

# CLASSIC SYSTEMS & GAMES

## MONTHLY

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1994

### GAME OF THE MONTH

**BERZERK**  
ATARI 5200

**ALPINE SKIING**  
**ODYSSEY**

**SOLSTICE II: EQUINOX**  
**SUPER NES**



**AL BACKIEL**  
**GOES INDEPTH ON MINE STORM!!**

onal survey among players of Atari... Electronic... Inc. All Rights Reserved. Mattel Electronics, Inc. and In... systems of Player... 1981. † Trademark of... ed... Incor... 1980. † Trademark of and licensed... 1981. † Trademark of a... ed... Incor...



## FROM THE EDITOR

After reading this particular issue, I'm sure most of you will be asking yourselves why am I doing Super NES reviews. The way the video game world has been changing in the last few years, it won't be long until the Super will be a classic system also. A game doesn't necessarily have to be old to be a classic. But basically I felt very strongly about doing it for some time now and finally I said to myself, I'm going to do it! Everyone needs a little variety now and then.

After all it is the spice of life. As always your opinions are appreciated. We are also going to be covering the Sega Master System, and eventually the Genesis. Sector Sega premieres this issue with a bit of SMS history from Dave Spender.

Enjoy the issue!  
Jeff

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Game of the Month

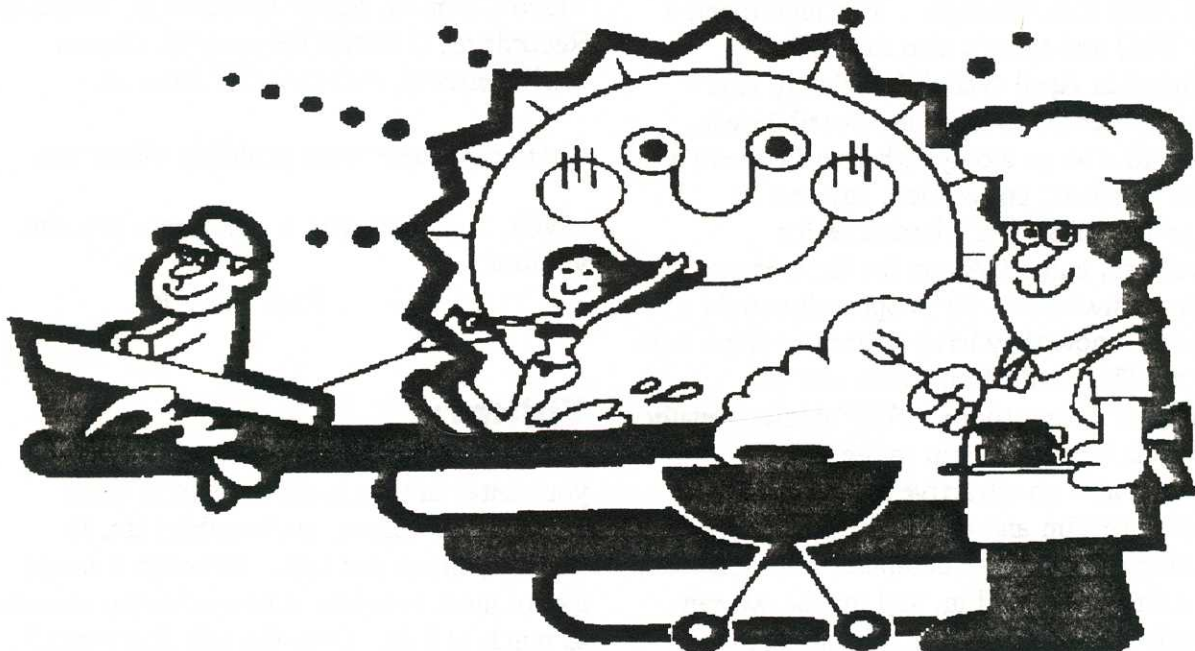
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# LETTERS TO THE VIDITOR

Before we dip into the mailbag, let me say that I have been a recluse lately and haven't had much time for video games. This is due to a number of factors, some of which were beyond my control. I just want to thank all of you readers and fellow vid-heads for your patience. There is no way that I will ever give up this newsletter (to hell with fanzine I'm sick of hearing that term). I am a few issues behind, but now that things are turning for the good, I hope to get caught up by the end of summer. Now let's see what's on some of your minds.

## Jeff:

This convention thing is really being talked... I've mentioned the possibility of holding SOMETHING to coincide with the CES, to get both classic and current systems enthusiasts together, or not, and double it up with the ability to see the CES. But I know some people, most notably Tim Duarte, won't be able to make it to Chicago... Tim mentioned a simple BBQ and there's also the Hill Invitational in April (which I probably won't be able to attend), so there are possibilities... This would also go along with Dan Iacovelli's idea for a "zonal" convention, say one in Chicago for CES, Tim's barbecue for east coasters, and a CA con for the westers. The only drawback is for people who could go anywhere -- now they have to decide which one to go to. This could form some sort of regionalism/schism to the hobby unintentionally. A day with Kurt and a trip to the Arcade Museum is also an attractive idea... I've also mentioned to Tim and others the possibility of combining our fest with computer hobbyists too, to get some new blood in, and maybe we can help each other's respective hobbies in the process.

By the way, your mention of Ken Ulston's newsletter got me thinking -- did I ever mention Joystick Jolter? I have one issue, Feb/Mar '84 (3-1) -- I'd love to find more. There was also The Hotshot Times, from CBS Video Club, which I have 1-3 and 1-6 (both '83) of. I wish I'd kept more of them, but they weren't full of vid stuff, which is why I tossed the others. Then there was Vid Kid, from Weekly Reader Books, 1-1 & 1-2 are '82. Then there is Video Game Update/Computer Entertainer, from July '82 to Jan '90 or more. And there may be others, which may or may not have been released (nl=newsletter): Data Age Club nl, Arcade Express/EG Hotline, Video Game All-Stars nl, Home Video Games Guide, The Game Exchange nl, Video Game Club USA nl, Video Take-Out nl (same as the Video Game Update?), Video Player's Association nl, Clubhouse, Xantor nl, Video Fun & Games nl, Gamestars Bulletin, Network Video Distributors nl, The logical Gamer, International Video Co-op nl, Super Arcaders nl, World Game Records nl, GAMES Odyssey nl, Games Intellivision nl, and GAMES Atari nl.

Lots eh? There were probably others too.

Well, I've gotta go. More letters to write, y'know!

Russ Perry Jr.

## Viditor:

I think that it hurt me more to type your letter in than it did for you to write it! The convention, get-together, etc. is still very much just talk. Although I would like to meet everyone who enjoys the classics as much as I do. Over the past few years I have gotten to know most of you through the



mail or by phone. Where ever there is groups getting together there better be some video games hooked up! And lastly, Russ your vast knowledge of video game lore always keeps me on my toes. There are lots of games, nl's, & other stuff just waiting to be found in basements, pawn shops, & warehouses.

### **Dear Editor:**

I am currently trying to gain copyright permission from a number of classic game manufacturers. If you or any of your readers know of any current addresses of former members of now defunct game companies, or game designer's addresses, I would appreciate the help.

Upon success, we game collectors could possibly get a packed multi-cart with hard to find games compiled on it. I am also considering asking for the printing releases so that we can copy the instructions en masse in one book with the multi-cart. Anyone who wants to participate is welcomed to contact me.

Thanks again:

Michael Bellman 1804 N. Sylvan  
Ln. Columbia, MO 65202-3622.

### **Viditor:**

I personally don't know who owns the rights to any of the old classics. But many people whom I've had conversations with over the phone all suggest that the old games should be released into public domain. But alas, many of the classic games are still under copyright laws even today. If you do get permission it's OK. But there are individuals who are making illegal multi-cart copies without permission. Piracy, whether it be computer games, or video games is against the law. Especially if it is being done for money! Nothing beats an original. In fact the people who are pirated games could be in some serious trouble before the end of this year. Perhaps some of our readers might be able to help you Mike. Good Luck!

