

PLAYERS GUIDE TO SUMMER COIN-OPS

electronic GAMES

Videogames • Computer Games • Stand-Alone Games • Arcades

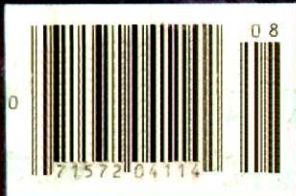
DELL 04114

AUGUST, 1983 • \$2.95

Meet Gaming's
Newest Star,
Bounty Bob—
**THE
MINER
2049er
STORY**

'WARGAMES'
The Ultimate
Gaming Film?

The World
Series of Video
Baseball
**THE SUMMER
GAME GOES
ELECTRONIC!**





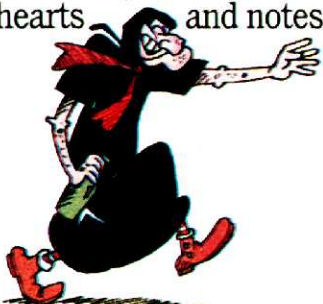
Popeye
The Sailor Man



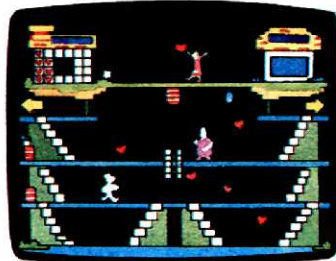
Ya gotsa capture Olive's hearts. Or else.

You thinks it's all fun and games bein the woild's most famous sailor? Then, I suggests you tries it yerself.

You try makin points with Olive Oyl, that fickle, damanding, stringbean of a dame. Likes you got nothin better to do than runnin around tryin to catch her hearts and notes.



You try bein chased around by that fat swab Brutusk, without a chance to catch yer breath.



As soon as ya gets yer spinach, they all runs away.

And I'll tells ya, that big blubber ball ain't as dumb as he looks.

You try doin all that whilst yer gettin pelted with beer bottles by that discustipatin

Sea Hag. She ain't no lady, that's fer sure.

And you try fightin off the vultures whilst Olive screams for H-E-L-P.

And you try to keep from gettin yerself killed by them bouncin skulls. I doesn't know where they comes from, but I doesn't like 'em one bit.

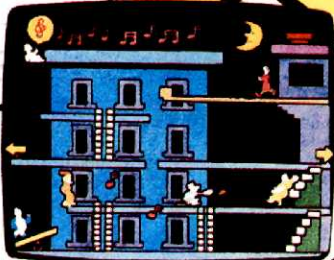
And woist of all, whilst you're doing all this,



Ya gotsa punch out these bottles before they punch you out (I hopes they're non-return).



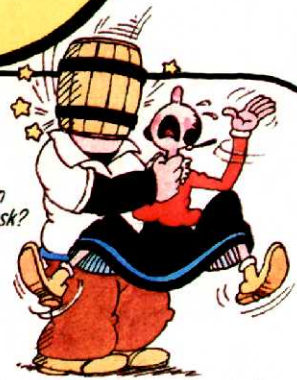
YA CAN'T BE WIMPY IF YA WANTS TA PLAY POPEYE.®



Olive drops notes whilst you runs around tryin to make points.



Yo thinks itsk fun tanglin with Brutusk? You try it.



they keeps movin the spinach around so's you can never find it when you needs it. Blow me down, it ain't hardly fair.

I'll tell ya, ya gotsta be some kinda sailor to play Popeye.®

You gotsta be fast. And ya gotsta thrive under pressure.

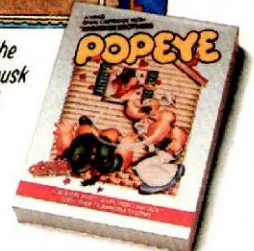
Cuz, me home video game is just like the hit arcade game by Nintendo...
With three screens of

non-stop action and incredulous graphics. So's if it's a challenge yer lookin for, and ya thinks ya gots what it takes, why be messin around with them other silly games. Do what I does every day. Play Popeye from Parker Brothers.

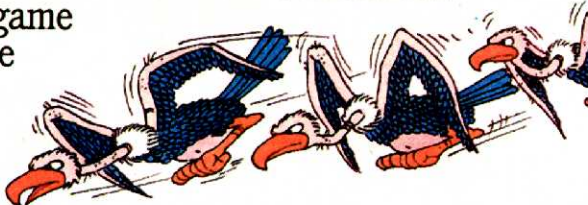
Just one piece of advice. I doesn't suggest ya tries it if ya eats yer spinach in a quiche.



Screen 3 is the most dangerous of them all.



Here, boidie. I'll blasticate ya.

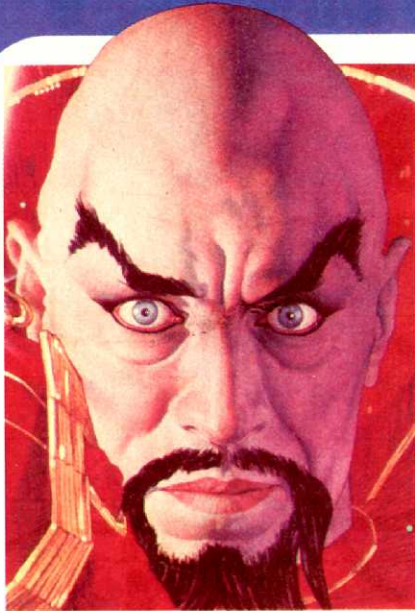


PARKER BROTHERS

Popeye is available for Atari 2600, Intellivision, Atari 5200 and ColecoVision Systems;
Plus Atari 400 and 800 and Commodore VIC 20 home computer systems.



electronic GAMES



FEATURES

With so many copies of *Miner 2049er* in circulation, Yukon Yohan doesn't stand a chance. Read all about the home arcade sensation that's sweeping the country — and gaming's newest celebrity, Bounty Bob!

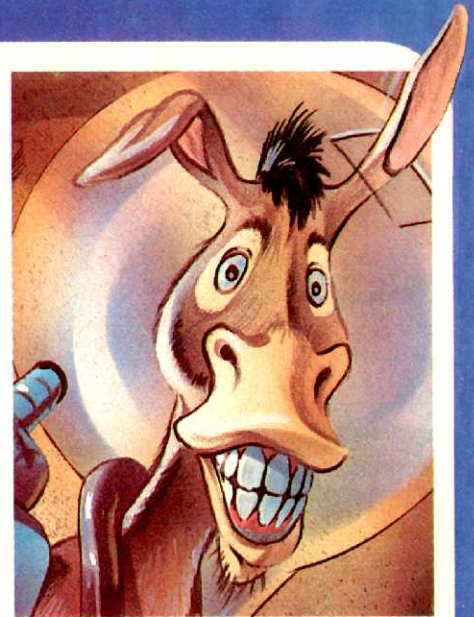
THE 'MINER 2049er' STORY

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Wherever electronic bat meets ball, *Electronic Games* is there to comment on the action — and separate the diamonds in the rough from the long, loud foul balls.

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THE SUMMER GAME GOES ELECTRONIC



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What's an Apple II doing in a family amusement center? Come with EG on a visit to High Tech and find out!

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THIS YEAR'S BLOCKBUSTER VIDEOGAME MOVIE ASKS: WILL AN ELECTRONIC GAMER FIGHT WORLD WAR III? MGM/UA WAGES 'WARGAMES'

The number of new pay-for-play machines is down from last year, but there are still plenty of fresh, innovative concepts coming your way.

THE PLAYERS GUIDE TO THE SUMMER COIN-OPS

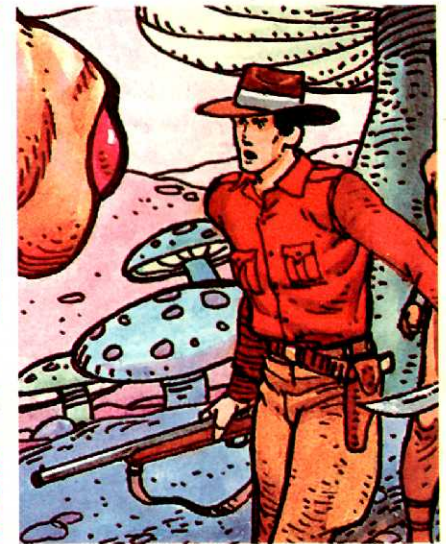
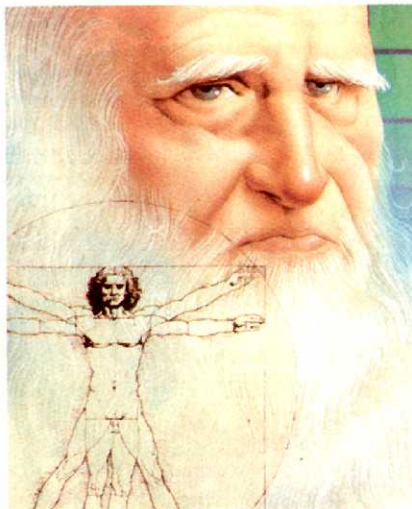
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If you'd rather learn to program computer games than make a clay ashtray, one of these camps may give you a vacation of a lifetime.

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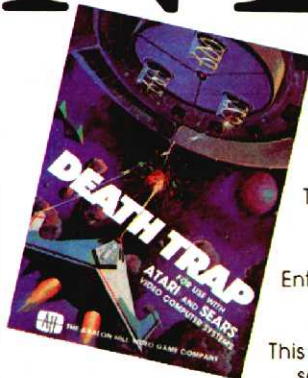
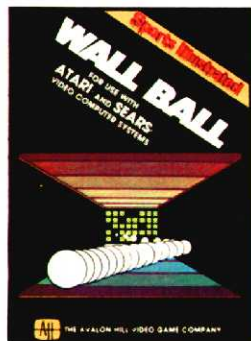
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WOW! SUPER! NEAT! AWESOME! DECENT!

The most respected name in bookshelf games explodes into the video game market with three hot new titles . . . and more on the way. All compatible with Atari and Sears systems. Unique challenges and strategies that defy boredom.

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Worth the wait.
Worth getting excited about.



DEATH TRAP—An innovative space showdown with a touch of strategy. The best video game players will be challenged.

Enter the world of bomb disposal with LONDON BLITZ. This thinking man's game sets new standards for VCS game logic and graphics.

Put away all those old flat bouncing ball games. A new dimension is here! WALL BALL . . . in 3D.

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By ARNIE KATZ

Cooler Heads Prevail

This magazine has consistently chided electronic gaming companies for engaging in what, at times, look like frivolous legal actions. When lawsuits are hurtling back and forth among giant companies, the situation creates an unsettled climate for the field as a whole that does gaming hobbyists no good. Fear of having to defend the right of a proposed new product to exist (in a lengthy and expensive legal proceeding) tends to kill the enthusiasm of a manufacturer to introduce a new item.

So it's with a sigh of relief, not to mention a lot of personal pleasure, that we greet the recently announced out-of-court agreement between Atari and Coleco over issues arising from Coleco's introduction of a module for ColecoVision that emulates the action of an Atari 2600 and a free-standing 2600 work-alike dubbed the "Gemini". The provisions of the settlement — essentially it allows Coleco to keep marketing its products while paying Atari a royalty — are not as significant as the fact that these two leading firms did *not* continue the controversy


through years and years of courtroom wrangling.

Perhaps this agreement is a sign that the trend toward lawsuits in the electronic gaming industry is starting to fade away. The increasing popularity of the hobby has raised the financial stakes in the industry higher and higher over the last year or so. Competition for the home arcading market, valued at over \$4 billion last year, forces every company to study its assets carefully, with an eye toward getting the most out of them.

Now, there are more than the usual number of gray areas in the law as it relates to electronic gaming. Patent and copyright laws are blurry at best, and it may be many years before things get untangled. In this highly charged atmosphere, it is not altogether surprising that the legal departments at several companies have gotten a "green light" to study with a microscope every major and minor move that takes place in the field.

With all due respect to the legal profession, it is expected that attorneys exercise their skill on behalf of their clients. In plain English, this means that a lawyer

who thinks the company which he or she represents has a winnable case, generally wants to take it into the judicial system. That makes good sense, legalistically speaking, but the growing number of such lawsuits has begun to have a negative effect upon the electronic gaming world. For one thing, retailers often think twice before adding a new product that has a possible legal action hanging over it like a cloud. The pace of technological change is so rapid that all new items in this hobby have a relatively short sales life. If retailer reluctance, and quite understandable reluctance at that, slows the launch of a new entry, even for a month or two, the lost time may simply never be made up. Such a reduction in potential earnings can make the difference between a piece of hardware or software making a tidy profit, or submerging manufacturer and retailer alike in a pool of red ink.

Far better, we at **Electronic Games** believe, that manufacturers of electronic gaming products should attempt to work things out rationally. 

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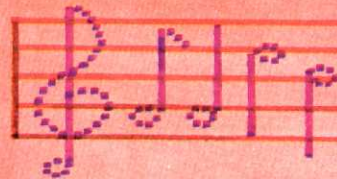
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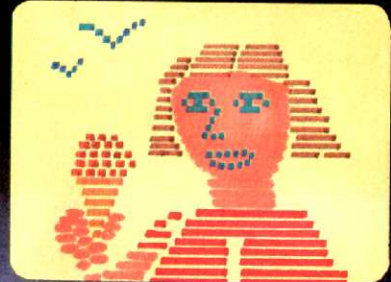
Ross

WITH SPECTRAVIDEO'S COMPUMATE™ AND YOUR ATARI VCS™, YOU CAN...

Spectravideo's new CompuMate has BASIC built in so you can write your own programs.



Music composed by
Jim Capossela



PLAY PROGRAMMER, PLAY COMPOSER,

OR EVEN PLAY
PICASSO!



WHY JUST PLAY VIDEO GAMES? Now, with Spectravideo's amazing CompuMate™ Basic Keyboard Enhancer, you can do so much more. For less than \$80, you can have your own personal computer!

The CompuMate™ is a full-power Unit with 16K built-in ROM, 2K built-in RAM, built-in Microsoft® BASIC, and a 42-key Sensor Touch Keyboard.

With it, you can learn to write your very own programs, and get a fine introduction to the popular and important BASIC language. Of course you can also run many existing programs (Spectravideo will soon offer a line of them), and store all your programs by attaching to any audio cassette recorder. All necessary cables are included.

The adaptable CompuMate® is also an excellent music-making machine, featuring 2 octaves and 2-channel capability. The built-in Music Composer program lets you compose and play your own songs!

Music, though, isn't the only fun thing you can do with your CompuMate™. The built-in Magic Easel program permits you to draw pictures in up to 10 colors. The save command lets you store your programs on data cassette ... important if you ever become famous!

The CompuMate™ is the perfect, inexpensive way to upgrade to a simple but powerful computer system. So don't just play games. Break into the exciting world of computing with Spectravideo's amazing CompuMate™.



SPECTRAVIDEO™ CompuMate™

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Look what we have in store for your Atari.

Arti
Haroutunian
has done it again.

The mind behind our first
Atari® success, *Kid Grid*, has just
dreamed up another one: *Juice!*

And if you don't think that's
electrifying, consider what the
experts are saying.

Electronic Fun with Comput-
ers and Games says that *Kid Grid*
"may sound like kid stuff, but it
isn't. Even on the slowest setting
...the game is quick enough

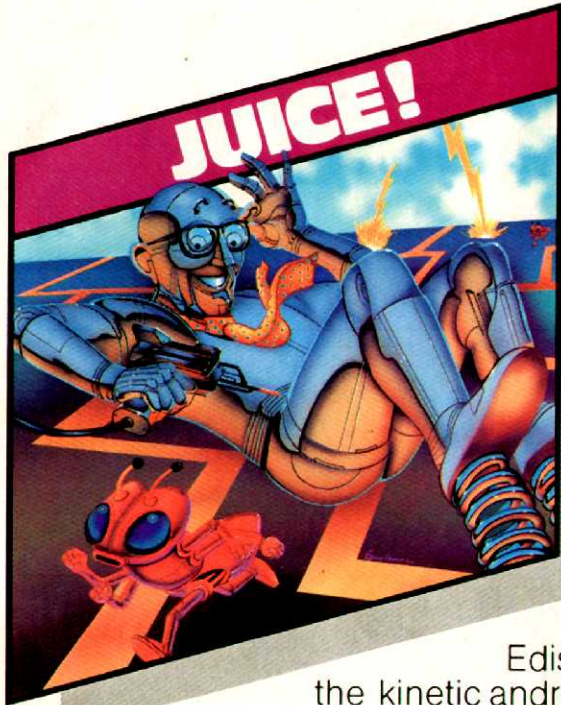
to challenge
almost anyone."

That's right. And that's not all.
Electronic Games calls the *Kid*
"Hypnotic, appealing, fast-moving
arcade action of the highest
calibre, ...one of the most com-
pulsive, utterly addictive contests
in the world of computer
gaming."

We couldn't agree more.

What will the critics say about
Juice!? Will they like its colorful
graphics, superior sound effects,
charming characters and chal-
lenging play patterns?

Why wait around to find out?



Edison,
the kinetic android,
leads a frustrating life.

All he wants to do is build his circuit boards and go with the flow. But things keep getting in the way.

Nohms—a negative influence—bug him constantly. Flash, the lightning bolt, disconnects everything in his path.

And the cunning Killerwatt is out to fry poor Edison's brains.

You'll get a charge out of this one. And a few jolts, too!

(Requires 32K memory. Suggested retail \$29.95)



Con-
necting the dots
on our colorful grid should
be easy, right?

Wrong. Because the bullies
are in hot pursuit!

Squashface, Thuggy, Muggy
and Moose are their names. And
you are their game. And what's
more, they're faster than you are.

But you're smarter. And you
control the stun button.

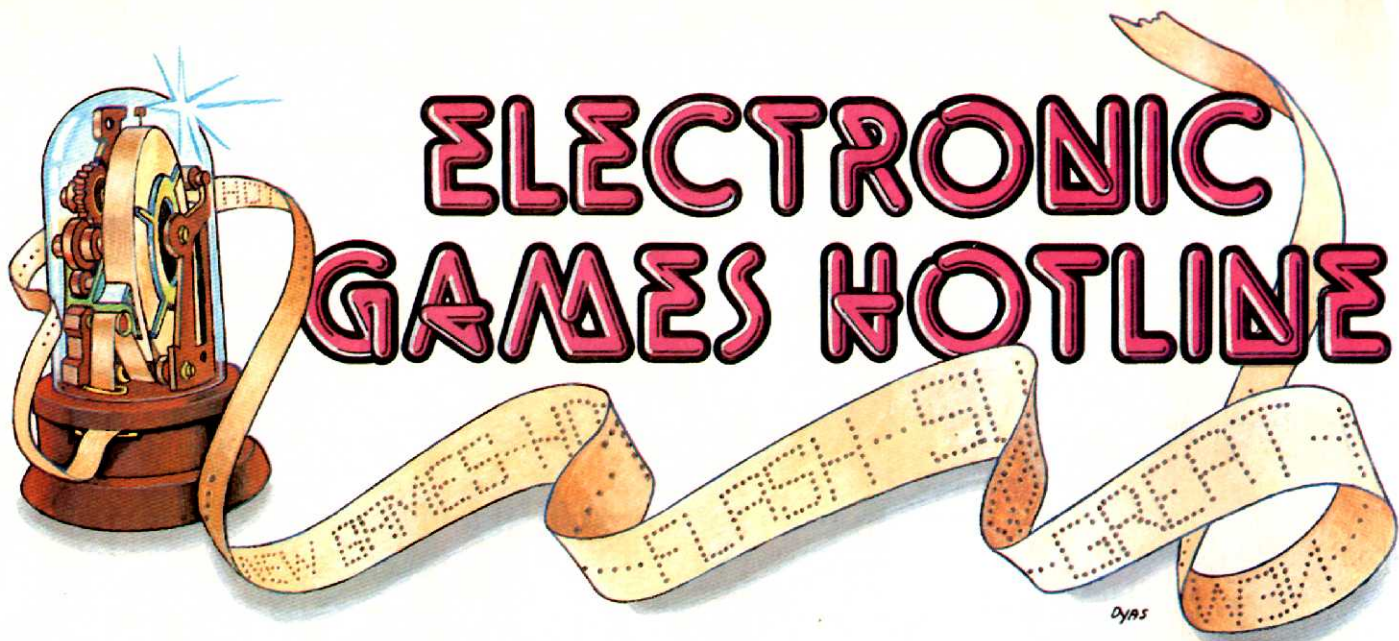
So keep your eyes peeled for
the mysterious question mark
and don't slow down at corners!

(Suggested retail: \$29.95)

ATARI™

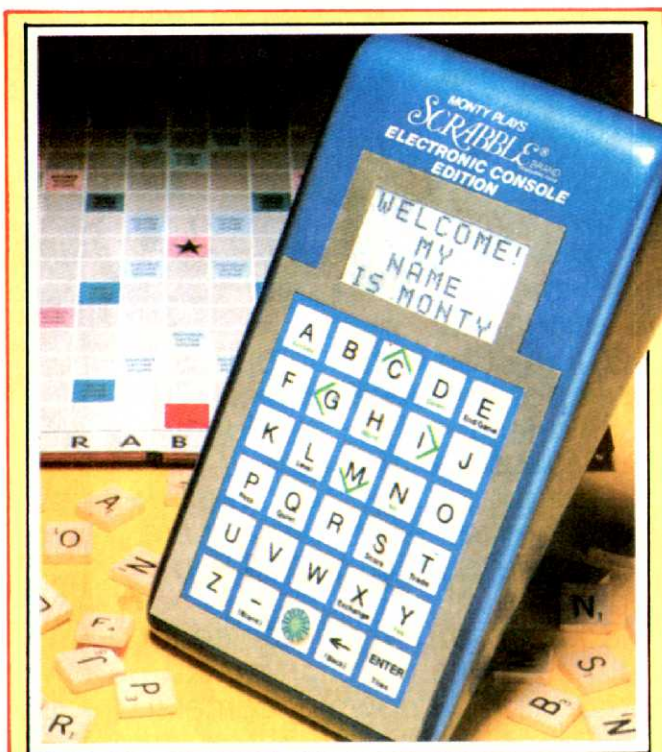
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Available on diskette or cassette for your Atari 400, 800 or 1200 computer.

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ELECTRONIC GAMES HOTLINE

Dyas



S&R SCRABBLE

SCRABBLE GOES ELECTRONIC

A new disk for the Apple, **Monty Plays Scrabble**, is the latest release published by Ritam Corp., under an agreement with the producers of the non-electronic version, Selchow & Righter.

The computerized *Monty* allows gamers a choice of four pre-selected skill levels in a contest with as many as three human opponents. The game program does word counts for you and keeps score. Excellent

graphics bring all necessary information to the screen, including some play aids that definitely speed up the pace.

Ritam also produces a free-standing *Scrabble* computer under the same name. All moves are plotted on an LCD display by the unit, incorporating a basic vocabulary of 12,000 words. Two additional memory modules can expand the dictionary to hold over 36,000 words, which should please even the most discriminating *Scrabblers*.

WMMS RADIO PLAYS ON

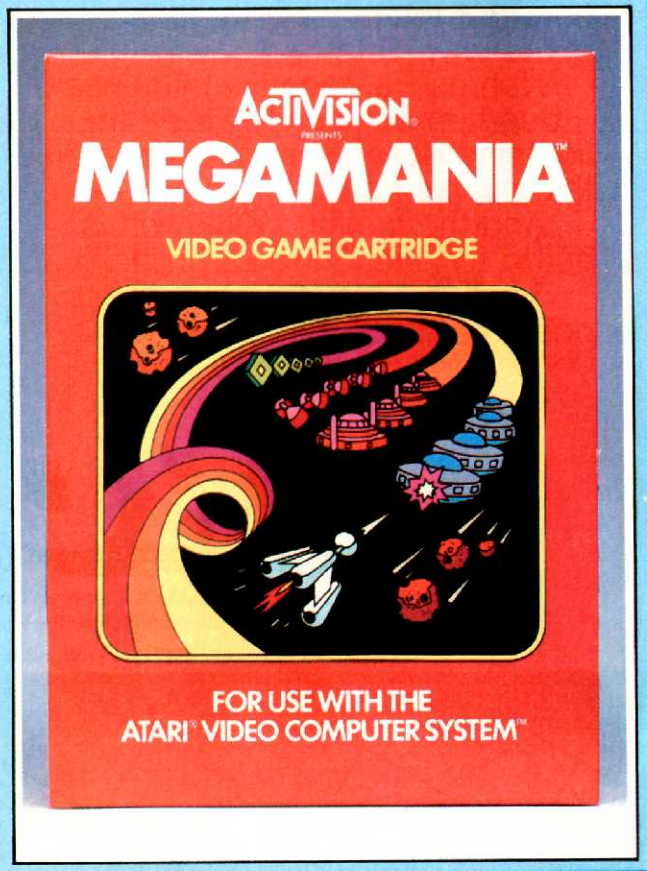
Joystickers squared off against WMMS-FM's Matt "The Cat" Lapczynski, at the Activision Super Bowl Tournament, hosted by Grapevine Records and Tapes, in Akron, Ohio.

The announcer challenged seven opponents to outdo him at Activision's *River Raid*,

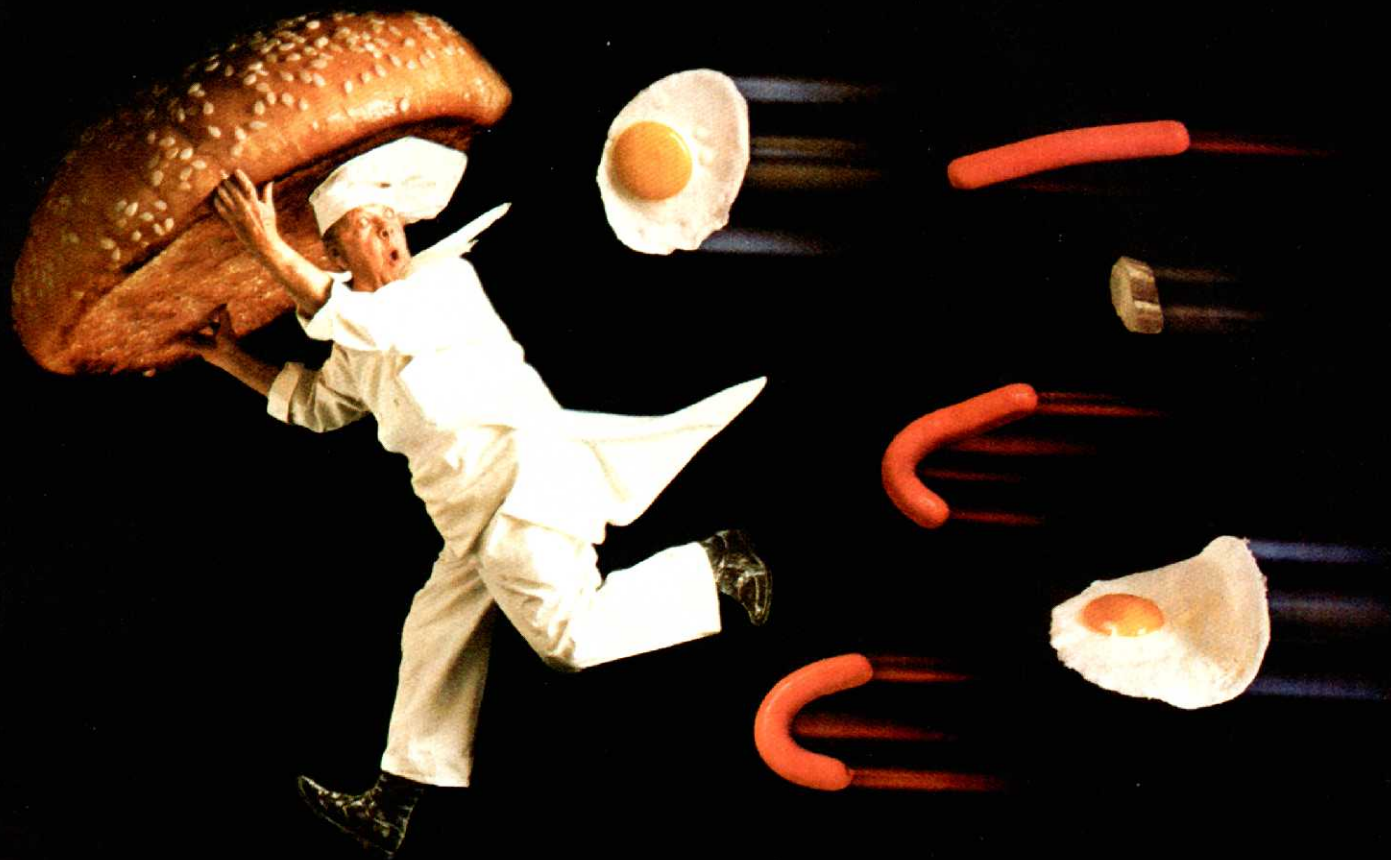
Pitfall, *Spider Fighter*, *Megamania*, and *Sky Jinks*. The Cat finished with a total of four wins and three losses.

Well over 100 players initially registered to compete, which was then followed up by a random drawing that selected the actual participants.

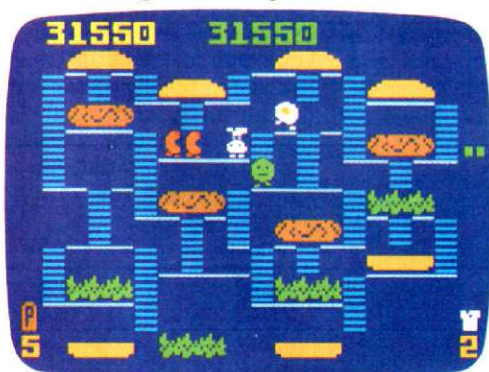
MEGAMANIA



TO BEAT OUR NEW HOME VIDEO GAME, YOU'VE GOT TO MOVE YOUR BUNS.



If you've been waiting for the home version of one of America's hottest arcade games, your order is ready. Introducing BurgerTime™* from Mattel



Shown on Intellivision. Game varies by system.

Electronics. For your Intellivision®, Atari® 2600, Apple® II,** Aquarius™** or IBM® Personal Computer.

Your job is to climb up the ladders and assemble an order of giant hamburgers. But you've got to do it fast because you're being chased by killer hot dogs, sour pickles and a very nasty fried egg.

Good thing you've got your pepper shaker. One shake and they're stunned.

But just make sure you don't run out of pepper. Because you know what happens then.

You stop making lunch. And you start becoming it.

BurgerTime™
FROM MATTEL ELECTRONICS®

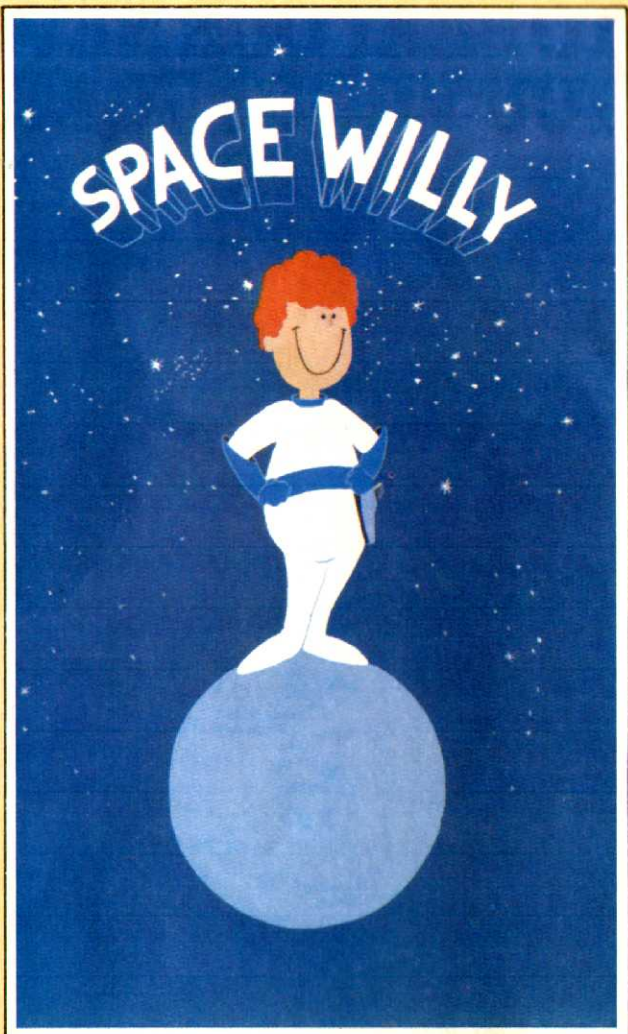
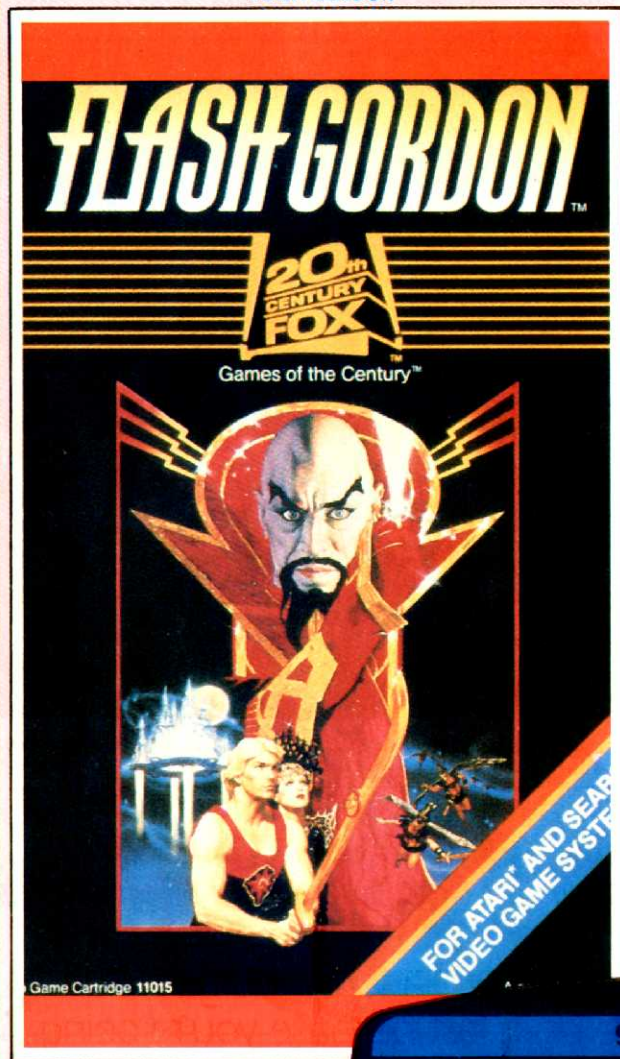
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FLASH GORDON CHALLENGES BUCK ROGERS

Buck Rogers and Flash Gordon, those two all-time favorite space heroes, will be vying for the attention of all SF-minded gamers, both in arcades and in the home market. Coleco plans to introduce several titles in its **Buck Rogers** series, and now, Sirius Software's David Lubnar has designed a **Flash Gordon** program. According to Jerry Jewell, president of Sirius, the new game will be published in editions for the Atari 2600, Atari 5200, Atari computer systems, VIC-20, Commodore 64, TI 99/4A "and maybe some other versions".

FLASH GORDON



SPACE WILLY

SPACE WILLY TOUCHES DOWN

With the debut of a hapless spacefarer named "Space Willy", Del Mar Entertainment is introducing a new character to the licensing industry. Along with his girl Devon, his dog Quark and the evil Prince Emil Evilmann, Space Willy will soon begin appearing in amusement centers all over the country. Look out for Willy in crew lounges, family-oriented restaurants, and Quark's Caverns — dining and dancing video centers that have special appeal for young adults.

ACTV HOSTS PLAY-OFF

Self-styled masters of Larry Miller's Activision release, **Spider Fighter**, came together at the Fantasia Night Club in Los Angeles, CA for an interesting event. The contest was held over a three-week period, with players competing three nights each week. The high scorers from each round, supplemented by six



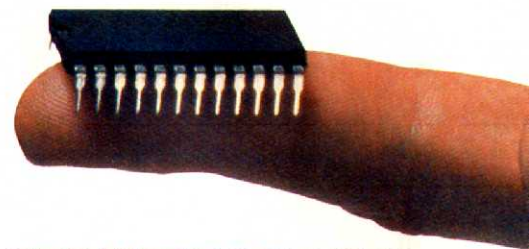
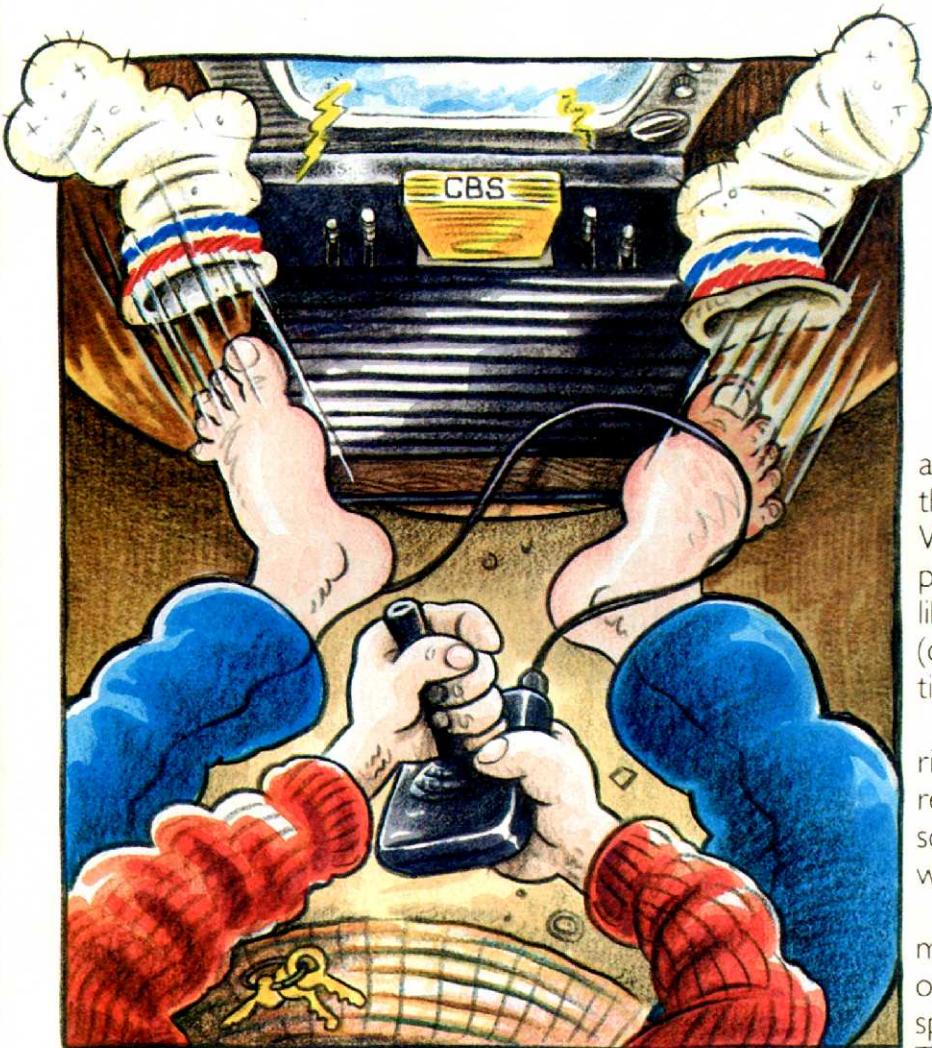
SPIDER FIGHTER

under-21 contestants picked during a special Saturday afternoon session are scheduled to meet up in a final showdown; results will be posted as soon as we get a line on them.

Among other incentives, hopeful zappers vied for a slew of goodies, including a complete library of Activision cartridges and a six-day, five-night vacation to Hawaii.

Spin on *Spider-Fighters!*

HANG ON TO YOUR ATARI® VCS.™ THE FIRST VIDEO GAMES TO TRIPLE ITS POWER ARE ON THE WAY.



CBS INTRODUCES RAM PLUS.™

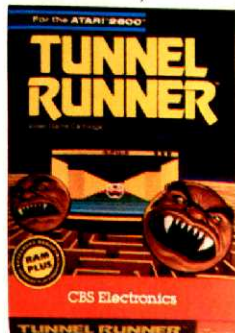
Just like that, you're streaking across the sky at Mach 3 or running through a maze with 20 foot walls. What gives? Our new RAM PLUS™ power chip. It gives RAM PLUS games like WINGS™ and TUNNEL RUNNER™ (coming this summer) a memory 3 times as powerful as ordinary games.

That means our "3-D" graphics rival any system around. You get the realistic action, extra detail, added game screens and arcade-quality sound you want.

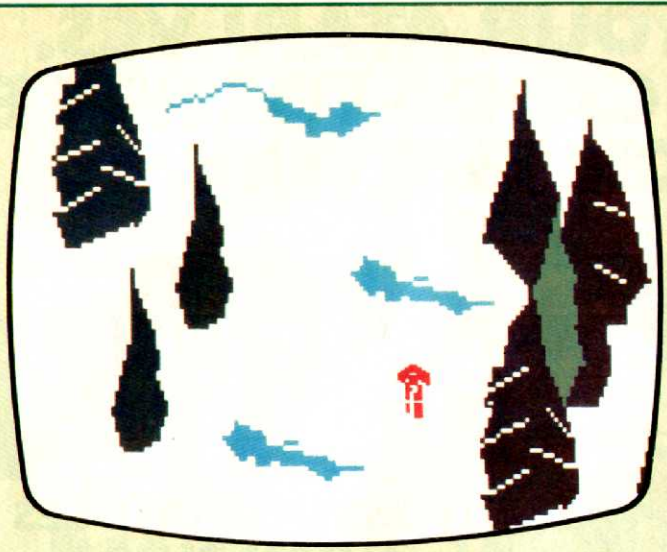
You're in the cockpit as WINGS matches your flying skills against an all-out cruise missile attack. Check air speed, altitude, radar, compass and fuel. Then blast away with cannons, lasers

and Sidewinder missiles. The free BOOSTER-GRIP™ increases your firepower with 2 extra firing buttons! In TUNNEL RUNNER, you don't look down on the maze, you're in it! Hungry monsters close in on you. So check the map, plot your strategy and find the exit fast. Your reward? A new and tougher maze.

So if you never thought an Atari VCS game could send you flying and running for your life, hang on tight. Our first 2 RAM PLUS games are on the way.



CBS Electronics
Where the excitement
never ends.™



U.S. SKI TEAM SKIING

MATTEL SLATES OLYMPIC CARTRIDGE

Mattel has revealed plans to produce a Winter Olympics cartridge. The **XIV Winter Olympics** title has been designated as the official videogame of the 1984 Olympics, to be held in Sarajevo, Yugoslavia.

Created for play on the Intellivision, and as an M-Net-

work title for use with the Atari 2600, the game from the company that previously published **U.S. Ski Team Skiing** allows arcaders a crack at the "ski jump" and/or "bobsled" events in this one, only this time on electronic versions of the actual Winter Olympics courses.

LUBIN IS LA'S TOP SPIDER FIGHTER

Activision's **Spider Fighter** tournament, co-sponsored by Radio KM66-FM from Los Angeles, came to an exciting end after three nights of play for three consecutive weeks.

Harry Lubin of Venice, Calif., stole the show with a high-scoring 196,000 points, beating over 100 gamers for a six-day, five-night all-expense paid trip to Hawaii, plus a complete library of Activision cartridges.

Lubin practiced *Spider*

Fighter every day for countless hours, and it really paid off. He scored over 100,000 points more than his nearest opponent.

Alfonso Del Monte of Downey, Calif., picked up second prize: a 25-in. Panasonic tv and 10 Activision games with a total score of 71,650 points. Ed Cabrales of Los Angeles came in third with 48,400 to win a Pioneer AM-FM cassette player and five Activision games.

SPIDER FIGHTER

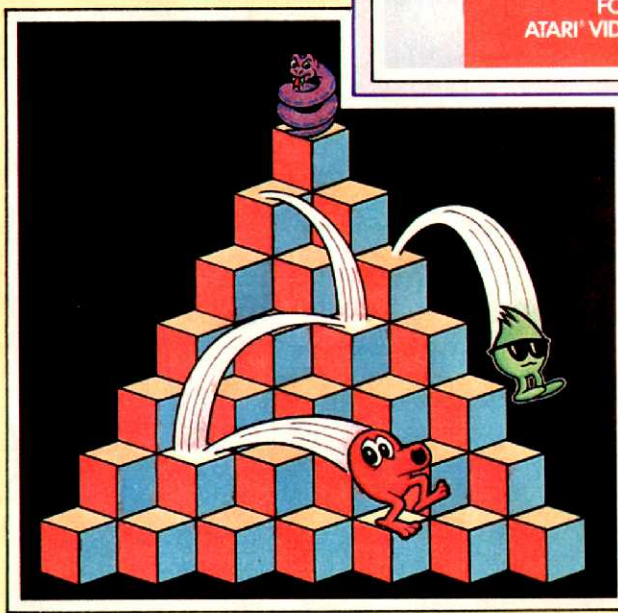


PLAYBOY FORMS VIDEOGAME LEAGUES

Playboy Clubs International has put together the very first network of nationwide videogame leagues. Mr. Phil Wiswell, Commissioner of the Playboy Videogame League, has traveled the country showing Playboy bunnies the rudiments of game-play, so that they, in turn, can officiate at local league operations.

The clubs are composed of teams consisting of four to eight men and women, 21 years of age and older. Teams play against each other every week at local Playboy Clubs. A prize structure is currently under development.

"Playboy Clubs are making a commitment to the home videogame market," says Dan Stone, senior vice president of PCI. "We've always considered our clubs to be entertainment entities, and we believe that video fits perfectly into that format."



