

CLASSIC SYSTEMS & GAMES

MONTHLY

VOLUME 3, ISSUE 4

1994

GAME OF THE MONTH

**CABBAGE PATCH KIDS:
ADVENTURES IN THE
PARK
COLLECOVISION**

**SHOWDOWN IN 2100 A.D.
ODYSSEY**

**TRANSBOT
SEGA**

**POLAR RESCUE
VECTREX**



**ADVENTURES IN THE PARK
FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM**

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FOR
COLECOVISION®
& **ADAM™**
FAMILY COMPUTER SYSTEM

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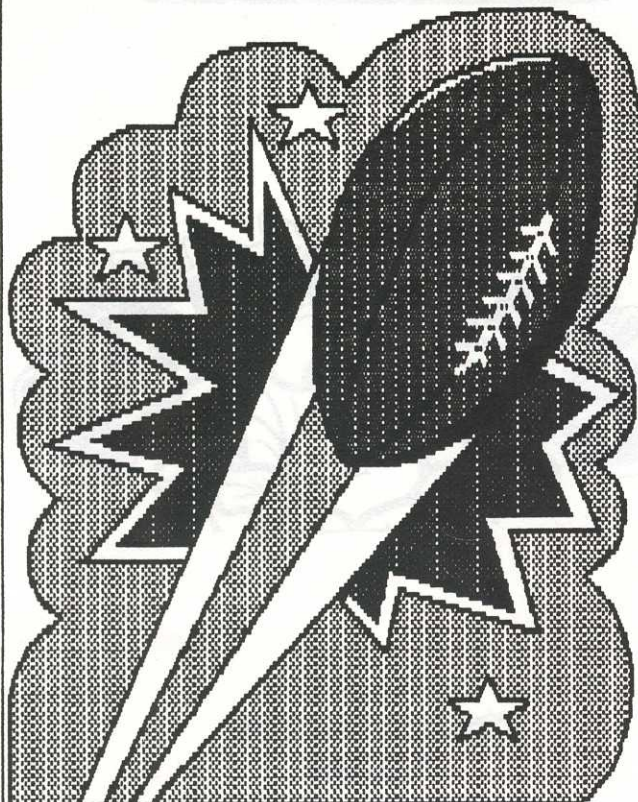
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7800 SPOTLIGHT

Jeff-

The text below is a series of e-mail responses to questions I asked Juli Wade, an Atari employee who's been posting on GENie lately. I've received permission to repost these. I think your readers might find them interesting... I know I did.

Earl C. Halliwell

Item 4273464

From: JULI.WADE

To: E.HALLIWELL

Subject: Klax

Well let me make you feel a bit better: Sentinel was the worlds most boring game.... Didn't deserve a plastic casing!! Electrocop was OK, but not great. I guess the Tramiels figured it was smarter to dump the whole line instead of making those carts!

Subject: 7800

You can go ahead and repost stuff -- as long as you answer ANY AND ALL questions that come up after you do that!!! I frankly don't have time to deal with 7800 stuff anymore...

Anyway, the complete list of 7800 games that were cancelled when we dropped the line goes like this: Steel Talons, Electrocop, Klax, Rampart, Toki, Road Riot 4WD, and Pit Fighter.

Subject: 7800 Games

7800 Pit Fighter was almost finished, I think. It was one of the pile of games we cancelled when the Tramiels decided to drop the 7800 line. (However, it looked TERRIBLE... You're not missing much.)

7800 Skyfox: Hmmmm. I remember that the programmer (supposedly) started working on the game, and then about 1 1/2 years later, after progress disk.... A total waste of time for us. This happens a lot with single, one-person development "houses".

7800 Rescue on Fractalus: I don't think this one was ever started.....

Gotta go - later! Juli

THE CART COLLECTOR

"Psssst. I got games... slightly used"

By Michael Bellman

It's Saturday, and I have just finished a five hour garage sale hunt and I'm coming home with a pile of games, a couple of decks, some crumpled boxes and manuals. I turn on the light and start to survey the loot. Hey! This Battlezone cart has a better looking label than my existing one, too bad it won't play on my 7800 deck. Wow! Here's Crypts of Chaos and Polaris! They must have been pretty popular in the neighborhood, "Floyd" had to write his name with permanent marker across the label! As a collector of classic video games, I am constantly on the lookout for better looking copies of games that I already have. Also, who would throw away a working copy of Road Runner just because there's Sharpie marker all over the cart. Well my friends, I have discovered the perfect tool for fix-up jobs that the Windex, alcohol, and TV tuner cleaner can't handle. What is this you ask? A set of dry erase markers

Found in any good office supply store for about three dollars, these markers will write on most shiny or glossy surfaces temporarily and wipe away clean with a paper towel. I stock up on four fat markers: red, green, blue, and most popularly, black. I have also gotten a finer pointed black for touch-ups. Writing in small circles on a tiny area of the marked-up cart, I test spot the area. Most of the time, the ink comes off and the label is undamaged. If there is some residual "ghosting" from the dry erase marker, try it again and use a clean paper towel with extra

rubbing. I have 'restored' many marred labels to like new condition.