### **Editor,**

I have a question for you. What was the first home system, PONG or the Odyssey? I have heard that both were.

Thanks,

Jeremy Rutz

### **Viditor:**

Both systems debuted in 1972. PONG in November of that year. Keep in mind that it was shown at the CES. It was probably done a few months prior. I'm not sure exactly what month the original Odyssey was released, but I'd be willing to bet that it was before November making it the first. Of course I could be wrong. Maybe it was at the CES also. The PONG games were built right in, whereas the Odyssey games were individual plug in modules and can be somewhat difficult to find after twenty years. Both are unique and have written their place in the annals of video gaming history.

### **Jeff:**

What is the basis for the "review score"? Is it a high score, average score, or just the score achieved while reviewing the game?

Richard Dufresne

### **Viditor:**

The review score is the highest score recorded while reviewing a game. Sometimes there might not be a review score. This is because the score achieved was so bad, it wasn't worth printing. I would also like to say thanks to you and all of the other servicemen protecting this great country of ours around the world!



# 5200 FILE

## Berzerk

1980 Stern Electronics

1983 Atari #5221

One or two players

Reviewed by Jeff Adkins

I can remember the first time I saw the original coin-op Berzerk a few years back and it wasn't in an arcade. It was at a department store in my hometown. Of all the arcade video games that my friends and I had encountered in our young vid-head addiction, it was one of the most frustrating to do well on. The same holds true for the 5200 version of the Stern classic. Just as the coin-op was one of the first games to incorporate the use of digitized speech during play, Berzerk for the 5200 was among the first cartridges with built-in speech. That in itself was an achievement in those days. It's also a lot cheaper being called a chicken at home than it was pumping in the quarters at the department store lobby.

As a spaceman trapped on an alien planet populated with killer robots, the player or players must move about interconnecting rooms with only one objective, survival. There is no escape and eventually even the most seasoned player will succumb to the mechanical masses. Berzerk can also be considered one of the most difficult games to master due to the randomness of the mazes. There is no pattern that can be recognized. In order to become a proficient player, luck, timing, and quick thinking are required.

The spaceman is equipped with a laser. Any side button fires shots from the weapon. By keeping the button depressed, the spaceman will remain stationary and the joystick can be moved in various directions to shot lasers at the robotic killing machines.

### Keypad Controls

\* - Selects starting level (1 -11)

# - Selects number of players

Pause can be used when needed

Not only are the robots lethal to the touch, coming into contact with the walls of a room or Evil Otto (the head bad guy) will cost a life. Evil Otto (a happy face orb) appears if the imprisoned space traveler hangs out in a maze room too long. He will show up sooner in some rooms if the spaceman enters a new room without destroying all of the robots from the previous room. Otto bounces towards the spaceman. His speed determined by the number of robots in the room when he appears. If there are three or more, he moves slowly. Once there are two left he moves quicker. After all of the robots have been eliminated he moves at full speed. An electronic "intruder alert" can be heard just before Otto appears. Unlike the robots, Otto is invincible. One important thing to remember during play is that Otto always appears where the spaceman entered the room. It's a good idea to move away from that area when he shows up.

Compared to other games, Berzerk is very low scoring. For every robot destroyed 50 points are earned. Eliminate all of the robots in a room and 10 bonus are added to the score for each one destroyed. Extra men are awarded at 5,000 point intervals.

All of the rooms more or less resemble a blueprint. While the walls will fry the spaceman upon contact, they can also help avoid the robots lasers. Most of the robots follow the human intruders every move. Robots can also be fried if they touch a wall, each other, Otto. It's a good strategy to lure them into each other or into the walls with proper movement and timing. If one robot remains and there is a wall between it and



the spaceman, try to get Otto to crush it then exit.

At the start of the game the first room has four exits. Once a new room is entered the door will be sealed shut behind the spaceman. But there will still be three exits to choose from to escape the room. If a life is lost, play resumes in a new room with the human intruder always starting on the left side in the middle. Escape through the left exit and the spaceman appears in the next room on the right side. Exit through the top, start on the bottom and vice versa. This is very important to keep in mind during play. Usually I try to escape through the right or top exits.

Play begins with slow non-shooting robots on level one. This is a good level to practice shooting and moving around. As the levels progress the robots and their laser shots increase in speed to an almost impossible to survive difficulty. Some rooms contain as many as 11 robots, others as few as 4. Putting some distance between the human and the robots makes it easier to move in between their shots and return fire. Finding safety behind one of the walls as quickly as possible is also a good technique after entering a new room. Sometimes it's best to forget about blasting all of the robots for the lousy 10 point bonus and get out of a room safely. Leave a room without destroying all of the robots and a digitized "Chicken fight like a robot" is directed the players way. But he who escapes a room and is called a chicken, lives to blast smart aleck robots another day.

I'll be the first to admit that Berzerk is one of my weaker games as far as making it to the higher levels and getting a good score. The 2600 version is much easier to conquer due to the fact that the robots can't shoot diagonally as in the 5200 game. The title speaks for itself in that anyone will go berzerk trying to survive as many levels as possible. Many things factor into gameplay. Frustration is a major one. Hesitate too long before moving or firing a laser shot and the odds are you will lose a life. The other digitized sentence that can be heard after wiping out a room full of robots, "The humanoid must not escape", says it all. There is no escape and getting a high score is quite difficult.

## SUMMARY

Graphics- The spaceman, robots, laser shots, Otto, and the walls of the maze rooms make up the simplistic graphics. A sort of video game electrocution takes place if either the human or robots are eliminated. The robots have one eye that rotates around their head.

Sound- The built-in speech can be different for a while but eventually gets annoying. Especially after being called a chicken so many times. Other sounds include the lasers being fired, the robots and spaceman being destroyed, and the bouncing of Otto.

Gameplay- As stated, Berzerk for the 5200 is one tough game. Be prepared to play many games before reaching the 10,000 point plateau. The number of robots in a room and where they are positioned plays an important part in surviving. Luck is also a key factor. But then again even the best players need a little luck every now or then.

### RATING

Graphics- \*\*1/2  
Sound- \*\*\*  
Gameplay- \*\*

Review Score: 10,450

### Berzerk Tips:

- > Before entering a new room push the fire button to shoot a laser blast. There might be a robot nearby and you can get the jump on him this way.
- > When there are groups of robots on the other side of a wall, move up & down or sideways to lure them into each other, their shots, or the walls.
- > Get away from the starting point as soon as possible before Otto shows up, finding safety behind a wall.
- > If you can't get a good shot on the last robot in a room and Otto appears, escape through an exit.
- > Keep a good distance between the spaceman and the robots. Especially during the higher levels.



# ODYSSEY OUTPOST

## ALPINE SKIING

1978 Magnavox

2 Players - #9418

Reviewed by Ben Hutchins

Since it was one of the premier titles, it doesn't really live up to the Odyssey's capabilities. Comparing this cartridge to Activision's is kind of like comparing the Swiss Alps to a bunny slope. It's fine if you don't really want much of a challenge. The basic objective is to maneuver through turns and gates with less errors and in a quicker time than your opponent.

When the screen flickers to life, you will see two skiers poised at the top of a hill, one on the right, one on the left. At the beginning of the game, the three game variations flash alternately on the screen. They are slalom, giant slalom, and downhill. To select the game shift the lever of either hand control when your choice is highlighted on the screen.