Q*BERT GOES TABLE-TOP

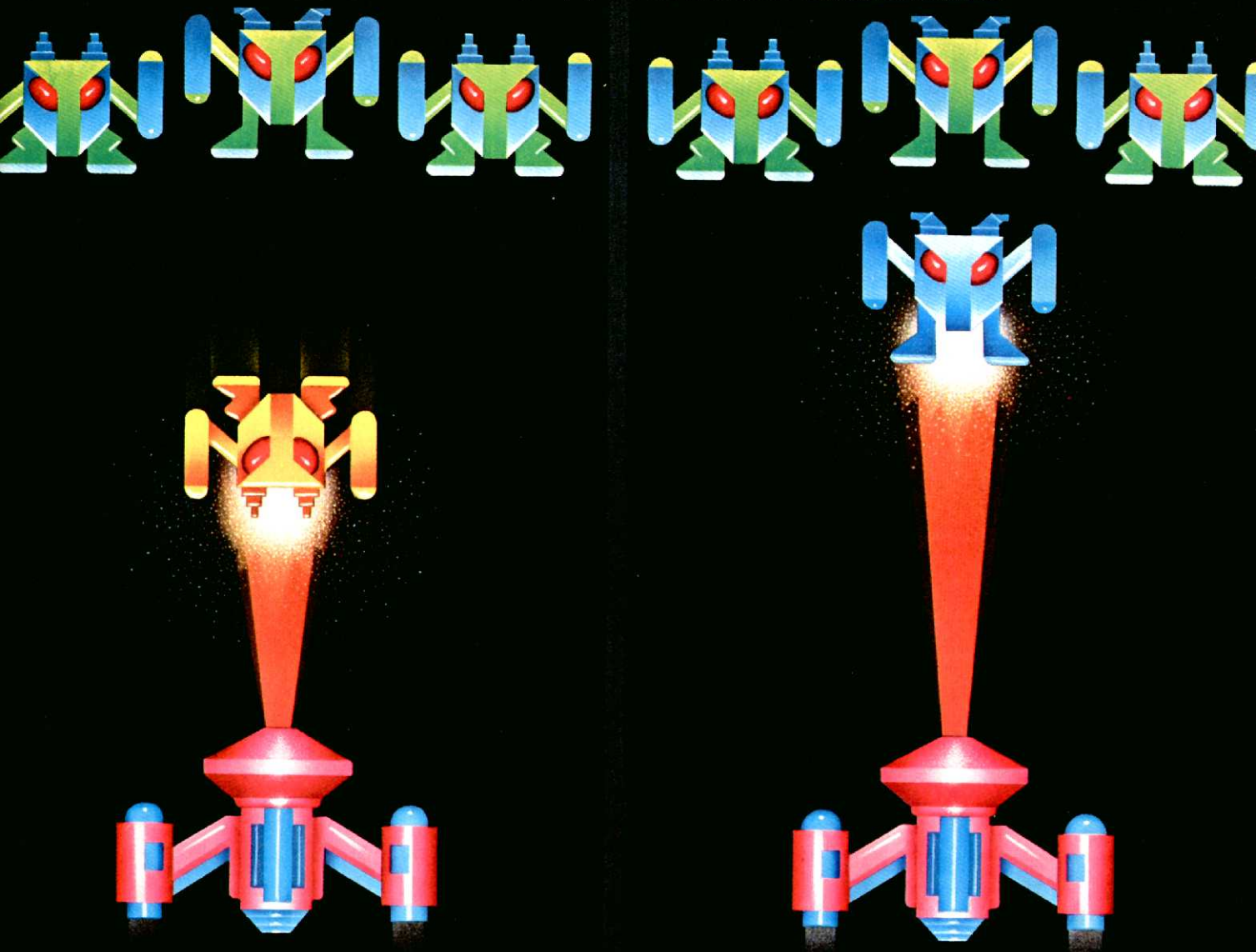
Q*Bert, the lovable little rascal from Gottlieb, is now branching out into the home market. Parker Brothers, under license from the coin-op manufacturer, is producing a table-top version of the contest.

Expected to carry a list price of approximately \$60, **Q*Bert** features the same characters which are sweeping all the nation's family amusement centers and offers two levels of play difficulty.

JOYSTICKERS START GAMING

Usually, a videogame is created with the "hope" that there'll be good joysticks in existence to do it some justice. This time, TG Products (oldest manufacturer of joysticks, trackballs and game paddles for personal computers) has decided to storm the software market so that more people will use its game controllers!

TG's initial games will be released on cartridges for the Atari 400/800/1200 and VIC-20 computers. In **Night-strike**, the gamer commands a tank protecting a city from missiles, bombers and planes. The other contest is set deep in outer space . . . "Droids" created to maintain the life-support system on your spaceship have gone amok and are turning off the equipment. They must be stopped and the life-support systems saved.



Which player is about to score with flying colors?

Better learn fast. Here comes Galaxian™ from Atari.

Pilot to co-pilot. Galaxian invaders are approaching your home. And they're only from Atari for use with the ATARI® 2600™, Sears Video Arcade† systems, and the ATARI 5200™ SuperSystem.

These Galaxians look, sound, and act no different than the Galaxians you've battled in the arcade. They swoop, dodge, and fire with equal cunning. So you have to know your stuff.



Like the player on the left. He's about to hit a flying yellow Flagship for 150 points. But his opponent, on the right, will score only 30 points for hitting the stationary blue Drone. Tough luck, rookie.

If you want to know even more about which Galaxians to hit, hit the stores for Galaxian.



A Warner Communications Company.

THE NATIONAL VANITY BOARD

Today's Top Coin-op Scores

Electronic Games is proud to announce the creation of the National Vanity Board to identify and honor the nation's arcade aces. Just as the **Electronic Games'** National Home Arcade salutes the achievements of the lords and ladies of living room gaming, the National Vanity Board will monitor the triumphs of the kings and queens of the coin-op videogaming world.

EG will update the listings each month based upon information provided by game manufacturers, arcade operators and, most importantly, our hundreds of thousands of readers. If you or one of your buddies rewrites the record book for *the* most popular commercial arcade machines, getting the proper recognition for the new champ is as easy as following these three steps:

1. Set the record.
2. Show the arcade manager on duty your record score and have him (or her) sign the proper portion of the report form — copies or facsimiles are fine.
3. Mail your score report to: **Electronic Games**, 460 West 34th Street, 20th Floor, New York, NY 10001.

Score Report Form

Name of Player (Please Print) _____

Player's Address _____

Name of Game _____

Score _____

Name of Arcade _____

Arcade Address _____

Arcade Operator's Signature _____

Here Are the Arcaders to Beat!

Missile Command (Atari)

Joe Fernandes
Artesia, CA
Record: 52,246,260

Centipede (Atari)

Darren Olson
Calgary, Canada
Record: 15,207,353

Donkey Kong Jr. (Nintendo)

David Herren
Pratt, KS
Record: 806,400

Ms. Pac-Man (Midway)

Brian Burknep
Berwyn, IL
Record: 443,310

Super Pac-Man (Midway)

Mike (XYZ) Schneider
Los Angeles, CA
Record: 1,233,410

Dig-Dug (Atari)

Art Solis, Jr.
Hollywood, CA
Record: 9,999,990

Donkey Kong (Nintendo)

Bill Schenley
Ocean Grove, NJ
Record: 11,800,300

Frenzy (Stern)

Pete McCormick
Morris, MN
Record: 1,243,163

Frogger (Sega/Gremlin)

Dave Marsden
Santo, TX
Record: 2,400,050

Galaga (Midway)

Jack Pardo
Lansing, MI
Record: 9,635,070

Stargate (Williams)

Mike McCrary
Albuquerque, NM
Record: 64,830,268

Robotron (Williams)

Eric Edwards
Milford, MI
Record: 386,967,400

Tempest (Atari)

Ken Vance
Las Vegas, NV
Record: 4,999,993

Vanguard (Centuri)

Guillermo Toro
Caba Rojo, PR
Record: 2,238,220

Wizard of Wor (Midway)

Terry Prince
Roseland, NJ
Record: 839,450

Zaxxon (Sega/Gremlin)

Mike Bromberg
Fort Lee, NJ
Record: 2,300,900

Tron (Midway)

Dave Libby
Hampton, VA
Record: 5,999,522

Solar Fox (Midway)

Greg Bray
Rockvale, CO
Record: 4,030,490

Thief (Pacific Novelty)

Brian Wathen
Owensboro, KY
Record: 6,130,930

Kick-Man (Midway)

Paul Parsons
Saskatchewan, Canada
Record: 27,525,000

Kangaroo (Atari)

Chris Andersen
Port Coquitlam, Canada
Record: 610,200

Looping (Venture Line)

Craig Johnson
Juneau, AK
Record: 2,458,770

Joust (Williams)

Rick Linden
Northbrook, IL
Record: 83,000,000

Eyes (Rock-Ola)

Craig Seitz
Cuba, MO
Record: 4,663,820

Tutankham (Stern)

Lars Lind
Greenfield, MA
Record: 272,200

Burgertime (Midway)

Jim Liebler
Clarendon Hills, IL
Record: 4,206,350

Q*Bert (Gottlieb)

Mike Verret
S. Burlington, VT
Record: 4,325,790

Lady Bug (Universal)

Jon Morgan
Jacksonville, FL
Record: 288,890

Wild Western (Taito)

Neal Parsons
Ontario, Canada
Record: 957,300

Sub Roc 3-D (Sega/Gremlin)

Stefan Libero
Beaumont, TX
Record: 465,900

Megattack (Centuri)

Jay Rector
Crawfordsville, IN
Record: 1,007,416

Space Dungeon (Taito)

Shannon Sharp
Aurora, CO
Record: 2,251,455

Mouse Trap (Exidy)

Dwight Love
Alberta, Canada
Record: 35,069,980





Mostly sunny, highs in the upper 9000's.



Solar Storm™ warnings are in effect.

The sun has exploded and the forecast is doom and destruction for your planet unless you stop the solar fallout and the invasion of alien Deltoids.

Bnnarrff. Kgonk. Brrullll. Drat, your defendership has been useless against the solar flak and alien laserbolts.

Sizzle, krackle, ktczzzz...

Now the heat's on. Your planet's heat shield glows redder and redder with each Deltoid you miss.

Kponk. Kchungggg. Kblammm.

If you can't get to the orbital platform to battle with the Deltoid armada and secure more defenderships, say goodbye planet.

The Deltoid fireworks will be too much for the defense shields, and the planet will explode into another solar super nova.

If all this sounds like fun in the sun to you, you're right.

That is, of course, unless you're just a fair player.

Then expect a few laser showers followed by a severe warming trend.

Shoot up a storm and win a free T-shirt.

Hit 5,000 points on Solar Storm and we'll send you a "Solar Storm Survivor" T-shirt. (See package for details.)



Solar Storm

For the Atari® 2600™

★ THE NATIONAL ★ ARCADE SCOREBOARD

THE BEST SCORES FOR POPULAR VIDEOGAMES

Photos of readers' best scores are really pouring into the offices of **Electronic Games**, and the competition among the land's arcade aces is even keener than expected. There are plenty of top players out there, and the rankings listed here show that they're hitting the joystick hot and heavy in a bid for national recognition.

The scores tabulated here reflect the first group of games which the editors of **EG** selected to kick off this continuing compilation of home videogaming records. We'll be adding more games and updating their scores each month, a few at a time, until we're covering most of what's hot.

To have your gaming achievements recognized in the National Arcade Scoreboard, all you've got to do is follow a few simple rules:

1. Every score must be accompanied by a photograph of the TV screen showing the score. These photos do not have to be of publishable quality, just readable by our judges.
2. All photographs received become the property of **Electronic Games** and none can be returned.
3. Be sure to include your complete name and address. (We will print only the name and city in the magazine, but we may want to contact high scorers for helpful gaming hints.)

Games currently eligible for the National Arcade Scoreboard are:

- ★ **Asteroids** (Atari) — Game #6
- ★ **Defender** (Atari) — Game #1
- ★ **Lady Bug** (Coleco) — Game #1
- ★ **Pac-Man** (Atari) — Game #1
- ★ **Space Hawk** (Mattel) — Game #1
- ★ **Tron Deadly Disc** (Mattel) — Game #1
- ★ **UFO** (Odyssey) — Game #1

THE HONOR ROLL

Asteroids/Atari/Atari VCS/Game #6

1. **579,660** — Lance Simon, Carmichael, CA
2. **438,200** — Bob Clarke, Racine, WI
3. **307,460** — Ray Silverman, Chico, CA

Defender/Atari/Atari VCS/Game #1

1. **12,185,200** — Jim Rizza, W. Roxbury, MA
2. **9,508,825** — Mike Anthony, W. Millington, NJ
3. **9,068,400** — Gene Fruit, Maroa, IL

Lady Bug/Coleco/ColecoVision/Game #1

1. **407,470** — Dean Odice, Bridgeport, CT
2. **294,700** — Kenny Stahlhuth, Lafayette, LA
3. **254,600** — Tom Bishop, New Orleans, LA

Pac-Man/Atari/Atari VCS/Game #1

1. **239,000** — Tom Steinhop, West Germany
2. **200,005** — Derek Parker, Detroit, MI
3. **99,999** — Danny Sturgesleski, Lakewood, CO

Space Hawk/Mattel/Intellivision/ Game #1

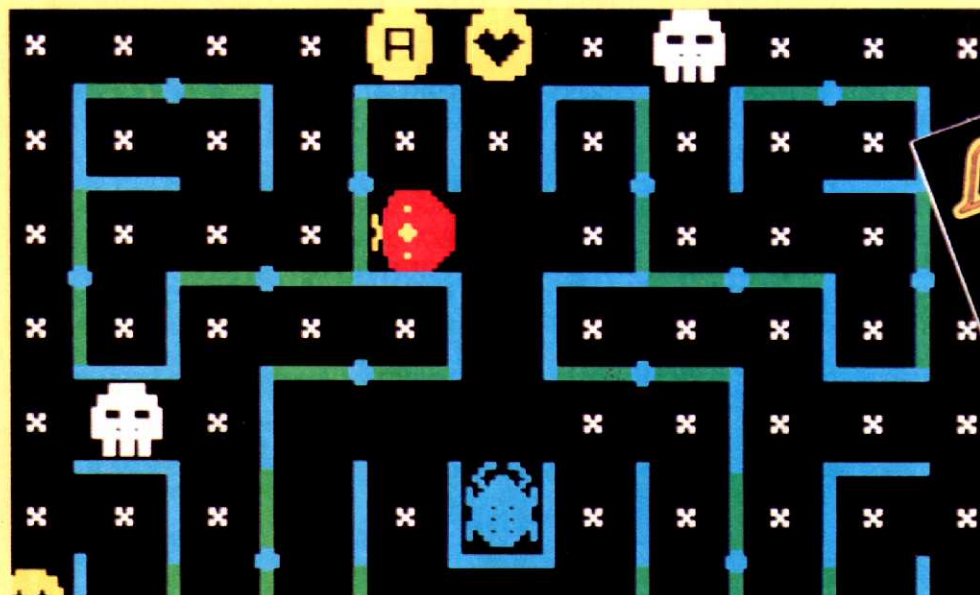
1. **25,328,380** — Brad Fath, Wooster, OH
2. **11,201,030** — Nikk Salata, S. Berwick, MA
3. **10,305,220** — John Malley, Aurora, IL

Tron Deadly Disc/Mattel/Intellivision/Game #1

1. **14,041,750** — Ed A. Mandziuk, no address given
2. **5,400,900** — Ed Cason, APO, New York, NY
3. **1,505,350** — Jeff Wallace, Edison, NJ

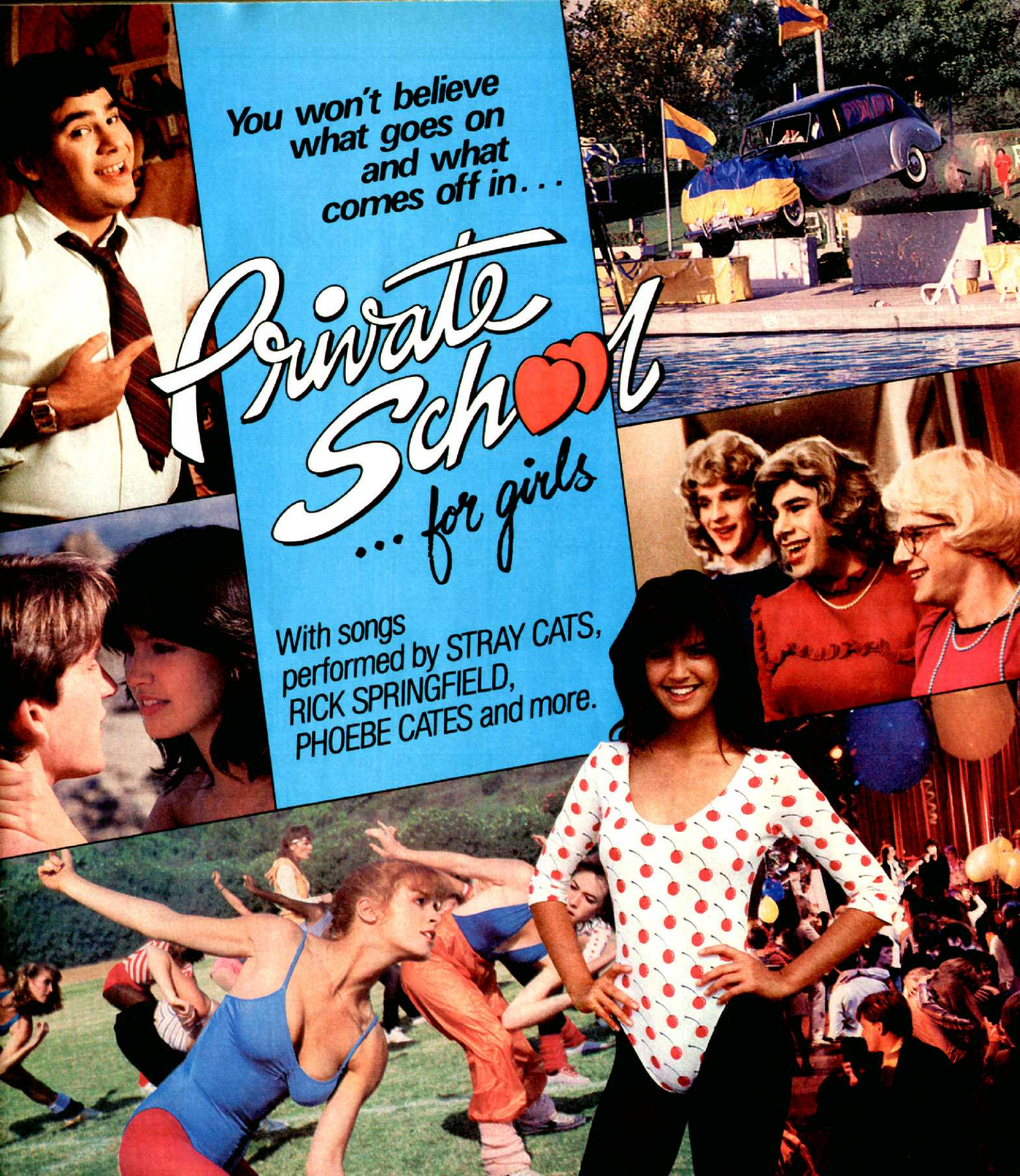
UFO/Odyssey/Odyssey 2/Game #1

1. **6,136** — Dave Jacksch, Raf Bentwaters, UK
2. **4,000** — Keith Templin, Tampa, FL
3. **1,858** — Thomas Reed, Chandler, AZ



LADY BUG





You won't believe
what goes on
and what
comes off in...

Private School

... for girls

With songs
performed by STRAY CATS,
RICK SPRINGFIELD,
PHOEBE CATES and more.

an R. BEN EFRAIM Production "PRIVATE SCHOOL"
PHOEBE CATES BETSY RUSSELL MATTHEW MODINE MICHAEL ZOREK Also starring RAY WALSTON
and SYLVIA KRISTEL as the Sex Teacher Written by DAN GREENBURG & SUZANNE O'MALLEY

Produced by R. BEN EFRAIM & DON ENRIGHT Directed by NOEL BLACK

Songs performed by STRAY CATS, RICK SPRINGFIELD, PHOEBE CATES and more.

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RESTRICTED
UNDER 17 REQUIRES ACCOMPANYING
PARENT OR ADULT GUARDIAN

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SPECTRAVIDEO UPGRADES THE SV-318

Spectravideo's existing SV-318 modular personal computer system will soon be upgraded to the SV-328, as a step-up for small business (and presumably super-gaming) applications.

Spectravision president Harry Fox reports that the new system contains 64K of user-addressable RAM. He goes on to report that roll-out of the SV-318 is proceeding right on schedule. The \$299.95 (suggested retail price) system should be fully distributed and available in selected national market-places as this issue goes to press.

DONKEY KONG SAGA CLIMBS TO NEW HEIGHTS

Two new multi-screen variations of Nintendo's *Game & Watch* hand-helds have been added to the company's already extensive line of electronic games.

In *Mario Brothers*, Donkey Kong's famous foe and the little carpenter's brother, Luigi, are hard at work in a bottling plant, racing around the screen in an attempt to keep the bottles from breaking.

Donkey Kong II is a hand-held version of the successful *Donkey Kong Junior* coin-op, featuring two levels of obstacles in the palm of your hand.

ASTROCADERS FORM BUG

Looking for people to talk to about your beloved Bally/Astrocade videogame system? Join BUG, the Bally Users Group, by contacting Kevin O'Neill, president of the Niagara Regional BUG, 6 Wood-dale Drive, St. Catharines, Ontario, Canada L2T 1Y8.

This is a terrific way to get in on the latest in Astrocade programs and products, while giving gamers a chance to compare their zapping abilities with other fellow Astrocaders!

E.G. READERS PICK THEIR FAVORITE GAMES

Most Popular Videogame Cartridges

Position		Times on List	Game	System	Manufacturer
This Month	Last Month				
1	2	9	Donkey Kong	ColecoVision	Coleco
2	1	9	Pitfall	Atari 2600	Activision
3	3	8	Zaxxon	ColecoVision	Coleco
4	4	5	Lady Bug	ColecoVision	Coleco
5	New	New	Ms. Pac-Man	Atari 2600	Atari
6	6	5	Advanced Dungeons & Dragons	Intellivision	Mattel
7	8	5	River Raid	Atari 2600	Activision
8	5	5	Turbo	ColecoVision	Coleco
9	13	9	Venture	ColecoVision	Coleco
10	7	9	Frogger	Atari 2600	Parker Bros.
11	New	New	Lock 'n' Chase	Intellivision	Mattel
12	New	New	Donkey Kong Jr.	ColecoVision	Coleco
13	New	New	Centipede	Atari 5200	Atari
14	—	—	Megamania	Atari 2600	Activision
15	12	2	Mouse Trap	ColecoVision	Coleco

Most Popular Computer Games

Position		Times on List	Game	System(s)	Manufacturer(s)
This Month	Last Month				
1	2	14	Pac-Man	AT 400-800-1200	Atari
2	1	16	Star Raiders	AT 400-800-1200	Atari
3	3	15	Castle Wolfenstein	AT 400-800-1200, Apple II	Muse
4	4	9	Centipede	AT 400-800-1200	Atari
5	7	6	Choplifter!	AT 400-800-1200, Apple II, VIC-20	Broderbund
6	5	3	Miner 2049er	AT 400-800-1200, Apple II	Big Five/MicroFun
7	New	New	Astrochase	AT 400-800-1200	First Star
8	New	New	Gorf	VIC-20	Commodore
9	New	New	Aztec	Apple II	DataMost
10	New	New	Frogger	AT 400-800-1200, Commodore 64	Sierra On-Line

Most Popular Coin-Op Videogames

Position		Times on List	Game	Manufacturer
This Month	Last Month			
1	3	11	Zaxxon	Sega
2	5	6	Joust	Williams
3	3	10	Dig-Dug	Atari
4	6	11	Tron	Midway
5	8	13	Ms. Pac-Man	Midway
6	1	10	Donkey Kong	Nintendo
7	2	7	Donkey Kong Jr.	Nintendo
8	New	New	Popeye	Nintendo
9	7	14	Tempest	Atari
10	New	New	Burgertime	Midway/Data East

Readers Choose Top Games

Since mere *quantity* of play doesn't necessarily equal actual popularity, **Electronic Games** bases its standings on the votes of its readers. These lists of most popular games are based upon more than 1000 Reader Polls. We update the "picked hits" lists in every issue of **Electronic Games**.

So send in your votes!

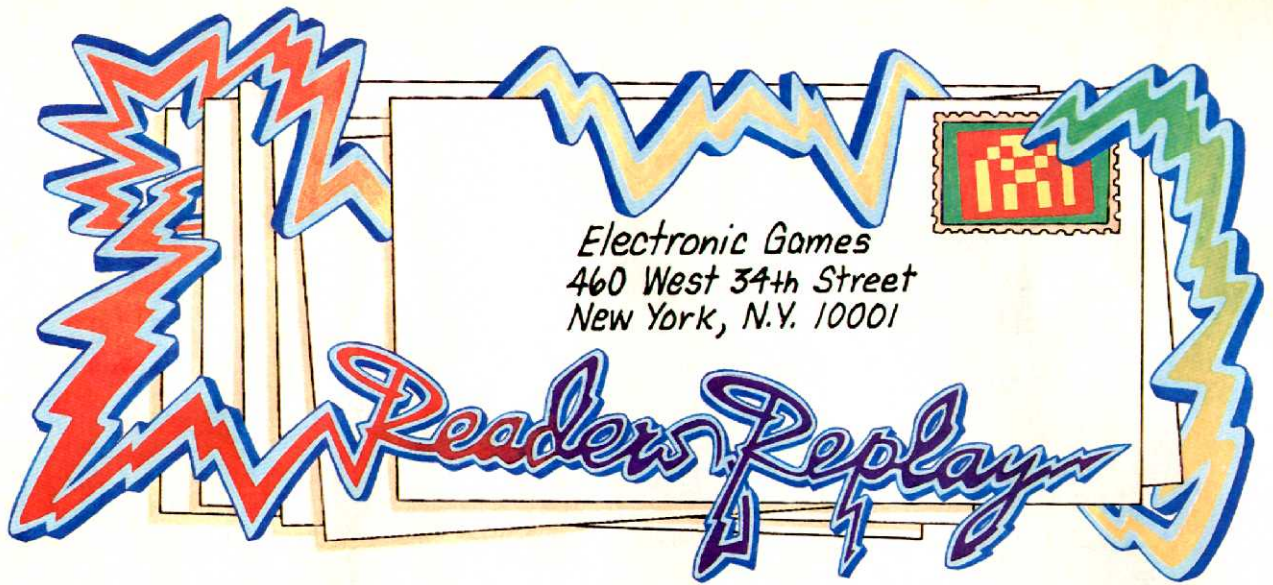


TIGERVISION™

Tiger Electronic Toys, Inc.
909 Orchard
Mundelein, IL 60060
(312) 949-8100

Atari VCS is a registered trademark of Atari, Inc.
Miner 2049er is a registered trademark of Big 5 Software

Licensed through Compu-Vid, No. Hollywood, CA



VECTOR GRAPHICS COME HOME

In previous issues of your magazine, I have read about Vector Graphics (V.G.). I've also played many V.G. games, such as: **Tempest**, **Space Duel**, **Omega Race**, **Star Trek**, **Space Fury**, **Gravitar**, and **Battlezone**. For some reason, I've liked every one of them.

I would like to know if Atari, or any other company, will ever come out with an expandable unit for the Atari VCS that allows the player to play V.G. games.

If the answer is "yes", when?

Praveen Kamath
Detroit, MI

Ed: No. As far as we know, technical difficulties make it impossible to produce vector graphics on any of the major home systems because all are designed to work with raster-scan monitors.

*Not to worry, though, because vector graphics fans have a programmable home videogame system of their very own — "Vectrex". This stand-alone features its own vector graphics monitor and has a wide variety of great V.G. cartridges like **Web Wars** and **Fortress of Narzod**. The unit is priced at under \$200, and is widely available.*

VCS ADAPTER FOR INTELLIVISION

Now that Coleco has an Atari VCS-adapter for the ColecoVision, I've heard that Mattel's Intellivision will soon have one as well. Could you confirm or deny this?

Randy Langehenning
Austin, TX

Ed: You heard right, Randy! The Intellivision VCS emulator, known as "The System Changer", should be in the stores by the time you read this. It retails for approximately \$75, and allows Intellivision owners to play Atari VCS-compatible game cartridges.

EG AND ADULT VIDEOGAMES

I was wondering if you could tell me what company makes adult-oriented videogames. I noticed that your lists of different sellers has dropped off. The ones that are listed do not carry the adult games.

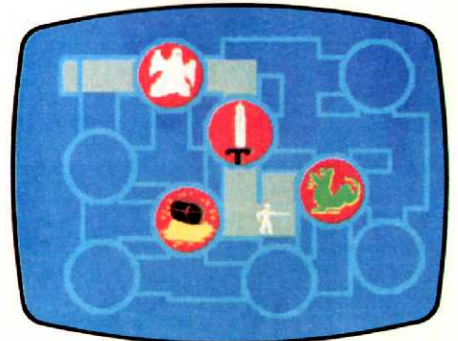
William C. May
Hayward, CA

Ed: We at EG don't object to the existence of adult-themed videogames. Because a number of our readers fall into the under-18 age category, we feel this magazine is not an appropriate place to cover games featuring a strong emphasis on sex or excessive violence. Hence, we don't devote editorial space or seek advertising pages to adult-themed games. To find them, just keep checking out your local stores.

ABOUT THE AQUARIUS

I am an Intellivision owner. I saw an advertisement for a home computer system called the Aquarius, that's made by Mattel. Is this the keyboard component for Intellivision? If so, what are the Mini Expander and the Printer? One more question: What would be some of the software for the Aquarius?

Kenny Creamer
Lynn, MA



ADVANCED DUNGEONS & DRAGONS

Ed: The Aquarius is Mattel's entry into the computer market. Although it's not compatible with any existing



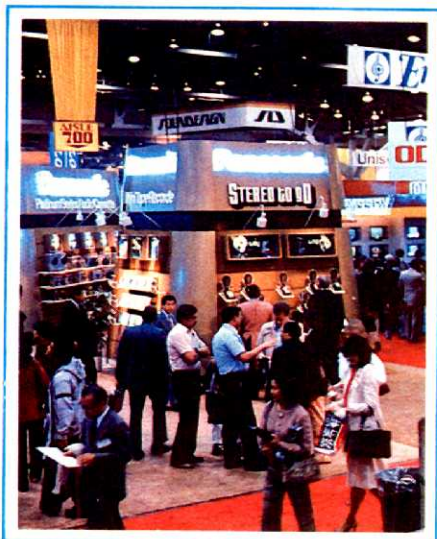
Intellivision software, many of Mat-
tel's most popular games will be
adapted to run on the new computer.
Scheduled for release are **Burgertime**,
Tron Deadly Disc, and **Advanced
Dungeons & Dragons**, to name just a
few.

As for the peripherals — both the
Mini Expander (a memory enhancer)
and the *Printer* (which allows you to
save programs on paper) are compati-
ble with the *Aquarius*, not the *Intel-
lision*.

C.E.S. NOT MEANT FOR CONSUMERS

I have an idea that I think would not
only be a great contribution to your
magazine, but would be a very inter-
esting piece for your readers who
never had the opportunity to visit a
Consumer Electronics Show extrava-
ganza. How about, in addition to your
regular columns, you devote the rest
of the issue to a photo story of the
C.E.S.?

Ed Doura, Jr.
Address unknown



THE C.E.S. FLOOR

Ed: The Consumer Electronics Show is an industry event which is not open to the general public. It is mostly concerned with the sales and marketing of electronics merchandise, so much of what goes on in there is only of marginal interest to most readers. We prefer to take our impressions of the show, add exclusive information which many manufacturers supply only to EG, and distill the whole thing down to a comprehensive overview of what's coming next for gamers. The size and shape of a software publisher's sales booth is, after all, a lot less interesting than details about the new games being shown there.



ZAXXON

GLITCH OF THE MONTH

Imagic's **Dragonfire** contains a secret version of the game. By turning the game system on and off very fast about seven or eight times, you'll find a strange pattern on-screen; a black screen with a row of nine diamonds on the far left side, and the prince running toward the top of the screen. When you see this, hit the reset button.

A screen that looks similar to the normal screen will appear, but once you get inside the castle you'll find the glitch. There will be a dragon at the bottom of the screen as usual, but on the left side of the screen there are nine treasures, all the same type, lined up in a row. This version of the game will last until the power is turned off, and it can even be set for different game selections.

Chris Goggans
Address unknown

CASSETTE COMPATIBILITY

I own an Atari VCS and recently purchased the Arcadia Supercharger. I was just wondering if you could play cassette games meant for an Atari 400/800 computer through the Supercharger.

Cauy Duca
Cawker City, KS

Ed: No. In fact, the only games you can play through your Supercharger are — surprise! — Supercharger-compatible games.

ONE FROM THE HEART

I am so thrilled with your magazine. When I became ill and was put in a body cast for three months, my 70-year-old uncle went out and bought

me one of the first Atari consoles and about 25 cartridges.

I have the use of one arm, hand, shoulder (left), and I cannot sit, stand or walk, having had 20 operations on my spine and shoulder. The games have helped me keep from getting depressed, going crazy, etc.

May God bless all of you. I just can't stop reading **EG!** P.S., how can I find the easiest-moving controllers?

Linda Amato
New Orleans, LA

Ed: It sounds like you want a top-mounted firing button like the one found on the Pointmaster joystick. The deluxe version has a suctioned base, so you don't have to hold the controller while you play. Drop us a line and let us know if it helps.



POINTMASTER

Ed: Not a bad bunch of helpful hints. Keep those cards and letters coming, folks!





*IT'S 2019 A.D.
DEFENSE
IS ON THE*

It never should have happened, but it did. Robot warrior tanks, designed to be the country's ultimate defense system have gone amok. They've eluded Command Control to become the ultimate aggressor.

Out there, a battalion lies in wait. Stalking you. Calculating your next move. Ready to out-think, out-manuever you in a game where you can run but you can't hide.

From inside the cockpit of your tank, the video camera scopes a vast, barren plain.

Suddenly, there's a blip on your radar screen. Your hand twitches nervously, ready to fire your Laser Cannon.

ROBOT TANK™



THE MILITARY'S SYSTEM RAMPAGE.

Within moments, a blanketing fog sets in. Torrential rain obliterates the terrain. Your Damage Control Sensors show a crippling hit.

It's a battle against time. And against all odds. But you must go on. Because there's no escape from Robot Tank's relentless pursuit.

Robot Tank™ from Alan Miller, the designer of Starmaster™. For the Atari® 2600™.



For use with the Atari® 2600™ Video Computer System™. Atari® 2600™ and Video Computer System™ are trademarks of Atari, Inc. Also for use with Sears Tele-Games® Video Arcade™. Tele-Games and Video Arcade™ are trademarks of Sears, Roebuck and Co.

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ACTIVISION
WE PUT YOU IN THE GAME.

The MINER

IT'S TIME TO DIG THE MOST WIDELY

Everything You Ever Wanted to Know About 'Miner 2049er'

What is it about the hot new climbing sensation, "Miner 2049er", that has set the electronic gaming world on its ear? Fact is, this Bill Hogue-designed tour de force is as important for what it isn't as for what it is. So, to begin, *Miner 2049er* isn't:

- * A home version of an existing coin-op
- * Based on a popular, existing licensed character
- * Published by a company with a big rep in the computer gaming field

The phenomenon — and make no mistake about it, *Miner*'s publication is perhaps the most significant software event of this year — starts from the fact that this is one super-duper program. Not just "good": *Miner* shines with the aura of true greatness. Software publishers have offered computerists some mighty fine disks over the years, but few are as fundamentally playable — and original — as this epic-length action contest. The fact is that, until the recent crack-down on infringers by the coin-op manufacturers, all too many computer games were little more than knock-offs of pay-for-play machines. No one will ever know how many computer games came into being as a result of "fact-finding" trips by designers to their local family amusement centers. More than one programmer has returned from the arcade after pumping a few tokens into a promising game, with the outlines of something awfully similar already percolating in his head.

By THE EDITORS
of ELECTRONIC GAMES

That state of affairs has changed, and the introduction of *Miner 2049er* is a monument marking computer-dom's turn toward greater software innovation. Nowadays, home arcade titles like "Journey" (Data Age) and "Chasm" (GCE) are reversing the expected flow by going into the coin-op format after their initial release in cartridge.

In *Miner*, Bill Hogue has created a contest with arcade-quality play-action buttressed by sound and graphics that are pretty close to com-



BILL HOGUE

puter game state-of-the-art. The 10 screens of challenge present the story of Bounty Bob, a member of the Royal Canadian Mounted Police, who is tracking down Yukon Yohan, a nastie who is hiding out in a huge mine that once belonged to Nucléar Ned.

Remember, though, that this is the year 2049. As the

gamer works through enthralling screen after enthralling screen, he/she will get to experiment with such play-features as matter transporters, hydraulic scaffolds, jet-speed floaters and even a cannon that can propel Bounty Bob to the first top level of the final playfield. Each of the mine stations is also patrolled by mutants who can kill Bob.

The goal in this contest, which has elements of both the climbing game and the maze chase, is to inspect every foot of every level of all 10 mining stations. When Bounty Bob finishes off one four-deck station, the action automatically switches to the next playfield and a fresh set of problems. The maze-chase aspect comes into play when Bob must capture a power item to neutralize the mutants for a few seconds so he can dispatch them safely. Still, *Miner 2049er* is highly original when taken as a whole.

The marketing of *Miner 2049er* is proving to be just as innovative as the game itself. Instead of publishing the program for one or two systems, a major campaign has succeeded in licensing this delightful creation for just about every system around, from the Atari 800 and VIC-20 to the TRS-80 Color Computer and the Panasonic system. More than 15 editions of this game will be published.

Soon it will be possible for just about all home arcaders, no matter what kind of equipment they may own, to tackle the trials and tribulations of that futuristic lawman, Bounty Bob.

2049er Story

PUBLISHED HOME-VIDEOGAME YET!



SPARKING
BOUNTY
BOB



A Playfield by Playfield Trip Through Miner 2049er

TRAVEL THE MINES WITH BOUNTY BOB

No aspect of *Miner 2049er* has drawn more o-o-o-o's and ah-h-h's from arcaders than the fact that most editions sport a nearly unbelievable 10 separate playfields. Every screen tests gamers with distinctive play-features, and any would-be Master of the Mines must unravel each screen's complex strategic situation before Bounty Bob can amble on to confront the next challenge.

Despite an attempt to keep the various editions of *Miner* more or less consistent, there are some minor variations among the versions for the different systems. The Atari 400/800/1200 16K cartridge, however, represents Bill Hogue's own expression of the game which he invented, and thus will be the focus of this little tour. If your copy differs in some respects, it will also have many points of similarity with the Atari-compatible disk. So make sure everyone is roped together properly, check your head-gear and let's do some prospecting!

LEVEL ONE

As Bounty Bob enters Nuclear Ned's abandoned uranium mine in search of the ruthless Yukon Yohan, you'll get a taste of what's to come while taking a quickie tutorial on the game's basic play-mechanics.

The mine shaft comprising this first level boasts a quintet of mining platforms, four rock-like mutant organisms and six bonus objects. In order to advance to a new level, Bob must "claim" the territory on the present scenario by passing over it. At the top-center of the screen, a clock ticks away the available time in the form of bonus points. Clear a level before the timer runs out and the remaining seconds are added to the total score at the rate of 100 points for each second.

The rock beasts can be

vaulted by pointing Bob in the right direction and hitting the action button to leap, or "eaten" for bonus points. To gobble down a mutant organism, Bob must claim one of the bonus items placed strategically about the playfield. Such a claim transforms the craggy creatures into smiling ovals for several vulnerable seconds, during which Bob can gulp them for extra points.

Strategy hint: Although it is

tempting to try and take out the mutant on the lowest level of the playfield, this tactic may cost the player more points in terms of time consumed than could be gained by gobbling it.

LEVEL TWO

Now actually within the titanic uranium mine, Bounty Bob must attempt to deal with the yellow slides scattered around the playfield. These chutes can act as friend or foe, providing a timely exit or shortcut at one point, and then transforming into a time-consuming pitfall with the very next step.

There are four mining levels on this screen, plus a small outcropping on which a mutant sits. At this point, going becomes slightly more difficult, making greater mastery of jumping a matter of life and death. While it is possible to clear an entire slide-entry platform without tumbling down its chute, such a maneuver requires considerable *finesse*.

Strategy hint: Head up the left side after clearing off the lowest platform and down the right, saving the slide for last. Don't take the pliers until you're ready to complete the round, unless you have already eliminated the mutant on the outcropping between the second and third levels.

LEVEL THREE

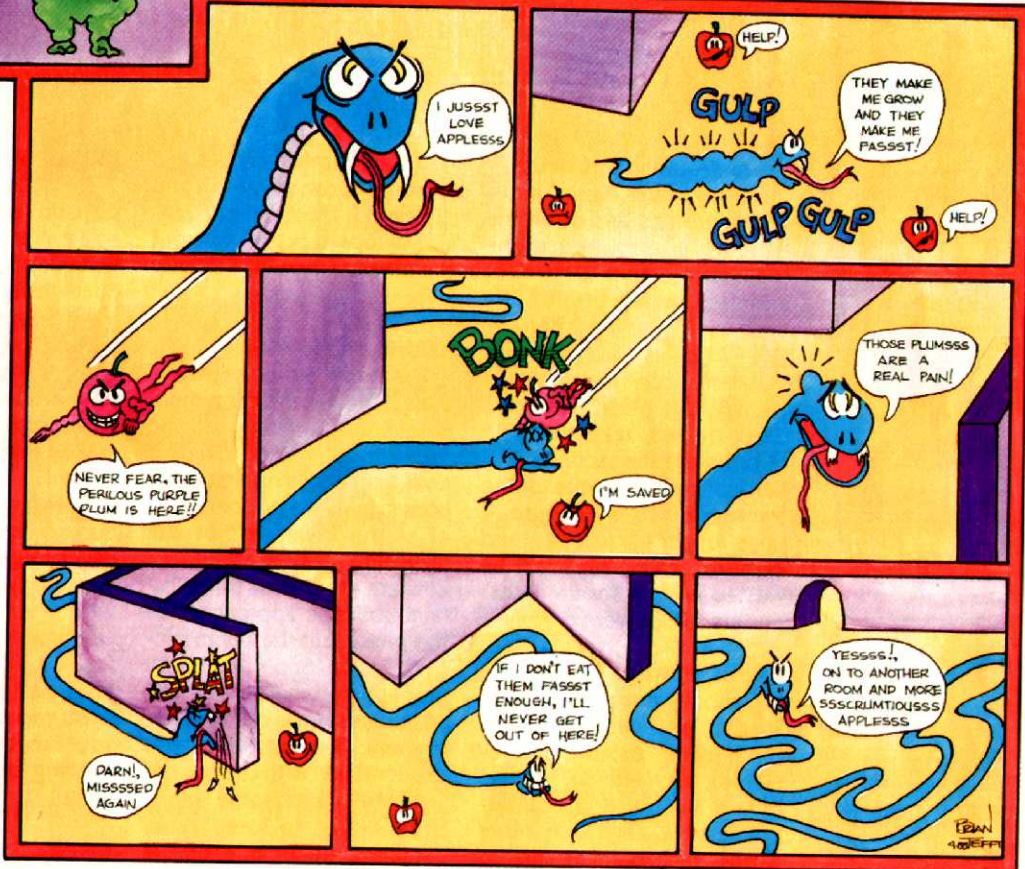
Here, a new wrinkle is added: transporters. These futuristic elevators can beam Bounty Bob onto any of four floors at the touch of a switch. (Other versions offer alternate means of moving from floor to floor).

By now, you've learned that there are certain places where Bob can fall safely from ramp to ramp. For example, a tumble from the lowest platform to the base of the playfield always results in a safe landing. This avoids an unnecessary climb as well as a con-





SNAKE BYTE™



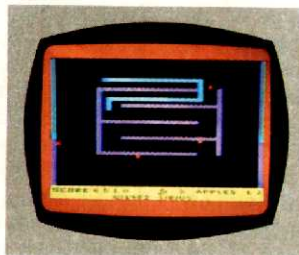
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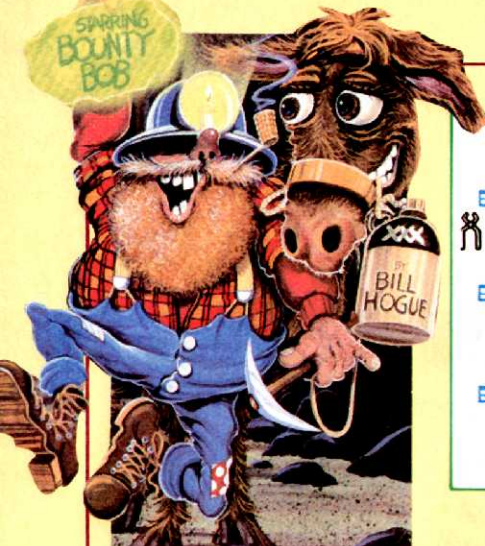
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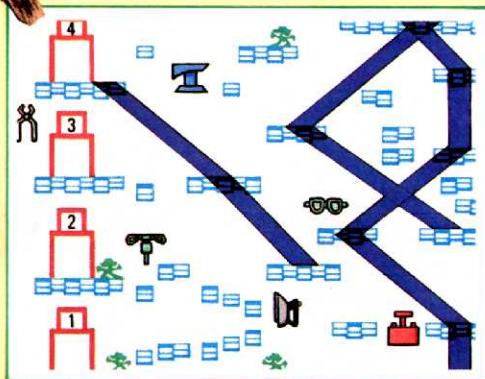
Atari 800 & 1200 Disk
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Apple II, II+ & IIe Disk

Game design by Chuck Sommerville

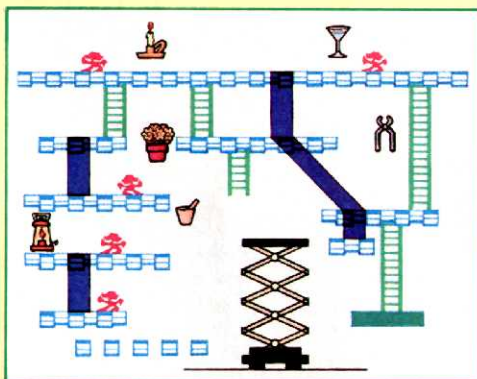




TRAVEL THE MINES WITH BOUNTY BOB



LEVEL SEVEN



LEVEL EIGHT

siderable amount of time.