Okay, but now that it looks good what about dirty contacts? Well apply some green dry erase marker to the PCB (some Atari carts won't work without disassembly) and contact surfaces. Mark it until the dry erase marker squeaks along the metal. Then I use some tissue paper wrapped around some implement to wipe away the crud! I have found that this works phenomenally, and you don't have to worry about spillage on the label. I have also used this technique on the laminated surface of Atari 5200 controllers. The fire buttons work to this day after many other techniques have failed.

Now, what about those crumpled manuals? Two quickies. Place the manual half opened in a top loading poly vinyl sheet protector. Then I stack a set of old encyclopedias on top for a week. If that doesn't work, boil some water and use a splatter guard over the pot. Place the manual 'grill style' over it turning the pages every few seconds. Make sure to wipe away all drops immediately. This should replenish the paper with moisture. Then use the former technique to flatten it. I then store all of my manuals in a 3-ring binder to keep them flat and nice.

So Mike, why write now? Just want to help out. That's my idea exchange for this issue... What d'ya think sirs?

COLECOVISION SKILL LEVEL

GAME OF THE MONTH

Cabbage Patch Kids: Adventures in the Park

1984 Coleco

For 1 or 2 players

Reviewed by Jeff Adkins

Coleco hit the mother lode in the early eighties by acquiring the licensing rights to the Cabbage Patch Kids. Those darling little dolls caused quite a stir. Some of the people who fought right in the store over the last one or two left in stock, made the women fighting over underwear at a K-Mart blue light special look like nuns. While the game certainly isn't worth fighting over, it can be fun for the younger crowd and video veterans alike. It's deceptively easy early on, but as play progresses, a decent challenge.

Adventures in the Park uses gameplay techniques from a host of earlier successful games. A bouncing ball (Keystone Kapers), water lifts (Miner 2049er), and swinging vines (Pitfall!) make up some of the challenges that confront Anna Lee, the girl cabbage head, during her visit to Babyland Park.

Each stage consists of ten scenes. In each stage Anna Lee's adventure begins at the park entrance. The entrance is also the last scene or goal for each stage. In between lie numerous obstacles that can hinder Anna Lee's progress. The all too familiar time band is also used but not really a factor, except for the time bonus that can be added to the score. The first stage is a simple walk through that even very young children can conquer. Although, I have heard that old "Belgium" people have a tough time just getting the game in the cartridge slot.

Play control is basic. Anna Lee can be guided left or right and either side button or

fire button (depending on your joystick) makes her jump onto or over certain objects and grab swinging vines. To be successful at jumping, the joystick must be held diagonally while pressing the fire button at the same time. In this game, the timing and execution of jumps will either make ya or break ya. She can move freely left or right from one scene to another as in Pitfall!

Scoring:

Jumping over bouncing ball	50 points
Jumping over fire, water puddle, bee or cabbage plant	100 pts
Jumping onto a cylinder, block, or trampoline	100 pts
Jumping onto a water lift, or a lily pad	200 pts
Grabbing a vine or apple	200 pts
Completing a stage	2,000 pts

Bonus Anna Lee's are awarded at 10,000 and every 20,000 thereafter. Any time remaining on the time band is also added to the score. The time band lasts about four minutes. If it should run out, the only loss is the time bonus that is added to the score upon finishing a stage. So even after the time band is depleted, players either young, old or "Belgium" can wander aimlessly about.

According to the instructions, there are over 100 different scenes. While I haven't counted them, there is plenty of variety and challenge, especially in the later stages. On

the various screens Anna Lee must jump onto mini trampolines, a row of blocks and cylinders, lily pads and water lifts. The obstacles that must be avoided or jumped over are the bouncing balls, the bee, cabbage plants, water puddles, and the campfires. Fuzzballs (which look like snowflakes) and fish which flop up out of the puddles also must be avoided. Coming into contact with any of the above mentioned obstacles costs the player an Anna Lee. Falling off of blocks, cylinders, trampolines, water lifts, the lily pad, or miss a vine and land into the pond pitfall results in the same. Unlike many other games, when Anna Lee does come into contact with an obstacle, she simply lands on her rear and pouts. Each player starts with three Anna Lee's. One on screen and two in reserve.

As play progresses, the fish leap out of the puddles and out of the pond in the water lift scene. The campfire will start to shoot flames, which Anna Lee must run under, or avoid totally. After a while, many of the scenes are a mix of obstacles. For example: During the second stage (Scene 16), the fish first appear jumping out of the puddles. On the third stage (Scene 27), the player must guide Anna Lee over the puddles using the trampolines that have been added between the puddles while also avoiding the fish. On scene 62, the trampolines have been taken out but the fuzzballs begin to fall between the puddles and the fish must be dealt with also. The key to a good score and getting to the higher stages is patience. Find the safe spots and wait it out, then make a move. After all, even though there is a time band, you can wait it out forever without losing a life.

