

CLASSIC SYSTEMS & GAMES

MONTHLY

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GAME REVIEWS

- **7800**
Centipede
- **COMPUTER**
Atari 400/800
Bounty Bob Strikes Back!
- **INTELLIVISION**
Sewer Sam
- **ODYSSEY**
Alien-Invaders Plus

GAME OF THE MONTH

BOUNTY BOB STRIKES BACK!

FROM CARTRIDGE FOR USE ON ALL ATARI HOME COMPUTERS with 16K minimum memory and one joystick.

BIG FIVE SOFTWARE

ALSO A GUEST OPINION FROM MARK ANDROVICH!

FROM OUR EDITOR

More and more people are finding out about others who share the same devotion to the games and systems of yesteryear. Through such excellent publications as 2600 Connection and Digital Press, a small number of players and collectors now have somewhere to turn when in need of help locating that elusive cartridge or just corresponding with fellow gamers. CS&G is proud to be a part of the current class of "classic" fanzines. While all of the video game zines are different individually, we all try to be as informative as possible about the one thing we all still enjoy, the classics. A great amount of time and effort are put into each issue. I'm sure that my fellow editors will agree that nothing is more satisfying than wrapping up an issue and getting it out to the readers. Yes, there will be a few issues that might not be as good as previous ones, but bigger and better ones are in store for all of us. CS&G will be going through such changes in the next few months. I hope that someday perhaps we all might be able to get together somewhere for the first annual Classic Gaming Convention. I know I'll be there!

Jeff

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ATARI SCOREBOARD

Have you ever wondered what Atari considered good scores for many of the VCS games they released? In Part I of the Atari Scoreboard we'll take a look at scores that were chosen outrageous, great, and good by engineers at Atari. There were 40 games in all that were included in the VCS Logbook. During 1982 by filling out and mailing back warranty registration cards for the 2600, Atari would mail back the log book free if you checked the box for it. In the back of the logbook individual game scores could be entered. These particular logbooks are hard to find (at least here in Western New York). Atari didn't give away much during its "King of the Hill" years. Even if it was a logbook it was free. Obviously not very many people sent back their warranty cards. Not let's look at some of those scores.

Human Cannonball- Game (3) Difficulty (A)

Rank	Score
Ace Stuntman	7 hits, 0 misses
Nerves of Steel	7 hits, 3 misses
Certified Daredevil	7 hits, 6 misses

Sky Diver- Game (2) Difficulty (A)

Rank	Score
Paratrooper	95 +
Chutist First Class	85 +
Daredevil Diver	75 +

Breakout- Game (1) Score 864 Difficulty (B)

Rank	No. of Balls
Incredible	1
Masterful	3
Determined	5

Circus Atari- Game (6) Difficulty (B)

Rank	Points
Greatest Show on Earth	8,300
Good Show	6,400
Side Show	4,800

Maze Craze- Game (6) Difficulty (B)

Rank	Score
Atari Finest	Win Level 3
Super Cop	Win Level 2
Gumshoe	Win Level 1

Video Pinball- Game (1) Difficulty (B)

Rank	Score
Pinball Wizard	400,000
Pinball Pro	340,000
Pinball Hustler	280,000

Super Breakout- Game (5) Difficulty (A)

Rank	Score
Smashing Success	8,000
Wall Buster	5,000
Apprentice Ace	3,000

Pac-Man- Game (6) Difficulty (B)

Rank	Score
Leader of the Pac	10,000
Healthy Appetite	5,000
Yum-Yum	2,000

Asteroids- Game (8) Difficulty (A)

Rank	Points
Galactic Commander	90,000
Fleet Commander	75,000
Cosmic Crack Shot	50,000

Space Invaders- Game (9) Difficulty (B)

Rank	Score
Alien Annihilator	9,000
Alien Exterminator	6,700
Alien Eliminator	4,500

Yars Revenge- Game (6) Difficulty (A)

Rank	Score
Yar General	500,000
Yar Avenger	230,000
Honorable Scout	100,000

Missile Command- Game (6) Difficulty (B)

Rank	Score
Missile Commander	200,000
Missile Captain	160,000
Missile Ensign	90,000

Backgammon- Game (3) Difficulty (B)

Rank	Score
Ace	Win 7 out of 8
Gifted	Win 6 out of 8
Good	Win 5 out of 8

Video Checkers

Rank	Score
Ready to Play Blindfolded	Win Level 7
King-Maker	Win Level 5
Getting Good	Win Level 3

7800 PROSYSTEM

CENTIPEDE

CX7801

By Delf Meek

Centipede was one of the "re-hashed" titles from Atari when the 7800 was introduced. The only thing that I can say is that it is just another version of Centipede except with better graphics.

The idea behind the game is simple-- blast the Centipede coming down at you while shooting and avoiding other deadly enemies such as the Spider, Flea, and the Scorpion.

Everytime you destroy a segment of the Centipede, a mushroom appears in it's place. The Spider jumps around the bottom of the screen and destroys any mushrooms in it's path. Destroy too many mushrooms, and the pesky Flea will start to attack. Unlike it's other foes, it takes two hits to destroy it. After the first hit, it will start to come down twice as fast. It is important to keep a good supply of mushrooms on the bottom of the screen for this reason.

Starting the third wave, the Scorpion will come across the top portion of the screen making every Magic Mushroom in it's path into a Poison Mushroom. When the centipede hits a Poison Mushroom, it darts straight down at a fast speed ending up at the bottom of the screen where you are. You must then do some fancy shooting and moving around to destroy all of it.

SUMMARY

Graphics-

Graphics are up to par for a 7800 game. The

mushrooms and other characters are detailed, but they are "squoshed" some.

Sound-

The sound is fair. I thought the 5200 version delivered a better sound on this game than the 7800. The 7800 version sounds like "blat, blat" when the Centipede is hit while the 5200 has a strong, powerful "pow, pow" sound.

Gameplay-

The 7800 delivers here. It is very high action packed. I thought the idea of having a Dual Player Competition and a Team Play game was a great idea. This makes the game more exciting to play because two people play at the same time on one screen. You can really rack up a high score this way. A nice addition to the game.

RATING

Graphics	***
Sound	**
Gameplay	***

TIPS:

- > Create a corridor where the Centipede will follow down. You can then blast it away with ease wave after wave.
- > If you don't want the Flea bothering you, keep a good supply of mushrooms at the bottom of the screen.
- > The closer you shoot the Spider, the more points you get.

