IMAGIC

NUMB THUMB newswaves™

Volume 2, 1983

COMING ATTRACTIONS

SAFECRACKER™ (MATTEL IM7612)
You're the super spy and your mission — recapture sensitive stolen documents, top secret equipment, and gold! Cruise the city streets in your limosine but watch out — enemy secret police are on the hunt...for you! Keep an eye peeled for the building where the secrets are stored then slip inside.

Can you crack the combination? Maybe you should blow it open, or would that bring enemy agents down on you? Run for it! The chase is on. Can you keep ahead of them? Your gunfire says maybe so. But watch out! Your car careens mighty close to one curb...can you pull it off, or will you do time in a foreign prison? Available in June, '83.

WHITE WATER!™ (MATTEL)
Deep in the thick green jungle, you hear the roar of a wild river. White Water! The challenge proves irresistible! And the treasures to be found are boundless! Race to the river and tempt fate. You pilot the raft with two other passengers on board. Boulders, plants, whirlpools — the obstacles on this savage waterway threaten your every move!

Find a stretch of beach and navigate to shore. Priceless treasures await! Are the natives friendly? They are until you go for the gold treasure! Carefully plan your moves — that treasure is wanted by all! Collect what you can then head back to the river. Your adventure has only begun! Available in June, '83.

TABLE OF CONTENTS

COMING ATTRACTIONS	2
LETTER FROM THE EDITOR	3
LETTERS TO THE EDITOR	3
NUMB THUMB NOTES	4
INTERNATIONAL NEWS	4
IMAGIC EXPERTS CLUB	5
NEW RELEASES	6
DESIGN-A-GAME CONTEST	8
GAME TESTING: ALL IN A DAY'S WORK	9
CLOSE-UP: BOB SMITH, DRAGON MASTER	9
IMAGIC SHOWCASE	10

LETTER FROM THE EDITOR:

Welcome to the second issue of **your Numb Thumb News.** We've been busy developing some very special articles, events and purchase specials just for you! For example:

--Ever wondered what it would be like to be amoung the first to take on the challenge of **Dragonfire™, Swords & Serpents™,** or **No Escape!**? It's all in a day's work for Imagic's crack team of game testers.

--Read an interview with Bob Smith, the phenomenal creator of **Dragonfire™, Riddle of the Sphinx™,** and **Star Voyager®.**

--You'll be the first to know the results of the $1000 Video IQ Contest featured in our first Newsletter.

--**And** you're eligible to enter our Design-a-Game competition--you could become famous!

--We'll tell you how to get a **free Zircon Joystick** with any purchase of **NO ESCAPE!**--and how to get an Imagic game free through the Numb Thumb Showcase!

--You can try out for Imagic's new Experts Club. Become part of an elite crew of high scoring members, earning exclusive Experts Club accessories for your favorite games--iron-on decals, T-shirts--even a special jacket available only to true champions.

--You'll be the first to know about Imagic's video game plans for new video systems and computers, while being in the know concerning new releases and coming attractions. All this and much more is yours in this issue. We're glad to have you with us. The fun has just begun! **IMAGIC'S NUMB THUMB CLUB --WHERE SORE THUMBS ARE A WAY OF LIFE™.**

LETTERS TO THE EDITOR:

I would really like to know what kind of fields I would need to get into software design. I'm going to enter college soon; I have in mind to take electro-mechanical drafting and computer science classes. Can you recommend what I would need to fulfill this desire?

Kevin Walters
Maricopa, Arizona

Dear Kevin:

This seems to be a popular question lately so I've asked around the lab and here's the general consensus: Introductory computer classes will give you all the general background and basic information you need for programming. Assembly language programming should follow, as most video games today are done in Assembly language. After that, we all agree that any serious student of software design should play as many arcade and home-version video games as possible to put you in touch with all types of games and people who play them.

I think you have done a great job on your cartridges for Atari® 2600™ and Mattel® Intellivison®. I have recently bought a Colecovision™ and I would like to know if you plan on making cartridges for the system. After seeing the great graphics on your Mattel cartridges, I can hardly wait to see what a great job you could do for Coleco's intelligent new system.

Eric Walker
Hilon, Delaware

Dear Eric:

Yes! We will be coming out with our first Coleco-compatible games sometime this summer, as well as new games for the TI, Vic-20 and Odyssey systems. Look for them!

In Demon Attack, the pamphlet says "Survive 84 waves - and the demons will surrender!"...What exactly do you mean by 84 waves? Do you mean 1 wave = 12 boards of demons, 1 wave = 2 boards of the same demons or is my cartridge defective...I cleared 136 boards and my score was 199,545.

Dave DeWitt
Perrysburg, Ohio

Dear Dave:

Each wave in Atari® compatible Demon Attack has 1 color, 1 style of demons for a total of 8 demons per wave. If you're "tough" enough to survive 84 waves of these deadly foes, they'll surrender and you must restart your game and begin another attack. If you can survive, write in and tell us. You'll receive a free Demon Attack poster!

Address you questions and comments to "Letters to the Editor", P.O. Box 240-A, Santa Clara, CA. 95052. You will receive an Imagic cartridge of your choice free for any letter used in the Numb Thumb News.

SNEAK PREVIEW

Imagic Unleashes 3 New Block Busters for the Atari® 2600

SOLAR STORM™

The sun is exploding...showering heated fragments on your vulnerable planet. Fire at those descending foreign crafts with your ultra sonic laser ship. Some bounce off your solar shields and fire back. Survey your heat indicators and pulverize all attackers before your planet blows up.

Survive a wave of alien assaults and your view shifts to an orbital gun platform. Enemy flagships race past. Rotate the gun platform and fire. Then return to the planet to face an even tougher barrage of foreign foes.