In my opinion, the most difficult scenes are those that include a flame spewing campfire. On screen 42 for example, Anna Lee must ride a lily pad across a small pond while avoiding the flames that are spit out of the campfire. The trick is to jump onto the sparse bit of land on the other side of the pond just before the campfire. The problem however, is that

the campfire shoots out flames in four different directions. The flames go either straight up, slowly and at a slight angle to the right, slowly and at a slightly father angle, or quickly at about a 45 degree angle to the right. The player must jump on the lily pad, avoid the flames thrown at right angles by moving back and forth while on the lily pad, then land on the piece of land. Once on solid ground, the player must quickly jump over the campfire after it has spit out a flame and the flame is in the air over Anna Lee's head. But no matter where the player lands before the campfire, if it shoots out a flame at the fast 45 degree angle, you might as well kiss the cabbage head good-bye.

A flame spitting campfire along with blocks and cylinders (Scene 31) will also challenge players at first. Anna Lee must jump across the blocks and cylinders while avoiding the flames that are shot towards her. To successfully navigate through this scene, the player must move quickly across to the third cylinder just before the last block and stand on the right side of the cylinder. Anna Lee is safe here no matter which way the flame is spit out. Wait until a flame is shot either slowly or quickly to the right over her head. Just as the flame passes by overhead, jump to the last block and then over the campfire quickly before it shoots out another flame. This too takes patience and proper execution along with plenty of practice in order to be successful. In some of the later scenes, the fuzzballs are included with the blocks and campfire making it even more challenging.

Probably the most difficult scene is 92. On this scene Anna Lee jumps over fish infested puddles timing her jumps to avoid not only the leaping fish, but also falling fuzzballs, and the flame spewing campfire. Even the most seasoned video game veterans will have a tough time getting through this scene. Many of the scenes are repeated during play. The only difference being any one of the three various backgrounds. In fact, on some scenes there aren't any obstacles. Just a simple stroll on to the next scene. These can be more or less

considered rest scenes. After the tenth stage it doesn't really get any harder. I should also point out that I reviewed this game while moving left, as I would play Pitfall! By memorizing the scene sequence through hours of play, it is possible to score over 200,000 points or more. You just have to have some patience with those fish!

SUMMARY

Graphics-

The woods background is reminiscent of Smurfs. Anna Lee has the typical imprinted Cabbage Patch face to go with her pigtails. When she hits an obstacle the reserve cabbage heads also make a face. The mountain backgrounds are somewhat identical to Robot Tank (2600).

Sound-

The same medley plays while moving Anna Lee about. Brief tunes can also be heard when she bumps into something or by finishing a stage. Some of the other sounds include: Anna Lee's jumping and walking, fish leaping, balls bouncing, the bee, and jumping on the trampoline. You might want to turn the sound down after a while.

Gameplay-

Games such as this can be fun for a while, by trying to score high and see as many or all the scenes if possible. Memorization, timing, and patience are the three most important things needed to do well. By knowing what's coming up and planning ahead anyone can get far into the game.

TIPS:

> Try holding the joystick diagonally even when walking. This helps in jumping across certain obstacles more quickly when need be.

> When riding on a water lift, you can jump over the fish if they are going down and the next lift is nearly parallel or above Anna Lee.

> If the bee flies low while you are riding a lily pad, stay to the far right of the lily pad and jump straight up letting the bee pass by under Anna Lee. If done properly, she will land on the right side of the lily pad even as it moves across the pond.

> On scenes with two vines and a pond, wait until the vine Anna Lee is on is at its highest point and the other vine is coming towards her before jumping. Be sure to hold the joystick diagonally when going for the other vine and let off after she grabs it. The slightest nudge of the joystick will knock her into the drink after she grabs the other vine.

> As long as she bounces on the trampolines straight up and down the fuzzballs can't harm her.

> Moving left instead of right has two good advantages. Anna Lee will be ahead of the bouncing balls when they appear and not have to jump over them, but still scoring 50 pts for each ball that appears. This is also quite helpful in the scenes that the bee appears on. I find it best to just stay on the far right side after entering such scenes, let the bee make a sortie or two, then move on. You will score 100 pts for not jumping over the bee too.

RATING

Graphics **
Sound **
Gameplay ***

Review Score: 306,250

Stage 26

Scene 252

ODYSSEY OUTPOST

Showdown in 2100 A.D.

1979 Magnavox

#9416 - 1 or 2 Players

Reviewed by Ben Hutchins

Stand, take ten paces, turn and draw! You can relive the days of the old west in this truly well-made game by Magnavox for the Odyssey 2.

Okay, okay, I know what you're thinking... CLONE! Well, I've got to admit it is another clone, but in this case it definitely improves on Atari's Outlaw. For instance, in Outlaw the men are large and unrealistic. In Showdown they are smaller and remarkably lifelike for the Odyssey 2 system. In Outlaw only one large object separates the playing areas, and it looks pretty false. In Showdown there are several trees you can maneuver around or hide behind, using them to your advantage.

When you slip in the cartridge and hit power, the infamous "Select Game" screen will appear. To get past this just push any button. Two cowboys will now be shown, one in the upper left, the other in the lower right. The screen is also dotted with trees. There are two special trees amongst the forest. You can differentiate these trees from the others because they match the colors of the players. During play if you are running low on ammo, simply touch the tree of your color and you will be reloaded and ready to get back into the action. On the bottom of the screen the number of battles won by either player is tabulated for each along with dots representing the amount of ammo, six being the maximum. The first player to win ten battles is the victor.

