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CLASSIC SYSTEMS & GAMES MONTHLY

Vol. 2 No. 6

APRIL 1993

GAME OF THE MONTH:

GAME REVIEWS

2600:

Spacemaster X-7
Espial

5200:

K-Razy Shootout

7800:

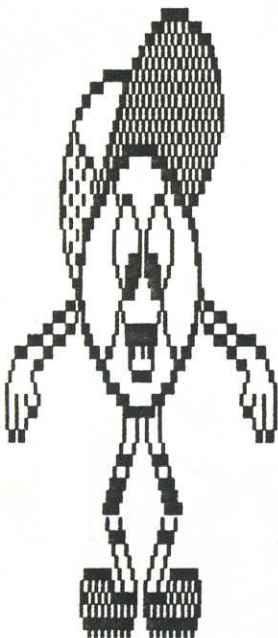
Scrapyard Dog

ATARI 400/800:

Miner 2049er

ODYSSEY:

Turtles



GO TRIBE !!!

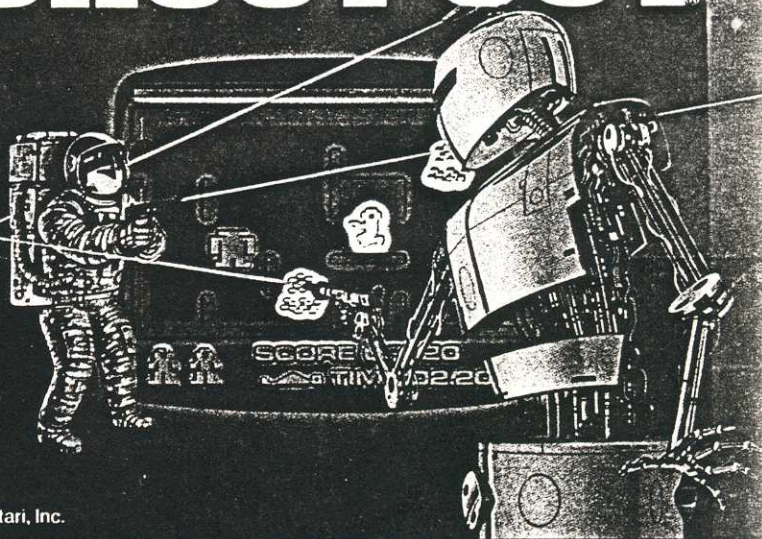
K-RAZY SHOOT-OUT*

By K-BYTE™

For the Atari™ 5200™
For one player.

GAME PLAY
INSTRUCTIONS

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CBS Electronics

ATARI® 5200™

CLASSIC SYSTEMS & GAMES MONTHLY

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FROM OUR EDITOR

A few years ago I thought I was the only one left who still enjoyed playing games on the VCS, ColecoVision and other classic systems. Many have written me expressing the same opinion. To some younger vid-heads, it's hard to believe that the 2600 was at one time the biggest selling home gaming device on the market. But for those of you who are spoiled with today's crop of graphically superior games, it's true. I can remember dishing out \$30 to \$40 for games like Superman, Pitfall, Pitfall II, even Dodge'Em and Slot Machine when they were first released. But of course I couldn't get anywhere near the amount I paid for those games today by selling them. So what's my point? There isn't a better time to pick up older games and systems than now. People at flea markets and garage sales consider these old games and systems junk and worthless to them. Little do they know what they mean to you and me. With warmer weather approaching (here in Buffalo anyway), there will be thousands of garage sales all over the country to search for those old but great games. So let's all get out there before word gets out on how much they are worth to us and prices go up!

Jeff Adkins
Editor



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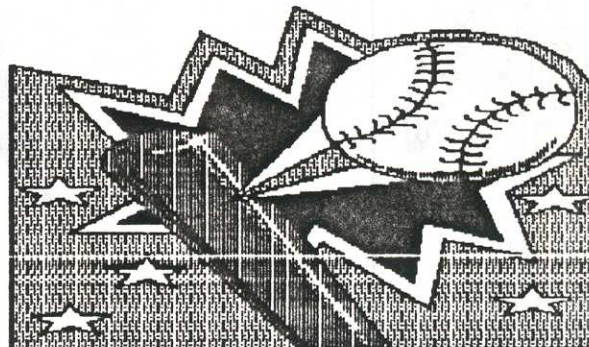
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LETTERS TO THE VIDITOR

Dear Jeff,

I have now received four issues of CS&G and I love it. It's great to see that there are other people out there using and enjoying these great old games. I like all of the different sections of CS&G, and would like to make a suggestion for the Letters to the Viditor. When people write to you, it would be interesting to see what their top five favorite games are (and a note for which system because of cross-over). I know it will be hard to pick just five, because if you're like me, you have many more favorites than that. Here is my present list:

1. Bounty Bob Strikes Back! - Atari 400/800
2. Miner 2049er - Atari 400/800
3. Dig Dug - Atari 7800
4. BurgerTime - ColecoVision
5. Robotron:2084 - Atari 7800

I have been noticing the letters from people having trouble with Pleasant Valley Video. I also have had troubles with Jim, although it was two years ago. I sent him 19 (YES THAT'S 19) ColecoVision carts for which he was supposed to send me \$67.00. I never heard anything back from him, even after I sent a follow-up letter to see what was going on. I just assumed he was out of business and I was screwed. Now I see he is doing this to other people. I really wish he would own up on this and at least give me credit so I could get some other games from him. This sort of thing is very irritating and always a hazard doing business through the mail. I attached a copy of the letter I enclosed with the shipment so you can see I'm not pulling your leg.

On a happier note, I also enclosed a review of Miner 2049er for the Atari 400/800 system. Hopefully it will meet with your approval and

save you from writing an entire future issue. I intend to follow up this review with a review of Bounty Bob Strikes Back!, the sequel to Miner, also for the 400/800 system.

