

CLASSIC SYSTEMS

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GAME OF THE MONTH

INTELLIVISION® MATTEL ELECTRONICS®

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THE POWER OF HE-MAN



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Out of the Rubble

By Mark Androvich

In the aftermath of the Great Videogame Crash of the 1980's, countless cartridges were left behind- some good, some not so good. Join me now in my search of the wreckage to discover if any gems were left among the rubble.

As I sift through the pieces, I am reminded that the majority of the wreckage is now some 12-13 years old! But what's this? Some not-so-dusty rubble. The origin is hard to determine absent further carbon dating, but my professional opinion is that it is circa 1986. The species starts with "N". More on this recent discovery in a future report. But for now, while continuing my research of the extinct, I wonder if the current videogame civilization built upon the old will soon meet the same fate. Hmmm...

The Rubble

Quite a few big chunks here. Let me sort a few of them out for you...

Congo Bongo (Sega)

As coin operated games increased in sophistication while the 2600 remained the same, it became apparent that the system was no longer able to decently translate the current arcade hits. Programmers did a good job with Stargate, Jungle Hunt, and Crystal Castles, but the limitations were beginning to show in the mid 1980's.

Congo Bongo is one of those games that they should never have tried to translate. The

unique Zaxxon-like perspective and interesting soundtrack were keys to its popularity in the arcades. Neither could be duplicated for the 2600. It is extremely difficult to tell where you are, what you can climb, and where you are supposed to go. You'll find yourself nearly reaching the top only to be knocked off. Climbing games have worked before, such as Spike's Peak, but this translation falls flat.

Karate (Froggo)

Seeing as how the majority of Froggo's games were retitled cartridges previously produced by companies such as Spectravision, it is possible that this game is the same "Karate" game that was announced by Ultravision. If so, perhaps it's a good thing that Ultravision's videogame system never saw the light of day.

Karate features two large blocky characters fighting it out in the ring. A blocky "judge" sits atop the screen between the total points. The primitive graphics remind me of Activision's Boxing, except that game is a lot more fun. The character controls here are sluggish. The oversized figures look extremely primitive even for the 2600. Sound effects are minimal. In one word: boring! If you want a more interesting fighting game, try Real Sports Boxing instead. The picture on this cartridge's label is more exciting than the actual game.

M*A*S*H (Fox)

Could a game based on a hit movie or television show fail? (Just ask E.T.) Fox is certainly the king of unusual movie licenses, having released games based on Porky's, Megaforce, and Revenge of the Beefsteak Tomatoes. Some of these games work M*A*S*H doesn't.

The problem is that the qualities that made the television show popular-- the ensemble cast, the comedy amid the tragedy, the political commentary-- are not able to be translated into a videogame. None of the television characters are mentioned or even featured on the label art. So, if you think you'll like the game just because you are a M*A*S*H fan, think again.

The first stage of the game involves picking up "wounded" soldiers in your helicopter. You must maneuver around trees to do this, avoiding fire from an enemy tank (!), and competing against a second computer-operated helicopter. When your chopper is full, you must return to the M*A*S*H tent before going out for another load. If you get hit by the tank, your helicopter plummets to earth and is dragged away by a jeep (?). On some of the variations, you actually catch wounded soldiers being dropped Kaboom! style from an airplane at the top of the screen. No, I'm not making this up.

The second stage of the game involves removal of shrapnel from a large pink patient's body. Using a pair of tweezers, you must retrieve randomly placed shrapnel by maneuvering the pieces out of tunnels in the body. Points are scored depending on the location of the piece, and you have a limited time to operate. The beeping sound you here eventually goes flat when your time is over. If you hit the side of the tunnel walls with the shrapnel, the game "buzzes" you and displays the message "Ferret Face" at the top of the screen (For you non-M*A*S*H fans, this was an insult directed towards Major Frank Burns). If you are having difficulty picturing this stage, think about the old Operation game where you used metal tweezers to remove plastic objects from recessed holes without touching the sides. Except that here there is no red nose that lights up.

The graphics are decent in this first stage, with the sunset on the horizon, trees, vehicles, and tents. Sound effects are sparse, with only the first 8 notes of the theme played once and slightly off-key. The

operation stage is unique and unlike anything I've seen on the 2600. So why is this game amidst the rubble? There is just something odd about making a game in which helicopters full of wounded soldiers compete against each other and are shot down, wounded soldiers are dropped from the sky, and doctors operating on patients are insulted. Is the sound during the operation stage suppose to represent a heart monitor? Does the patient die? M*A*S*H is interesting enough. You might find a gem deep inside if you polish this one off, but I choose to leave amid the rubble.

Racquetball (Games by Apollo)

Just as safe to say that almost every Activision title is decent, it is also safe to say that nearly every Apollo game is a loser. While they can't be faulted for trying, their games didn't catch on and the company was the first casualty of the crash. Sadly, Racquetball is no exception.

No other company tried to base a game upon this sport. Perhaps there was good reason-- perspective. As you may know, racquetball involves hitting a small rubber ball off the walls in a rectangular room. Like tennis, the balls cannot bounce on the ground more than once. The floor, ceiling, and walls in every compass direction are utilized. So how can that be translated to the two-dimensional television screen? Not very well.

Programmers used shadows, a trick that works in some games such as Tennis. However, it doesn't work here. The problem is that the shadows are nearly the same size and color as the actual ball (white) and there are shadows left, right, and below the ball. It is therefore quite difficult to find out what you are supposed to be hitting and whether it is coming at you, going away from you, or has already bounced on the floor once. Unlike the real sport, the other player cannot really get in your way. However, he or she can block your view of the ball which makes finding it

even more confusing. Wallball had a similar problem with perspective, and lacked shadows altogether, but at least the programmers compensated by giving you 99 balls to start with.

I don't know. Maybe this game is the equivalent of all those "magic eye" photographs. After staring at it for hours perhaps you'll be able to see it and play along. I just didn't have the patience to sit through more than a few games. An "A" for effort, but the result is a dud.

Sneak'n Peek (US Games/Vidtec)

Another attempt at a game that had never been brought to the 2600-- hide and seek. And, once again, there was probably a good reason that it hadn't been done before.

The first problem is how one player can if both players are looking at the screen. The answer? Close your eyes or look away. No, the game doesn't come with a blindfold. And if you are trying to hide from the computer, you have to depend on it not cheating since it obviously knows where you are.

The opening theme music, "Can she bake a cherry pie?", is as easy to listen to as hearing your three year old nephew bang out a tune on the piano (unless his name is Mozart). Off-key and irritating. The game takes place in a quaint little house. You can hide in the living room, two bedrooms, or outside the house itself. Each "room" has its own hiding places. Most are logical-- under the bed, behind the couch, inside a closet, behind the house. However, there are also hiding spots that cannot be explained by the laws of physics. You can hide in the middle of the room where there are no objects to hide behind. The instructions map these possible hiding places.

The second problem arises in getting into the hiding spaces. You have to manipulate the joystick in such a way that the character is "pulled" into the hiding space and disappears.

To find the other player, you have to be in the exact spot and manipulate the joystick in the exact same way. Even when you know exactly where the other player has hidden (by peeking through your hands, for example), you might not be able to get into the space before the time runs out. Sometimes you will also find yourself exiting a room when all you meant to do was search nearby. You'll have to cycle through all the rooms to get back to where you left off.