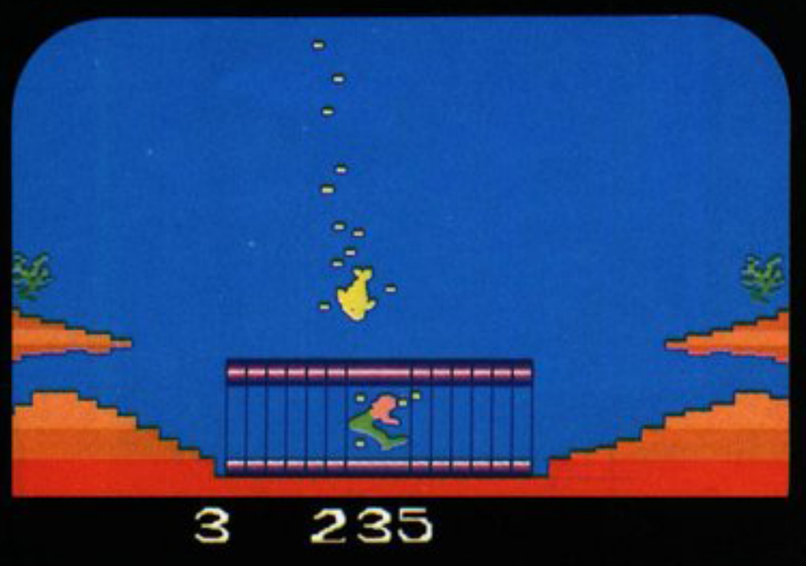
Available now for the Atari 2600.

MOONSWEEPER™

Miners are trapped on Jupiter's moons. You're their only hope! Maneuver your ship, Moonsweeper, through outer space. Meteors hurtle past - avoid collision! Choose a moon and land if you can — or dare!

Once on a moon, navigate across the lunar surface. Towers loom up. Careful! One collision and you lose precious reserves. Radar shows where miners lie. Pick them up. But look out! Alien jets scream down on the moonscape! Fire! Accelerate, then take off for other moons and trickier trials.

Available for Atari 2600 in July.



FATHOM™

Discover Neptune's Trident! But how? As a magical seagull, flap your wings and fly for shore. Grab speeding clouds but beware! Blackbirds and erupting volcanos thwart your every move. Find the Trident then head for the sea. Careful, danger lurks in the briny deep!

Take the plunge (screen not shown) and swing your fin as an enchanted dolphin. Snarls of seaweed and sinister octopuses keep you from touching precious seahorses. Keep diving — magic awaits in the ocean depths.

At the bottom, a mermaid appears, trapped in a mystical cage. Free her with the magical Trident.

Available for the Atari 2600 in August.

Maricopa, Arizona

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This seems to be a popular question lately so I've asked around the lab and here's the general consensus: Introductory computer classes will give you all the general background and basic information you need for programming. Assembly language programming should follow, as most video games today are done in Assembly language. After that, we all agree that any serious student of software design should play as many arcade and home-version video games as possible to put you in touch with all types of games and people who play them.

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NUMB THUMB NOTES

Contest results are in — and have there ever been a lot of entries! Hundreds of video desert wanderers entered the Riddle of the Sphinx Contest. The Son of Thoth is yet full of wonder. The judges carefully pored over scrolls, read long detailed accounts of the Prince's journey, opened carved wooden boxes, listened to cassette tape recordings and even found answers inside a model pyramid!

What a tough decision; but we have a clear winner. Our congratulations — and a check for $1,000.00! — go to **Charles Compton** of Santa Monica, California. He submitted a beautiful and elaborate scroll which, in the opinion of the judges, was the most creative of the accurate answers received. Quite an accomplishment when you consider that there were well over 600 inventive Riddle fans competing! If you would like to know the correct answers to the Sphinx's Riddles, write to Kathleen Boothe at IMAGIC, 981 University Ave., Los Gatos, CA 95030.

You Numb Thumbers who tackled the **Video IQ Contest** have also earned our awe. The tremendous response showed us that you've really been doing your homework! Those questions were difficult, but we knew you could do it. The winner of the **$1,000.00** prize is **David Morris** of Webster, North Carolina. He came through with a perfect slate of correct answers! Job well done!...

Thanks to all who entered the Video IQ Contest. We had 250 participants, 7 of whom made it to the winner's circle for the drawing. Good show! The correct answers are:

1. **Nolan Bushnell** is considered the father of video games.
2. **March 17, 1982** was the date Imagic first shipped their video games.
3. **Atlantis** and **Riddle of the Sphinx** are the 2 Imagic games that held contests.
4. **Electronic Games Magazine gives Arcade Awards each year in their Arcade Alley Column.**
5. **The Goddess Isis** heals all wounds and quenches the thirst of the Prince in Riddle of the Sphinx™.
6. **6, 12, 84 or 64** are all correct answers for the total number of demons in Demon Attack.
7. **Tom Hirschfield and Ken Uston are the two published video game authors who received the most votes.**
8. **Acropolis Command Post** is the center defense post in Atlantis.
9. **They're sequels** is the correct answer for the type of relationship between Atlantis and Cosmic Ark.
10. **Brad Stewart** designed Fire Fighter.

Many of you Numb Thumbers have been quizzing us about Imagic's future plans. You see sophisticated new home computers and video systems appearing everywhere. Well, here's the latest: Imagic will be offering challenging video software for Coleco and Texas Instruments. We're very excited! Keep your eyes and ears open--and tell your friends with those systems to do the same!

SUBSCRIPTION RENEWAL INFORMATION

Don't let your one year subscription to **Numb Thumb News** run out! To insure against such calamity, you can renew your subscription at any time. Here's how:

*Send $3.00 (no cash, please,) along with the completed application form you'll find in this issue of the News. Remember to check the renewal box.

OR

*Buy $10.00 or more from the Clubhouse Showcase this year (see pages 10 and 11) and your subscription will be renewed automatically!