Sincerely,
David Sweeten

VIDITOR:

I'm always glad to hear from readers that enjoy CS&G. If I didn't enjoy doing it I would have quit a while back. It is quite a bit of work to do it the way I want it each month, but it is well worth it. As far as listing favorites, I do tally up the readers picks from our survey which you received with the March issue. But if enough people are interested we could do a personal favorite section in the future.

Jim Redd and PVV certainly seem to be an unbelievable night and day business. From what I've heard he has just about every game in stock from his list. But as far as dependable and reliable service there is a big question mark. He has assured me in the past of being on the straight and narrow path now. But upon reading your letter you sent two years ago I have my doubts. You are certainly not alone. He has been slow with many other orders. With all of the games that he supposedly has for sale, why he can't send out orders promptly? If he was as reliable as Best Electronics he could make a lot of money doing so. He has offered to contribute to CS&G in the past and has also sold me games. I will personally get in touch with him and try to straighten yours and other orders out.

Thanks for the Miner 2049er article David. It is certainly one of the all time "Classics" and one of my favorites.

20 YEARS OF ATARI

PART VI The Final Installment

By Jeff Adkins

What was once a dream of Nolan Bushnell, Atari had become a monster or king if you will, in home video gaming. When Warner purchased Atari in 1978 less than 1,000 people were employed. In 1982 there were almost 10,000. At one time Atari had over 50 office buildings in Silicon Valley. Manufacturing plants were in El Paso, Texas, Ireland and Taiwan. Of course the one in Taiwan probably saved them the most money as far as labor, it was dirt cheap. This seems to be the American business way even today. Atari grew so big at the corporate level, that no one really knew who was in charge. This is what caused many of its former executives to pack their bags and hit the door. Atari wasn't fun and games anymore. It was strictly business. Most of the people in charge were new to the video game industry. They didn't care what or how we, the player felt, or how good the games were, as long as Atari made money they had their jobs and that's all that mattered to them.

So what happened to some of those dedicated Atari originals? In 1982, Imagic which was formed by Rob Fulop, sold over \$50 million worth of games. Steve Ritchie and Eugene Jarvis who designed most of Atari's pinball machines found an open arms welcome at Williams Electronics. Bob Brown who left Atari in 1979, worked at Hitachi for three years. In June of 1982, Mr. Brown as executive vice president of Arcadia displayed the Supercharger for the 2600 for the first time. Noah Anglin, (former executive VP of the coin-op division) supervised the production of the Vectrex at General Consumer Electronics before GCE sold out to Milton Bradley.

So its major cast of characters was gone by 1982. Some such as Steve Jobs and even Mr. Bushnell with the \$15 million he received from Warner were long gone. Jobs now heads Next in Redwood City, California. Bushnell is now in

charge of Octus in San Diego.

So what went wrong with the 5200 Super System? There were a number of reasons why. First off lack of third party support killed it. The joysticks, even the improved ones released a couple years later were awful. Atari can also blame itself for rehashing old titles like Centipede, Pac-Man, Missile Command and others. Atari did land a deal with Lucas Film in 1982. Ballblazer and Rescue on Fractalus were released for play on the 5200. They are two of the best 5200 games ever released. CBS, Parker Brothers, Activision and Sega supported it for a while with their games. But most of those were rehashed ones also. What the 5200 lacked the most was original games.

Atari released the 7800 Pro System after Nintendo had already had a foot in the door. Once again, rehashing of old titles didn't help. But there were some excellent games released. Yet with only 60 or so titles, it too died a painful death. So 5200 fans were ripped, then 7800 players, and even now us 2600 fans only have memories of days gone by. Before announcing it was no longer going to support the 2600, some of the best games were released in the late 80's. Games such as Road Runner, Sprint Master, and Super Baseball really showed what the VCS was capable of. It makes you wonder why Atari won't support it or us anymore.

So what does the future have in store for devoted Atarians? The Lynx will also be taking a big plunge in the next year or so. And what about this top secret 64-bit machine Atari is supposed to be unveiling in the fall? Well we will just have to wait and see. How many times have we been taken for granted by purchasing a new updated Atari system, only to get burned.

You can't really live in the past, but you can play games from the past. No matter what some 16 year old Genesis or Super NES kid tells me how much better his games are than yesterdays, he's wrong. 2600 games are not only fun to me, they bring back memories of my teenage years in Ohio. Those can never be taken away. Not even by Atari.

TOPIC 2600

SPACEMASTER X-7

1982 Sirius/Fox

Designed by David Lubar

One Player/Joystick

By Jeff Adkins

Is space the final frontier? Not in the video game world. But it certainly is one of the biggest frontiers for space game fans. Spacemaster X-7 doesn't require warping from sector to sector, or rescuing downed pilots. It's simply a mission of destroying and surviving. For those of you who don't care for space games, it might be a different change of pace.

The object of the game is to eliminate as many Hyperion military bases as possible with missiles from your assault ship. The enemy bases remain stationary in the center of the screen. The bases are surrounded by a pulsating force field, which gradually enlarges then shrinks. There are two openings in the force field where you can enter to get in close to the base and destroy it. The base also releases various weapons and warships to defend against the assault ship. These are:

Fireballs- These are fired from the base randomly, flying in a straight path.

Heat Seekers- These try to smash into the assault ship. By staying near the edge of the screen, then moving, they will fly off the edge without reappearing.

Bouncers- Bounce about the playfield. They look like space snakes.

Wanderers- They simply float around the screen.

Homers- These are the worst of the bunch. They pursue the assault ship with relentless aggression. They are also hard to eliminate and avoid during higher levels.