To actually start playing, just move the controller and you will have control of the corresponding cowboy. By not moving one of the controllers within 10 seconds, that cowboy will be controlled by the computer. Firing your gun takes a little getting used to. To shoot, push the action button and hold it down. If you just quickly tap the button the cowboy won't do anything. By learning to compensate for this you can become a true gunslinger. If you shoot a tree, the bullet will ricochet in practically any direction, you can even shoot yourself.

When you succeed in hitting an opponent, he

will do some kind of dramatic dance when he dies. First his legs will shake, then his arms, and finally his whole body collapses into a heap. When this happens you have a little time to spare, so I usually use this time to pump a couple of more bullets into his corpse, "just to make sure he's dead!" Be careful, because it is possible for both players to hit one another and die in the same battle. Once someone succeeds in winning 10 battles, an annoying melody ensues along with the screen going psychedelic.

This game is great with or without a friend (in my opinion) and beats Outlaw hands down. It's also a fairly common game, as far as O2 titles go, so look for it if you don't already have it.

SUMMARY

Graphics- For the Odyssey 2 they are superb. You can see the guns in the cowboy's hands and their strut looks lifelike.

Sound- As Tonya would say: "No comment"!

Gameplay- Except for the shooting aspect, it's pretty good.

RATING

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

TIPS:

- > Hide behind trees until your opponent uses up all his/ her ammo.
- > Try to get below your opponent so you can move up on him/ her.
- > If you can, stay near your ammunition tree.
- > If you only need one more battle to win, don't worry about getting into the line of fire. As long as you get your shot in you'll win.
- > Don't fire into a tree when you are very close to it. If you do you will quite likely die.

The Killer Easter Eggs in Killer Bees.

By John Loch

Odyssey 2 cartridges are more often remembered as having glitches and other odd programming irregularities than any true Easter eggs. The severe memory limitations of the Odyssey 2 hardly allowed for such trickery on the part of the programmer, and indeed software-starved O2 owners were just happy any time a good game came out of Knoxville. However, the late release Killer Bees, which coincidentally is a fantastic game, came loaded with undocumented extras.

Owners of this classic cartridge may remember that the chief offensive weapon was called the "RoSHa ray". Since many O2 games contained highly descriptive phrasing (such as "doomwinged bloodthirsts" and Spyrus the deathless") most gamers probably didn't think twice about the word "RoSHa", with the letters R, S, and H capitalized. In the instruction book, keen gamers might have noticed a sample screen with the initials "RSH" in the high score display. And most gamers probably noticed that as each game started, the phrase "Bees by ROSHA" appears where the scoring display is for a split second. So who was this mysterious RoSHa? Well, the answer lies hidden in the Winter 1983 issue of Odyssey Adventure magazine. An article about some O2 designers mentions the programmer of Killer Bees: Bob Harris, a.k.a. RoSHa.

Anyway, this guy was obviously some kind of rebel. His use of a real title screen, with the game's title and a colorful little rainbow display, was another Odyssey 2 first. Even the programmers at Imagic used the same old boring "Select Game" that every other O2 cartridge (that this gamer has seen) contained. What made him a real hip programmer, certainly, was the four undocumented variations he cleverly concealed in the game.

How cleverly were they concealed? Well, all that is required to start playing once the

gamer turns on the machine, is either pressing the action button or simply moving the joystick, which is another departure from the O2 norm. The only time a player uses the keyboard is to enter three initials for the high score after the game is over. To activate the four variations, the player must press a button on the keyboard and hold it down while pressing the action button or moving the joystick. Here's a rundown of what to press and what will happen:

Press the "?" key while activating the joystick to get the aforementioned message "Bees by ROSHA" to appear and remain where the scoring display usually is.

Press the "1" or "5" keys while activating the joystick to play the game in a slow-motion mode. There is no score tallied while playing this mode.

Press the "2" or "6" keys while activating the joystick to play the game with an invincible swarm of bees. Like the slow-motion mode, there is no score tallied while playing.

Press the "3" or "7" keys while activating the joystick to play the game without voice-enhanced sound effects. These are the sounds players who do not own the voice module will hear during play anyway. To be honest, they are almost preferable to all of that buzzing and "More, more, more!" sounds.

Killer Bees was probably one of the most playable Odyssey 2 games ever created, and the inclusion of these Easter eggs makes it even more fun. If more programmers like RoSHa had been around in the early days of the O2 we might all be playing games on Magnavox Odyssey 64-Bit CD systems today.... yeah, right. But kidding aside, hats off to this rebel for giving Odyssey 2 owners a taste of real gaming fun!

SECTOR SEGA

Transbot

1986 Sega of America

Reviewed by Dave Spender

Transbot is one of the few Sega card games released for the Master System. The card itself is approximately 2 by 3 inches and is a little thicker than a credit card. This small size was probably a bigger selling point than the games that were on the cards. Most card based games I've played have been short and very simple - Transbot is no exception.

Once you get over the excitement of actually filling that slot in the front of your MS with something, it's all relatively downhill. The game is very simple, and very short - all of two levels.

