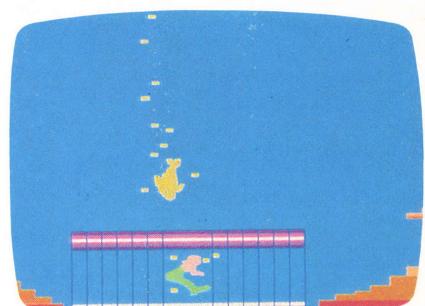
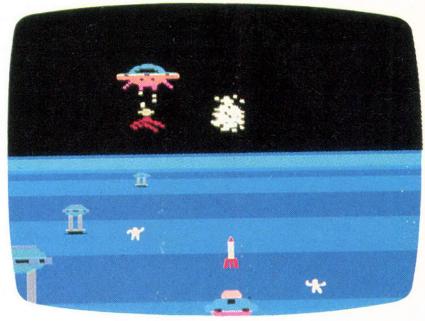
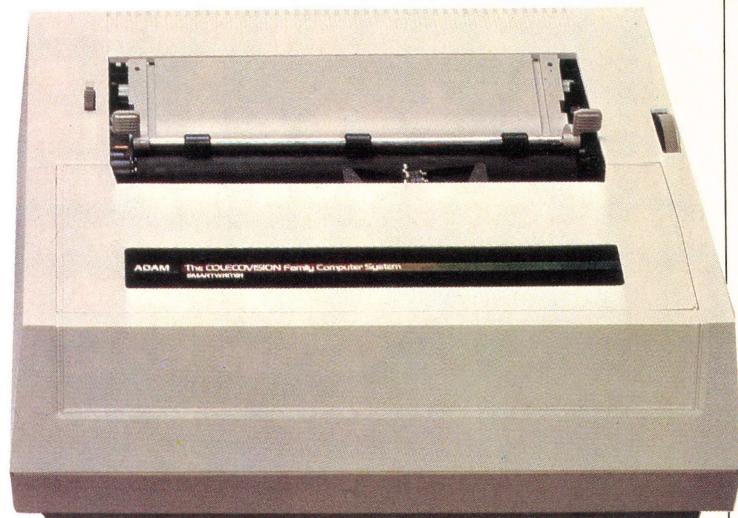


Atari, Mattel, Coleco...

How the add-ons add up

The Big Three are finally bringing their computer keyboards to market. Now owners of a VCS, Intellivision or ColecoVision will be able to turn their game systems into full-fledged computers simply by adding on an add-on. While Atari does not yet have games specifically designed for its Graduate computer, both Mattel and Coleco are coming out with new carts which take full advantage of the increased memory the keyboards provide. Here's a rundown of what the systems offer, plus some more news about computers from Tomy and add-ons for the Vectrex system, to name a few.





You've read about them, you've heard about them—both the truth and the rumors—and now you can finally buy them. The computer add-ons for the Atari 2600, ColecoVision and Intellivision are here. Name changes, format changes and other false starts are now history—the Atari folks have finally decided to name their 2600 computer add-on the Graduate, Mattel sticks with the Entertainment Computer System, and Coleco creates a new generation with Adam.

How powerful are the new systems? Atari's weighs in at 8K, expandable to 32K of RAM; Mattel's system adds an extra 2K to Intellivision, expandable to 64K; Coleco's Adam brings ColecoVision up to 80K, expandable to 144K. All the systems will have software designed especially for them, and Adam will allow owners to play ColecoVision Super Games without the addition of a Super Game Module (which at presstime, had been discontinued due to problems in the mass manufacture of the wafer drive). As this issue went to press none of the units were available for full-scale, hands-on

evaluation, but we'll give each computer a real workout as soon as we can. In the meantime, here's a rundown on what they offer, according to the manufacturers.

Of the three systems, the Adam breaks the most new ground in video game expansion. Sure, you want a computer. But you say you also want a printer? You also want a word processor? You also want to play ColecoVision Super Games? You've got them all! And how many trips to the store does it take to acquire all this stuff? Just one. The Adam system comes complete with all this paraphernalia, all for \$400—if you already own a ColecoVision. If you don't, the entire system comes freestanding for \$600, and you can play all the ColecoVision games.