GUEST OPINION

My name is Mark Androvich, and I am a classic videogame fan. You might have seen a few of my reviews in these pages. One thing you will note is that I don't usually comment upon the subject matter of a game. That is because most classic videogames weren't controversial. Yes, I remember that Custer's Revenge caused a stir, and rightly so, among American Indians and women's groups. And I do recall that there was a group who objected to the game Freeway because the chicken got run over by a car (although they didn't seem to care about Frogger). For the most part, however, the subject matter of videogames has not been controversial. Lately, a lot has been said about the violence in television programs, and it appears that our legislators may actually do something about it. I'm not sure that this will change the increasing amount of violent crime perpetrated by the youth of our society, but perhaps it will make us feel better. I've noticed however that all the hoopla over television censorship and self-regulation, nothing has been said or done about violent videogames. Even though I am a big fan of videogames, and not one who views them as evidence of our society's "moral decay," I still think that we have a problem and we need to do something.

Last week I was at a miniature golf course, having just played a round with a group of friends. There were five of us, aged 26 to 30. We are all professionals-- three doctors, a toxicologist, and an attorney. Definitely not the type of people to be easily offended by the latest Madonna book, rap album, or an MTV video. However, on our way out we caught a glimpse of a game called "Mortal Kombat." Being the avid videogamer that I am, I was the only one in our group who had ever heard of it. I admit, however, that I had not actually played it before. We watched as children no more than 10 years old poured quarters into this game, the object of which appears to kill your opponent in the most violent way possible. I'm not talking about kicking and punching until a graphically non-descript enemy falls down and disappears. This game requires players to decapitate opponents, rip their spinal column out, cut their rib cage open from the front, and Godknows what else. The enemy collapses in a pool of blood, as the victor raises

his hands in triumph--all of which is accompanied by blood-spurting graphics and sound effects. At first I shook my head in disbelief, but after a few minutes of watching I was disgusted.

Which would you imagine has a worse long-term effect on children-- watching a murder on TV or participating in one through a videogame? At least with a violent television show, the gore is minimal. There is usually a story which continues after a violent scene ends. Although sometimes used to titillate, in most cases the violence serves to draw viewers into a story and to feel concerned about characters or events. Violent television shows are also aired in the evenings, not opposite Sesame Street in the early morning when younger kids may be watching unsupervised.

Movies are generally worse. However, slasher movies in which the violence is gratuitous are rated R, and at least young children are supposed to be accompanied by parents to such films. In reality, I understand that eleven and twelve year-old kids are allowed in without question. However, I doubt very much that a six or eight year-old child will be able to purchase a ticket to "Friday the 13th Part Infinity" by himself.

Nothing stops the same child from dropping quarters into a videogame with equal or worse levels of violence and gore than an R rated movie. Unlike a TV show, the entire focus of the videogame is often violence. And rather than watching such violence, the videogame player directs it and participates in it.

It seems to me that the reason this is a fairly new problem is due to the more sophisticated graphics of today's games. Videogames now feature digitized characters that look and move more like human beings-- a long way since the early 1980's and games such as Halloween and The Texas Chainsaw Massacre. Back then these games were sold only to adults due to their violent themes, but they are nothing when compared with the carnage which has become acceptable today. Another recent difference is the nature of videogames themselves. Think back to the arcade favorites of years past-- Centipede, Asteroids, Frogger, Pac-Man, Donkey Kong, etc. Sure there is some violence in these games, as with any game in which you are given "lives" which can be "killed." But

compare these type of games with today's arcade hits. Aside from a few racing games and an occasional novelty, for the most part today's arcades feature games in which the object is to fight other characters to the death. Punching and kicking have been part of the "fun" ever since Double Dragon allowed you to smack the bad guys with a baseball bat or throw knives at them. Not once have I seen a recent game where the object is to avoid conflict. Aren't kids therefore being taught some sort of lesson from these games, whether intentional or not?

Violence has become more prevalent in our society, and I'm not sure that there isn't a connection with violence becoming more acceptable in videogames. How did this happen? Why are violent videogames acceptable? I'm sure that most everyone would object to a videogame in which the object was to kill policemen, babies, women and children. At the same time, no one would object to a game where the goal was to destroy Nazi soldiers, drug dealers, or (gulp!) lawyers. The violence has somehow become acceptable just because it is directed against "bad guys." Just look at the game Narc, for example. As part of the war on drugs, which might be an admirable goal, players blow drug dealers into flaming, bloody pieces. I'm sorry, but in my opinion the ends don't justify the means. Excessive violence is just that, regardless of who the good guys or bad guys are. Do you think that children think "It's okay to blow this guy up because I'm a police officer acting in self-defense" when they play a game? Of course not! All they know is that the object of the game is to kill another person. To win, they need to decapitate their opponent, and they learn how to do so by moving the joystick and pressing certain buttons.

So what can be done about the problem, assuming we can convince people that there is a problem? I really don't know. We could restrict younger children from arcades or a portion of the arcade where all the violent games can be placed, just as we can restrict minors from viewing pornography. We could raise the monitors so that the games are accessible only by persons over five feet tall, although that would also restrict older players who just happened to be shorter than average.

On the other hand, perhaps we should be

focusing on prevention rather than a "cure." The game manufacturers themselves should take some responsibility. What are their possible excuses for all this violence anyway? That non-violent games aren't successful? (What about Sonic, the Mario Bros. series, Tetris, and countless others?) Is it that players demand realism? (Maybe so, but how many of us know from first-hand experience what decapitation looks like?) And after all, isn't there a less-graphic way of presenting the same game? Couldn't the game still work and be enjoyable without the same level of graphic violence? If not, doesn't that prove that the object of the game and the enjoyment of it comes solely from the violence itself? Isn't this some-thing that we should limit to adults, who have learned to differentiate between fantasy and reality?

The sad truth is that violent games do seem to attract the most quarters at the arcade. I think that this is probably for the same reason that traffic accidents attract gawkers. People are curious to see the bloodshed. Young people, who are the target audience of videogames, seem to be more indifferent to the rights of other people and the value of life than they ever have before. I'm sure adults probably said the same things about us when we were children, but did we take guns to school? How many of our friends were shot to death by someone who wanted their sneakers? Did we steal cars at gunpoint when we were 13 years-old? Let's face it-- society has changed for the worse. I'm not placing the blame for this change solely on videogames, and I'm not naive enough to think that if videogame violence was eliminated everything would be perfect. Yet, in my opinion, there is no moral justification for a game like "Mortal Kombat" which can't help but contribute to children's propensities towards violence.