Any of the base defenders can be destroyed with missile blasts. One important thing to remember is that when the assault ship fires missiles, it doesn't move. You can't shoot when moving, only while stationary. This is quite helpful in destroying the base. Once inside the force field, you can get in close and blast away without drifting into a defender or the force field.

Another nice feature is the base energy meter. Every base starts out with a plus (+) energy reading on the meter. As the assault ship blasts it with missiles the meter will begin to move left towards the minus (-) reading. Once it reaches minus, the base will explode. But if you shoot the force field, the energy reading will increase back towards the plus side.

At higher levels the base will start to build shields around it. The shields will continue to get bigger as long as the energy level remains toward the plus reading on the meter. When the meter moves to the minus side, the shields will grow smaller. So the quicker you can eliminate the base, the smaller the shields will grow. Hesitate too long and it's very hard to get inside the force field with full grown shields around it. You must also have patience when shooting at the base from outside the force field through the openings. But sometimes by getting rid of a pesky defender you will hit it a few times.

Coming into contact with the base, its force field and shields, or any of the defenders results in the loss of a ship. At the start of the game you have five assault ships. An extra ship is earned for every two bases destroyed, and at each 10,000 point interval. Nine extra ships can be shown in reserve, but you can still earn many more.

Scoring is as follows:

Fireball	25 points
Heat Seekers	100 pts.
Bouncer	50 pts.
Wanderer	200 pts.
Homer	400 pts.
Shooting Base	25 pts. per hit
Base Destroyed	1,000 pts. each for the first four. 2000 pts. for every one destroyed after the fourth.

At higher levels the defenders are shot from the base at high speeds and the force fields pulsate more quickly. It's very hard to get inside the force field during these levels. Plus with the defenders swarming around it can get very difficult to survive. This is what I enjoyed while playing the game, its challenge. It starts off slow gradually progressing to faster action. There isn't any time limit so caution and patience will lead to high scores.

Spacemaster X-7 isn't rare, but it can be hard to find. It has an original concept and is one of the better games released by Fox. It offers a refreshing change from invader type games or defender type scrollers. I recommend it for any 2600 fan.

SUMMARY

Graphics - The pulsating of the force field is done well. The base is nothing more than a square with a bar across its center. The base defenders all have their various shapes and individual movement. The assault ship looks like an asterisk. At times the force field has a sort of hypnotic effect during long sessions of play.

Sound - The defenders leaving the base, the sound of the force field, a base exploding, the shooting of missiles and the assault ship getting hit make up the various sounds.

Gameplay - This is one of the best space games I've ever played. The challenge of

getting inside the force field at higher levels is a tough one indeed. You can have a good game going with many ships in reserve, but when everything begins to move faster they will be drained quickly. But with a little practice anyone could become a spacemaster.

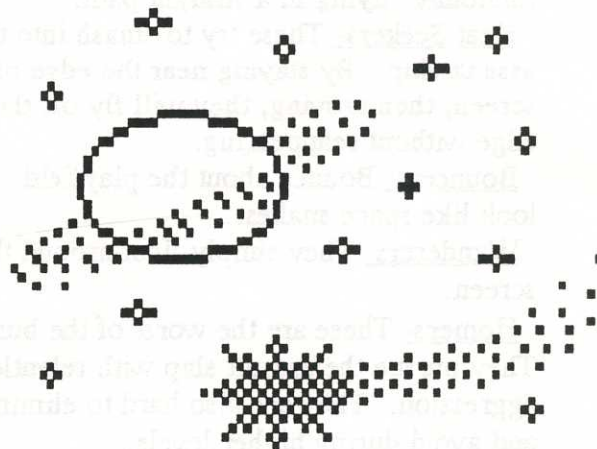
RATING

Graphics	**
Sound	**
Gameplay	***

Review Score:
102,575

TIPS:

- > Once inside the force field get as close to the base as possible. The closer you are, the quicker you can fire missiles to destroy the base.
- > Stay away from the top, bottom and side centers of the screen when the force field expands. Use the corners as safe spots.
- > Wait until a base defender is emitted from the base before entering the force field. Eliminate it, then enter.
- > When destroying a base try to get on top of it or below it centered, blasting away with missiles. In doing so any defender ready to be released will be destroyed.
- > Keep the fire button pressed then move the joystick in the direction you want to aim the missiles.



ESPIAL

1984 Tiger Electronics
One Player/Joystick

By Jeff Adkins

While Spacemaster X-7 is an excellent game, Espial is far from being one. Gameplay resembles the Dreadnaught Factor concept of flying above alien vessels, and blasting away with firepower. It might resemble the Dreadnaught Factor, but it is no where near as fun. Actually I have more fun looking at the game sitting on my shelf than playing it, if you can call that fun.

Assuming the role of a space pilot, you fly over various alien starships (bases) shooting flying enemies, cannons, cells, and diamonds. Upon reaching the fortress of each base and destroying it with laser beams and missiles, a short medley (which sounds like something from a Sesame Street game) is played and it's on to the next base. There are three different bases to conquer.

The first one, the block base is nearly as wide as the on screen playfield. The block base has cannons that shoot bombs at your space ship. Flying enemies of various shapes patrol the base, zig-zagging their way from the top of the screen towards the bottom. It can be extremely frustrating trying to destroy the enemy ships due to the fact that they appear as shadows. They tend to blend in with the different shades of the base. I found myself saying "Where the heck did that one come from?" many times.

The second base is the fantasy base. The first section is a giant bird, then next a butterfly. Cells emit bombs instead of cannons. Enemy ships move in the same zig-zag pattern. They can be a little easier to perceive here than the block base. It too has a fortress near the end to destroy it.

