling inside.

Seller: Well if you want to buy them all, make me an offer.

Jeff: How's \$15 sound?

Seller: Well I was hoping to get a little more, but to get them out of here I'll take it.

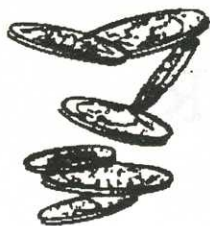
Jeff: Alright, you got a deal!!!!

I pay the seller with my stupid face still on and snicker all the way back to the car. This particular scene is quite common for me in Western New York. People don't realize what games are worth to collectors here. But if you let them know that you would do anything to get those rare titles, the price might go up. Always be calm and make an offer, most of the time they will accept it, especially at garage sales.



**GARAGE
SALE
TODAY**

On a recent cartridge hunt in Canada, I came across an odd looking cart. The title said Frontline. The picture on the label closely resembled that of Xevious (7800), which was pointed out to me by the cart historian Russ Perry Jr.. But it was not the Coleco Frontline. This cart has a black casing, not white, so I was a little bewildered if it was a bootleg Frontline or not. Once I got home I plugged it into my 2600 and lo and behold guess what game it was fellow collectors, none other than the original, mass produced 2600 game of all time, COMBAT! As Russ would say "Whoopie!" It just goes to show what is out there to be found. GOOD HUNTING, FELLOW COLLECTORS!



CLASSIFIEDS



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 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. (*)

FOR SALE: 2600 carts- \$2.50 ea. 2600/JR/ Telegame/Gemini systems (w/joystick & 5 carts) \$15-\$20! 2600/5200/INTV carts (new)- \$5. Also controllers, manuals, boxes, catalogs, etc. WANTED: Atari Lab prototypes (2600/5200), Atari Club exclusives, many other carts. Man & boxes for: Crazy Climber, Pengo, Min Golf, Gremlins, Sor. App, Sub Comm, etc. Also catalogs, Atari Age #1, pre-2600 Atari systems, Atari XMM801 printer, Vectrex 3-D Imager/Star Hawk/Polar Rescue, Arcadia Pleiades, Atari store displays/promo items. Scott Stilphen, RD#1 Box 177-A, Harding PA 18643 (717)388-2824. (#)



**BACK ISSUES AVAILABLE
\$2.00**

Oct. 1991: Premiere Issue

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

Nov./Dec. 1991: Holiday Issue

Solution to Escape from the Mindmaster
Armor Attack Map (Vectrex)
Space Panic (CV)
Looping (CV)
Qix (5200)
Pengo (5200)
Happy Trails (INTV)
Advanced D&D (INTV)

Jan. 1992:

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

Feb. 1992:

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

Mar. 1992:

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

Apr. 1992:

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

May/June 1992: Super Summer Edition

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

Jul. 1992:

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



Aug. 1992:

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

Sep. 1992:

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

Oct. 1992:

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

Nov./Dec. 1992: Holiday Issue

Xenophobe (2600)
 Chase the Chuck Wagon (2600)
 Road Runner (2600)
 Fight Night (7800)
 Antarctic Adventure (CV)
 The Datestones of Ryn (Atari Computer)
 Lunar Leeper (Atari Computer)
 Cosmic Conflict (Odyssey)
 Spike (Vectrex)
 Berzerk (Vectrex)

Jan. 1993:

H.E.R.O. (2600)
 "The Heist (CV)
 Tropical Trouble (INTV)
 Freedom Fighters (Odyssey)
 Fortress of Narzod (Vectrex)

Feb. 1993:

Circus Atari (2600)
 Baja Buggies (Atari Computer)
 Pepper II (CV)
 Wizards and Warlords (NES)
 Acrobats (Odyssey)
 Web Wars (Vectrex)



AND FINALLY.....

Here's a letter I recently received from Terry Fowler at Adams House:

Dear Jeff,

Enclosed is a copy of our current Cartridge Ad and a complete Adam Information Kit with Cartridge Review Manual. Please include our Ad in your newsletter so people will know we have over 142 Game Cartridges available, along with new original ColecoVision Game Systems still packaged in the boxes. Everything is tested and warranted for 90 days.