Should we prohibit violent games? No, since that would arguably be infringing upon First Amendment rights. Should we be concerned about the effects that violent games have on children? Yes, we should. Should we do something about it? Again, definitely. The next time you are at an arcade, look around you. The only thing more disturbing than watching an eight-year old child yell "Kill him!" while his friend disembowels a videogame opponent is that no one seems to be bothered by such a scene.

KEYBOARD KLASSICS

GAME OF THE MONTH

BOUNTY BOB STRIKES BACK!

1984 Big Five Software

Designed by Bill Hogue

Cartridge for Atari 400/800 and Compatibles

By David Sweeten

This is my favorite game of my classic systems bar none! It's unbelievably long for a cart with 25 different levels, and a huge 40k ROM memory. However, it requires only 16k memory on your computer to run. This is accomplished by "banking" the memory in the cart, so it's only feeding your computer the info in chunks that it can handle. A cart this size was previously unheard of for Atari computers. It's very sad that this game came out just before the big crash. If it was an example of the things possible on the Atari computers, we would have had some really great games coming from Bill Hogue and other innovative programmers. It was supposed to be available for the 5200 also, but I have never been able to confirm if it was released. In fact this seems to be a rare game in the 400/800 version, so I would recommend grabbing it if you run across a copy.

The game is basically Miner 2049er taken to the extreme. A great thing about this cart is the only screen you have to play repeatedly every time you turn it on is the first one. It's the only cartridge game for the Atari I know of that gives you hints for level warps as you reach higher levels. I really appreciated this option when the Acid Rain screen came up the first time. (This feature may be switched off on the options screen for hard core gamers.) The warps are usually accomplished by picking up a certain prize, holding a number key on the keyboard and pressing the start button. Once you beat level 25, you will be allowed to set the "Special Code" on the options screen to begin on any level you choose. The first time through the game ends after level 25. But for

high score fanatics, after beating level 25, on the next game, you may play as long as you can stay alive.

Other nice features of this game are the options screen, the high score factory and the high score screen. There is a huge list of options for you to choose from ranging from game difficulty to whether Yukon Yohan (Bob's arch nemesis) is a smoker or gum chewer. In the high score factory you construct your name using bull dozers mounted on scissor lifts to push letters off onto a conveyor belt. Then it cuts to the high score screen, where birds carry the letters of your name up to the high score board. This screen is the only place you will ever get to see the illusive Yukon Yohan. After you fill up all of the high score slots, the lowest score will get transferred to the bottom of the screen. Bull dozers appear from both sides of the screen and crush the score into a small square. Then a ladder descends from the high score board, and Yukon makes his only brief appearance to kick the old score off the screen.

LEVEL 1 - "Bob's Morning Calisthenics"

An easy straight through run combining transporters, a lot of jumping and one slide. The transporters will operate either by pushing the corresponding number on the keyboard or by pulling down on the joystick. If you use the joystick method, you will appear in the transporter with the box flashing above the transporter number. (In this case there are only two transporters, but later there are as many as five.) There is no down time after using a transporter like there was in Miner 2049er.

LEVEL 2 - "The Utility Hoist"

This screen brings a hoist into play as the method of accessing the different levels. To turn on the hoist, just jump on, it starts automatically. To stop it, push the joystick button. Be very careful where you choose to stop though, because you must jump off and then back on before it will start again.

LEVEL 3 - "The Suction Tubes"

This round adds the element of the suction tube, which can move Bob quickly from one platform to another. Some suction tubes are fixed in direction and some can be changed in direction or be turned off altogether by jumping through the corresponding control box. On this level, only suction tube #1 is adjustable. There is also some slides and moving platforms to make things more interesting.

LEVEL 4 - "Bob's Playroom"

Screen #4 has three transporters, six slides and one very fast moving platform. The best way to start this screen is to grab one of the prizes next to transporter #1 and then transport quickly to #2 and #3. This will get the mutants that walk through transporters #2 and #3 out of the way and make things much easier. To get onto the moving platform, just jump across the slide and stand on the edge of the platform with your feet hanging off the edge. It will pick you up by your toes. Now it is just a matter of circling the screen a few times to get all the floor squares.

LEVEL 5 - "Jumping 101"

This screen is correctly named. It's all jumping and requires the shortest jumps possible to maximum range jumps. Fifty small platforms in all.

LEVEL 6 - "The Grain Elevator"

A constantly moving elevator provides the path to the top platforms on this screen. I usually begin riding it to the top and going down the slide to remove all mutants in the slide area. Then you can easily finish by going back to the top and zig zagging your way back down, finishing one level and falling to the next.

LEVEL 7 - "Yukon's Penthouse"

This is a pretty basic round with a lot of climbing and two zig zag slides down the center of the screen. The trick here is not to start too quickly. More mutants appear out of nowhere a few seconds after the round begins. (Very sneaky.)

LEVEL 8 - "Luxury Transporters"

This level has five transporters and a network of slides. It is best to start by going up to transporter #3, grab the prize and go immediately to #5 and then #2. This will get rid

of the mutants on the transporter platforms. The rest of the screen is reasonably easy, except for some tricky jumps in the upper right hand corner.

LEVEL 9 - "Bonus Level #1"

This screen has nine large platforms, separated by the maximum jumping distance, with one prize on each platform.

LEVEL 10 - "The Gravity Lift"

The lifts aren't really lifts, but rather platforms that move down when you jump on them and then go back up when you get off. (You can get them to go up by jumping quickly and repeatedly straight up.) Finish the platform they start you on quickly and get off. A mutant appears on it after a few seconds to catch you by surprise. Careful timing is needed to kill the mutants on the slide platforms without getting zapped in the process.

LEVEL 11 - "The Super Slippery Slide"

Round #11 is made up of screen length slides, twelve in all, with two transporters to get to the top. Be careful in choosing which slide to go down. There are only so many prizes and a lot of mutants to kill.

LEVEL 12 - "Acid Rain"

Four rows of acid rain (varied length glowing dashes) make this screen very tricky, especially on the top platforms. It has two transporters, two moving platforms, two gravity lifts and three slides to negotiate without getting fried by the rain or mutants. The real trick is patience, don't get in a hurry and it's possible.

LEVEL 13 - "Rest Stop #1"

This level has two transporters, one moving platform and a double wide slide. No problems here.

