

## THE BLUE SCREEN

Extra Innings with the CV  
by Nathan Kozlowski



Lady Bug [Coleco]



Rivets Level - Donkey Kong [Coleco]



Flag Ship Level - Gorf [Coleco]

## THIS JUST IN...

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We all love to play classic games for a number of reasons and I think their simplicity is one of the main ones. Simple games are not necessarily easy. On the other hand, they can become quite complex. While many modern games' gameplay are completely designed by the programmer, a great classic game has levels of randomness that even the programmer can not predict. While this simplicity often creates new challenges with every game, it also enables the player to add his/her imagination to the game.

Now we all have imaginations, but they seem to have been more dominant when we were younger. Us adults have less time to be creative, we're too busy worrying about mortgages, 401Ks, and taxes. Regardless of how much creativity you exude, if you play classic games then you're going to add a level of self-interpretation that gives games a longer, more interesting life. Most of my self-interpretations were when I was a kid, playing ColecoVision with my neighborhood buddy, Peter. Now by writing about my childhood adventures, I know I'll be opening myself up for ridicule, but I probably have already done that with the creation of a magazine about a 23 year old game console.

I'm sure some of our deviations were fairly common with others. With Defender, there came a point when we just got sick and tired of hanging out on a dead planet, saving those whiny humans. So we decided to take out the excess baggage and check out the weather in space. It only took a couple times of doing that to realize that planet-side was easier, but that didn't stop us. Once we thought our Lady Bug skills were honed, we became a couple of daredevils. Kissing the skulls and insects that were waiting to enter the maze were constants in every game we played. We also enjoyed taunting the insects and getting them to chase us into dead ends and skulls. No matter how many times we tried our antics, the insects never got tired of eating us stupid kids.

We both enjoyed the rivets level in Donkey Kong, but for some reason we needed to make it a little more interesting. We decided that the second fireball to appear on the screen would be our girlfriend. Every time she was passed by another fireball, we would interpret that as a punk trying to make a move on our girl. Being of the chivalrous type, we retaliated by jumping over the transgressor or pounded the snot out of him with a hammer. This little game somehow kept us occupied for many hours. Finally, the flagship level in Gorf was another victim of our creativity. We imagined that the pilot of the ship was throwing his collection of meteorites at us and when we would finally destroy the ship, we would see his brains explode into space. We would also take our time shooting apart the ship, sculpting different images out of it (like a bald eagle, for example).

While I may have done a great job of humiliating myself, I think I revealed a key reason why so many still play classic games. The imagery and memories that are evoked increase the value of gameplay and the simplicity of the games enable us to create new stories and adventures from these time-honored classics. I'm sure many of you have stories similar to mine from the past or present. So, step up to the mike and please give a fellow dork some support.

### 2005 MiniGame Competition is in full swing!

As you're sitting there reading this article, people are valiantly attempting to create the world's greatest video game with only 4k of memory. The MiniGame Competition is an annual event that's been challenging classic programmers since 2001. The games can be for any classic gaming system, 8-bit to 32 bit, and have a size limit ranging from 1k to 8k. Currently, two 4k entries have been submitted for the ColecoVision, Space Trainer by Daniel Bienvenu and Space Hunter by Guy Foster. Check out the MiniGame Competition website to play all the entries and to submit your own before the October, 31st deadline. [\[2\]](#)

# ColecoNation

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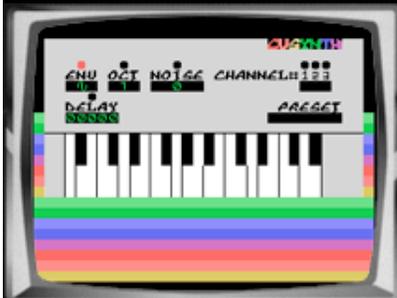
[ColecoNation@yahoo.com](mailto:ColecoNation@yahoo.com)



Spectar [AtariAge]



Gulkave [Foster]



CVSynth [AtariAge]



Magical Tree [Opcode]

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## ColecoNation hits the airwaves!

RetroGaming Radio is a monthly internet broadcast that is devoted to covering classic gaming in today's video game world. Their August 2005 episode features a plug of ColecoNation during their Bits & Bytes segment. We'd like to thank Shane R. Monroe and the folks over at RetroGaming Radio for their support. Everyone be sure to check out their program if you haven't done so already.