The last base is the diamond base. There isn't any cannons or cells, nor flying enemies or a fortress. Diamonds fly around pursuing the spaceships every move like homing missiles. The catch here is that they not

only appear at the top moving down, but they appear at the bottom (in pairs) moving up. So not only do you have to blast the diamonds in front of the ship, you must avoid the ones behind also. Eventually the ship reaches the end of the diamond base and it's onto another base where the enemies move faster.

The spaceship can be directed in any of the eight joystick positions. Crosshairs appear a little bit in front of the ship to help in aiming missiles. At the start of a game you have five spaceships, and that's all you get. No extra ships are awarded.

SCORING

Flying ships	20 - 80 pts. each
Fortress, cannon, cells	200 pts. each
Diamonds	90 pts. each

Anyone who has played the Dreadnaught Factor for IntelliVision or the 5200 would be in for a big disappointment with Espial. This isn't because of the VCS's limitations, the game was done poorly in all areas of gameplay in my opinion. But if you have the time and patience to be frustrated over and over, you might eventually enjoy it. But I doubt it. Espial can be tough to find, but it falls into the category of Halloween, Chuckwagon and others. They are sought after by collectors, but they aren't very much fun to play.

RATING

Graphics	*
Sound	*
Gameplay	1/2
Review Score:	20,240

TIPS:

- > Concentrate on destroying the cannons and cells. Both emit bombs which track the spaceship's every move.
- > When flying over the diamond base, lure the two diamonds that appear from behind the ship to the sides. Then get behind them and blast away. Remember that they appear in pairs.
- > Play something else!

5200 FILE

GAME OF THE MONTH

K-RAZY SHOOTOUT

1982 Kay Enterprises/CBS

Designed by Dr. Keith Dryer & Torre Meeder

One Player/Joystick or Trak-Ball

By Jeff Adkins

If you have ever played Berzerk than you can get a good idea of how K-Razy Shootout plays. It is a carbon copy. The only thing missing is Evil Otto's smiling face. A team of space commanders has been trapped in alien control sectors. Alien droids move about each sector with one thing in mind, eliminating each of the commanders.

There are seven sectors which must be cleared of droids. You begin play in sector one. The droids don't fire back in this sector. But from sector 2 on they return laser fire and gradually begin to move faster as you progress to the higher sector levels. Just like Berzerk you must avoid contact with the walls and barriers in each sector, or risk losing a life. You start each game with three commanders. For every 10,000 points scored an extra one is awarded, up to a maximum of four.

Scoring is as follows:

Shooting a droid	100 pts. (sectors 1-3)
Shooting a droid	200 pts. (sectors 4-7)
Droid collides with a barrier or another droid	10 pts. (all sectors)
Droid shoots another droid	50 pts. (all sectors)
Bonus Points	
<u>Countdown Bar Color</u>	<u>Escape Pts.</u>
Green	1,000
Yellow	300
Red	none

A countdown bar appears at the top of the screen for each sector. It starts out green and begins to disappear turning yellow then red. By eliminating all droids in each sector before it turns red, bonus points can be earned. If it runs out completely the game ends. By exiting a sector before all of the droids are destroyed, you will have to replay up to two sectors without scoring points. The game also uses a time meter which keeps track of time throughout the game.

The 5200 joystick is once again a big pain at times. By holding in either bottom side button, you can move the joystick in any eight directions to aim at the droids. Every commander has an unlimited supply of power pack casings. Each of which holds 50 laser rounds of ammo. Once the game ends it will show how many casing you used during play. A rank is also given at games end. Each rank consists of five classifications. One the highest, five the lowest.

The ranks in order are:

Goon
Rookie
Novice
Gunner
Blaster
Marksman

Unlike Berzerk where all the robots are on screen at once, the droids only appear in groups of three. By destroying droids, replacements appear near the sides of each sector. The best strategy is to try to keep each commander near the middle of a sector to avoid contact with replacement droids. Sometimes though you will have to move towards the sides in order to avoid being hit. Just

about every time I would shoot a droid then move towards a side, the new droid appeared on the same side I moved. This was very annoying!

Another important strategy is to try and make the droids shoot one another, or lure them into each other or barriers. This is a must in order to survive from sector five on. Hiding behind a barrier also helps in getting rid of the droids. So far I've been able to reach sector six but the droids move fast and fire so quickly I get wiped out in no time. Besides the challenge surviving each sector, you must also accept the challenge of doing so with a 5200 joystick. I've snapped a few 2600 joysticks in my time, yet 5200 joysticks are a little harder to break if you know what I mean. But with some patience and practice any game can be beaten.

SUMMARY

Graphics - This is one of the poorest 5200 games as far as graphics. The droids look like someone took a sledge hammer and whacked them on the head. The space commanders look just like the guy from Mountain King. After losing a life one of the commanders in reserve walks along the bottom of the screen swaying then falling over dead. After eliminating a droid, radioactive debris appears for a couple of seconds. The screen flashes red after earning an extra commander.

Sound - Lose a life and the Death March plays. Other sounds include laser fire, droids being destroyed and the tallying of bonus points.

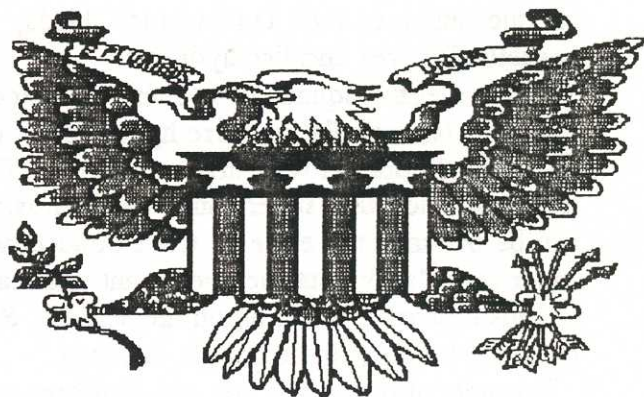


Gameplay - At first I didn't enjoy it. But after fighting with the joystick I accepted the challenge. I always seem to enjoy games that use a ranking system. Trying to get to a marksman ranking though is another story. If you enjoy Berzerk, then you will probably like K-razy Shootout.