Because of its theme, I thought the game was targeted for a younger audience. However, the difficult joystick actions and illogical hiding places make it hard for children to play. The simplistic action and nauseating theme music that cannot be stopped makes the game one that adults will want to pass on. I think I'll leave it in the rubble.

Gems

Fortunately, a few specimens worthy of collecting were located during this dig.

Lost Luggage (Games by Apollo)

To prove that I'm not an anti-Apollo person, I found this gem amongst the rubble. The gameplay is nothing unique. The "catch the falling object" theme is similar to Kaboom!, Eggomania, and even Gremlins. However, the game has just enough interesting touches.

The game takes place at an airport in which you are trying to catch luggage being thrown wildly from a baggage carousel. At the top of the screen you see planes land. Soon afterwards, the baggage carousel begins to revolve and suitcases come out at an ever-increasing rate of speed. You must grab the luggage by touching it before it reaches the left and right sides or bottom of the screen. If you miss one, it and the other luggage springs open to reveal the contents-- shoes, slacks, shirts, a comb, and even what looks

like Madonna's bra.

Like most 2600 games, there is no underlying quest here-- just a contest to see how long you can keep up with the luggage. The graphics are colorful and flicker-free. The sound effects could have been improved with the addition of a musical score or a wider range of options, however you must remember that this game is 13 years old! Criticisms aside, I found Lost Luggage to be quite enjoyable.

Tutankham (Parker Brothers)

Yes, I know the title is not spelled correctly. Many a videogame player was probably corrected by his or her English teacher in 1983 thanks to this cartridge. I remember reading a story that the true name was too long to fit on the coin-op game's display, hence the abbreviated version.

This is yet another arcade translation from Parker Brothers. It works because the gameplay is simple. You control an explorer through a series of mazes in search of treasure. You are armed with a horizontally firing gun and a smart-bomb type weapon that takes out all enemies. On your way, you must pick up keys to allow passage. Scorpions, bats, and other assorted nasties try to end your journey.

Sound effects are simple, and there are methodic tones that accompany your movement (similar to the "thum, thum, thum, thum" of Space Invaders or Asteroids. A little tune plays at the end of a successful maze. The mazes are nothing complicated, but knowing that you can only fire horizontally you must time your movements carefully. And that is all there is to it! Nothing grandiose, but an extremely playable game.

7800 SPOTLIGHT

Winter Games

1985 Epyx

1987 Atari

For 1 to 8 players

In keeping with the spirit and tradition of earlier Olympic type games such as Decathlon and Track & Field, Winter Games offers would be video game athletes their chance at a gold medal. And unlike real Olympic participants, it won't take years of hard training to taste victory and bring home the gold, simply a few dollars onto the electric bill and some practice.

The game consists of four events: Biathlon, Speed Skating, Ski Jump, and Bobsled. The computer keeps track of faults, scoring, and medals. After an impressive opening ceremony in which a torch wielding runner lights the Olympic flame and doves are set free, a main menu appears with a list of six options.

- Option 1: Compete in all Events
2: Compete in Some Events
3: Compete in One Event
4: Practice One Event
5: Number of Joysticks
6: Opening Ceremonies (Repeated)

With the first option the player or players compete in all four events but first a name and a country to represent must be selected by each player. The countries to choose from are:

Italy	Great Britain
USA	West Germany
France	Austria
Australia	Mexico
Russia	Spain
Canada	Denmark
Brazil	Atari

Japan

Netherlands

Norway

Ireland

Selecting option two allows the Olympians to compete in only two or three selected events. By picking the third option any one but only one of the events can be played. Names and countries must be selected with these options also.

Choose the practice option and any one event can be played over and over again without need for registering a name or choosing a country. This is the best way to hone skills. Play each individual event until mastered, then go for option one.

The joystick option simply selects the number of joysticks to be used. One for a solo gamer or two for two or more players. The left joystick is used for players 1,3,5,7 and the right joystick for players 2,4,6,8. Each individual event requires different uses of the joystick, but nothing as severe as the painfully numbing abuse the hands take while playing Decathlon.

For this particular review I have selected that well known neighbor of ours to the west, the country of Atari. So lets get out to the slopes and look at each event one by one.

Biathlon

This event requires more energy and is probably the most difficult to learn amongst the four. Each player must ski a cross-country course carrying a .22 caliber rifle on their back. Along the way there are four small target ranges where a player is allotted five cartridges to shoot at five targets. Along the bottom of the screen are indicators for speed, amount of time, targets hit, misses, amount of cartridges left, and the

skiers pulse rate.

At the start of the course the skier must cross over a bridge that spans a creek or possibly a small river. This section is flat terrain so speed must be built up gradually by moving the joystick left to right in a slow paced rhythm. The skier's legs will extend in a life like fashion. By moving the joystick each time his leg reaches the farthest point, he will glide as in real cross country skiing. The next screen is downhill. While moving down, speed is increased by moving the joystick down when the skier's hands are in front of him. Three or four quick pushes are possible before reaching the bottom of the slope. It's important to keep the speed up throughout each screen so that when the skier enters the next section of the course he will be moving at a good pace. Don't get lazy!

Following the downhill screen, the next is flat turning slightly uphill again. Keep the speed maxed if possible before the incline. Once the skier starts reaches the incline, rapidly move the joystick left to right like a Decathlon madman. It is critical to keep the speed meter up before entering another flat bridge scene. In doing so, the skier will move rapidly across this screen with steady paced joystick movement.

After crossing the second bridge scene, the skier arrives at the first target range. By now the pulse rate (which is represented by a beating heart) is probably a little high. If it is too high the skier turned rifleman must be right on with his shooting accuracy, or he will miss due to the increased blood pressure from the skiing. For each of the five shots taken, the joystick must be moved down to open the gun's chamber and moved up to load the bullet.

The target lies in the middle of the range with five green circles parallel to one another across the top. The cross-hairs from the scope of the rifle appear above each circle moving down through it, reappearing above moving down again until a shot is taken. The speed of the cross-hairs movement depends on the pulse rate. Rapidly for a higher rate

making it harder to be accurate and slower for a lower pulse resulting in a higher hit ratio. The trick is to shoot when the cross-hairs are dead center or very close if the pulse rate isn't too high. If a target is hit it will turn black, missed targets remain green. It is essential to be accurate since each miss results in a five second penalty that is added on to the final time. But at the same time the clock is ticking away so not only must the player be precise with every shot, it must be done quickly in order to move on.

Once all five shots have been fired, the course is repeated again with the downhill slope being the next screen after the target range. There are two downhills, two flat - incline, and two bridge scenes between every shooting range. After the fourth and final target range is completed, one more downhill and a flat - incline scene are traversed before the finish line at the last bridge screen. The total time is then shown and penalties are tacked on for any misses. Memorization of the layout and learning how the screens relate to one another is vital. Knowing which screen is coming up, when and how to move the joystick, and learning to keep the speed bar up is very important to getting a good time.

Best Time: 1:46.7 (No Misses)

Speed Skating

This event is simply a matter of getting the speed meter up with a good quick start and keeping it up there with fluid side to side movement of the joystick. All players compete against a computer opponent. The player's skater races on the bottom portion of the screen with the computer racer above. The race covers 250 meters. A timer is shown below each competitor. After pushing either side button, Ready, Set, Go appears to the right of both timers and the race begins.

If the joystick is moved side to side too

quickly, the skater will be moving on one leg only and lose speed. It will take some practice but getting the speed bar maxed out right away and maintaining high speed helps in achieving a good time. As in the Biathlon, watching the skaters leg movement while moving the joystick accordingly helps in keeping a synchronized pace. It is comparable in a way to the 1500 meters in Decathlon as far as pacing yourself with the joystick.