INTERNATIONAL NEWS

What's it like to be a member of a foreign club? Become an Imagic world-wide pen pal and find out. Pick up new game strategies, discuss favorite Imagic games and learn a little about different cultures. Just send a letter to Imagic Pen Pals, 981 University Ave., Los Gatos, CA. 95030. State your name, age, address, interests, hardware system(s) owned. Imagic games you own and which country you'd most like to correspond with (England, South Africa, Australia, Germany or Kuwait). We'll send you the names and addresses of foreign club members and we'll be sending them yours. Have fun!

IMAGIC EXPERTS CLUB

So many video champs have earned their Gold Stars and joined the Numb Thumb Hall of Fame that we couldn't possibly list them all! Here are some of the top scores: **Demon Attack:** 250,470 points, Basil Bonner, Leesburg, IN. **Star Voyager:** 72 points, Deborah Cane, Brooklyn, N.Y. **Fire Fighter:** 4 seconds, Charles Schulze, Elgin, N.Y. **Riddle of the Sphinx:** 105, 298 points, Troy Whelan, Farnham, VA. **Trick Shot:** 37 points, Piper Caufield and Shirley Esker, Pittsford, N.Y. **Atlantis:** 1,008,300 points, Dave Ward, Westlake, OH. **Cosmic Ark:** 60, 560, Troy Whelan, Farnham, VA.

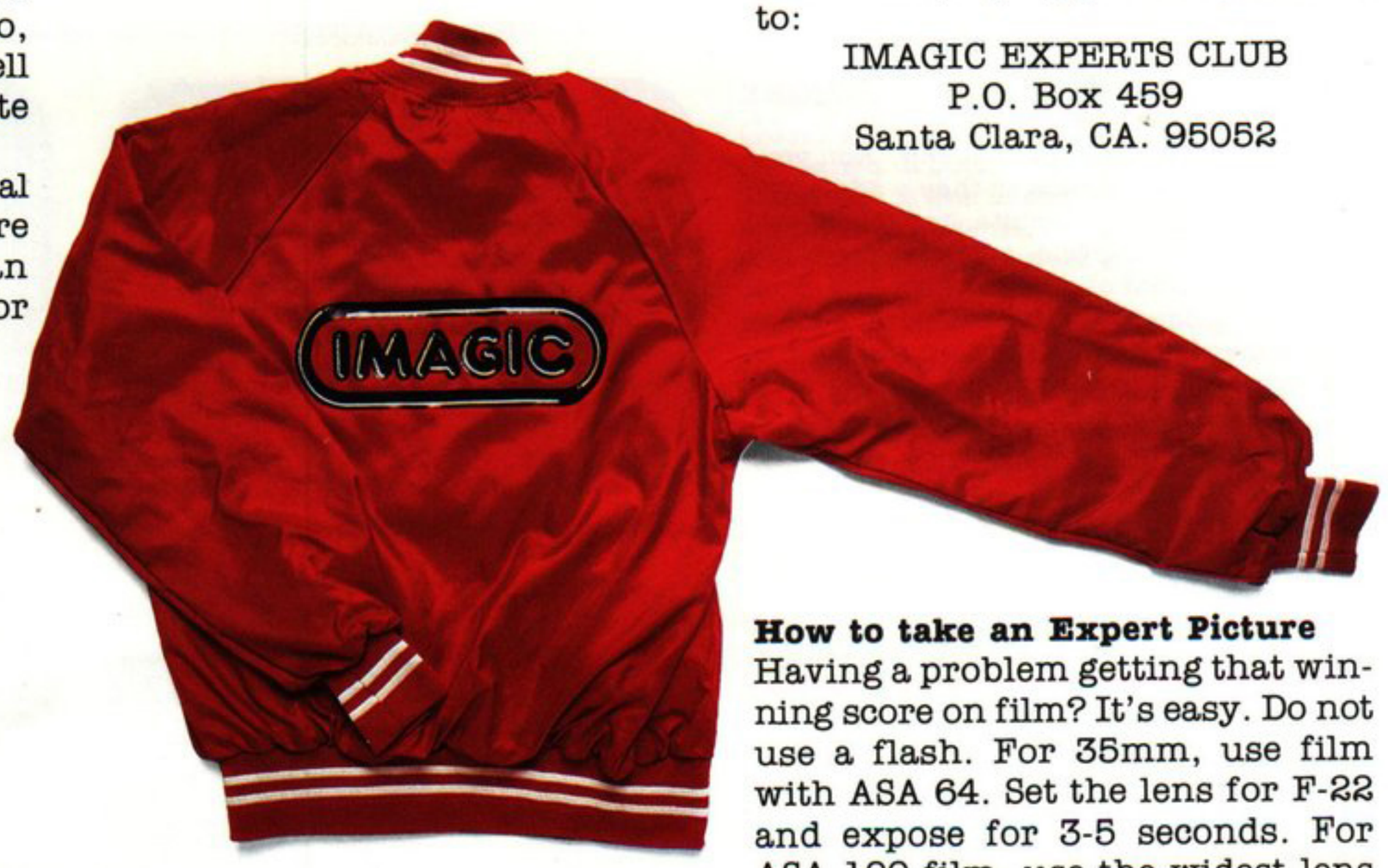
You're now part of a vanishing breed. We had no idea there'd be so many video aces out there. We've decided that all that work for all those intense playing hours deserves more than a simple star as reward! We're sure you'll agree--so we've decided to issue a real challenge to the true elite. That means making the test even **tougher.**

Can you meet the Experts Club's Performance Standards? If so, you'll get special items that will tell the world you're one of an elite crew of video game Experts!

* Become an Expert at an individual game by achieving these high score standards and you receive an exclusive iron-on award decal for that game.