## Spectar arrives, only 23 years late!

The long awaited arrival of Spectar for the ColecoVision is finally here. Programmed by Scott Huggins (Astro Invader mastermind) and available through AtariAge, the arcade translation made it's premiere at the Dallas vgXpo (8/20-21) and will be released by the middle of September with a \$30 (+ship) price tag. The game comes complete with box, instructions, and label, all designed by Joe Kollar. Targ, the precursor to Spectar, was originally planned to be included, but due to size restrictions this addition may not be possible. We were able to get a sneak-play of Spectar and it looked amazing. This is one of those rare times when the console version could very well be better than the original arcade.

## Gulkave readies for the attack!

Gulkave, a 1986 space shooter originally released on the Sega SG-1000, is being prepared for a Coleco rebirth. While only three people had even heard about Gulkave before today, Guy Foster, the game's programmer, insists that its a worthy addition to the ColecoVision library. After checking out a preview of the game, we just might have to agree with him. It looks like Sky Jaguar will have some competition for the title of "toughest kid on the block." With Gulkave nearing completion, rumor has it that it may be ready for a Philadelphia vgXpo (11/12-13) release.

## CVSynth and CVDrum DX2 demoed in Dallas!

The E-Mancanics showed off two new programs at the Dallas vgXpo (8/20-21). Both continue the group's wacky quest of turning your ColecoVision into a musical instrument. CVSYNTH is a monophonic synthesizer that lets the user take full advantage of all the capabilities of the ColecoVision sound hardware. CVDrum DX2 is an update of their initial release, CVDrum, and will add to the original drum machine program with a better user interface, a new whole set of drum sounds, more tempo possibilities, and some visual effects. There is no official release dates yet, but both programs will be published by AtariAge in the near future.

## Pac-Man Collection is racking up the frequent flyer miles!

Demo versions of Opcode's Pac-Man Collection were found at both CGE 2K5 and Dallas vgXpo, held on the same weekend (8/20-21). Pac-Man was played by many at both expos and Ms. Pac-Man made her first public appearance in Dallas. The collection is finally nearing completion and will feature complete versions of both games as well as a Plus version and the "speed-up" version of Ms. Pac-Man. There's a good chance that the final product will be demoed at Philadelphia vgXpo (11/12-13). Pac-Man Collection may well be the most talked about, most highly anticipated game in the history of the ColecoVision. Expect deployment of extra security to Philadelphia in mid-November.

## Magical Tree and Road Fighter demoed in San Fran!

Opcode's Magical Tree and Road Fighter were on the summer expo circuit with playable demos being featured at CGE 2K5 (8/20-21). Magical Tree is ready to be published and will be officially released to the public at Philadelphia vgXpo (11/12-13). It's a climbing game that is said to have highly addictive gameplay.

## PhillyClassic is a coming!

PhillyClassic (now known as Philadelphia vgXpo) will be held November 12th and 13th at the Fort Washington Expo Center in Philadelphia, PA. Atari Age and Video Game Collector Magazine are just a couple of classic institutions that will be exhibiting at the expo. Be prepared for a whole lot of Coleco-craziness. [3]

## COLECO CHAT

Scott Huggins [Part 2]  
by Nathan Kozlowski



Astro Invader Artwork by Joe Kollar



Cavern Rescue [Huggins]



Cavern Rescue [Huggins]

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You've waited patiently for a month and now it's finally here, the exciting conclusion to Scott Huggins: The Interview! If you've been living in a cave for the last month then you might want to check out ColecoNation #2 for the first part of this epic. Scott is the programmer of Astro Invader and the soon to be released Spectar.

**NK\_ Aside from programming, what other steps were involved in getting Astro Invader released?**

**SH\_** Well, I was contacted by Albert Yarusso, from Atari Age, last year. He joined the coleco yahoo programming group. He let me know that his website offers services to homebrew authors. Once I got started on Astro Invader, I sent him the rom file. He liked it. Then I contacted someone from AtariAge forums that I noticed is a huge ColecoVision fan, Joe Kollar. He play tested the rom file and did all the artwork for the manual, cartridge label, and box. He did an awesome job, very professional.