Best Time: 26.8 seconds

Ski Jump

This event is composed of two screens. The first shows the huge wooden hill with the start tower at the top. All skiers begin their downward ascent from the tower above the man-made runway. All competitors have three chances. Just before reaching the bottom of the runway ramp either side button must be pushed in order to take-off before the end of the runway. If a side button isn't pushed in time, the skier will spin off the ramp resulting in a fault and ending up in a heap on the ground reminiscent of "the agony of defeat".

After leaving the ramp and becoming airborne, the view shifts to the second scene with the bottom of the hill and some chalets and chateaus amid the mountain scenery. In flight certain adjustments must be made to help reduce wind resistance. Near the top right corner of the screen a close-up shot of the skier is displayed as he or she soar through the air. If the knees bend, pushing up on the joystick straightens them. If the skier is leaning forward too much, it should be moved left, leaning backward pushed right, and crossed skis can be remedied by pulling down.

Scoring is divided into two separate categories. Distance points are awarded for the timing of the takeoff from the runway ramp and length of the jump in meters. Multiplying the distance in meters by three ($68 \times 3 = 204$ for example) is how points are determined.

Style points are calculated by how quickly the skier recovers from the various body and ski adjustments and landing cleanly without tumbling down the hill. A maximum of 20 style points can be had by keeping the skier and the skis at 45 degree angles while plummeting downward, making quick adjustments to maintain the correct position throughout the flight. If the skier isn't in the proper position when landing, its an embarrassing head over heels fall at the bottom.

It is very important to watch the close-up angle of the skier and not the main screen during each attempt. A trick that I have found useful, but not always successful, is to tap the joystick diagonally to either the upper right or lower left depending on whether the skier is leaning forward or back just after leaving the ramp. With this method moving the joystick up for bent knees or down for crossed skis is not necessary. The adjustments for the proper positioning vary with each jump. Jumping off the ramp at the farthest point without wiping out in the first screen is also a very important factor in getting a lot of distance.

Best Jump: 72.9 meters	218.7 Distance points
	<u>20.0 Style points</u>
	238.7 Total points

Bobsled

This event is by far the easiest of the four to do well in after a few tries. The screen is split in half with the left portion showing the frozen course with its snake-like curves and the other half a behind the sled view with a speed meter and the time underneath. There is a total of eight corners between the start and finish lines. The sled will also pass under two bridges along the way.

As the sled begins its high speed descent down the frozen track, the speed bar will gradually increase, more so when the sled is in the center of the course than going around

ARCADE FLASHBACK

By Rebecca Cooper

the turns. To guide the sled around the curves of the course, the joystick must be moved the opposite way the sled is. So for example, if the sled is coming into a right turn on the left side of the track the joystick should be pushed to the right, left for the right side. The joystick must be held either way until the sled comes off of a curve or a Jamaican type crash results with the sled turning on its side and a fault is incurred. Each player gets three tries

I have found that the strategy that works best with the Bobsled event is to move the sled into a turn just before it gets there and then turning and holding the joystick the opposite way quickly using each curve as a sort of launcher to increase speed. When and how the sled is guided through each turn is the key to coming in with a record time.

Best Time: 27.84 seconds

Summary

Graphics- All of the backgrounds such as the mountains, fences, trees, along with the opening ceremonies are beautifully done. The smooth movement of all the on-screen athletes is almost life-like. The programmer did a fine job with all of the winter scenery.

Sound- Nothing great, but nothing annoying. All of the sounds have something to do with snow or ice and crashing so you can't really expect too much.

Gameplay- Winter Games is one those that takes little practice and is enjoyable once all of the different techniques are learned. It would have been nice to have had some type of ending and possibly another event or two but other than that the game plays well. Whether competing against your own best scores or against some friends at a social gathering it can provide a few hours of quality game time.

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

Arcade game collecting isn't just a fascination for those of us who love classic gaming. An established museum in New York considered arcade games such an important part of our electronic heritage that they established an exhibit dedicated to them. Hot Circuits is an innovative and fascinating presentation by The American Museum of the Moving Image that has been on tour all over the country. It mainly features games that made history for technological achievements or revolutions in the way video games were played. For example, it includes games like Baby Pac-Man, unique because of the "marriage" of pinball and video; Dragons Lair, to demonstrate the innovation of the laser disc game; and NARC, the first arcade game to utilize digitized pictures as graphics. The best thing about this exhibit is that museum goers are encouraged to touch the museum pieces and are given tokens as they enter as part of the admission price! For more information about Hot Circuits, refer to the excellent article written by James F. Cooper Jr., in Video Games & Computer Entertainment (April 1991).

Although Hot Circuits was the first arcade museum, it lacked comprehensive depth in the world of the classic arcade. Games we liked from our early arcade days were left out. Many of the machines were broken down. Being from New York, the acquisitions experts had trouble getting games that those of us in the "heartland" have no trouble finding (for instance, they had to get their Pac-Man in pieces and put it together). Enter the National Video Game Museum in St. Louis, Missouri. This museum incorporates the ideas behind the Hot Circuits exhibit, but it is its own museum - solely dedicated to video arcade games, pinball, and memorabilia from days gone by - and it is at least three times more extensive a collection than Hot Circuits. Like Hot Circuits, tokens are included in the

price of admission, but plan on spending a lot more than the price of admission here. There are several very rare arcade games that you can actually play - most everything is in working order - and fascinating exhibits on the history of games and gaming. Some of the highlights of the National Video Game Museum include:

The Complete History of Pac-Man, including Pac-Man, Pac-Man Plus, Super Pac-Man, Ms. Pac-Man, Baby Pac-Man, Jr. Pac-Man, Professor Pac-Man, Pac-Mania, Pac-Land...you didn't remember how crazed the country was!! And it is so great to go back and play games like Pac-Plus that you haven't seen since 1982...or games like Professor Pac that you might have missed!

Not one, but TWO of the machines that started it all: Computer Space. This is the famous clunker that Nolan Bushnell designed, and when it flopped because the controls were "too complicated" (directional controls and a couple of fire buttons), he took the meager earnings, started Atari, and designed Pong. The rest is history. One of the two does not work, but since they have very different cabinets, it is well worth it to ponder both. You can play one of them. Also available: an Atari Pong in top condition. These three items are by far the best collector's items in the museum in terms of rarity. And Pong is surprisingly wonderful to revisit after 22 years.

The complete history of pinball, including a Pac item I left out earlier: Mr. & Mrs. Pac-Man Pinball.

CLASSIC COMPARISON CV GALAXIAN vs 5200 GALAXIAN

Arcade- 1979 Bally Midway
Colecovision- 1983 Atari
5200- 1982 Atari
Both One or Two Players
By Jeff Adkins

The classic battle against winged alien invaders hit the arcades in the early eighties and it seems like only yesterday I was pumping quarters in helping Bally Midway become what it is today. There is just something about those early coin-ops that brings back fond memories of all day sessions in our favorite game parlors to "old" gamers such as myself.

The games main objective is to survive as many waves of swooping Galaxians as possible before finally succumbing to the onslaught. Each wave is represented by a flag. The flags appear on the bottom right (true to the arcade game) in the CV version, the top left for the 5200. The scores for both players and the high score are shown at the top in the CV, and at the bottom on the 5200.