* Achieve Expert status in 3 different games and you'll get an Imagic Experts Club T-shirt on which you can iron your accumulated achievement awards. Amazing!

* True video fanatics will not stop at 3. They'll want to go for 6! These champions will receive an Imagic Experts Club jacket, a stunning achievement by any standard!



Here are the Expert Club's Performance Standards:

Atari	
Atlantis	125,000 points
Cosmic Ark	30,000 points
Demon Attack	100,000 points
Dragonfire	25,000 points
Fire Fighter	2:38
No Escape!	10,000 points
Riddle of the Sphinx	12,000 points
Star Voyager	35 points
Trick Shot	37 points
Mattel	
Atlantis	50,000 points
Beauty & the Beast	8 bldgs, 25,000
Demon Attack	20,000 points
Dracula	15,000 points
Dragonfire	25,000 points
Ice Trek	25,000 points
Microsurgeon	$300,000,000 bill
Nova Blast	45,000 points
Safecracker	25,000 points
Swords & Serpents	1,600 points
Tropical Trouble	9 Islands
Truckin' (Game 1)	by 9 A.M., June 2
Truckin' (Game 2)	10 days/$9,000
White Water	10,000 points

Send the proof of purchase seal or, lacking that, the rest of the back page (no photo copies) from the instruction book(s) of games in which you have reached Expert status, along with a picture of the screen displaying your high score, to:

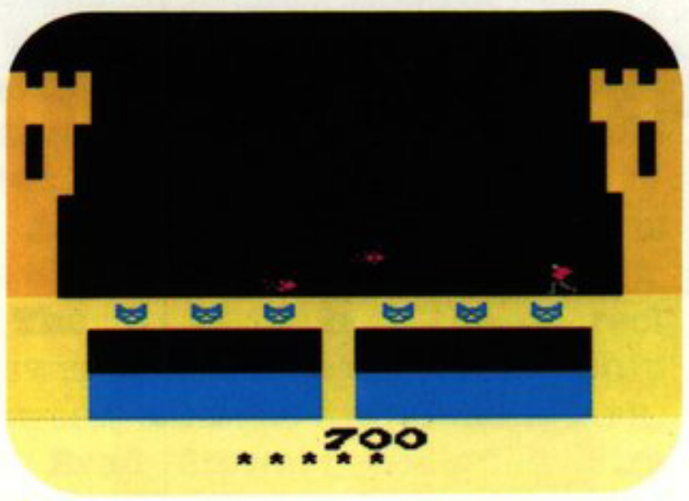
IMAGIC EXPERTS CLUB
P.O. Box 459
Santa Clara, CA. 95052

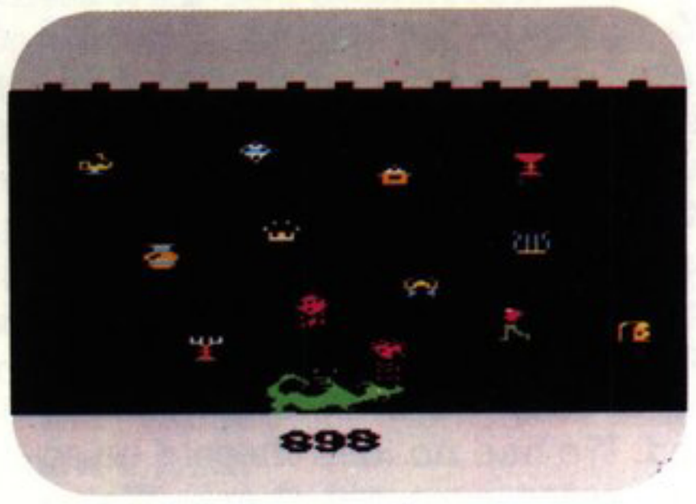
How to take an Expert Picture

Having a problem getting that winning score on film? It's easy. Do not use a flash. For 35mm, use film with ASA 64. Set the lens for F-22 and expose for 3-5 seconds. For ASA 100 film, use the widest lens opening and shoot at 1/30th of a second. For an Instamatic 126 or 110, insert a dead flash blub, hold steady and snap away!

NEW RELEASES! FOR THE ATARI® 2600 AND FOR THE MATTEL INTELLIVISION®

DRAGONFIRE™ (ATARI #IA3611; MATTEL #IM7603)
Dreadful dragons control the King's castle! You, the young Prince, want them banished--but first you must reclaim the royal treasures. You have to cross castle bridges, dodging dragonfire as you go. Leap, duck and sprint to reach the other side!
Once across, enter a splendid storeroom. Pocket every treasure you touch. But beware of deadly dragonfire! Each dragon is smarter than the last, and some are almost invisible! How many bridges can you cross? How many storerooms can you empty?





DRAGONFIRE™

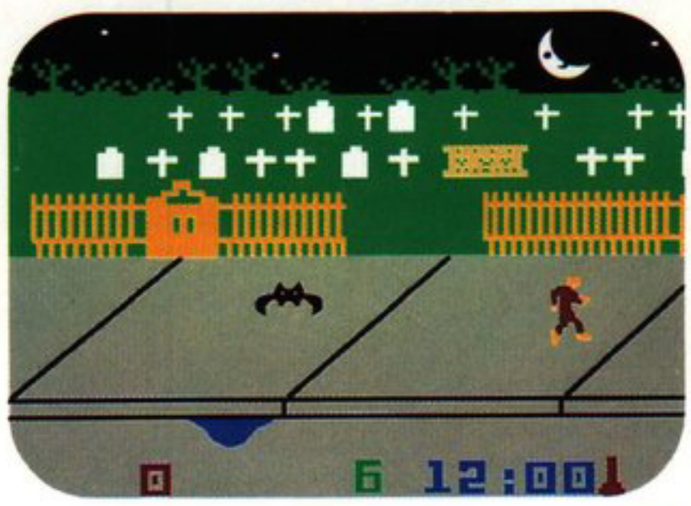
NO ESCAPE! (ATARI #IA3312)
Jason battles fierce Furies. He defends himself, placing his shots carefully. A direct hit only makes a Fury multiply, so Jason banks his shots off temple walls, and the roof. Shadowy creatures come at him from all sides! Just as Jason thinks he's triumphed, other temples filled with even more devious Furies await him. Winged Pegasus carries Jason from one challenge to the next. How long can he endure these assults? Order before Dec. 15, 1983 and get a FREE ZIRCON JOYSTICK!