**NK\_ How much were you personally involved with the design of the Astro Invader's label, manual, and packaging?**

**SH\_** None at all. Joe did it all. I had no input, he sent me what he had created and it was perfect. He actually did about three different designs and (of course) they were all great. It was hard to choose the best one. I think he's one of the very best out there.

**NK\_ From a business perspective, what type of relationship do you have with AtariAge in regards to Astro Invader? Are you financially compensated in any way by AtariAge for the copies of Astro Invader that they sell?**

**SH\_** I think Albert Yarusso is an absolute savior to the classic gaming scene. He has a real passion, a very approachable personality, and a very hard work ethic. His website is so popular because of it. AtariAge is like the central portal for everything classic gaming related. Albert owns the game now, but I receive "royalty" for each copy sold. No way is anyone going to get rich doing this, but it's still very cool to get a little kickback for something you really love doing.

**NK\_ From a legal perspective, what type of relationship do you have with Stern? Do they even exist anymore?**

**SH\_** I have no relationship with them. Albert did all the contacting with them.

**NK\_ First Astro Invader, soon Spectar, it seems like you are upholding Coleco's tradition of bringing unknown coin-ops to the CV. Are there any other games that you are currently working on?**

**SH\_** Spectar is about 98% done. One final sound just isn't perfect. That's the hardest part (by far) for me, the sound chip of the ColecoVision. It's the same as the TI 99-4/A. Actually, a lot of the ColecoVision is similar to the TI 99-4/A. I think Spectar and Targ are great games. Simple, but they are pretty dynamic, actually. I'm also working on an original game. I've been working on and off for about 18 months on it. It's a fully playable game, but it doesn't seem to be as fun as Astro Invader and Spectar. I'll probably re-work parts of it before considering releasing it.

**NK\_ Can you reveal a little more about your original game? Why do you think that most new games tend to be translations over original games?**

**SH\_** My original game is called Cavern Rescue. It's a simultaneous head to head, two player game. That type of game is pretty non-existent on the ColecoVision. A few others have played it (from the coleco programming list) and they agree that it is fun, but not great. So, it needs some work.

**NK\_ It's great that all you programmers have each other as a resource. You each have your own individual projects, but they wouldn't be possible or as entertaining without the collaborative interaction.**

**SH\_** The original vs. translation question was asked on the homebrew forum on AtariAge recently. I thought Manuel Rotschkar answered it best: it's the most fun. To me, if you do an original game and release it, it had better be a very good idea. [4]

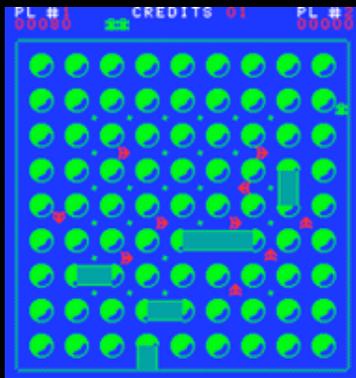
# ColecoNation

## COLECO CHAT

[continued...]



Spectar Arcade Cabinet



Spectar [Exidy]



Spectar [AtariAge]

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**SH\_** It's pretty hard to do. And then take for example, Manuel's Crazy Balloon arcade translation he is doing on the Atari 2600. I doubt many are familiar with that game, but it's a very good game. And so it's almost like it's a NEW game to most people. I suspect Astro Invader and Spectar will feel like a brand new game to most as well.

**NK\_** These are good points. I've noticed that all the current games are very solid in quality and gameplay, which they have to be in order for them to be worth producing. These high expectations must make it very difficult and nerve-racking to put a brand new game on the market. What's your opinion on the ethics of the unlicensed porting of video games to classic systems?

**SH\_** I think if you try very hard to contact who ever owns the rights to the title, then you are going about it right. But if you are making lots of money with an unlicensed port of Asteroids, for example, you probably will get in trouble.

**NK\_** Many believe that if an arcade game is going to be ported to a game system it should be a literal port with bugs and all or it will be seen as incomplete. Do you agree? Is there value in altering a port to improve gameplay/graphics and to fix bugs or should this be considered taboo?