As you begin to descend the hill, you will see several pairs of trees. The joystick steers the player left or right, and it speeds you up when pressed down, and slows you when pressed up. The red button increases your downhill speed by 30% (kind of like a handicap). If you miss a gate, then the computer erases your time and replaces it with errors and marks up a 1 for you. If you don't quickly realign yourself in between gates, then another will be added and so on and so on.

Like I mentioned before the computer keeps track of the running time until an error is committed. Comparison of scores becomes difficult when one player skis perfectly and the other makes errors. If you hit a tree, then your skier collapses and momentarily looks like a psychotic letter "H"!

In each racecourse there are 55 gates, either horizontal or vertical which you must maneuver through. In slalom the gates are spaced a moderate distance from each other. In giant slalom, the gates are placed further apart. In downhill (my favorite), the gates are closer

together and all are horizontal.

There are several bugs in this program that either weren't discovered by the programmers, or the programmers didn't care. I will list the 3 I have found.

1. If you keep your skier vertically aligned with a gate, some mystic force will propel him to the edge of the screen!
2. If you stop your skier abruptly right next to a gate, perfectly aligned with it, the error register will strangely start to crazily increase!
3. If your skier is aligned horizontally with a gate, and you cross it, sometimes the error register will rise by 15 errors.

I have found a couple of ways to ruthlessly cheat! If your errors are getting high, use the programming bug to raise your errors over 99 so the error counter will reset. Or you can wait out the course until the clock resets at 100 seconds and then go for 20, 10, or hey why not even 5 seconds!

## SUMMARY

Graphics- The trees are the same as in the golf cartridge, War of Nerves. The skiers are alright, and the finish line is okay. Pretty much on the norm as of what to expect from the Odyssey2 .

Sound- There is the beginning sound (sort of like a deranged melody preceding a gunshot). There are also the sounds of the skiers skiing and falling.

Gameplay- Not great. With such a limited amount of movements, there isn't much player excitement involved. They should have added moguls and made the button jump.

### RATING

Graphics	**
Sound	*1/2
Gameplay	*



## SECTOR SEGA

### Sega Master System

By Dave Spender

Nearly a decade of existence, the Sega Master System has slowly faded from the mainstream and has been elevated to classic status. Anyone owning one knows just how good it actually was compared to any of the other systems of the time. The SMS is an 8-bit system, running at 3.58 Mhz. It's color palette is a huge 256 colors, 52 of which could be displayed at one time. All of this compared to the slower 2.14 Mhz NES, which can only display 16 colors at one time from a palette of 52, made the SMS the technical powerhouse of the time. But, due to limited games, most of which were manufactured by Sega, the system was a flop. Not a huge flop, however. Many good games were produced for the system, and it did present somewhat of a challenge for the big N. It's futuristic 3-D glasses, and separate card input, were a couple of the attractive features of the SMS.

After a couple of years, around 1988, it was clear that the SMS was a goner, and the NES had won the 8-bit war. The SMS was not truly defeated until a couple of years ago, as it still produced good games and attracted modest support. Sega quickly moved on to win the 16-bit war, and now is vying for the top 32-bit/multi-media spot.

Phantasy Star, Zillion, Y's, Space Harrier, Alex Kidd: these are names that even a non-SMS owner will recognize. Phantasy Star revolutionized RPG games; Alex Kidd, and Zillion added unseen before color, and depth to similar games of the time. This new column will review various SMS classics, including series on the 3-D games and early RPG's. If you don't own a SMS, go and get one! They're only around 30 bucks, and the games run from \$5 to \$15, depending on where you look. You won't be disappointed.

## YET ANOTHER... GOLDEN AGE VIDEO GAME MAGAZINE UPDATE

By Al Backiel

TITLE: Gameliner

DATES: ? circa '83 - '84

# OF ISSUES: ?

COMMENTS: The official magazine of CVC's Gameline. A modem access VCS-compatible software network subscription was included in the membership. Contained game instructions, contests, and information.

TITLE: Captain Atari? Atari International?

DATES: ? circa '82

# OF ISSUES: ?

COMMENTS: Newsletter available to Atari International Club members in nearly a dozen countries. Latest word on carts, events and tournaments. (Courtesy of Scott Stilphen)

TITLE: Ken Uston's Newsletter On Video Games

DATES: ? circa '82

# OF ISSUES: ?

COMMENTS: Advertised in Ken Uston's paperback series on beating video games. Subscription \$9.95 per year. (Courtesy of Scott Stilphen)



# SUPER NES SHOWCASE

## Solstice II: Equinox

1993 Sony/ Imagesoft

One player

Reviewed by Jeff Adkins

In the original Solstice for the NES, Shadax the wizard searched for the six pieces of the staff of Demnos in the dungeon of the castle Kastlerock. Once assembled he was able to thwart the evil plans of Morbious the malevolent and free the princess Eleanor. Solstice is one of the mostly challenging puzzle games and possibly among the best games ever released for play on the NES. Equinox takes the original theme and challenge, producing a mix of puzzle and role playing into an excellent game for the Super NES.

The dungeon of Solstice consisted of 256 rooms (unlike the 255 that the so called pros at Nintendo claim). Equinox is made up of eight separate dungeons totalling over 450 rooms, and an overworld made up of seven kingdoms and a pirate ship. As in Solstice, most of the rooms in the dungeons of Equinox are individual puzzles which must be solved in order to obtain much needed items or reach other rooms. Rooms of deadly spikes, movable bricks, plus other assorted devious traps will keep the player occupied for quite a while.

There is no princess to be saved. This time around Shadax has been taken captive by the evil witch Sonia, his former student gone bad. It's up to Shadax son Glendaal, to save his father from her wart like clutches and rid the land of her evil ways. Sonia lies in wait at the Ice Palace on Death Island.

Not only can potions be found in the deadly dungeons, but other items such as keys, apples, tokens, weapons and spells are scattered about aiding him in his quest. Keys come in four different colors (red, green, blue, & white) unlocking doors that match their particular color. Apples replenish lost energy when eaten. Twelve tokens must also be sought out in each dungeon. Once all twelve have been collected, Glendaal can seek out the guardian (boss) of the dungeon. By defeating dungeon guardians Glendaal will be able to venture over bridges or

some other form of transport to reach other kingdoms and their dungeons. Some of the guardians spirits guard the bridges preventing the young warrior/magician passage until their physical form is beaten in their respective dungeons.

Weapons are used to defeat the various dungeon creatures such as ghosts, knights, spinning devils & blobs. Gates with spike ends open and slam down in certain rooms (remember the gates in Prince of Persia?). The dungeon dwellers appear in four colors also. The green ones are the easiest to defeat, white ones are the hardest. The weapons that can be used against the nasties include a dagger, an axe, a mace, and various swords. All of these weapons fly through the air in pairs or trios. They also vary in speed and in strength.

Finding all of the weapons isn't necessary to complete the game. Almost all of the spells however, should be found and put to good use. The slow, damage, freeze & zap spells are used against the dungeon denizens. The reveal spell is used to determine which bricks can be moved or used in other ways. Casting the save spell will save the players current progress and items acquired. The save spell comes in quite handy especially on the pirate ship or in the ice palace. The unlock spell will unlock any colored door and must be located since the last two white doors in the ice palace leading to Sonias room don't have matching keys. Without it the player won't be able to finish the game. These are the only two doors without matching keys. The challenge lies in finding them all.

Spells require a certain amount of magic from the magic meter, in order to cast them. Anywhere from a half potion to four full potions is subtracted from it. The potions also come in the same colors as the keys doors & the enemies. Green potions replenish the magic meter by one, while white ones fill it completely. After a new spell has been picked up, the magic meter is filled and increases in length by one potion. Some of the items simply lie on the floors of rooms, others are situated atop bricks highup in rooms, and still others can only be found by destroying all of the enemies in a room.



