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increases exponentially. So, easy as it sounds, the difference in terms of memory between five and six digit counters is extreme — and might even have cost a vital visual or play element.

In any case, when and if Coleco sponsors a Zaxxon contest, I feel quite certain that they'll deal with the problem in the long-standing tradition of videogame tournaments; that is, a monitor will be assigned to each player to insure fairness and to mark each "rollover" and restart the count.

**Q:** I own an Atari 2600, ColecoVision and the Atari Expansion Module. I have recently found out that the Supercharger does not work in the Coleco emulator.

Are there any plans to change the Module? Should I sell my 2600?

P.S. You have a great magazine. Keep my subscriptions rolling on in.

(Scott Wu, Vancouver, B.C.)

**A:** Hey, hoser! About time someone realized who's responsible for this "great magazine", eh?

But as a Game Doctor in all seriousness (a "game doctor in all seriousness"?), if I were you I'd return or sell the Expansion and keep the 2600! Not only doesn't the Expansion Module work with the Supercharger, it doesn't work with an alarming number of 2600 software titles. Tigervision games won't run at all, and we've had sporadic difficulty with U.S. Games titles, some of which run and some of which don't.

With a system as simple but software-oriented as the 2600, even the slight deviations that Coleco made to avoid a lawsuit (all for naught, since they reached a licensing agreement with Atari to produce both the Module and the Gemini, a VCS work-alike) have been enough to play hob with much of the software.

So until Coleco gets the module down pat (the problems *should* be corrected in future models, but make sure before buying), hold onto those 2600s!

In the meantime, keep your joysticks clean, don't hang around with videogame cheats (the "wrong crowd" but *definitely*) and remember to turn the system off.

Aloha.