**SH\_** Those are hard questions. I know Opcode is very literal in his translations. Space Invaders Collection is astoundingly faithful to the arcade version. I respect that. Astro Invader was as literal as I could get it. Spectar, on the other hand, is slightly different from the arcade, mainly in the graphics. I just thought the colors were really drab in the arcade version of Spectar. I think my version shows off the ColecoVision's capabilities a little bit more.

**NK\_** It sometimes seems futile to compare arcade versions with their ports (due to their differences in hardware and capabilities). In my opinion, sometimes the arcade version or parts of it are just not worth translating literally.

**SH\_** Yeah, I agree.

**NK\_** How would one go about programming a ColecoVision game? Any tips, helpful resources?

**SH\_** Sure. First, go to Daniel Bienvenu's website and read everything you can. Make a decision on how "hardcore" you want to be. Half the ColecoVision programmers do it the "native" way and code in Z80 Assembly Language. It's harder at first to get a grasp on, but the results are usually better in the long run. I do all my coding in C. It's easier in most respects (C libraries exist to interface to the BIOS calls, etc.), but there is a trade-off. Coding in C always results in bigger rom sizes and slightly slower performance. Second, join the ColecoVision Programmers List on Yahoo Groups. It's free and there are lots of good discussions on it. It's all archived so you can go back and search through the postings.

**NK\_** What emulator(s) do you use to test your roms with?

**SH\_** Only MESS32. It seems like the only one that's close to the real hardware.

**NK\_** What new developments in the ColecoVision community are currently exciting you? What would you like to see get produced for the CV?

**SH\_** Everything Eduardo Mello is working on is exciting. His Super Expansion Module is interesting, to say the least. I wish Daniel would sit down and write another epic like he did with Ms. Space Fury. It's no longer in production and from time to time a copy will appear on eBay (and sell for \$350!!!). I'd just like to see some more people get into ColecoVision programming. Compared to the 2600, it's very, very minimal right now.

**NK\_** Well, let's hope the growth in classic gamers equates to an increase in the population of the ColecoNation. Many thanks, Scott, for your time and undivided attention. Good luck with all your future endeavors.

**SH\_** This was a great honor, Nathan. I found this interview very interesting! [\[5\]](#)

## IN PLAY

**Space Invaders Collection**  
by Nathan Kozlowski

programmer: Eduardo Mello  
 publisher: Opcode  
 creator: Toshihiro Nishikado  
 developer: Taito - Midway  
 packaging: Dale Crum  
 text: Jess Ragan  
 release: 09.2003  
 rom size: 32k  
 players: 1-2  
 controller: Joystick



Space Invaders Collection [Opcode]

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Programmer Toshihiro Nishikado and the Taito Corporation unleashed the arcade game Space Invaders on to the Japanese public in 1978, with Midway handling the American release, and the video game industry has never been the same since. Space Invaders is arguably one of history's most influential video games and it shows by how many times it has been translated and copied. Almost every classic system has a Space Invader clone in their game library. It took the ColecoVision a while, but it eventually received one in 1998 when John Dondzila released Space Invasion.

Only the Astrocade (1979), Atari 2600 (1980), and Atari 5200 (1986) had versions that were actually titled "Space Invaders." However, Eduardo Mello and Opcode Games changed that when they release Space Invaders Collection in September 2003. Space Invaders Collection brought ColecoVision fans authentic versions of both Space Invaders and the 1980 sequel, Space Invaders Part II (Midway's version was titled "Deluxe"). Opcode put out a second run in November with the only difference being a plus, the customized "Opcode" cartridge cases we've come to know and love.

Space Invader's background story is none too complicated. Earth's scientists have finally made contact with an alien race, but all they want to do is destroy everyone they meet. Nice. But before government spending can be questioned, more of the tax payers' money is needed for shields and big, fat laser bases to protect Earth. Space Invader chronicles the aliens' first attack and apparently first defeat, because they return in Part II with an even bigger chip on their shoulder.

Both games are very similar in gameplay with Part II having a few more challenges. As the defender of Earth, you have a laser base (does it need to be so freakin' wide!) that moves back and forth shooting the approaching rows of invaders and a series of shields that protect you until they are slowly eaten away by laser fire. Flying saucers periodically travel across the top of the screen, just begging for you to pick them off. Once you destroy the attacking wave, another wave soars in starting closer to you than the previous one. In Part II, aliens will occasionally change in size and multiple and the passing saucers will drop new aliens to replace destroyed ones.