Play control is one of the few similarities these versions have in common. Any side button on either controller fires missiles at the aliens. The joystick moves the spaceship left or right. Both games also incorporate the pause feature. The # on the CV keypad and the pause button on the 5200 controller. 5200 players can also use a Trak-Ball if so desired instead of a joystick. I would recommend using an Atari 2600 joystick or something compatible when playing either version if possible.

One of the noticeable differences between the two versions is the number of alien invaders. The CV Galaxian has six rows, while the 5200 has only five. In the CV game, the first three rows are Blue Drones, the fourth row is made up of Purple Emissaries, the fifth row consists of Red Hornets, and bringing up the rear in the sixth row are the Yellow Flagship Commanders. While playing the 5200 game there is only two rows of blue drones

instead of three. There are usually only two flagships per wave in the CV game. That is unless the player lets one or more get by near the end of a wave. This can be accomplished by shooting all of the red hornets below or to the bottom left or right of a flagship while they are still in formation. Without any escorts, the flagship will eventually drop to attack and always leave the screen, reappearing on the next. This can be done again and again with as many as four flagships at the start of a new wave. Sometimes even with an escort, a flagship will leave the screen, but this is pretty much random. Flagships never leave the screen in the 5200 version, but one advantage a player has is that at the beginning of each wave there are three flagships regardless.

During each wave the aliens swoop down firing lasers at the ship. It is also important to note that each individual alien has its own pattern of movement when flying down to attack. The drones fly in a narrow zig-zag fashion, the emissaries swarm down in very wide attack, and the hornets are a little more aggressive than the drones, but not as kamikaze like as the emissaries. The flagships are always flanked by either one or two hornets as they drop down out of formation to attack. The only exception being that there are no hornets left.

Flagships play a vital role in surviving each wave, more so in the CV game than the 5200. In the arcade game as in the CV Galaxian, destroying a flagship stops the alien force from firing lasers and makes them regroup in formation without attacking for a few seconds as they supposedly grieve over the loss of the flagship. But in the 5200 version they stop firing, but still drop down non-stop like flies which is a bunch of beans. I should also point out that the movement of the Galaxian fleet is much more erratic making it harder to place shots and avoid enemy fire while playing the 5200 game.

Another important element of survival is learning to move the ship in between the showers of enemy lasers. Many times it will seem as though there is no way out but with some timing and proper placement of the ship there is. The spaceship in the CV version is

lean and mean much like its arcade predecessor, yet the 5200 ship looks like it gain a few pounds being a little wider the CV ship. This wider ship makes it much more difficult to avoid and move between the enemies fire, another major downfall for the 5200 Galaxian.

Another very noticeable difference between the two games is how the Galaxians regroup in formation after attacking. In the CV game they return to their original place, but for some moronic reason in the 5200 version, the aliens can relocate anywhere in the formation. Usually they situate themselves on either the right or left sides of the fleet. Not only does this detract from the original Galaxian, it simply helps the 5200 game fall flat on its lackluster face.

According to the 5200 instruction book, after surpassing the tenth wave special graphics will appear. The only thing that I have seen is either an Atari symbol or a Pac-man shown after destroying one of the Galaxians. But upon the start of wave 17, the Galaxians swarm down at lightning speed showering the screen with missiles making it impossible to survive much longer. The CV instructions also tell players to be on the lookout for surprises, but I have yet to see anything worth noting. Although I must concede, I have been trying like mad to reach the higher waves since reviewing both games.

The flags that depict the wave number also vary slightly between the games. After defeating the ninth wave in the CV version, the nine individual flags disappear and a single flag with 10 on it replaces them. For every 10 waves cleared another and so on. The 5200 game consists of 32 waves. Instead of counting waves by tens, it uses eights. Once the eighth wave is beaten, the eight flags remain and flash different colors to determine the wave number.

The one thing that makes me wonder about these two particular versions of my favorite arcade classic, is how can the same company produced a virtual masterpiece (almost identical in every aspect of the coin-op) for their competitors system, yet a relative dog of a cart (worthy of a sledge hammer, or perhaps an incinerator) for play on their own system?

SUMMARY

Graphics- As has been throughout this review, the differences have been much like night and day. The same holds true for the graphics. The CV aliens resemble the arcade machines with their wing movement while in formation and their downward flying patterns when attacking. But the 5200 Galaxians look more like hands or spiders crawling down the screen when attacking. Both games include the scrolling starry background, yet if you are a Galaxian fan it is easy to see the slight difference here too.

Sound- The throbbing hum of the CV game, while not exactly the same as the original helps to keep it close to the sounds of its arcade predecessor. The bleeps and bleeps of the 5200 version however are at times annoying and along with the graphics a sorry display of trying to bring an arcade experience home.

Gameplay- The Colecovision game is a joy to play, while the 5200 travesty is one of the most frustrating game experiences I have encountered. The 5200 joysticks are not to blame either. Even with the best joystick available for the 5200, the game just can't be enjoyed in any way. I am not one to put down games usually, but the 5200 version of Galaxian should have been named something else instead of shaming and embarrassing one of the original arcade titles and one of my favorite all-time classics.

Rating	Colecovision	5200
Graphics	****	*
Sound	***	*
Gameplay	****	0
Review Scores	CV	5200
	70,560(wave 22)	27,410 (wave 14)

Scoring (Same for both versions)

	In Formation	Attacking
Drones	30 points	60 pts.
Emissaries	40 pts.	80 pts.
Hornets	50 pts.	100 pts.
Flagships		60 pts.
Flagship w/o escorts		150 pts.
Flagship with 1 escort		200 pts.
Flagship with 2 escorts		300 pts.
Shoot 2 escorts then Flagship		800 pts.

An extra ship is awarded at 10,000 (CV) and 5,000 (5200).

Game Selection

Colecovision:	One Player	Two Player
	1- Novice	4- Novice
	2- Intermediate	5- Intermediate
	3- Advanced	6- Advanced

#- pause *- return to title screen during play

5200: 11 variations. 0 - 9 selects which wave play will begin on. 0 - novice, 9 - advanced.
*- easiest level aliens don't begin to fire until the seventeenth wave.

Galaxian Tips:

> The best way to destroy the aliens is when they are in formation knocking off a row at a time. It is also a good strategy to pick off the ones on the ends of the fleet, keeping most of the Galaxians in the middle.

> One of the golden rules of either game: DON'T get caught in the corners!

> You can get the jump on the enemy in the CV version by blasting six or seven aliens before they begin their aerial assault on your ship. From the second wave on, the fleet starts on the far right moving left. But they don't begin to attack until the farthest row on the left touches the left side of the screen. Use this strategy to your advantage at the start of each wave.

> Getting the 800 points for destroying the escorts then the flagship helps to get a good score, but during higher waves it can be quite helpful hitting an attacking flagship anywhere on screen with or without escorts just to get a slight break in the action.

> Save the flagships for as long as possible unless you get a clean shot at an 800 pt. opportunity. Try to clear half of the fleet then hit a flagship to slow things down, then the rest using the other flagship when needed.

> In the CV game, if a flagship is the last remaining member of the fleet let it fly past without shooting it. Now during the next wave you will have three chances to slow down the enemy, and possibly three 800 point scores on the same wave.

> While the 5200 game will eventually get hopeless, there is always a way through the showers of missiles in the Colecovision game.