The first dungeon has only 16 rooms and is basically a feeling ground to the hair pulling, brain twisting ones to follow. The ice palace has over 100 rooms and can be considered a game in itself. Besides bricks that can be pushed, there are conveyor bricks which can be rode across the tops of spikes safely. Sliding bricks that move along walkways or spikes eventually coming to a stop. Floating bricks, when jumped on drop down to the floor and then rise up again after stepping off of them. Invisible bricks which can't be seen until Glendaal jumps on them, then disappearing again once he gets off of them. Exploding bricks flash for a couple seconds before blowing up after they are jumped on. Some bricks can even be lifted up over his head and placed on top of other bricks in order to get to some of the items. In some rooms flashing doors will seal the rooms after they are entered. These particular doors will only open after all of the items are collected, and the enemies (if any) are eliminated. Upon picking up items such as keys, tokens and weapons, they will only be added to Glendaal's sub-screen inventory by safely exiting the room that they were found. Lose a life after acquiring them and they must be gathered again. Apples, potions, and spells are the only exceptions to this.

At the games outset, Glendaal has no weapons or spells. The first spell he must find is the heal spell. The first weapon is the dagger. Lose a life in a dungeon room and half a dot is taken from the life meter. Each dot of the life meter equals two lives. As in the original game, the on-screen heroes direction can be changed in mid-air. This is a technique that must be practiced to perfection. Glendaal can fall any distance safely as long as he doesn't come into contact with creatures, spikes or other deadly obstacles.

In the overworld, werebats appear out of holes in the ground and trolls drop out of the clouds. Bump into either and a battle takes place in a sub-screen. By defeating a werebat it will leave a potion. Trolls should be fought when the life meter is running low, or a new weapon has been equipped. Defeating a troll with a newly found weapon adds a dot to the life meter. If the life meter is drained completely, the game ends. Play can then be resumed in the last place that progress was saved. Saving can be done by either exiting a dungeon by ladder up to the

overworld, or by casting the save spell. Villages are strewn about the kingdoms providing entry to the dungeons. In some kingdoms there are more villages than in others. All of the dungeons in a kingdom connect with one another through the villages. Once a village is entered, Glendaal appears in the dungeon.

The first kingdom is Galadonia. The dungeon guardian is Bonehead, a giant skull that spins around the room stopping every so often to spit out ghosts. The ghosts must be destroyed before Bonehead resumes movement. Weapon shots to the eye sockets when they glow red will eventually take care of this marrow brain. After Bonehead or any of the other guardians have been defeated, both the life and magic meter increase in size by one length.

Eliminating Bonehead allows Glendaal passage across the bridge to the kingdom of Tori. The dungeon is a little bigger and the individual room puzzles get a little harder. Sung-Sung is the dungeon guardian. He moves under the floor popping up here and there throwing rocks. The rocks must be avoided, while attempting shots to Sung-Sung's face to permanently ground him.

After Sung-Sung is buried, the bridge to Deeso can be crossed. Quetzalcoatl, a giant stone statue (four bricks high), must be dealt with. Hitting with shots as it moves about the room will eventually bring it down in size to one brick. When it gets down to one, sword blades pop out of its sides and it moves at a faster speed.

The fourth guardian can be confronted in the underwater dungeon in the kingdom of Atlena. Pincha, the giant crab, crawls about the floor pausing randomly to take a swipe at Glendaal with its huge crustacean claws. The crabs eyes are its vulnerable spot. But only when it stops and moves its claws are the eyes susceptible to the shots from a weapon. After so many hits Pincha will lose one of its claws, depending on which one has been hit the most. When the second claw is blasted off, it becomes a seafood platter. Pincha is one of the hardest guardians to beat and I enjoyed it thoroughly when I did.

The fifth kingdom, Quagmire can't be reached by a bridge. Glendaal must jump from a certain spot in the southern portion of Atlena to reach this swampy land. Dollop, a giant slimeball awaits in the dungeon. This big blob wallows about, stopping at times near the top center of its guardian room, then leaping into the air and



landing in the center. After landing it remains motionless emitting smaller dungeon blobs. The baby blobs have to be taken care of before Dollop will begin to move again. Its eyes are its weak spot.

When each of the first five guardians have been defeated, besides an increase in life and magic, Glendaal earns a string to his harp. After successfully winning all five strings, he will be able to use the magical stone crosses that are scattered around most of the kingdoms (except the pirate ship & death island) to warp from one kingdom to another in no time. All five strings are required to warp to the sixth kingdom, Afralona a large island in the southern most part of the world. The harp is played while standing on a cross to warp. Glendaal must seek out a particular cross to reach Afralona.

The puzzles in the dungeon here require some thought and ingenuity to succeed. Instead of bricks, large round orbs are maneuvered by pushing them or even picking them up and relocating them to acquire items. This dungeon which resembles the inside of an Egyptian pyramid, is guarded by Eysis a giant spinning pyramid with an eye at its top point. Shots to the eye will eventually turn it into rubble.

To reach the pirate ship, the dungeon that is farthest east of Afralona (before the mountain range) must be entered in order to find the correct exit that will place Glendaal on the other side of the mountains near the ship. Once on board, he can't get off until he dies and resumes play or the watery dungeon and its guardian have been conquered. It's a good idea to explore a little bit figuring out some of the puzzles, before using the save spell. Some of the ships floors act like conveyors pushing the young hero in certain directions. To move around, a lot of jumping is required to negate the floor movement and get to items. The guardian of the ship, Billy Bones, rides on the back of his cannon shooting cannonballs in all directions. Proper timing and positioning are a must to make this swash buckling vertebrae walk the plank. That is if you can't find the safe spot.

When Billy Bones is defeated, Glendaal finally arrives at the last kingdom, Death Island. It is shaped in the form of a giant skull. The Ice Palace is located between the two eyes. There is only one entrance to this massive dungeon. None of the other dungeons can come close to

the complexity and difficulty of the Ice Palace. Invisible, floating, and the deadly exploding bricks can be found in a majority of the rooms. While there were a few secret rooms in the earlier dungeons, they are spread about everywhere in this last dungeon. All of them must be found by pushing on walls in certain spots to obtain precious keys, the twin sword and the unlock spell. The locked doors run in room sequences of five or six of the same color. Glendaal will have to do a lot of back tracking to finally confront the witch Sonia. The room puzzles will frustrate, aggravate and challenge your brain to a hair pulling frenzy at times. I guess that's what makes it so enjoyable.

Sonia appears without a broom shooting deadly fireballs and warping about the room at will. The fireballs can be shot with a weapon and the witch herself gets rid of them at times with her sudden rushes from one end of the room to another. She is only vulnerable to weapon shots just before she shoots her fireballs. Well placed shots to her face between her cloaked arms lead to her eventual demise.

Once the long victorious battle is over, Glendaal finds his father in a chamber behind the witches throne. After a brief reunion, Shadax uses his last bit of magic to take them both home to Galadonia on a magic carpet. Glendaal is then shown standing on a cliff overlooking the ocean as clouds drift by, the sun sets, and the programmers credits roll. When the sun does go down, "The End" appears on screen along with the words, "For Now"... I can't wait for the sequel. If you enjoyed Solstice, then you will absolutely love Equinox. Yes, Super Metroid is among the best of the newest Super NES releases, but Equinox gets my vote as game of the year. A MUST HAVE!

#### Equinox Tips:

- > Try to save the game by exiting the dungeons as much as possible.
- > You can destroy the spinning devils while they are in their whirlwind form.
- > In some rooms the enemies must be used to obtain items before eliminating them.
- > Push on as many walls as possible.
- > When confronting some of the guardians, there are safe spots that will give you a great advantage in beating them.
- > While Glendaal can be crushed by the gates, he can ride on top of them to reach tokens.