Space Invaders is a fun and simple game and that is why it has stood the test of time. Part II is the more enjoyable of the two games (what with the added challenges in gameplay) and it's the subtle touches that makes it great to play. One of the most simple, but serious, elements is the consequence of allowing the invaders to touch the ground. The game, not just a life, is forfeited and this adds a unique, and sometimes nerve-racking, touch to the challenge. Many of the subtleties strategically influence the outcome of the game (see CV Tactics), but intricacies in design are also greatly appreciated. The alien fire slowly and steadily deteriorates not only the shields, but also the landscape below you. A lone saucer flying across the "ColecoVision" title screen is another nice touch that is specific to this console's version.

Space Invaders Collection is more than a set of games, it's an archive of video game history. Not only can you play arcade versions of Space Invaders and Space Invaders Part II, but you have the option to play either the Taito or Midway versions in either color or in black and white. All the bugs and tricks from the arcades have also been included. Additionally, this collection acts as living homage to the graphics and packaging of the original Coleco products. Everything from the box size and design to the layout and wording of the instructions alludes back to the ColecoVision's early days.

Whether you're a fan of Space Invaders or not, this is one of those rare times when you need to get this game. A lot of time and effort has been put into Space Invaders Collection and it shows the second you open up the box and turn the game on. Opcode has made a piece of history accessible to a larger audience and has helped to continue the ColecoVision's legacy. For that they should be commended. [\[6\]](#)

## CV TACTICS

### Space Invaders Collection by Eduardo Mello



Serial Number Check



Hidden Message in Space Invaders



Engine Trouble in Space Invaders Part II



Fence Trail in Space Invaders Part II

This month we'll be learning all about the tricks and strategies found in Space Invaders Collection from none other than the programmer of the game, Eduardo Mello. Gather around and learn about the secrets of life (or at least Space Invaders).

### Space Invaders Collection secrets

**Serial Number Check\_** All Space Invaders Collection cartridges comes with a unique serial number. While on the game selection screen, press "0" on the second controller's keypad to find your serial number in the bottom right corner.

### Space Invaders and Space Invaders Part II (Deluxe) secrets

**Taito Hidden Message\_** There is a hidden Taito message during the attract mode of both Space Invaders and Space Invaders Part II (Deluxe). To activate it in Space Invaders, press UP+FIRE+"2" then LEFT+FIRE+"1" when the game demo is being played. In Space Invaders Part II, press RIGHT+FIRE+"2" then LEFT+FIRE+"1" when the game demo is being played. While the actions are listed in a specific order, the best way to reveal the messages is by having one person continually move the joystick in the specified directions, while another person continually presses the listed buttons.

**Fence Trail\_** The original Space Invaders arcade was released with a bug which allowed a big invader to leave a mysterious "fence" trail while walking. Later, Taito included the same feature in Space Invaders Part II, though this time it was intentional, and a nice rainbow was added to increase the visual appeal. In Space Invaders, the last remaining invader on screen must be a big invader (one from the bottom-most two rows). The same will work with Space Invaders Part II, though this time you will see a nice rainbow effect and you will be rewarded some bonus points when you shot the last invader. The bonus points will range from 500 to 1000. To get 1000 points, the last invader must be the bottom-most, left-most one, while you will get 800 points if the last invader is the one in the center of the bottom-most row.

**Hitting UFOs\_** A good way to earn a lot of extra points is to shoot UFOs. The UFO bonus isn't really random. You will get a 300 points bonus if you hit it at your 23rd shot, then every 15 shots after that. This strategy will work in both games.

### Space Invaders Part II (Deluxe) secrets

**Engine Trouble\_** There is a nice intermission between stages in Space Invaders Part II. Usually it will display an escaping invader. However sometimes you will see a different intermission where the ship engine will break down and the invader will escape on foot. This intermission isn't completely random. To activate it, you need to shot a standard UFO then a blinking UFO before finishing the previous stage.

**Preset Mode\_** In Space Invaders Part II, insert credits as usual, press and hold \* on the second controller's keypad, while pressing "1" or "2" on the first controller's keypad. You will then enter preset mode. There, press "1" to earn 1000 points, "2" to skip a stage and LEFT to disable invader shots. You can press "1" or "2" as many times as you want. Once you're ready, press the fire button to the start game. This is an easy way to get to the high-score name registration screen.