INTELLIVISION VID BITS

Game of the Month

Masters of the Universe The Power of He-Man

1983 Mattel

One Player

Reviewed By Jeff Adkins

He-Man, yet another popular cartoon character that was immortalized in the video game world. Anyone who is familiar with the sword toting hero from the mid-eighties cartoon series can recall his constant effort to thwart the evil doings of his ruthless enemy Skeletor. In the series, He-Man had help from his friends Man at Arms, Orco, and the Sorceress. Skeletor also had a few henchmen of his own, Beastman, Merman, and Snakeman to name a few. But in the game it's only He-man against Skeletor in another confrontation of good versus evil.

The game consists of two phases, the Wind Raider phase, and the Ground Attack phase. During phase one, He-man must fly the Wind Raider towards the right side of the screen 30 miles in order to reach Skeletor's domain. This must be accomplished while avoiding fireballs that move from right to left and also before the ship's fuel runs out. The fireballs can be shot and destroyed with the cannon (top side button), and also by piloting the Wind Raider above them and dropping bombs (bottom side button). By holding in either side button the wind raider can shoot cannons or drop bombs rapidly. Skeletor runs along the surface and by dropping bombs along the ground, craters open from the blasts sucking him in.

Along the bottom of the screen, the number of chances left, a mileage display, a fuel gauge and the number of fireballs and Skeletor's hit are tallied. At the start of any game He-Man has 5 chances (lives). This is represented by a number with a heart next to it. The maximum number of chances displayed is nine, although the game will still keep track of any more earned after nine. The mileage display will decrease by flying to the right. Once it reads 5, it will begin to flash. The wind raider starts with 59 gallons of fuel with which to make the 30 mile trek on every level except the practice mode where it begins with 49 gallons. If the amount of fuel left

is ever less than the number of miles, a chance is lost. Chances can also be lost by colliding with fireballs or getting caught in Skeletor's spell.

The second phase consists of 3 different scenes: Mountains, The Forest, and finally Castle Grey Skull. On each screen, He-Man starts on the left side of the screen and must maneuver to the right through a barrage of fireballs (and in higher levels, power bolts) to eventually reach Skeletor. If one of Skeletor's flashing white and yellow lightning balls or a power bolt hits the hero, he gets knocked back a little ways to the left. After a brief sword fight, Skeletor runs into the forest. Once again He-Man must run through a flurry of obstacles. After another sword fight, Skeletor runs away again into the castle. When He-man reaches bone face in the castle, he chickens out once more and it's back to the wind raider phase at the next level. All three scenes must be finished in 90 seconds on early levels and 120 seconds on upper levels. If the timer runs out before completing the 3 ground scenes, Skeletor casts the Cyclone spell and He-Man is warped back to the Wind Raider Phase of the same level and a chance is lost. A warning sound can be heard if the timer reaches 10 seconds.

Besides the fireballs and power bolts that Skeletor throws, Magic Swords appear randomly and can be caught for bonus points, plus anywhere from 5 to 35 seconds is added to the timer depending on the level. By raising his shield (any side button) He-Man can block the onslaught of lightning balls and power bolts as he moves toward Skeletor. But during higher levels the shield is useless against green power bolts and purple lightning balls. They simply shatter the shield into bits when attempting to block them. The best strategy on this phase is to use the shield as little as possible while zig-zagging through small openings. Consider yourself a running back in a football game looking for daylight here and there. This particular phase is reminiscent of some of the challenges in the SwordQuest games from Atari.

Game Selection

- Game No. 1- Practice
- 2- Novice
- 3- Challenger
- 4- Master

Scoring-

Wind Raider Phase

Shooting or bombing a fireball- 500 points
Trapping Skeletor in a crater- 1,000 pts.
Amount of fuel left after landing- Each gallon
times 1,000 pts.

Ground Screen

Blocking a lightning ball or power bolt with the
shield- 50 pts.

He-Man confronts Skeletor in: Mountains-
10,000 pts.

Forest- 15,000 pts

Castle Grey Skull- 20,000 pts.

Magic Sword Mountains- 1,000 pts.

Forest- 1,500 pts.

Castle- 2,000 pts.

Reach Skeletor without raising shield (any
scene)- 10,000 pts.

200 to 400 points (depending on the skill level)
for each tick left on the timer is also added to the
score upon finishing the castle scene. An extra
chance can be earned for every 100,000 points
scored.

Level One- As with many games, the easiest
difficulty is always the best to get the feel of the
game. The red fireballs take one shot or bomb to
destroy on the wind raider phase and during the
ground scenes, only slow spread out lightning
balls have to be avoided to get to Skeletor. It is
important to remember that the fireballs first
appear along the bottom of the screen, gradually
drifting at a slight angle towards the top on all of
the flying phases. If any of the fireballs get past
the wind raider, they reappear on the right side
again but moving much faster up and down in a
zig-zag pattern. It is a good strategy to destroy
them before they pass by the ship with cannon
blasts or bombs when necessary.

Level Two- The fireballs are now light yellow
and take two hits from either weapon to destroy
in the flying phase. After hitting a fireball once,
its color will change to red as in the first level
indicating one more hit will eliminate it.
Recognizing the difference in colors of the
fireballs throughout the game can be helpful at
times. On the ground scenes some of the
lightning balls move slow, others more quickly.

Level Three- On the first phase, light green
fireballs require three hits to destroyed. During
the ground attack screens, Skeletor now throws
red lightning balls along with the others. The
difference being that the red ones knock He-Man
all the way back to the left side upon contact.
They should either be avoided all together or
blocked with the shield when necessary.

Level Four- It now takes four hits to get rid of
the dark green fireballs on the master level.
Besides the red and white lightning balls,
Skeletor also tosses power bolts. These send him
back a little further than the regular lightning
balls. The shield should be used in order to clear
all three scenes in the allotted 90 seconds.

Level Five- Bright yellow fireballs roam the
skies, requiring five hits to eliminate them. The
ground scenes are the same as the fourth level.

Level Six- The challenge really begins here
since the white fireballs must be hit six
times each to destroy them. There isn't much
room for error when piloting the wind raider.
Action in the ground screens remains the same
as the previous two levels.

Level Seven- Phase one is the same as level six
with white fireballs. But on the ground scenes,
the deadly green power bolts that Skeletor throws
can now destroy He-Mans shield making it
useless against them. The best strategy is to
weave in between the green power bolts and
lightning balls using the shield along the way
while waiting for an opening to get to Skeletor.
From this level on, He-Man now has 120 seconds
to complete the ground scenes. It helps to pick
up some magic swords when needed to put some
time back on the clock.

Level Eight- Same as level seven.

Level Nine- As in the previous three levels white
fireballs must be dealt with during the flying
phase. But on the ground scenes Skeletor has
one more trick up his sleeve. The red lightning
balls have become purple. They too can now
pierce through the shield and send He-Man all
the way back to the far left of the screen. This is

the most challenging and frustrating of all the levels. There is no room for hesitation or error. Finding openings through the showers of power bolts and lightning balls then stopping and using the shield while waiting for another opening is the only strategy. Luck is also a factor at times. Skeletor is relentless with his attacks on the higher levels, so by taking advantage of the openings in the waves of obstacles with proper use of the shield and some patience, even the higher levels can be conquered. The only time to rush is when the timer is running low.