RATING

Graphics *
Sound *
Gameplay **1/2

Review Score: 24,910
Time: 20.47
Casings: 4
Rank: Gunner
Class: 4
Sector: 6



TIPS:

- > Play the center of each sector whenever possible.
- > Let a droid shoot, then move in with a laser shot of your own before its shot leaves the screen.
- > As the instruction book states: "When a commander turns green only six or less droids are left."
- > If you can destroy all of the droids in under 1.93 on the timer you'll get the 1,000 point bonus. My best so far is 1.25.
- > Use the first sector to practice your shooting technique.

7800 PROSYSTEM

SCRAPYARD DOG

1990 Atari CX7879
One Player



By Delf Meek

Scrapyard Dog is one of the hardest games I have played on the 7800. In this game, Mr. Big has kidnapped your dog, Scraps. You play the role of Louie, the junkyard guy. You must go through different stages to answer the phone at the end to get further instructions. You go through the junkyard, the city, and the sewer. Throughout these sections, you must conquer enemies such as rats, mice, birds, basketballs, tires and fire hydrants.

You can either squash your enemies, (except for tires, basketballs, and fire hydrants) or you can defend yourself with different items. These items include cans, super cans, and bombs. Cans can be obtained the easiest. Cans bounce while super cans "seek" out the enemy automatically. Bombs destroy everything on the screen. Super cans and bombs can be bought at shops.

Throughout the game, you can find bonus rooms. There are three different types of bonus rooms. These include the piano room, office room, and the sewer room. The piano rooms are found in dumpsters in the junkyards. It consists of a giant piano keyboard. You press the "P" icon and the piano plays a tune. You must then hop on the keys in the right order to play the tune. Play it correctly, you will be rewarded special items such as money bags, and even extra lives. The other type of bonus room is the office room. These are found in the city. These are rooms which consists of chairs and filing cabinets. Items will appear in the room. You must then try to get the item before it disappears. It is easier said than done because there are

obstacles in your way. The last type of bonus room is the sewer room. This room is a bunch of sewer pipes. You must go through the correct combination of pipes to get a special item at the end.

When you get to the last level, you must fight off gangsters in Mr. Big's hideout. This is where it is very helpful to have bombs or even super cans. After you get through the gangsters, you must go to a puzzle room. In this room, you must arrange pieces of a puzzle to form a picture of Mr. Big. As you do this, a blade saw is coming down slowly. Underneath is your dog, Scraps. You must complete the puzzle before it reaches the bottom or it is fate for your dog.

Overall, Scrapyard Dog is a good game. The graphics, and sound are good and the gameplay is excellent. This is a game that will keep you playing for awhile. I would recommend it to 7800 collectors.

RATING

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

TIPS:

- > In the office bonus rooms in the city, go in and watch where all of the items appear, but don't touch any of them. After you see where they fall, exit, and enter again. You now know where all of the items will appear.
- > There are certain spots in certain levels that have hidden items like cans and money bags. See if you can find them.
- > Buy plenty of shields--they are the best investment.
- > Cash most or all of your cans in to get money. Cans are the most abundant.

INTELLIVISION VID BITS

We've had a lot of requests for the IntelliVision cartridge list which appeared in a previous issue. So here it is for all you new readers, courtesy of Ralph Linne.

INTELLIVISION CARTRIDGE LIST

By Ralph Linne

MATTEL/INTV

1. AD&D: Cloudy Mountain
2. AD&D: Treasure Of Tarmin
3. Alpine Skiing (US Ski Team Skiing)
4. Armor Battle
5. Astrosmash
6. Auto Racing
7. B-17 Bomber
8. Backgammon (ABPA Backgammon)
9. Basketball (NBA Basketball)
10. Big League Baseball (Major League)
11. Bomb Squad
12. Bowling (PBA Bowling)
13. Boxing
14. Bump 'n Jump
15. Burgertime
16. Buzz Bombers
17. Checkers
18. Chess (USCF Chess)
19. Football (NFL Football)
20. Frog Bog
21. Golf (PGA Golf)
22. Hockey (NHL Hockey)
23. Horse Racing
24. Jetsons Way With Words
25. Kool-Aid Pitcher Man
26. Las Vegas Poker & Blackjack
27. Las Vegas Roulette
28. Lock'N'Chase
29. Loco-Motion
30. Master Of The Universe: HE-MAN
31. Math Fun
32. Melody Blaster
33. Mind Strike
34. Mission X
35. Motocross
36. Mr. Basic Meets Bits'N'Bytes
37. Night Stalker
38. Pinball
39. Reversi
40. Royal Dealer
41. Scooby Doo's Maze Chase
42. Sea Battle
43. Shark! Shark!
44. Sharp Shot
45. Snafu
46. Soccer (NASL Soccer)
47. Space Armada
48. Sea Battle
49. Space Hawk
50. Space Spartans
51. Star Strike
52. Sub Hunt
53. Tennis
54. Triple Action
55. Tron: Solar Sailer
56. Tron: Deadly Disc
57. Tron: Maze-A-Tron
58. Utopia
59. Vectron
60. Word Fun
61. World Series Major League Baseball

INTV

62. Commando
63. Dig Dug
64. Diner
65. Hover Force
66. Learning Fun Album 1
67. Learning Fun Album 2
68. Pole Position
69. Stadium Mud Buggies