The Adam Family

In addition to all this hardware and software, there are some other features of the Adam that make it a highly desirable machine. The printer, for example, is a letter-quality daisy wheel unit. It prints at 120 words per minute on any paper up to 9½ inches wide. As with all daisy wheel printers, the typeface is interchangeable with several

Up and Adam: The Adam with printer, keyboard and digital data drive. The three games are (from top) MOON SWEEPER (Imagic) for Atari, Mattel and Coleco; FATHOM (Imagic) for Mattel and Atari and SUPER BUCK ROGERS (Coleco) for Adam.

available on the market.

The word processor, dubbed SmartWriter, is built in. Special function word processing keys are keyed right on the screen so you don't have to go back and forth to the manual. In addition, a typewriter-style margin set is also part of the graphic display. Editing functions are accomplished at the touch of a key, and the program includes an UNDO key to cancel any erroneous commands to the computer.

While word processing power will appeal to a large segment of the computer-buying public, the computing power of Adam is also impressive. Adam's built-in BASIC is Applesoft source code compatible. This means that many programs written in Applesoft can also run on the Adam, and vice versa. If this isn't enough, Adam is also CP/M compatible, and the most popular CP/M programs will be available on digital "data packs," the wafers that constitute Adam's data storage.

Later this year Coleco will have a disk drive for the Adam system.

Also coming later this year are a number of specialized programs including a Guide to Smart BASIC (a self-teaching program for BASIC language), Smart LOGO, electronic crayons, and Smart Filer. A modem will also be available.

As far as gameplay goes, both the Adam that hooks into the ColecoVision and the freestanding models will play all ColecoVision carts and all the Coleco Super Games in the new format. The Adam comes with *Buck Rogers Planet Of Zoom*, a Super Game. All existing ColecoVision expansion modules will fit into the Adam.

ECS For Me, See?

Mattel's Entertainment Computer System has a number of the Right Connections, as Mattel is calling all of the peripherals designed to snap right into the Master Component. The Intellivision Computer Adaptor plugs into the Intellivision itself and

gives users all the power of the 16-bit microprocessor inside. The adaptor provides 2K of RAM and 12K of ROM and has built-in BASIC. In addition, it accepts a full line of Intellivision peripherals and accessories.

A 49-key keyboard comes packed with the computer adaptor. In addition to being able to write your own programs using the built-in BASIC language, you can also customize your game cartridges. Yes, gang, you can change aspects of video games. Areas that can be manipulated include graphics, skill level and game action.

Should you write a program brilliant enough to be preserved for posterity (or even just until

Below, the Entertainment Computer System from Mattel turns your Master Component into a fully functioning computer. Games (from left), *MASTERS OF THE UNIVERSE* (Mattel), *KOOL-AID MAN* (Mattel) and *SOLAR STORM* (Imagic for the 2600).

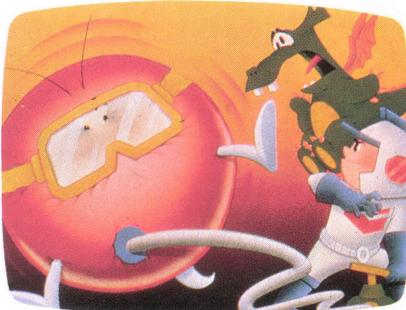




tomorrow) you can store it on the Intellivision Data Recorder. Or, if you want to send samples of your computing prowess to relatives, use the Intellivision Printer. Both peripherals plug into the RS-232 interface located in the rear port of the adaptor.

If you find that 2K is simply not enough for the reams of things you plan to do with your computer, you can expand your Intellivision Computer to as much as 32K RAM and 12K ROM with the Intellivision Program Expander. The program expander is in cartridge form and plugs into the top of the computer adaptor.

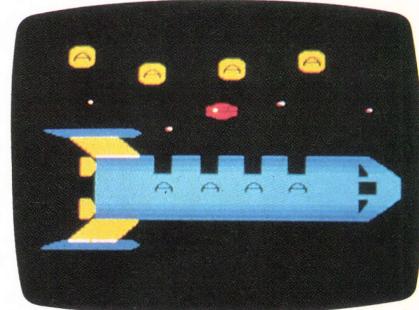
A line of software will be out to support the computer and will fall into three areas—education, BASIC programming and Super Games. Among the educational offerings are



The Jetson's Way With Words, Number Jumble and The Flintstone's Keyboard Fun.