SUMMARY

Graphics- Both the blonde haired He-Man and Skeletor in his blue outfit resemble their cartoon alter egos somewhat. The flying stage has a Defender feel about it, though nowhere near as difficult. On the ground scenes the mountains are done well with frozen peaks, the forest is nothing special, and the castle consists of flags atop spires. The skull face of the castle is shown as He-Man chases Skeletor into it. But noting the fast pace of the game, graphics are not really that noticeable anyway. Even with all the moving objects on the screen at once during the higher level ground scenes, there isn't the slightest bit of flicker or slowdown.

Sound- The theme song plays during the title screen and here and there during the course of play. Some of the other sounds include the humming of the wind raider, shooting the cannons, dropping bombs, the thud of hitting a fireball with the ship, blocking objects with the shield and the clanging of metal during the sword fights. Nothing annoying. The audio man did a good job.

Gameplay- The game starts off easy and gets very challenging on the higher levels. Both the wind raider and He-man move smoothly and fluidly with the disc. Getting past the green power bolts and purple lightning balls during the ground scenes on level nine is the most frustrating challenge. Perhaps more time on the timer than the 120 seconds allotted might have been a little more helpful during the ninth level, but who am I to squabble over such a challenging level. One of the best games in the Intellivision library.

RATING

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

Review Score: 6,259,100 Master Level

He-Man Tips:

> During the ground phase try to get to Skeletor without using the shield during the first three or four levels. Doing so is good practice before reaching the higher levels plus you get 10,000 points for each screen for not raising it.

> Be sure to shoot the fireballs before they get past the ship. A good pattern to follow is to shoot the fireballs when they appear by following them up, then flying back down to shoot their replacements when they appear.

> If a fireball does get past the Wind Raider, turn facing the other way blasting it then reverse direction again quickly. But this is a risky move during higher levels.

> If the crater created from a dropped bomb misses Skeletor, once again reverse direction and the crater will move the opposite way along the ground nailing the blue bonehead.

> In the higher levels concentrate more on destroying the fireballs and not as much on Skeletor running along the bottom of the screen.

> After completing all three screens of the ninth level so many times, it is possible to max out the timer to 250 ticks, thus making it easy to build up a score in the millions. Skeletor will begin to throw a lot of magic swords. The trick is to make sure that He-Man catches them. As soon as one is collected, Skeletor will toss another within a few seconds, up to five or six in a row! Plus during this level and on, when caught they each put back anywhere from 20 - 35 seconds on the timer. Miss one and it will take a little longer before Skeletor throws another one. But once he does, repeat the process. Try to complete the castle screen with 200 or more seconds left. In doing so the bonus score gets screwed up and letters such as A, G, D, plus a question mark appear on the left of the score. Very curious indeed. Programmers initials perhaps?

Professor Vid's Holiday Exam

Well it's been a while my fellow vid-heads, but after another long hiatus, I've returned with another test. But this time around, you will have to play most of the games in order to find the answers. Looking through instructions, magazines, or back issues of CS&G won't be much help either. The winner will receive either a cart or some other video game goodie, and of course recognition in a future issue. So let the games begin! GOOD LUCK!

- 1) Upon completing the fourth round of level nine in Q*bert's Qubes (Colecovision), play starts back at level one. True or False.
- 2) In the second cavern of Pitfall II (5200), the rope can be found at the very top of the cavern. True or False.
- 3) The 58th run of Tunnel Runner (2600) is a:
 - a) Red maze
 - b) Yellow maze
 - c) Black maze
 - d) White maze
- 4) In scene 104 of Cabbage Patch Kids: Adventures in the Park (CV), there are:
 - a) Trampolines & fish
 - b) Fuzzballs & fish
 - c) Campfire & fish
 - d) No enemies
- 5) After beating Contra III: The Alien Wars (SNES) on the hardest level, under neath the title it says:
 - a) Peace has come at last!
 - b) May we all live in peace!
 - c) A peaceful time will come!
 - d) The world is now at peace!
- 6) In Ninja Golf (7800) the item that is not mentioned in the instruction book is:
 - a) A bomb
 - b) A sword
 - c) A knife
 - d) A boomerang
- 7) While playing Galaxian (CV), if the two red escorts are hit but not the flagship on its first pass near the end of a wave, 800 points can still be earned once the flagship is hit no matter how many times it gets by. True or False.
- 8) If the score reaches 9,999 in Frogger (2600), it remains at the figure instead of resetting back to zero. True or False.
- 9) In Deadly Towers (NES) the Blue Necklace can be found in a Parallel Zone inside a tower. True or False.
- 10) Playing all four notes correctly on the piano earns four money bags in Scrapyard Dog (7800). True or False.
- 11) Both the Hovercraft & the Ice Digger must be bought with Mesetas in Phantasy Star (SMS). True or False.
- 12) There are three mutants on the seventh level of Miner 2049er (CV). True or False.
- 13) You can only play against the computer in Video Chess (2600). True or False.
- 14) One of the final scenes in Rygar (NES) shows a:
 - a) Waterfall
 - b) Rainbow
 - c) Dove
 - d) All of the above
- 15) The two built-in games for the Sega Master System are Hang-on & Lion Hunt. True or False.

Bonus Question

Upon beating Ninja Golf on the Kamikazee level, an extra screen appears showing the three programmers first names and last initial. Name them.

Questions 1 - 15 are worth 5 points each. The bonus question is worth 25 pts. Contest ends on June 15th. Once again Good Luck!

THE VECTREX VECTOR

Bedlam

For 1 or 2 players

Review by Al Backiel

bed-lam \ 'bed-lem \ n [Bedlam, popular name for the Hospital of St. Mary of Bethlehem, London, an insane asylum, fr. ME Bedlem Bethlehem] (1522) 1 obs: Madman, Lunatic 2 often cap: a lunatic asylum 3: a place, scene, or state of uproar and confusion- bedlam adj.

So Bedlam refers to a lunatic asylum and a place of confusion etc. What an appropriate name for this game.

Let me state, right off the bat that this is not one of my favorite Vectrex games. It's too nerve wracking and intense and can't be construed as fun. More like work than anything. The only thing that keeps me hooked is that I'm convinced I should be able to do better and score higher. This is one of those games that is hard to get good at. I'd hate to have my blood pressure taken while playing this game. If you suffer from claustrophobia, it would be wise to steer clear of this one. Reminds me of Room of Doom (2600), only worse. Besides being trapped by enemy fire, the walls can close in on you.

The scenario has you as a space cannon defending your galaxy against incoming space ships bent on conquering and colonizing. This was a recurring theme of many early sci-fi movies. It seems to me that a space theme in this case is almost as contrived as Super Breakout (2600). In that game you have to stretch your imagination to believe you are a one-man space shuttle, shooting multi-colored layers of a force field. I would have liked them to change the graphics and call it something like Custer's Last Stand or Booby Trap or Sniper's Nest.

You are pinned to the center of the screen, but can rotate and fire 360. There are 4 basic types of screen patterns, known as Galactic Sectors. In later rounds they may shrink, pulsate or even rotate. There are 4 types of enemies. I have given each my own nicknames based on their physical appearance.

Order of Screens

Screen 1	"Triangle"	3-prong attack
2	"Crows Foot"	4-prong attack
3	"Star"	6-prong attack
		- Level change here -
4	"Wrist watch"	2-prong attack
		- Repeat of above-
	Level 2	- walls close in
	Level 3	- rotating patterns

Types of Enemies/Characteristics/Order of Priority

- 1) Destroyer Droids ("X") - will circle your cannon & move in.
- 2) Escort Ships ("Gears") - nonstop, fast, dangerous.
- 3) Astral Defenders ("Waffles") - stop when facing cannon.
- 4) Colonist Transports ("Double X's") - slower, invincible, but can be pushed back.