# THE VECTREX VECTOR

## GAME OF THE MONTH

### MINE STORM

1982 GCE Vectrex

Designed by John Hall, Jay Smith

One or Two Players - Joystick

Review by Al Backiel

Whenever a new video game system is launched, it doesn't hurt to have it come with a strong software title. Coleco had one in Donkey Kong. Nintendo had Super Mario Bros. MINE STORM was definitely a good choice for the Vectrex. It is essentially a home version of the arcade classic Asteroids. It uses vector graphics just like the original game. MINE STORM is not just a copy cat game. Many new elements have been added. For the benefit of the few gamers out there who may not be familiar with either game (maybe it's before your time) here is a brief overview.

MINE STORM puts you in the center of a minefield (as opposed to an Asteroid belt). From then on it's the law of survival, i.e. kill or be killed. Your ship may be rotated to fire 360 degrees in either direction. You can move forward only, but since you can't jam on the brakes, only come to a gradual stop, the feeling is one of floating in space. There is also the option known as hyperspace. You can disappear when you get into a tight spot. But, when you reappear it is in a random location. You could wind up in a worse predicament sometimes. Each large mine breaks into 2 medium sized mines and finally into 2 smaller mines. Once every round, a smaller minelayer will come flying out and try to collide with your ship. He must be knocked off quickly because he also tries to reseed the mine field.

### CONTROLLER

Button 1 = not used

2 = escape (hyperspace)

3 = thrust

4 = fire

Joystick = direction of ship

### The Quadrant Theory

I have discovered a strategy which is quite effective. Imagine that the screen is divided equally by 2 lines intersecting at the center and forming 4 equal sized quadrants. You also have what resembles a compass with north at the top. It is randomly from any of these 4 directions that the second minelayer will emerge and fly straight across. The key that triggers his appearance, is when the last medium sized mine of any type is shot in two. You have only a few seconds after that to get out of harm's way. I would recommend leaving one medium size mine for last while cleaning up everything else. Then, move to the center of the nearest quadrant. Break the last medium mine and fire towards the opposite side. This way you'll be able to ambush the minelayer as soon as he appears. After that, it is safe to move to the center of the screen to eliminate the last two small mines. You can easily dodge the last mine and use that time to catch your breath and plan ahead.

### MINE TYPES

Floating - dumb mines

Fireball - will fire back if hit. Must be hit twice.

Magnetic - will follow you and try to collide.

Magnetic-Fireball - has traits of both types.

Each level starts out with the minelayer randomly seeding the mine field. Then your ship pops up in the center with the mine field



number. Before the mine fields emerge, you have a few seconds. It is a good idea at this time to move to a nice clearing on either side. Point your ship towards the center before the action begins. The reason for this is twofold. One, you will not become immediately surrounded. Secondly, since the majority of the screens have the stronger mines, you have more room to maneuver. Besides, on a screen with more than one type of mine, you can divide and conquer. One might come straight at you and the other which is closer to the other side will try to double around back. This lessens the brunt of the attack and gives a second or so to concentrate on the first. You may not be able to finish him off completely, but you should be able to shoot your way past him and turn around and fire before the other guy sneaks up behind you.

If you can't seem to line up a shot exactly to destroy an incoming mine, it is better to sidestep, turn and shoot. You can move off the screen, since it wraps around. All the while you are destroying mines you have to be subconsciously aware of the seeds that are scattered about the field. Any of these may emerge as a new mine when it is needed as a replacement. Therefore, it is safest to shoot from a clearing unless you are cornered. Sometimes you'll die and not know what hit you. It was probably one of these emerging mines that you ran over.

#### MINE FIELDS 1 - 13

All mine fields contain floating mines. Here is a list of the major mines found on each level:

- |                     |            |
|---------------------|------------|
| 1-(E) Floating      | E = easy   |
| 2-(E) Fireball      | M = medium |
| 3-(E) Magnetic      | H = hard   |
| 4-(H) Mag-Fire      |            |
| 5-(M) 1-Mag         | 1-Fire     |
| 6-(H) 1-Mag-Fire    | 1-Fire     |
| 7-(H) 1-Mag-Fire    | 1 Mag      |
| 8-(E) 2-Fires       |            |
| 9-(M) 2-Mags        |            |
| 10-(H) 2-Mags-Fires |            |
| 11-(E) 3-Fires      |            |
| 12-(M) 3-Mags       |            |
| 13-(H) 3-Mag-Fires  |            |

#### MINE FIELDS 15 - 89

The manual describes these mines as "a whole new universe. Space dust and alien forces make this world a difficult challenge." There are many new types of mines. There isn't any Mine 14, 20, 25 etc. Roughly every 3rd number is skipped for some reason. The manual came with a one page insert stating that if the screen goes blank after Mine Field 13, you should just hit reset. I do know that the game may reset at this point any way. You just have to hope it continues. Every level after 13 quickly flashes GAME OVER. I actually only got as high as 16. The rest of the information was gathered using one of Sean Kelly's made up prototype cartridges (MS2) with unlimited lives. This was one of the games that was put in the public domain on Internet. This prototype should be close for final release. I wanted this review to be complete so I opted for the quick and dirty method. Besides, I was curious to see how many levels existed. Actually this prototype is good for practice. You still have to finish each screen, but at least you can keep moving forward. It has a tendency to crash on 23 if I try to do too much at once. The game may or may not reset itself again after 38. I got as far as 89 before the game hung up on me. I was able to find out some interesting trivia. The maximum score is 999,995 after that it rolls back to 0. The maximum number of lives is at least 30. After 11 ships are lined up on the right side, 19 more can appear on the left side.

#### MINE FIELDS 15 - 38 with ratings

- |        |        |
|--------|--------|
| 15-(E) | 28-(E) |
| 16-(H) | 30-(M) |
| 18-(H) | 32-(H) |
| 19-(E) | 33-(E) |
| 21-(H) | 35-(H) |
| 23-(H) | 36-(H) |
| 24-(M) | 37-(M) |
| 26-(H) | 38-(M) |
| 27-(E) |        |

MINE FIELDS 41 - 49 (All are medium to hard)



## NEW MINE TYPES

Small dots  
Large dots  
Invisible  
Short lines  
Long lines  
Dotted lines

The new mines may be paired off with each other or appear in any combination. They may also possess the traits of the original mines. Generally, watch their behavior to tell them apart. It's a good idea to hit each one twice in case it contains a fireball. The dotted line mines will not break if the shot passes through the gaps. The invisible mines can only be found by chance when a shot finds its mark. Some of the screens have a strobe-like effect. You go into slo-mo while the screen keeps blinking.

## SCORING

Type of Mine	Large	Medium	Small
Floating	100	135	200
Fireball	325	360	425
Magnetic	500	535	600
Magnetic-Fireball	750	785	850

Hitting fireball itself = 110  
Hitting minelayer = 1000  
Bonus ship each 4 fields cleared.  
High Score Memory can be seen by hitting reset.

## RATING

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

Review Score: 340,486 (Mine Field 16)

## TIPS:

- > To break any fireball you should turn your ship so that you are pointed straight at the center dot of the fireball and hit it twice. If you are not lined up exactly, shot can get at you from an angle.
- > Do not shoot a large fireball up close. Leave plenty of room.
- > Eliminate the strongest mine completely and

individually first. Avoid hitting weaker mines early as this only puts more debris in your way.

> If 2 aggressive mines are clinging together, try to coax them apart by moving around the screen. If that doesn't work try to line them up precisely for a shot.

> The majority of mines flow from top to bottom. It is safer to move off screen at the sides.

> Field 1 is easy. Nothing fires back. You can spin like Sonic the Hedgehog and fire like crazy.

> Fields 16, 21 & 26 are very hard. Give priority to breaking up pairs and use hit-and-run tactics from the perimeter.

> Fields 18, 32, 35 & 36 contain invisible mines. To find invisible mines before they find you, spin fast and fire rapidly.