LEVEL 14 - "Hydraulic Lifts"

Two lifts, one on each side of the screen, provide access to the upper platforms. To operate a lift, jump on and push up on your joystick. Jump off when you reach the desired platform and the lift will automatically return to the bottom of the screen. Be very careful not to jump straight up while using a lift, because it will go down as fast as Bob falls and you will wind up a pancake. A double entrance, single exit, suction tube covers the top of the screen. Do not allow yourself to get sucked up by this without

first grabbing a prize, because it will deposit you on the top center slide where a mutant is waiting to zap you. There are a lot of one block floor sections, so some very precise jumping is required.

LEVEL 15 - "Yukon's Revenge"

This level may look a little daunting, but with practice, it becomes a lot of fun. It's made up of forty-nine platforms, forty of which are only one square wide. Jumping skills have to be honed to perfection to master this round.

LEVEL 16 - "The Advanced Suction Tubes"

Screen #16 contains five suction tubes, one fixed and four adjustable in direction. Also, two moving platforms and four slides are included. Get started by setting the suction tubes to reach the upper platforms.

LEVEL 17 - "Bonus Level #2"

This is a straight through run with lots of prizes and mutants to kill. Two transporters are included so you can get started at the top of the screen.

LEVEL 18 - "Super Energy Food Bars"

This level contains a three entrance, one exit suction tube, four slides, two transporters, one moving platform and the new element of the super energy food bars. The bars increase Bob's walking speed and the maximum jumping range by about three times normal. But be careful, they wear off after a few seconds, so time is a major factor. You don't want to be in mid-jump over a screen height fall when the bar wears off. So the critical thing to learn here is the duration of the super power.

LEVEL 19 - "The Sliding Candelabra"

The lower portion of this screen is made up almost entirely of one block floor sections, which makes for some very treacherous jumping. A suction tube on the left and a grain elevator on the right provide a route to the top of the screen. A candelabra shaped network of slides provide the way back down.

LEVEL 20 - "Mobile Suction Unit"

The new element of the mobile suction unit is added to this level. The suction unit is located in the upper left hand corner of the screen. It is activated by picking up the suction tube shaped prizes scattered across the bottom of the screen.

When activated, the tube stretches out to find you and deposits you in the upper left hand corner platform. A few slides and some tricky jumps round out the rest of this level.

LEVEL 21 - "Rest Stop #2"

This screen has two transporters, two slides and about twenty mutants. The platforms are arranged in an "X" across the screen with a slide on each side. Prizes are liberally scattered around the screen to make the mutants easy pickings.

LEVEL 22 - "Advanced Cannon"

This round is very similar to the cannon screen of Miner 2049er with the addition of moving platforms and two gravity lifts. The cannon still works the same way (one piece of TNT per level). However, now when it's overloaded, it blows the entire cannon off the screen and only your hat drifts back. (It's worth overloading once just to see this death.) The only really hard part of this round is getting to the top platform. You must time a cannon shot to land on a moving platform.

LEVEL 23 - "Advanced Pulverizers"

On this screen, the pulverizers return. However, unlike Miner's pulverizers, these don't have patterns and there is at least one on each of the eight platforms. The screen is set up with a suction tube on each side to reach the top platform, and a gravity lift in the center to reach the other platforms. To exit a platform, you jump off to the suction tube side. It will catch you and transport you back to the top. There are also mutants on each platform to complicate things further.

LEVEL 24 - "Mutants on the Move!"

In my opinion, this is the hardest level of the game. This is because you are at the mercy of chance as to what these mutants are going to do. They are no longer contained on one platform, but can climb ladders and move up and down slides. To make things even worse, there are no prizes. So you have to avoid the mutants, instead of killing them. The screen is divided into three sections and must be completed from top to bottom. Many times a mutant will sit in one area, forcing you to wait it out. I still breathe a sigh of relief after finishing this round.

LEVEL 25 - "The Floating Transporter"

A gravity lift has been stuck under the upper transporter in this level. This means if you want off at the top platform, you must jump instantly, because the lift starts to descend immediately after you materialize. The transporter/gravity lift is situated in the top center of the screen to provide access to the left and right hand sections of the screen. Slides run down both sides to provide a way down. On most platforms super energy food bars are also included. This is because the gap you must cover to reach the slide at the edge of the screen is considerably larger than a normal jump can cover. The ever present mutants are also roaming around on most of the platforms, but at least there are prizes so you can get rid of them.

SUMMARY

Graphics- Your character, Bounty Bob, looks exactly the same as in Miner 2049er. Bob is still wearing his mounty outfit with belt and hat. He wears a smile while walking and a frightened expression when jumping. One thing that did change with this game is the way the floor is drawn and the sheer amount of things on the screen. The floor now has a simulated 3-D effect as if you are looking at it from an angle instead of straight on. Almost every screen is packed with graphics ranging from the various equipment such as slides and suction tubes to virtual mobs of angry mutants. The transporter effect has been improved slightly and looks very nice. The random color generator feature is also included again. It varies the colors of the screen each time you play or lose a life.

Sound- Like most games of time, this one is not particularly exciting when it comes to music. However, there is a nice title screen tune and a different song for the high score screen. Once again, the main sound during the game is Bob's feet shuffling along. This time there are several different plaintive wails for the mutants when they die. All the equipment has nice sound effects when operated.

Gameplay- The way Bob jumps has been improved. Now the length of his jump is adjustable by moving the joystick when you jump. Jump straight up and tap the joystick left or right while Bob is falling back down for a very short jump. Hold the joystick left or right while jumping for the longest jump. The jumps are almost infinitely variable between the short and long extremes. Jumping is the most important skill needed to master the game. Another good feature is that on the normal skill level, when you die and start a screen over, the floor squares filled in on your first life stay filled in. On the harder skill levels, time is reduced and you have to do the entire screen with one life. Overall, I believe the precise gameplay control is the best thing about this game.

RATING

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

LEVEL WARPS (In order given as the game is played)

- LEVEL 1 - Pick up the flower pot - hold down #1 and press start - warp to level 4.
- LEVEL 5 - Pick up the teapot - hold down #8 and press start - warp to level 8.
- LEVEL 10 - Pick up the pitchfork - hold down #5 and press start - warp to level 14.
- LEVEL 3 - Pick up the goblet - hold down #4 and press start - warp to level 15.
- LEVEL 16 - Set suction tube #1 to the left - pick up the pie - hold down #9 and press start - warp to level 19.
- LEVEL 2 - Kill all the mutants (ending by picking up the paint roller to kill the last two) - hold down #3 and press start warp to level 22.