Game/Starting Level

- 1) Level 1 2-player
- 2) Level 2 alternating
- 3) Level 3 versions of each.

Joystick

Any direction- Must be facing target
Clockwise or counter-clockwise

- Button 1- fast rotate/no. of players/restart
- 2- Zap/starting skill level/restart
- 3- fast rotate/restart
- 4- fire cannon

Tips & Strategies

The best advice I can offer, is to try to remain calm and don't panic. Deal with the most enemies in an organized fashion. Concentrating on the most dangerous first. I have listed them in what I think is a priority list. First get rid of the "X's". Try to get them before they circle you. Circling "X's" can be destroyed, if you keep one finger on the #3 button (fast rotate) and another on the #4 button (fire). Keep spinning trying to hit anything else coming in. "X's" will only strike when there is an opening. You can take out an "X" directly by carefully lining up and using a short side to side motion to distract it. Next, take out the "Gears" (or is it Snowflakes?). Then take out the "Waffles" by quickly snapping around before they sneak up behind you. Finally, shoot the "Double X's", repeatedly if you have time. Be careful that no "X's" sneak in behind "Double X's" (It's a good camouflage). I recommend using fast rotate only when you have to on the later screens. It's less accurate. Use Zap only when you are faced with imminent destruction. You only get one per screen. Try to align your fire directly at the points of the figures. If you're a little off don't worry, the ships may still run into your stream of fire.

Here's some specific screen tips:

"Star" - Best done clockwise lane by adjacent lane. Spinning around rapidly to hit "Gears".

"Wrist watch" - turn right or left to meet first incoming. Keep firing off into the distance. Snap around when the opposite enemies are very close to sneaking up behind you. Repeat. Adjust if the "X's" are a threat.

"Crow's Feet" - A circular firing pattern,

adjusting to hit "X's" works best. If no "X's" on screen hit sides to prevent closing.

"Triangle" - You should do well hitting "X's" as soon as they appear. Also watch for "Gears".

Rotating screens - Keep adjusting your fire to keep targets lined up. Fire a continuous stream.

Shrinking screens - You may have to let some sides cave in. But, if you get a chance push them back.

Pause Trick - You can get the game to pause, if you save one "Waffle" for last. Don't shoot it, just keep facing it. You'll have a Mexican standoff and a much needed break. Fire when ready to continue.

Scoring

Escort Ships	= 75
Astral Defenders	= 100
Destroyer Droids	= 150
Colonists Transport	= 175

Maximum no. of cannons = 8

(More in reserve?)

Bonus Life - each 10,000 points

High Score Memory

RATING

Graphics	*
Sound	*
Gameplay	*

Review Scores/ (Level)

Game 1	67,790	(4)
2	33,400	(3)
3	29,625	(4)

This is a very original and challenging game. Perhaps to intense though. One early reviewer described it as "Tempest turned inside out". There are some similarities, I suppose. Here's a final note for all you word buffs out there-

Bedlam has 5 anagrams: Blamed- Lamed- Bamed-Ambled-Beldam.

CLASSIFIEDS

FOR SALE/TRADE LIST 3-15-95

Used 2600 games \$2.00 each.

Buy 5 or more games- \$1.00 each.

Air-Sea Battle*, Astroblast*, Asteroids*, Basketball*, Berzerk*, Blackjack*, Brain Games, Breakout*, Centipede*, Cookie Monster Munch, Cosmic Ark*, Defender*, Dodge'em, Donkey Kong* (Coleco), E.T.*, Football*, Frogs and Flies*, Frogger*, Golf*, Grand Prix*, Haunted House*, Home Run*, Ice Hockey*, Jungle Hunt*, Laser Blast*, MASH, Midnight Magic*, Missile Command*, Moon Patrol*, Night Driver*, Outlaw*, Pac-man*, Pele's Soccer*, Phoenix*, Pitfall!, Q*bert, Raiders of the Lost Ark*, Real Sports: Football*, Volleyball*, River Raid*, 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*.

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

2600: Millipede, Raiders of the Lost Ark, Real Sports Football. 7800: Galaga.

Used 5200 games for sale. \$5.00 each or 5 for \$20.00: Berzerk, Centipede*, Countermeasure, Defender*, Frogger*, Galaxian, Joust, Kaboom!, Keystone Kapers, Missile Command, Moon Patrol, Mountain King, Ms. Pac-man, Pac-man*, Pengo, Pole Position, Popeye, Q*bert, Qix*, Real Sports: Football, Soccer*, Tennis, River Raid, Space Dungeon, Space Invaders, Star Raiders*, Super Breakout*, Super Cobra, Vanguard*.

Items & Games for Trade ONLY!

2600: Alien, Artillery Duel/Chuck Norris Superkicks, Bridge, China Syndrome, Crossforce, Earth Dies Screaming, Entombed, Escape from the Mindmaster, Fathom*, Frontline, Frostbite*, Gangster Alley, Ghostbusters (Blue label), Gopher, HERO*, Laser Gates, M.A.D., Miniature Golf*, Picnic, Planet Patrol, Plaque Attack, Pooyan, Porkys, Pressure Cooker, Quickstep, Racquetball, Raft Rider, Shark Attack, Slot Machine, Sorcerer,

Space Chase, Space Master X-7, Space Shuttle (Blue Label), Spelling (Sears), Spikes Peak/Ghost Manor*, Stargate, Starship (03), Starship (later release black label with yellow & white writing), Stellar Track, Strategy-X, Survival Run, Taz, Track & Field. Colecovision: Beamrider, Buck Rogers, Mr. Do!, 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), Zaxxon (C-64), Starpath Supercharger. Atari 2600 Keyboard Controllers, Intellivision II system. Odyssey 2 system. Telegames system (2600).

Instruction Books, Catalogs etc. \$1 each. 2600: Atari- Adventure, Air-Sea Battle, Asteroids, Basketball, Battlezone, Berzerk (both U.S. or Foreign versions), Breakout, Centipede, Circus Atari, Dark Chambers, Defender, Demons to Diamonds, Desert Falcon, Dig-Dug (US/ Foreign), E.T., Galaxian, Joust, Jr. Pac-man, Jungle Hunt, Krull, Mario Bros., Midnight Magic, Millipede, Missile Command, Moon Patrol (US/ Foreign), Ms. Pac-man, Night Driver, Othello, Pac-man, Phoenix, Pole Position Real Sports: Baseball, Tennis (Foreign), Volleyball, Slot Racers, Space Invaders, Street Racer, Super Breakout, Surround, Vanguard, Video Chess, Video Olympics, Warlords, Yars Revenge. Atari Force Comics: Nos. 1,2,3,4, Centipede Comic. Catalogs: 1981 (C) green, 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!, Robot Tank, Sequest, Sky Jinks, Space Shuttle, Catalogs: Early 1982 (purple), Spring 1982 (Black), Fall 1982 (Red), Winter/ Spring 1983 (blue), Winter Spring 1984. Imagic: Atlantis, Riddle of the Sphinx, Catalog (1982). M-Network: Adventures of Tron, Astroblast, Lock 'N' Chase, Space Attack, Super Challenge Football, Catalog (1982). Coleco: Carnival, Donkey Kong, Venture, Catalog. Parker Bros: Amidar, Frogger, Spiderman. Sears: Asteroids, Baseball, Pac-man, Space Invaders, Target Fun.