**Extra Life\_** There is a secret way to earn an extra life in Space Invaders Part II. You need to hit all invaders with just 55 shots or less! However, since the internal shot counter is an 8-bit variable it will always reset to 0 when you fire 256 shots. So, to earn an extra life, either shot all the invaders in 55 shots or 256+ shots.

**Invader Barrier\_** In Space Invader Part II, the UFOs drop additional invaders into play where others have been destroyed. If you shoot the falling invader in mid-air, the invader will fall down sideways to the level of your barriers and act as an additional shield to protect you from enemy fire. [7]

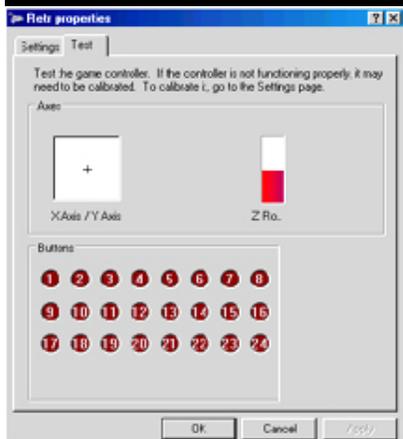
# ColecNation

## IN REVIEW

### ColecoVision Retrobox by David Harley



ColecoVision Retrobox [Retrozone]



Control Panel/ Game Controllers/ Properties

## MISCELLANY

### Personal Arcade Volume 1 Classic Gamer Volume 1



Personal Arcade + Classic Gamer [Telegames]

Collectors prefer having the physical console, but some of us just want to play the games. Portability is a plus. Emulators have filled this gap, but using the keyboard does not give us the feel of a real console. Enter the Retrobox by Retrozone! It is now possible to connect an original controller to your PC using a USB cable.

No drivers are needed. After plugging the Retrobox into your PC, the drivers will automatically install using Windows delivered software. You can test its operation by going to the Control Panel and opening up Game Controllers. Clicking on Properties shows you the 24 buttons available and the joystick movement. One awkward feature is that the controller buttons do not match the button numbers. Example: Pressing "1" on the controller reflects button "16" being pressed. "2" on the controller reflects button "19" being pressed. This is not important when configuring the emulators as most of the emulators have an easy interface to configure the joystick.

If you use DOS emulators such as AdamEM, then the Retrobox is not for you as it only has Windows support. There are very good Windows emulators available such as BlueMSX and MESS. MESS has additional joystick options allowing for configuration of a roller ball, steering wheel, and Super Action controllers. I was not able to get any other controller besides the standard controller to function in MESS as they all had issues with the Z Rotation. MESS supports digital controllers, but the Retrobox is analog. Attempting to configure the spinner on the Super Action controller returns different values each time, and the emulator can not properly identify the spinner.

Using the Retrobox is similar to plugging the controller into a real console. The Retrobox is made with a 9 pin port and the controller plugs right in. All you need to do is start up the emulator and map the keypad and side buttons correctly. There was no need to map the joystick. Controller response time is perfect. You will forget that you are playing ColecoVision games on an emulator.

Even though I prefer to play games on the real console, emulators have a definite appeal. I have much easier access to my PC than my console, and the Retrobox gives me the ability to use the real controller when I want to get a short game in. They are well built and function without a flaw. I am very pleased with the 2 interfaces that I have bought and highly suggest them to you if you use emulators. However, since they do not support the other controllers I will not be getting rid of my console.

Back when Telegames was still actively marketing their ColecoVision properties, and the age of emulation was only in its infancy, they published two game collections for the PC. According to the publisher, both Personal Arcade and Classic Gamer: ColecoVision Hits accurately emulate the original games and include everything from the cartridges, bugs and all. Personal Arcade includes the following games: Beamrider, River Raid, Mountain King, Sir Lancelot, Nova Blast, Strike It, Pitfall, Tank Wars, Quest for Quintana Roo, and Tournament Tennis. Classic Gamer contains all the previously games, plus: Activision Decathlon, Alcazar: Forgotten Fortress, Amazing Bumpman, Aqua Attack, Blockade Runner, Campaign '84, Cosmic Crisis, Dragonfire, Fathom, Gust Buster, H.E.R.O., Keystone Kapers, Meteoric Shower, Moonsweeper, Motocross Racer, Pitfall II: Lost Cavern, Rock 'N Bolt, Rolloverture, Skiing, and Zenji.