Hyperspace often. Some are mag-fire too.

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## 3-D MINE STORM

1983 GCE Vectrex

Designed by Richard Moskowski, John Ross & ?

One Player - Joystick

Reviewed by Al Backiel

This game, which came packaged with the special goggles, brought the excitement of 3-D to the Vectrex. The game is in color (red, blue & green) created by the color wheel inside the 3D Imager. No overlays are needed. The scenario is the same as the original MINE STORM. "The transport lanes of intergalactic space have been seeded with mines from an alien vessel." "Use your mine destroying blaster to blow up the mines before they annihilate you!" The closest arcade relative is probably Asteroids Deluxe. If I remember correctly, the coin-op used mirrors to create a 3D-like effect. The play mechanics are basically the same as regular MINE STORM.

There are less mines per screen to deal with, compared to the regular MINE STORM. But, the 3-D version is definitely the more difficult of the two. Each minefield consists of 3 sublevels. Each sublevel must be



completed to reach the next minefield. If you get killed on let's say the third sublevel you have to repeat the entire process all over again. Another thing that made the 3-D version so much tougher is the fact that the mines with fire power, shoot out a much faster and snappier fireball. You have to line up with one of these targets more precisely than in the original MINE STORM. If you're fired upon there is almost no time to get out of the way. You might be able to hyperspace, but just barely. Another thing that adds to the difficulty of 3D MS is that a magnetic mine turns around and tries to head you off from the opposite side much sooner, because it doesn't have to be as close to the edge to overlap as it does in MS.

#### CONTROLLER

Button 1 = escape (hyperspace)  
2 = escape (hyperspace)  
3 = thrust  
4 = fire  
Joystick = direction of space

The Quadrant Theory, I mentioned in the MINE STORM article does not come into play at all in 3D MS. The path of the second minelayer is completely random. The best way to get rid of this guy is to fire rapidly at him. If you don't hit him right away, run away and try to get him to circle into your stream of fire. If you stand your ground and keep firing, this guy can still slip underneath your fire somehow. So standing your ground is not a good strategy. The appearance of the second mine layer is triggered by the splitting of the last large mine of the minefield. It is better to be at center screen when this happens as he tries to circle around you clockwise. A strange thing happens when there is one mine left on the screen. The screen may actually go blank for a split second. This should not be construed as a glitch, but it is still curious.

#### MINE TYPES

(4 lg./sublevel x 3 sublevels/level = 12 lg./level)

Floating - dumb mines

Fireball - will fire back if hit. Must be hit twice.

Magnetic - will follow you and try to collide.

Magnetic-Fireball - has traits of both types .

The basic mine types are the same as MS. But, they are different in appearance. In 3-D they look more impressive because of the rotoscoping and zoom functions. Rotoscoping is the ability to view the same object from different angles. The objects turn so that you can see the various sides. The fireball for instance, is a pyramid turning on its axis. The magnetics appear to be twisting and turning. The floaters resemble camera tripods. The mag-fire have traits of both. Zooming occurs when objects increase in size as they get closer and vice versa. This is noticeable as each sublevel is reached. Before you can hit any new set of mines they must reach the top playing surface. Be sure to give them plenty of room to do so.

Each level starts out with the minelayer randomly seeding the mine field. Then your ship pops up in the center with the mine field number. Before the mine fields separate, you have a few seconds. I find it is a good idea to avoid looking straight at the mines when they are unstacking. They are very blurry until they are unstacked. It is at this point that you should plan your strategy with 2 things in mind. You should leave a sufficient distance and be perfectly aligned for fireballs and you should have an alternate move planned in case of an immediate collision course. If you wear prescription glasses be sure to adjust the goggles so there is no contact. You can adjust the head band accordingly. Otherwise the contact and vibration of the motor can scratch your lenses.

#### MINE FIELDS 1 - 16

Most mine fields contain floating mines. This list is the same as MS for 1-13. I haven't gotten past level 14, so levels 15 and 16 are educated guesses. The manual hints at levels beyond 16. Write CS&G and let us know what they're like,



if you reach them. Here is a list of the major mines found on each of the known levels:

- 1-(E) Floating
- 2-(E) Fireball
- 3-(E) Magnetic
- 4-(H) Mag-Fire
- 5-(M) 1-Mag 1-Fire
- 6-(H) 1-Mag-Fire 1-Fire
- 7-(H) 1-Mag-Fire 1 Mag
- 8-(E) 2-Fires
- 9-(M) 2-Mags
- 10-(H) 2-Mags-Fires
- 11-(E) 3-Fires
- 12-(M) 3-Mags
- 13-(H) 3-Mags-Fires
- 14-(H) 4-Fires
- 15-(M) 4-Mags??
- 16-(H) 4-Mags-Fires??

E = easy
M = medium
H = hard

#### SCORING

Type of Mine	Large	Small
Floating	100	135
Fireball	325	360
Magnetic	500	535
Magnetic-Fireball	750	785

Hitting fireball itself = 110  
Hitting minelayer = 1000  
Bonus ship each 4 fields cleared.  
High Score Memory can be seen by hitting reset.

#### RATING

Graphics	***
Sound	**
Gameplay	**

Review Score: 227,135 (Mine Field 14)

#### TIPS:

- > To break any fireball you should turn your ship so that you are pointed straight at the center dot of the fireball and hit it twice. If you are not lined up exactly it is better to retreat as you'll only wind up getting killed.
- > Do not shoot a large fireball up close. Leave plenty of room. Using overlapping fire can get these safely.

- > Eliminate the strongest mines completely and individually first. Avoid hitting weaker mines early as this only puts more debris in your way.
- > If 2 aggressive mines are clinging together, try to coax them apart by moving around the screen. If that doesn't work try to line them up precisely for a shot.

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## MINE STORM PROTOTYPES

By Al Backiel

Several programs and files from the Vectrex library were placed in the public domain on the Internet Network. They were uploaded by some of the ex-programmers with the blessings of the parties involved. As I did not have the necessary equipment to download these games, I was happy to get my copies via the multi-cartridge produced by Sean Kelly. I consider these games to be highly collectible and a must have for all Vectrex owners. These extra versions of MINE STORM are good to use as practice for the completed version. Since they have unlimited lives, you eventually get to play the higher levels that were previously thought of as unreachable. Here is a list of them along with what has been discerned.

- MS2 - MINE STORM with unlimited lives.
- MS3 - MINE STORM with unlimited lives and rapid fire.
- MS? - MINE STORM with unlimited lives and rapid fire.

How is the last one different? It's hard to tell. Interestingly all three have a copyright date that reads @ GCE 2001.



# CLASSIFIEDS

## FOR SALE/TRADE LIST 5-25-94

Used 2600 games \$2.00 each.

Adventure, Air-Sea Battle\*, Amidar, Armor Ambush\*, Astroblast\*, Asteroids\*, Barnstorming\*, Basketball\*, Berzerk\*, Breakout\*, Burgertime, Centipede\*, Cosmic Ark\*, Dark Cavern\*, Defender\*, Dodge'em, Donkey Kong\* (Coleco), E.T.\*, Football\*, Freeway, Frogs n Flies\*, Frogger\*, Golf\*, Grand Prix\*, Haunted House\*, Home Run\*, Ice Hockey\*, Jungle Hunt\*, Laser Blast\*, Mario Bros.\*, Mash, Missile Command\*, Night Driver\*, Outlaw\*, Pac-man\*, Phoenix\*, Pitfall!, Q\*bert, Raiders of the Lost Ark\*, Real Sports: Baseball\*, Football\*, Volleyball\*, River Raid\*, Skiing\*, Sky Jinks\*, Space Attack\*, Space Invaders\*, Space War\*, Stampede\*, Starmaster\*, Star Wars: Empire Strikes Back\*, Street Racer\*, Super Breakout\*, 3-D Tic-Tac-Toe, Tennis, Vanguard\*, Video Olympics\*, Video Pinball\*, Warlords\*, Yars Revenge\*. Sears: Asteroids\*, Missile Command\*, Pong Sports\*, Space Combat, Target Fun\*.