Data Age: Journey Escape, Warlock.
Miscellaneous: Omega Race (CBS), Sea Hawk (Froggo), Space Jockey (US), Tape Worm (Spectravision), California Games (Epyx), Apollo Game Catalog. 5200 inst. books: Blueprint, Centipede, Frogger, Joust, Jungle Hunt, Pac-man, Qix, Super Breakout, Owner's Manual, 5200 Game Overlays for Blueprint, Centipede, Defender, Missile Command, Pac-man, Qix, \$2 a pair. 7800 inst. books: Ace of Aces, Ikari Warriors, Ninja Golf, Robotron: 2084, Super Huey, Xenophobe, Winter Games. Channel F game catalog.

NES Inst. books \$2 each: Adventure Island, Archon, Bad News Baseball, Barbie, Bart vs. the Space Mutants, Bases Loaded, Baseball Stars, Basewars, Bigfoot, Clash at Demonhead, Commando, Conflict (with map), Darkwing Duck, Defender II, Desert Commander, Dr. Mario, Fast Break, Gretzky Hockey, Gyruus, Hollywood Squares, Ikari Warriors II, Karate Champ, Kings of the Beach, Kung-Fu Heroes, Lee Trevino's Fighting Golf, Legend of Kage, Little League Baseball, Magic of Scheherazade, Mega Man 4, Ms. Pac-Man, Muppet Adventure #1, One on One, Pinball Quest, R.B.I. Baseball 3, Road Runner, Rock'n' Ball, Rolling Thunder, Sesame Street 1,2,3, Shooting Range, Sky Shark, Smash T.V., Super Dodge Ball, Superman, Tecmo Bowl, Thundercade, Toobin', Twin Cobra, Wizards and Warriors. Gameboy: Balloon Kid, Battletoads, Double Dragon, Mega Man (Wily's Revenge), Mickey's Dangerous Chase, NBA All-Star Challenge, Qbillion, Tetris.

Intellivision Games \$2 each. Games come with box, inst. book, & overlays, unless noted otherwise. Astrosmash, Burgertime, Major League Baseball, NFL Football, NHL Hockey, Hockey (Sears), Las Vegas Poker & Blackjack, Lock 'N' Chase, Sea Battle, Space Armada, Sub Hunt, Triple Action.

Loose Carts \$1 each (cart only unless noted): Beauty & the Beast, NBA Basketball (O), B-17 Bomber (I), Burgertime (1 overlay & inst. book), Football (I), Frog Bog (1 overlay), Nightstalker (I,O), LV Poker & Blackjack (I,O), Skiing (I), Soccer, Triple Action (I,O). Inst. Books: Boxing, Night Stalker, Vectron, 1981 & 1982 catalogs. Overlay sets, \$2 each: Advanced D & D (Cloudy Mountain),

Armor Battle, Golf, Las Vegas poker & Blackjack, Lock'N'Chase, Masters of the Universe, Night Stalker, Sea Battle, Space Armada, Tennis. Single Overlays \$1 each: Advanced D & D (C.M.), Astrosmash, Demon Attack, Mission X, Pitfall!, Triple Action, Vectron. Intellivision games for trade: He-Man Masters of the Universe (brand new in sealed box), Q*bert.

* 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, Kung Fu Master, Mean 18 Ultimate Golf, Pete Rose Baseball, Summer Games, Tank Command, Title Match, Tomcat F-14, Water Ski; Odyssey 2: Keyboard Creations; 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, 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, Dance Fantasy, Evolution, Fathom, HERO, Jukebox, Jumpman Junior, Jungle Hunt, MASH, Mountain King, Rolloverture, Tournament Tennis, Wing War. Fairchild (Channel F): #s 6, 13, 14, 15, 19, 20, 23, 25, 26. Sega Master System games. 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: Action Max Fright Night; APF system & Imagination Machine; Coleco Telstar #5 and up; Channel F CO19, CO25, Demos, K-1 Keyboard Cart; LJN Video Art Disney, Looney Tunes, Marvel Super Heroes; Microvision Cosmic Hunter, Shooting Star; foreign Odyssey 2 carts; RCA Studio II Gunfighter, Hockey, Speedway, Demos; Vectrex Polar Rescue, Pole Position, Star Castle; Adventurevision system & games; Tommy Tutor Car-azy Chase & others; IBM PC Jr & carts; VTech Socrates & carts; Spectravideo SV-318, carts, & Coleco adaptor; Exidy Sorcerer (carts?); Rabbit II & Coleco adaptor (carts?); many games for cart based computers; lotsa of other stuff, believe it or not. Russ Perry Jr. 5970 Scott St. Omro WI 54963. (414) 685-6187.

Wanted: Working Vectrex and some games for it. Please contact: Rob McCarthy 9955 Nottingham #2B Chicago Ridge IL 60415. Name your best price.

For Sale: INTV- Chip Shot Golf, Tower of Doom and Super Pro Football \$9. Slam Dunk Basketball, Pole Position and Slap Shot Hockey \$13 (carts only); 7800- New in box Desert Falcon, Super Huey, Fight Night and Hat Trick \$6, Double Dragon \$10; Vectrex- Armor Attack, Berzerk, Blitz, Cosmic Chasm, Hyperchase, Scramble and Star Trek \$6 and copy of instructions; Odyssey Shooting Gallery B,I and all 6 overlays. Make trade or \$ offer.
Wanted: Vectrex- Fortress of Narzod, Polar Rescue, Pole Position, Space Wars, Star Hawk 3-D imager and games, light pen games; Sega Master System 3-D glasses; 2600- Sword of Saros, Survival Island. Paul Becker 2766 S.49th St. Milwaukee WI 53219 (414) 541-2410.

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. 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. (2)

Wanted to trade, buy, 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 for mine. Wayne Dunphy "Games Scrounger". 3664 Kolstad Rd. Eagan MN 55123. (612) 454-9584. (1)

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. Others available. Write for current 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. I also need the following 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 with instructions)- 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 108 Pleasant, Bellefontaine Ohio 43311.

Wanted: Gemini 2600, Entex Adventurevision & 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 Rock Rd., Ridgewood NJ 07450.

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AND FINALLY...

Rare Xonox Found

Wayne "Games Scrounger" Dunphy has located a Xonox Double Ender for Colecovision, not the 2600! The two games are Motocross Racer & Tomarc the Barbarian. It's the first one that Wayne and myself has ever seen. What a find!

Starpath on CD

In case you haven't heard by now, the entire Starpath game library will be available on CD for a bargain price of \$15 and is also legal. Send a postcard or an index card with your name, address, phone number and email address if you have one to:

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5970 Scott St.
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As always, any comments or questions regarding gaming are greatly appreciated. Articles and reviews whether short or long are gladly accepted also. Until next issue, Good Hunting & Happy Gaming!

The Cast:

Editor: Jeff Adkins

Game Reviewers & Contributors:

Mark Androvich, Al Backiel, and Rebecca Cooper

Publisher: The Shmig

The Main Man: D.B.

Special Thanks to Big Daddy Snyder for the He Man cover art, and also to Mike Mize for helping me nearly complete my Odyssey 2 collection. Great Job Everyone!

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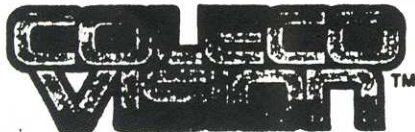


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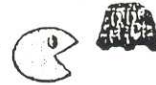
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