The action takes place after the Nuclear War of the year 2000, and it seems that an AI computer (DALAUS) left from the late 90's is taking over the world. It's up to the pilot of the incredibly advanced CA-214, a sophisticated transforming combat astro-plane, to infiltrate DALAUS's secret fortress and destroy ELGRAMZON, the embodiment of DALAUS.

The play is standard fly and shoot, with a couple of twists to make it seem more enjoyable. An Arms Carrier will run across the bottom of the screen from time to time carrying an Arm Capsule. If you shoot the carrier and collect the capsule, then letters start flashing in order at the top of the screen. Pressing button #2 will stop the flashing and bestow on your vessel whatever weapon that corresponds to the letter you chose. This is more luck than skill at first. The letters will flash quickly, and more than likely you'll find yourself getting shot down while trying to wait for just the right moment to select the weapon you want. The letters descriptions are not mentioned in the manual, so it's just pick and guess until you've played for a while to learn what each one means. There are various, different power-ups such as a cannon, which blows right through all enemies, a diffusion beam, which only goes about three inches in front of your ship, but

shoots off in three directions, and a few others. In gaining these different weapons, is where the 'trans' part of the game comes in.

For some weapons your craft is a spaceship, for others it becomes a flying robot. The robot and the ship have no difference, except the robot takes more room on the screen making it easier to hit; most of the robot's weapons suck anyway, so overall it's better to stick with the ship.

After getting the weapons selection process under control, you'll notice that in the upper right corner are two power bars. One is the ships shields and the other is how much power you have left on your current weapon. Weapon power depletes quickly, but the arm carriers are often on the screen so that's not a problem. Getting shot at will not decrease your shield strength very much, but you're pretty much dead if you happen to collide with another vessel.

The first level is above ground, and you must do something to proceed to the next level. The first level just keeps repeating until you can figure out how to proceed, which I'll just keep to myself. The second level is underground and is basically a repeat of the first, except with different scenery. At the end of this level, ELGRAMZON appears and that's it! So any medium skilled pilot should be able to complete this game in about five minutes or less.

The sound is typical MS blips and bleeps. Nothing outstanding, but nothing extremely annoying either. You'll play this game for a day, and then it'll be on the shelf - it's worthy of a card - doesn't take up much space.

RATING

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

THE VECTREX VECTOR

Polar Rescue

Reviewed by Al Backiel

Aug. 7, 1958 USS Nautilus completes a voyage under the North Pole.

April 10, 1963 Nuclear sub Thresher sinks in North Atlantic.

The above news headlines may have provided the inspiration for Polar Rescue. Both instances later were subjected to *deja vu*. The first (a triumph) proved that such a voyage was possible.

The second (a tragedy) raised several questions. What actually caused the disaster? Why wasn't there some sort of rescue mission to reach the potential survivors? Such an operation was not possible at that time and still may not be feasible.

Polar rescue is a submarine simulation. "As Commander of a powerful and highly maneuverable submarine, you must rescue the survivors of an ill-fated expedition". The manual does not elaborate any further beyond the docking procedure. Only one can speculate what happened. Is this the result of a space capsule sinking upon splashdown? Is this some terrain vehicle that crashed through the polar ice? Was this some form of submersible that was disabled in enemy waters?

The launch sequence (actually submerging) is reminiscent of Star Trek. You are at the controls of a submarine looking out at the surrounding seascape. The objects that you'll be confronted with are: harmless air bubbles, ice chunks that can cause damage, mines that are fatal upon contact, an occasional maelstrom (whirlpool) which must be waited out, and enemy subs. The subs are the biggest challenge that must be faced before you reach the escape pod. The instrument panel occupies the lower portion of the screen and displays current status.

Instrument Panel:

Left Register	-torpedoes remaining
Left Gauge	-oxygen level
Center	-sonar display
Arrow	-indicator for survivors pod
Mode Display	-normal, "Battle Mode" or "Docking Mode".
Right Register	-damage points
Right Gauge	-speed indicator
Left	-reverse (surface)
Center	-no movement
Right	-forward (dive)
Subs	-remaining lives

The sonar display is a circular sweep of the objects in the area with the V-shape being the present visual range. The escape pod is not really hidden, but is found at increasingly greater depths. It is found by lining up the flashing arrow straight up when the beeps become faster and faster. To successfully dock you must be in that mode and line up the cross in the center of the brackets. The constant pinging of the sonar combined with the sense of isolation gives the game an eerie feeling. In order to do well in this game a lot of patience is required. Your only defense is the number of torpedoes on hand. When they're gone you may as well give up. The problem with firing torpedoes is that there are no sights. The distance to the target must be manually gauged by relying on the proximity of the blips to the center of the sonar screen. Enemy subs will stay bright in intensity. The display can be used as in Robot Tank (2600). If an enemy sub is pointed at you, you face the likelihood of being killed first. It is safer to move off-screen and wait for a better opportunity. There are 4 torpedo tubes: Upper left, lower left, upper

right & lower right. Each has to fire in sequence. The trick is to watch the pattern while trying to get the enemy sub within range. For each sub shot, you get oxygen plus the number of torpedoes it didn't fire (max.5).

Scoring

Docking	5,000 points
Destroying an enemy sub	1,000 pts.
Destroying an enemy torpedo	750 pts.
Destroying a mine	500 pts.
Destroying an ice chunk	275 pts.
A bonus sub is awarded for each 25,000 pts. scored.	