BASIC programs include *Mr. BASIC Meets Bits 'n' Bytes*, *Game Factory* and *Program Builder*. In the first, you are guided in the writing of BASIC programs as you play three video games. The *Game Factory* lets you create your own video games by selecting from a menu of characters and graphics. The *Program Builder* is a sort of graduate course for which the prerequisite was *Mr. BASIC*. It gives you more advanced lessons in BASIC programming and teaches you more complex programs.

A Whole New Ball Game
Super Games include *World Series Baseball*, *Mind Stride* and *Scooby Doo's Maze Chase*. In *World*



The Graduate (without Dustin Hoffman) makes your 2600 an 8K computer (expandable to 32K). Games include POLE POSITION (left), DIG DUG (center) and ALPHA BEAM.

Series Baseball, you get the feel of actual TV coverage of your game. The "camera" pans across the playing field and there are split screen images of closeups of base runners. You can even practice being Billy Martin by programming in batting and pitching statistics for teams. One of the most intriguing variations is available on a cassette. This program provides the vital statistics for famous baseball players throughout history so that, using these, you can put together the best team in the world. Imagine being able to pit Satchell Paige against Babe Ruth!

The Atari Graduate computer is designed to do for the VCS what the Entertainment Computer System does for the Intellivision Master Component. The Graduate adds 8K of RAM to the VCS and has its own built-in BASIC. It is expandable up to 32K making it more powerful than the 400 computer and has a whole line of peripherals that interface with it including a 40-column printer, modem, cassette recorder and data drive with maximum storage of up to 128K.

The Graduate also has a full color graphics display which allows you to generate sophisticated, high-resolution graphics in a wide spectrum of colors. It's very, very impressive.

Software that will support the system includes *An Introduction to*

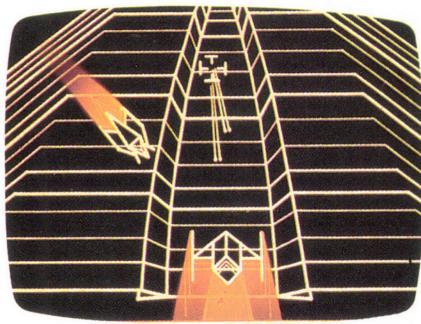
Programming, which teaches the fundamentals of BASIC and program writing; *Children's Introduction to Programming*; *Typo Attack*, aimed at those who want to learn or improve their typing skills; *Donkey Kong*, about . . . well, we'll assume you know; *Robotron:2084* and *Caverns of Mars*. And, lest you think this is all frivolity and games, there are two home management programs: The Home Filing Manager and Family Finances.

Calling The Plays

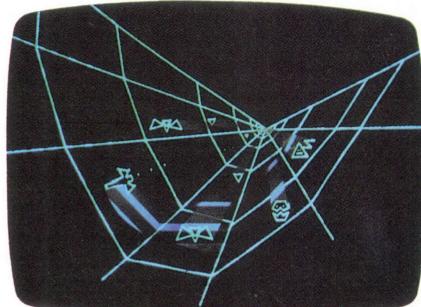
Other peripherals for the Atari 2600 include a voice recognition system which allows you to speak your commands with special cartridges including a baseball game, and a pistol-grip joystick. And, finally, there's the 2600 adaptor for