Strategy hint: Again, move up the left side and down the right. It is possible to cross the top platform from left to right and then simply drop off the right edge onto the ledge below. Also, when everything but the second and third transporter platforms have been cleared, take the third floor before the second on all versions requiring time for the transporters to re-energize. It takes longer to clear the third platform, so no time will be wasted waiting for the transporters to "power up"

LEVEL FOUR

Officially dubbed the "Lilipads" level (because of all the hopping about that's required), playfield four is a real test of Bounty Bob's rabbit-like leaping ability. In other words, this round is sure to keep your RCMP hopping!

After scaling the enormous ladder on the left side of the screen, it's off to the races as you struggle to work out the basis of a viable pattern. As with most of these scenarios, start at the left side, scale the ladder, then begin leaping toward the flower pot. Finish off that side of the playfield, and jump on the mutants on the right side. Head back down-screen on the right side before returning to the top to take out the final mutants and move down a level for the double-jump finale!

Strategy hint: Whenever attempting to take out the top-level mutants, wait until the rock-beastie on the right has moved to dead center and is beginning to turn around.

Vault the turning mutant and race for the candle, grab it and eliminate the left mutant. Then hurry back and take out the other nasty with a mighty leap.

LEVEL FIVE

Dubbed "Advanced Lillipads", it is essentially a more challenging version of the previous scenario. On this level, Bob meets his first lethal bonus item — a poison martini at the lower left of the playfield.

There are at least three distinct strategic approaches to this phase, but the key to success lies in Bob's ability to reach the top shaft and clear it of mutants while claiming the territory. The top level, you see, is riddled with chutes, and you will need some fancy joysticking to keep from tumbling down one of the seven slides. The optimum tactic involves clearing everything but the center slide entrance, then dropping straight down, claiming not only the top shaft but all the territory Bob covers on the way down.

For real daredevils, there's a floating platform way up in the air onto which Bob can leap in hopes of claiming the game's most gorgeous bonus object — a glittering candelabra that even Liberace would covet!

Strategy hint: Making precise jumps is vital here. Also, when moving up the parallel ledges on the upper left portion of the playfield, time your jump so that you not only take out the ledge-lurking mutant, but the rover at the left side of the top shaft as well.

LEVEL SIX

This is a truly hazardous scenario, entitled the "Radioactive Wastes" level. A gigantic tank of deadly waste products from an old uranium mine fills almost the entire bottom fourth of the playfield. Bob must tiptoe oh-so-carefully around the ledges and time jumps so as not to come face-to-fang with a prowling mutant.

Falling into the wastes produces a horrifying sizzle you'll never forget!

Strategy hint: Have a friend who's very, very, good at videogames play this round for you. Seriously, make only the surest jumps, and keep a tight grip on your joystick — you don't want your RCMP strolling over the edge of a ledge!

LEVEL SEVEN

In the "Advanced Transporters" scenario, a whole network of chutes is added to a criss-crossing playfield layout that includes four elevator/transporters at the left edge of the screen.

Some fascinating new bonus objects turn up here, including goggles, drills, flatirons and even a dynamite detonator! The roughest part of this level is avoiding the chutes that litter the field. Watch your step, and Bob may get his man after all!

Strategy hint: When taking the elevator to the fourth level, be sure not to position Bob dead center (wherever Bob is placed in his departing transporter, he turns up at his destination), as a chute will be waiting to take him back

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SPRING
BOUNTY
BOB



Look Out, Yukon Yohan! Bounty Bob Always Gets His Man!

TRAVEL THE MINES WITH BOUNTY BOB

down — express! When transporting, move him to the left or right side of the box.

LEVEL EIGHT

"The Lift" dominates this chutes-and-ladders screen. It's very straightforward, except for the horizontally-sliding hydraulic scaffold. In the Atari computer version, hitting the space bar starts the lift. The player can then slide the scaffold back and forth along its track and elevate the accordion-like "legs" to reach the hanging ladder, or second level from the top.

Strategy hint: When taking out a mutant who is closing in on you just as Bob is about to hit a bonus object, jump! By leaping into the air, Bob first strikes the bonus object, making the mutant instantly vulnerable.

LEVEL NINE

Besting "The Pulverizers" is actually an enjoyable, and not

tom. If you begin at the top and happen to miss the left ledge, not only will you plummet to the bottom, but you'll take all the bonus objects with you — leaving Bob defenseless against the six lurking mutants.

Finally, there are the pulverizers. After each successful ledge-clearing, Bob slides to the bottom of the field, faces two mutants and must pass through the synchronized, cartoon-like pulverizers. This is right out of a "Road Runner" cartoon! It may be the most fun of any of *Miner's* 10 levels.

Strategy hint: For safe passage through the pulverizers, simply wait for them to come smashing down, then move by. Wait for the next to descend, move on, and so on until Bob has passed through the high-tech gauntlet.

LEVEL TEN

Are you ready for . . . "The

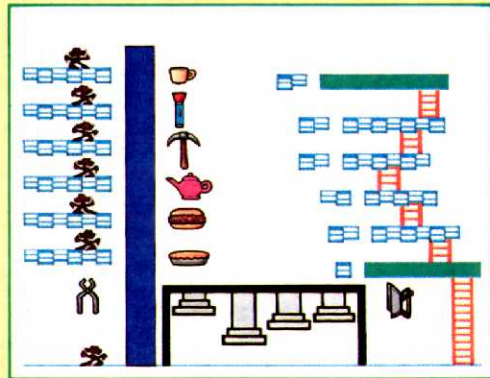
world is to go to the ammo dump at the left side of the screen. One shell is needed for each level Bob wishes to reach. After obtaining the right amount of TNT, Bob must make his way back to the right side, climb into the cannon and fire away!

The cannon is on a horizontally-sliding track and can be used to gain access to both the left and right shafts.

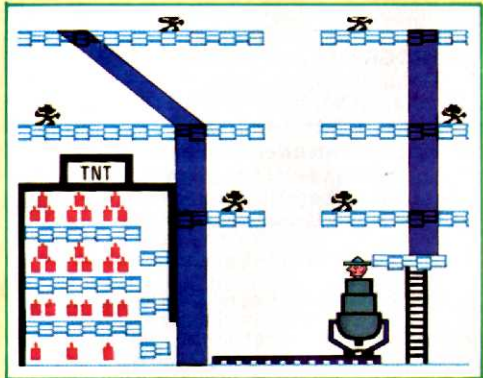
Strategy hint: Timing must be perfect on this level to avoid landing on a level just as its roving mutant is making its way toward your spot!

ODDS AND ENDS

Many gamers, when playing on the first level, have trouble in clearing the second row from the top. The center ground there cannot be claimed merely by climbing onto it — Bob must actually backtrack and walk across that space. For players having trouble, just let the game run



LEVEL NINE



LEVEL TEN

very difficult, procedure once you understand a few things. This scenario is designed so that Bob climbs up the ladders on the right side of the screen, one level at a time. He steps off onto an ejectable floater and is carried to the opposite side, where a bonus object waits just in front of the mutant-infested ledges.

Always start from the bot-

Cannon"?! This is the ultimate test of *Miner 2049er*! This scenario offers Bob no bonus objects, meaning that the mutants must be either avoided — or else!

The most interesting touch, however, is the method Bob must use to get from one level to another. The field, you see, is also lacking in ladders. So the only way to get up in the

in its demonstration mode — it'll show you how its done in a watch-and-learn tutorial.

And with one final roar of the cannon, our tour ends. This guide has enough information to give home arcaders a running start, but you can look forward to many hours of fun exploring the subtleties of the ever-fascinating *Miner 2049er*.

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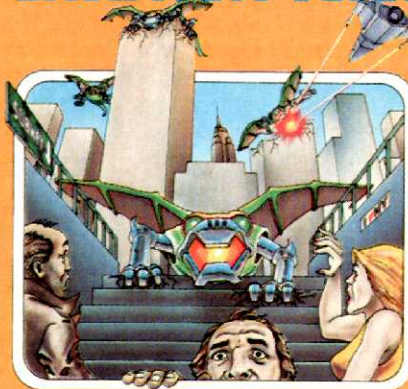


Joystick controller required.

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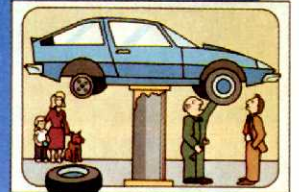
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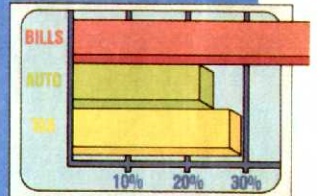
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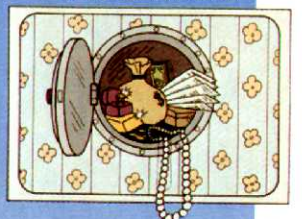
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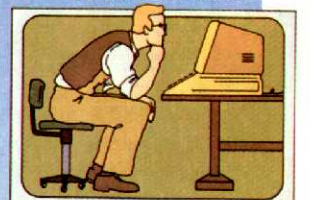
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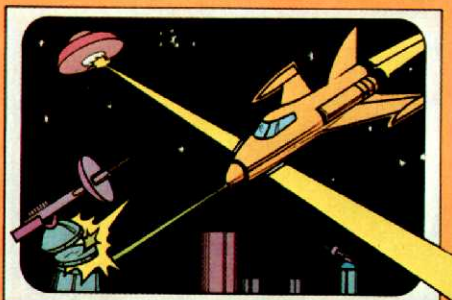
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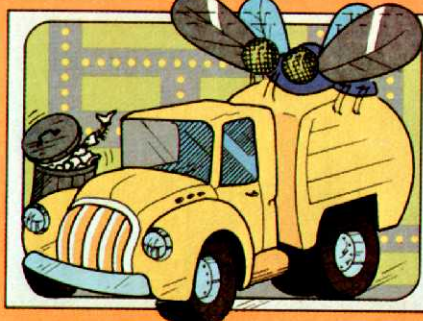
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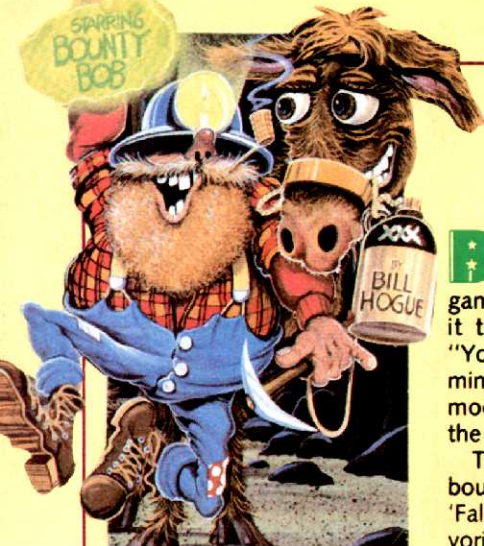
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SPARRING
BOUNTY
BOB



Bill Hogue, Bounty Bob's Creator, Speaks to Gamers

MEET
THE
MAN
BEHIND
THE
MINE

Bill Hogue knew *Miner 2049er* was a good game, but he never expected it to become a sensation. "You just start out programming a game," he comments modestly. "You never plan the entire thing."

The germ of *2049er* was a bounty hunter concept. "The 'Fall Guy' was one of my favorite television shows at the time," explains Hogue. "We started doing it with one guy trying to catch the other, but it started turning out to be a little too much like *Donkey Kong*. So instead of trying to get to the top, the idea was then modified to occupy the framework. The 'Bounty' name somehow stayed with the character and he became Bounty Bob."

While *Miner 2049er* put Hogue permanently on the map, the Los Angeles resident had previously done well at creating programs for the Radio Shack TRS-80. Among his hits were *Super Nova*, *Galaxy Invasion*, *Attack Force*, *Robot Attack* (the very first TRS-80 game that talked), and *Defense Command*, which he demonstrated to David Hartman on ABC's "Good Morning America". Not bad for a 21-year-old who began learning about

computers as a salesman in a Radio Shack store!

"I started there when I was 17 and didn't know a thing about computers," Hogue says. "They had the first TRS-80 back then and I just started out learning it. I bugged my store manager to get additional programs and then continued to learn more and more. It was a small store and not too many customers came in at night so I had time to play with the machine."

"In my third semester of college I wrote *Super Nova*."

Hogue felt that the TRS-80 was limiting him too much, so he went looking for a good color computer to write his programs. He settled on an Atari, and *Miner 2049er* was his first offering.

But creating computer games is only one part of the job at his company, Big Five Software. "I have to run it, too," he sighs. "There are a lot of guys who are just game designers. They can write a game and dump it off somewhere and wait for the money to come in — which would be nice." He adds, "Although I wouldn't want to do just that."

And while *2049er* is fairly bug-free, at least one program correction had to be

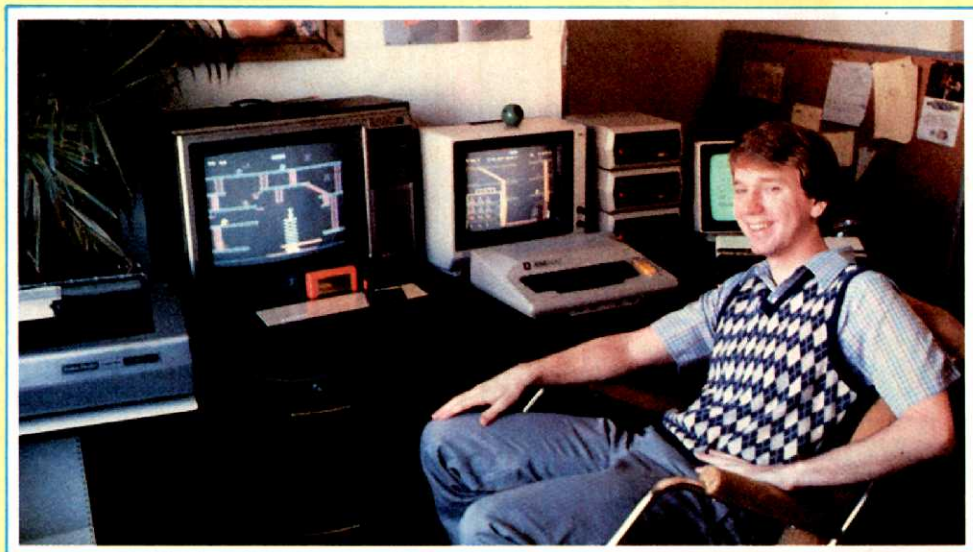
cleared up in early production runs.

At level 6, by the radioactive waste tank, if a player tried to get Bounty Bob to walk into it, the tank wall would stop him. Although, if Bounty Bob jumped up and did a certain series of moves, and then for some reason retracted his steps, part of our hero's hat would be inside the tank wall. If Bob turned right, the player could make him walk right through the tank wall and into the radioactive waste.

Looking into the future, Hogue has several new games he is working on and sees the ever-increasing memory capacity of computers as a challenge to give the games more aspects and things for the operator to do.

If someone wanted to become a game programmer, what does Bill Hogue advise?

"Be careful. If you have another job, don't give it up for programming full time. I was lucky to be able to get started and be where I am today," he confides. "I know many people who have started small companies and failed. Not because they had garbage, but to get noticed, you need great stuff. It's risky."



Bill Hogue at the computer console

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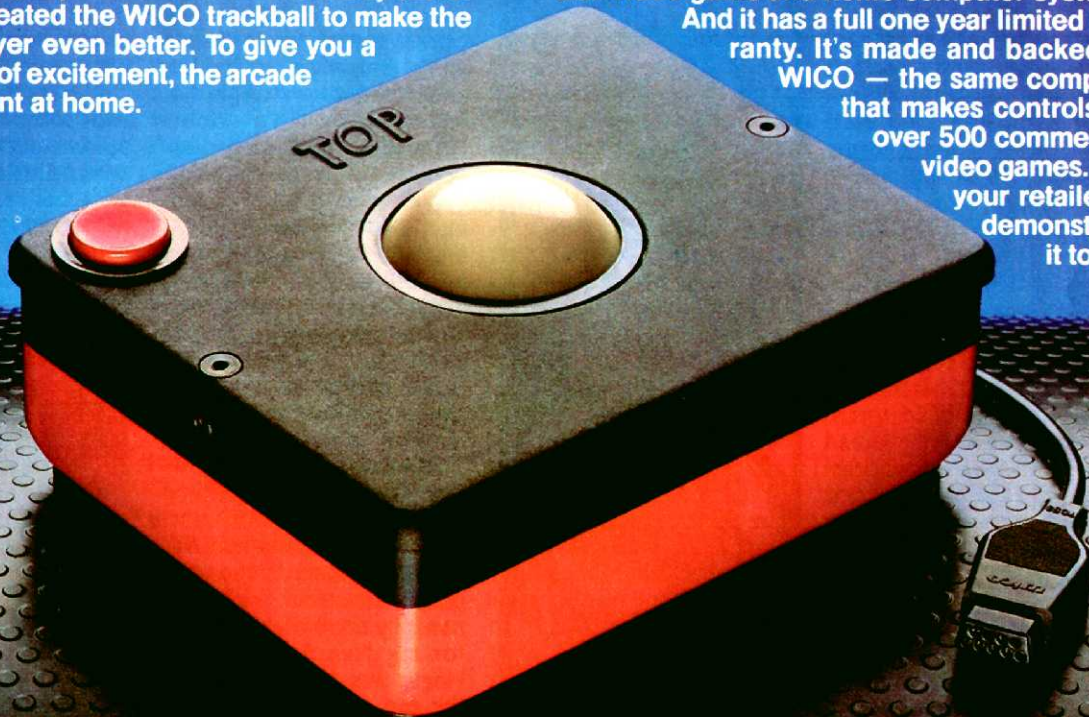
every little movement has a meaning all its own.

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Bounty Bob — Computer Star!

True compatibility among videogame and computer systems is still as far away as ever, but the practice of putting the same program into editions for a wide variety of machines is, at least, a partial solution to the problem.

Until the arrival of *Miner 2049er*, home gamers considered it noteworthy when a particular game went into two

or three different formats. For the very first time, a game created expressly for the home audience can be played, enjoyed and discussed by anyone who has one of the major fun machines.

But exactly how did Bounty Bob get his rough-edged features into the guts of so many different computers and videogame systems and videogame systems? To find that answer, let's backtrack Bounty Bob's trail to the International Computer Group, its four companies and the three men who act as its driving force: Michael Brodie, Tracy Coats and Barry Friedman.

The four companies that make up the International Computer Group are:

Compu-Vid International — the largest software licensing agency in the world with over 3,000 titles available. This company takes an individual game, created on one system, and arranges for multiple system releases.

Creative Associates International — employer of 22 artists, whose covers adorn over 1,000 software containers, including *Frogger*, *Ultima* and *Ultima II*.

Graformations International — a computer advertising agency which is now equipped to handle the promotion campaigns for all types of media.

Viracor International — manufacturers of ROMs and EPROMs.

Friedman explains how *Miner 2049er* came to the company's attention. "We have normally done the packaging for Big Five Software. Bill Hogue was considered one of the top game programmers for the TRS-80. He was interested in doing some work on a different machine. We suggested either the Apple or the Atari. He chose the Atari. He came back in three or four months.

"When I saw the result — *Miner 2049er* — I said, 'Let me take it to everybody in the world.' I started meeting with clients in October and the response has been amazing," said Friedman.

Right now "amazing" might also be the word to describe the variety of systems offering a version of *Miner 2049er*. That list includes: the Atari 2600 and 5200, the Odyssey² and ColecoVision videogame units, hand-helds and table-top devices and computer software for Atari, Apple, Panasonic, IBM, Texas Instruments, Timex/Sinclair, Commodore and three Radio Shack computers. No fewer than eight different companies are involved in the project.

"A great game on one machine, if it's a good concept, can be a great game on any machine, if the machine can handle it," says Friedman. "We went around to specific dealers and showed the game even before it existed for most of the machines, and we collected the biggest advance orders ever."

In putting together such a wide collection of programs to accommodate the many systems, unexpected situations were bound to come up. For *Miner 2049er* the surprises were mostly pleasant.

"The game was designed to be released on the Atari first.

THE SELLING OF MINER 2049er



But there were some problems at Big Five getting the finished product ready. Micro Lab, which is doing the Apple version, got Mike Livesay to do the translation, and he did such a super job so quickly, that the Apple version actually came out ahead of the Atari," explains Friedman.

There were even more pleasant, yet equally unexpected, happenings. "We were concerned that each translation be faithful to the original concept of the game and to the graphic superiority. Not all the translations are done yet, but all that I have seen have been outstanding," says Friedman. "The most amazing translation is the one done for the Atari 2600 by TigerVision. It's amazing what they were able to do with only 4K."

Why was *Miner 2049er* chosen for such a major undertaking? Brodie explains, "First and foremost, because of *who* the programmer was. He isn't satisfied until he has something mastered. Secondly, there was the unique concept of the story. Then there are some features that hadn't been seen before, like the slides, the elevators and the transports. Also, it was mass marketable. It didn't seem to have the male-female barriers that a lot of games have.



Michael Brodie, Barry Friedman and Tracy Coats — the men behind Bounty Bob!

Finally I liked the fact that there was no pressure of having to achieve a certain goal. It seemed to remove the anxiety of playing and make people more likely to come back for more and more.

Taking a creation to an independent company may have some overwhelming advantages for freelance game designers," claims Michael Brodie.

"We don't think the original programmer is maximizing the potential of his product," states Brodie, "if he just writes the game on one machine and then sells that version to a company, which then only produces it for that machine. We think it makes more sense to go to a company like the International Computer Group, who can license to many different outlets.

"From our experience in the business, we know who does the best job at each type of game. For instance, if we have

a maze game, we may know that one company has a lot of maze games and probably won't be as enthusiastic as another one that is maybe looking for a good maze game," explains Brodie.

"We think the idea of one company buying the full rights to a game concept started to die with *Frogger* and now has completely disappeared. Before, what stopped the independent programmer from getting his game out on multiple systems was the cost and finding people to do the translation. Now we can handle all that for him," said Brodie.

"We have always thought of the programmers as artists," offers Coats, who started out representing major rock acts. "We feel that we know the needs of the programmers and their programs. Whenever a program comes in, written on one system, we can translate it for other systems, license it to different software companies, manufacture the ROM cartridges, do the cover artwork and then put together an effective, cohesive promotional campaign in all the available media."

What a programmer receives out of all this is a concept fee from each company that buys the license for the game. That fee is a flat rate. Then there is a royalty agreement, based on the sales.


But it's the gamers who reap the greatest advantage.

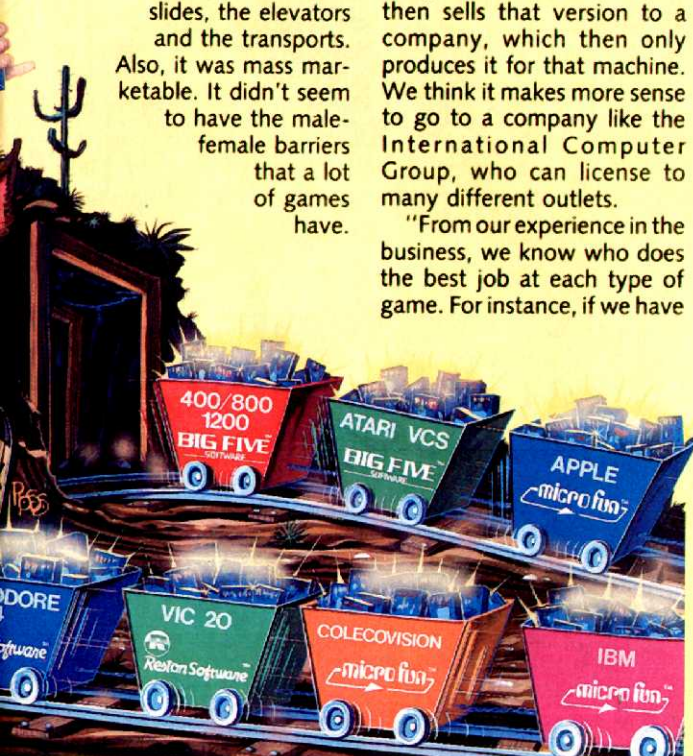
Imagine being able to play **Pac-Man**, **Missile Command**, **Galaxian**, **Phoenix** and many other classic arcade offerings no matter which system you have at home! This would certainly be preferable to having to use 'me, too' copies of the originals, which seem to keep companies almost as busy with lawsuits as with creating new games."

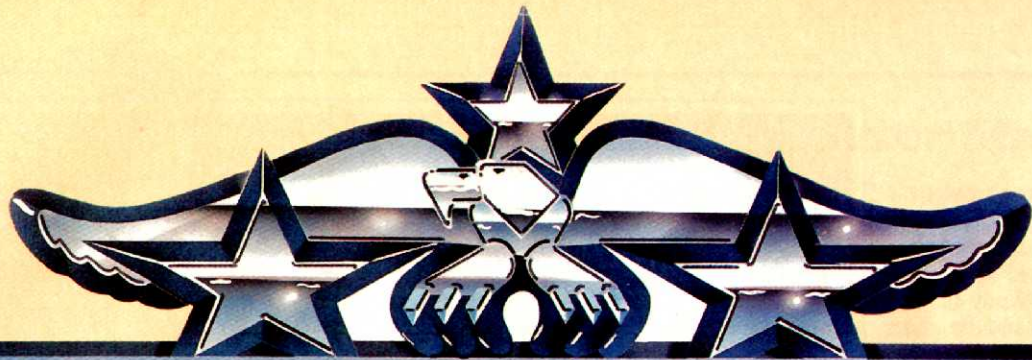
With one central company handling the contacts with many different software houses on the same project, it is possible to get this type of wide-spread saturation of a game on multiple systems.

"We trust that our success with *Miner 2049er* will cause many other games to be handled in this manner. At least the very popular games should be handled this way so that each gamer can maximize the value of his gaming hardware purchase," said Brodie.

One game likely to be given this same treatment is the already-planned sequel to *Miner 2049er*. "I can't tell you very much about the next concept, but I will say that Bob has been lost in the caverns for a long time and has lost a lot of weight. When this fantasy comes out, it will be the largest game ever written for the Atari, and of course it will also be available for many other systems," says Friedman.

Bounty Bob is now represented by the William Morris Agency, and even Hanna-Barbara is interested in a cartoon series. A star is born! 





STRATEGY SESSION

Go Underground with Bounty Bob!

By FRANK TETRO JR.

MINER 2049er

Big Five/Atari 400-800-1200
16K cartridge

In *Miner 2049er* you play Bounty Bob, the worker who must safely inspect 10 levels of an underground mine while avoiding various deadly plasma creatures. Bounty Bob moves along the mine floors, "inspecting", until he runs over every section on the screen. He may jump over holes or

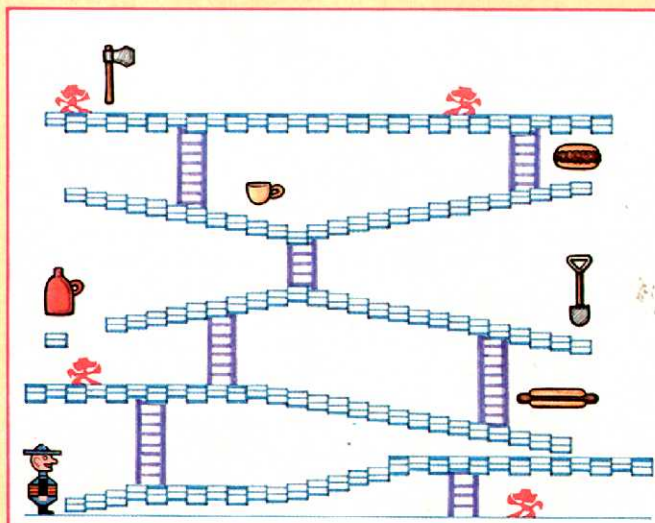
creatures, but Bob must be careful, because he can only survive a fall the length of *one* body.

Along the different stations of the mine are scattered several objects left by past miners. If Bounty Bob touches one, he earns a bonus, and the plasma creatures smile and turn green with envy, at which time Bob may eat them for extra time. The bonus indicator at the top of the screen counts down

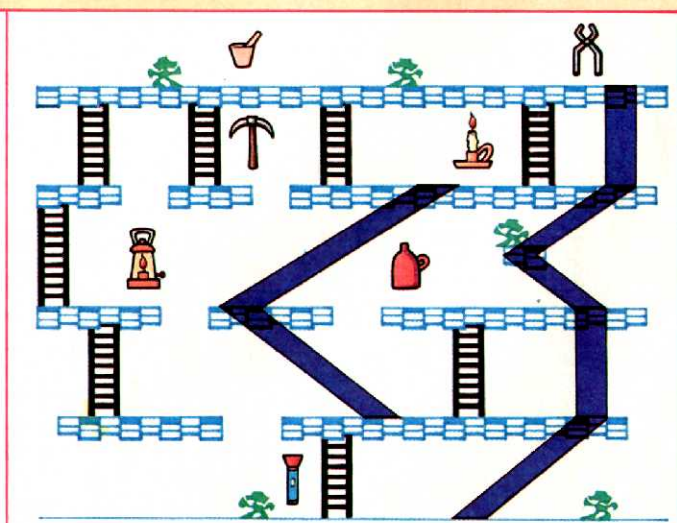
while Bob attempts to complete his mission. Should the counter ever reach zero, Bob's oxygen supply will terminate, and he'll melt away.

Each screen of *Miner* requires a different strategy, so let's examine them one at a time.

The first field features nothing but girders and ladders. Bob "paints" these girders while avoiding the plasma creatures. Once the action starts



SCREEN 1



SCREEN 2

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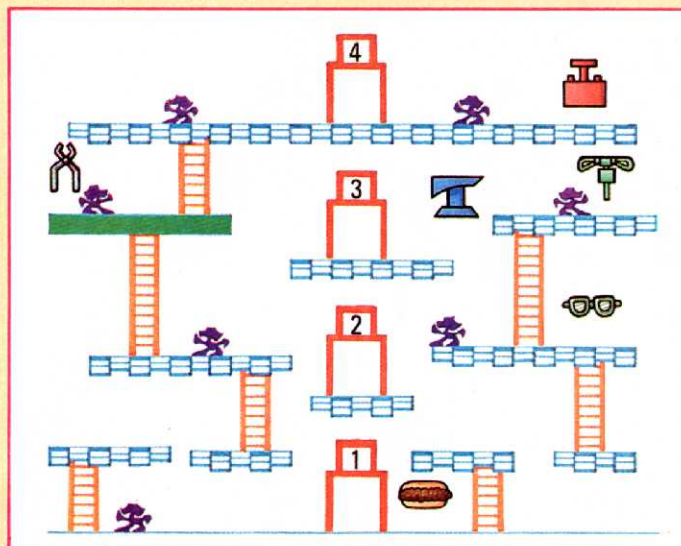
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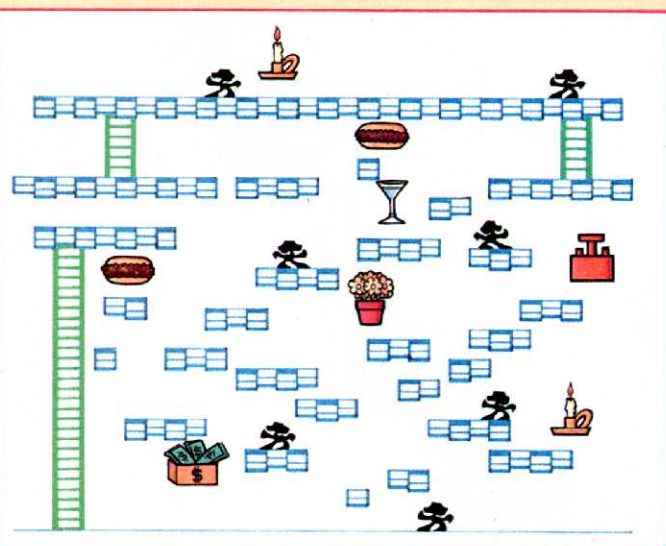
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SCREEN 3



SCREEN 4

and you jump onto the first girder, notice that the only way to get the bottom creature is to move up, snag the bonus prize, and come back down. This is tempting, but it takes too much bonus time, and isn't worth the effort. Once you get up midway, simply touch a prize and eliminate the creatures immediately before you finish the level.

The second level adds a new twist — chutes, which slide you off a level onto the next often against your will. The toughest part of this station is to paint over the chutes without accidentally falling down them. To do this, simply paint one block from one side, jump the chute and paint the other from the other side. Remember to eliminate the creatures first, because you may accidentally jump up and hit one.

The third level features transporters which "beam" Bounty Bob to another section of the mine. Once they are used, they need five seconds to recharge before they will function again. At this station, it is tempting to jump from the edge onto the transporter shafts. Although this jump looks easy, it is impossible, because it measures a little more than one body-length. Don't be afraid to use the transporters.

Once the arcader hits level four, it's the big time. This station of the mine is filled with little girders arranged in a stair-like fashion.

I find it best to head up the right side of the screen and then back down on the left. On this field, it is important to hit the bonus prize and immediately go for the closest creature. The only real way to master this screen is to master the jumping technique. The only other trick is getting to the little platform



which is located at center screen, right under the long top girder. Save it for last, and then jump from the platform which is to the left of it. This jump appears to be too long; however, if Bounty jumps at the last second, he'll make it easily.

The fifth screen is similar to the fourth, in that there is a plethora of platforms. However, this screen also features the slides from screen two plus a new device — sliding platforms which Bob may ride to get from place to place. Jumping on these moving platforms requires timing and a lot of practice. If Bob misses the platform, he plummets to his death. It's best to head up the left side, then go across the top, watching those slides and creatures, and finally, down the right side by falling from platform to platform.

The sixth screen also features platforms which must be jumped, as well as a moving girder similar to the one on screen five. The new twist is that the platforms are placed so far apart that if Bob doesn't jump at the last possible second (i.e., one foot on, one off), he drops into the bucket of radioactive waste situated at the bottom of the screen. This station is also set up in such a way that Bob must save the lower right corner for last.

This is because once you make the jump to these three bottom girders to paint them, there is no way back up. So remember, claim them last! The other trouble spot in this screen is the group of girders located all the way in the upper left-hand corner of the screen — and beyond the range of Bob's jumping capability. There is only one way to get to these; Bob must jump onto the moving platform which slowly traverses the entire screen, ride it across and jump off onto these girders. Once the girders are painted, he must wait for the platform's return and time the jump exactly to the moving platform.

The seventh screen of *Miner 2049er* is considered one of the toughest boards of all. This one has all the features of the previous stations.

It is very difficult to master. The best strategy is to analyze all your knowledge of how these different objects function, and use it to your advantage. On this playfield, you will probably slide down the chutes a lot more than you like. This is normal, and you can overcome it with practice. Just remember to paint half the slide from the left, jump over it, and paint the other half from the right. The other trick for this station is how to rid Bob of the organism located at top center screen because there are no treasures nearby with which to kill him.

All that is in sight are the letters "BF" (the initials stand for "Big Five") located over the organism's head. These letters, however, are Bob's key to victory. When Bob gets over the organism by riding a platform, jump straight up and hit the "BF". This earns Bob plenty of bonus points, and turns the monster green just as Bob lands on

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the girder, probably right on top of him. Once on this girder, the only way off is to jump back on the moving platform when it comes by again.

The eighth screen is not all that tough, but it is definitely one of the cutest scenarios in the game. This level is mainly girders, ladders and slides (which Bob should have mastered by now), but there is another device which Bob must use to complete the field. This is a white scaffold-like device which Bob activates by jumping onto it and pushing the space bar on the computer. The joystick then controls the scaffold until the space bar is pushed again. The problem with this level is that Bob must go to each platform separately by using the scaffold.

This poses a problem if the scaffold is located next to a girder and Bob accidentally falls down a slide to the platform below. At this point, Bob is stranded because the scaffold is up at the next platform and, unfortunately, slides go only one way: down.

Station nine is very tricky — and sometimes monotonous — for Bob to complete. The screen is filled with short platforms, one on top of the other, located at both the left and right portions of the screen. The right set is connected by ladders and is easily painted. The left set's not connected and must be gotten one at a time. This is done by falling onto a platform located just below each of the right side girders. Once Bob lands on one of these platforms, it shoots across the screen toward the left platform on the same level. Bob must jump to the left just as the platform is about to strike its target or the concussion knocks our mounty off the perch, after which he

STRATEGY SESSION

slides down the huge vertical chute all the way to the bottom.

That's not all, however. To walk across the bottom back to the left to try again, Bob must maneuver under five synchronized pulverizers! This process is time-consuming, because Bob must paint one girder, fall down the slide, walk back to the right side, climb up to the next platform, ride it across, paint that level, fall, and so on, until all platforms are covered. The trickiest part of level nine is mastering the jump, which must be done right before the impact of the moving girder with the left-most platform occurs.

Before Bob starts riding platforms, he should first go to the bottom near the pulverizers, where an alien organism is patrolling. Bob should then hit the bonus prize located next to the right entrance to the pulverizers, sneak under the pulverizers and kill this organism before starting the moving platform maneuvers. There is also another organism roving the bottom of the huge vertical slide. He isn't that dangerous, though, because once you paint a left girder and slide down the slide, Bob is usually still powered due to hitting the bonus prize while on the moving platform.

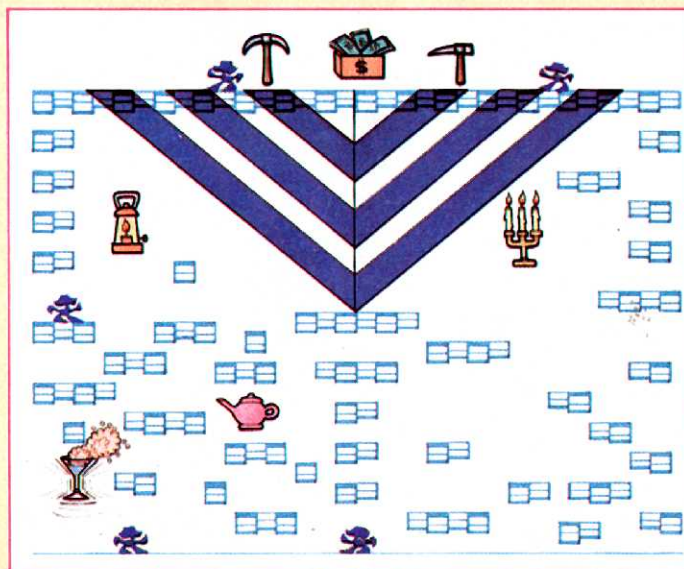
The final challenge is probably the most fun, but not necessarily the most

difficult. This scenario features a cannon which the player must maneuver under a girder in order to shoot Bob up to a level where he must paint, fall down a slide, avoid organisms, reload the cannon, and start again on another level. There are six platforms, three on each side of the screen, for Bob to paint, each patrolled by mutants which cannot be killed because there are no bonus prizes!

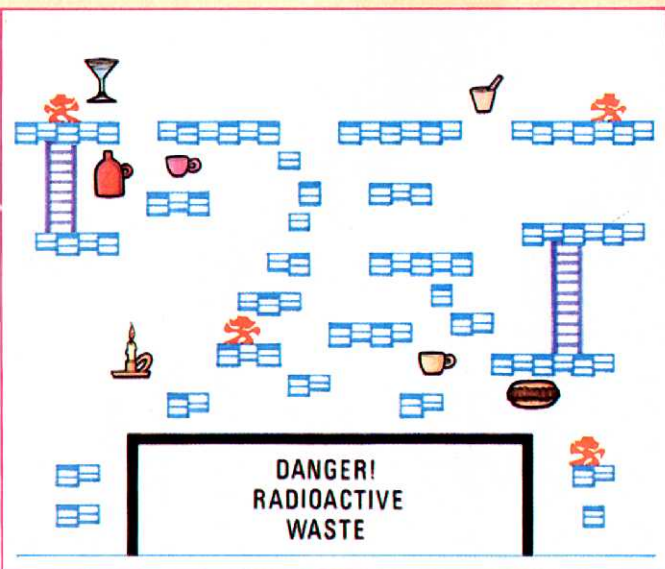
Bounty Bob must go to the storehouse and get enough explosives to blow him to the desired ramp. It takes 100 tons of explosives per level to activate the cannon. If Bob takes more than 300 it blows him right off the screen! The best strategy for this playfield is to master the use of the cannon in avoiding organisms. If Bob touches an organism on his way up, or while sliding back down, it spells death.

Learn to fire Bob skyward when all the organisms are on the other side. This gives him time to land safely. Once there, Bob can jump the organism if necessary to complete the platform. Then, when sliding down, make sure the slide is clear of mutants to assure a safe fall. Paint the six platforms first, then go back to the warehouse and finish it off by hitting the rest of the TNT. If Bob hits these before completing the platforms, he will have too much TNT, and the cannon will send him to the moon!!!

Miner 2049er is a varied game which requires many skills and lots of practice. Learn the different objects and what they do so Bounty Bob can use them to his advantage. With a little patience and plenty of practice, you'll have Bob flying through the mine with ease so he can get his inspection done and see his "darling Clementine". ☺



SCREEN 5



SCREEN 6



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THE SUMMER GAME GOES ELECTRONIC

A Season of Video and Computer Baseball Games

By ARNIE KATZ

For true diamond devotees, baseball is a year-'round sport. Though the excitement of the current season's pennant races may dim the memories of fans, the national pastime doesn't quite vanish in a cloud of dust immediately following the final game of the World Series.

It just goes a bit underground. Winter is the time of year for that venerable tradition of baseball, the so-called Hot Stove League. While the previous year's ballfield heroes make the celebrity banquet circuit, and the guys who booted one in the bottom of the

ninth hide out in hunting lodges and at fishing resorts, baseball's rumor mill busily churns out tons of stories designed to fan the flames of fan-interest during the cold weather.

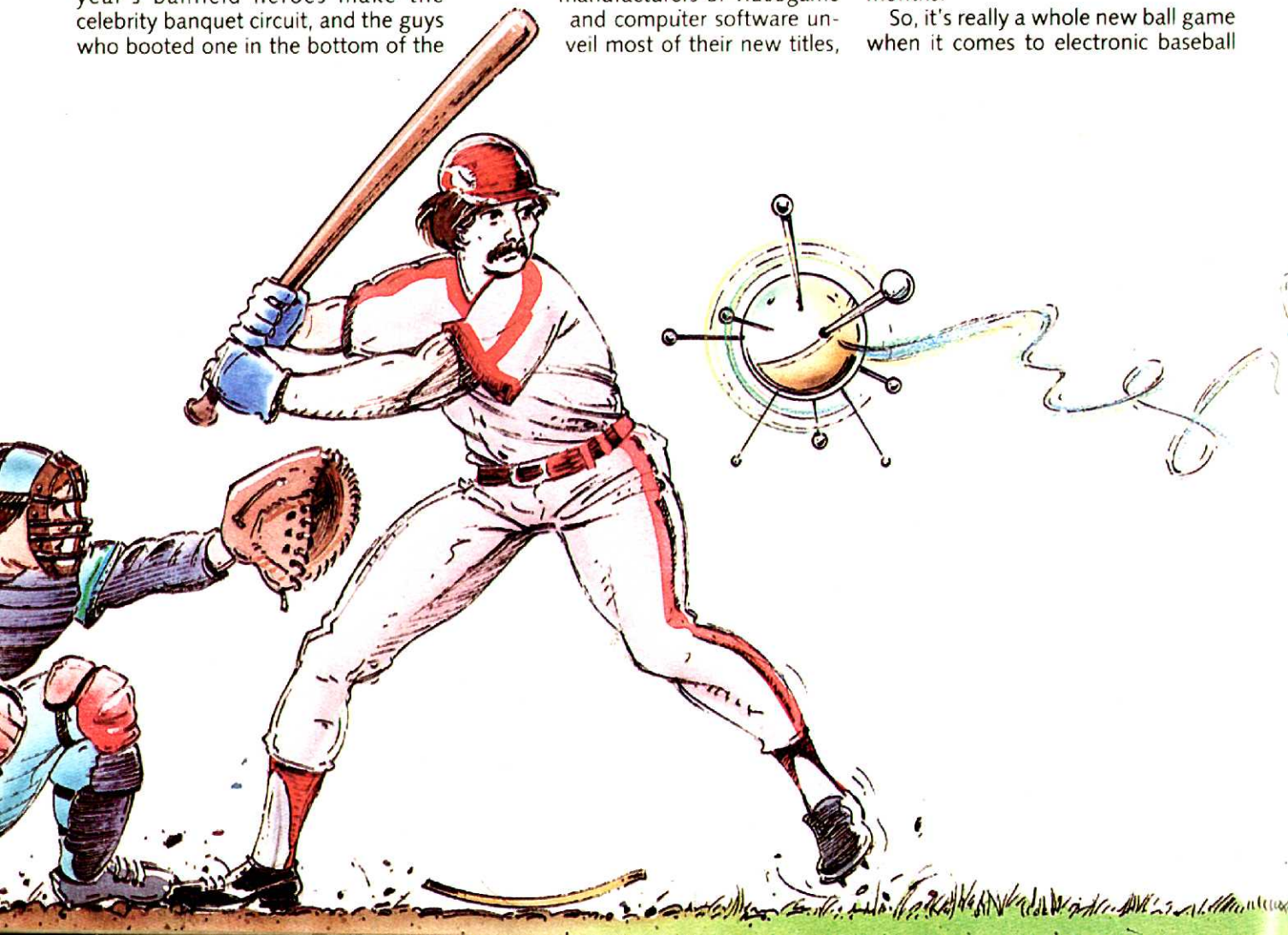
Because of the way business is transacted by the electronic gaming industry, the Hot Stove League period generally brings more electronic baseball news than the April-October stretch during which the real-life athletes perform. That's when the manufacturers of videogame and computer software unveil most of their new titles,

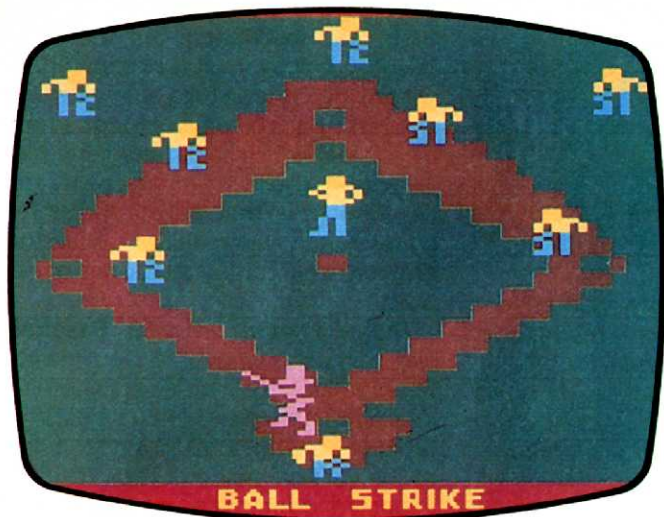
including the baseball programs.