While Telegames still lists both products on their website, they no longer carry them in stock. However, the gang over at Intellivision Lives offers Classic Gamer: ColecoVision Hits for sale on their website for \$29.95 (+ship). The minimum system requirements are very, well, minimal. All you'll need is a Pentium 266 MHz, Windows 95 or up, 32M RAM, an 8X CD-Rom, and 16-bit DirectX compatible sound and video cards to play. Finally, you can play all games with your keyboard, but the program works with most PC-compatible controllers as well. [\[8\]](#)

# ColecoNation

## ROVING REPORTERS

CGE 2K5 [08.20-21.05]

by Lee Krueger

# CGE 2K5

## IN PRINT

**Classic Gamer Magazine**

by Nathan Kozlowski

editor: Chris Cavanaugh

published: Quarterly [1998-2004]

Fans of classic video games will be hard pressed to find a better event than the annual Classic Gaming Expo held in San Francisco this year. Dubbed as CGE 2K5, it is perhaps the biggest and one of the oldest gathering of classic gamers and industry alumni in the world. Highlights of the CGE event include a museum where one can see firsthand rare and hard to find hardware, software and video game memorabilia. Hand-in-hand with the CGE museum, is the alumni and keynote speeches. Attending a keynote speech is a learning experience that cannot be beat.

No CGE event would be complete without new games being available. At the NWCGE booth were new ColecoVision games from OPCODE. The Space Invaders Collection sold out immediately as did Sky Jaguar. Yie Ar Kung-Fu was also available in greater quantities, but was also a sellout. Available for play from OPCODE was their phenomenal versions of Pac-Man, Road Fighter and Magical Tree. Not to be outdone in the software department, there was plenty of new hardware on display for play and purchase. Retrozone was on hand showing that any and every classic gaming controller can be adapted to be used on a PC via a USB connector. Of course I was there again displaying my ColecoVision Jr. sporting my homemade Jaguar-to-Coleco controller.

So that about sums up the CGE experience. CGE has become more than a show, it is a pilgrimage to meet up with a community of gaming geeks and collecting nerds of which I am proud to be a part of.

Way back in 1998, a group of die-hard gamers were determined to not just put out a regularly published magazine on classic video games, but to actually get it published. A year after their first issue premiered, they decided to make it a full-color quarterly publication and put out six issues in this format. Three years later, the magazine made a digital rebirth and published two issues in a downloadable, pdf format. Each issue of Classic Gamer Magazine is a whopping 48+ pages of classic gaming articles and the ColecoVision made more than a few appearances throughout its run.

The premiere and first issue shared the same Coleco-related articles. Donkey Kong, Smurf, and various rare cartridges were all discussed in articles, while Cosmic Avenger had a full-page review. The second issue mentions Star Wars, how to clean your game cartridges, and features a review of Rocky. Issue three featured mini-reviews of Pitfall, Pitfall II, Jungle Hunt, Venture, Montezuma's Revenge, and Tutankham, with a reference to the unreleased Tunnels and Trolls. The fourth and fifth issues were very light on the ColecoVision material with only a mention of an easter egg in War Room and a listing of games by Xonox. The sixth issue wrapped up the first volume with a collection of mini-reviews of Centipede, Tank Wars, and Frontline and a reference to the ColecoVision Video Club. The most interesting nugget of Coleco-lore was also found in the final issue within the Bob Harris interview. Mr. Harris talked about his work with Probe 2000 (Odyssey) and revealed intriguing facts on War Room, Power Lords, Lord of the Dungeon, and Pink Panther.