\$3.00 2600 games (used):

Megamania\*, Midnight Magic\*, Moon Patrol\*, Ms. Pac-man\*, Pele's Soccer\*, Phoenix\*, Robot Tank\*, Spider Fighter, Star Raiders (includes instructions & touchpad).

Boxed 2600 games (used in good shape) \$4 each

Donkey Kong, Dragonfire, Pitfall!,

International Soccer (M-Network).

New 2600 & 7800 games (Sealed in box) \$5 each

2600: Jungle Hunt, Millipede, Raiders of the Lost Ark, Real Sports Football, Super Baseball. 7800: Choplifter, Food Fight, Galaga, Karateka.

Items & Games for Trade ONLY!

2600: Alien, Artillery Duel\*/ Chuck Norris Superkicks, Basic Programming (includes keyboard controllers, overlays, and inst. book), Brain Games, China Syndrome, Cookie Monster Munch, Cosmic Commuter, Crossforce, Earth Dies Screaming, Entombed, Escape from the Mindmaster, Fathom\*, Frontline, HERO, Laser Gates, Marine Wars, Miniature Golf, Picnic, Planet Patrol, Plaque Attack, Pooyan,

Porkys, Pressure Cooker, Roc'N Rope, Shark Attack, Slot Machine, Space Chase, Space Master X-7, Spelling, Spikes Peak/ Ghost Manor\*, Spitfire Attack, Starship (03), Starship (later release black label with yellow & white writing), Stellar Track, Strategy X, Survival Run, Tapper, Tax Avoiders, Taz, Time Pilot. 5200: Buck Rogers, Gorf, Star Trek, Super Cobra, Wizard of Wor.

Colecovision: Nova Blast, Pitstop, Smurf Rescue, Space Panic, Squish'Em, Sub-Roc, Turbo, War Games, War Room, Zaxxon.

Intellivision: Advanced D&D: Treasure of Tarmin, Dragonfire. Masters of the Universe (New in sealed box).

Channel F: Nos. 1,9,12. Odyssey 2 : Quest for the Rings. Starpath Supercharger, Keyboard Controllers. Intellivision II system. Instruction Books, Catalogs etc. \$1 each.

2600: Atari: Air-Sea Battle, Asteroids, Backgammon, Basketball, Battlezone, Berzerk, Breakout, Casino, Centipede, Circus Atari, Concentration, Dark Chambers, Defender, Demons to Diamonds, Desert Falcon, Dig-Dug, Donkey Kong Jr. (Atari), E.T., Galaxian, Home Run, Joust, Jr. Pac-man, Jungle Hunt, Kangaroo, Krull, Mario Bros., Maze Craze, Midnight Magic, Millipede, Missile Command, Moon Patrol, Ms. Pac-man, Pac-man, Pele's Championship Soccer, Phoenix, Pole Position, Real Sports: Baseball, Tennis, Volleyball, Slot Racers, Solaris, Space Invaders, Star Raiders, Street Racer, Super Breakout, Surround, Swordquest: Earthworld, Vanguard, Video Checkers, Video Chess, Video Olympics, Venture (Atari), Warlords, Yars Revenge.

Atari Force Comics: Nos. 1, 2, 3, 4,

Centipede Comic, Yars Revenge Comic.

Catalogs: 1978 red, 1980 (D) blue, 1981 (C) green, 1981 (D) red, 1982 (E) red, VCS Owners Manual. Activision: Chopper Command, Fishing Derby, Grand Prix, Ice Hockey, Kaboom!, River Raid, Robot Tank, Seaquest, Sky Jinks, Stampede, Starmaster. Catalogs: Early 1982 (Purple), Spring 1982 (Black), Winter 1982, Winter/Spring 1983, Fall/Winter 1983, Winter/Spring 1984, Late 1984 (White). M-Network: Astroblast, Frogs and Flies,



Lock'n Chase, Space Attack, S.C. Football, Catalog. Imagic: Atlantis, Moonsweeper, Riddle of the Sphinx, Star Voyager, Trick Shot, Catalog. Coleco: Carnival, Donkey Kong, Mouse Trap, Venture, Catalog. CBS: Blueprint, GORF, Solar Fox, Wizard of Wor. Parker Bros: Frogger, Popeye, Tutankham, Catalog. Apollo: Space Cavern, Catalog. Epyx: California Games, Winter Games. Sears: Baseball, Maze, Space Invaders, Target Fun. Miscellaneous: Journey Escape (Data Age), Flash Gordon (Fox), Sea Hawk (Froggo), Space Jockey (U.S.), Title Match (Absolute). 5200 Inst. Books: Centipede, Frogger, Pac-man, Qix, Real Sports Soccer, Star Raiders, Super Breakout, Vanguard, Owners Manual. 7800 Inst. Books: Ace of Aces, Dig-Dug, Planet Smashers, Robotron: 2084, Touchdown Football, Xenophobe. Channel F Game Catalog. Intellivision Games \$2 each. Games come with box, inst. book, & overlays. Unless noted otherwise. Armor Battle, Astrosmash, Backgammon, Burgertime, Major league Baseball, Demon Attack, NFL Football, NHL Hockey, Hockey (Sears), Las Vegas Poker & Blackjack, L.V. Roulette, Lock N Chase, Masters of the Universe, Sea Battle, Sharp Shot (no overlays), Space Armada, Sub Hunt, Tennis, Triple Action. Loose Carts \$1 each (cart only unless noted): Atlantis (I,O) Beauty & the Beast, NBA Basketball(O), Burgertime (O), Nightstalker (I,O), LV Poker & Blackjack(I,O), Skiing(I), Snafu, Space Battle, Triple Action(I,O), Soccer, Checkers(O), B-17 Bomber(I), Math Fun. Inst. Books: Boxing, Donkey Kong, Triple Action, Vectron, Catalog.

\* Indicates game comes with original instruction book.

I also have an Odyssey 2 system, Intellivision II, and a Telegames system for sale or trade. 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 alternates. Thank You! Jeff Adkins, 11 Windsor Attica NY 14011. (716) 591-1519 after 5 pm (EST).

**Wanted:** NEO-GEO System, cartridges, memory card, and carrying bag. Andrew Meron, 2046 E. Margaret St. ST. Paul MN 55119. (612) 738-9034. (1)

**For Sale or Trade:** Over 150 games for 2600, 7800, 5200, Odyssey 2, Atari Home Computers and others. Systems: 2600, 5200, Odyssey 2, XE. 800 XL computer, disk drive, and printer. Will exchange my list for yours. Earl W. Carsner 738 N. Bermuda St. Mesa AZ 85205. (1)

**Wanted:** Fairchild: 19, 23-25, K-1 Keyboard Cartridge, Demo(s); Studio II: Tester, Demo(s), Gunfighter, Hockey, Speedway, Fun with Numbers; Telstar Arcade 2 & 4+; Microvision: Cosmic Hunter, Shooting Star, Vegas Slots; Arcadia 2001: Funky Fish, Grand Slam Tennis, Pleiades, Space Vultures; 7800: Pyromania. Vectrex: Animation, Baseball, Polar Rescue, Spike, Star Castle; Odyssey 2: Non-U.S. releases; Bally: 3rd party stuff, Conan, Creative Crayon, ZGrass; 5200: Gremlins, Masterplay Interface, Meteorites, Quintana Roo, Zaxxon; Intellivision: Congo Bongo, Defender, Fathom, Frogger II, Spiker, Super Cobra, Turbo, Tutankham; Colecovision: Alcazar, Bumpman, Boulder Dash, Evolution, Q\*bert's Qubes, Tomarc, Zenji; 2600: Ikari Warriors, Jawbreaker, Marine Wars, Moto Rodeo, Ram It, Rescue Terra 1, River Patrol, Robin Hood/ Sir Lancelot, Springer, X-Man; Systems: APF, Entex, Gimini, Palmtex, Starting Line-up, foreigners; lots of other games, docs, etc., etc. Russ Perry Jr. 5970 Scott St. Omro WI 54963, (414) 685-6187.