In truth, the winters of 1980-1981 and 1981-1982 provided little in the way of good news for baseball-loving arcaders. Each of the major home programmable systems at that time—Atari 2600, Mattel Intellivision, Odyssey Odyssey² and Astrocade Astrocade—already had a baseball cartridge in its library. Ironically, the very popularity of baseball games has kept the quality of such cartridges from improving as rapidly as, say, invasion or maze games over the same period. Each software supplier put out a baseball title almost as soon as the system itself made its debut, so these programs didn't benefit much from the improvement in programming techniques which help keep electronic gaming so exciting.

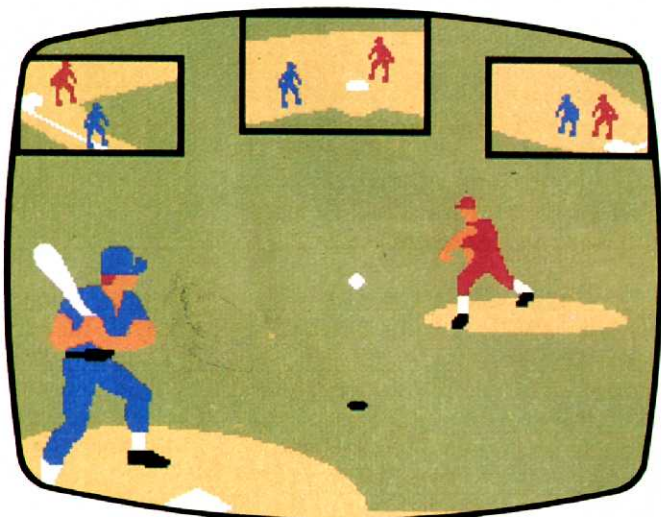
Everything changed dramatically last winter. Leading software manufacturers, including Atari, Coleco, Mattel and Odyssey, announced the pending introduction of new baseball cartridges. Simultaneously, things also heated up in the computer arena, with new programs already in the stores or poised to appear within the next few months.

So, it's really a whole new ball game when it comes to electronic baseball





REALSPORTS BASEBALL



COLECOVISION'S BASEBALL

simulations. For the first time, designers are getting a chance to apply all the tricks learned during the opening stages of the software boom to reproduce the essentials of baseball for play on the home screen.

TWO KINDS OF GAMES

Electronic baseball games divide nicely into two distinct categories. The larger one consists of games that emphasize arcade-like action. This type of contest derives from the mechanical baseball devices that have

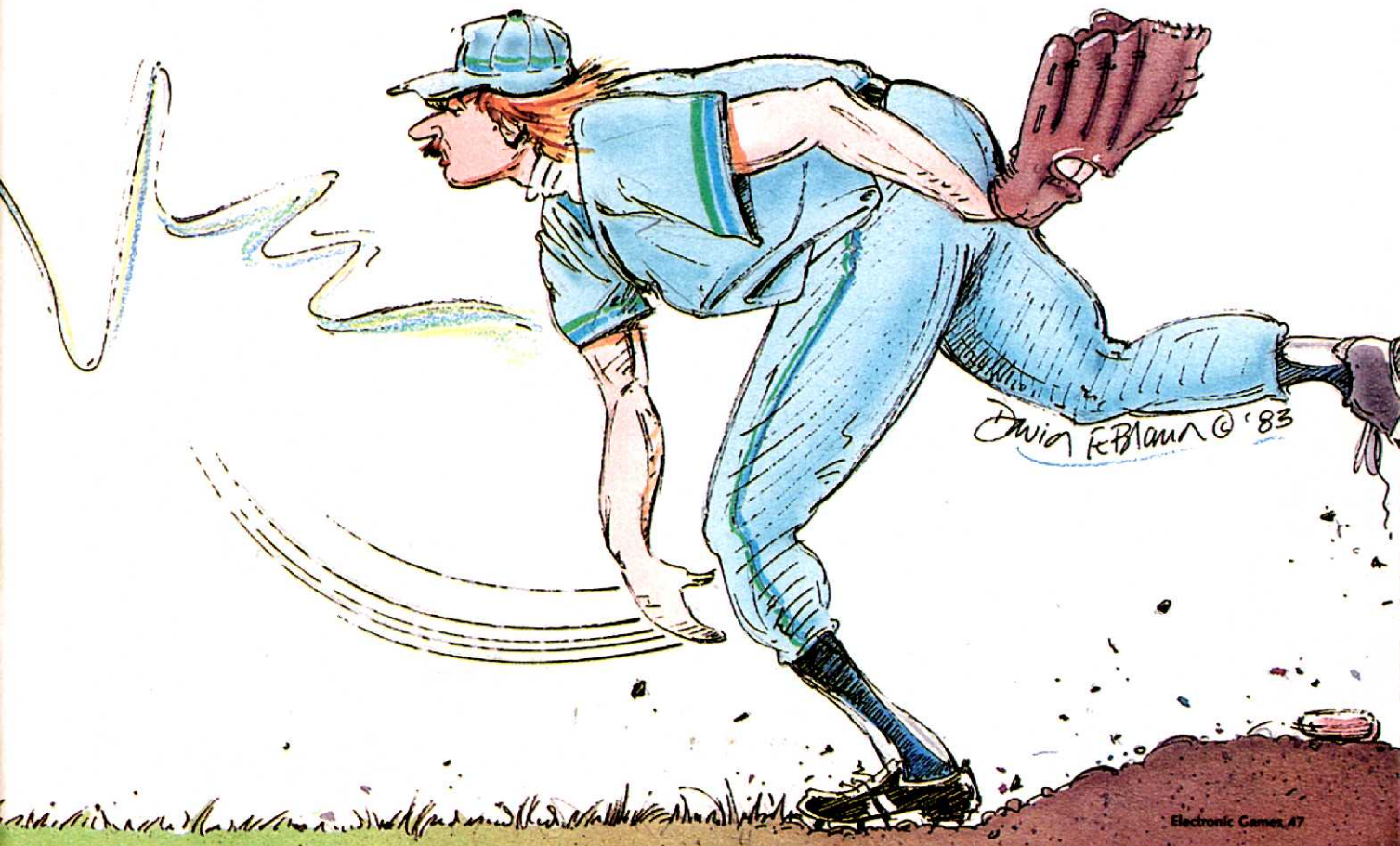
existed for just about as long as there have been commercial gaming arcades.

Action baseball contests put a premium on mimicking the on-the-field exploits of baseballers in a real-time setting. This means that everything happens about as rapidly as it would in reality without any time to take a breath or plan convoluted strategy.

The other, smaller category encompasses programs which attempt to simulate the national pastime with statistical exactness so that the player

(or players) can concentrate on managing. APBA Baseball and Stratomatic Baseball are two non-electronic "stat replay" games that paved the way for the development of computer programs which do the same thing.

Since each electronic ballplayer is designed to reproduce statistics that reflect the accomplishments of the actual athlete, statistically-oriented baseball games require very little in the way of hand-eye coordination. If you've inserted the wrong pinch hitter, your ability to time a swing as to



hit an outside curve is no more relevant to the course of the game than Tom Lasorda or Billy Martin's ability to take two and hit to right. That is, it has no effect whatsoever. Stat games are targeted at home arcaders who think they can outdo the actual American and National League managers.

THE VIDEOGAMES

Mattel's **Major League Baseball** has dominated electronic hardball the way the New York Yankees once lorded it over the rest of the Junior Circuit. Already enshrined in the Electronic Gaming Hall of Fame, *Major League Baseball* has remained one of the 20 most popular videogames since its publication in 1980 as one of the first Intellivision cartridges.

The manager in the field uses the direction disc to pitch. Pressing the segment which corresponds to 12:00 fires a fastball, while holding down 6:00 causes the hurler to toss a lazy change-up. Pushing the appropriate portion of the direction disc can also generate inside and outside curves.

The action buttons govern the batter's swing. One stud makes him bring the bat around all the way, and the other prompts the man at the plate to drop a bunt. Since all batted balls are treated as grounders, the manager on defense must use the keypad to control the fielders and get the ball to first base in time to retire the hitter. A fielder is activated by pressing the portion of the keypad corresponding to his fielding position, and then using the direction disc to move the man around the field.

Major League Baseball has one of the most intricate simulations of the running game found in any baseball

THE SUMMER GAME GOES ELECTRONIC

A Season of Video and Computer Baseball Games

cartridge. The direction disc governs the lead runner (who turns black to indicate his special status). Pushing the right edge of the metallic circle causes the runner to take a lead or hustle an extra base on a good hit. You can even



flash the "steal" sign, but the other team's catch may cut down your man with a good peg to the waiting fielder.

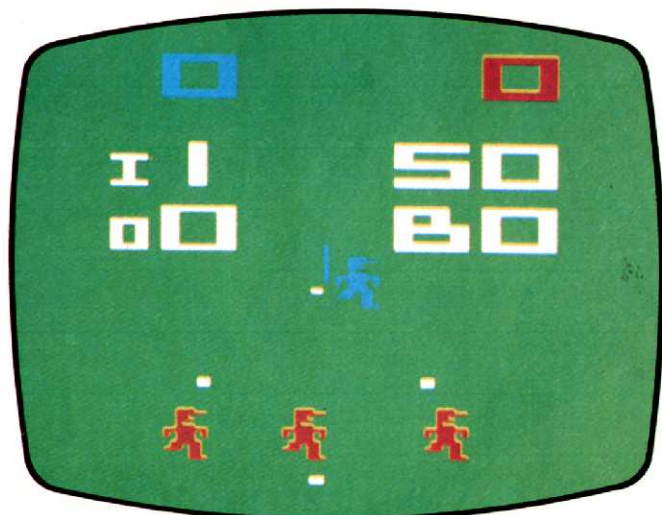
Apart from a few minor rough spots, *Major League Baseball* contains few defects. The only limitation of any significance is that the cartridge requires two human managers, since the program itself can't manage one of the sides.

Major League All Star Baseball eliminates this drawback by allowing for solitaire play. No longer must an avid baseball gamer hunt up a patsy in order to play the Intellivision rendition of the national pastime. The cartridge, expected during the second half of 1983, promises to include other refinements, which should only go to make this revamped program even greater.

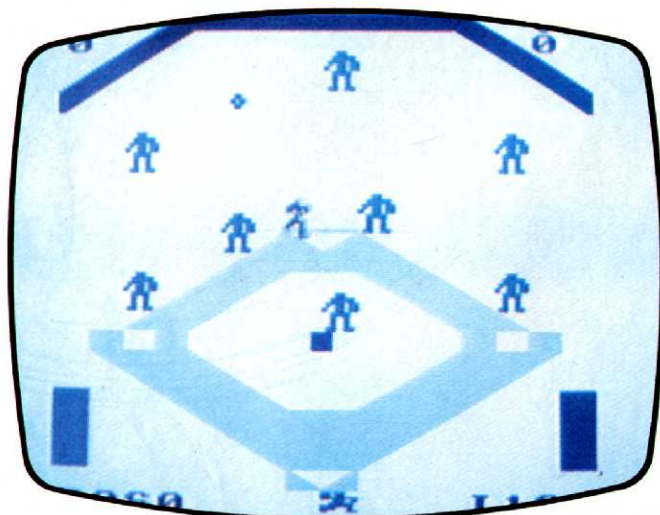
Another new Mattel baseball cartridge, this one designed for use with its Entertainment Computer System, is **World Series Baseball**. Rather than providing a straight overhead visualization of the action, this program shows the field as a camera in the pressbox would catch it. The display can pan across the entire diamond, and it's even possible to keep an eye on a base runner with a split screen arrangement.

World Series Baseball is noteworthy for another reason; it's the first statistical replay game designed for any videogame system. You can program in batting and pitching records of actual past and present players, and then find out how Steve Carlton would do against the 1927 Yankees' "Murderers Row" of sluggers.

Atari's baseball story is more like one of those old Charles Atlas ads than the athletic exploits of such as Frank Merriwell, who starred in innumerable



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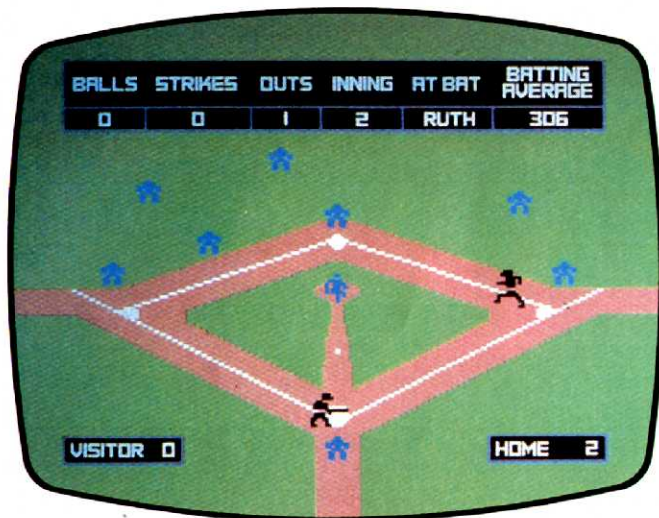
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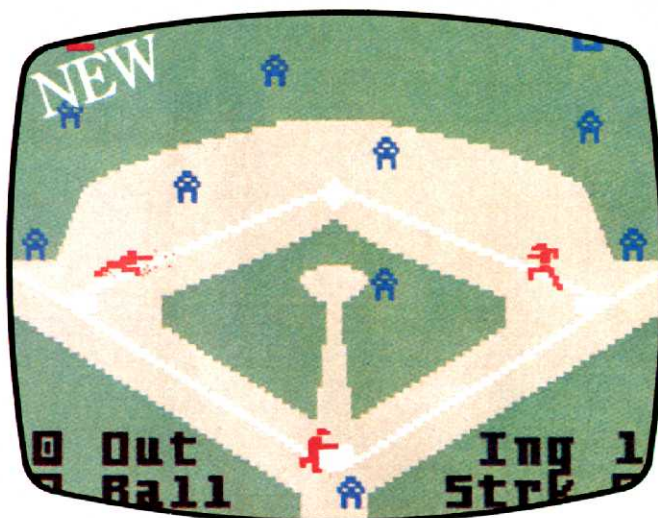
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COLECOVISION HEAD-TO-HEAD BASEBALL



MAJOR LEAGUE ALL-STAR BASEBALL

boys' books during the early part of this century. Like the shrimp in the advertisement, Atari spent several uncomfortable years during which people kicked sand in its corporate face over a little item called **Home Run**. This one- or two-player arcade-style baseball cartridge just didn't pack enough diamond punch for many arcading fanatics.

Well, a more muscular design team has done something that should silence most critics. They have produced **RealSports Baseball** for the 2600. To say the least, this finely detailed program is everything *Home Run* was not—intricate, enjoyable and challenging. A lot of thought has gone into giving this game significant hitting, fielding, pitching and base running phases while still providing decent graphics within the system's 4K memory limit.

The hitting is particularly well-conceived. While holding down the action button, the player at bat flicks the joystick to determine the type of swing the batter will take. Pushing it straight up orders a bunt, moving it diagonally forward or to the left or right gets a grounder in the appropriate direction, and pulling the stick toward you or diagonally back to the left or right results in a fly ball.

When it's your team's turn to pitch, the manager can select from several different types of throws utilizing a simple procedure. You can throw a fast ball, a sinking or rising curve or an intentional ball.

Thanks to *RealSports Baseball*, 2600 owners finally have a baseball game they can love. And best of all, it is, like the ill-fated *Home Run*, playable solo as well as head-to-head.

THE SUMMER GAME GOES ELECTRONIC

A Season of Video and Computer Baseball Games

Actually, Atari isn't the only company wooing the hearts of baseball-loving 2600 owners. Mattel's first batch of M-Network titles included **Super Challenge Baseball**.

This cartridge sacrifices realism in one key area—there are only eight fielders visible—but compensates by providing a finely detailed simulation of baseball play-action. In many ways, it resembles Mattel's superb *Major League Baseball*, adapted beautifully to fit the 2600. As in the actual sport, pitching and fielding are the major components of *Super Challenge Baseball*. The hurler picks the speed of the pitch by pulling the stick toward 6:00 (slow) or pushing it toward 12:00 (fast). While the horsehide is heading to the plate, the arcader can alter its flight path by waggling the joystick to the left or right.

The batter can also preselect the speed of his swing before the pitcher lets fly. After that, the direction in which the ball travels depends on how late or early the hitter swings. The fielding control scheme, loosely based on the one used in Mattel's current Intellivision baseball program, can cause problems for some players. It's easy enough to remember that pushing the stick to the right puts you in control of the first baseman, but recalling that it must be pushed to the right *twice* to activate the right fielder won't come naturally to most. It is,

however, the kind of thing most home arcaders will be able to learn reasonably well after some practice.

Baseball for the Odyssey² by Odyssey is sort of a cross between regular baseball and stickball. The stress is on the pitching and hitting phases, with fielding handled in a somewhat abstract and streamlined fashion. All fly balls are automatic outs, while the ball must beat the batter to first base on a grounder.

The company has recently previewed a new edition of *Baseball* designed for the forthcoming Odyssey³ system. It's pretty much the same two-player simulation Odyssey fans have enjoyed for years, but the capabilities of the O³ permit much better graphics. Since that was always the weakest aspect of the original game, hardball should be better than ever in Odyssey-land.

Gamers who own a ColecoVision can expect quite a treat when **Super Action Baseball** (watch for further title changes) makes its debut along with the Super Action joystick/trigger controller. Although the main display focuses on the confrontation between hitter and hurler, happenings around each base are visible in the three "window" secondary displays arrayed across the top third of the screen.

It's difficult to say much about a program that is still getting its rough edges trimmed, but one thing on which you *can* bet the farm is that *Super Action Baseball* will be a graphics masterpiece. The animation of both the pitcher and the batter are cartoon quality, and it is set to include such other flourishes as a shadow to help the defensive manager position the fielders when the ball is hit.

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COMPUTER BASEBALL SIMULATIONS

Computer Baseball, from Strategic Simulations for the Apple II, is a statistical replay baseball program that still rates as the class of the league. As it comes from the manufacturer, *Computer Baseball* features the rosters of the teams that participated in the 13 greatest match-ups in World Series history. Update disks covering the 1980 and 1981 baseball seasons are available from SSI. For \$60, CB Enterprises (58A St. Lo Road, Fort Lee, VA, 23801) will sell you a five-disk set containing 305 computer baseball teams. These disks contain every pennant and division winner from 1900 to 1979 as well as such interesting clubs as the 1962 Mets and the 1941 Red Sox.

Each manager creates a line-up from the team's full roster as shown on the screen. As the skipper, you'll have to take account of things such as: how tired your proposed starting pitcher might be (based on how recently he last toiled), running speed and fielding ability.

Computer Baseball is probably most enjoyable when played head-to-head with two human managers, but the program's robot field general, "Casey", will only outrage your strategic sensibilities from time to time. Even though manual dexterity isn't a factor, don't worry about having enough to do. On both offense and defense, there's plenty to do. For instance, this is the only stat replay baseball game, electronic or non-electronic, that requires a relief pitcher to warm up before entering the game. This adds a highly realistic feel to handling the pitching, since the manager can't just shuttle hurlers in and

THE SUMMER GAME GOES ELECTRONIC

A Season of Video and Computer Baseball Games

out of the game with no advance thought or planning.

Computer Baseball is only available for the Apple II currently. Hopefully, SSI will heed the pleas of Atari and Commodore 64 owners and produce editions of this 1982 Arcade Award winner for those systems as well.

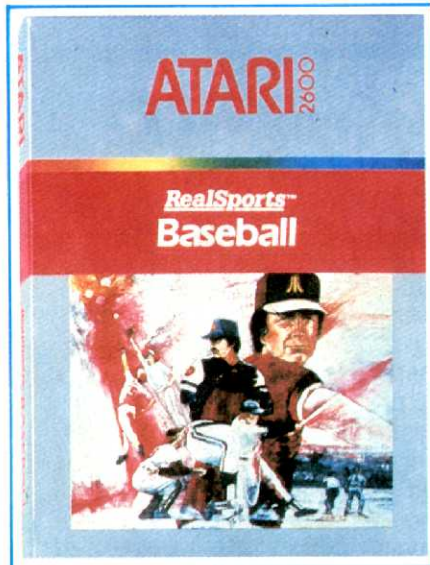
Avalon Hill's **Major League Baseball**, previously available only for the

will soon be revised and re-published for several of the popular systems. Avalon Hill has lots of sports game know-how, so this should be an important event on the baseball gaming calendar.

And speaking of baseball game know-how, APBA (the firm that practically invented stat replay games) is now mulling the possibility of invading the computer field with an electronic version of its hugely successful tabletop non-electronic baseball simulation. No concrete details yet, but you can expect the Lancaster, PA game-maker to pull out all the stops if this project gets the green light.


Atari computer owners haven't been forgotten, either. Gamestar, which has already given us **Baja Buggies** and **Starbowl Football** intends to produce a baseball title in the near future. It is expected to be a 16K program, so those who own standard-issue Atari 400 machines won't be left out in the cold. According to Gamestar's president, Scott Orr, the as-yet-untitled game will be an arcade-style action presentation. If it's going to be as good as the publisher's first pair of entries, it ought to be a prize rookie later in 1983.

So the next time your favorite teams are rained out of a Sunday doubleheader, don't despair. There's authentic baseball action as close as the nearest home arcade machine.



REALSPORTS BASEBALL

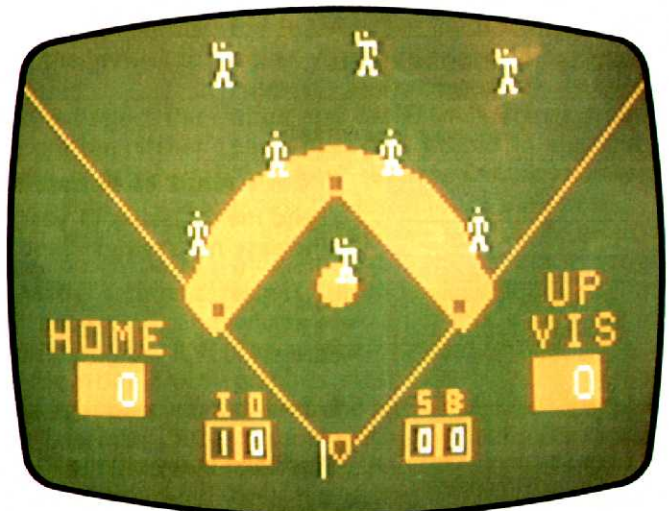
SPORTS FANS!

Soon lovers of electronic sports games will have a column of their own in **EG**. Watch for the debut of "The Electronic Pressbox" later this year. Your coach will be reknowned computerist Leigh Goldstein. 

TRS-80 has been yanked from the market. That's the bad news. The good news is that this statistical replay program, enhanced with better graphics and other attractive features,



MAJOR LEAGUE BASEBALL

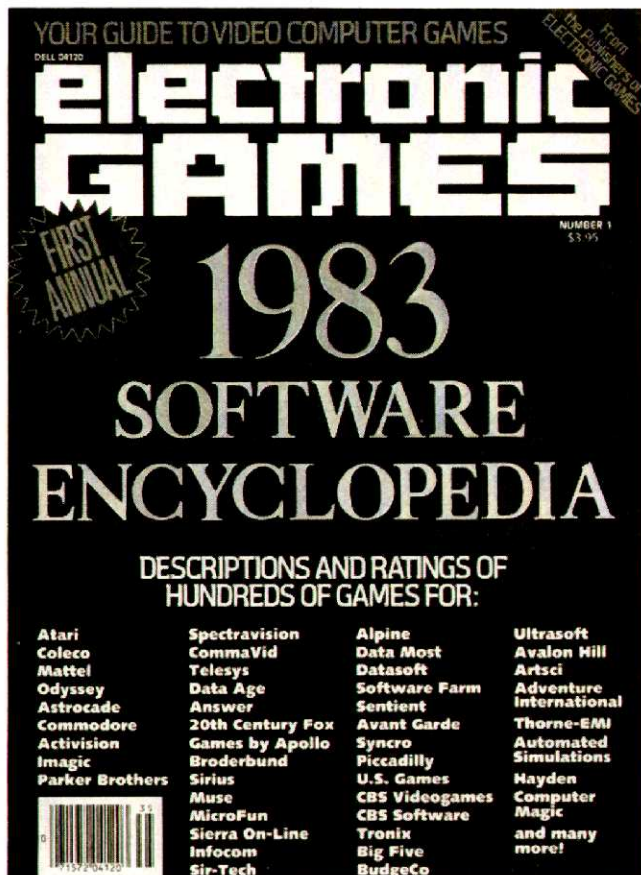


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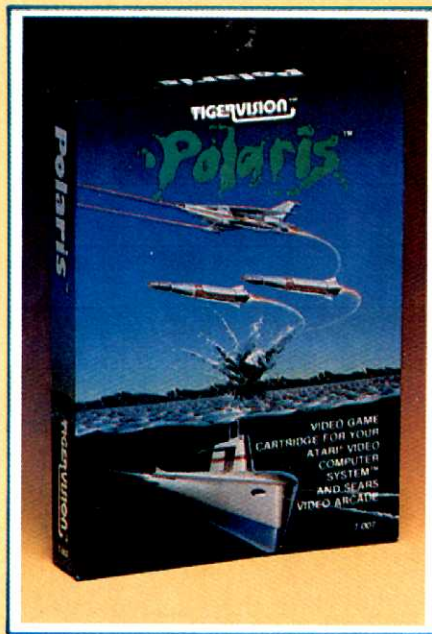
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and progresses down the screen toward the player's position. If the player hits a body segment with a blast from the wand, it turns into a mushroom and the section immediately behind it transforms into a new head. The insect disappears briefly when every segment is destroyed, but then starts a new journey down the playfield. The centipedes attack in waves, each featuring more head and fewer body segments than the one which preceded it.

Eliminating a mushroom — which takes three hits — scores fewer points than leaving it on-screen until the end of the round when the program counts up the bonus points. Every mushroom still on the field at that point is worth five points, versus one point each for those which the player has uprooted.

So why shoot a mushroom? The reason is simple; it's the mushrooms that determine the path the centipede takes. The insect moves along horizontally until it runs into a mushroom, then drops down one row. If you can get the mushrooms arranged just right



POLARIX

on the screen, it will guide the centipede into positions in which it is vulnerable to your wand fire.

The spider is essentially a nuisance. It hops across the screen devouring mushrooms and menacing the wand. The closer the arachnid is to the wand when you blast it, the more points it is worth. The flea drops straight down

from the top of the screen after the playfield becomes too cleared of mushrooms, creating new ones as it falls. The scorpion makes its debut after the arcader dispatches three *Centipede* screens. It runs across the field, poisoning all the mushrooms. If it's hit before it completes a whole row, however, the spell of the poison is broken and it ceases to have effect.

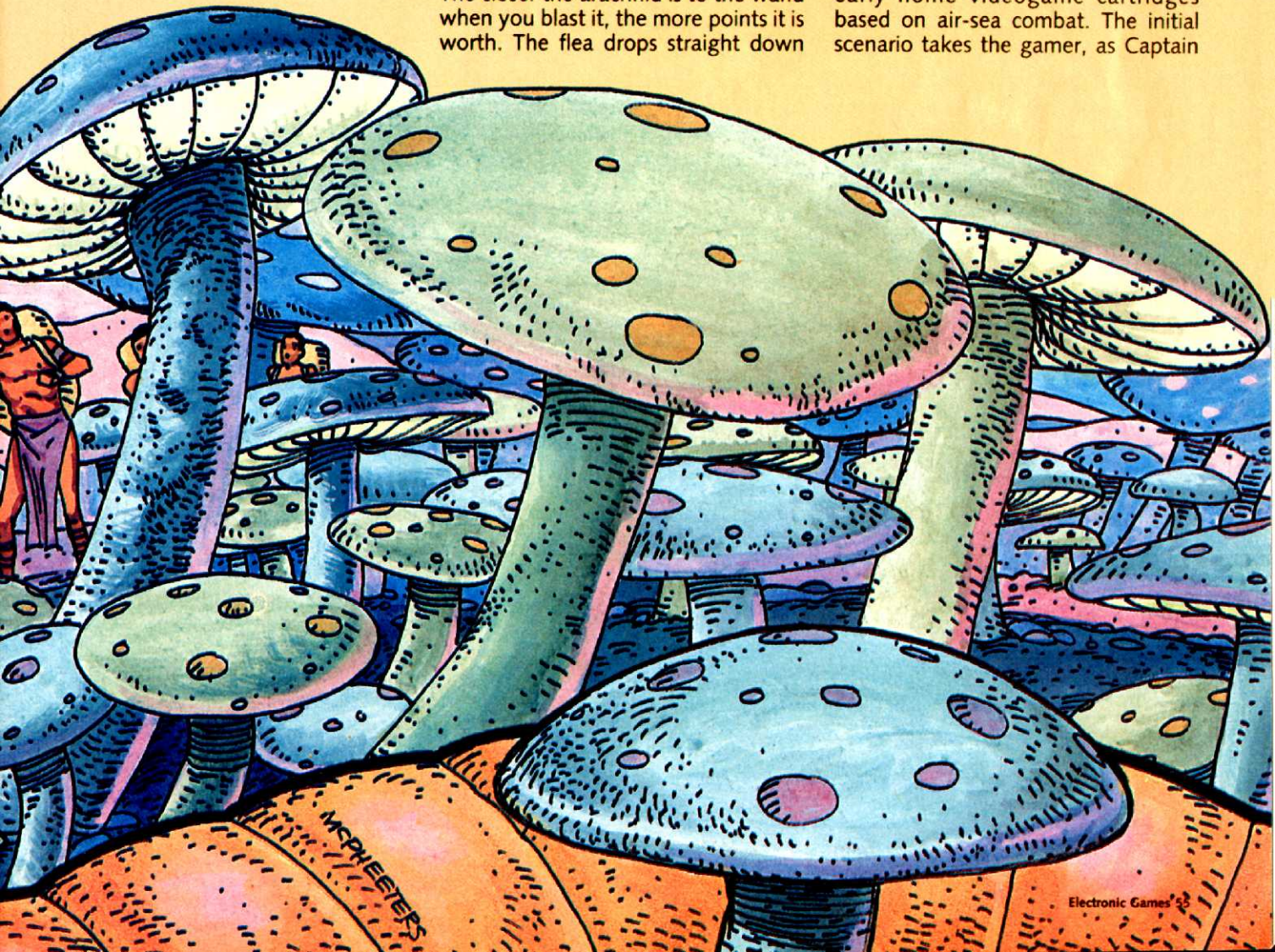
What do you get when you take most of the cute out of a cute game? If the game in question is *Centipede*, the answer is that you get a rip-snorting action shoot that belongs in every 2600 owner's software collection.

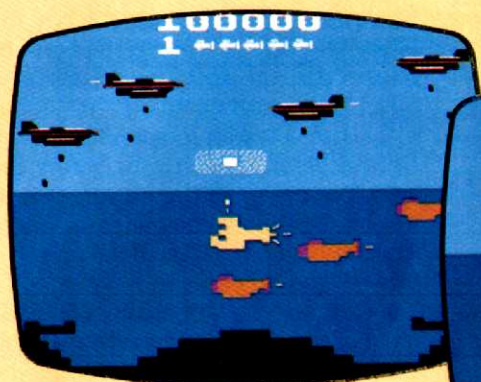
POLARIX

Tigervision/Atari 2600

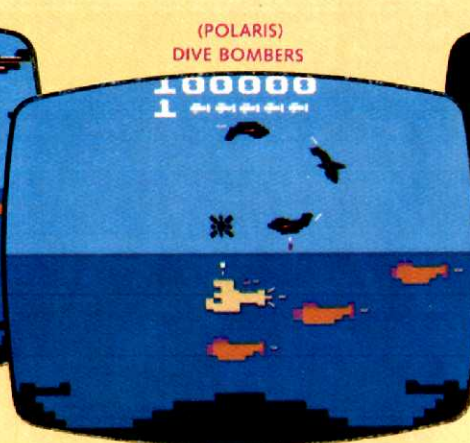
Okay, let's see some hands on this one: How many of you remember the Taito coin-op *Polarix*? A classic arcade action contest that dates back some five years, it still turns up in small arcades and candy stores around the country today. Now, at long last, Tigervision has produced a first-rate home version of this coin-op staple.

Polarix inspired virtually all of the early home videogame cartridges based on air-sea combat. The initial scenario takes the gamer, as Captain





HIGH ALTITUDE BOMBERS



(POLARIS)
DIVE BOMBERS



UNDERWATER MINE FIELD



of the atomic submarine "Polaris", on a jaunt into heavily-patrolled enemy seas. Hostile submarines prowl beneath the waves while high-altitude bombers drop depth charges from above.

The Polaris, of course, is hardly defenseless. Vertically launched missiles can take down a plane, while horizontally-fired torpedoes are more than adequate for dealing with hostile subs. It's even possible to draw a bomber's attention, then dart beneath an enemy submarine, letting your foes destroy one another.

The second rack poses a similar challenge, but adds an additional wrinkle. The planes execute dive bombing runs, arcing downward in deadly loop-de-loops until they are practically kissing the surface of the water.

The third screen offers the most challenging mission. The playfield shifts to an overview. Players must now navigate the Polaris through a labyrinth of undersea caves bristling with drifting subsea mines.

Tactically, *Polaris* is the sort of open-ended contest that allows for an encyclopedia of strategies. Some players like to lurk near the surface during the first two racks, in hopes of getting a better shot at the overhead bombers, while others hang low in the water in hopes of the enemy taking out its own submarines.

True, the game play is a trifle dated, but the graphics are fine, the sound

effects excellent, and as a straight-out arcade combat blast-'em-up, *Polaris* merits near classic status.

SPACE FURY

Coleco/ColecoVision

When Sega's *Space Fury* first burst on the arcade scene, it created a flurry of excitement as one of the first talking videogames. With two bits sitting comfortably in its belly, a cyclopien space villain shimmered into view, a nasty smirk on his oversized head. "Ah," he intoned with obvious relish, "a creature for my amusement!"

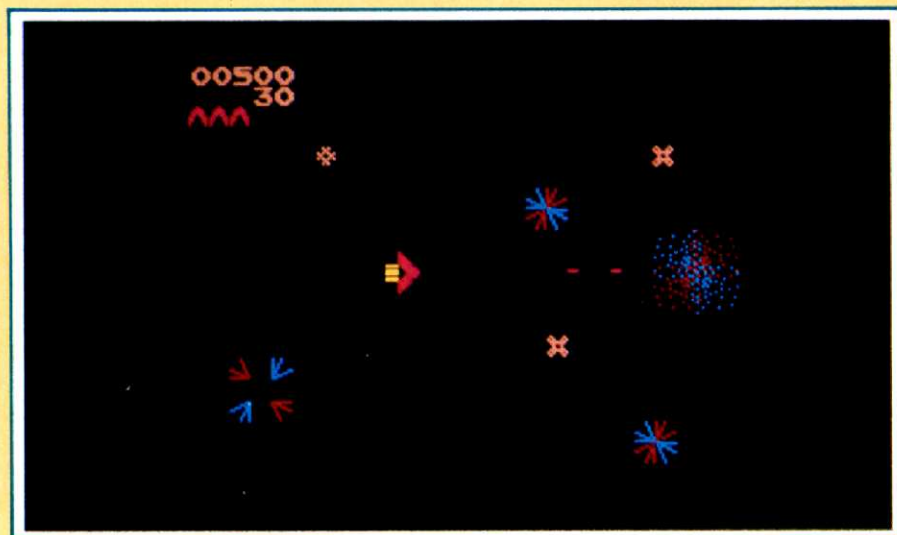
The alien from *Space Fury* quickly became a favorite among arcaders, who especially enjoyed his closing commentary on their technique. De-

pending upon the player's score, the alien rated you as anything from a poor to an outstanding opponent.

The game itself, however, was largely a technological marvel. It introduced color vector graphics as well as speech. The action, unfortunately, was a rather tired *Asteroids* take-off with bonus docking sequences added between waves for variety.

ColecoVision's home version makes for an interesting disappointment. The graphics are superb, even more spectacular in raster than the original's vector graphics (demonstrating rather pointedly why there are so few new vector coin-ops). The chatty space gladiator, however, is either captioned with moving lips or I'm going deaf. The ColecoVision does provide excellent musical accompaniment, but the unspoken challenge carries none of the bravado that made the original such a hoot.

The left trigger activates the ship's thrust while the one on the right fires the laser cannon(s). Initially, a front-mounted cannon fires single bursts,



SPACE FURY (COLECOVISION)

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PROGRAMMABLE PARADE

but work your way past the opening wave and the ship moves into a bonus zone. The gamer's ship appears at the center of the playfield, flanked by a pair of auxiliary cannons with a third

bonus weapon directly overhead. These guns are shaped like open pincers and the object is to fly the ship directly North, East or West into their waiting arms.

Once docked, each of these three cannons possess some form of technological magic. One fires tri-directionally, another launches double-barreled blasts and the third uses a criss-cross pattern. The final docking is permanent, so save your favorite cannons for last.

Unfortunately, this bonus element gives *Space Fury* problems. For one thing, it actually takes work to avoid capturing these cannons. Since the gamer need only fly straight up, left or right, the challenge is hardly a demanding process. More significantly, this element makes *Space Fury* a true freak among videogames

— it actually gets easier the longer you play! Once the ship navigates the first rock, the game becomes a tiresome cake walk.

PLAQUE ATTACK

Activision/Atari 2600

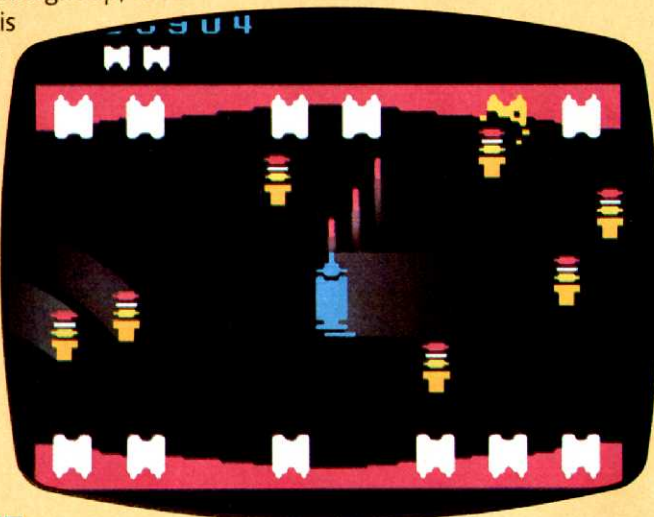
Gamers who have never had the opportunity to see Steve Cartwright in person must imagine him as a veritable Haystacks Calhoun of videogame programming. After all, first Steve immortalized a gallery of junk food fa-

vorites in *Megamania*, the sad saga of a space pilot's post-pizza nightmares. Now we have *Plaque Attack*, a sort of *Missile Command* with sugar instead of smart bombs.

Is this man obsessed with food?

Well, you'd never know it to look at him. A thin, handsome young man, Cartwright seems a most unlikely apostle of videogame gluttony, but he has put more food on TV screens in the past six months than Julia Child.

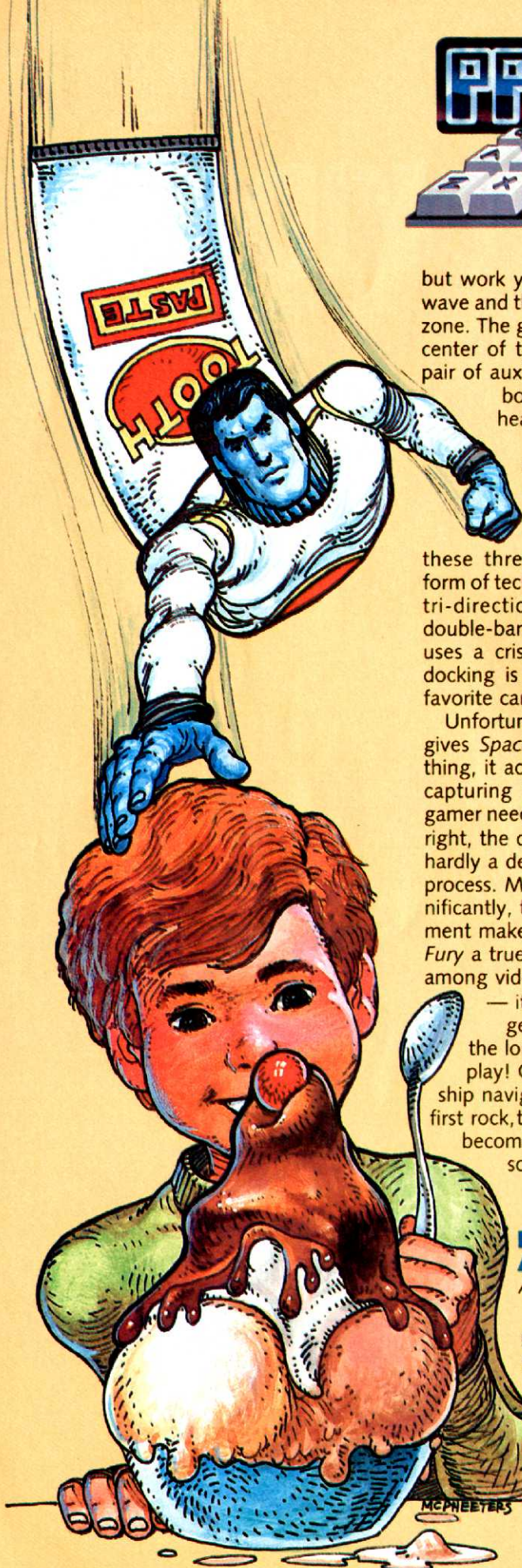
Plaque Attack features a playfield that looks like an open mouth with sets of upper and lower teeth occupying the top and bottom of the screen. The player must protect these choppers from the assault waves of sucrose, fructose and other assorted plaque-builders. Armed with a trusty tube of toothpaste, the gamer maneuvers an omni-directional tooth cleanser to shoot down the battalions of burgers,

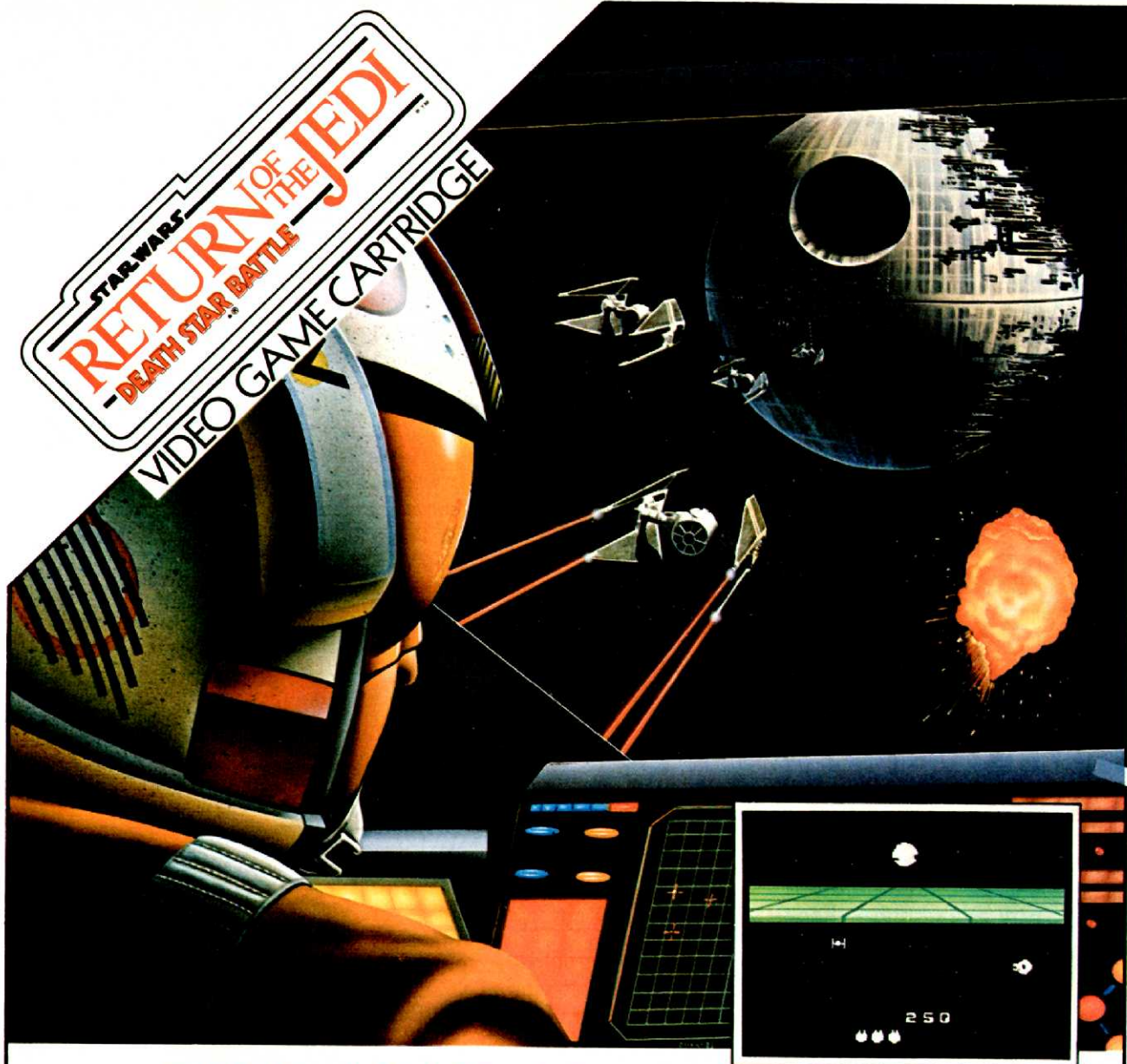


PLAQUE ATTACK (2600)

french fries, cherries, candy canes and company attacking your toofies.