- 70. Super Pro Basketball - Slam Dunk
- 71. Super Pro Decathlon
- 72. Super Pro Football
- 73. Super Pro Golf - Chip Shot
- 74. Super Pro Hockey - Slap Shot
- 75. Super Pro Skiing - Mountain Madness
- 76. Super Pro Volleyball - Spiker!
- 77. Super Pro Wrestling - Body Slam!
- 78. Thin Ice
- 79. Thunder Castle (Mystic Castle)
- 80. Tower Of Doom
- 81. Triple Challenge
- 82. World Champion Baseball

IMAGIC

- 83. Atlantis
- 84. Beauty & The Beast
- 85. Demon Attack
- 86. Dracula
- 87. Dragonfire
- 88. Fathom
- 89. Ice Trek
- 90. Microsurgeon
- 91. Nova Blast
- 92. Safecraker
- 93. Swords & Serpents
- 94. Tropical Trouble
- 95. Truckin'
- 96. White Water!

ACTIVISION

- 97. Beamrider
- 98. Dreadnaught Factor
- 99. Happy Trails
- 100. Pitfall
- 101. River Raid
- 102. Stampede
- 103. Worm Whomper

COLECO

- 104. Carnival
- 105. Donkey Kong
- 106. Donkey Kong Jr.
- 107. Lady Bug
- 108. Mousetrap
- 109. Turbo
- 110. Venture
- 111. Zaxxon

ATARI

- 112. Centipede
- 113. Defender

NICE IDEAS

- 114. Championship Tennis
- 115. World Cup Soccer

SEGA

- 116. Congo Bongo

PARKER BROS.

- 117. Frogger
- 118. Popeye
- 119. Q*Bert
- 120. Star Wars: Empire Strikes Back
- 121. Super Cobra
- 122. Tutankham

ATARI/INTV

- 123. Pac-Man

INTERPHASE

- 124. Blockade Runner
- 125. Sewer Sam

Ralph is our regular IntelliVision writer. He's also the editor of "IntelliVision Lines" the only newsletter that we know of that is entirely devoted to the IntelliVision. Reviews and INTV history make this a great source of information for INTV fans. For a sample issue write to:

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KEYBOARD KLASSICS

MINER 2049er

1982 Big Five Software
Designed by Bill Hogue
Cartridge for Atari 400/800 & Other
Compatibles

By David Sweeten

This is one of my all time favorite games for the Atari computer system. It is an interesting game in that it was the first real success at being a multi system game, with versions available for almost every system of the day. The Atari computer version was the first, and I have always believed, the best version. Bill Hogue, the man responsible for the games concept, also did all the programming for this version.

One of the most outstanding features was its large memory size of 16k ROM. Most other games at this time were 8k ROM at the most. Miner put this memory to good use boasting 10 completely different screens, and 10 different skill levels of play. (And if anybody out there can beat skill level ten, I would like to know how you managed it.)

Miner is basically a jumping and climbing game with the added twist that you have to cover every inch of ground to finish a screen. Mutant creatures harass your character, the mounty Bounty Bob, every step of the way, threatening to turn him into a puddle of radioactive goo. Items are scattered around the screen which will turn the mean radioactive glowing mutants into nice smiling green mutants for a short time and allow you to dispose of them. The game borrows a bit from Pac-Man in this aspect.

STATION 1 - The Mine Shaft

This is a straight forward warm-up to get you used to the idea of filling in the floor

squares, avoiding the mutants and making some small jumps.

STATION 2 - The Slides

In this level slides are added to complicate game play. Walking across a slide will send you down it, and if you haven't cleaned up all the mutants this can be deadly. It is possible with practice to fill in all the blocks around a slide without going down it.

STATION 3 - The Transporters

This is the first transporter screen. You will only need to use the transporters twice if you fill in the screen clockwise starting at the bottom left. Using a transporter entails standing completely in the transporter box and pushing the corresponding key on the keyboard (1 thru 4). The transporters will be disabled for a few seconds after each usage. The transport effect looks very nice and is quite similar to the old series Star Trek transporter effect.

STATION 4 - The Lilipads

This screen will make you perfect your jumping skills, and you will also learn (many times the hard way) how far you can fall and survive.

STATION 5 - Advanced Lilipads

This screen combines moving platforms, slides, and requires pin-point accuracy jumping. Careful maneuvering is needed to fill in the top platform without a time consuming trip down the slides.

STATION 6 - The Radioactive Waste

Presumably this is the source of all the ill tempered radioactive mutants you have been running into. There is no special trick to this screen other than remembering to complete the entire screen before going into the lower right hand corner. It is a dead end with no way out but a suicide leap into the radioactive waste. Sunglasses might also be helpful, the glowing waste is a bit hard on the eyes.

STATION 7 - Advanced Transporters

This screen combines transporters with slides and moving platforms. It requires more usage of the transporters and you will need to circle the screen several times to fill in all of the floor squares.

STATION 8 - The Lift

On this screen you will need to use a scissor lift to reach all of the different platforms. To start the lift, jump onto it and press the space bar on the keyboard. The engine will start and you will be able to move the lift. To turn the lift off, just push the joystick button. Be certain of where you want to position the lift before you get off, because you will have to get back on again. Also, be careful of the slides, they can deposit you on a platform that you will not be able to leave alive.

STATION 9 - The Pulverizers

This screen requires you to circle it six times, risking death at the pulverizers each time. The best way to start this round is to go directly to the bottom of the screen and kill the mutant that wanders around under the pulverizers. He can be a real hazard while you are timing your walk through the pulverizers. When riding the moving platforms across the screen, you must jump to reach the platforms at the left or you will be deposited on the slide. It is possible to walk across the roof of the pulverizers to reach the lowest platform.