THE CART COLLECTOR

By Jeff Adkins

Its a shame to see how some people took care of their games and systems. Torn labels, initials written on labels (usually with a marker), holes made on labels, even a little tampering with the screws that hold the cartridge casing together. As with coin or stamp collecting the condition of a game cart will reflect on its value. This is especially true for the harder to find games. Personally I am not real picky on the condition of a game as long as it plays. There are some collectors though that only want games that are in very good to mint shape along with the boxes and instruction books. Yet I doubt that they would pass up on a Submarine Commander with a torn label, for a couple dollars to complete their Sears collection. Its nice to find those rare games in great shape but we all have a few abused cartridges in our collections.

Labels on Activision and Atari's Sesame Street series games also tend to have a problem with discoloration. Many of these particular carts in question have dark spots on the label. Is it the glue? Humidity? Possibly a combination of both? I've seen some labels so bad it looks like mold is growing on them. We must also keep in mind that many carts were discolored through use. By playing a game hundreds of times, its bound to fade a little near the end from being inserted in and out of the cartridge port on a system. Of all the games I have in my collection, the early Atari 2600 releases,

5200 Supersystem, and Colecovision games seem to hold up the best as far as labels are concerned. According to Coleco, their game carts were made to withstand over 10,000 insertions and removals from the Colecovision cartridge port. Now that is some serious game playing!

Game carts are just like cassette tapes or CD's. By taking proper care of them they will last a long time. Extreme heat or moisture are the worst enemies of any type of electronic device. The slightest bit of moisture can ruin a game chip. The best way to store a game would be to seal it in an air tight case of some sort. But the box it came with will also do quite well in the right environment. Some collectors store their games and various hardware in the original boxes, yet others such as myself use shelves, and homemade cabinets to display our collections. One thing that I have learned with four children is to keep everything at a high elevation away from those little curious hands. Hopefully someday I'll be able to have my own gameroom so my wife can have her bedroom back.

Lastly keep in mind that all of us will run into some of those elusive titles with bad labels. As long as the game plays that's really all that matters. For those who want everything in mint shape, it may take awhile to do so.

ARCADE FLASHBACK

By Rebecca Cooper

Are the classic arcade games just a pleasant memory, or is it still possible to play them? Well, that depends. It is no secret that most of the classics are extremely difficult to find. When is the last time you saw a working Frogger? A Qix? The reasons for the disappearance of the old games is simple enough. Arcade games are designed to make money, and after a game ceases to pull in the quarters, it is replaced, regardless of how great or "classic" the game might be. The only older games that still retain sufficient popularity to make them profitable are Ms. Pac-Man and Galaga; occasionally a Centipede will turn up in an arcade or game room. Many if not most arcades no longer have any of the old classics whatsoever.

Yet all is not lost. Some arcade owners keep a few of the classics around for the benefit of the older generation. Though you'll be hard pressed to find games like Star Castle or Super Cobra, the beachfront arcades of Daytona Beach, for instance, all have at least a few of the classics--Pac-Man, Centipede, and Pole Position immediately come to mind. The same holds true for many of the game rooms located on the Rhode Island shores. Your best bet is simply take a look at some of the largest game rooms in your area. Often ones with a small overhead are more promising. I cannot remember the last time I saw a classic arcade game in a mall.

There are a number of establishments that are dedicated to the preservation of the old games. Arcade game museums are located in both St. Louis and in New York. These museums not only house most of the old classics, they also allow patrons to play them (Longer articles on these establishments will appear in a future issue of CS&G). A number of giant arcades also remain. Fun Spot, in Weirs Beach, New Hampshire, contains some five hundred different arcade machines, including dozens of hard to find arcade classics. I'm sure there are other similar mega-arcades around the country, and I invite readers to drop us a line at Classic Systems and Games to let us know what you've found.

Another means by which gamers can play their old favorites is by actually purchasing them, a prospect I will explore in the next column.

Game in Hand

By Kurt Stone

I started collecting handheld games about ten years ago when I was at a flea market. I saw the first game put out by Mattel, football. I had one when I was a kid but lost it along the way. I bought the football game and played it for awhile. The next week I bought another old handheld with the intention of playing it and not even considering collecting them. It took about 15 games for me to realize that it would be neat to collect them as a hobby. Now with hundreds of them, I find it quite addictive.

Like most cartridges, handhelds can be bought for under 5 dollars. Sometimes I see them for 10 or 12 dollars, but on the average they are cheap to buy. I like using the old Jeff Adkins technique when I look for games. I act like I don't know what I am buying and refer to them as gizmos when I talk to the seller. I will hold up a game and turn it over a few times and maintain a puzzled look on my face. Then I can usually barter a price to my liking. If I can't get a price I like, I will pass it up because next week I will find the same game for a buck.

The first thing I do when I arrive home with a new game is take it apart and give it a thorough cleaning. Some games require nothing but to be put on a shelf, but most do need cleaning. And there are some horror stories. I have scraped off what appeared to be regurgitation fluid (yuk). Lots of greasy grime under, and around the control buttons (not quite as yukky), plus the usual dust and dirt. The worst cleaning case was on a neat space game I picked up at a garage sale for two dollars. I took a soda pop into my bedroom to relax while I proceeded to open the game for a cleaning. So I am leaning back in my chair with the game in my lap. After I took out the screws, I started to pry it apart. As soon as the halves came apart, 5 or 6 live cockroaches shot out in all directions. I hate cockroaches. I was only able to kill one before the rest got away and were well hidden. Man, it was a nightmare. It took three or four days before I killed the last one. That night while I was sleeping I felt one crawling on my arm and it was gross.

Editors Note: My method of game hunting works great at flea markets and garage sales, but I would NEVER do it to a fellow collector.

INTELLIVISION VID BITS

SEWER SAM

Interphase Technologies Inc.

By Ralph Linne

You are a trouble shooter for the City Works Department and must go down into the sewers and investigate what is going on. As you put on your boots and hardhat you remember that there are several nasty creatures which live in these sewers. Your revolver is at your side with six bullets in it and additional ammo is in your pocket. You enter the sewer and sweep each tunnel looking for what was reported as being a submarine! As you leave a tunnel it is seal off by the City Works Department so you cannot go back. Good luck and good shooting!