NO ESCAPE!

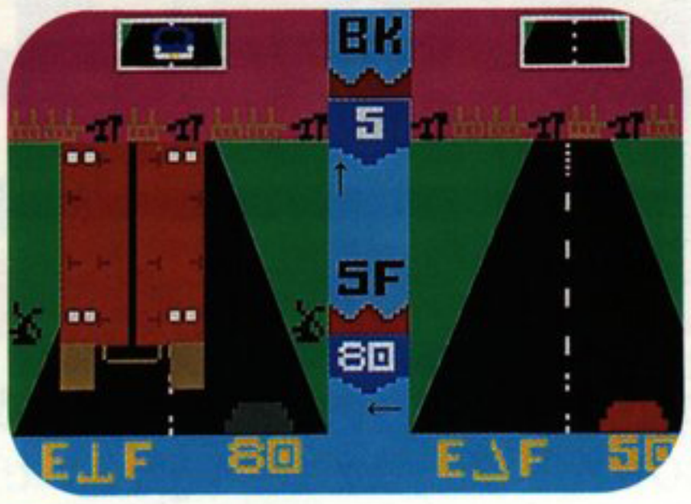
SHOOTIN' GALLERY
(ATARI #IA3410)
Step right up and take your best shot! Aim your popgun at the toy animals as they waddle and wiggle past. Monkeys, rabbits, kangaroos and seals make for fun targets--and a toy train rattles by for a special challenge. Keep the clock from running down. If not, that clever cuckoo will eat some of your ammunition! A delightful pleaser for ages 3 to 9.

SHOOTIN' GALLERY

DRACULA (MATTEL #IM7606)
You are Count Dracula. Rise from your resting place in the graveyard and fly into the night! Travel in two forms--as a man or a bat. Wolves hound you when you are in human form, and vultures snatch at the bat you can become. You've got to sink your teeth into a victim soon. You're growing paler and slowing down. Constables throw stakes that'll stop you cold! Bite all the victims you can find, then return to your resting place before sunrise, or you'll never hunt again!



DRACULA



TRUCKIN'

TRUCKIN' (MATTEL #IM7607)

Ride your rig to the four corners of the USA! Deliver the goods on a tight schedule. Make strategic decisions about what cargoes to carry and which routes to take. Radio ahead. Find out what loads are needed, and where. Then power down that ribbon of highway.

Keep an eye peeled for turnouts--and for other truckers! You've got to get where you're goin'--and get there first! You'll earn big bucks as you cover the map from sea to shining sea! One or two players compete against time--and each other. Go for it!

NOVA BLAST™

NOVA BLAST™ (MATTEL #IM7609)

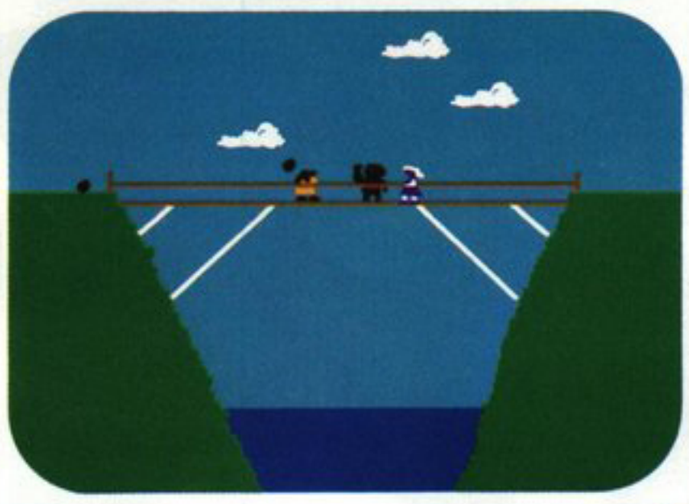
Pilot Nova 1 above the Capsuled Cities. Defend 4 cities in your quadrant. Use your radar to detect enemy acitivity. Race to protect these civilized outposts before their capsules are destroyed! Engage the enemy in galactic dogfights. Locate anti-aircraft guns and destroy them. Beam up fuel as you run low.

ICE TREK™

ICE TREK™ (MATTEL #IM7604)

The legendary Nordic hero travels toward the isolated, sinister Ice Palace. He must cross miles of frozen tundra. Massive herds of caribou thunder by him. He tries to ski around them. If he must kill a caribou, the great and unforgiving Wildlife Goddess rises to avenge the loss! He must bridge a frigid lake, using a huge hook to catch and link floating icebergs. He must destroy other icebergs that can crash into his bridge!

When he reaches the Ice Palace, he assaults that loathsome landmark with enchanted fireballs! He must evade spikes hurled at him and melt the Ice Palace!