**Wanted:** 2600 Carts: Beamrider, Quadrun, Gremlins, Up n Down, Custers Revenge, Submarine Commander, Dishaster, Flash Gordon, Roc n Rope, Miner 2049er Vol. II, plus others. Colecovision carts needed: Evolution, Nova Blast, Sammy Lightfoot, Mr. Do's Castle, Aqua Attack, Jungle Hunt, HERO, Up n Down, 2010 Action, plus others. Vectrex: Star Castle, Pole position. 7800: Tank Command, Meltdown, Alien Brigade. Instructions needed (original or photocopied) 2600: Robin Hood, King Kong, Steeplechase, Subterranea. Coleco: Frogger II, Burgertime, Jumpman Jr., Star Trek, plus others. For Sale: 2600 systems, accessories, and over 150 carts. Colecovision systems, accessories and carts. Also Odyssey 2, Intellivision, Vectrex, 5200, 7800, Telstar Arcade systems, accessories and carts. Please send your want and or sale/trade lists. Always



willing to trade! Ron Milford 64 B St. Avenel NJ 07001, (908) 636-6809. (4)

**For Sale:** Video games for Atari 2600, 5200, 7800, Colecovision, Vectrex, Intellivision, Sega Master system, Nintendo 8-bit Famicom. Many hard to find and rare titles available. 2600- Bump'N'Jump, He-Man, River Raid II, Pressure Cooker, Burgertime, Off the Wall; 5200- Mario Bros., Super Cobra, Congo Bongo, Blueprint, Star Trek, Astro Chase; 7800- Planet Smashers, Alien Brigade, Pete Rose, Jinks; Intellivision- Beamrider, Ladybug, Nova Blast, Jetsons, Scooby Doo, He-Man, River Raid; Colecovision- Moonsweeper, Nova Blast, Star Wars, Blockade Runner, Omega Race, Illusions, Spy Hunter, Frogger II; Vectrex- Space Wars, Scramble, Spike, Spinball, Clean Sweep, Blitz. Others available. Write for current lists. Ed Villapando 13525 Utica St. Whittier CA 90605. (1)

**Wanted:** Bally Astrocade, Gemini 2600 system, Entex Adventurevision, Emerson Arcadia, RCA Studio II, Entex select-a-game. Al Backiel 253 Rock Rd. Ridgewood NJ 07450.

**Wanted:** Odyssey 2: Computer Intro, I've got your Number, Any Master Strategy game, Casino Slot Machine, Electronic Table Soccer; 7800: Cracked, Alien Brigade, Winter & Summer Games, Water Ski, Rampage, Basketbrawl, Mean 18 Golf. I also need the following boxes for Odyssey 2 games: Attack of the Time-lord, Subchase/ Armored Encounter, Killer Bees, Volleyball, Showdown in 2100 AD, & Monkey-shines. **For Sale:** Odyssey 2 games (new in box w/ inst.): Pocket Billiards, Alien Invaders Plus, Bowling/ Basketball, Baseball, Computer Golf, Speedway/ Spinout. \$15 each. Willing to trade or buy! Write to me at: Ben Hutchins 541 Woodland Dr. Bellefontaine Ohio 43311. (1)

**Wanted:** 2600: No Escape!, Track & Field (W/controller), Quadrun, Pengo, Secret Quest, Solaris, Cubicolor, Turbo, Subterranea, Real Sports Basketball, Q\*bert's Qubes, Wing War, Sinistar, Video Life, Spy Hunter, Tapper. 5200: Mr. Do's Castle, Stargate, Tempest, Tapper, Beamrider, Ballblazer, Space Dungeon, GORF, Star Wars: Arcade, Miniature Golf, Basketball, Track & Field. Millipede, Robotron:

2084, Popeye, Ms. Pac-man, Q\*bert, Quest for Quintana Roo, Montezumas Revenge, Miner 2049er, Zaxxon, Dreadnaught Factor, Star Trek, Congo Bongo, Xevious, Dual joystick holder, Space Invaders, Missile Command, Mario Bros., Gyruus, Final Legacy, Zenji, Zone Ranger, Meebzork, Rescue on Fractalus, Pitfall, Pitfall II, Mountain King, Asteroids. 7800: Dig-Dug, Joust, Robotron: 2084, Ballblazer. NES: Donkey Kong Classics, Lode Runner, Burgertime, Mario Bros. (not super), Donkey Kong 3, Donkey Kong Jr. Also Atari Age, Atari Catalog, for 1984, Posters, Waterworld Comic. **For Trade:** Atarian #2. 2600 carts: Cruise Missile, Frostbite, Cosmic Creeps, Slot Machine, Cosmic Swarm, Entombed, Megaforce. 5200: Bounty Bob Strikes Back! (W/copied instructions & cheat sheet). John Hunter P.O. Box 1615 Garden City KS 67846 (316) 275-2705. (1)

**Want to trade, buy and sell-** Atari 2600, 5200, 400/800/XE, Coleco, Intellivision, Odyssey 2, Channel F, Vectrex, Bally & Sega Master Syst. Have over 1,000 extras, over 250 Atari 2600 titles. Send your list and I'll send mine. Wayne Dunphy "Games Scrounger" 3664 Kolstad Rd. Eagan MN 55123. (612) 454-9584. (3)

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**For Sale-** Vectrex w/ controller, overlay and box, \$55. Star Castle \$25, Bedlam \$12, Web Wars \$11, Cosmic Chasm \$11, Clean Sweep \$9, Scramble \$7, Hyperchase \$7, and Star Trek \$6. Premiere issues of Electronic Games, Video Gaming Illustrated, Video Games Player and Video & Arcade Games. Will sell or trade as set for ??? make offer. Odyssey Adventure Mags. - Winter '82, Spring '82, Summer '82, Fall '82, Winter '83, and Summer '83 ??? make offer. **Wanted-** Vectrex 3-D imager and games, light pen and games, Fortress of Narzod, Polar Rescue and Pole Position. Sega Master 3-D glasses & games. Paul Becker 2766 S. 49th St. Milwaukee, WI 53219 (414) 541-2410. (1)



# AND FINALLY .....

While we don't cover the Sega Genesis yet, I am looking forward to upcoming SMS game reviews. Sega is currently having a contest through fanzines only. The enclosed entry form with this issue is all it takes to enter. By now many of you have already received one. But what the heck, fill out one more with another name for the fighter ship from Sub-Terrania, one of the latest released games from Sega. The odds are definitely in your favor if you do enter more than once. Do you think Nintendo would ever do something like this? Hats off to Sega.

Speaking of contests, what ever happened to the Top Score contests in Electronic Gaming Monthly? It just goes to show what happens when a decent video game magazine turns into a corporation!

Finally, Russ Perry Jr. has produced a fanzine that is almost totally Russ. The first issue of Slapshot, has a tell it like it is, without beating around the bush concept. He basically tells it like it is, displaying his dark side at times. If anyone is interested, write to him at:

Russ Perry Jr.  
5970 Scott St.  
Omro WI 54963

To the LIVING LEGEND back home in good old Streetsboro, Ohio, GET WELL SOON! We know you've had a rough month (and so has your Toad) but things will all be great when you're all better. Love your family!

Until next issue, HAPPY GAMING!

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