The object of this game is to find deep in the sewers the unwelcome submarines one by one until you destroy all three, while exploring the city's underground sewer system with the creatures that live there. You must survive long enough to destroy the unwelcome guests.

This was one of two games released by Interphase Technologies Inc. for the IntelliVision Video Gaming System, the other was Blockade Runner. The cartridges were bright red with a handle to ease putting in and taking out of the game cartridge slot. Interphase was originally known as Interplay Video Systems Ltd. but for legal reasons had to change their name.

In the beginning of the game you will have to select the game level and number of players, then you are at first person perspective looking down a dark dry sewer tunnel. Then you see them, the sewer creatures! They are slow at first but become faster and faster the further you go down into the maze of sewer tunnels. There are Sewer Birds, Spiders, Bats, Rats, Snakes and Crocs to avoid or kill as you look for the Submarines!!

The designer of this game included several factors which will directly affect how Sewer Sam reacts to his underground foes. He can run to the left, right, forward or backward in the tunnel, and climb up and down walls. His gun has six bullets and you must wait a few moments while reloading your gun.

Accurate shooting is a must since some of the sewer creatures are quite small. Also your speed of movement is different in a dry tunnel than in one with water. Each creature has a different affect on Sewer Sam from instant death to being forced to retreat backwards when hit.

The graphics are average, the tunnels are simple with different colors even to the point of being very annoying. I hate the bright red one. The sounds are nice, but again nothing to get excited about. Control of Sewer Sam is excellent, I last played this on a Sears Super Arcade version with modified joysticks and the control was very good. One cute item is Sewer Sam as he turns and walks toward you, you see his eyes and a smile on his face. Sewer Sam is not a stick-like person that so many of the early INTV figures looked like. He is dressed in green overalls with black boots and a hard hat.

There are 4 skill (speed) levels to choose from which I like to call:

- L 1: "Deliberately Plodding"
- L 2: "Plodding"
- L 3: "Daredevil"
- L 4: "Recklessly Daredevil"

You can choose from either a one or two player game where each one takes turns with the "Highest" score winning. Two persons cannot play the game at the same time.

Sewer Sam comes with overlays, but they are not needed to play the game. The disc controls the direction he moves in, while any one the side buttons will shoot his revolver. If you see the game without instructions and/or overlays still buy it, it will not hinder you by not having them.

This game is not too common, since it was released by a third party company and I would consider it an excellent find for a collector. As for gameplay, it is nice as it is the only first-person shooter for the INTV.

RATING

Graphics	**
Sound	**
Gameplay	***

PROFESSOR VID

Video Creature Word Search

Hello fellow vid-heads! I hope everyone is having a good summer. Once again its time to test everyone's video game knowledge. The first word search went over pretty well so I have decided to do yet another. But this time all of the words hidden in the word search are listed except two. There are thirty to be found. All of which have an animal, insect or some other type of creature in the title of the game. Now are we all going to let Russ Perry Jr. win again! Get those pencils sharpened and get the jump on Russ. He is human too you know. A video game magazine, cartridge or something else will be awarded to the vid-head with the most correct answers. In case of a tie, a drawing out of the old Colecovision handbag will determine the winner. Now remember 28 games are listed but the bonus two are not. One of the bonus titles is a 2600 game, the other is an Odyssey 2 cart. Good Luck to everyone and lets show Russ he's not so tough!

SEND ENTRIES TO:

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Video Creature List

- 1. Centipede
- 2. Frog Bog
- 3. Monkey Academy
- 4. Shark!Shark!
- 5. Deadly Duck
- 6. Gopher
- 7. Monkeyshines
- 8. Solar Fox
- 9. Desert Falcon
- 10. Horse Racing
- 11. Mousetrap
- 12. Space Hawk
- 13. Dolphin
- 14. Kangaroo
- 15. Pigs in Space
- 16. Spiderdroid
- 17. Dragonfire
- 18. Killer Bees
- 19. Rabbit Transit
- 20. Super Cobra
- 21. Firefly
- 22. Ladybug
- 23. Scrapyard Dog
- 24. Telly Turtle
- 25. Frogs n Flies
- 26. Millipede
- 27. Shark Attack
- 28. Worm War I

BONUS!!!

2600 SSSNAKE
Odyssey2 TURTLES

D O S U F K F A P X E L N V X J V A Z
K D E Q J R W Z S F O D T R Y S J G D
I A A R O D G N I C A R E S R O H I K
S Z N G I S D R K B Q E F R G P F N J
C E B G C F E E T C W E K R G Y P U E
X O I X A F N O S D J O O A G R Y V K
G T L L L R K O L E H L N U N T W C U
M X L Y F K O I G A R N R D O S I M R
N I G V P N C O L A D T I A B S S H C
M M L B W F S U S L R Y F H K X A S N
I J M L R A X G D W E D B A P L V J W
K I D H I E M O O Y D R E U L L C Y Q
C Q V W D P H N K R L L B Q G C O O B
O A F T T X E P P S F D R E H M O D I
H F K M I S H D O Z V R A F E C C N H
K S U P M N J J E G C G Q E C S M S U
K Q L C E N T I P E D E K N D N B X H
G B P V M T U W K Y B X H H D N D Y V
Y Z L L U M M M T C S E B U A C S T U
C X U X F P O Z O E A O V I E Z B B T
P A G T D K G N Y U L T L X Q G S H D
P I R O I E W S K Y S L T A P F S L B
K U G B D S S A H E M E Y A R C Z F W
G W V S O D N P H A Y S T T K F J X N
S X O H I C R A I E R A E R U R O H K
T E D R G N R A R D C K C E A R A X W
P T L I M O S E Y T E A S A N P T H I
U Y I T J W Q P P P T R P H D Y Z L S
L I E Q R W A M A U A I D S A E X F E
D R K R E U Q R P C S R B R B R M H P
V D V Y A B T T I D E V C B O P K Y P
M O N K E Y S H I N E S V S A I L B S
G F C T U W K G C T R T X N W R D W T

ODYSSEY OUTPOST

ALIEN-INVADERS PLUS

1980 Magnavox - One Player

By Ben Hutchins

Everybody that owns an Odyssey 2 System seems to have this game. Invaders, in my opinion is the first Odyssey 2 game to be released that is very enjoyable to play. You have to maneuver a laser cannon and blast away all of the enemy robots and cannons to try and save a desperate city from the merciless, spider-like Monstroth.