Joystick

Up	- dive
Down	- surface
Button 1	- pause / # of players
2	- reverse thrust / skill level
3	- forward thrust
2 + 3	- maintain present speed
4	- torpedo fire

Tips & Strategies

Generally you should not let the remaining oxygen go below 1/2 full and your torpedoes get down to less than 15. A safety margin is needed to dock because docking can switch to battle mode if you're not quick enough. Also, it is impossible to dock while in battle mode. Avoid shooting mines and ice chunks to conserve torpedoes. The only time they're worth destroying is if they are interfering with docking.

If an ice chunk is banging against your hull and causing damage, dive/surface with forward/reverse thrust to get rid of it. Mines are best avoided by diving beneath them. If you shoot one, you still can be damaged by the after shock.

If you are in battle mode, the enemy can kill you even if they are not in plain view. This is an unfair advantage. The only thing I can suggest is to try to get a visual by maneuvering and checking the sonar. Once that sucker fires at you the only thing you can do is try to hit the incoming torpedo and that's not easy. Even if you get to his first, he may have managed to get off a fatal torpedo. Another headache is that the sonar sometimes goes into a wild spin. I believe

the only way to over come this and regain control is to slowly move the needle back or go into battle then come back and try again. Don't worry about trying to keep the needle pointing due north until it is near time to dock. If docking doesn't seem to be working, try diving and then coming straight back up. Damage points will be repaired by the invisible crew members if you stay out of trouble. High score memory may be checked by hitting reset.

Damage Points:

0-10	= No damage
10-19	= Loss of upper left torpedo tube
20-29	= Loss of upper right torpedo tube
30-39	= Loss of lower left torpedo tube
40+	= Impossible to perform docking
40-49	= Loss of lower right torpedo tube
50-59	= Loss of arrow indicator
60-69	= Loss of sonar display
70-79	= Lose control of speed
80-89	= Loss of engine and you're dead in water
90-99	= Loss of sub

RATING

Graphics	***
Sound	***
Gameplay	**
Review Scores:	Game 1 - 103,475
	2 - 63,000
	3 - 55,550
	4 - 41,275

Overall this game is difficult to master, due to the intentionally limited control given the sub. The game is sometimes fun to play since it is pretty original and a good change of pace from the usual shoot-em-ups. It also happens to be one of the rarest Vectrex carts. but, now with the Vectrex library in the public domain on the Interrest network and the subsequent availability that multi-game cartridges have provided, more and more players will have the opportunity to play this unusual game. I hope this review provides some help with the game play. This is one game that might be difficult to figure out what's going on without the manual.

CLASSIFIEDS

FOR SALE/TRADE LIST 8-25-94

Used 2600 games \$2.00 each.

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 and Flies*, Frogger*, Golf*, Grand Prix*, Haunted House*, Home Run*, Ice Hockey*, Jungle Hunt*, Laser Blast*, Mario Bros.*, MASH, Midnight Magic*, Missile Command*, Moon Patrol*, Ms. Pac-man*, Night Driver*, Outlaw*, Pac-man*, Phoenix*, Pele's Soccer*, Phoenix*, Pitfall!, Q*bert, Raiders of the Lost Ark*, Real Sports: Baseball*, Football*, Volleyball*, River Raid*, Robot Tank*, Skiing*, Sky Jinks*, Space Attack*, Space Invaders*, Space War*, Spider Fighter, Stampede*, Starmaster*, Star Raiders (includes instructions and touchpad), 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*, Space Combat, Target Fun*. New 2600 & 7800 games(sealed in box) \$5 each: 2600: Millipede, Raiders of the Lost Ark, Real Sports Football. 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*, I Want My Mommy, Laser Gates, 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 (Sears), 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, K-razy Shootout, Star Trek, Super Cobra. Colecovision: Nova Blast, Pitstop, Smurf