Each time a bit of food makes contact with a tooth, it slightly yellows the enamel coating, indicating a dangerous plaque build-up. After a few passes, the teeth start to fall like leaves in October. The player can earn bonus teeth by getting a high score, but once that last molar bites the dust, this game is over.



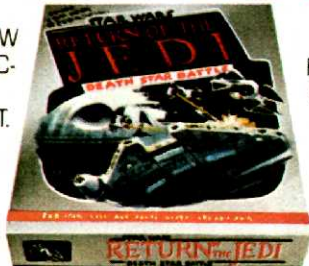


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PROGRAMMABLE PARADE

Plaque Attack, while strictly a "cute" game, could be described more aptly as "adorable". The graphics are crystal clear, bravura renditions of junk food on the march, attacking in groups of three while the gamer whirls the toothpaste around the playfield. As each wave is completed, the tube rolls up and is reborn with a full supply of white paste.

There's one problem with *Plaque Attack* — it isn't much fun to play. Sure, the first few rounds will have gamers rolling on the floor. But once the graphic novelty wears off, there are none of the compulsive play mechanics found in, say, *Megamania*. The extraordinary graphics seem to be the whole point, rather than an enhancement. The toothpaste is also rather awkward to manipulate. It does, however, play much more cleanly with a trackball controller than a joystick.

Plaque Attack is very much like a pop song with an irresistible "hook" that knocks out the listener the first five times around, but sounds tired by the sixth. Still, you'll never see a better bag of french fries on the 2600!

FLASH GORDON

Fox Video Games/Atari 2600

Whenever there's a crying need for help in the world of tomorrow, folks can count on that knight of the spacelanes, Flash Gordon, to arrive in the nick of time to lend a hand. The first home arcade game to be based on that famous hero from comic books, newspaper strips, movies, television and radio, finds Flash facing a serious situation, indeed.

The problem in this one-player, two-display contest is that many spacemen enter the maze-like streets of Spider City, but none ever return! The gamer employs the joystick to move Flash Gordon through the streets of the alien metropolis on a mission to rescue any survivors while destroying enemy warriors.

Flash Gordon is the first 2600-compatible cartridge that truly integrates the action taking place on two

different displays that are visible on the screen simultaneously. The upper half of the screen shows a close-up of Flash Gordon's rocket ship and the area immediately surrounding it. The lower portion represents an overhead view of the streets of Spider City.

The city display indicates the current position of the rocket ship as well as the locations of disrupters and hatching pods. The disrupters, shown on the map as crosses, must be watched very carefully. If Gordon's craft blunders into one, it is necessary to avoid a lot of space debris that starts flying around the screen. Shooting a disrupter's generator will aid the player in escaping by temporarily freezing the disrupter.

The close-up view near the top is particularly useful for carrying out the mission's tactical moves. After moving through the city using the map, the player should concentrate on the upper playfield when it comes time to pick up a surviving spaceman — or pick a fight with an alien patrol vessel.

Apart from saving the spacemen, Flash's main goal is to eliminate the warriors of Spider City. This is a somewhat complicated procedure. First, the player must guide the ship so that it touches a hatching pod. This activates the pod, causing it to release a batch of warriors. You must shoot as many of these as possible, before they can



FLASH GORDON (VCS)



escape off one of the edges of the display. Shooting at least five warriors from a single hatching powers your shield for a brief period of time. A simple graphic change in the appearance of Gordon's rocket indicates that the shield is functioning. When the shield is on, you can run into any enemy to destroy it. A couple of beeps warn when the shield power is nearly used up.

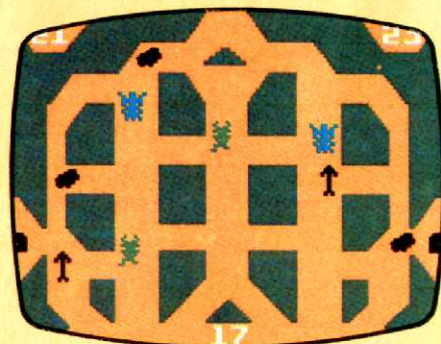
David Lubar's graphics are serviceable, but it is hard to work much personality or atmosphere into on-screen characters in games that must be produced within the 2600's graphics and memory limitations. Nonetheless, the entertaining play-action, with the constant need to switch attention back and forth between two different displays, more than makes up for any drabness in the visuals.

SHARP SHOT

Mattel/Intellivision

Since its introduction, the Intellivision has been criticized by many gamers as being an overly sophisticated system. Particularly, younger players have been frustrated by complicated instructions and keypad input.


Sharp Shot is a laudable attempt on Mattel's part to produce a quartet of



SHARP SHOT

stripped-down versions of more sophisticated game concepts.

Football turns the gridiron sport into a pass-and-catch contest. The space game is the tactical sequence from **Space Battle**; a combat competition pits subs against battleships and a maze-chase has gamers firing arrows at slow moving targets within a labyrinth. Puree' of videogame, anyone?

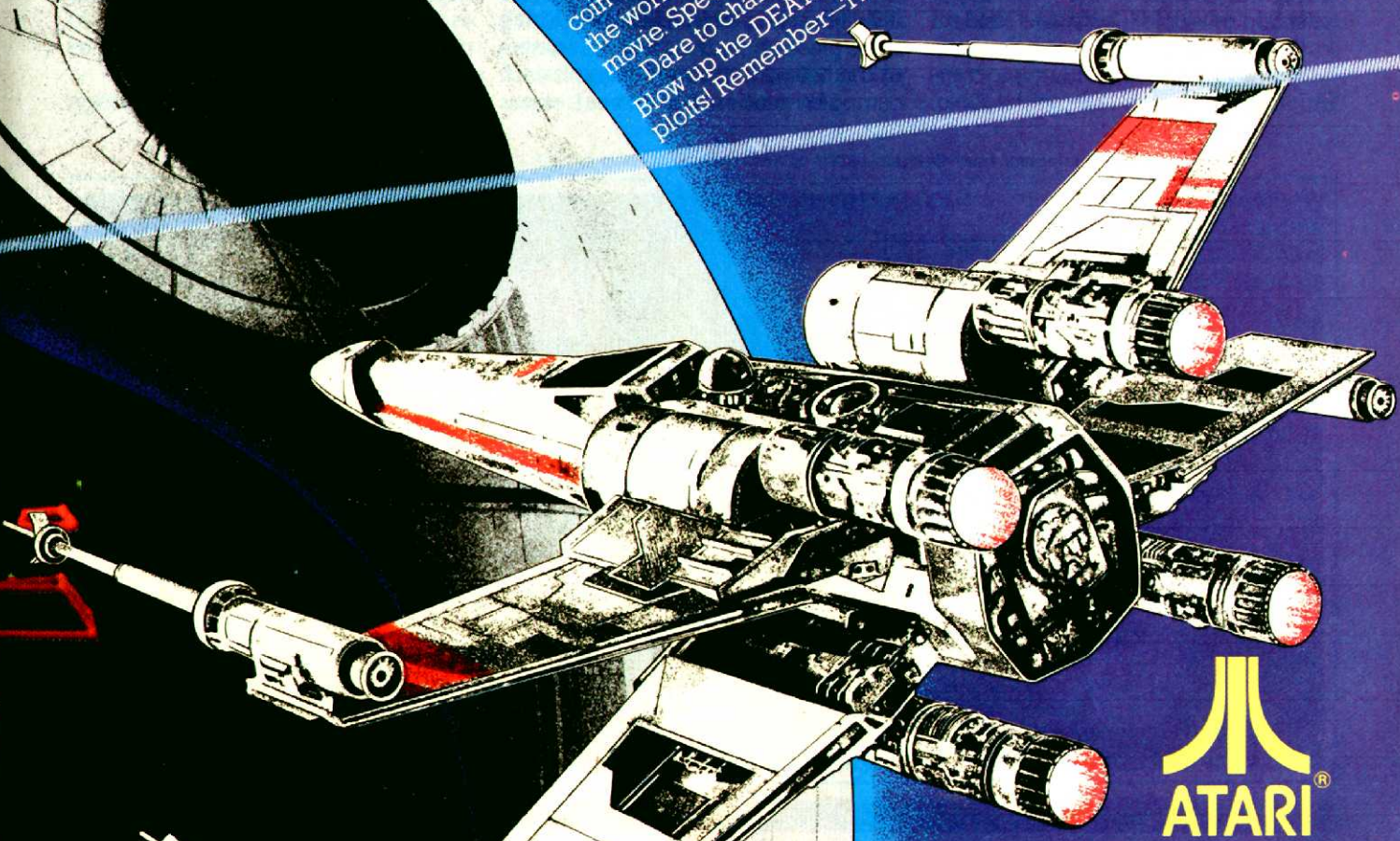
Sharp Shot has its heart in the right place, but makes the occasional mistake of confusing simplicity with simple-mindedness. Still, this should serve as an interesting primer in the manipulation of controller/keypads. 



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HOME ARCADING STEPS OUT

High Tech, Inc. is as good as its name when it comes to providing coin-op entertainment to patrons of its Muncie, IN arcade. In fact, people who think home arcading and the commercial amusement centers are light-years apart will get a jolt from visiting this video wonderland, where four Apple II machines vacuum up the loose change just like more conventional pay-for-play machines.

High Tech's novel approach to electronic gaming is called the "Micro Coin System". It utilizes four Apple II terminals equipped with coin boxes to sell computer time, which can be used for playing games or a host of somewhat more serious applications.

After inserting an arcade token, the customer gets a menu, listing the available choices. The system is so user-friendly that even those who've never monkeyed around with a computer can connect with the super selection of Apple II software resident in the system.

High Tech chose a bus-type communications system for Micro Coin.

Muncie Arcade Installs Apples for Gaming

By RICK TEVERBAUGH

Utilizing one computer as the controller for the whole system allows each computer station to access the hard disk library directly, yet everything takes place under the strict supervision of the network controller. It polls each computer station for current status

and any system requirements the user might require. Communication between the network controller and each computer station is handled by the master control program and firm-ware in each computer station's access control card.

The system hardware consists of an Amdek Color I 13-in. monitor; an Apple II Plus, 48K, 3.3 DOS microcomputer; Apple II floppy disk drive; Corvus Constellation network; Corvus multiplexer and mirror restore devices; custom computer console and carrel; Epson MX-80F/T dot matrix printer; network control software; network access control card and Panasonic video cassette recorder.

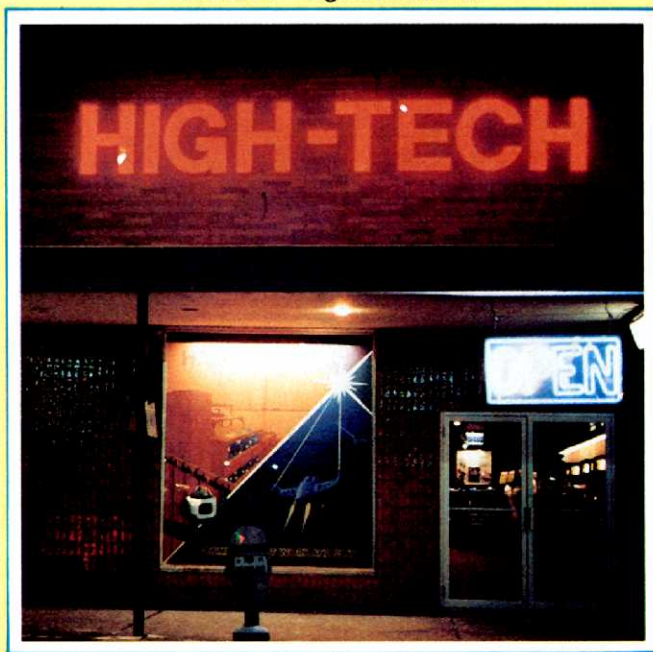
The Micro Coin computer station consists of a carrel containing two consoles with a partition separating the users. Designers took human factors into account with respect to keyboard and joystick height, as well as paddle and monitor positioning to make the gamer's experience as pleasant as possible.

The programs offered on the system

Special equipment from Corvus



The latest — high tech arcades!



are licensed from software manufacturers across the country. By using a royalty payment plan, based on a percentage of gross revenues, there is incentive for the companies to cooperate in this effort. It may also turn into a good testing ground for current or prospective game releases.

"We think our customers are a good cross section of current computer owners or prospective computer buyers," says High-Tech president, Samuel M. Roberts. "We think this is an excellent opportunity to get direct feedback from gamers on the quality and playability of their products."

Right now, though the project is still in its infancy, there are licensing agreements with Avant-Garde, Broderbund, Advanced Operating Systems, Soft Images, Ranco and Penguin. High Tech has contacted other companies which will soon be joining the program.

Along with the possibility of gaining revenue from the licensing agreement, High Tech has also set up a sales unit within the store where computer owners, upon trying a title, can buy it right in the store's location. Thus, the coin-op computer can provide gamers with an inexpensive "try-before-you-buy" option not often available at other

traditional retail outlets.

This setup isn't exciting just for people in the Muncie area. High Tech will soon have the system available for other arcades to purchase as well. In addition, High Tech plans to extend its chain of outlets throughout the Midwest.

High Tech isn't just for computer game fans, though. The arcade boasts most of the latest stand-up machines for the accomplished coin-opper.


"Right now, adventure games seem to be the hottest ticket for our computer customers," notes Roberts. "Our next addition will allow the customer to save a character in one of these adventures so that if he runs out of time and his character is still alive, he can save it on a separate disk to use upon his next visit to the store."

"One guy came in here the other day and had a very detailed map he had made up for **Race for Midnight** (Avant-Garde). It must have taken him several trips to make up the map, because he had each room drawn in detail.

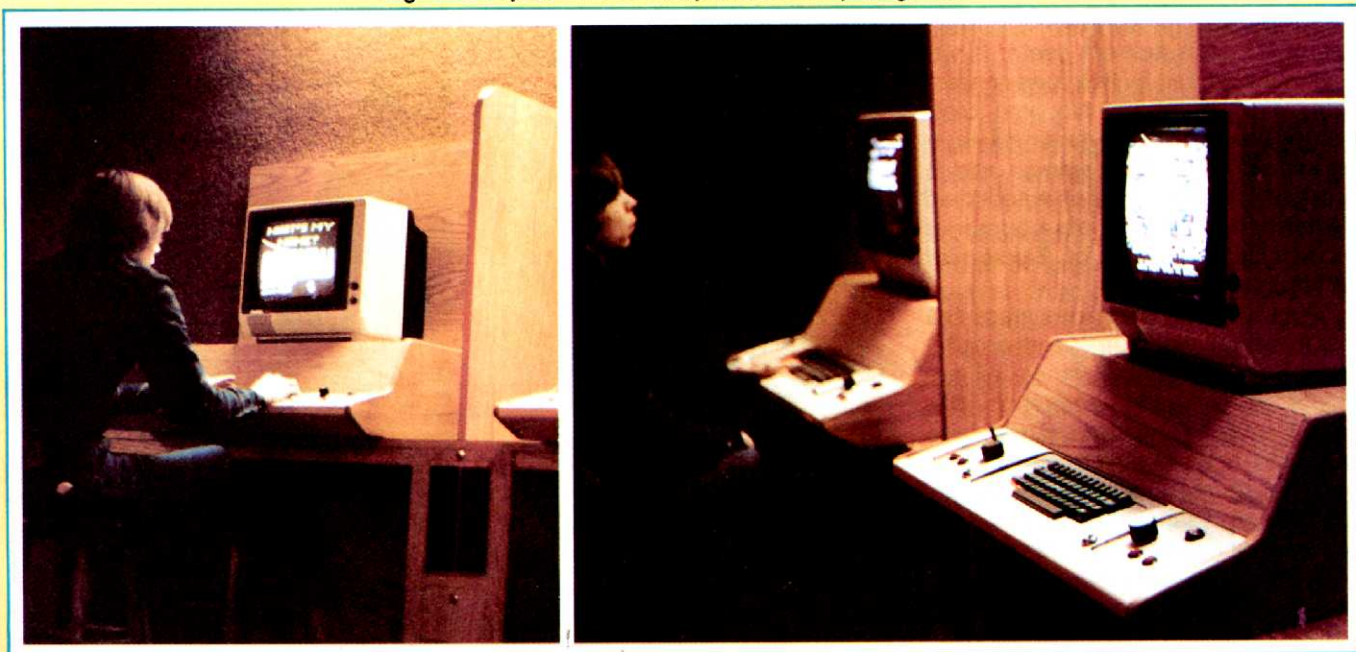
"Other popular games have been **Transylvania**, **Lazer Maze** and **Hi-Res Computer Golf**," says Roberts. "We haven't even had our grand opening yet and sometimes we have customers

actually waiting for one of the terminals to become free. We see a time in the future when possibly half of this store will be taken up with just such a system. Graphically, it will probably never replace the stand-up arcade games, but then that's all right too. We think this system and maybe others like it will help usher in a boom of recreational software that's on the horizon.

"We even see a time when we might buy rights directly from the software authors. Or even a time when we might create our own games with something like "The Arcade Machine", or possibly even have our customers creating games that way. We don't see many limits right now as to which direction this will go. What we need now is for more people to become aware of who we are and what we're doing.

"Every week I'm getting in touch with more of the software companies. Some have even sent people here to see the operation and then had us send them a contract. We just want the people putting out these great games to see the potential and then become as excited about the concept as we and our customers are right now," concluded Roberts. 

High Tech's special interior set-up caters to computer gamers



ARCADE

Donkey Kong Meets the Valley Girls

By DAVID LUSTIG

They're, like, awesome and totally tubular. They're the Valley Girls, made famous in Moon Zappa's latest "Valley Girl" hit song.

And when a Valley Girl wants to get in a few rounds of **Subroc** or **Joust**, the odds are strong that she'll head for the Sherman Oaks, CA Galleria mall. That's where, seven days a week, she'll find 3,350 square feet of captivating coin-ops.

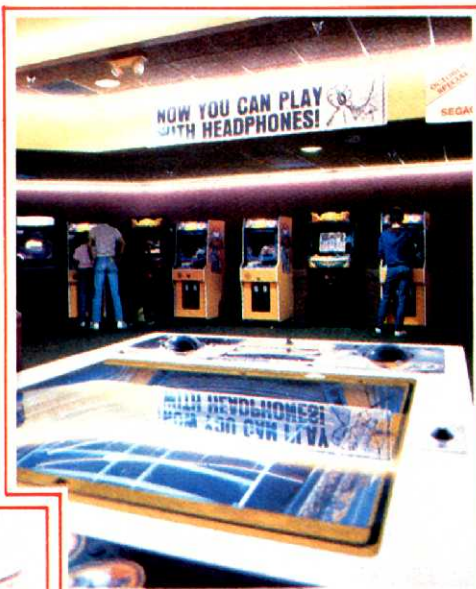
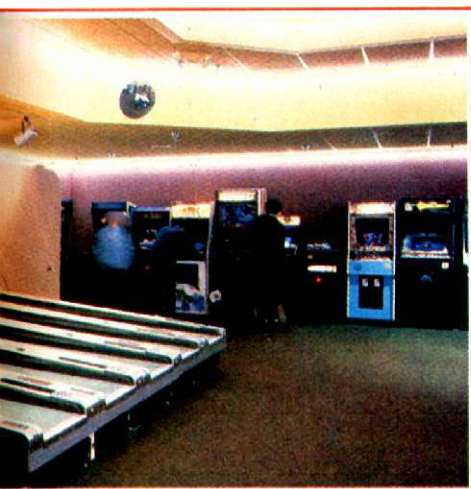
The Sega Center is located on the top floor of the tri-level shopping center. The amusement center is virtually surrounded by fast food concessions of every stripe. No, you can't bring any food into the gaming area — an increasingly more common rule in arcades these days — but what could be better than topping off a burger or burrito with a game of **Zaxxon** or **Centipede**?

Seventy-seven machines grace the inside of this medium-sized arcade. Except for five skiball lanes, all are videos. As an added attraction, this Sega Center has headsets available to plug into most machines for a more personal touch. A player can be surrounded by sound while blowing up asteroids or eating **Pac-Man** vitamins.

There's still another item, however, that makes this Sherman Oaks arcade a true winner; the attitude of its manager and employees. Boss Henry Verden believes courtesy and a friendly



AMERICA



attitude not only satisfies customers, but brings them back again and again; his employees echo his sentiments.

To enter this electronic fun house, patrons must follow certain rules. Besides the aforementioned ban on food and drink, smoking is not allowed and shirts and shoes are mandatory. And if you're supposed to be in school and you're still under 18, don't even consider crossing the line from the mall walking area to the arcade before 2 p.m.

Once inside, there's a treat awaiting players, whether novice or grizzled vet. Sure, practically the very same machines found almost everywhere circle the perimeter of the arcade, but in the center lies the real prize. It's the parlor's center ring where all of the new games are featured. When this Sega Center gets in a new machine (it is also a test center for new Sega-coin-op games), they want their customers to know — and with Sega being among the leaders in video fun, there's always something brewing.

The headsets have been an attraction since last summer. They've proven to be quite popular, insulating the player from the extraneous noises around him (or her) and letting the player concentrate on the one particular game. The nicest part is that the headsets are free; just leave a deposit or a driver's license and play away.

Manager Verden and employees, Gary Powers and Bruce Sinclair, currently feel that **Subroc 3D**, **Zaxxon**, **Tac Scan** and **Centipede** are the current big favorites among their customers. If a player needs help with them or any of the other games on the floor, the employees will be more than happy to offer score-building hints. Ⓞ

MGM/UA
WAGES

WAR

Can Anyone Win the Ultimate Videogame?

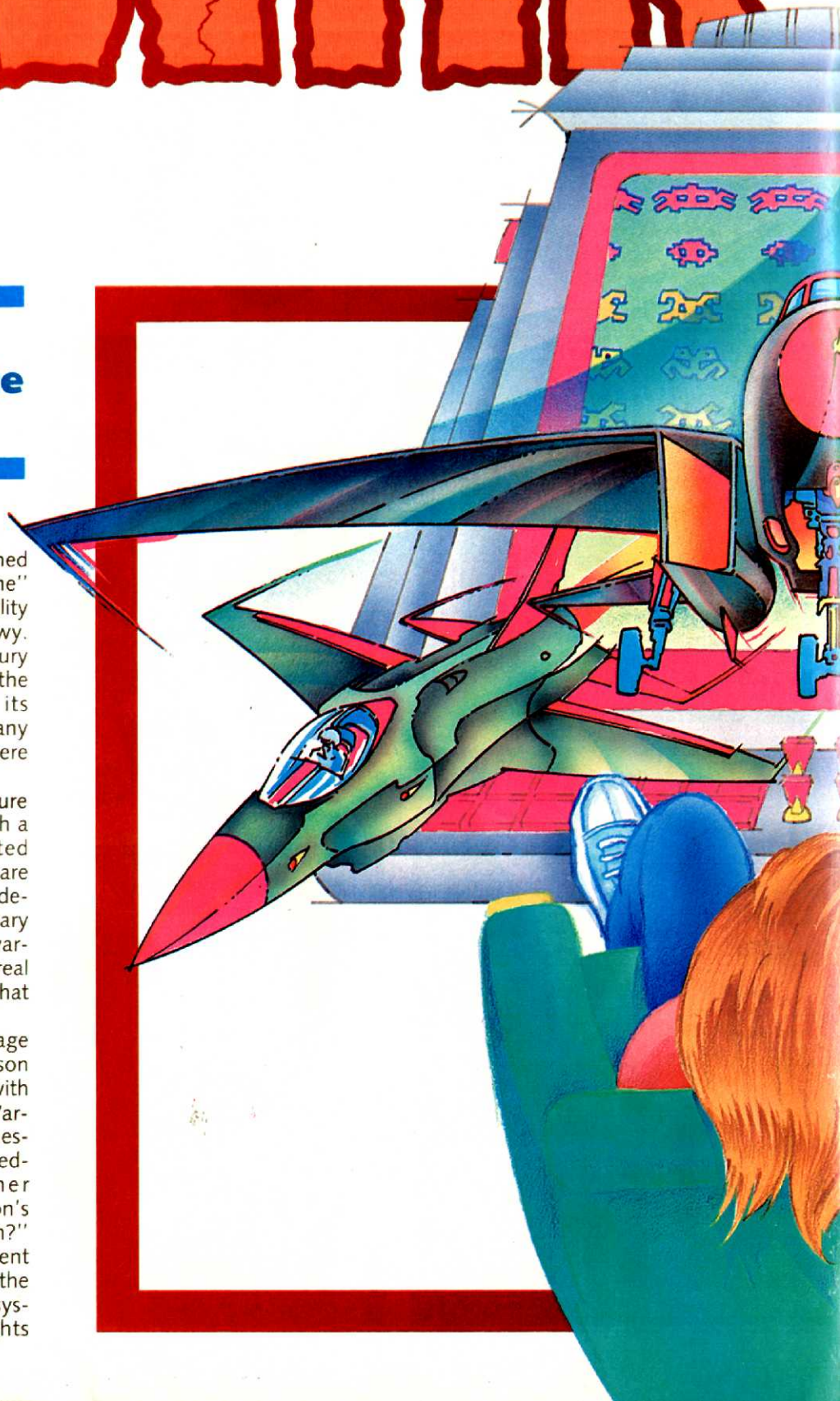
By LES PAUL ROBLEY

As anyone who has ever watched an episode of "Twilight Zone" knows, the distinction between reality and fantasy is sometimes shadowy. When Orson Welles and the Mercury Theater produced the "War of the Worlds" radio-play in 1938, its documentary style convinced many listeners that aliens from Mars were actually invading Earth.

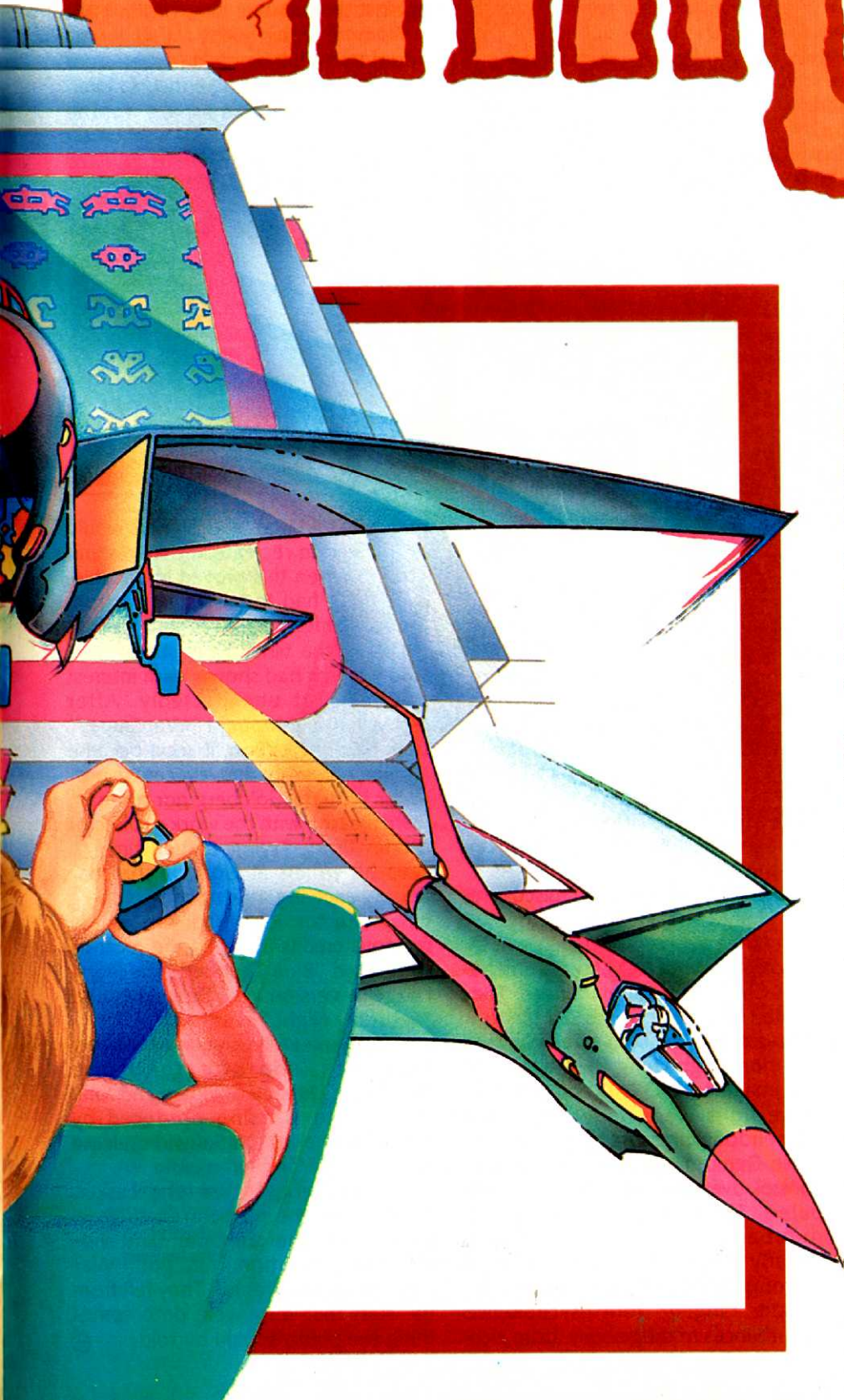
"WarGames", a major new feature from MGM/UA, concerns just such a gray area. In brief, sophisticated videogames and computer games are coming to resemble simulations developed for the United States military establishment to test theories of warfare and, perhaps, even fight a real conflict in the unfortunate event that the world goes over the brink.

The hero of the movie is a teenage computer hacker. That is, a person whose hobby is tinkering around with the universe of bits and bytes. "WarGames" asks the provocative question: "What would happen if a dyed-in-the-wool electronic gamer accidentally tapped into this nation's most secret communications system?"

In real life, the U.S. government currently owns what may well be the greatest videogame on Earth. The system endlessly fights and re-fights



GAMES



World War III scenarios in a ceaseless search for airtight defenses against any possible aggression from outside forces. The visual displays this system produces are remarkably similar to several popular coin-ops. The potential mix-up between an ordinary game and a top secret government project is the main theme of this upcoming release.

At first, novice screenwriters, Walter Parkes and Larry Lasker, sought official U.S. military opinion on the film's premise to see if it had any basis in fact. In the course of writing the screenplay, they ultimately learned more than they cared to know.

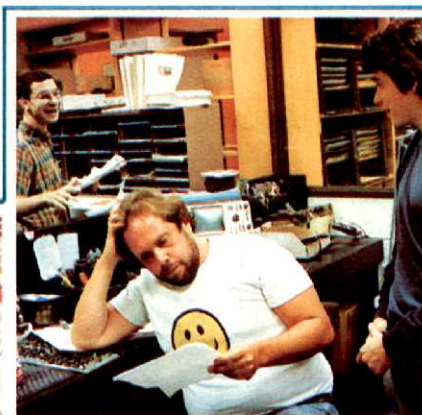
Initial inquiries went well enough, despite all the bureaucratic red tape the government usually throws in the face of Hollywood projects, but soon the writers grew suspicious of the wariness that greeted them the further they probed. In the end, the Pentagon adopted a special policy for the "War-Games" project: total and complete non-cooperation; a policy still in effect as you read this, even though the crew has since wrapped production. What was it about the story that made the Pentagon change its tune?

Preliminary research was relatively easy for Parkes and Lasker. They found help at every turn from the computer security experts at Rand, TRW, SRI and the like. All confirmed that one of today's young computer whizzes could, indeed, break into even the most secure system. Ironically, computers are now so complex that flaws cannot be predicted (shades of "Tron" and "Colossus"). No system is truly secure from outside penetration or tampering. According to J. B. Gelstein,

'WAR GAMES'

the former director of the Arms Ballistic Missile Defense, "Without computers, there is no such thing as defense . . . the computers can make all the decisions and completely *run the show*."

Finally, the writers discovered a



In the MGM/UA film "WarGames", an enthusiastic young computerist accidentally sets in motion events that could lead to World War III.



chilling fact. All computer systems have one thing in common: by law, they are linked to the Ma Bell Inter-computer Communications System. So the lines on which we call grandma are exactly the same ones that convey state secrets. This makes the fictional aspect of the story — a hacker starting World War III — all the more plausible and frightening.

To give the film a further sense of reality, Parkes and Lasker set themselves a decidedly difficult task. They attempted to infiltrate one of the country's most important military centers — the North American Air Defense Command, hidden somewhere inside the solid granite walls of Cheyenne Mountain, CO. At first, things went smoothly enough. The men saw films of the vast NORAD Complex. Yet, when they asked to see the installation first hand, the air turned frosty.

Assuming roles that seemed like characters right out of their script, Parkes and Lasker became undercover detectives and set out to work on their mission: getting a tour of NORAD.

They learned from a friend at the complex's L.A. headquarters that certain Los Angeles civic leaders were scheduled for a V.I.P. tour of the center.

With a little resourcefulness, and quite a lot of luck thrown in, they both managed to "piggy-back" their way into the blue-ribbon tour.

Once the government discovered this Hollywood infiltration, the two found themselves sharing drinks at the Officer's Bar with NORAD Commander-in-Chief, General Hartlinger. They learned that some of the key points in their screenplay were not only true, but more frightening than even *they* had imagined. NORAD and other defense units were under extremely tremendous pressure from the Defense Department to remove human control over their billion-dollar computers. There was a shockingly high number of missile commanders already gone. He told them of an ongoing series of eliminations, for reasons ranging from psychological disturbances to drug abuse, from alco-

holism to outright moral rebellion against the ultimate aims of the plan.


As more of this reality found its way into the script, the previous open-door policy of the Pentagon ended forever. The "WarGames" filmmakers were all



originally told that set designers would be allowed to recreate key rooms and offices. When this proved impossible, everything had to be fashioned from the memories of Parkes and Lasker.

During the film's early stages, one studio which had shown keen interest dropped out unexpectedly. After MGM/UA had brought "WarGames" back into production, it soon became apparent that neither executive producer Leonard Goldberg nor his team were pleased with the work of director Martin Brest. Trying to buy time to keep his writers at work on the continually evolving screenplay, Goldberg hired director John Badham, whose previous credits included the recently completed "Blue Thunder", the Frank Langella version of "Dracula", and "Saturday Night Fever".

"WarGames" stars young Matthew Broderick (son of actor James Broderick), Dabney Coleman and John Wood, and is being produced by Harold Schneider. Nationwide release is set for late this summer.

For Goldberg, Parkes, and Lasker, it's not just the possible commercial tie-ins with the computer and videogame revolution that got "WarGames" off the ground. They felt from the start that they were onto something the public should be told. 

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COMPUTER

ALIEN GARDEN

Epyx/Atari 400-800-1200/16K cartridge

Epyx's **Alien Garden** seems destined to just fade away after causing barely a ripple. In spite of the designers' obvious good intentions, the game is a bit muddled, especially when it comes to scoring, and the graphics and play mechanics are likely to leave you cold.

Alien Garden is set in the glade of the same name, an ethereal place filled with row upon row of crystallized "flowers". The gamer controls the movements of the Cosmic Critter, a cutesy-pie cross between a hummingbird and a honeybee.

The Critter moves back and forth across a vertically-scrolling playfield, eating, stinging, or bumping into flowers with a number of different results. The flower may grow even larger; it could change into a new "generation" of flower; or it could explode, blowing off the part of your Cosmic Critter that touched it in such an offensive manner. The trick is to figure out what part of the critter should be used to touch each flower. The eventual goal is to create as many different generations of flowers as possible, then go around the garden eating them for extra points.

This program has several particularly annoying facets. The most aggravating is that the gamer cannot control the vertical movement of the on-screen persona, in spite of the fact that the playfield is in a constant state of vertical scrolling. In fact, each time you "change" a flower by touching, biting, or stinging it, the Cosmic Critter's direction of movement is automatically reversed.

Secondly, the graphics could be much more interesting. The multitude of excellent cartridge games on the market right now proves that home computerists don't have to give up graphics-quality or playability for convenience. But the "flowers" in this garden look more like snowflakes, and

there isn't enough of a visual distinction between generations of flowers to avoid confusion, especially during the first few play sessions.

(Tracie Forman)

JUMP MAN

Epyx/Atari 400-800-1200/32K disk

No sooner are gamers adjusting to the wonderment of **Miner 2049er** with its 10 different scenarios, when

along comes a 30 scenario contest, **Jumpman**, from Epyx.

The strongest title yet from a software company at a crossroads, *Jumpman*'s most remarkable feature is that it doesn't resemble *Miner* in any way. Everything, from the scenario shifts to the play-mechanics, is original. And while this may not be quite as successful a package as the classic by Hogue, *Jumpman* is unquestionably one of the

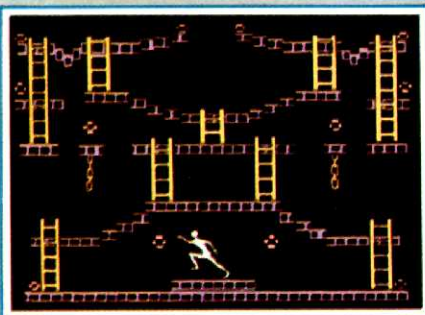


GAZETTE

Harvesting Game Fun From An Alien Garden!

five most interesting computer games released this year.

The gamer takes the role of Jupiter Jumpman, running, jumping and leaping through the 30 sectors of Jupiter Headquarters in search of bombs previously planted there by the nefarious Alienators. Throughout the chase, the Alienators periodically fire bullets or throw other dangers his way. So, be watchful! Plan ahead — and beware



JUMP MAN

the menace of crumbling girders!

The levels are presented in vertically-scrolling fashion. The first scenario, dubbed "Easy Does It", is merely to show how the game is played. Except for the occasional Alienator gunshot, there are no booby traps or menaces of great moment lurking on this level. Complete the gathering of the bombs, however, and the action freezes while the entire playfield scrolls upward. This next rack features enemy robots who patrol the corridors. These mechanoids must be skirted and the bombs defused without falling off a girder.

As play continues, there are dropping bombs, rolling blocks, heat-seeking vampire bats and a bevy of other surprises. Jumpman can leap, climb ladders and even scamper up or down certain ropes strung from girders. The action is non-stop, with an incredible 30 levels to continually pose new challenges and new horizons. Even top players rarely get into the twenties, so what awaits at the end of the final level is something you must work out for yourself!

The graphics on this one-to-four-player contest are spectacular.

When Jumpman takes a pratfall, he *really* takes a doozy!

The poor leaper bounces off every girder in his path on the way down, and ends up on his butt, stars encircling his dazed dome. (Interestingly, if while tumbling, Jumpman makes contact with a bomb, he'll defuse it! Wotta guy!)

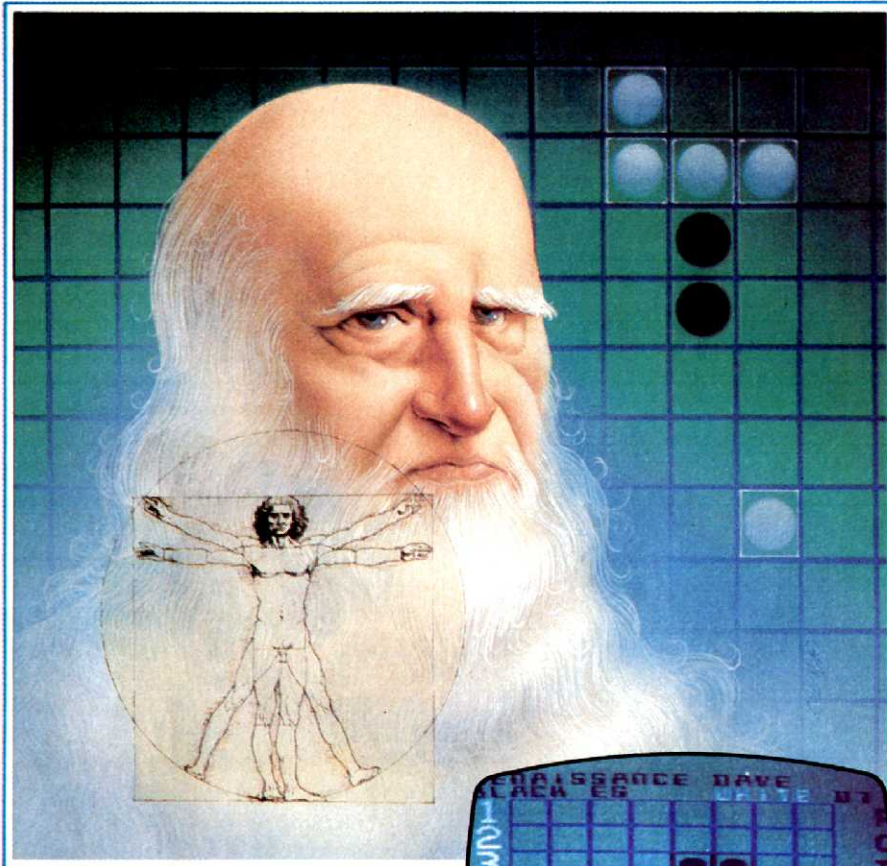
There are four game settings. On the "Beginner" circuit there are eight relatively easy levels; the "Intermediate" offers 10 medium difficulty levels (nine through 18); "Advanced" is good for 12 *hard* levels. Finally, the "Grand Loop" allows the gamer to take on all 30 racks.

Jumpman will make your arcader's heart jump for joy.

(Will Richardson)



COMPUTER GAMING

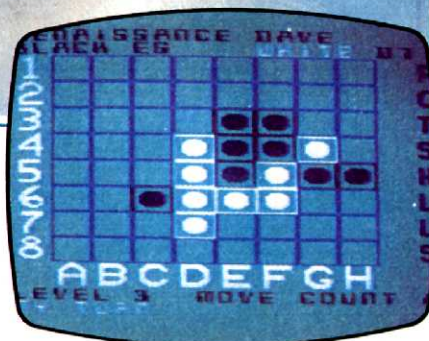


RENAISSANCE

UMI/VIC-20/cartridge

Whatever you call it, **Renaissance** (in this case reversi), or any of the other names game manufacturers have coined, this classic strategy game has appeal for both the novice and the master. Based on the simple premise of capturing pieces colored black on one side and white on the other by flipping them on a 64-square board, the contest can be as simple or as complicated as the player's skills allow.

The *Renaissance* cartridge by UMI uses the capabilities of the VIC-20 to produce a version with all the frills a player could desire. It's possible to have a two-player contest or to face the machine at any of eight settings. That's only the beginning of the options. Get a yen to change sides, take back one or many moves, or ask the computer for a suggestion, and you can do so. More experienced players will especially like the ability to save a



RENAISSANCE

game or a position on tape.

There are lots of small extras as well, like the personalization of entering your name, a variety of ways to restart a game, the choice of keyboard or joystick control, and a tone that announces the refusal of an illegal move. This cartridge is a winner for both the beginner and, especially, the veteran player who wants a talented opponent and the chance to hone his or her skills.

(Charlene Komar)

EPIDEMIC

Strategic Simulations/Apple II/48K disk

While recent games like **Microbe**

and **Microsurgeon** put the gamer in a one-on-one position with an individual patient, **Epidemic** puts the gamer in control of the world's population.

Meteoroids, all infected with a deadly alien virus, are pelting the Earth. From an isolated position in Antarctica, you must launch missiles to knock down the meteoroids while at the same time using the remedies at your disposal to fight the virus after it strikes the ground.

As with most of SSI's entries, even the *RapidFire* series, *Epidemic* is hardly an arcade shoot-em-up.