Invaders, like many Odyssey games, is an obvious Atari clone. It seems to me that nearly all of the Odyssey games which cloned Atari, were the best you could buy for the Odyssey system; therefore, games like K.C. Munchkin and Invaders are good games that still play well even today.

Your laser cannon is at the bottom of the screen when you begin. You can fire a missile by pressing the action button. At the uppermost section of the screen is the Monstroth, if you hit the Monstroth with a missile before you have destroyed the robots and cannons, then after three seconds another Monstroth will appear. The next row down presents a line of harmless robots. After the robots come the cannons, these relentlessly fire missiles away at you, and it is up to you to avoid them. Under the cannons lie the enemy's shields which are impervious to your weapons. The robots, guns, and enemy shields move back and forth simultaneously and occasionally will alter the timing of their movement.

Just as in Space Invaders, you have three shields to protect you; however, neither your missiles or the enemy's missiles will destroy or even damage them. A very unique and ingenious feature in this game is that once your laser cannon is hit by a missile, you do not die, instead you lose your ship and turn into a little man. If you maneuver your man under one of the three shields and press the action button, you will gain another cannon but at the same time lose one of your shields. Other than graphics, this feature is the only differential between the

Atari Space Invaders and Odyssey's Alien Invaders Plus.

Once you have wiped out all of the enemy robots and cannons, the Monstroth will swoop from the top of the screen down to a level immediately above your shields and fire away missiles, trying to destroy you. If you can destroy all robots, guns, and the Monstroth then you'll win a battle, if you win ten battles than Earth's future is saved again. If the Monstroth wins ten battles than you have failed in your attempt to save the city and Earth!

Sometimes when a robot or cannon is directly above your shield, it may take forever for one of your missiles to destroy it. This is the only problem I've noticed in this game, but you can learn to work around it by timing your shots. So all-in-all this game rates high compared to most Odyssey games.

SUMMARY

Graphics- Your cannon is a simple triangle and the missiles are lines. The enemy robots are the classic "Odyssey Men", with the left hand up and the right hand down. Your shields are big blocks and the enemy's shields are green circles. The Monstroth is what I like, with it's four menacing tentacles it looks just like a floating, writhing spider.

Sound- The sounds are nothing special. They happen when you fire a missile, when you are killed, when you destroy a robot or cannon, and when you destroy the Monstroth. There is also a strange background noise that is in beat with the movement of the robots and cannons.

Gameplay- Since the enemies do not descend on your cannon, there is technically no time limit. Your cannon reacts well to joystick control. As in Space Invaders, if you fire a missile, you can't fire another until your first one hits an enemy or leaves the screen.

RATING

Graphics	**
Sound	*
Gameplay	***

CLASSIFIEDS

FOR SALE/TRADE LIST 7/25/93

Used 2600 games \$2.00 each.

Adventure, Air-Sea Battle, Amidar, Armor Ambush, Asteroids, Barnstorming, Basketball, Berzerk, Bowling, Breakout, Centipede, Chopper Command (Blue Label), Cosmic Ark, Dark Cavern, Defender, Demon Attack, Dodge'em, Donkey Kong (Atari), Donkey Kong (Coleco), Enduro (B.Label), E.T., Football, Freeway, Frogger, Haunted House, Home Run, Ice Hockey, Laser Blast, Missile Command, Night Driver, Pac-Man, Pitfall!, Q*Bert, Raiders of the Lost Ark, Realsports: Baseball, Boxing, Football, River Raid, Space Attack, Space Invaders, Spider Fighter, Starmaster, Star Wars: Empire Strikes Back, Street Racer, Surround, Tennis, Vanguard, Video Pinball, Warlords, Yars Revenge.

Sears: Asteroids, Missile Command, Pong Sports, Space Combat, Target Fun

\$3.00 2600 games (used):

Casino, Ghostbusters (B.Label), Moon Patrol, Moonsweeper (B.Label), Star Raiders (W/Touchpad & Inst.Book), Superman, Wabbit.

New 2600 & 7800 games \$5 each or Two for \$9.

2600: Millipede, Jungle Hunt, Real Sports Football, Super Baseball.

7800: Choplifter, Galaga.

Games for TRADE only!

2600: Bridge (W/Box & Inst.Book), Cosmic Commuter, Crossforce, HERO, I Want My Mommy, Pengo (Original Release), Pooyan, Stargate, Stellar Track, Tax Avoiders, Taz, Track n Field. Starpath Supercharger (unit only). Colecovision: Cabbage Patch Kids: Adventure in Park, Destructor, Montezumas Revenge, Sub-Roc, Turbo, War Games, Zaxxon.

Chanel F (Fairchild) #s 1,9,12.

Instruction Books \$1.00 each

2600: Air-Sea Battle, Asteroids, Backgammon,

Basketball, Battlezone, Berzerk, Breakout, Centipede, Circus Atari, Dark Chambers, Defender, Demons to Diamonds, Desert Falcon, Dig-Dug, Donkey Kong, Donkey Kong Jr., E.T., Football, Galaxian, Haunted House, Home Run, Joust, Jr. Pac-man, Jungle Hunt, Kangaroo, Krull, Midnight Magic, Millipede, Moon Patrol, Ms. Pac-Man, Night Driver, Outlaw, Peles Championship Soccer, Phoenix, Pole Position, Real Sports: Baseball, Boxing, Football, Tennis, Volleyball, Slot Racers, Solaris, Star Raiders, Starship, Starmaster, Super Breakout, Swordquest: Earthworld, Vanguard, Video Checkers, Video Olympics, Venture, Warlords, Yars Revenge, 3-D Tic-Tac-Toe.

Sears: Baseball, Gunslinger.

CBS: GORF, Omega Race, Wizard of Wor.

Parker Bros.: Frogger, Spiderman.

M-Network: Astroblast, Frogs N Flies, Lock N Chase, Space Attack, Super Challenge Football.

Coleco: Carnival, Venture, Zaxxon.

Imagic: Atlantis, Riddle of the Sphinx, Star Voyager, Trick Shot.

Data Age: Encounter at L-5.

Activision: Boxing, Grand Prix, HERO, Ice Hockey, Kaboom!, Pitfall II, River Raid, Robot Tank, Seaquest, Spider Fighter, Stampede.

Epyx: California Games, Winter Games.

Telesys: Coconuts, Fast Food.