Two years ago we concluded a deal with Coleco Industries to purchase their remaining new Adam Computers, ColecoVision Game Systems, and supporting components. We have now bought out over half a dozen companies, and we have a very large stock of hardware and software to support these systems. We continue to offer third party hardware and software support, too, so that anyone with an Adam or ColecoVision can expand their systems in any way they desire (see our catalog for all the new components).

I was glad to hear from you. We also offer a monthly subscription newsletter for \$20 per year that gives news, reviews, articles, monthly sales, etc. to our subscribers. If you have ColecoVision Articles, Game Cartridge tips, etc., that you can Xerox and share with us, I will also provide you with articles that you may wish to include in your newsletter. Just let me know if you use an IBM to produce your newsletter and the articles will be sent in WordStar or ASCII format to import into your desktop publisher. This is the preferred way I would like to see articles from you, too, if that is possible.

We have been doing a full-time support business for six years, and part-time prior to that. But, only in the past year have we expanded fully into the ColecoVision Game market- especially since Telegames USA is not stocking like before and they are very unreliable for all games they say they have. You will be a great help if you can help us get the word around.

Terry R Fowler

Thanks for the Adam Info Kit Terry! Anyone interested in one can receive it by sending \$2.00 to:

ADAMS HOUSE
RT #2 Box 2756
1829-1 County Rd 130
Pearland TX 77581

Even if you aren't interested in purchasing CV games, it is packed with a lot of information on the ColecoVision and Adam Computer. It is well worth it. If you are looking for new CV games which are getting tough to find, Adams House is an excellent source. Telegames does list some but as you say Terry, they are very unreliable. What they list and what they have are two different things all together.

I'm working on some ColecoVision game tips which I will send to you in hopes of getting some CV game reviews. This will certainly lighten my already heavy load in doing this newsletter. CS&G monthly is produced on an AT&T StarStation (IBM Compatible) using Professional Write as the word processor and Express Publisher as the publishing software.

The ColecoVision is one of the premier gaming systems of the early video game era. It is my intent to keep the spirit and history of it and all the other classic systems alive for some time to come. I'm glad that Adams House is selling CV games, all 142 of them. Thanks again Terry, and we'll be looking forward to your articles.

GET THOSE SURVEYS IN!

If my publisher can send me his 5200 switch box, the 5200 File will return soon! Right Mr. Publisher?

In closing I'd like to make a prediction. My two youngest sons (16 mos/4years) are Barney freaks. In the next year or so he will make his appearance on the video game scene. Look for an educational type Barney game to be released by the Big-N or Sega!

So until next issue vid-heads happy gaming, and oh yeah!!!! GO TRIBE!!!!

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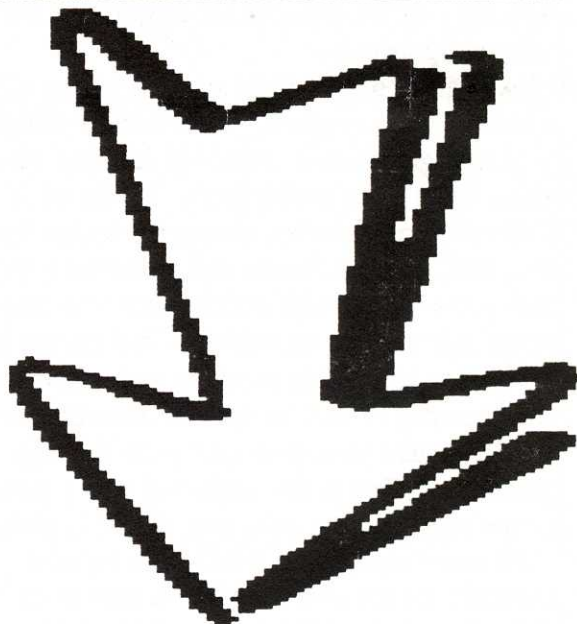
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