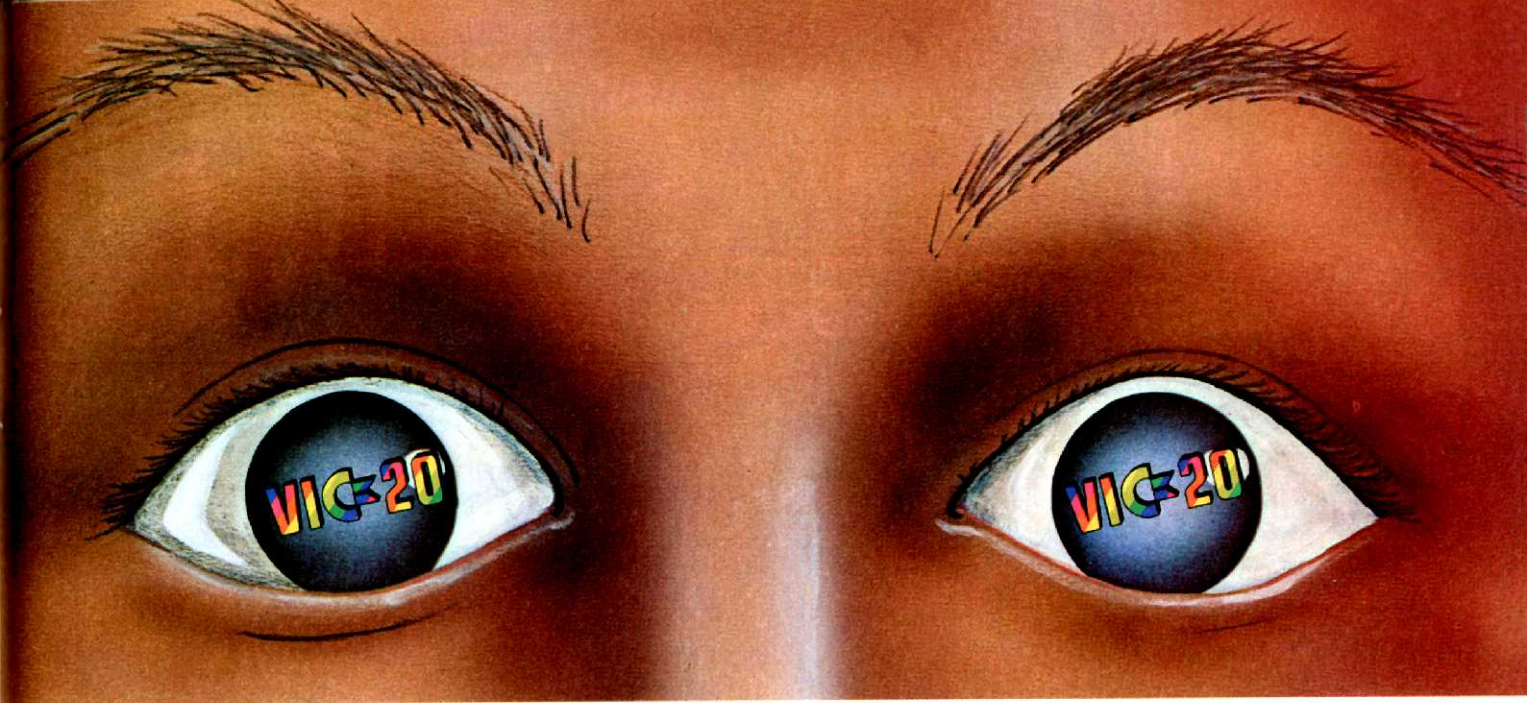
During the first phase of a turn, the gamer must size up the path of the oncoming meteoroids, decide where they are likely to come down and then launch a rocket or pass that phase. The second phase gives the gamer a chance to look at one of the 14 world regions in detail and administer one of the 12 remedies. If an area is really past the cure stage, a secret password can enable the gamer to destroy that area with a nuclear device to prevent the spread of the disease to other areas.

There are four skill levels. At each successive level the virus spreads a little more quickly, there are more meteoroids to deal with, and the gamer's options with each turn increase.

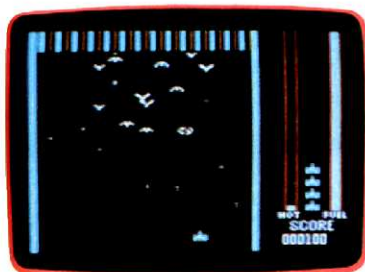
The first few times you play, it will seem that everything is going crazy, and there is no possible salvation. Such is not the case. To be successful in this outing, the gamer must determine for each area that gets infected how fast the spread will be: mild, serious, critical or pneumonic.

Then the gamer administers the cure that will do the most good within the needed time frame. It only takes one game to find some genuine solace in the word, "stasis". In that status, not only won't the disease ever reach pneumonic level, but the area can't be contaminated by meteoroid contact and the virus won't spread to adjoining areas.

One goal is to surround the more seriously infected areas by areas in the stasis level to contain the spread. A complete game lasts 15-30 turns, de-



**"YOU WON'T BELIEVE
YOUR EYES"**



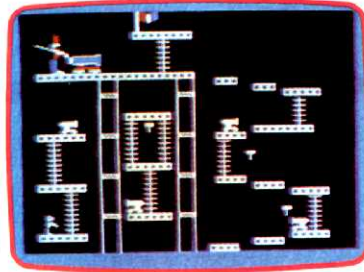
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COMPUTER GAMING

pending on the skill level. At the beginning of any turn, players can save the game to a blank disk. At the end of the game, a score will be given between 0-1,000 to reflect the effectiveness.

As a final note, when you've made your skill selections and are ready to play, the game will ask you to hit the SPC key. It is only asking for a slight tap of the space bar.

(Rick Teverbaugh)

SHAMUS

HES/VIC-20/cartridge

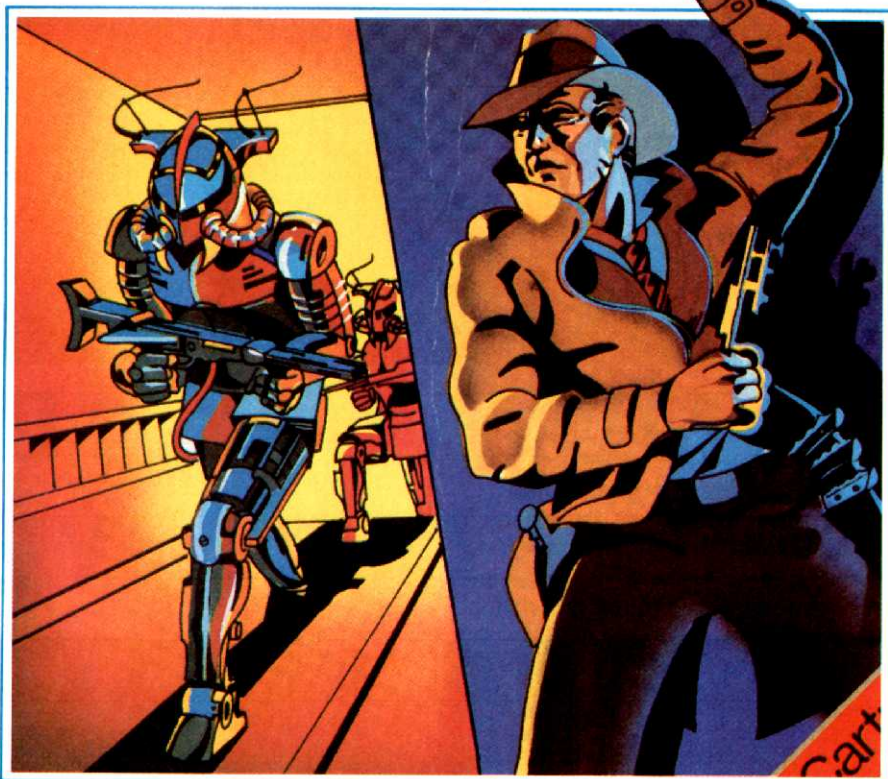
Variations on the **Berzerk** theme are all the rage, with games like Coleco's **Venture** adapting the basic play-action to produce unusual and highly successful contests. Add another to the winners' roster; HES's **Shamus** for the VIC-20.

The only serious problem with the game is the storyline, which is somewhat misleading. What is worse, it just doesn't make a lot of sense. The cartridge's universe is peopled with various robo-droids (semi-mechanical androids), snap-jumpers (self-propelled, non-thinking mutants) and spiral drones (whirling death-dealers), while the hero is equipped with ion-shivs (ionic-short high intensity vaporizers) and the villain is protected by trigamma body armor. Into this scene are thrust the two main characters — the hero, the Shamus, and his arch-enemy, the Shadow.

These two Depression-era figures just don't fit. One wonders who thought up the idea of naming the evil-doer the Shadow. Fans of the original can forget the swirling-caped character. Aside from his law-breaking nature, this fellow looks like a robot.

But no matter. The game remains very good indeed. The Shamus must fight his way through veritable hordes of the Shadow's henchmen to find color-coded keys that match keyholes allowing access to passages — the only way to move from one level to the next.

Extra lives can be acquired by drinking the contents of bubbling beakers that appear from time to time. And if the constant battles and concurrent search aren't enough for you, there's



SHAMUS

the addition of question marks. These mysterious items can mean a bonus or disaster. Only touching them will reveal the answer.

Yet *Shamus* is outstanding for its playability. Fun for the beginner, it allows enough advancement to keep things interesting without becoming a cinch.

(Charlene Komar)

THE PHAROAH'S CURSE

Synapse/Atari 400-800-1200/32K disk

Synapse is rapidly becoming one of the most dependable producers of game software for the Atari computers. Other companies may deal out aces and jokers in rapid succession, but Synapse always seems to come up with fresh titles that blend arresting graphics, innovative play-mechanics and smooth programming.

The Pharaoh's Curse, a recent release, is entirely typical of this company's high-quality line. The chambers of a vast pyramid, depicted in side view, are the arena for this treasure hunt. The computerist's on-screen

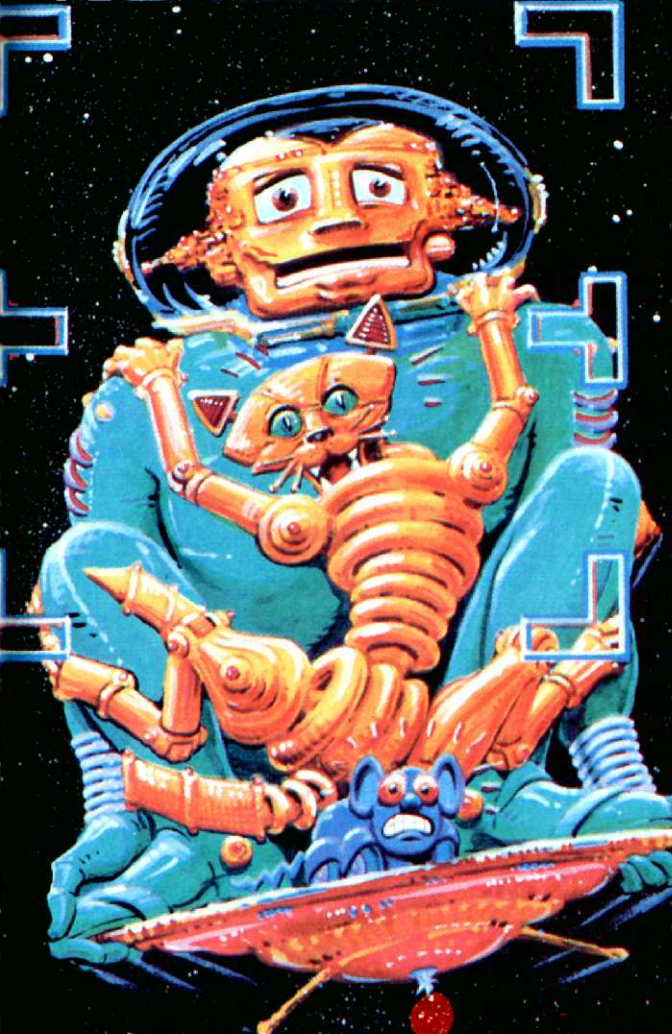
surrogate is armed with a pistol, and he'll need it to triumph over an assortment of trigger-happy nasties who'd like to see the hero leave the Egyptian tomb empty-handed.

Each room outlines a puzzle which the arcader must unravel. There's always a route to the prize, but a player who chooses the wrong path may wind up in no-man's land. That's when the wise adventurer will start praying for the arrival of the bat. This creature turns up periodically to carry the hero off to deeper—and more dangerous — parts of the dungeon. The bat sometimes gets in the way of otherwise good strategies, but it also provides welcome relief in situations like this.

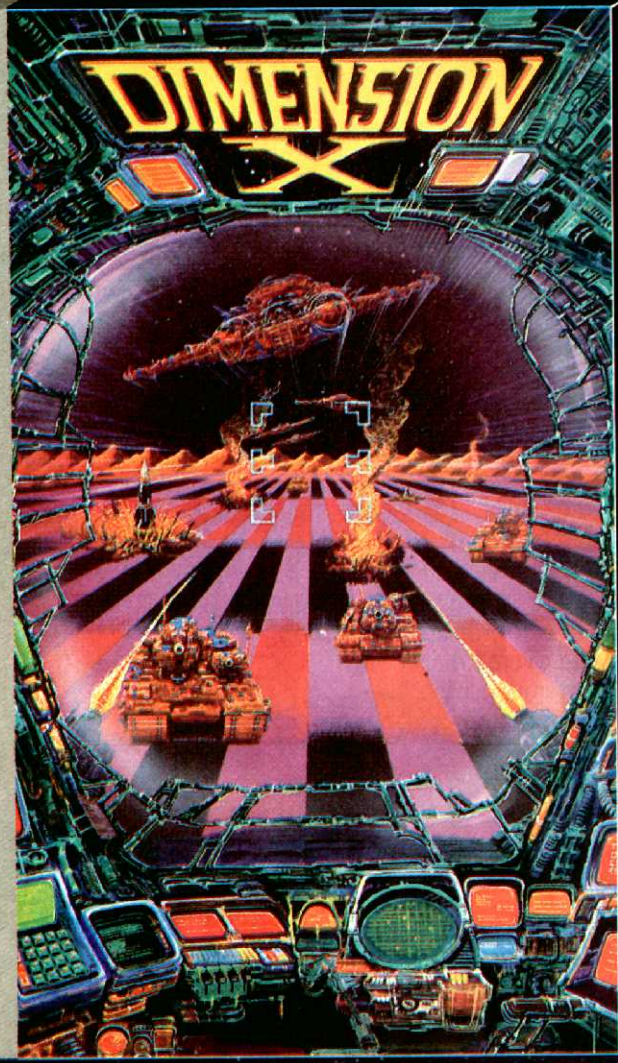
The Pharaoh's Curse is part of a growing category of games that combine aspects of adventures with the action of arcade contests. Great graphics, fluid on-screen movement and more than a dash of mental stimulation should make this one a real crowd-pleaser.

(Will Richardson)

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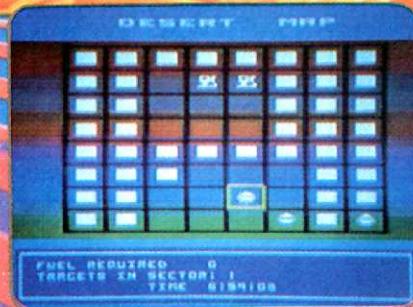
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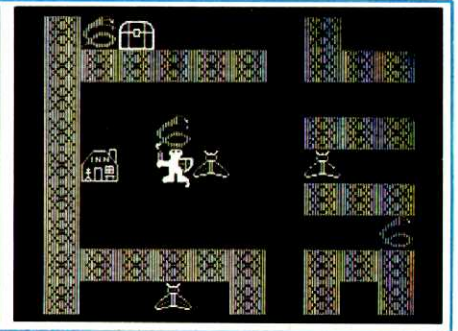
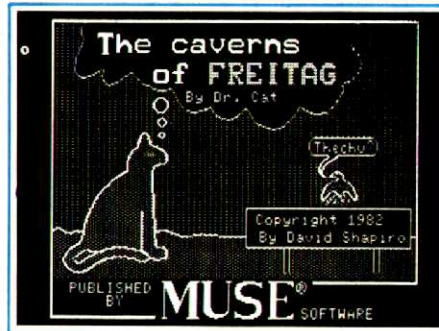
COMPUTER GAMING

CAVERNS OF FREITAG

Muse Software/Apple II/48K disk

The evil dragon Freitag has held the Enchanted Islands in the grip of fear for three generations, and it is up to the player to guide a Thechu warrior through the monster infested corridors of the macro-maze to a face-to-dragon breath confrontation with the Old Worm himself. The arcader's on-screen hero has a shield, sword and bow. The latter allows fire at more distant targets as long as the adventure has found or bought enough arrows.

David Shapiro has designed what is easily Muse's best entry since **Castle Wolfenstein**, a game which **Caverns of Freitag** slightly resembles. Three screens, each of which is reachable with a single push of the appropriate numeric key, greatly enrich the gaming experience. The main display shows an overhead view, in full color, of a small portion of the overall maze. Each monster's position is indicated by



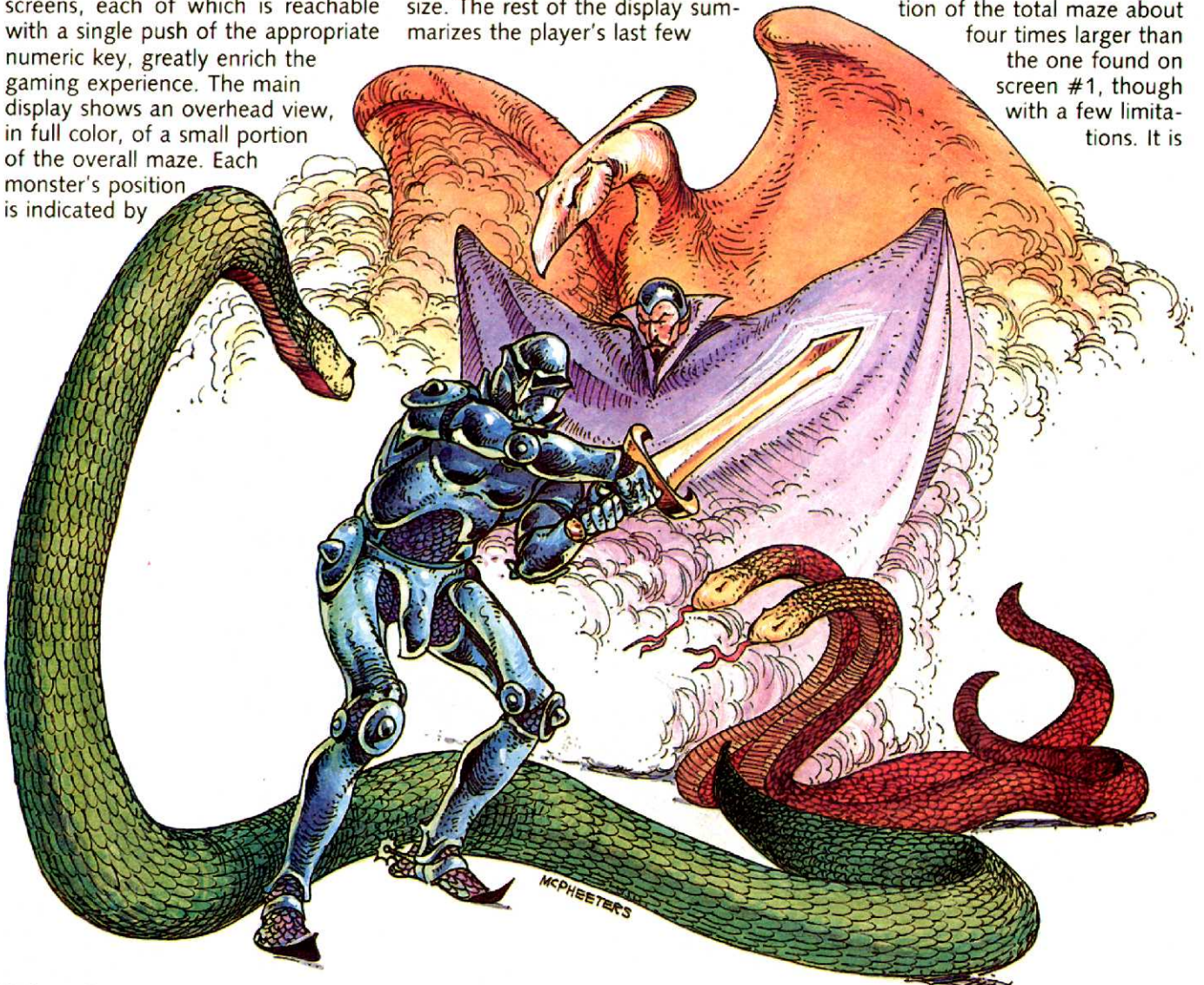
CAVERNS OF FREITAG

a well-detailed drawing, and the hero is symbolized by a humanoid figure.

The second screen reduces the first to a semi-schematic, and shrinks it to about one-fourth of its original size. The rest of the display summarizes the player's last few

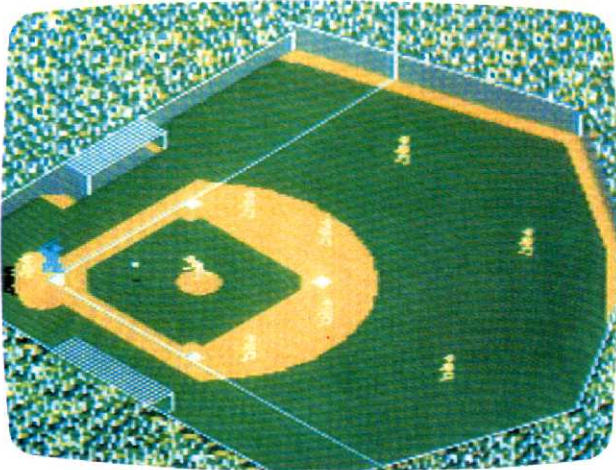
moves in line-by-line form and indicates the hero's current status with regard to level, experience, money, hit points and any magical items carried.

The third screen presents a section of the total maze about four times larger than the one found on screen #1, though with a few limitations. It is



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COMPUTER GAMING

depicted in black and white, and it doesn't flag the locations of such items of interest as monsters and treasure chests. This third display does, however, show where the warrior can find the nearest Healer. These quasi-mystical gentlemen restore some of the adventurer's previously lost hit points if the on-screen warrior lands in the same square.

The game begins with the hero safely resting up at the inn. Using this hostel as home base, the warrior explores the macro-maze bit by bit, clearing it of monsters, emptying chests of valuable treasure and generally toughening up for the ultimate encounter with fire-breathing Freitag. Returning to the inn plays a vital dual role; the hero regains all lost hit points and receives any advance in level mandated by the number of experience points which he has accumulated.

The warrior is somewhat puny at the beginning of the game, but he gains power rapidly as monsters fall beneath the singing blade and whistling arrows. The best strategy, therefore, is to stick fairly close to the inn at first, going further away only when the character possesses enough hit points to make a long journey possible.

The arcader controls the warrior by entering one-stroke commands through the keyboard. Though the control scheme is well-conceived, it's too bad that Shapiro didn't give players the option of employing a joystick. Basically, there is a directional rosette centered on the "H" key. To fire in a direction, the arcader simply pushes the "Control" key at the same time as the proper direction key. The hero also knows one simple magic spell. Pressing the "Esc" key transforms your fighter into a bird and allows it to flee at double speed. Unfortunately, the main screen is the only view possible while the spell is in effect, so the player had better have an escape route memorized.

The graphics don't break any fresh ground, but Shapiro uses visuals expertly and tastefully. The crash of impact is viewable each time the hero or monster strikes, creatures disappear

with a "poof!" and Freitag's fiery breath is suitably intimidating. The sketches of the individual monsters are also attractive — and, more important, distinctive enough to avoid confusion when the screen is full of nasties.

Two adjustments help attune *Caverns of Freitag* to each computerist's skill. Before the action commences, the player can set the speed from one to 50, with a higher number representing a longer turn interval. (If the warrior sits and meditates, the monsters have the chance to move every time the turn-cycle is completed.) There's also a difficulty scale which runs from one (easy) to nine (hard). The higher the skill setting, the more numerous and deadly the monsters grow.

Caverns of Freitag makes excellent use of elements from a variety of gaming genres, including the action adventure and maze-chase. It has a surprisingly decent excitement level while

providing the player with a definite, singular goal to attain. So let's gather around the battered oaken table of the inn and raise a toast to David Shapiro, the designer who has brought one more mighty dragon to heel.

(Arnie Katz)

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COMPUTER

GAMING

planetary boundaries, whatsoever.

The Spiders themselves are, in many ways, the least dangerous foes, although certainly not to be ignored. As they drop toward the planet, they leave a deadly web in their wake. Should they reach the surface, they become invulnerable. The webs can be destroyed while the arachnids are in transit, but once they hit the crimson dirt below, the webs become semi-permanent; they can be blasted away, but will reappear in short order.

The Dragonflies are a bit more formidable. They have a nasty habit of dropping "smart" bombs, which follow your fly until they disintegrate — or, of course, make contact. The Bats



SPIDERS OF MARS

don't fire missiles or drop bombs, but they do their best to make the fly into a quick snack. The most fearsome opponents are the Sand Hornets, which send out missiles that are astonishingly accurate — and quite deadly.

These unfriendly folk appear from all directions. They may drop from the top of the screen, or fly in from either side. The action scrolls across the Martian sky, with the battle ranging across the screen.

This is a contest in which accuracy definitely counts. Once past the first wave, the pace is so manic that it's a virtual necessity to hit each opponent on the first try. So many of the critters appear with so little warning — and so many smart bombs are soon drifting toward you — that the first chance is often the last.

The keyboard can be used for "reset", choice of skill level and "pause", as well as for game action,

but most players will undoubtedly prefer a joystick. Bonus flies are awarded at 10,000 points, and point values increase as the waves progress.

All in all, Peter Fokos has produced an exciting game, but one definitely designed for the veteran shoot-'em-up player. The novice will undoubtedly feel like his joystick is stuck to fly paper.

(Charlene Komar)

CRISIS MOUNTAIN

Synergistic Software/Apple II/48K disk

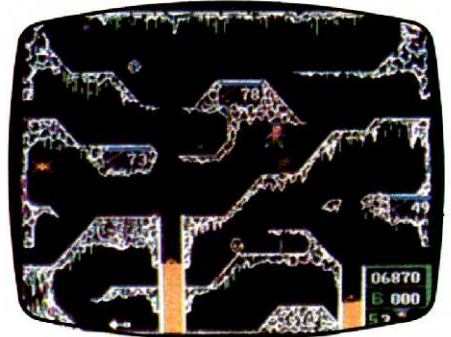
Terrorists have planted bombs in a supposedly inactive volcano. When the volcano suddenly turns active, the terrorists flee, but leave behind their equipment, including bombs. Your job, should you decide to accept it, is to clear all nine levels of bombs before they detonate and destroy most of the West Coast.

Instead of looking like some uneven lines and ladders, this climbing game has a playfield that actually looks like the inside of a cave. The terrain is laden with problems that force the adventurer to make complete use of the joystick (preferably) or paddle. At times, the player will have to crawl through a small opening or kneel over an active bomb. This is accomplished by means of one button on the joystick (or paddle).

When in this position, the player may crawl or dig, the latter accomplished with an easy press of the other button. When the on-screen hero is standing, that second button causes him to jump, which comes in handy when trying to vault oncoming boulders or lava pits.

There are two bombs to defuse at the beginning levels, each with a separate countdown to beat. In addition, there are bonus items which the hero can pick up along the way. Some are good for extra points only, but the shovel, which is worth 100 bonus points, will also help dig out and defuse the bombs.

Each gamer begins with three lives. If a rock hits the hero, it doesn't destroy him, but instead places him in a weakened state. In time he will



CRISIS MOUNTAIN

rebuild his strength. If he is hit three times without a chance to recover, he expires. An automatic loss of life occurs if one of the bombs explode, you fall into a lava pit or are bitten by Bertrum the Bat.

When all the bombs at a certain level are defused, a bonus run takes place, the length of which is determined by the time it takes to defuse the bombs. In that run you collect 10 points for each second you stay alive during the run. The run ends if you are hit by a rock or die by some normal means. Novice players will find it more profitable to find a safe place to hide and wait out the bonus run clock while the points pile up.

Graphics in the game are superb, and the visual splendor of the bombs exploding will take away some of the nasty taste of having failed at your mission.

For game system challenge and ease of play, **Crisis Mountain** earns high marks and carries a strong recommendation.

(Rick Teverbaugh)



(Editor's Note: In this fast-changing world of computer software, it can be very difficult pleasing all of the arcaders all of the time.)

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POSS





Here's a Real Game Doctor, Mark Blank!

By ARNIE KATZ

There seem to be just about as many ways to become a creator of games as there are people inventing the videogames, computer simulations, coin-ops and stand-alone devices we all love so dearly. Many of the biggest names started out in other fields of endeavor, only to end up making a handsome living out of what started as a hobbyist's interest in electronic gaming.

Mark Blank, the 28-year-old force behind the three-disk *Zork* series and *Deadline* (all published by Infocom), may well have reached his chosen profession by the most circuitous route possible. Certainly, he's the only man in the world who holds both a degree from Albert Einstein Medical College and an Arcade Award (for *Deadline* as Best Computer Adventure Game).

Mark first encountered computers while going to high school in his home town of Teaneck, NJ in the early 1970's. "It was an IBM

1130," Blank recalls fondly, "the kind that input data on punch cards." He put together a few little games for his own amusement, but did not become a dyed-in-the-wool computerist, for the simple reason that he didn't own his own machine.

Mark's next significant brush with the computer field came during his freshman year at M.I.T. in 1972. He took a computer course, again involving the IBM 1130, and found his in-

terest slowly growing greater and greater. "Things were really different then," he points out. "My teacher showed me a three-foot-square cube near the machine one day, and I was really impressed that it could hold 8K of memory. These days, our games contain many times that amount of information."

Although he also took a course in artificial intelligence as a junior, what really set Blank on the road he has

traveled so far, was landing a research project involving computers at M.I.T.. One project led to the next and, even after Mark went on to Albert Einstein in 1977, he continued to do consulting work for M.I.T..

The event that had the greatest impact on his career, Blank believes, was the introduction of the original *Adventure* by Crowther and Wood for the PH 10 system. "We used to spend all our time playing the game," Blank says. "Dave Lebling, Tim Anderson and I felt really

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INFOCOM LINE



STARCROSS

ZORK III

satisfied when we finished *Adventure*, but we didn't know where to go next for more of the same."

Thinking that they could build an even better game on the foundation laid down by *Adventure*, the trio began work on what would eventually see the commercial light of day as *Zork I*. "The original version had 10 or 12 individual problem situations," says Blank, "and input was in the traditional verb-noun format since we used a two-word parser."

Over the ensuing 18 months, the game was greatly enlarged and decked out with all sorts of sophisticated enhancements. "What drove us was the desire to present more and more challenging problems for the players," says Blank. One of the key additions was the introduction of so-called "interrupt routines" which cause certain events to occur in response to other events taking place.

The parser has also come in for repeated overhaul. "We've redone it six times," the designer explains, "to add things like adjectives and noun clauses." These changes led the way to today's state-of-the-art Infocom system.

Although Mark *does* get a chance to play many of the popular home arcade action games — and likes the coin-ops at his local game parlor — his personal preference is for games which place heavy emphasis on unraveling very enigmatic situations. "When I'm working on a computer game," he says, "I create the problems first and then go on to development." Having some top-notch adventure game designers at Infocom helps a great deal in this regard, because no problem situation gets put onto a disk until several people have helped to fine-tune it. "I don't enjoy the cut-and-slash adven-



tures as much as the ones that stress problem-solving, because the fight-fight-fight can get repetitious as the player battles against essentially the same monsters."

That's why most of the games on which he has labored give the player little or no incentive to fight. You've got to *think* your way through a Mark Blank creation.

One of the hallmarks of the Infocom line is that all the adventures utilize text only without illustrations. This is a question Mark has pondered quite a bit personally and, as he told *Electronic Games*, it has been the subject of

"some arguments around here." Although he hasn't dismissed the idea of increasing the visual component of his games — Infocom will be doing some non-adventure programs with graphics in 1983.

"Pictures or not, adventures are inherently verbally-oriented," Mark asserts. "The challenges to the player are verbal in nature, and in that light, I'm not sure how much the illustrations actually help. You can describe things better in words than you can show them in the simple drawings used in most computer games."

Working as a team with new Infocom addition, Michael (Cyborg) Berlyn, Mark is helping to put the finishing touches on a really novel adventure program currently going under the title, *Suspended*. It's going to be a boardgame/computer game hybrid which casts the player as a disembodied brain hooked up to a mammoth computer.

"The problems players must solve will not be all that difficult in themselves," warns Blank, "but getting things done efficiently will be the real challenge."

And where does Mark see the adventure gaming field heading a little further along? "I think that, over the next year or so, we are going to see games with much more sophisticated interaction and complex situations. There'll also be more attempts to introduce characterization, even in the viewpoint character, so that the heroes and heroines in the game will develop as they have adventures and experiences."

When those more sophisticated and challenging adventures *do* reach the retail stores, it's a safe bet that the designer of at least a few of them will be ol' Mark Blank.



MARK BLANK

COMPUTER GAMES

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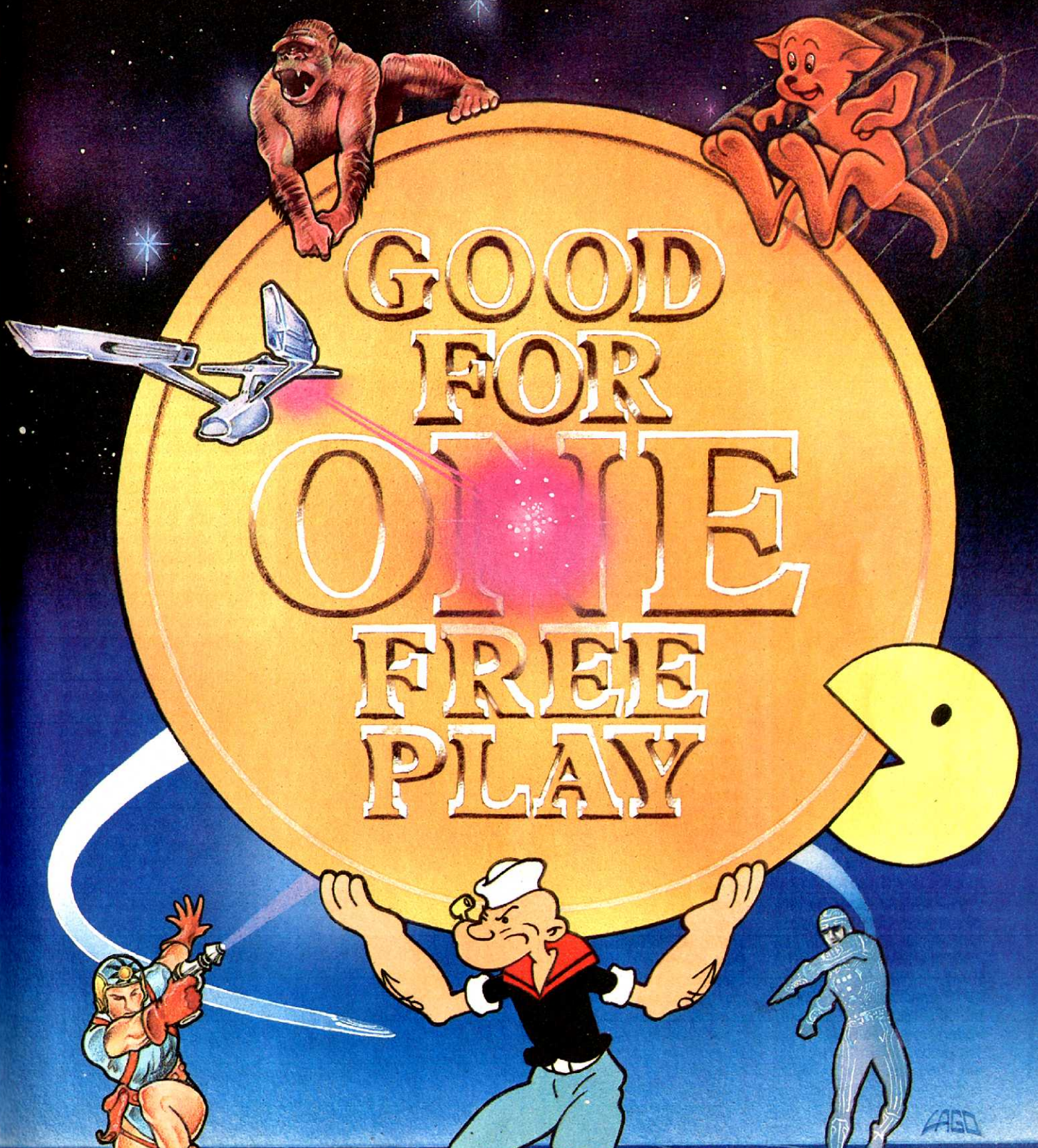
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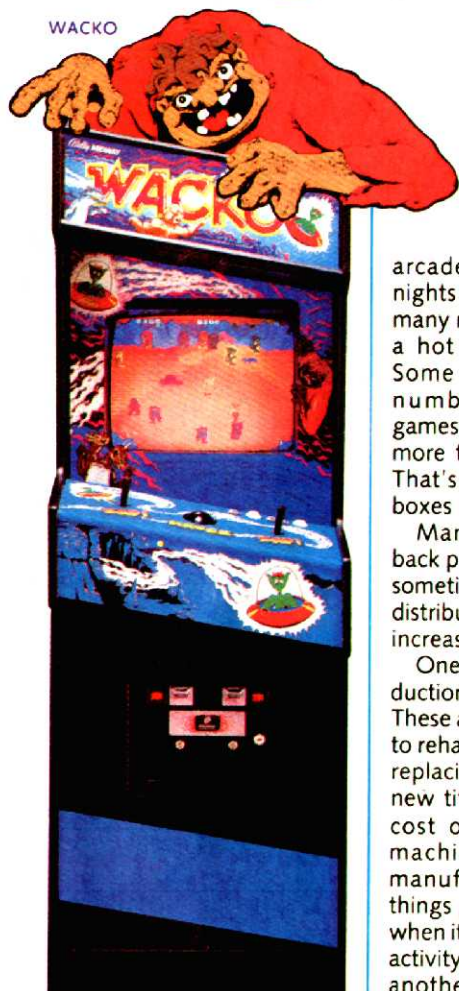
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PLAYERS GUIDE TO THE
**NEW FALL
COIN-OPS**

UPCOMING



EBB TIDE FOR NEW GAMES

The arcade business is a peaks-and-valleys proposition. Dollar volume slumped after the initial outbreak of **Pong**-mania in the early 1970's and caught fire again in 1978 thanks to **Space Invaders** and **Asteroids**. Sales drifted downward for awhile, but then **Pac-Man** hit it big and took the entire coin-op industry on a year-long joyride.

Right now, however, no single machine is strong enough to carry a manufacturer's entire line, much less the whole field. So if the arcade operator guesses wrong when buying one or two new titles, there aren't as many reliable super-hits to pick up the slack if they bomb on the gaming floor.

Another problem giving coin-op manufacturers and arcade operators sleepless nights is that there are too many machines for even such a hot market as arcading. Some estimates place the number of pay-for-play games actually in service at more than one million units. That's an awful lot of coin boxes to fill.

Manufacturers have cut back production of machines, sometimes to the bone, and distributors and retailers are increasingly wary.

One reaction is the introduction of "conversion kits". These allow the arcade owner to rehabilitate an old game by replacing its innards with a new title at a fraction of the cost of a completely new machine. Another is that manufacturers are playing things pretty close to the vest when it comes to new product activity. Bally has readied yet another **Pac-Man** spin-off. It's a quiz challenge called **Professor Pac-Man**. It was concocted by Dave Nutting Associates, the same design firm that created the first electronic IQ tester some years back. Gottlieb is bowing **Mad Planets**, but the company is clearly emphasizing its current success, **Q*Bert**, at the moment. Williams has only one major item awaiting release (**Sinistar**), and Atari has announced just two (**Food Fight** and **Xevious**).

THE AMAZING LASER

Laser disc technology appears to offer the best opportunity for coin-op-dom to make its next leap forward. At a recent trade show, Sega piqued the interest of the gaming community with a prototype machine dubbed **Astron Belt**. Using filmed

footage from a Japanese "Star Wars" clone, players step into a large cockpit and take the controls of a rebel fighter, complete with stereo earphones and a large display screen. As play decisions are made, the computer determines their success. A direct hit causes an arc of solidified light to crackle on the screen and obliterate the offending enemy spacecraft. The sense of realism is intense, and the entire experience is unlike even *the* most true-to-life videogame. The computer doesn't have to generate

graphics, merely determine which area on the disc the needle should scan in order to broadcast the appropriate sounds and images.

Laser technology could, quite literally, revolutionize the way we think of most videogames. Most motion pictures shoot something like three to four times as much footage as is actually shown on screen. How easy it would be for film makers to shoot several alternative plot lines simultaneously, producing a videogame in which the players' decisions determine the



COIN-OPS: Fewer But Better

story's success or failure.

The only fly in the ointment thus far is technological. While the laser scans the disc in response to the laser disc player's input instructions, the screen goes temporarily blank. It may become necessary to augment these coin-ops with secondary systems that would generate an on-screen graphic while the laser was performing its search function.

A BEAUTIFUL BREAKTHROUGH

There may not be many new ideas in this summer's crop of coin-ops, but one thing is for sure—these are the best-looking video-games ever! Midway, in particular, has invented a new development system that, while still digitized, is capable of producing halftones. This allows shading, highlights and drawings with virtual photographic resolution. The intricate images on games such as **Wacko!**, with its goofy, slanted play console, are car-



SINISTAR



toon-level animation.

There aren't many slouches in this industry when it comes to fancy graphics. Atari's **Xevious** offers smooth, rolling super-visuals that may even compensate for the rather turgid play-action. Williams' **Sinistar** is an eye-pleaser and Centuri's **Gyrus** offers some of the best graphics from that company since **Vanguard**.

WHATEVER HAPPENED TO VECTOR GRAPHICS?

Just a year or so ago, vector graphics was the hottest thing to hit coin-ops since they put flippers on pinball machines. **Asteroids** and **Star Castle** started the fun, following with color vector contests, such as Sega's **Space Fury** and Atari's **Tempest**, showing how much a few vibrant hues can add to a game's performance value.

Pretty soon, it began to look as if vector graphics might take over the arcades. Raster, the original scanning method used to create images on a monitor, suddenly caught up. Another gasp, and raster pulled ahead. In the words of a coin-op repairman: "Anything that can be done in vector can be done in raster—usually better!"

His words have acquired the aura of prophecy. Of all the new summer coin-ops, the only vector title is Cinematronics' coin-op version of the Vectrex



COSMIC CHASM (COIN-OP)

game, **Cosmic Chasm**.

Is vector finished? Has raster proven supreme? The feeling seems to be that since the few technological limitations of raster have been overcome, that video format offers greater overall possibilities. The massive amounts of memory now available to the coin-op programmers gives them free reign with any type of scanning system.

STILL MORE SEQUELS!

In addition to Midway's **Professor Pac-Man**, the only other major company with a sequel to it is Nintendo, with **Mario Bros.** (starring Mario and Luigi). Mario, you of course remember as **Donkey Kong's bete noire**. Well, he has obviously split from the carpenter's union and become a plumber with his brother, Luigi.

This is yet another in the seemingly endless parade of look-and-play-alike jumping games. It's the weakest entry in Nintendo's line.

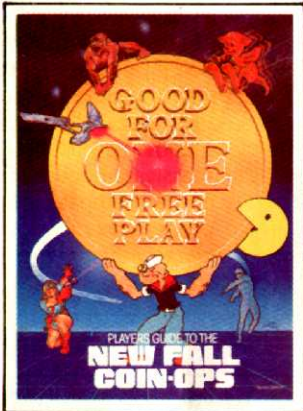
Otherwise, there are not many sequels or deluxe editions of existing classics on the way. While there are scores of boring titles due this summer, rehashing the same old maze-chase, shoot-out play mechanics, actual follow-ups will be fairly rare.



PROFESSOR PAC-MAN

Grade	Comments
A+	Professor Pac-Man has the potential to bring me to the point where I can say I can play it, everyone will love it. Just play it, everyone makes your grade! Love grade!
A+	This game is right for all locations that have a Pac-Man machine. Great features. Love almost anywhere you can imagine!
A+	A new concept for video games. They Pac-Man challenges its players to become a teacher by teaching regarding things and things. It also has all the best parts of Pac-Man. Love!
A+	Professor Pac-Man is a brilliant combination of a machine and a player. It's a new way of entertaining your office time. The machine has a great character, provides the excitement and response!
A+	A completely challenging game for all ages of all ages. Professor Pac-Man is a great and profitable machine and game in a word. Love it! Love it! Love it! Love it! Love it! Love it! Love it! Love it! Love it!

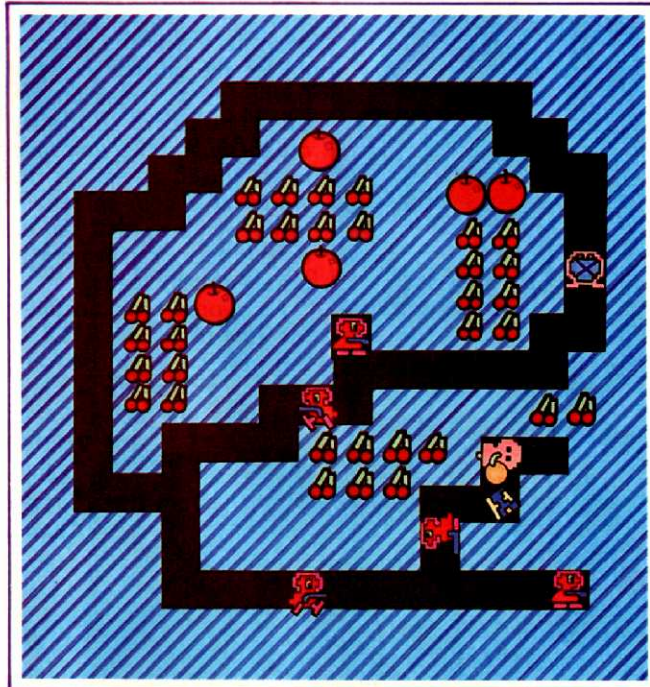
HERE COME THE



WILL CONVERSION BE KING?