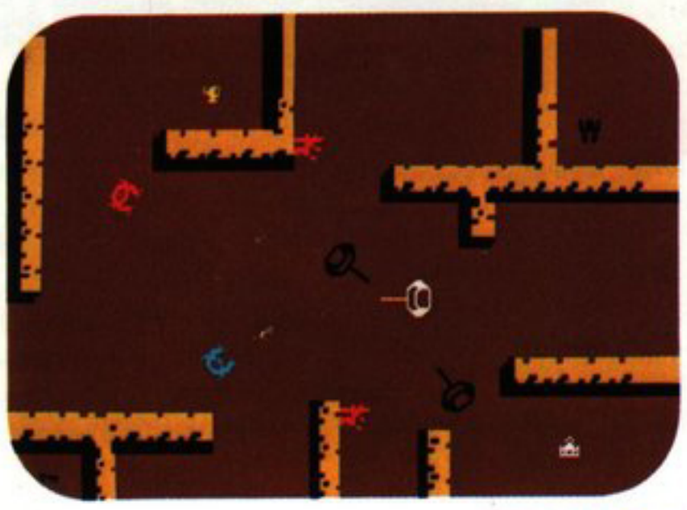


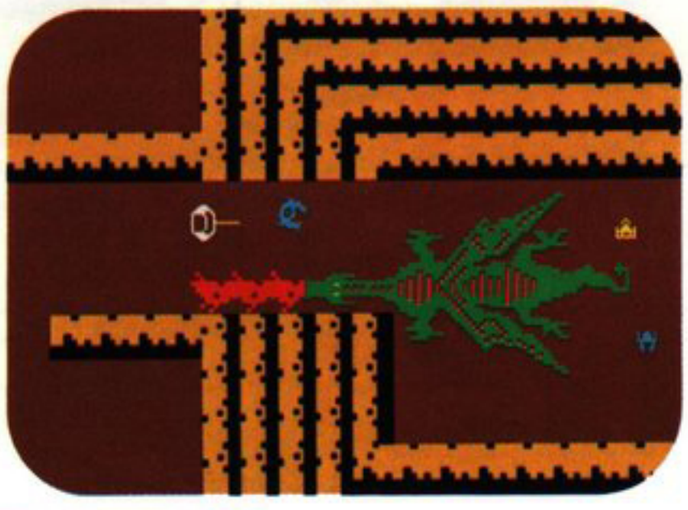
TROPICAL TROUBLE™

TROPICAL TROUBLE™ (MATTEL #IM7605)

Clarence and Doris have been shipwrecked on a lonely South Sea island. All alone, completely isolated. A huge Beach Bruiser appears suddenly and whisks darlin' Doris away. Clarence must get her back!

Bounding boulders, flying coconuts, man-eating clams, vicious ferns and bubbling fields of lava block his way. Doris leaves a trail of white hankies to give Clarence strength. Help Clarence rescue her while there's still time!





SWORDS & SERPENTS™

SWORDS & SERPENTS™ (MATTEL #IM7602)

You're the Warrior Prince, exploring the Fortress of the Sinister Serpent. You discover rare and magical treasures. Phantom Knights attack! Swords rend armor . . . you stagger on. More treasures await, but so does danger!

Nilrem the Wizard accompanies you on your quest. Together you penetrate the hidden regions of the Fortress. Can you protect the Wizard until he learns the spells that may save you both? Will you uncover the ultimate secret of the Sinister Serpent's Fortress?

DESIGN A GAME CONTEST

Have you been lying awake nights, on fire with an idea that makes all other video games pale by comparison? Well, here's your chance to jump feet first into the action! Imagic's **DESIGN-A-GAME-CONTEST** gives you the opportunity to participate in the creation of an actual video game! You can bring excitement and hours of entertainment to thousands, maybe millions, of video enthusiasts everywhere! And win terrific prizes doing it. You'll be playing in the big leagues--and only you members of the Numb Thumb Club can participate! A panel of Imagic's seasoned game designers and marketing specialists will judge the entries. They'll select the ideas their trained instincts tell them have the potential to stun the marketplace! Here's what you can win!

PRIZES

1st

The winner will receive a critical evaluation of their game written by Imagic's game designer and marketing contest judges. You'll gain insight into the complex considerations that go into the creation of every game. It's an unparalleled learning experience for anyone interested in a career in video game programming!
In addition, the winner will have the choice of receiving either 8 Imagic Atari®-compatible cartridges and an Atari® 2600 video computer system, or 8 Imagic Mattel®-compatible cartridges and a Mattel® Intellivision® system.

2nd

This lucky entrant will receive a Video Storage Center™ and 5 Imagic cartridges of their choice.

3rd

The two contestants who place third will receive either a pair of Zircon™ Command competition joysticks for use on their Atari® 2600 video computer system, or a Video Storage Center™.

4th

Ten deserving fourth prize winners will receive their choice of T-shirt, game poster, or hat from the Numb Thumb Club Showcase.

To enter, send a description of your game idea to **DESIGN-A-GAME-CONTEST, c/o IMAGIC, 981 University Ave., Los Gatos, California 95030.** Your game description should be detailed enough to allow the judges to develop an informed opinion. **Be sure to include your name and address.** No purchase required. Each entry must be postmarked by June 15, 1983. IMAGIC will contact all contestants receiving prizes by July 15, 1983. The winners and their prizes will be announced in the first Numb Thumb News published after July 15, 1983. You may enter as often as you wish, but each game idea must be mailed in a separate envelope. The panel of judges will decide, at its sole discretion, which entries display the most creative, unique and marketable game ideas, and award the prizes according to those criteria. Their decisions are final. Only the first prize winner will receive a written evaluation.

All prizes will be awarded. A list of winners will be furnished after August 1, 1983, to anyone who sends a self-addressed stamped envelope by August 1, 1983, to IMAGIC at the address above. This contest is open to all residents of the United States, except IMAGIC employees, their families, and employees of Imagic's advertising and promotional agencies and their families. This contest is void wherever prohibited by law. By entering this contest, the contestants agree that all Imagic's decisions respecting the entries or any part of the contest are final. Local, state and federal taxes, if any, are the winners' responsibility. All entries become Imagic's exclusive property and will not be returned. Imagic may use any of the ideas disclosed in the entries without further compensation to the contestants. When you submit an entry to Imagic, you agree to transfer to Imagic any copyrights resulting from that entry, as well as sign any documents necessary to that transfer.