Misc.: Artillery Duel (Xonox), Final Approach (Apollo), Gangster Alley (Spectravision), Sea Hawk (Froggo), Space Jockey, Turmoil (Fox).

Intellivision: Burgertime, Frogger, Lock N Chase, Space Hawk.

5200: Pac-Man, Real Sports Tennis, Star Raiders, Super Breakout.

Atari Force Comics #s 1 & 3. Owner Manuals for 2600, 5200, 7800, and Colecovision.

7800 Instruction Books: Ace of Aces, Planet Smashers, Touchdown Football, Xenophobe.

Please enclose 50 cents per cart for postage.

It might be better to call to see if listed games are available. By mail please list alternatives.

Thank You! Jeff Adkins 11 Windsor Attica N.Y.14011. (716)591-1519 After 5 pm.

WANTED: Fairchild: 19, 23-25, Demo(s), K-1 keyboard cartridge; Bally: Arcade Demo, Conan, Creative Crayon, Z-Grass, Blue Ram, Viper, 3rd party stuff; Vectrex: prototypes, hardware, Animation, Spike; Telestar Arcade: 2, 4+; Odyssey(1): Rules and equipment, cards 11+, and extras; Studio II: Tester I, Baseball, Demo(s), Gunfighter, Speedway, Space War, Fun with Numbers, Biorhythms; 5200: Astrochase, Frogger II, Masterplay 5200 Interface (or other 2600 joystick adaptors), Meteorites; Odyssey 2: Any foriegn not available in U.S.; INTV: Original (big) computer Blockade Runner, Congo Bongo, Tutankham, World Championship Baseball; 7800: Ikari Warrior, Sentinel, Scrapyard Dog, Title Match, Pyromania; Colecovision: Adam add-on, Alcazar, Bumpman, Boulder Dash, Mindmaster, Flipper Slipper, Gust Buster, Illusions, It's Only Rock N Roll, Juke Box, Q*Berts Qubes, Super Sketch, Tank War, Video Hustler; Microvision: Alien Raiders, Baseball, Bowling, Connect Four, Cosmic Hunter, Mindbuster, Sea Duel, Shooting Star, Vegas Slots, Arcadia 2001: Funky Fish, Tennis, Ocean Battle Pleiades, Space Vultures; APF MP1000/Imagination Machine, Telstar Game Computer, Entex Select-A-Game and Adventure Vision, Etch-A-Sketch Animator 2000, Gemini, Play Time Projection Systems. Much Else! Russ Perry Jr. 5970 Scott St., Omro WI 54963, (414)685-6187.

FOR SALE: Atari 520 w/2 controls, switch box, AC adaptor & 2 games \$35 + \$3.50 S&H. Used 5200 games for sale. Also comics for sale. For a complete list write to Paul George, 250 Touchstone Pl #49, West Sacramento, CA 95691-4607.

I have the following cartridges listed, but I need Instruction Books for them. Either original or photocopied. Colecovision: S.A. Baseball, Buck Rogers, Burgertime, Carnival, Cabbage Patch Kids, Centipede, Cosmic Avenger, Destructor, Mr. Do!, Donkey Kong, Donkey Kong Jr., Facemaker, Gorf, Illusions, Ladybug, Looping, Mousetrap, Omega Race, Pepper II, Popeye, Q*Bert, Quest for Quintana Roo, River Raid, Robin Hood, Rocky, Roc'n Rope, Sir Lancelot, Slither, Smurf, Space Fury, Space Panic, Star Trek, Star Wars, Squish'em, Sub-Roc, Super Cobra, Time Pilot, Turbo, Up&Down, Venture, Victory, Telly Turtle, Wargames, Zaxxon, 2010. Atari 5200: Berzerk, Blueprint, Centipede, Congo Bongo, Defender, Dig-Dug, Mr. Dos Castle, Dreadnaught Factor, Football, Frogger, Galaxian, Joust, Jungle Hunt, Kaboom!, Kangaroo, Mario Bros., Miner 2049er, Missile Command, Pac-man, Ms. Pac-man, Pengo, Pole Position, Q*Bert, Robotron 2084, Star Raiders, Star Wars, Super Breakout, Super Cobra, Wizard of Wor. Atari 7800: Asteroids, Centipede, Choplifter, Commando, Dark Chambers, Dig-Dug, Donkey Kong, Donkey Kong Jr., F-18 Hornet, Food Fight, Galaga, Joust, Karateka, Mario Bros., Ms. Pac-man, Pete Rose Baseball, Pole Position, R.S. Baseball, Robotron 2084, Xenophobe, Xevious, Winter Games. I'm also looking for any cartridges not on this list. Andrew Meron 2046 E. Magaret St., St. Paul MN 55119. (612) 738-9034.

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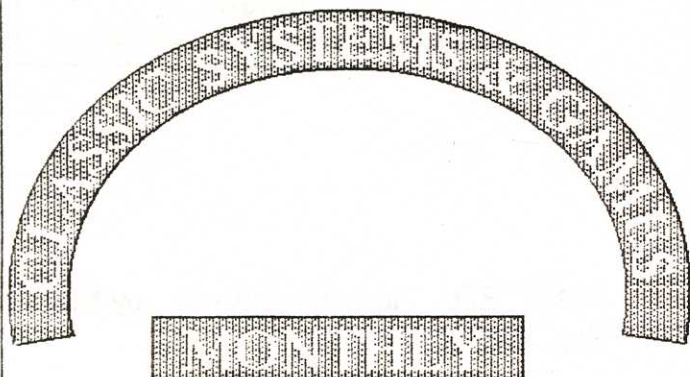
WANTED: Tapes for Odyssey2 by Magnavox.
Sam (212) 737-1959.

AND FINALLY

I'd like to welcome Rebecca Cooper in joining our staff of contributors. Thanks also to Kurt Stone, David Sweeten, and Ben Hutchins for their articles. Oh, and of course Ralph and Mark. This issue was almost entirely their work. Do you have something to contribute? We are still looking for Sega Master System reviews or info. None of us are professional writers, we just like to write about games. I'm constantly searching for variety. Anyone can contribute!

Enix sure seems to be taking its sweet time in getting Dragon Warrior V released for the Super NES. And what about Megaman X from Capcom? Why do we always have to wait for the good games? I hope that Acclaim does a Wizards & Warriors for the Super NES also. Once you've become hooked on certain games it really doesn't matter which system the sequel is released for as long as its released and we can play it. All I can say is, HURRY UP!

So until next month, Happy Gaming!



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