As thousands of arcade owners sit watching cobwebs form on their latest ill-advised purchase, their minds invariably turn to a single thought: "How can I make some of my money back on that lemon!"

There are, of course, a variety of ways. The most obvious is to pick up a conversion kit. These are of great interest to the arcade owner since, in buying a coin-op, the largest single part of the cost of a machine is the monitor. The housing doesn't come cheap,



MR. DO

either. These are still fine, so why not pick up the program boards for a brand new game, replace them inside of the machine, strip off the header and decals and replace them with tags for the new game. *Voilà!*, instant coin-op! And the cost of a conversion kit—compared to the \$3,000 tag for a new machine—is about \$500.

Stern found out how profitable these kits can be when it released *Lost Tomb* as a way for owners of dead Stern titles to recoup some profits. The game has done very well, as

has Universal's conversion title, *Mr. Do*, a digging contest with some very interesting touches.

Even the big guys are getting into the act. Midway offers the first "speed-up" conversion kit for *Pac-Man*, dubbed *Pac-Man Plus*. This, of course, is not a new game, but rather an improved version of the original and, according to Midway, it was a one-of-a-kind deal.

KING OF THE CONVERSIONS!

Many small companies have jumped onto the conversion kit bandwagon, but most of them might just as well have stayed home. The

major producers, such as Atari, argue that the state of coin-op technology can't be advanced through conversion kits. The economics of these kits, the company argues, keeps the top designers from working on them and inhibits breakthroughs in sound, graphics and play-action.

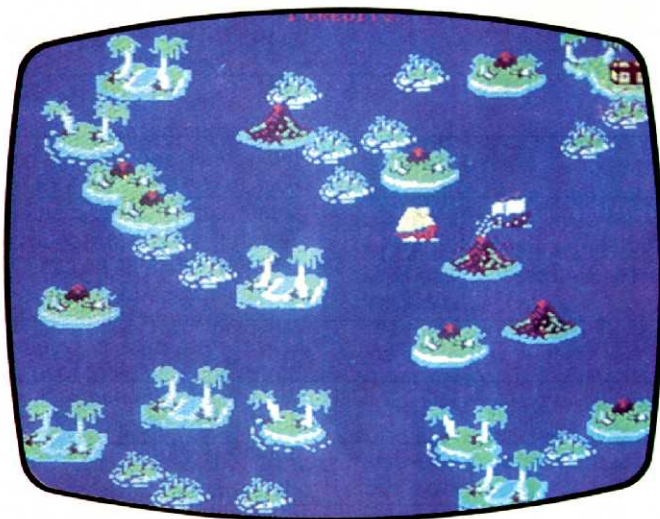
A look at the vast majority of the conversion kit companies suggests that Atari may be right. The games are derivative, boring, and—gasp!—bad-looking. Have we entered the era of the generic videogame? Some of the recent pallid products serve only to fortify that cynical impression.

One company, however, has shown that it knows how to make conversion kits that are top quality games as well—Data East. Originally known primarily for its excellent *Burgertime*, Data East continues on a highly successful road. *Burgertime* is now licensed for the arcades by Midway, and Mattel picked up home rights for everything from the Intellivision to the IBM Personal Computer.

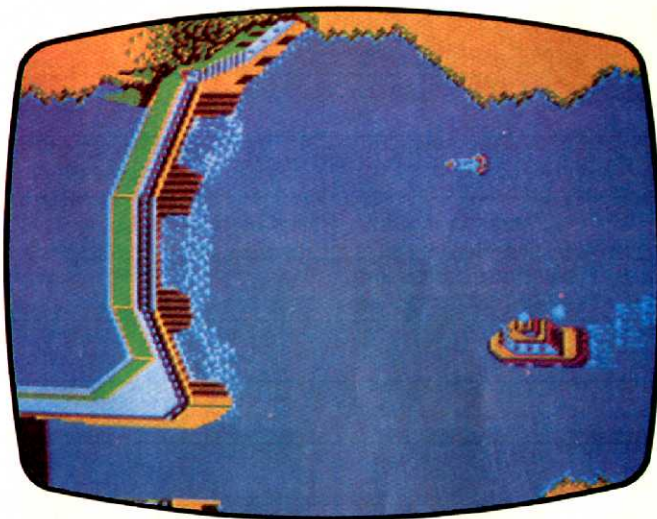
This summer's entry is the most fascinating overhead racing contest ever designed. Data's *Bump 'N' Jump* is a mile-a-minute thriller with bumping autos and a special leaping car for the gamer capable of vaulting autos and obstacles with equal aplomb. The game play is compulsive and even overcomes the ordinary graphics. The first time you come to the end of a highway and have to jump for your life onto the narrow bridge at the far left of the



CONVERTIBLES!



PIRATE TREASURE



TUGBOAT

playfield, you'll know you're playing one fine videogame.

Bump 'N' Jump has, like *Burgertime*, been licensed by Midway.

PINT-SIZED POWERHOUSES

One of the few new ideas coming this summer is more noteworthy for the cabinet and concept than for the games. Intrepid Marketing, previously known for its conversion kit videogame, *Beezer*, has a line of tiny upright coin-ops suitable for play by very young children. The kidegames will be marketed

under the "Moppet Video" banner. They sport some remarkably sophisticated graphics, excellent joystick control and interesting, if simple, play-mechanics.

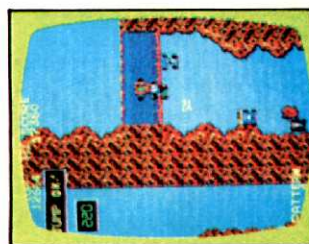
Desert Race is an overhead racing game, *Tugboat* offers a neat, 3-D look at a vertically-scrolling ship and *Pirate Treasure* casts the kids as sailors in search of hidden treasure. Although, the pride of the line

is *Leprechaun* with its gorgeous forest locale. An impish little Irish elf pursues the arcader's surrogate all around the playfield while the gamer must uncover his pot of gold.

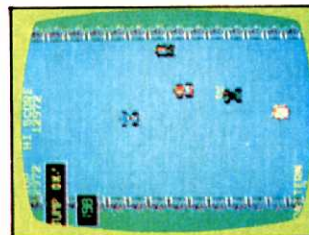
The cabinets stand 47 in.-



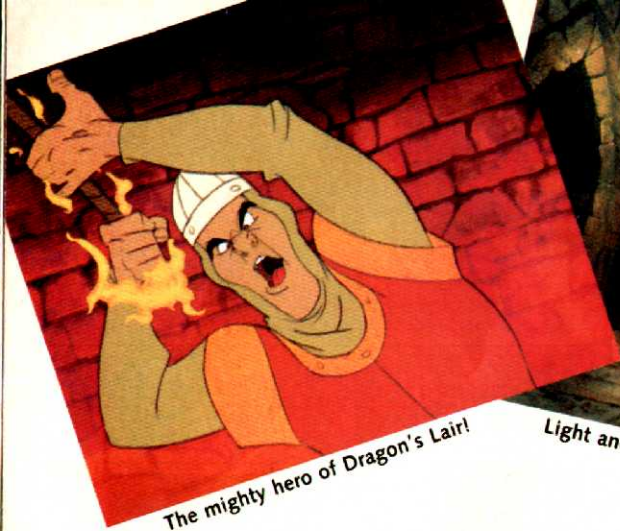
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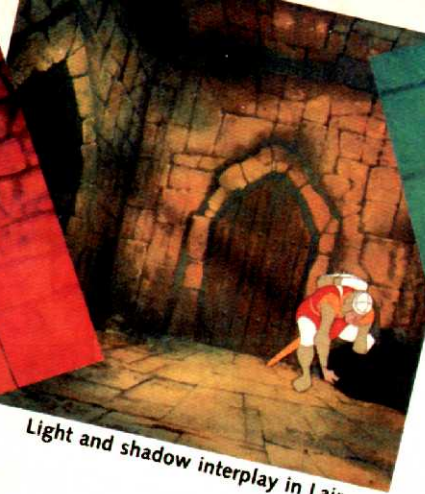
DESERT RACE



high and weigh only 110 lbs. As the brochure puts it: "Little Games for Little People." Thankfully, Intrepid had sufficient respect for its young audience to create interesting games to fit inside.



The mighty hero of Dragon's Lair!



Light and shadow interplay in Lair



A spider menaces our protagonist

TAPPED FOR STARDOM

DRAGON'S LAIR!

Despite the many rumors concerning Sega's laser disc videogames and Taito's galvanic coin-op, Cinematronics is currently the only company with a spectacularly new type of coin-op. This California-based manufacturer, a pioneer in the field, originated vector graphics. Rumors have sometimes forecast its imminent death.

But it has risen, phoenix-like, from the ashes with *Dragon's Lair*, the first ready-to-play laser-disc-driven coin-op ever. This is no hi-res magic, *Dragon's Lair* is straight animation, looking very much like the work of the Hanna-Barbera studio. The quality of the cartoon, even when it's viewed up close, is remarkably high.

The player's on-screen hero, a sword-wielding knight, has entered a castle. The player determines his movements—will he turn left, right, or go straight ahead? After making your decision, the screen momentarily blanks as the laser scans for its next position, as determined by the player's selection.

There are plenty of surprises waiting behind those



doors, too! At one, the oaken door opens to reveal nothing! The knight nearly steps into a yawning chasm, then spots several ropes, each flaming from the bottom, swinging back and forth. The player must hit the action button, timing it so that the knight leaps at just the right moment to snatch the burning hemp. Miss, and the poor knight plummets to his doom. But watch! His skeleton rises up and assumes human-form before your startled eyes!

Dragon's Lair may be a heartbeat away from technological perfection, but even if viewed as a novelty, this is

the summer's only "must-play" game.

VIDEO FOOD FIGHT!

In terms of cabinet design, graphics, control and general amusement, Atari's *Food Fight* is a definite candidate for summer coin-op stardom. The sideboards on the cabinet protrude past the front, offering smoothly beveled edges lathed into a marvelously attractive pattern. Atari is the only major coin-op company with the ability to produce everything for an arcade game, from idea to joystick, and it all comes from Atari's factories, where geniuses such as George Opperman turn out true works of modern art.

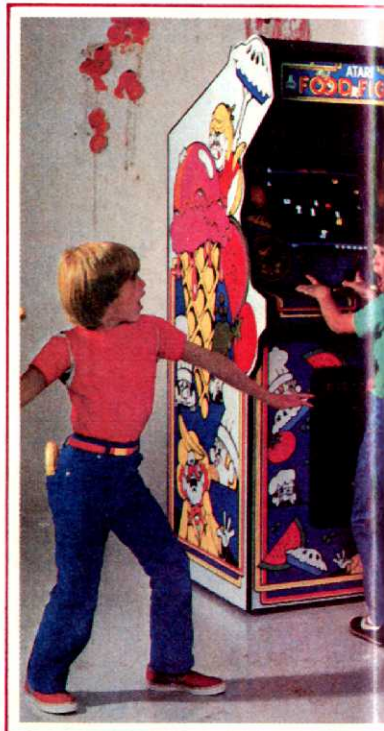
When people start collecting coin-ops as pop culture artifacts, Atari's product may be the most highly prized for its unity of concept right down the line.

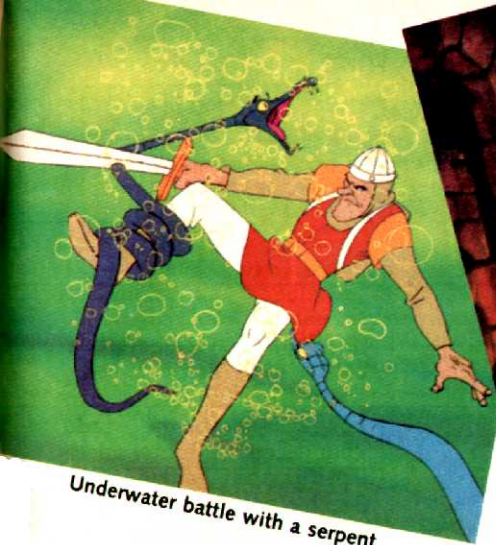
Food Fight, itself, is nothing startling or new, but it does try out a wacky, teenage predilection as the basis for a videogame. The results aren't half bad. Players move their chef around the playfield,

starting at the right edge of the screen and getting him over to the left, where an ice cream cone stands, melting. The chef is being pursued and the only weapons he can call upon are the pies, fruits, etc. scattered about the playfield. Once your man is caught, however, every bit of food on the screen is hurled at him, burying the poor devil in a mound of glop!

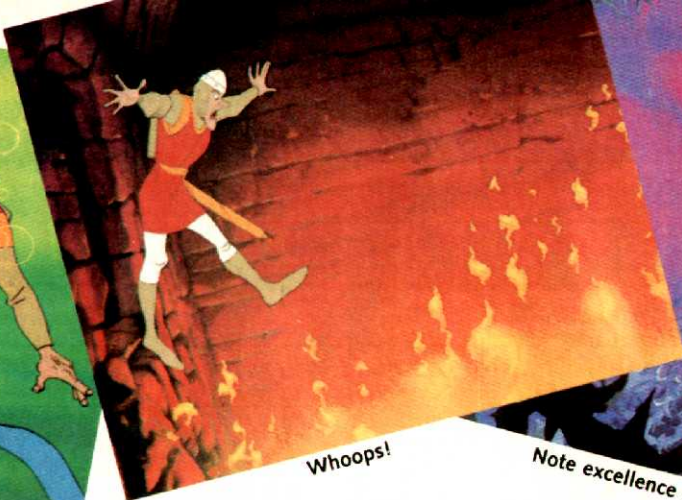
THE SINISTER SINISTAR!

A company long famous for its "players" games, Williams' latest offering in the summer arcade sweeps is *Sinistar*, an *Asteroids*-inspired contest that won't disappoint the nation's top guns.



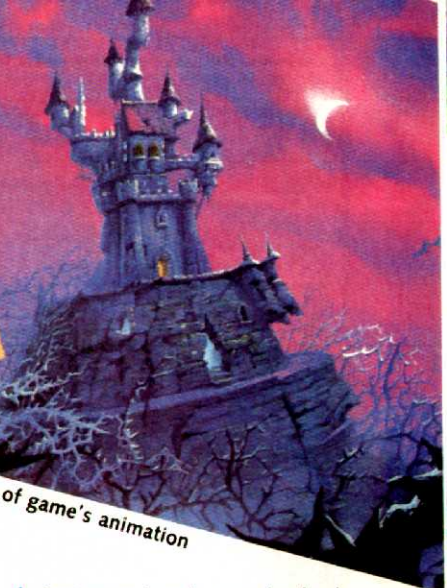


Underwater battle with a serpent



Whoops!

Note excellence of game's animation



Utilizing an incredible 49-direction joystick(!), players maneuver through space, mining for the cosmic crystals that power the ship. The gamer blows planetoids apart and picks up the crystal residue, while a group of "workers" assembles crystals and steals the players' supply whenever possible. These worker spaceships are not miners, however, but instead are using the crystals to construct the ominous and universally feared "Sinistar", a glowering, crystal skull who announces his birth with a throaty proclamation: "I LIVE!"

He, or it, certainly does. The horrifying face burns with crystal flames and few arcad-

ers can defeat this awesome visage. Laser fire just honks Sinistar off, so the only method is to use the "sinibombs", which are capable of destroying the entity piece by tiny piece.

The graphics are top-flight, and the game is both challenging and fun. *Sinistar* is particularly impressive in the cockpit version, with its exterior-mounted cannons and soft, black interior.

TAKING A JOURNEY

While Data Age's home videogame, *Journey*, didn't set the world on fire, Midway's new coin-op may enjoy much more success. Utilizing Midway's own remarkable graphics-generating system, the combination of half-tones and super resolution form photographic likenesses of the various band members.

Utilizing the *Tron* multi-game approach, *Journey* has each band member cavorting through an appropriately musical videogame challenge, involving guitars, pianos and trampoline-like drums. There are jump games, bouncing games, shooting contests and just about every type of challenge known to arcaders.

Finally, in a fascinating touch of irony, Midway has sold the rights to its version of *Journey* to Coleco for the ColecoVision!

BONGO, BONGO, I DON'T WANNA LEAVE THE CONGO

For those gamers not totally bored by climbing contests, Sega has an intriguing new

offering, **Congo Bongo**. It employs a new type of three-quarter perspective graphics to generate an extraordinarily eye-pleasing variety of landscapes.

Cast in the role of hunter, the player must pursue a giant gorilla over mountains, lakes and the infamous Rhino

but previously overlooked, method of cleaning off a screen—give the gamer a vacuum cleaner!

In the adorable **Rug Rats**, the object is to make a clean sweep of the on-screen rug while picking up goodies (jewels, rings, moneybags and crowns) and avoiding



CONGO BONGO



CONGO BONGO

Ridge! There are coconut-hurling monkeys, snakes, scorpions, rhinos and, of course, Bongo the Gorilla. This is another of Sega's graphics wonderworks, keeping the gamer's eye entranced throughout several plays.

The only question: once the visual wonders become familiar, will the game's play value continue to carry it? Only time will tell.

MAKING A CLEAN SWEEP OF IT!

Coin-op designers have come up with more ways to fill up a playfield (*Make Trax*, *Amidar*, *Qix*, etc.) and empty it (*Dig-Dug*, *The Pit*, etc.) than exist in Horatio's philosophies. Amazingly enough, however, Nichibutsu has come up with an obvious,

Bigimba, Billola and Baddon, three pursuing imps out to rob you of your playing time.

The trick to overcoming the impish germs involves the carpets that are placed strategically around the screen. Trap a germ, as they chase your vacuum right over a carpet. The instant the vacuum passes over the rug, it rolls up like a window shutter, trapping the nasties within!

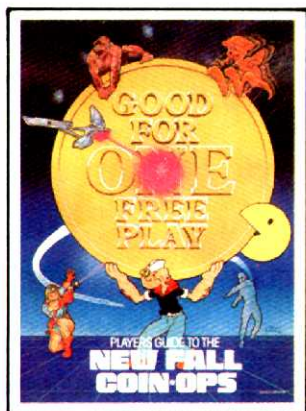
It is also possible to paralyze the germs with a blast of soap bubbles from your rug cleaner *extraordinaire*, then scarf them up while they remain dazed.

Of the many cutie games being readied for summer, *Rug Rats* has the most play value—along with first-rate, highly colorful graphics and audio.



FOOD FIGHT

AIDS FOR AVID ARCADERS



THE LICENSING BOOM!

With nearly 250 Pac-Man products licensed through Midway already, including a \$25,000 gold diamond necklace, it is not surprising to find all the coin-op companies looking to get a slice of this tasty pie. Unlike the old days, when a coin-op earned only the quarters fed into its slot, today's arcade machines can rake in more bucks via licenses than they ever earn on the arcade floor.

This ancillary market consists of the sale of home videogame and computer rights, stuffed animals, board-games, T-shirts, lunch boxes, and even TV and movie gigs for especially popular characters. Rumor has it that Pac-Man will be joined on TV this coming fall by a videogame hour on Saturday mornings that will include the stars of two of last year's most popular home videogames.

Currently "tops" in second-

ary market clout is unquestionably Gottlieb's Q*Bert. This charming, oval-shaped fuzz ball with the distinctive snorkle has been tapped for dozens of licenses. Remmer is the biggest customer. The toy-maker hopes buyers will "Q" up eagerly for Q*Bert products!

GAMING GEAR EXTRAVAGANZA

Just as baseball players, golfers and bowlers don special gloves and other equipment in order to better execute their hitting and fielding, the video athlete has begun to discover the world of gaming accessories.

What tennis player would be caught dead without the appropriate sweatband? What racquetball fanatic would even tune up without first donning an elastic headband? Well, videogamers need special equipment, too, and manufacturers are more than willing to provide it.

On the decorative side, Atari is issuing a line of exquisite pins commemorating its most successful coin-ops,



Q*BERT

from Asteroids to Kangaroo. Suggested retail price for these collector pins is \$3.50, and they should be available through your local arcade.

Atari hasn't forgotten the more functional stuff, however. Full-tilt arcaders can revel in Dig-Dug T-shirts, Atari sweats, windbreakers, football shirts and even baseball caps. A third line includes such off-beat goodies as bumper

stickers, ashtrays, a brass belt buckle and, Atari pen.

But the most useful item now available to the arcade gourmet comes from Nicoletti Productions in Newport Beach, CA. Dubbed the Video Coin Holder (VCH), this attractive pouch fits nicely onto any belt and dispenses quarters or tokens from beneath a velcro flap. Available in six colors, the suggested retail price is \$7.95.

THE FINAL WORD

It's apparent that coin-op arcing is now mired deep in a rut. Depending on the action in arcades this summer, the coin-op business is going to be forced to examine itself in the hard light of reality. Questions about conversion kits and many other tough issues will have to be faced, and the answers are sure to affect all electronic gamers.

The next major trade show in the industry is scheduled for this November. The consensus is that this will be, in all probability, the most important show in history for the arcades.



MISSILE COMMAND



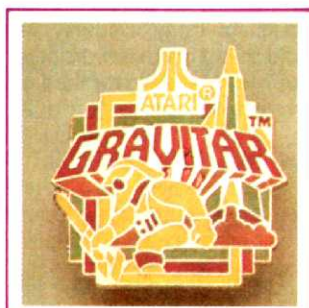
ASTEROIDS



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Here's What's Buzzing at the Arcade!

By TRACIE FORMAN

STAR TREK

Sega

You don't have to be a trekkie to love **Star Trek**. Sega's latest vector-graphics space saga should line up arcaders for its great play-action alone. Still, anyone who's ever stayed up until two in the morning to catch the sixteenth rerun of "Amok Time" will particularly appreciate the chance to sit in Captain Kirk's bridge chair for only a quarter.

Three simultaneous screen displays and a number of different speech effects combine to make this one of the most engrossing science fiction adventure games ever. The player takes the helm of the Enterprise itself in an elaborate cadet training mission for which Strategy Training Units (STU's) are awarded in lieu of point scores. An unseen — but not unheard — crew is on the bridge to assist you.

After being called to the bridge by a distinctly Sulu-like helmsman, it's on to your first assignment: Sector One Point One. (Is that Spock announcing the location?)

The screen is split into three sections, each of which help you keep track of the action. The upper left indicates the amount of energy left in the shield, how many photon torpedoes remain in reserve, and the warp status. The score is shown in the upper right corner of this box.

The upper right screen is a complete scan of the sector. All your starbases and enemies are shown on this screen.

The starbases are square, while enemy Klingons are triangular.

Red Klingon ships immediately go after any starbases in the sector. If they succeed in blasting a Federation starship to smithereens, they turn purple and attack the Enterprise. Engage them in combat by using the bottom, point-of-view screen as a guide. White Klingons try to ram into the ship, and if they succeed, two units of shield power are lost.

Every hit the Enterprise absorbs costs the ship one shield unit. When all

the shields go down, the ship becomes especially vulnerable to damage. To fix the mess, or to refuel, dock with any square starbase in the area. A cheerful, Scottish-accented voice informs you when the damage is repaired.

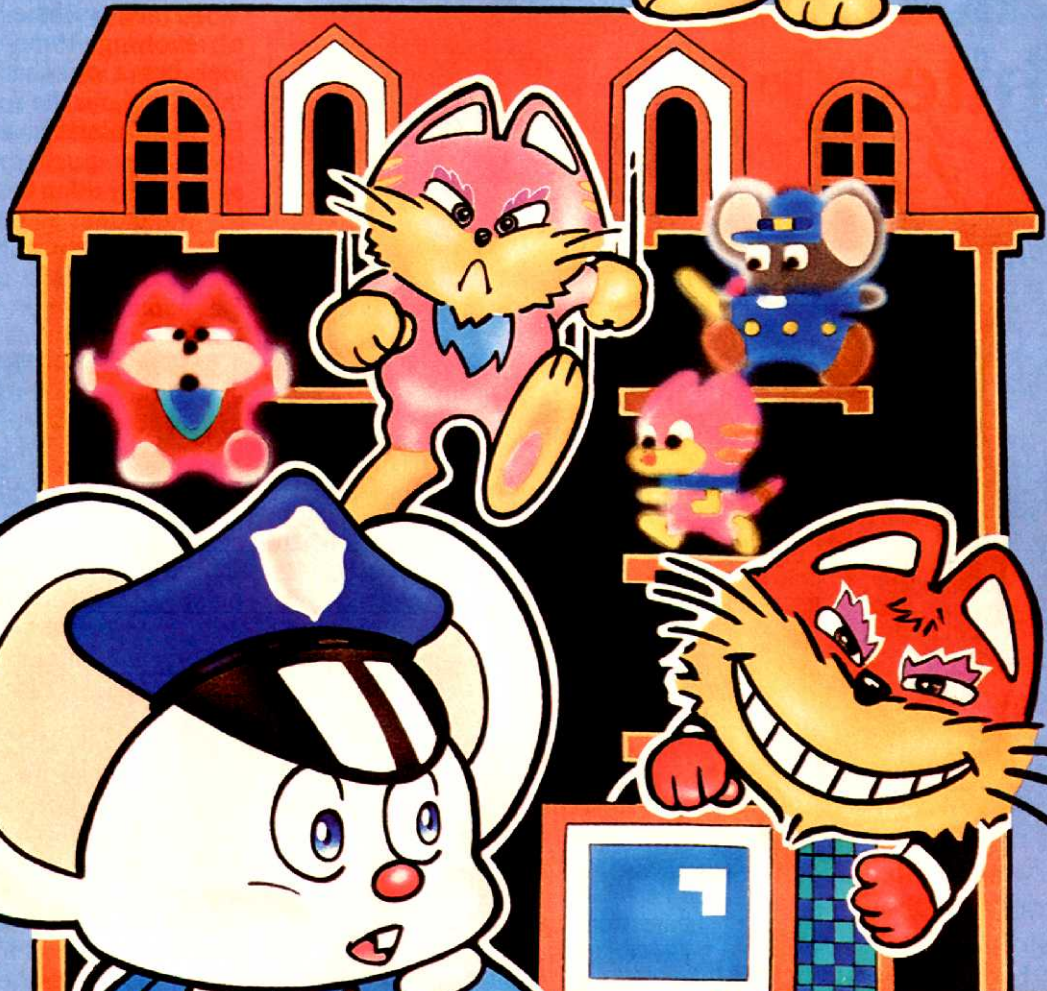
Klingons aren't the only dangers with which a fledgling starship captain must contend. The Anti-matter saucer robs the Enterprise of precious warp drive if it touches the ship.

Survive the early attack waves and face Nomad, the mad superdroid, and its defensive minefield. This is where



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SUPER PAC-MAN, PAC-MAN PLUS

Bally

The two latest additions to the Pac-Man family, **Super Pac-Man** and **Pac-Man Plus**, are guaranteed to give gobble fans everywhere a brand-new run for their money.

Super Pac-Man is a variation on the classic maze-chase, endowing the round yellow hero with an ability to develop super-size and super-speed in the never-ending quest to eat every object on the playfield. Instead of the usual dots, the muncher is called upon to eat everything from pretzels to brightly-colored sneakers, although he displays no sign of indigestion.

The familiar power pills are still there for the taking, in addition to several other items of interest. The keys have to be gobbled to unlock random gates, and eating the star is worth a variable number of bonus points.


But the best thing on the menu is

monsters are still there, too, wearing quaint little hats. When Pac-Man eats a piece of bonus fruit, his pursuers will sometimes disappear completely, reappearing a few seconds later in a totally different part of the maze. Only three of the monsters can disappear at any given time, with one to stay put, chosen at random by the machine.

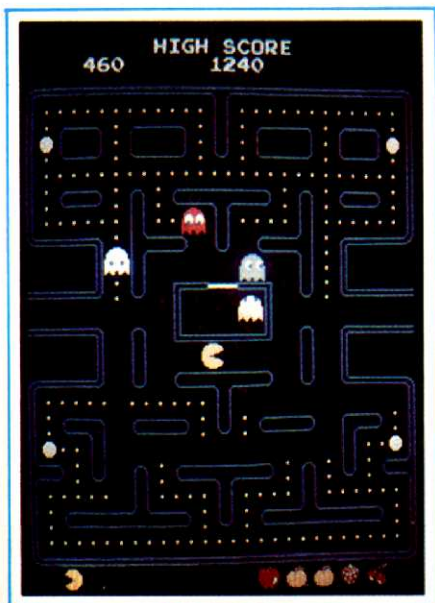
Even the old reliable power pill is randomized. Gobbling one still causes Inky, Blinky, and Co. to turn blue and

retreat, but one monster could remain unaffected, though all flee at first.

A number of other surprises are in store for the stouthearted *Pac-Maniac*, including disappearing screens in which only *Pac-Man*, the monsters, and the power pills are visible.

Anyone who loved the play mechanic of the original *Pac-Man*, but who got bored with repetitious patterns, should be delighted with Bally's newest gobble games. 

ORIGINAL PAC-MAN



ORIGINAL PAC-MAN (PLAYFIELD)

undoubtedly the "super energy dot". Eat it, and Pac-Man grows to monstrous proportions *and* gains the added ability to pass right through his four arch-rivals. While the gobble is in this super-state, pressing the "super speed" button next to the joystick allows him to whip around the maze like a dervish, finishing it off in nothing flat.

Pac-Man Plus, the first *legal* enhancement for the popular coin-op, is far closer to the original game than is *Super Pac-Man*. In effect, the game has been redesigned to eliminate any patterns in the monsters' movements.

The play-screen is basically the same as in the familiar game. All four



Step Up and Ask EG's Answer Man

By THE GAME DOCTOR

Hello, gamers! Great to see you out there, stacked twelve-deep inside my lovely, hyper-air conditioned waiting room! You've read all the old magazines, I see. Good, good, you know a well-stocked waiting room will bring back patients faster than anything.

Plenty of new ColecoVision owners, eh? Lots of questions this month, and most of them, as usual, are excellent. Just for a change of pace, let's save the T-shirt winning "Q" for a while and just take the customers as they come . . .

Q: *I would like to know if Atari is suing Coleco over production of its VCS emulator/expansion module, or have the two companies come to an understanding? Also, does the word "Atari" mean anything? I have heard*

from a small bird that it sure does.

*(M. Kevin Tomkies,
address unknown)*

A: Although Atari did, indeed, take Coleco to court, the two titans of videogaming have since come to an amicable agreement. Under the terms of this understanding, Coleco has introduced a 2600 work-alike, dubbed the "Gemini", in addition to the ColecoVision expansion module in question, under a royalty arrangement with Atari.

As for the meaning of the word "atari", that's an old one, Kevin. Nolan Bushnell took the company's name from the ancient oriental game *Go*, in which the word "atari" is the equivalent of "check" in chess. But have you heard about Nolan's new videogame company, Sente? Its name derives from the word in *Go*, used when the

player under "check" or "atari", reverses the position and places his adversary in "checkmate". Heh, heh. Love that kinda' talk . . .

While we're chattering about the origins of company monickers, did we mention recently that "Coleco" is a shortened version of the "Connecticut Leather Company"? If anybody asks you where you heard it, tell 'em a *big* bird told you.

Q: *After Taito's recent court battles with Edgar Rice Burroughs' estate (over the use of a Tarzan-like character in **Jungle King**), will Nintendo's **Popeye** and **Sega's Buck Rogers** be pulled off the streets because they interfere with existing copyrights?*

(Bill Harroun, Aledo, IL)

A: The difference between *Jungle King* and the other titles you mentioned is considerable. Unlike Sherlock Holmes, Dracula and any number of other literary creations whose rights have since lapsed into eminent domain (definition: anyone can use them in any context, free of charge), Tarzan is still very much a licensed property. Even Burroughs is dead, but his estate is still around to hold fast to all rights concerning that character.

While it's true that *Jungle King* doesn't mention "Tarzan" in so many words, the "Jungle King" title and appearance of the on-screen protagonist gave the Burroughs estate considerable legal leverage. Rather than go up against those litigious sharpshooters, Taito bowed nicely and transformed their Lord Greystoke-clone into a white hunter.

Both *Popeye* and *Buck Rogers* are fully licensed from the companies which exclusively possess the rights



COLECOVISION



BUCK ROGERS

would let you hook up Atari 2600 cartridges to the Atari 400/800? I have heard that they were sold in Maryland, and concerning the one I'm referring to, you have to plug in one end of the adaptor, run two wires under the cartridge door, and then hook up the VCS to the other end of the adaptor.

(Mike Delozier, Nashville, TN)

A: Sorry, Mike, but of all the hundreds of wild videogame-related peripherals that pour into my office, I've never encountered such an incredible doodad. The 400 works totally differently from the 2600. However, since you already obviously own both, and since both are required for this peripheral to work, I miss the point — why not just use a mixer and plug in both?

Q: Will the Odyssey³ be compatible with the O², or will it be totally different? Give us some details on it.



O²-O³ COMPATIBLE!

On page 111 in your January, 1983 issue, there is an advertisement of an emulator for the VIC-20 that will allow it to play Atari 2600 cartridges. Does it really work? How does it work with two-player games?

(Brett Spivey, Bedford, TX)

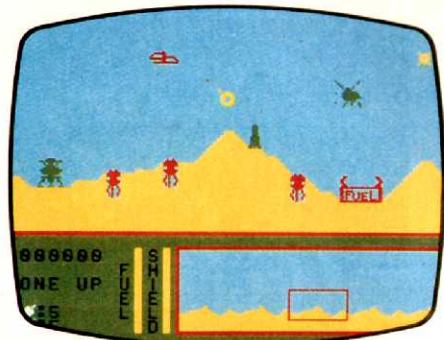
A: The device you're referring to, Brett, is from Protecto. According to EG's Commodore maven, Tom Bedford, the product does just what it claims.

As for two-player games — I believe there are dual inputs on the emulator.

Q: In a recent EG you mentioned an upcoming game for ColecoVision titled *Victory*. Is that the Exidy coin-op that just came out? Also, is Coleco coming out with new joysticks soon?

(Brian McIntosh, Syosset, NY)

A: It is, indeed, a home version of the Exidy coin-op. You'll also be happy to know that a new set of ColecoVision joysticks should be available by the time you read this. If that's not the



C-V VICTORY

case, just try reading a little slower.

Q: A couple of questions: In playing Imagic's *Cosmic Ark* I've noticed that, on occasion, the two creatures to be captured cross paths. Is it possible to lift both into the ark simultaneously?

My other question concerns game distribution. Up here in the Fox Valley, we currently have access to eight ColecoVision cartridges, discounting *Donkey Kong* and *Turbo*. My nephew recently moved to California and has informed me that the stores out there carry at least 20 ColecoVision programs! How long will it take us to catch up? Thanks much.

(Rod Quaintanie
Combined Locks, WI)

A: First answer: I don't believe so. The tractor beam can, to my knowledge, lift only one specimen at a time.

Second answer: Judging by the postmark on your letter, your nephew may be exaggerating somewhat the number of ColecoVision titles available in sunny California. Since *Turbo*, even the Doc has seen only *Mouse Trap*,



BEAUTY AND THE BEAST

Donkey Kong Junior, *Space Panic* and *Space Fury*, with new titles such as *Rocky Battles the Champ* and *Tarzan*, almost ready for release. So don't worry.

I guess that about wraps things up this time out. Remember, may the palm of your hand never grow too sweaty to move a trackball! Aloha. ☺

to use those videogame characters.

By the way, Bill, I loved that "love at first byte" cartoon you enclosed, showing Mr. and Ms. Pac-Man.

Q: I received a catalog from a videogame retailer that says *Tempest* will be available for the Atari 5200 in June. How can this be, since *Tempest* uses a vector-graphics monitor?

(Frank Vawter, Riverside, CA)

A: Boy, you guys are cartoonin' fools! First, Bill Harroun lays a Pac-tune on the old cartridge croaker, and now Frank presents me with a very good sketch of Garfield, my favorite feline, enjoying a game of "Lasagna Hunt". Nothin' like a little chuckle to keep the day in perspective!

Oh, yes, your question. Okay, Frank, first of all, remember that *Asteroids* was also a vector contest, and Atari translated that one for the 2600 pretty darned well! In fact, on a recent visit to several of the top coin-op companies, the prevailing feeling was,



TEMPEST

"Anything vector can do, raster can do even better!" Scientists have made such strides in digitized raster graphics and play-object movement that it is now feasible to produce raster versions of vector coin-ops.

For a look at what's happening in the world of vector graphics, take a look at this month's "Players Guide" under the section "Whatever Happened to Vector Graphics?"

Q: Is there a gadget made which



Computer Ambush: Hit the Beach!

By NEIL SHAPIRO

The atmosphere within the barn is charged with the odors of decaying wood, squawking poultry and a half-century of livestock droppings. Even those smells are welcome, compared to the sharp tang of gunpowder that is somehow disconnected from the sharp rat-tats of our rifles echoing within the structure's confines as we return the ever-nearing enemy's fire.

A bullet from an enemy rifle whistles through the air, and shatters a rough-hewn beam behind me. The disturbed hay rustles as it falls to the floor. As I watch, Sarge Padooka prepares a grenade, ripping out the pin. He waits an instant and tosses it out the window. A burst of automatic fire from P.F.C.

Bastinelli's rifle drowns out the explosion.

This new game — **Computer Ambush**, from Strategic Simulations Inc. — is as realistic a simulation of tactical, squadron-level combat as any war game we have seen. And because it's a computer war game, it is easy to learn and play.

The game is played out on a map-board which depicts the buildings, terrain and features of a typical World War II French village, where the Americans can battle the Germans in a number of different scenarios. The computer referees and displays the movements of two human players or, if you don't have a fellow war gamer

handy, the computer uses its full quota of cunning and resourcefulness to run the Germans against you.

The map is 38 by 54 squares. Each gridded square represents nine square meters of ground that's to be liberated or defended. The walls of buildings are clearly shown as are each structure's windows, doors and interior lay-out. Other terrain ranges from hedges and fences to piles of rubble. Tough plastic-coated maps included with *Computer Ambush* show the entire village at a glance. Also, the contending strategists can display any segment of the village on the screen at will.

When you boot the game, first select a scenario to play. The one-player scenarios concern an infiltration mission through the village; an ambush of a squad of enemy soldiers; responding to an ambush yourself; or the defense of a barn. The two-player scenarios add a few other choices, such as defending a strong point. A free-form setup is also possible.

Once players pick the scenario, it's time to marshal the troops. The first decision is to determine which soldiers to use — but more on that option in a moment. The first playing-the-game option involves choosing "blind" or "unlimited" vision. The rules for blind play allow true hidden movement with no bookkeeping, since the computer keeps track of all sighting rules and only displays the targets which would really be visible. Unlimited vision

CHARACTERISTICS TABLE							
Name	Str	Int	Dex	PO	Thr	Fir	HH
Padooka	7	7	5	8	7	7	8
Richfield	5	5	4	5	4	4	5
Bastinelli	10	10	4	8	4	4	10
Lawson	5	5	6	5	5	5	5
Garrity	4	4	6	5	4	4	5
Cheng	4	4	6	5	4	4	5
Wheelock	5	5	4	4	4	4	5
Hoss	9	9	4	8	4	4	9
Harootian	8	8	7	5	5	4	8
Dumke	4	4	5	8	5	5	4

Press any key to continue.

The "Characteristics Table" details all soldiers' individual strengths and weaknesses.

allows participants to see all units at all times.

Then, you must decide how many time-points the upcoming turn should represent. You can simulate from one to 250 time-points. Each time-point is equivalent to one-tenth of a second real-time, so every turn can simulate one-tenth to 25 seconds of battlefield action. You'd be surprised at just how much can happen in less than half-a-minute.

When the game starts, the generals can position whatever section of the map they wish to see on the video screen. The squares on the map are identified by their column and row numbers. Square 2340, for example, is the square in the map's 23rd column, 40th row. The men are displayed as the first letters of their last names. In a one-player game, the German enemies are displayed as swastikas. In a two-player game, the German player would see the Americans as not-so-spangled stars.

At any time, you can switch from the mapboard display to screens which detail the individual characteristics and equipment of each of your troops. These screens flag every weapon a soldier is carrying, and indicate whether the weapon is ready to fire. The computer also keeps players informed of the soldier's endurance level, as well as his health.

What makes these soldiers more than just letters of the alphabet is that each soldier has a distinct "personality". Soldier characteristics include such things as body weight, physical strength, combat reflexes, dexterity, power of observation, throwing and firing marksmanship, as well as hand-to-hand combat ability. The "standard" squad, stored on the disk, includes 10 soldiers who could have stepped out of "From Here To Eternity" or "The Naked and the Dead".

Leading off the standard squad is Sergeant J.C. "Buck" Padooka. Others range from Private Denny "Dim-Wit" Dumke, who is probably not going to win many battles for you, to tough Chicago kid, P.F.C. Luigi Bastinelli. The instruction manual introduces the squad with some colorful and well-written descriptions of each individual. Even the German soldiers are given the full treatment and not robbed of their video humanity.

So, once you pick the soldiers and the scenario and have decided how many seconds or fractions of a second

MORE GREAT ARCADE CHALLENGERS FOR ATARI COMPUTERS

ULTRA EXCITING **STAR CRYSTALS**

The caverns of the planet, Croga, hold the key to endless power — Star Crystals that amplify solar energy. To get to them you have to penetrate the Crogan defenses both on and under the surface. Once you capture a Crystal, you have to get it to the surface and go after another. Each time it gets tougher and more exciting. For one or two players. 24K Disk, and Joystick; 16K Cassette & Joystick.

Eat 'Em Up! **SWAMP CHOMP**

Life in the eerie Muckedoo Swamp can be pretty rough, particularly if you're a defenseless Gorx. Alligators, snapping turtles, vampire bats and even ghosts come at you from every side with one goal — DINNER. *But*, if you can make it across the swamp to the feeder station, you'll metamorphose into a Swamp Chomper who fights and bites back! 1-2 players. 24K Disk & Joystick; 24K Cassette & Joystick.

AMAZING FUN DUO **ANDROID**

ANDROID challenges you to find your way out of a 5-story maze despite armed robots, earthquakes and hidden time bombs. In CAPTIVITY, you race the clock through mazes, armed with only a map and your robot's 3-D view. Varying levels of difficulty in each game. 40K Disk & Joystick with optional voice cassette.

AWARD WINNING **MOONBASE 10**

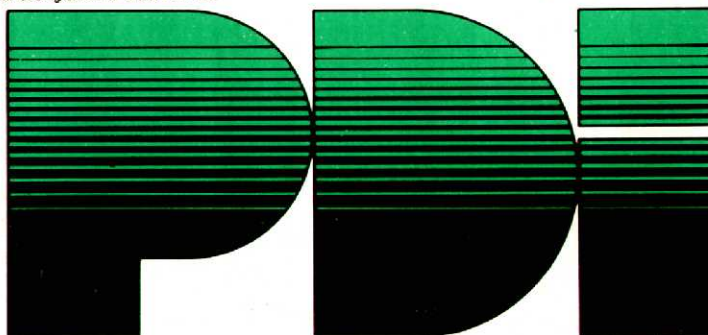
Io is a great voice-activated arcade game with three sequential adventures. 1) Navigate the alien mine field. 2) Defend Moonbase Io. 3) Attack and destroy the mother ship. Winners get a personal Presidential Commendation from Earth. 24K Disk, Cassette, & Joystick; 16K Cassette & Joystick.

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Available at leading stores or direct from PDI

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the turn will simulate — it's off to the wars.

First thing a commander must do is give the men their orders. This involves writing a short battle-program for each man which governs him for the turn. Although it seems complicated at first, the orders use easy-to-remember abbreviations that simply describe the actions, which are much the same as real soldiers would be taking.

Let's say that you want Sarge Padooka to run in a zig-zag manner for a distance of six feet. He should fall down behind a convenient hedge, and quickly prepare his rifle to fire and scan the street in front of him. If he sees a German that he has a good chance of hitting, he should fire. Otherwise, he should hold his fire. The program for this set of actions would be: MI12R

MR10F PRFA5099. Not too hard.

Padooka's program would tell him to first Move Irregular in direction "I" for two squares at a Run (MI12R). Then he would move in a Regular manner, facing in direction "1", for 0 squares to Fall prone (MR10F). Then he would Prepare his Rifle (PR). Finally he would prepare to Fire on the Area he is facing and shoot any target which he has a 50% or greater chance of blasting for the next 9.9 seconds (FA5099).