STATION 10 - The Cannon

On this screen you must load a cannon with TNT to blast yourself to the upper levels. To accomplish this, pick up some TNT (one piece per level), climb to the platform above the cannon, and walk off into the cannon. Then align the cannon with the platform you're shooting for and press the joystick button. If you overload the cannon (more than three pieces of TNT), you will be blasted off the screen and end up a pancake with feet sticking out the top. Careful timing on the slides is crucial, because there is no way to dispose of the mutants on this screen.

SUMMARY

Graphics - Bounty Bob is nicely animated, with attention given to detail. Bob is wearing his mounty outfit complete with belt and hat. He wears a smile with buck teeth showing while shuffling along, and he has a frightened expression when jumping. When Bob falls to his death, he gets smashed down so that only his hat is left. One very nice feature of this game is the random color generator. It randomly chooses a different color for the floor, slides and ladders for each screen, so they're varied each time you play.

Sound - There is some nice music for the title, but none while the game is being played. What you do hear for most of the time while you're playing, is Bob's feet shuffling along. There is also a scale up and down sound for when Bob jumps. The mutants make a plaintive wailing sound when they die. There are also some more sounds scattered through the game for various equipment such as the transporters and the lift.

Gameplay - Bob controls smoothly and covers a set distance with each jump. Once you get the feel for his speed and jumping distance, it becomes reasonably easy to judge where you need to stand for jumps. All of the various equipment controls easily and greatly enhances gameplay.

RATING

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

TIPS:

- > Don't go out of your way to kill the mutants. They aren't worth the lost time unless they are going to block your path.
- > Bob can survive a much higher fall by walking off a platform than he can by jumping.
- > Try to always finish the platform you're on so you don't have to waste time backtracking.
- > Don't touch anything that glows. All glowing objects are deadly.
- > When starting a new screen, it is best to pause the game and examine the screen for the best route to take.

ODYSSEY OUTPOST

TURTLES

1983 Konami
One Player

By Ben Hutchins

Turtles started as an arcade game, but was adapted for play on the Odyssey2 by Konami. Turtles, in my opinion was the best cartridge made for the Odyssey2. It has the addictive qualities and enjoyability needed to make a good video game.

You start the game with four turtles, and can earn an extra turtle when you achieve 5,000 points. The object of the game is to rescue all of your baby turtlettes and take them home, avoiding beetles to advance your way through 8 floors and finally the roof of the Turtle Towers Hotel. Your turtle maneuvers through a maze-like playing field. This field is dotted with question marks. The maze patterns switch on every other level, offering a total of four different maze variations. In the middle of the maze is a flashing "X". When your turtle walks over this X, he gains 3 more bombs. You can release a bomb by pushing the action button. When a beetle runs into a bomb, it is temporarily immobilized and you can quickly escape while the beetle is stunned. Beware, however, once you drop a bomb, you can't drop another until a beetle runs into the one that you've already dropped.

When you touch one of the before mentioned question marks, you either find a baby turtlette which eagerly crawls onto your back, or you unleash an evil beetle.

Once you have found a baby turtlette, and it has crawled onto you back, a house appears somewhere on the edge of the screen. You must then deliver the turtlette to the house

avoiding the beetles on the way. This procedure is repeated until you have saved all the turtlettes and you advance to the next floor.

SCORING:

Discovering Baby Turtlette	100 points
Discovering a Beetle	80 points
Bombing a Beetle	50 points
Delivering a Turtlette Home	150 points

The beetles begin every board being a light blue color, meaning that they are blind. They then advance to yellow, which means that they can now see you along straight lines. Their final, and most deadly stage is when they turn red and can even locate your turtle around corners! The beetles reset to blue and start the cycle over when they've been bombed.

A strategy that I often use when playing Turtles is to collect as many bombs as possible on the earlier levels, because as you advance in levels the stock of available bombs decreases.

I believe that Turtles is certainly a wonderful and addictive addition to any Odyssey2 collection.

SUMMARY

Graphics - If you've ever played on the Odyssey2, then you know of it's limited graphics capabilities. Turtles does have much better graphics than most Odyssey2 games, so I had to give it leniency in this category. The graphics consist of a little red turtle with legs that move back and forth when you move. The bombs that you drop are simply white "X"s. The beetles look like old models of an atom (a hazy center with a moving X criss-

crossing it). When you clear a level, a between level "intermission" screen appears and displays three ladders, the two outside ladders have beetles crawling up them and the center ladder has your turtle crawling up it.

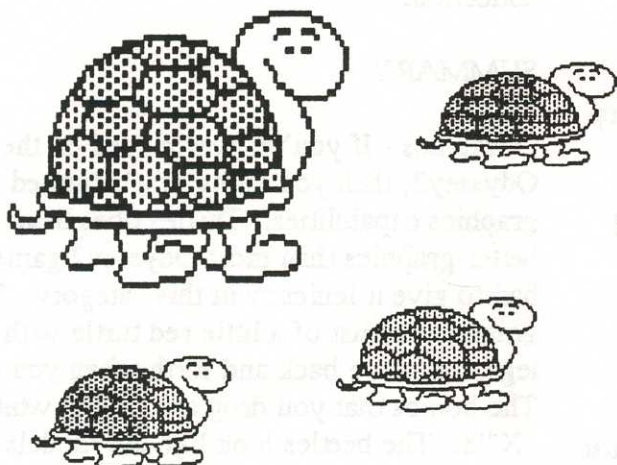
Sound - This was a Voice enhanced game, but take my word for it and turn your Voice Module (if you have one) all the way down! All that the Voice does is play the song "The Old Gray Mare" on even numbered levels, and an original song on the odd numbered levels. Other noises that play through the TV speaker occur when you drop a bomb, when your turtle is killed, when a beetle runs into a bomb, when you uncover a bug, when you rescue a turtlette, and when you deliver a turtlette safely home. There is also a rhythmic sound when you are walking along the maze. At the end of each level, you are rewarded with a short melody.