GAME TESTING

ALL IN A DAY'S WORK

BY MIKE MILLEN

It was a cold, rainy afternoon as I sat looking at the "help wanted" section of the school bulletin board. I desperately needed a job, but just could not find the right one. Stock boy, yard work, babysitter--they were all the usual, unexciting jobs which only students took. If only there were something like . . . and then I saw it! Hidden beneath an advertisement for dog-walking was the following notice: **VIDEO GAME TESTERS NEEDED. GOOD TERMS. APPLY AT IMAGIC, LOS GATOS.** It seemed too good to be true, but sure enough, the following Saturday I found myself seated in the Imagic Testing Center. A smiling lady glided in, loaded with paper, pens, and uncountable cartridges for the Intellivision® and Atari® game systems. She laid them neatly in front of each person, and gave us final instructions:

"Please play all five of the games thoroughly and write down your comments and high scores. I'll bring you lunch at 12:30."

It was all so incredible--playing video games which no one had ever even heard of, and getting lunch--and paid--to do it! Imagine how happy I was when she asked if I "could possibly come back the next day"--was there any other answer but "yes!"?

And the process has been the same ever since, only now I come after school. We have tested all of Imagic's new cartridges.

But don't think that the life of a game tester is all fun and games. The tester is there to help make the games the best possible. There is a huge difference between those cartridges which are tested and those which are sold, and it is the responsibility of the tester to find the "bugs" and flaws in the early versions. After a certain problem is isolated (for instance, a player's ship is destroyed and the screen simply goes blank), the game designer himself will usually come in and discuss the bug with the person who discovered it. When the Gamers play the cartridge the next time, chances are that the flaw will have been corrected.

One of the best parts about testing is being able to play all the new games. As you would probably expect, many of the highest scores in the country come right from the Testing Center. Although all of us do well, an amazing score does come up every once in a while. Examples are Greg Rusciano's incredible 224,000 on Odyssey™ Atlantis and my record of 31 islands in Tropical Trouble™.

All the other testers agree with me--this is by far the best job any of us have ever had. As Rob Leovold says, "I love playing video games, and Imagic's game designers always give me something to look forward to when I come to work." He is exactly right--not only do testers play the most entertaining and challenging video games available, but they achieve a sense of satisfaction. Mark Millen explains: "It really makes me feel good to know that the designers care about what I have to say. They use our suggestions to make the games even better."

And that's what it's like to be an Imagic Game Tester. As Imagic continues to produce the great cartridges for which they are famous, all the other testers and I will be assured of having one of the best jobs around. Whenever people ask me about my job, I always tell them the same thing: "I really like my work. Hey, it's rough, but someone has to do it!"

BOB SMITH: DRAGON MASTER

Numb Thumb News talks with Bob Smith, creator of the new hit, DRAGONFIRE™. This talented designer has a diverse background. He's been a sailboat builder and carpenter. At Imagic, Bob also produced STAR VOYAGER® and RIDDLE OF THE SPHINX™.

NTN: Bob, we can see that **you** haven't been wasting time. You've created three Imagic games in a year and a half!

Smith: Yeah, well . . . there's nothing I'd rather do. I grew up in a game-playing family. Every Christmas morning we'd get one of those giant thousand-piece jig-saw puzzles, and in a day or so it'd all be put together. I still like board games, card games---you name it.

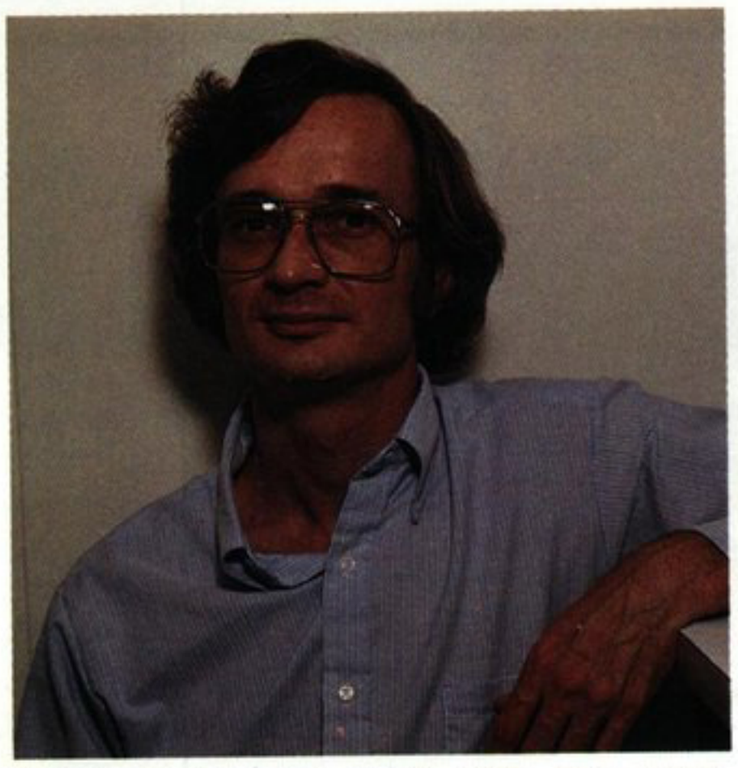
NTN: How did you get started with computer games?

Smith: My first "computer" game was played on a calculator. It was a crude version of "Battleship", and I wrote it on an HP-25 I used for boat designing. Of course, the graphics weren't too exciting. Then, I was working at a lumber yard and I talked the boss into getting a computer. He said OK if I'd do everything. I bought a kit, built the computer and wrote the software. I learned a lot, but I knew it would be a lot more fun to write programs that could entertain you, not just count your inventory.

NTN: And then?