In this manner, the armchair general programs all of the soldiers in the army. They can run, dodge, crawl, look around, fall prone, stand up, sneak, wait, prepare rifles, automatic rifles and machine guns, ready their knives, bayonets or even garrottes, prepare grenades or throw them and, if the

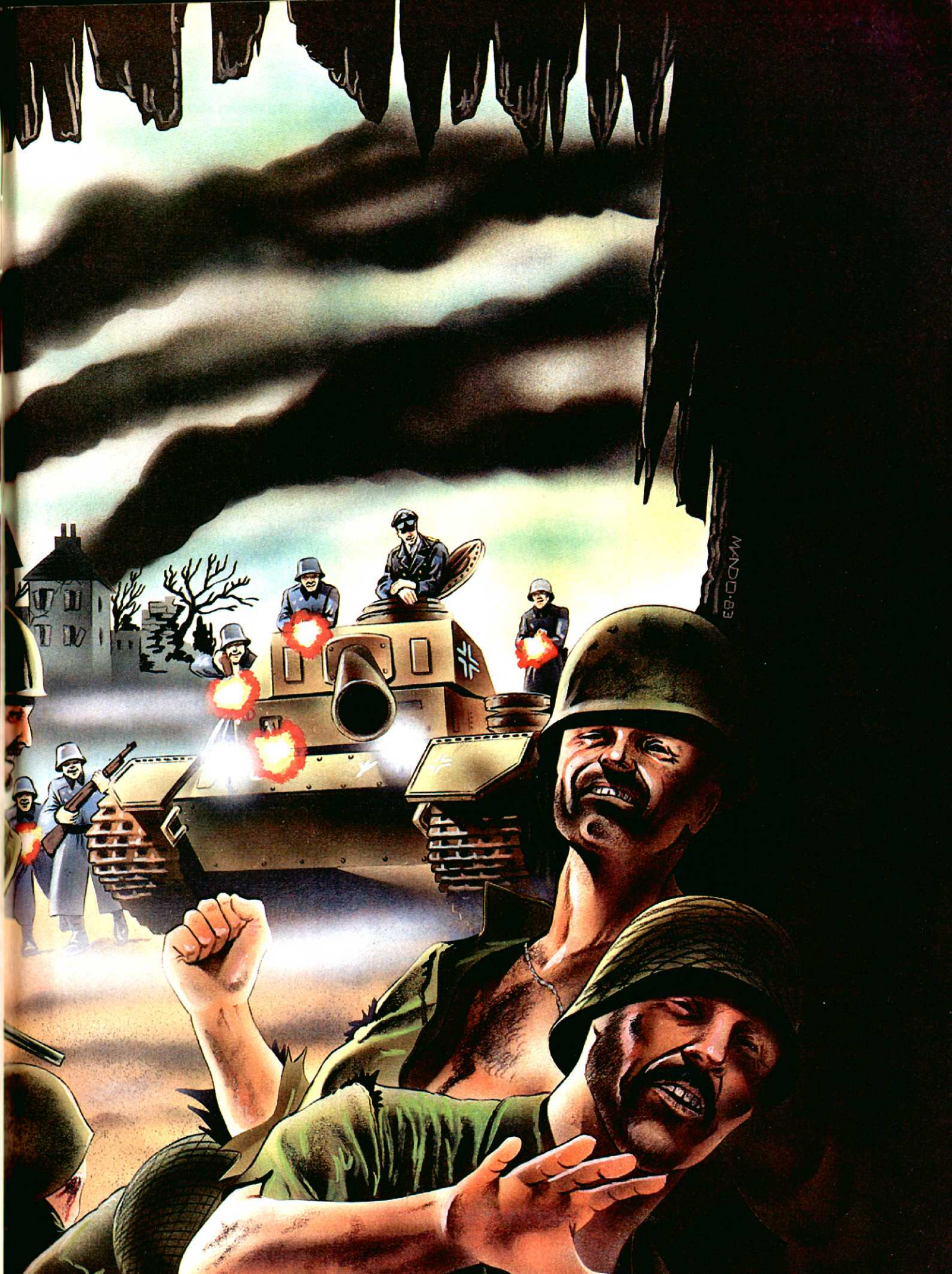
```

Personal Statistics for Padooka
.....
Position:           Wounds           8
  Col/Row 36 59     Endurance          99
  Facing   1         Control           .8
  Posture   U         Sneaking?         N
.....
Explosives (type/prepared?)
  1=FN 2=FN 3=    4=    5=    6=
.....
Other weapons:(name/in use?/loaded?)
  1=AYY 2=KN 3=    4=    5=
.....
Current orders : MR52RM150FFA0199

Would you like to write (O)rders, see
the (M)ap, the (C)haracteristics of your
squad, the (S)tatus of a soldier, or
(F)inish your order entry phase?
  
```

Track every soldier's state of preparedness on that man's personal statistics.





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need should arise, engage in hand-to-hand fights.

Once all of your men have orders, the computer (in the solitaire version) formulates orders for the Germans and then displays the results. The computer moves fast, so fast that it may keep a human player at a psychological disadvantage. Strategic Simulations first released *Computer Ambush* about a year ago and then withdrew it because the computer could take hours to move (not surprising when you consider the hundreds and hundreds of calculations). But this version is greased lightning.

Even a complicated move takes only a few moments. Most take less than half a minute to compute. Let's just say that, if a human tried to move as fast as the computer, there's no doubt he or she would lose.

The computer is not only fast, it is one heck of a smart field officer. When it dawns that you've walked right into a trap, it may be the first time you really appreciate the concept of artificial intelligence.

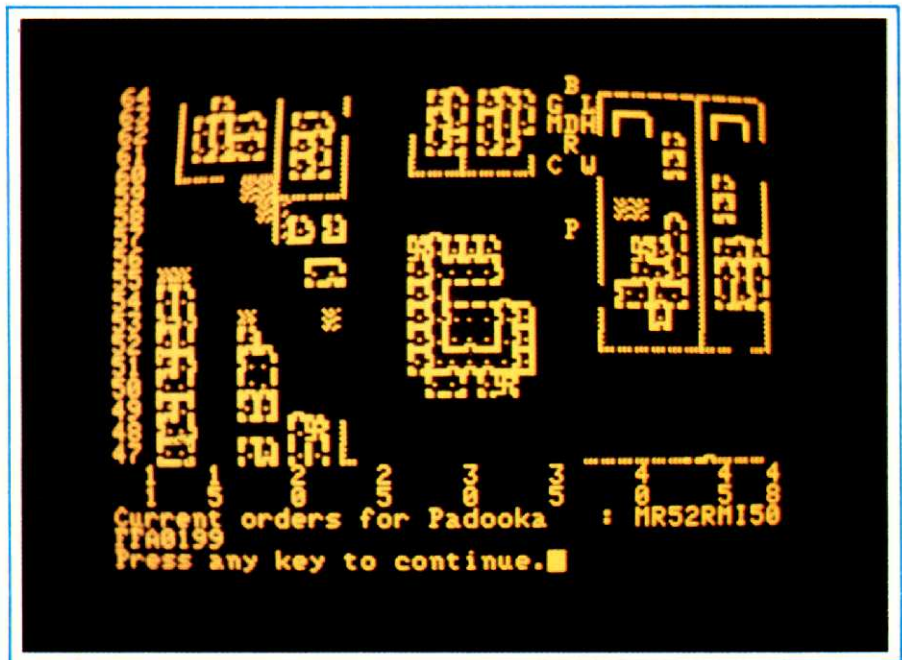
Once the turn is computed, the program returns to the mapboard to show a "movie" of all the action. You'll actually see and hear the orders you have issued to your troops carried out. This "movie" can be rerun as many times as desired before proceeding on to the next turn.

The "Barn Defense" scenario is just about the best example of how a computer war game should interact with the player. Defending against an onrushing enemy is a real kick. As the swastikas move closer in, and the grenades explode closer and closer to your position, you may find yourself

MOVING?

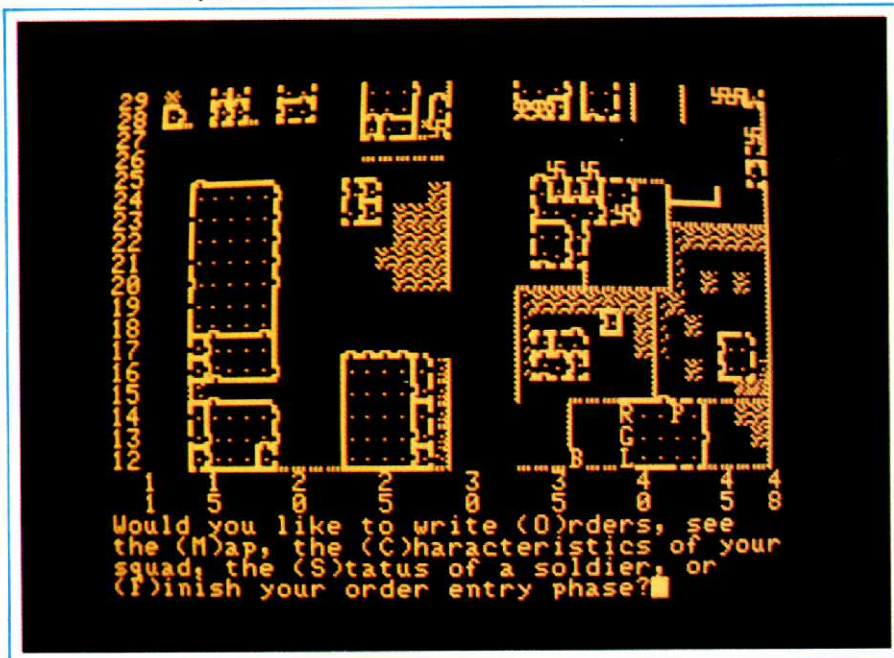
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A platoon of soldiers enters the town in a close-deployment formation.

The platoon defends a barn from an onrushing German attack.



more involved than you have ever been in any other game or simulation.

As in most war games, the key to a successful strategy is to combine fire and movement. Each soldier's indi-


vidual movements must be a coordinated part of the entire squad's efforts. Some computerists will find it useful to mark down important time-points when they want to see some actions of

various soldiers all happening together.

There's a temptation, at first, to simulate the full 250 time-points on every turn. That *does* give players the opportunity to program long and complex movements. Experience suggests that this does not really allow the soldiers to respond fluidly to the ever-changing challenge of the battlefield.

Instead, we recommend that your turn simulate no more than 40 to 80 time-points (four to eight seconds of real time). In this way, you will "see" what happens in time to respond. On a real battlefield, after all, what soldier plans his action 25 seconds in advance, closes his eyes and moves blindly? Answer: A soon-dead one.

Computer Ambush is an excellent war game. As a computer game, it is an almost unbelievable programming feat. Considered as a computerized war game, the only word that truly fits is "masterpiece". Once again, Strategic Simulations proves itself a leader in the electronic war games field.

Don't just sit there — go and liberate a village! 

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Computing On the Camp Old Camp Ground



A Tourist's Guide to Computer Camps

By PAT WADSLEY

In simpler times, young people went to summer camp mostly to enjoy life in the outdoors. The typical camper swam a little, hiked a little and maybe stitched up a leather wallet for one of the folks back home. In other words, summer camp represented an organized approach to lolling around through the hot weather months.

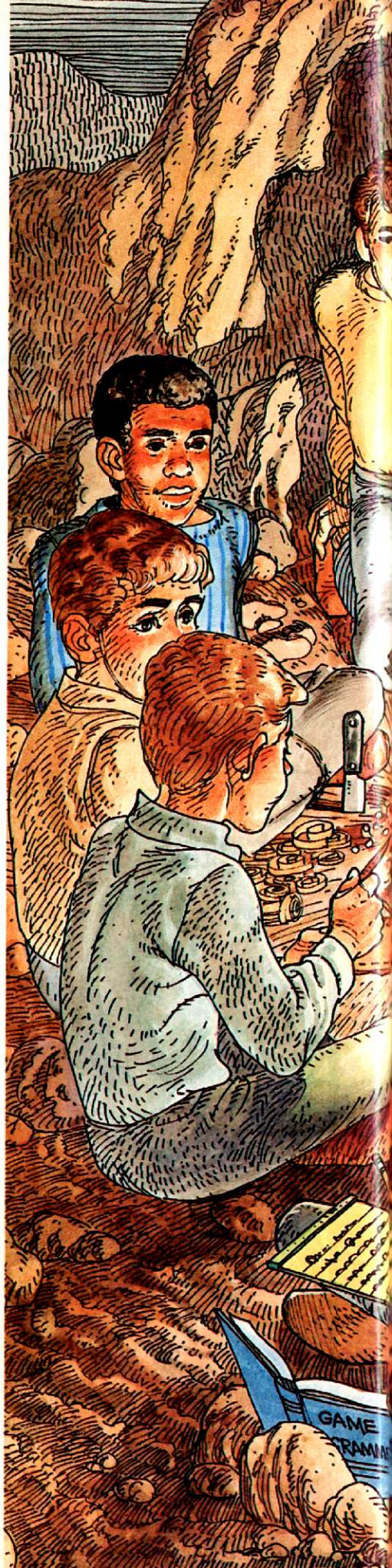
Then some nameless someone got a "bright idea". Why not, he or she must have theorized, use a portion of vacation time to learn something of more immediate use to the average person than blazing a trail in the wilderness. Now there are computer camps springing up all over the country for those who want to learn how to go beyond just playing the games, to actually designing their own contests at home.

The popular image of a computer hobbyist is of a man or woman who is permanently connected to a computer

terminal, eyes glued to the green screen monitor. Even many science fiction writers have forecast that our society will become more sedentary as a result of the presence of computers in every home, the idea being that it will no longer be necessary to leave one's residence as frequently to work or play.

Computer camps, though, are designed to prevent budding programmers from sinking into that comfortable, but limiting, rut. They offer a balanced menu calculated to nourish both the mind and body.

A typical day at a good computer camp might begin with a hearty breakfast followed, after a decent interval, by a morning swim in a crystal clear lake. A campfire lunch follows a mid-morning hike. Then, in the afternoon, it's time to settle down for a couple of hours of individualized computer instruction.





At night after dinner, there's usually a chance for campers to spend more time in the computer lab, or maybe try some moonlit tennis.

Many of the camps have specified amounts of time allotted for computer study and recreation. With activities as exciting as river-rafting and horseback riding right at their doorstep, even the most reluctant sportsman can't help but be lured away from programming, at least for a little while.

According to each facility's specifications, campers range from ages seven to 16. The level of computer instruction varies according to each camper's experience and interests.



Mountain climbing meets computing!

A young camper, already familiar with arcade games, might want to learn how to design graphics in LOGO, a language computer scientists created to help ease kids and adults into programming. An older camper, who may have already had some computer lessons at home, might want to learn Assembler, much prized for its speed.

There are thousands of camps in the country, many of which have installed computers just so they can capitalize on the computer boom. If you want to learn more about programming or computer science, and feel that a mixture of fun activities and instruction is the way to do it — how do you go about choosing the camp that's best for you?

Computer camps tend to be pricey, so you owe it to yourself to be a wary consumer. Ask questions.

Where are the camps located? What can you learn? Is there a specific

schedule of activities? How qualified are the instructors? What kinds of computers does the camp use? What is the ratio of computers to kids? What sort of accessories, like printers, disk drives, and voice synthesizers, are available for use. How many students does each instructor have?

Getting the right instructors and curriculum is like going on a well-supervised nature hike. The absence of one or both is like wandering into the woods blindfolded.

One indication of a camp's worthiness is whether the American Camping Association has given it accreditation. The ACA accredits camps for meeting health standards, safety standards and all-around good value. Just because a camp isn't accredited, it doesn't mean it has to be bad. Some camps simply choose not to pay an accreditation fee. But accreditation does show concern and thought.

Finally, if you have a chance to check out the camp the season before you plan to go, by all means — visit! Meeting the instructors and director of the camp and seeing the facilities, the staff's concern and their available programs is an ideal way to look into the situation.



Electronic Games has checked out computer camps by talking to directors, instructors and campers, and selected these five as illustrative of what top-notch computer camps should be. All have nicely planned computer instruction, good recreational facilities, lovely camp environments, and enough staff members so that each attendee receives individual help, whether it involves learning BASIC or tending to bug bites.

All of the camps first query campers to find out what experience they have on computers, to make sure they get the most appropriate instruction. Many also have several locations, so

that you can find one convenient to home, and many have financial aid and scholarships for those who qualify.

COMPUTER CAMP INC.

Computer Camp is the original and has run for five years. Its operators claim that "an intensive six-hour-a-day computer instruction program combined with lots of fresh air, outdoor activities and social pursuits makes minds quicker and easily able to absorb information." Since the first Computer Camp was founded in Santa Barbara, CA, enrollment has jumped 300% each year. CCI has expanded to five more locations, from the hills and valleys of Santa Barbara to the historic environment of St. Bede's School in the British Isles.

This camp, as at the four others which follow in the survey, groups participants according to experience in the classroom, and by gender in the dorms. Some of the dorm facilities here are rustic cabins found right in the middle of the forest.

There's one computer for every pair of campers. Since computer instruction is in two different shifts, there's never a wait. The students use Texas



Future designers at work and play in the mountains of Vermont



A computer keyboard bolted into a control console

Instrument, Atari, Apple and Commodore computers, depending on which is best-suited to specific activity. Instructors at Computer Camp Inc., as is typical at such institutions, all hold advanced degrees in computer science. Most have camping experience, too. There's one staff member to every five campers — and as one former camper testifies, "Gee, if we learned this much in 12 days in school, we'd all be geniuses."

Computer Curriculum: LOGO, BASIC (three Levels), Pascal, Assembler, Robotics, Electronics, Graphics, Artificial Intelligence, floppy discs, and operating systems (only one printer on the facilities).

Recreational Program: indoor games, day hikes, river-rafting and horseback riding (check for location), movies, arts and crafts, drama, barbecues, and tournaments.

Locations: Starting mid-July, Computer Camp locations can be found in Santa Barbara and Lake Tahoe. New Hampshire's Lake Winnepesaukee and Sequoia National Park offer four and

Learning to Write Computer Programs May Soon Rival Playing Baseball As a Popular Form of Activity At Summer Camps

five series of two-week sessions for \$895. Santa Barbara's special features include the observatory, skateboarding, and competition swimming and diving. At Tahoe, you can also go boating, mountaineering, fishing and even snorkeling. Lake Winnepesaukee, where "On Golden Pond" was filmed, offers boating, and marine biology as extras.

Computer Camp Inc. has just opened a new camp in Hawaii. A two-week session there costs \$1200.

The Computer Camp location staffers are most excited about currently being situated in England, at St. Bede's Eastborne School. For a whopping \$2400, campers will get three weeks of computer instruction and recreational activities such as archery and soccer, and a one week tour of the British Isles, including tours of The Tower of London and Westminster Abbey.

Call or write to Computer Camp Inc. at: 1235 Coast Village Road, Suite G, Santa Barbara, CA 93108; telephone (805) 965-7777.

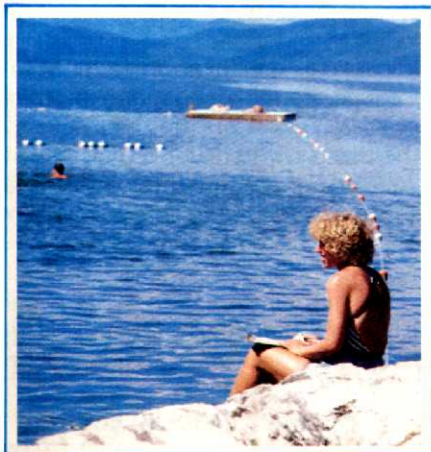
CHAMPLAIN COLLEGE

Located in the mountains of Burlington, VT, Champlain College's Computer Camp philosophy is "recreation and education go hand-in-hand — cultural activities are stressed as well as new age technology." Here, education can mean anything from joke-telling contests to soccer, Shakespeare, baseball and BASIC. There's classroom computer instruction and lab time, in which each camper has a Commodore computer disk drive and printer on which to work. At night, there are outdoor activities, free lab time and seminars on such topics as data basing and word processing.

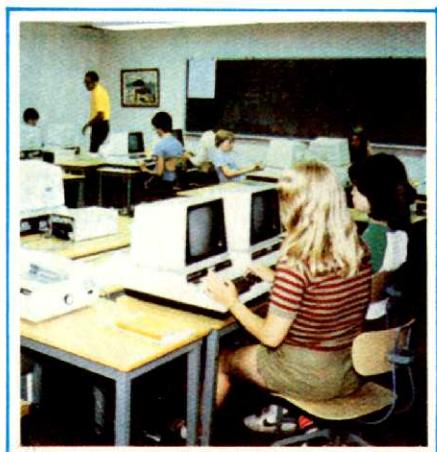
Computer Curriculum: Three levels of BASIC, Pascal, Fortran and Assembler, plus field trips to IBM, GE and Mitel.

Recreational Program: Sailing, fishing, hiking, soccer, basketball, racquetball, tennis, campfire roasts and more.

Locations: Champlain College, Burlington, VT. Two-week sessions cost \$750, four weeks \$1450 and six weeks, \$2150. Check for June and July



All work and no play. . .



A workshop in session

starting dates: Champlain College, Box 670 Burlington, VT 05402; telephone (802) 658-0800.

COMPUTER CAMPS INTERNATIONAL

Highly respected among camping and computer buffs alike, including the American Camping Association and the Camp Consulting Service, Computer Camps International offers impressive computer regimens as well as comprehensive recreational programs. They pride themselves on their hands-on instruction.

Computer Curriculum: Campers are 8 to 16 years of age, and spend a minimum of 65% of their time in computer instruction. Morning schedule, according to campers' interests, includes classes in BASIC, LOGO and advanced languages; afternoon classes are special workshops in such subjects as word processing, computer music, graphics, game programming, APL, Fortran, Forth, Pascal and Cobal. Campers can use the well-stocked computer software library.

Recreational Program: Although the focus is on computers, campers must spend at least two hours each day having other kinds of fun, too. Campers can choose among basketball, volleyball, swimming, arts and crafts, drama and depending on locale, bowling, fencing, horseback riding and golf.

Locations: Five: Banne Lodge in East Haddam, CT, and the University of Wisconsin, Whitewater, WI. Both offer a series of five two-week sessions, the first of which knocks off June 12. Cost per programmer is \$835.

Computer Camp International locations in Denton, TX and Emory College in Atlanta, GA have four, two-week sessions, also for \$835.

Call or write: Computer Camps International, Suite D, 310 Hartford Turnpike, Vernon, CT 06066; telephone (203) 871-9227.

ATARI COMPUTER CAMPS

Atari camps just keep growing and growing. Last year there were three, but this year there are seven spread out in lush resort areas across the country. Since Atari supplies the equipment, there's no shortage of Atari hardware or software. Campers from 10 to 16 may use Atari 1200 XL's, 400's, 800's, 810 disk drives, printers, modems, paddles and joysticks, as well as speech synthesizers,

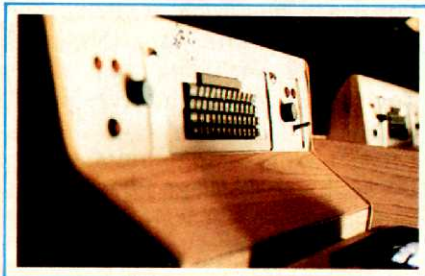


graphics tablets, terrapin turtles and the software and book library.

Computer Curriculum: For beginners, there's instruction in the use of software — a painting program, a music program, word processing, data management and an ecological simulation. Depending on their "readiness level", beginners can also learn the first level of BASIC or tackle an intermediate project. Campers on the intermediate level work in BASIC or Pilot, learning how to do four-color graphics, animation, sound effects and music. Advanced campers have individual, independent study programs which they pursue according to their own interests. Last summer, campers designed an airline reservation system, adventures, and games complete with sound and graphics. Most work in BASIC but can go on to a variety of other languages as well. All campers can join Atari's first-rate electronics workshop.

Recreational Program: All Atari camps offer arts and crafts, hiking and aerobics, drama, ping-pong, softball, jogging, basketball, volleyball, football, soccer, swimming, tennis, and like all the camps featured here — outdoor barbecues. Specified locations also offer horseback riding, golfing, waterskiing, tubing and working with weights — some at extra cost to the base price.

Locations: There's probably an Atari camp close to where you live: Green-



Computing's basic tools

field, MA, the Poconos in PA, Glencoe, MD, (just 30 minutes away from D.C.), North Carolina's Smokey Mts., Minnesota, San Francisco and San Diego, CA. Two week sessions are \$890, four weeks, \$1690 and 8 weeks, \$2950.

For more information, call toll free: (800) 889-5200 or write: Atari Computer Camps, 40 E. 34th Street, New York, New York 10016.

MARIST SUMMER SCIENCE CAMPS

According to Marist's director, Lawrence Menapace, Marist has a nose-to-the-grindstone — or in this case, to-the-keyboard — philosophy. "Our focus," says Menapace, "is academic. We do not ask the children to indulge in recreational activities if they don't want to."

However, a computer camp mom had only the best things to say about her kid's two-week session at Marist. Not only did her son design a complete Reversi program, he also found his first girl friend and came away with an abiding interest in outdoor and indoor sports.


Marist accepts kids from 10 to 17 and instructs according to campers' needs. Menapace fondly remembers the time a young camper designed his own circus on the CRT. Campers can use Apples, TRS-80s, Commodores, and large mainframes. The staff-to-student ratio is about one to 10.

Computer Curriculum: a minimum of six hours a day of computer instruction, lectures and workshops. The stress is on writing original programming, including graphics, games and special-interest programs.

Recreational Program: swimming in an indoor Olympic sized pool, tennis, basketball, hiking and summer theater. Kids go to the movies, too. Last year they saw "Tron" and discussed the SF aspects as well as its movie value.

Location: one location is at Marist College, Poughkeepsie, and another's in New York atop the mountains on the banks of the Hudson. Kids stay in college dorms and three, two-week sessions are scheduled for this year. The first starts July 3 and the cost for each participant is \$795.

For more information, write or call: Lawrence Menapace, Marist College, Poughkeepsie, NY 12601; telephone (914) 471-3240.

These camps should give you a good idea of what to expect from a worthwhile computer camp. 

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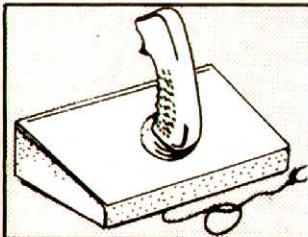


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Excitement Times Four for the Vectrex

By JOYCE WORLEY

All across the nation, gamers are fighting the same domestic battle, the unending struggle for control of the family television set. Getting some time with the tube for a session of home arcading frequently means heading off baby brother's plans to view reruns of "Little Rascals" or "The Flintstones".

Stand-alone games are made to order for this situation. If the television set is temporarily committed to "Monday Night Football", you can still get a pretty good game out of one of the ultra-sophisticated hand-held

or table-top units now on the market. And the current king of the stand-alone games is Vectrex, a stand-alone cartridge-based system that features a 9-in. diagonal vector graphics monitor.

Vectrex, which comes with **Mine Storm** as the resident game, carries a suggested retail price of about \$200. Cartridges for the machine, also manufactured by the General Consumer Electronics division of Milton Bradley, cost approximately \$30 each.

A shortage of titles barely dampen-

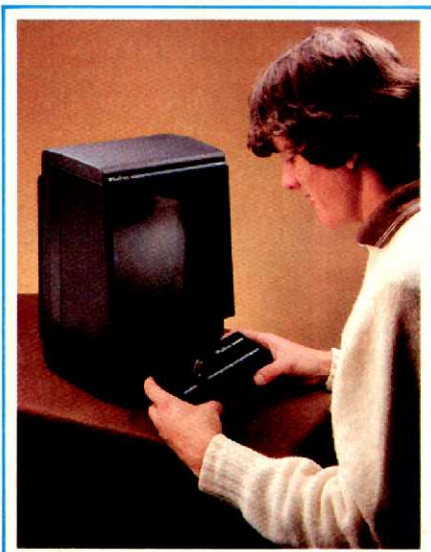
ed gamers' enthusiasm for Vectrex when GCE introduced it shortly before last Christmas. The company's designers are hard at work expanding the software library, which may include more than 20 different contests by the fourth quarter of this year. All make use of the brilliant line graphics possible with a vector graphics system such as found in Atari's **Asteroids Deluxe** coin-op. The Vectrex monitor produces only black and white images, but each game comes with a special multi-color overlay to add color and excitement to the visual presentation.

In this month's installment of "Stand-Alone Scene", I'll depart from the usual format to cover four of the cartridges currently available for this exciting stand-alone programmable device.

BEDLAM

GCE/Vectrex/\$30

Bedlam turns **Tempest** inside out to produce a shoot-'em-up with offbeat appeal. The gamer controls a ship which must blast aliens as they advance on its central position from the edges of the playfield. For example, the first screen is shaped like a star. Aliens appear at five various points and rush toward the middle of the figure where the arcader's craft is waiting to greet them.



VECTREX



MINE STORM

Pushing the appropriate button on the panel allows the player to vary the speed of the ship's rotation. This control is a big help in fine-tuning your aim at the enemy objects closing in upon your position from all sides.

If the attackers are barreling at you too fast to stop, you may use the Zap, but don't waste it. It only works once in each sector. When you clear away one wave of aliens, the program instantly transports you to another part of space, filled with more enemies.

The arcader has three cannons, and unlimited ammunition to battle the four kinds of aliens pouring toward the center from the edges of the screen. If any of them make direct contact with the cannon, a game life is lost. An extra cannon is earned for every 10,000 points scored.

The Vectrex uses its graphics potential to good advantage in *Bedlam*. The shape of each galactic sector is different. A colored overlay features a huge, six-pointed star that fills the



BEDLAM

playfield, and each sector uses a portion of this configuration. The first screen fills only three of the six points, but advanced sectors have different sizes and shapes, producing increasingly more difficult attacks. Some sectors rotate, others shrink, and some actually pulsate during play. In every screen, the gamer's cannon is restricted to the center of the star, where it must twist and turn, rotating with super speed to stop the invaders.

This is a difficult game in its upper levels. It requires a lot of practice to play this one well, and will provide plenty of challenge even for an experienced arcader.

In short, it's video "bedlam".

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ARMOR ATTACK

GCE/Vectrex/\$30

You're caught behind enemy lines in an occupied city. The player maneuvers a jeep through streets and alleys, watching for enemy tanks that patrol the area. The best strategy is to hide behind buildings and wait for a chance to attack from the shadows. There's no place to hide from the helicopter that prowls the sky, so shooting it down is high priority.

The overlay for *Armor Attack* provides a woody backdrop for the brightly-lit city buildings. The joystick rotates the jeep, and two buttons allow the player to move the jeep slightly to the left or right for perfect alignment with the target.

The jeep first appears in the middle of the bombed-out city; then an enemy tank rolls in from the outskirts of town. It's kill or be killed in this

conflict. Fire toward the tank. The first hit dismantles it, but it takes a second one to destroy the target. When you finish one tank, two more appear to take up the battle. As if that wasn't enough of a problem, the enemy helicopter flies random missions over the city, armed and ready to fight. Your missiles are effective against the whirly bird, but each time you destroy

one chopper, another appears to menace the jeep.

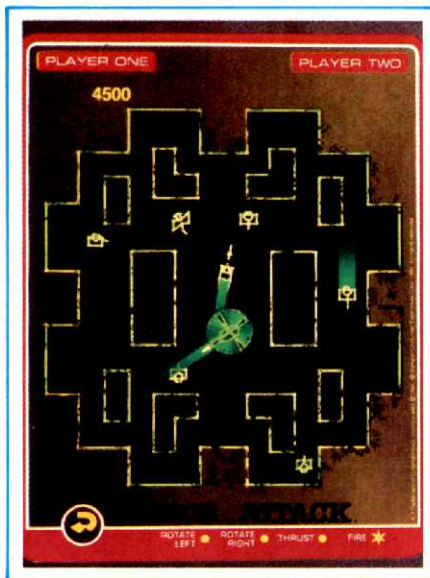
Players start each game with five jeeps and get an additional vehicle when they destroy five copters.

The secret to doing well at this game is careful aim. Don't fire wildly. This accomplishes little or nothing. Instead, concentrate on hitting each individual target. The helicopter is the prime objective. Each birdie is worth 1,000 points, and also increases the value of any tanks destroyed after blasting the chopper.

Anyone who enjoyed the Cinematronics coin-op should love the Vectrex version of *Armor Attack*. The graphics actually border on clever. (The helicopter is a real masterpiece of cute design!) There are three game-play options. The most advanced contest doesn't draw the buildings on-screen, but forces you to drive the jeep through a blind maze. All versions can be played either solitaire or by two gamers as allies against a common foe.

Armor Attack has charms to soothe the savage beasts of "cute game" fans while giving the action buffs all they can handle. Even beginners will be able to enjoy the first skill level, but the more advanced screens are sure to

ARMOR ATTACK



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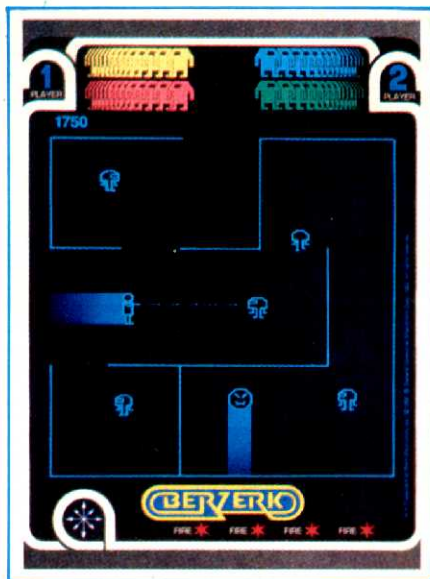
BERZERK

GCE/Vectrex/\$30

You're trapped in a world you never made, a spaghetti maze of corridors and rooms filled with robots. And when you clear one room of metal monsters in this fine version of the Williams coin-op, there's always another chamber packed with hostile guards waiting on the other side of the nearest door.

That's not the only problem, either. Stay in any one room too long, and your digital warrior will come face to face with Evil Otto. The soulless smiler appears at the edge of the playfield and makes directly for the on-screen hero. It destroys everything it touches, so the only possible strategy is to head for the hills when Evil Otto is on the hunt. Even the walls of the maze are dangerous. Their electrical sting is fatal on touch.

The situation isn't totally hopeless for the player's on-screen representative. You can shoot a robot with the gun, or simply flee from a tight situation by running through an exit. Of course, this just puts your hero in a



BERZERK

new room with a fresh stock of opponents. Anything is better than a certain death, though.

The room guards have no weapons in the first room, so it's easy to knock them off quickly once the player learns to steer safely around the lethal walls without touching them. The automations are armed — and faster — in later stages of the contest, and escaping a

cross-fire in one piece can require some fancy stepping.

The arcader begins each game with a supply of three humanoids, earning a reinforcement every 5,000 points. Every destroyed robot is worth 50 points, plus a bonus of 10 points per foe if the player clears a whole room.

Straight shooting is the best way to win any game, but a little strategy can help make up for any defects in aim. The robots are programmed to follow you, so sometimes you can lead the stupid creatures into each other or the walls, thus destroying them without firing a shot. And if a robot is between you and Evil Otto, Otto will crush it for you!

Berzerk is a great game, no matter which system you play it on. The Vectrex edition is one of the best.

STAR TREK — THE GAME

GCE/Vectrex/\$30

As Captain Kirk, you command the starship Enterprise. The mission is to travel through space, seeking the Klingons and Romulans that inhabit this part of the universe. The goal is to get the Klingon mother ship. Destroy enemy spacecraft on each of the nine levels, until the Enterprise finally

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reaches the massive mother ship.

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black hole transporter in, for example, section three. That way, you can have all the hot action on the first two levels, and still arrive fresh on the ninth to face the Klingon dreadnaught.

When the starcruiser gets to level nine, either by fighting or taking the shortcut through the black hole, the Klingon mother ship immediately starts firing salvos of torpedoes.

Keep an eye on the gauges at the bottom of the screen. The line on the left indicates remaining laser power, while the one on the right monitors shield strength. When the gauges get low, the Enterprise must refuel; there's a space station in each sector. Line up the gunsight with the door of the space station, then press the power link to refill the tanks.

Star Trek — The Game is outstanding, filled with high-skill action and striking visuals. The spaceships are drawn in bright linework against a pretty blue sky. The viewing window of the Enterprise is a golden square of light in the darkness of space. 

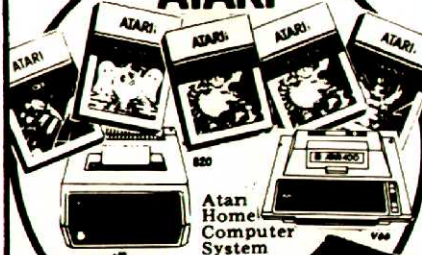
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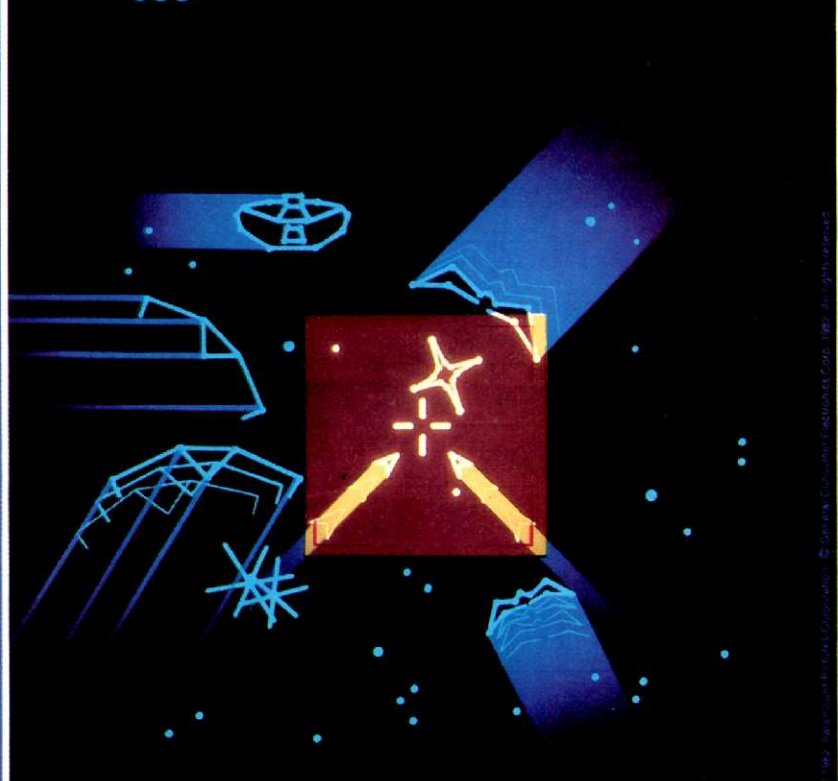
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1. _____
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Coming Attractions

THE ARCADE AWARD CONTENDERS

Sharpen your pencils, it's Arcade Awards nominations time. Read the major section in the September **EG** recapping some of the very best videogames, computer games, stand-alones and coin-ops eligible for the electronic gaming industry's most prestigious honors — and then use the special ballot to vote your favorite games into glory!

WARGAMES: THE INSIDE STORY

Everyone's talking about this sometimes-chilling videogame flick, but . . . could it really happen? The creators of "War Games" went looking for the answers. Next month, you'll read about what they found.

THE PLAYERS GUIDE TO CAR THRILLS

Motor sports games are roaring to record popularity these days, with more and more driving, racing and steering contests making their debuts all the time. **EG's** magazine-within-a-magazine covers all aspects of this phenomenon and will help you avoid making your next purchase a flat tire.

DO GOURMET JOYSTICKS 'REALLY' IMPROVE YOUR GAME?

Before you shell out as much as \$100 for a deluxe videogaming control device, read this article in the September issue. Our editors have made a head-to-head comparison of four popular sticks, and their findings may surprise quite a few home arcaders.

There'll be plenty of other exciting articles and features of interest to arcaders, plus these regular columns:

- ★ Passport to Adventure
- ★ Q&A
- ★ Inside Gaming
- ★ Arcade America
- ★ Computer Gaming
- ★ Programmable Parade
- ★ Switch On!
- ★ New Products
- ★ Test Lab
- ★ Readers Replay
- ★ EG Hotline
- ★ Games Library
- ★ Stand-Alone Scene
- ★ Mini-Arcade Gallery
- ★ Coin-Op Classroom
- ★ Strategy Session
- ★ Insert Coin Here
- ★ Pinball Palace



SOLAR FOX™

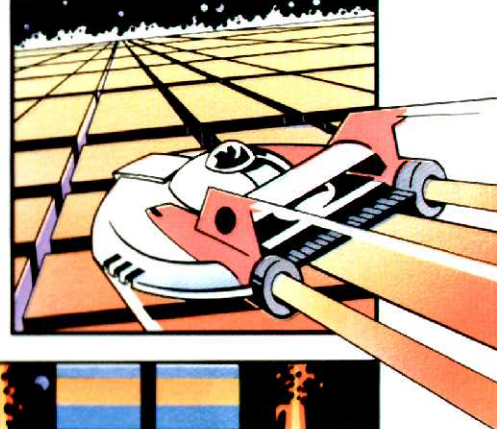
SPEED AND STRATEGY ARE ALL YOU HAVE AND THEY JUST MIGHT BE ENOUGH!

EARTH IS DESPERATE FOR ENERGY, SOLAR FOX, YOU'RE MANKINDS ONLY HOPE! GET THE SOLAR CELLS EARTH NEEDS TO SURVIVE. JUST WATCH OUT FOR THOSE DEADLY FIREBALLS.

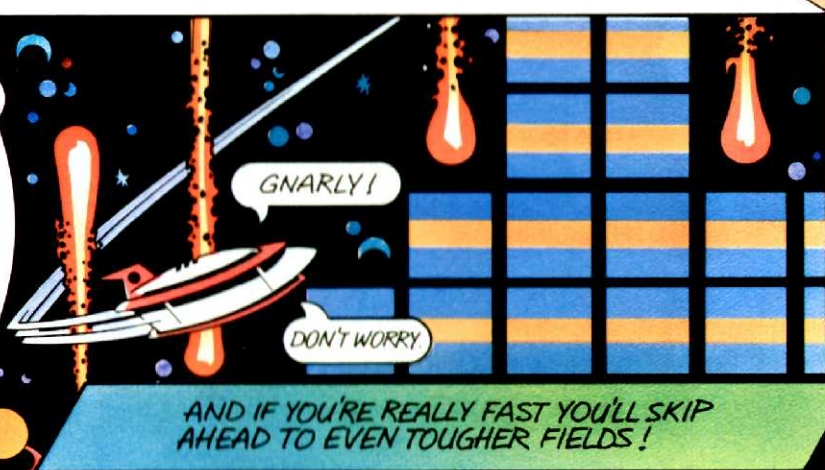


THERE ARE LIKE MILLIONS OF THEM SOLAR FOX. WHAT ARE WE GOING TO DOOO?

YOU TAKE EVASIVE ACTION AND START STREAKING THROUGH 26 FIELDS OF SOLAR CELLS. YOU'LL MAKE IT ON SKILL AND GLITS.



AWESOME.



GNARLY!

DON'T WORRY.

AND IF YOU'RE REALLY FAST YOU'LL SKIP AHEAD TO EVEN TOUGHER FIELDS!

LOOKS LIKE HOME FREE. BUT WAIT! THE SUPREME TEST AWAITS IN THE MYSTERIOUS CHALLENGE FIELDS. ... WILL YOU MAKE IT?



LIKE-CAN I DRIVE?

WHAT A SPACE CADET!

WILL YOU SAVE EARTH? FIND OUT. GET BEHIND THE JOYSTICK OF SOLAR FOX!



CBS Electronics
Where the excitement never ends.™

For your Atari™ 2600™ available soon for Atari™ 5200™ Intellivision™ and Atari™ 400/800™.

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JAMES BOND
007
 AN ATARI
OCTOPUSSY
 VIDEO GAME CARTRIDGE

**"Sensational, a real thriller...
 It's James Bond all the way."**

"The action was so involving, it made me feel just like the master spy himself."

—Daily Platter

"Karate kicks, jumps, lasers and more..."

"A truly unique home video game. Captures Bond at his best."

—Morley Unsafer

"Knife throwers, gunmen and the James Bond theme to boot..."

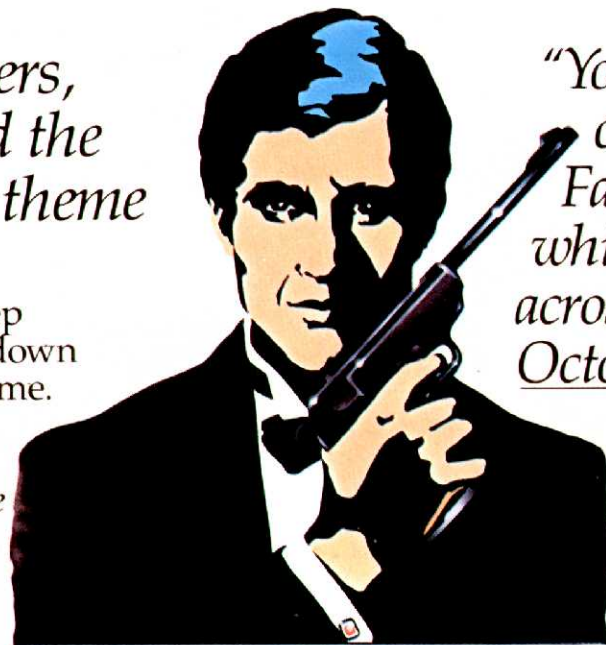
"It's Bond every step of the way. Right down to the musical theme. The thrills are non-stop."

—The Rolling Pebble

"The longer the game went on, the more furious the chase became..."

"When Bond leaped from train to train, my heart skipped a beat."

—Boston Orb

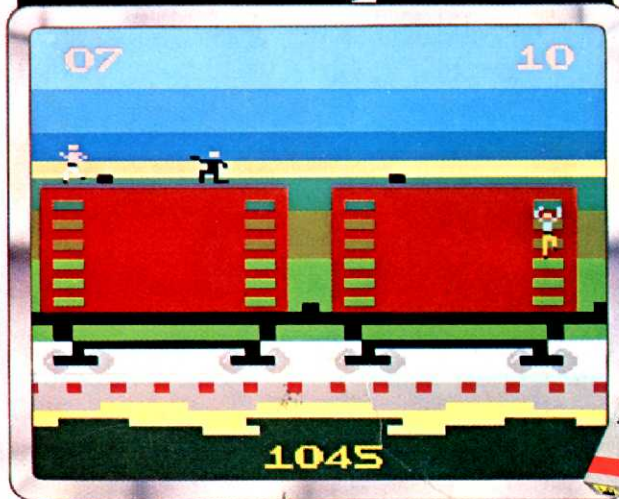


"You'll try to capture the Fabergé gems while bounding across the speeding Octopussy Circus

Train..."

"The Bond home video game is a priceless gem."

—Vincent Can'tbe



For your Atari 2600 Video Computer System™ and the Sears Video Arcade.™ Coming soon for Intellivision.®

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