With the introduction of a new volume and format, Classic Gamer Magazine decided to broaden its focus to include all unsupported systems, as well as games on current consoles. Due to these changes, the ColecoVision was given less space each month. The first issue featured mini-reviews of It's Only Rock and Roll, Sir Lancelot, Chuck Norris Superkicks, and Flipper Slipper and the homebrew Bejeweled. The second issue had a mini-review of James Bond. Regardless of these changes, hopefully Classic Gamer Magazine will once again wake up from it's temporary slumber to continue to put out a publication that effectively captures the staff's and readers' passions for gaming. Every issue is available online, with volume one being offered on CD for \$10 and volume two costing \$1 to download. Also, hard copies of volume one can be found on eBay once in blue moon. [\[9\]](#)



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# ColecoNation

## VOICE OF THE NATION

Send your letters to:

[ColecoNation@yahoo.com](mailto:ColecoNation@yahoo.com)

**Zach Meston** ~ I wanted to let you know that Video Game Collector isn't intentionally dissing the ColecoVision; we just haven't got around to it yet. :) Look for a CV game review in Issue #5. As for 'brews and prototypes, it's tough to peg their prices. Homebrews can be cranked out in whatever quantity the "publisher" desires (unless it's an intentionally limited production run), and prototypes are usually sold in private transactions. We may introduce homebrews into the Price Guide at some point, but listed separately from official releases, and we'll be covering CV prototypes in future installments of the Proto Patrol column. (Lord of the Dungeon is a no-brainer.)

**Jeff Prescott** ~ I wanted to take a moment to give you a shout out for your cool webzine ColecoNation. I enjoyed the articles and am hyped about Astro Invader, along with other projects. I wasn't one of those kids who owned a system "in the day" but I do recollect my first encounter with the console, at the home of our family lawyer. I was just weaning off the 2600 and developing a lust for the new Atari 5200; only to be awestruck by the new Coleco device. I played it with due reguer, and my addiction was complete by the end of the afternoon. I always yearned to play the Coleco again but for some reason or other never encountered it, until I landed one off the internet in 1999. I hope my bid for Monkey Academy holds, I need to go and make sure I win.

**Mark Wolongevicz** ~ I was first inspired by the magic of the ColecoVision in 1983 when I used to go to my father's friend's house. My brothers and I came there one day to find a strange game system. I thought it was an Atari system, my oldest brother thought it was an Odyssey3. We looked at it and saw the colored name, ColecoVision. As soon as we put Zaxxon in, we let out a big WOAH!!! We'd never seen anything like what we saw on the TV screen. We played that system for hours at a time and every time we went there. I have been collecting games for that system for 17 years. I have almost every game that system came out with. I still love and play the ColecoVision and buy what new games AtariAge has to offer for that system. I personally thank you for continuing the life of that system.

## REFERENCE

Visit these links for further info on this month's articles and topics.

### THIS JUST IN...

2005 MiniGame Competiton [www.ffd2.com/minigame](http://www.ffd2.com/minigame)

RetroGaming Radio [www.retrogamingradio.com](http://www.retrogamingradio.com)

AtariAge [www.atariage.com](http://www.atariage.com)

ColecoVision Revival Website [www.montrealbbs.com/colecorevival](http://www.montrealbbs.com/colecorevival)

Opcodes Games [www.opcodegames.com](http://www.opcodegames.com)

Philadelphia vgXpo [www.vgxpo.com](http://www.vgxpo.com)

### COLECO CHAT

AtariAge | Astro Invader [www.atariage.com](http://www.atariage.com)

Killer List of Videogames | Spectar [www.klov.com](http://www.klov.com)

Arcade Flyer Archive | Spectar [www.arcadeflyers.net](http://www.arcadeflyers.net)

Daniel Bienvenu's ColecoVision HomePage [www.geocities.com/newcoleco](http://www.geocities.com/newcoleco)

MESS Emulator [www.mess.org](http://www.mess.org)

### IN PLAY

Opcodes Games | Space Invaders Collection [www.opcodegames.com](http://www.opcodegames.com)

Killer List of Videogames | Space Invaders [www.klov.com](http://www.klov.com)

**IN REVIEW** Retrozone | ColecoVision Retrobox [www.sealiecomputing.com](http://www.sealiecomputing.com)

### MISCELLANY

Telegames | Personal Arcade + Classic Gamer [www.telegames.com](http://www.telegames.com)

Intellivision Lives | Classic Gamer [www.intellivisionlives.com](http://www.intellivisionlives.com)

**ROVING REPORTERS** Classic Gaming Expo 2005 [www.cgexpo.com](http://www.cgexpo.com)

**IN PRINT** Classic Gamer Magazine [www.classicgamer.com](http://www.classicgamer.com)

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