Rescue, Space Panic, Squish'Em, Sub-Roc, Turbo, War Games, War Room, Zaxxon. Channel F: Nos. 1,9,12. Odyssey 2 : Quest for the Rings (in box with tokens, playing pieces, instructions, and game board. Good Shape), Starpath Supercharger. Atari 2600 Keyboard Controllers, Intellivision II system. Odyssey 2 system. Telegames system (2600). Instruction Books, Catalogs etc. \$1 each. 2600: Atari- Air-Sea Battle, Asteroids, Backgammon, Basketball, Battlezone, Berzerk (both U.S. or Foreign versions), Bowling, Breakout, Casino, Centipede, Circus Atari, Concentration, Dark Chambers, Defender, Demons to Diamonds, Desert Falcon, Dig-Dug (US/ Foreign), Donkey Kong Jr. (Atari), E.T., Galaxian, Home Run, Human Cannonball, Joust, Jr. Pac-man, Jungle Hunt, Kangaroo, Krull, Mario Bros., Maze Craze, Midnight Magic, Millipede, Missile Command, Moon Patrol (US/ Foreign), Ms. Pac-man, Night Driver, Othello, Pac-man, Pele's Championship Soccer, Phoenix (US/ Foreign), Pole Position (US/ Foreign), Real Sports: Baseball, Tennis (US/ Foreign), 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. Catalogs: 1981 (C) green, 1981 (D) red, 1982 (E) red, 1982 poster/ catalog (green/ blue checkered border), 1983 poster/ catalog (silver), VCS Owners Manual, Centipede inst. book (400/800 computer). Activision Inst. Books: Chopper Command, Ice Hockey, Kaboom!, Megamania, River Raid, Robot Tank, Seaquest, Sky Jinks, Starmaster. Catalogs: Early 1982 (purple), Spring 1982 (black), Winter 1982 (red), Winter/ Spring 1983 (blue), Fall/ Winter 1983, Winter Spring 1984, Late 1984 (white). Imagic: Atlantis, Moonsweeper, Riddle of the Sphinx, Star Voyager, Catalog (1982). M-Network: Astroblast, Frogs and Flies, Lock 'N' Chase, Space Attack, Super Challenge: Baseball, Football, Catalog (1982). Coleco: Carnival, Donkey Kong, Mouse Trap, Venture, Catalog. CBS: GORF, Wizard of Wor. Parker Bros: Amidar, Frogger, Popeye, Spiderman, Tutankham. Apollo: Space Cavern, Catalog. Sears: Baseball,

Maze, Pac-man, Space Invaders, Tank Plus, Target Fun. Miscellaneous: Journey Escape (Data Age), Sea Hawk (Froggo), Space Jockey (US), Tape Worm (Spectravision), Winter Games (Epyx). 5200 Inst. Books: Centipede, Frogger, Pac-man, Qix, Real Sports Soccer, Star Raiders, Super Breakout, Vanguard, Owner's 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, Burgertime, Major League Baseball, Demon Attack, NFL Football, NHL Hockey, Hockey (Sears), Las Vegas Poker & Blackjack, L.V. Roulette, Lock 'N' Chase, Sea Battle, Sharp Shot (no overlays), Space Armada, Sub Hunt, Tennis, Triple Action. Loose Carts \$1 each (cart only unless noted): Advanced Dungeons & Dragons: Treasure of Tarmin, Atlantis (I,O), Beauty & the Beast, NBA Basketball (O), B-17 Bomber (I), Burgertime (O), Checkers (O), Dragonfire, Nightstalker (I,O), LV Poker & Blackjack (I,O), Masters of the Universe, Skiing (I), Snafu, Space Battle, Triple Action (I,O), Soccer. Inst. Books: Boxing, Donkey Kong, Triple Action, Vectron, 1981 & 1982 catalogs. He-Man Masters of the Universe, brand new in sealed box for trade. * Indicates game comes with original Instruction Book.

Wanted: 2600: Moto-Rodeo, Quadrun, Double Dragon, Rampage, My Golf, Up n Down, Jawbreaker, Miner 2049er Vol. II, Marauder, River Patrol, Threshold, Demolition Herby, Subterranea, Montezumas Revenge, Death Trap, Out of Control, Rescue Terra I; 5200: Beamrider, Zenji, Gyruus, James Bond 007, Montezumas Revenge, Star Wars: Death Star Battle, Meteorites; 7800: Alien Brigade, Barnyard Blaster, Commando, Dark Chambers, Desert Falcon, Double Dragon, Fatal Run, F-18 Hornet, Impossible Mission, Joust, Kung Fu Master, Mean 18 Ultimate Golf, Ms. Pac-man, Ninja Golf, Pete Rose Baseball, Summer Games, Tank Command, Title Match, Tomcat F-14, Water Ski; Odyssey 2: Alpine Skiing, Casino Slot Machine, Computer Intro, Dynasty, Electronic Table Soccer, Keyboard Creations,

Killer Bees, Math-a-Magic/Echo, Out of this World/Helicopter Rescue, Sid the Spellbinder, Take the Money and Run; Intellivision: Body Slam, Chess, Commando, Congo Bongo, Dig-Dug, Diner, Fathom, Jetsons, Learning Fun 1&2, Melody Blaster, Mind Strike, Mousetrap, Mr. Basic Meets Bits n Bytes, Nova Blast, Pac-man, Pole Position, River Raid, Royal Dealer, Stadium Mud Buggies, Star Wars: Empire Strikes Back, Super Cobra, Slam Dunk, Super Pro: Decathlon, Golf, Skiing, Volleyball, Thin Ice, Triple Challenge, Turbo, Tutankham, White Water, World Series Major League Baseball, Zaxxon; Colecovision: Amazing Bumpman, Aqua Attack, Ken Uston's Blackjack/Poker, Blockade Runner, Boulder Dash, Brainstrainers, Bump n Jump, Dambusters, Dance Fantasy, Evolution, Fathom, Galaxian, HERO, Jukebox, Jumpman Junior, Jungle Hunt, 2010 Action Game, MASH, Mountain King, Rolloverture, Tournament Tennis, Wing War. Fairchild (Channel F): #s 6, 13, 14, 15, 19, 20, 23, 25, 26. Posters, pins, and other memorabilia also wanted.

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 p.m.