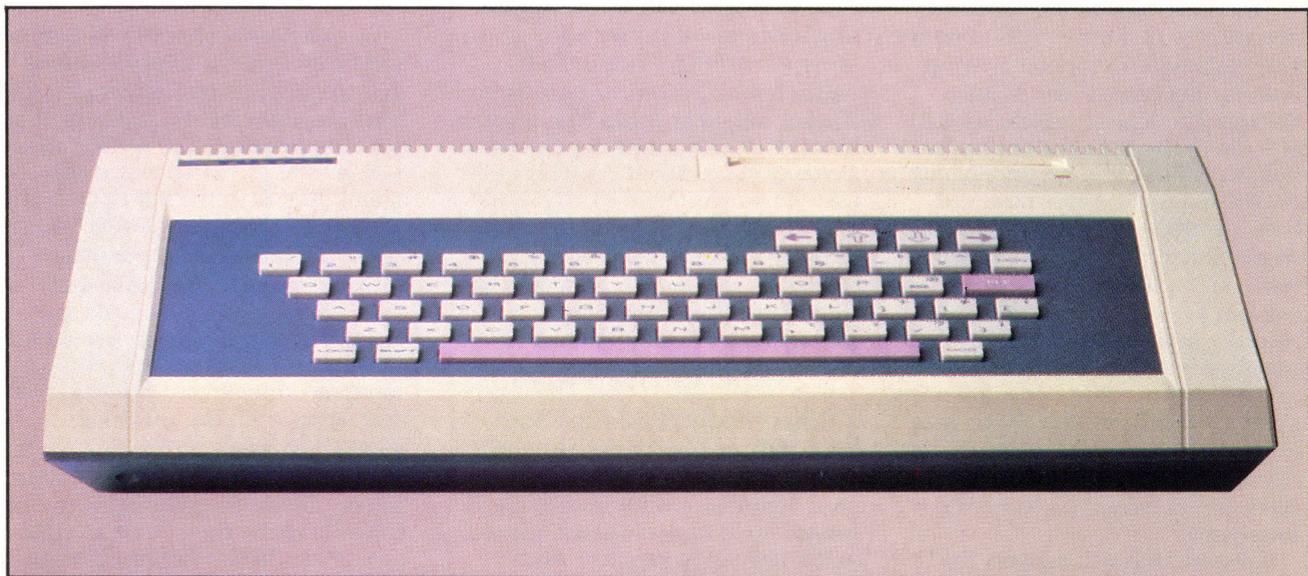
the 5200 system.

You Vectrex owners, both present and future, will be happy to know that the Light Pen and several Light Pen cartridges will be available this fall. The pen itself will sell for about \$40, as will the carts. But more astounding than the light pen is the Vectrex 3-D Imager, a Darth Vader-like face mask which, when used with special cartridges, turns the Vectrex into a true 3-D color game machine. The Imager is no red-blue sunglasses type of product. It contains a motorized spinning disk that works with the cartridge graphics to give a strobe 3-D effect. There will be four 3-D carts in stores before Christmas, although Vectrex will only name three of them right now: *Mine Storm*, *Narrow Escape* and *Crazy Coaster*. That last one is



With the new 3-D Imager, Vectrex graphics will approach the depth potential that *STARHAWK* (above) and *WEB WARS* (below) only began to tap.





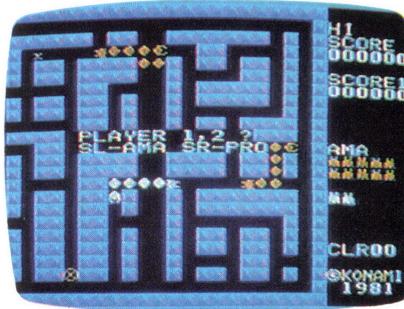
a first-person 3-D roller coaster ride of a game. The carts will sell for about \$40 each.

Vectrex is also coming out with a computer add-on, though not until next year.

A newcomer to the computer arena is Tomy with its new Tomy Tutor, a compact little computer with 16K RAM (expandable to 64K) and 32K ROM. It's got raised keys in standard typewriter configuration and programming can be done in both upper and lower case. It's got some of the highest resolution (256 x 192 pixels) graphics we've ever seen and enables you to draw some pretty professional looking pictures as well as animate them. Peripherals include a data cassette recorder and voice synthesizer and it has three musical tones and an eight octave range also built in. It is supported by a full line of educational and game software.

If it seems as though all that's coming is new hardware, hold on. The fall lineup of new games stretches to over 50 titles, including arcade adaptations, built-in voice synthesis carts, educational games, movie themes and original works for almost every brand of existing game hardware, including home computers.

Atari appears to be leading the pack right now, with no less than 28 new titles coming out for Atari game systems by the end of the



This is the Tomy Tutor which already has 18 programs. Below it is one of them: JUNGLER from Kanami.

year. Scheduled for release on VCS carts in September are two arcade chart toppers, *Pole Position* and *Battlezone*. Also coming out this month will be Atari's adaptation of the movie *Krull*, featuring three different skill levels in which you can take the roles of the film's major characters, and *Donald Duck's Speedboat*, an obstacle course that also stars Donald's nephews Huey, Dewey and Louie.