Smith: A couple of years later I was using a personal computer at night to learn Assembly language. I sold my first game to **Creative Computing** in 1979. Atari hired me a year later.

NTN: How do you approach a new game design?



Smith: I like to start with the play. DRAGONFIRE is really based on the old game of "Jacks"--you know, where you throw a ball in the air and try to pick up all the goodies before it comes down. That turned out to be the "Prince", picking up treasures before the Dragon hits him.

NTN: What do you do in your spare time?

Smith: I go sailing some--not as much as I used to. I play video games and hit the arcades once in a while. And I read a lot, maybe 3 or 4 books a week . . . science fiction, mostly.

NTN: Sounds like a pretty good life. How would you advise a young person to prepare for a game designing career?

Smith: Well, you've got to learn computer programming and logic, of course. So get a good foundation in math or science. But be sure to keep your creative imagination active. Have your mind open to any possibility. And listen to others in your field. I've gotten a lot of help from other programmers. We're all still learning, from the computers and each other.

NTN: Speaking of learning, have you got any tips for DRAGONFIRE players?

Smith: When you're crossing the bridge, remember that after a fireball leaves the screen there's a minimum time delay before the next one is launched at that level. The time to make the final dash is just after the top fireball has passed overhead. Then make the Prince jump just as he reaches the doorway into the treasure room.

NTN: How about in the treasure room?

Smith: Use a swooping pattern. Remember, it's not the dragon that gets you--it's the DRAGONFIRE! Concentrate on those bursts of fire and you can almost always duck around them. And don't come out of the hideout until the dragon's facing the other way.

NTN: One more question. Confidentially, Bob, what's your best DRAGONFIRE score?

Smith: Just over 15,000. But I heard that a couple of kids have gotten 30,000. **That's good playing!**

J. Amazing new posters for each Imagic title are a must for your game room, bedroom, or anywhere else in the house. These colorful posters are soon to become collector's items: **$2.50** each. Posters of all games except Shootin' Gallery available for purchase. Specify title from the list on page 11.

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L. Imagic's Video Storage Center organizes, protects and stores your Atari game system and 15 cartridges or your Intellivision unit and 18 cartridges. A great buy at $19.95 each!

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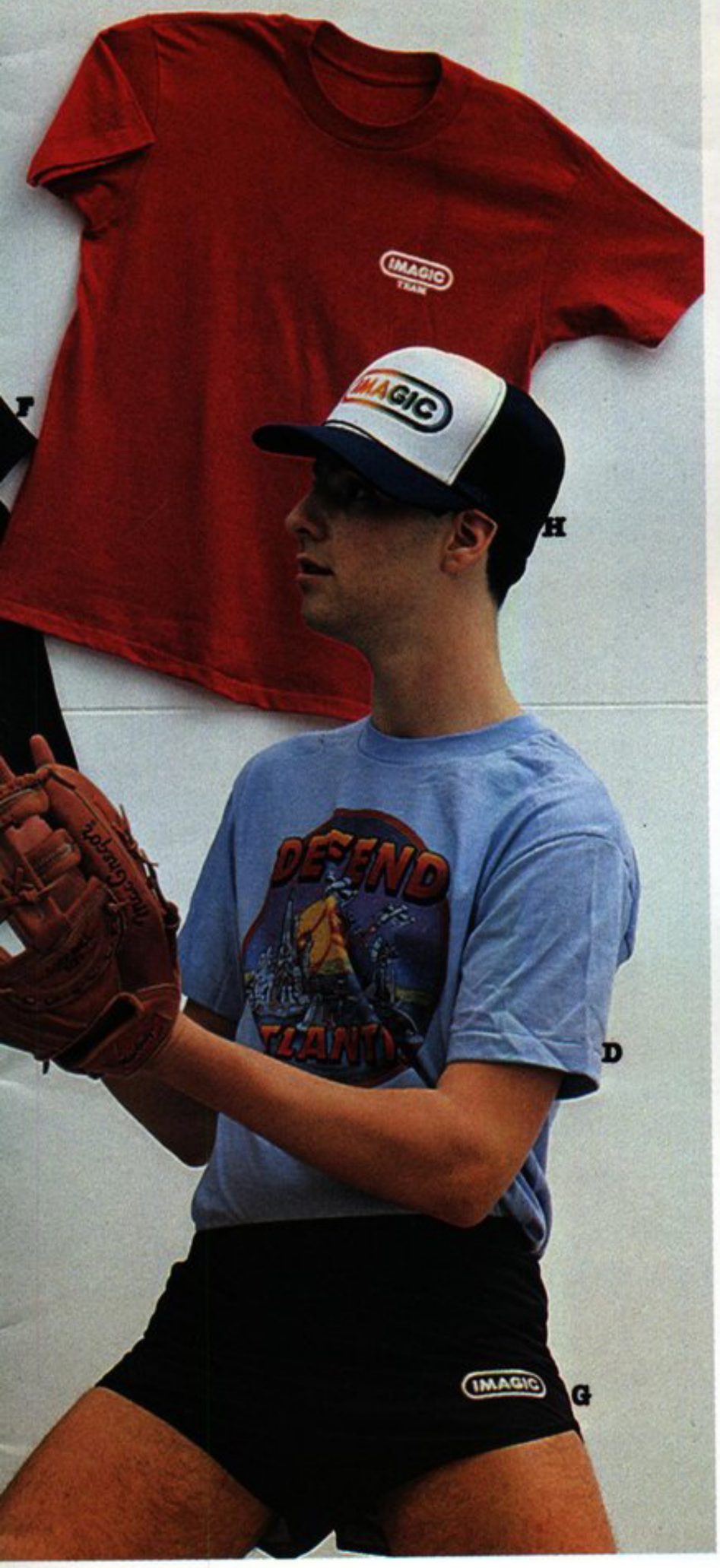

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