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; Arcadia 2001: Funky Fish, Grand Slam Tennis, Pleiades, Space Vultures; 7800: Pyromania; Vectrex: Baseball, Polar Rescue, Star Castle; Odyssey 2: Non-U.S. releases; Bally: 3rd party stuff, Conan, Creative Crayon, ZGrass; 5200: Gremlins, Masterplay Interface, Zaxxon; Intellivision: Congo Bongo, Defender, Fathom, Frogger II, Spiker, Super Cobra, Turbo, Tutankham; Colecovision: Alcazar, Bumpman, Boulder Dash, Q*bert's Qubes, Tomarc, Zenji; 2600: Jawbreaker, Marine Wars, Moto Rodeo, Ram It, Rescue Terra I, River Patrol, Robin Hood/ Sir Lancelot, Springer, X-man; Systems: APF, Entex, Gimini, Palmtex, Starting Line-up, foriegn; 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 (orig. or copied) 2600: Robin Hood, King Kong, Steeplechase, Subterranea. Coleco: Frogger II, Burgetime, Jumpman Jr., Star Trek, plus others. For Sale: 2600 systems, accessories, & over 150 carts. Also Odyssey 2, Intellivision, Vectrex, 5200, 7800, Telstar Arcade systems, access. and carts. Please send your want and or sale/trade lists. Willing to trade! Ron Milford 64 B St. Avenel NJ 07001. (908) 636- 6809. (3)

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

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

Trade/Buy/Sell all classic systems. Over 1,000 titles, many \$3, many new in box. I collect all games systems especially Atari 2600, 5200, 7800, Coleco, Intellivision, SMS, Vectrex, Genesis, Game Gear, Lynx, TG, NES & SNES. Please call (708) 386-2308 for list or write: Bill Zandrew 631 S. Home, Oak Park IL 60304.

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. Write for lists. Ed Villapando, 13525 Utica St. Whittier CA 90605.

Wanted: Any 2600 game by Answer, Bomb, Gakken, Homevision, ITT, Puzzy/Bit, Quelle, Rainbow Vision, Technovision, Ultravision, Rare Spectravision, Miner 2049er Vol.II, Mr. Do's Castle, Q*berts Qubes, Up n Down, X-Man, Pizza Chef, Cakewalk; 5200: Beamrider, Battlezone, Meteorites; Coleco: Alcazar, Boulder Dash, Evolution, Tournament Tennis; Vectrex: all 3-D games and glasses, Star Castle, Spinball, all TG-16 games and many more. Please send a list of what you have to offer to: Sam Twifford III P.O. Box 851, Manteo NC 27954. (919) 473-1291. I have several rare games to trade! (1)

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. Need boxes for Odyssey 2 games: Attack of the Timelord, Subchase/Armored Encounter, Killer Bees, Volleyball, Showdown in 2100 A.D., & Monkeyshines. For Sale: Odyssey 2 games (new in box w/instr.)- Pocket Billiards, Alien Invaders Plus, Bowling/Basketball, Baseball, Computer Golf, Speedway/ Spinout. \$15 each. Willing to trade or buy! Write to Ben Hutchins 108 Pleasant, Bellefontaine Oh 43311.

Wanted: Gemini 2600, Entex Adventure-vision & Select-a-Game, APF Systems. Also original or copies of Vestron Video's VHS tape series on How to beat Video Games. Al Backiel 253 RockRd., Ridgewood NJ 07450.

AND FINALLY.....

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This is a limited offer, be sure to take advantage of it.

What's in a Fanzine name anyway?

Slapshot, Slapstick, oh go ahead and slap me Russ! My apologies to Russ Perry Jr. for incorrectly calling his first delving into the fanzine world Slapshot. It's Slap-Dash!

Where in the Video World is Professor Vid?

Yes it has been a while since our in-house scholar has had some sort of contest. In our next issue the grey haired geezer returns with a back to school exam of some sort. The winner and runner-up will receive a harder to find game such as Marine Wars, or I Want My Mommy or some other video game goodie. Stay Tuned!

Dragon Warrior V Delayed Again!

Enix has announced that the release of Dragon Warrior V for the Super NES has been delayed till 1995, due to programming bugs. I hope they do a better job with it than they did with "The Seventh Saga", which I had the opportunity to play while visiting in Ohio recently. Hey Acclaim, how about Super Wizards & Warriors? Pretty Please?

Lastly I want to thank all of you for your patience in the last few months. Yes I'm still alive and plan to keep publishing CS&G. Recent events have been more time consuming than first thought, but hopefully I'll be able to get out a few more issues before the year end. All subscriptions WILL BE HONORED!

CS&G is published 10 times a year (except this year, maybe). 8 monthly issues, plus summer and holiday issues.

Subscription Rate:
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Send all letters, questions, subscription requests, game reviews, criticisms or whatever else is on your mind to:

Jeff Adkins
11 Windsor
Attica NY 14011

Need help with a game?
Call me at (716) 591-1519 after 5pm.

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Great Job Guys!

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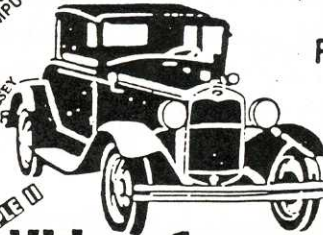
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