Dig Dug We Must

October and November appear to be the big months for 2600 releases. Along with three new arcade translations—*Dig Dug*, *Joust* and *Moon Patrol*—Atari will bring out seven new games based on characters from Walt Disney films and Sesame Street: *Cookie Monster Munch*, *Alpha Beam* (with Sesame

Street's Ernie), *Big Bird's Egg Catch*, *Miss Piggy's Wedding*, *Pigs in Space*, *Dumbo's Flying Circus* and *Sorcerer's Apprentice*.

Nor has Atari forgotten about 5200 owners. For September, the 5200 release list includes *Jungle Hunt*, *Ms. Pac-Man* and *Pengo*. October will bring *Dig Dug*, *Joust* and *Vanguard*, and November releases will include *Moon Patrol*, *Battlezone*, *Tempest*, *Road Runner* (Wile E. Coyote) and *Sport Goofy*. A translation of *Xevious* for the home screen is planned for sometime in the fall, and Atari will cap its game release schedule with *Robotron* in December.

The October introduction of Atari's voice synthesis/voice recognition module for the VCS will be accompanied by four new cartridges designed to exploit this technology: *RealSports Baseball*, *Star Raiders*, *Battlezone* and *Berzerk*. And two new 5200 carts—*RealSports Baseball* and *Berzerk*—will offer self-contained voice synthesis chips that don't require the addition of any outside module to work.

Atari computer owners will see 10 new game titles available on cartridges by the end of the year. They include *Donkey Kong Jr.*, *Ms. Pac-Man*, *Pole Position*, *Joust*, *Pengo*, *Robotron: 2084*, *Football*, *Soccer* and *Tennis*—as well as *Eastern*

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CES PREVIEW

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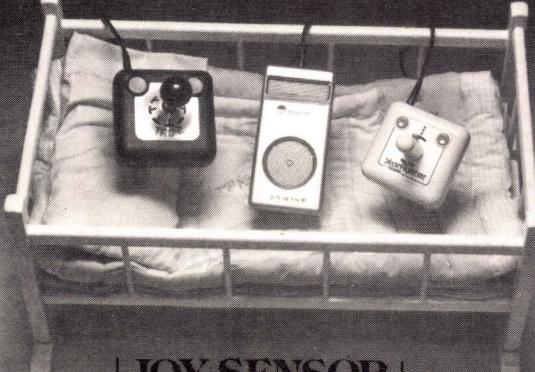
Front 1941, a computer strategy game that pits your World War II German forces against a computer-controlled Russian army.

Computer games are also part of Imagic's lineup for the rest of the year. Along with releases for the Atari 2600, Intellivision and ColecoVision game systems, Imagic will present games playable on the Commodore VIC-20 and Atari 400/800/1200XL computers. The schedule includes *Fathom*, *Quick Step*, *Moonsweeper*, *Solar Storm* and *Laser Gates* for the VCS; *Beezer*, *Fathom* and *Moonsweeper* for Intellivision; *Fathom*, *Moonsweeper* and *Nova Blast* for both ColecoVision and for Atari home computers; and *Fathom*, *Moonsweeper*, *Nova Blast* and *Dragonfire* for the VIC-20.

Parker Bros. too is joining the computer gaming bandwagon with 11 new titles, nine of them to be issued in both computer and game system format. *Frogger*, *Q*Bert*, *Popeye* and *Super Cobra* will all be released in cartridges compatible with all Atari, Sears, Mattel and Coleco game machines, as well as for the Atari 400/800/1200XL computers; *Tutankham* will also play on all these game machines, but will be available for VIC-20 computers only. Three games specifically designed for Atari computers—*Astro Chase*, *Chess* and an adaptation of Parker's own classic strategy board game, *Risk*—will be released, while the first of the *Return of the Jedi* series, *Death Star Battle*, will be issued in Atari VCS, Sears Video Arcade, Sears Super Video Arcade and Intellivision I and II formats only.

Not to be outdone, Activision will release Atari home computer versions of its hit VCS games *River Raid* and *Kaboom!*, along with two new Intellivision-compatible games, *BeamRider* and *Worm Whomper*, and for four new VCS carts: *Crackpots*, the *Xevious*-like space battle *Dreadnaught Factor*, the multi-screen Activision *Decathlon*, and new *Space Shuttle*. □

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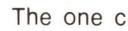
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