Gameplay - The turtle on the screen reacts well to joystick control, except when rounding corners. You must learn to time your turns to successfully maneuver about the maze.

RATING

Graphics ***
 Sound **
 Gameplay ***

Review Score: 19,850 points



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New 2600 Games \$5 each or Two for \$9

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Send me your trade list and perhaps we can swap. Please enclose .50 cents per cart for postage. Thank You!

* Indicates game comes with inst. book.

Jeff Adkins
11 Windsor
Attica NY 14011
(716)591-1519 after 5 pm.



FOR SALE: 2600 carts- \$2.50 ea.
2600/IR/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. (*)

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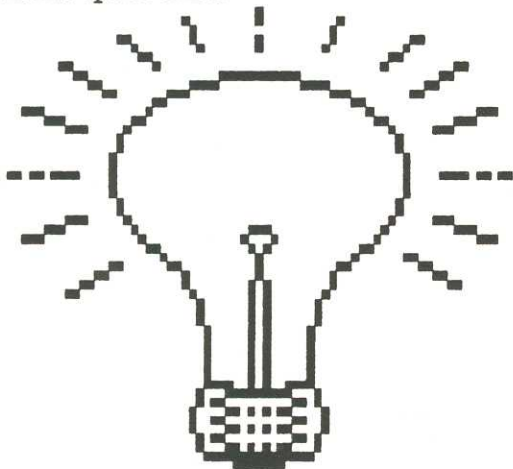
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AND FINALLY

Fandango has returned in Video Games & Computer Entertainment (April issue). Chris Bieniek has taken over for Arnie Katz and has done an excellent job. CS&G's Halloween issue was reviewed along with issue #13 of the 2600 Connection. Besides reviews, a picture of each zine is included, which is a nice addition. Russ Perry Jr. also received his due in the 2600 Connection review. Russ seems to be a major letter contributor to all the big time mags lately. I hear that the Game Doctor will be retiring soon. Perhaps Russ can take over the practice. He would be an excellent Game Doc in my opinion. Anyway, thanks for the kind words and ego boost Chris. The back issues are heading your way.

Al Backiel has sent in some updated info on Web Wars (issue #14). Al found out that you can earn an extra life at 500,000 points also. He scored a whopping 566,463 points in doing so and was able to improve his insect total to 12 (68,077 points). I know what Al's been doing in his spare time.

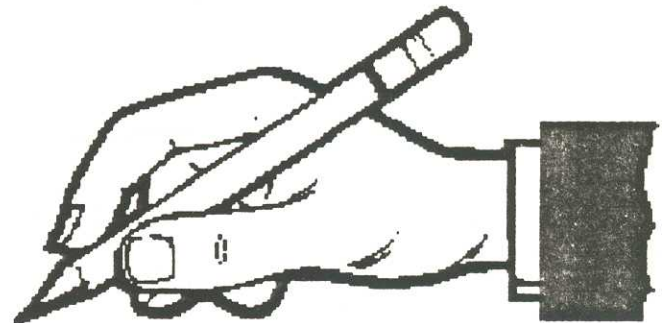


The first edition of The Collectors Guide to 2600 Games is now available. The guide rates every 2600 cartridge on a scale of collectability and offers the expertise of

ten of the leading 2600 collectors from around the nation. Judges include Jeff Adkins, editor of Classic Systems and Games, Tim Duarte, editor of 2600 Connection, Al Backiel and John Marcin, owners of two of the largest 2600 collections in the world, Russ Perry, Jeff Scott, and several other long-time collectors. Each expert rated every cartridges's scarcity on a scale of 1 - 5, with special categories for prototypes and commons. The editors averaged the judges' figures to produce a collectability rating for each game, an ideal reference for trading and cart hunting. The guide features an informative introduction to collecting 2600 cartridges, and is available for \$2.50 (which includes postage). For a copy contact:

Jeff Cooper
6407 S. 28th West Pl.
Tulsa, OK 74132

In closing I'd like to thank Al Backiel, Scott Stilphen, Russ Perry Jr., Ralph Linne, Delf Meek, Mark Androvich, Alex Reynolds, and Mike Schiela for contributing articles to the newsletter. Great Job Guys!! I would like to see some female contributors, after all I'm not a male chauvinist pig, I'm just a slug. So how about it ladies? Anyone can contribute!



Until next issue, Happy Gaming!

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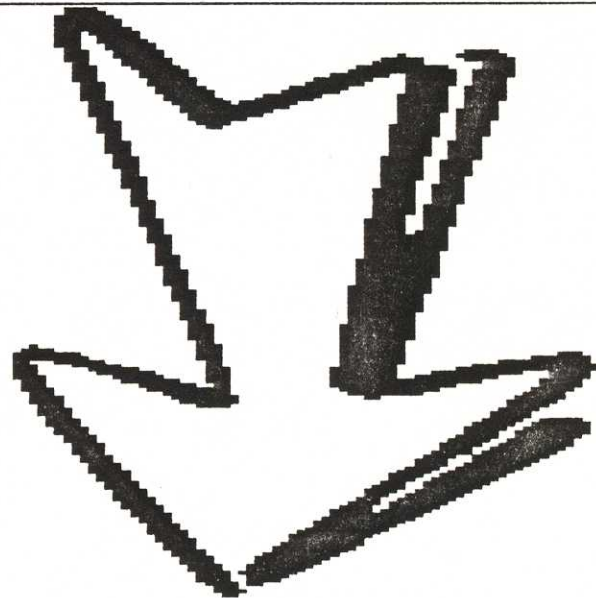
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