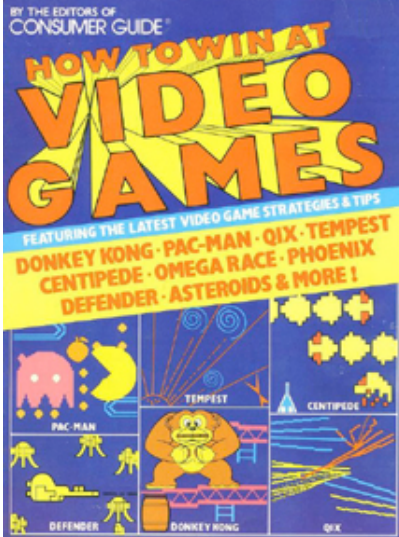


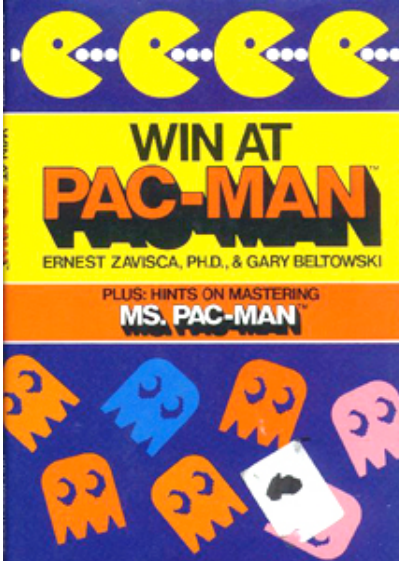
THE BLUE SCREEN

How Many Rounds To This Crazy Fight?

by Nathan Kozlowski



How to Win at Video Games



Win at Pac-Man

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It wasn't easy, but I eventually worked my way through the four fighters to get to Wily Wu, the main villain of Yie Ar Kung-Fu. With some deft moves I defeated him and announced to my wife my victory. "Are you sure?" she asked as she pointed to the screen. I turned to see Wang, back from a sound beating in the first round and ready to fight again. "Well, all classic games never truly end until you lose all your lives," I tried to explain to her. "So you can never really win? How depressing."

Her comments stirred in my mind as she left the room. I was starting to think she was right. This IS depressing. With classic games, the end will only come with your demise. No matter how hard you fight it, death is inevitable. That's a pretty harsh life lesson to learn from an innocent video game. Success has to be possible in spite of all these nihilist allusions. I'm convinced that we can beat classic video games, after all, books have been written on this subject and they can't all be lying to us. All we have to do is figure it out. How do you know when you've won?

Simply put, competition between two individuals ends when one wins or when one gives up. Classic video games are marathons in gameplay and most do not end once a certain level is reached. Since the computer never admits to losing, the only logical way to beat the computer is for it to give up. How long must you play before the computer will give up? I remember my boyhood friend, Lee, telling me that he played Centipede on his Atari for so long that the cartridge got fried and could never be played again. Whether you believe the childhood tale or not, is this the way to truly make the computer say "uncle"? If it means causing electronic harm to your ColecoVision or cartridges, is winning really worth it? Since most would answer no, then there must be another way to go about gauging a victory.

Many people consider a game beaten when they "roll over" the score. However, scoring enough points to reset the score counter to "0" is easier in some games and harder in others. The amount of digits shown for your score differs with each game, plus scoring in general varies with what you're playing. It doesn't take me too long to roll over the score in games like Donkey Kong, Pepper II, and Lady Bug, but it's near impossible to do this in Gorf or Beamrider. Another way people gauge their mastery over a game is to keep track of the levels or stages that they are able to consecutively complete. This works well in a game like Gorf, where not only does it keep track of what stage you're on but also awards you with a higher rank each time you complete the series of stages. Sky Jaguar, Astro Invader, and Yie Ar Kung-Fu also quantify your progression through stages, but many games require you to keep track of your progression which is sometimes difficult to do.

So does this mean that our search for a definite way to win is a futile endeavor? Will it essentially come down to who's playing what? Yes and yes. This is one of the many reasons why classic games are so great. Since there isn't an official way to beat a game, the individual player is able to set his/her own standards of excellence that are directly related to his/her skill level. Games that have endings have defined one way to win and if you can not achieve the set requirements, you will always come up short. Classic games challenge a broader range of players and continue to evolve as they become better. When I was young, I claimed victory over Lady Bug once I reached the onion stage. After that it became too difficult and was not fun for me to play. However, as time went by I started to enjoy the challenges of the higher stages and now easily surpass my previous goals.

Classic video games have an open-ended quality that makes them approachable to a larger range of people. As players become better, this quality allows the games to continue to be challenging and interesting to play. Regardless of how sophisticated and evolved new games and systems become, these classic games possess inherent characteristics that will prevent this genre from becoming extinct. So power up your ColecoVision and go save the world. How will you know when you've completed your mission? It's up to you to decide what it'll take for success. Let us know how you know when you've won the fight. Every person is different and these differences allow us to see classic games in a whole new perspective. [2]

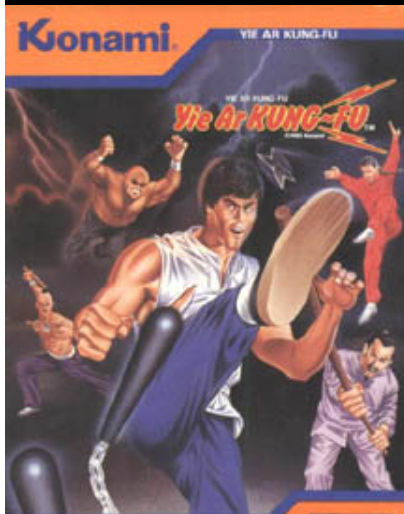
COLECO CHAT

Eduardo Mello [Part 2]

by Nathan Kozlowski



Production Mold for Cartridges



ROM CARTRIDGE RC725

Yie Ar Kung-Fu [MSX]



Mario Bros. [Opcode]

Can you believe it's been a month already? And here you thought that there was NO way you could wait for the second part of our interview with Eduardo Mello. Well you made it, kid, and we're proud of you. So sit back and relax and let's get on with the show!

Nathan Kozlowski_ Aside from programming, what other steps are involved in getting your games released? Your cartridge cases are personalized and the packaging and manual are very specific, it would be interesting to hear how you were able to achieve this.

Eduardo Mello_ Now that is a long and painful story. Of course everything started with Space Invaders Collection. I wasn't really willing to cannibalize existing ColecoVision cartridges, since my collector conscience is against destroying even a single Donkey Kong. So it was always part of the plan to use new plastic cases. After trying a few possible suppliers, I found I had no option but to make the cases myself. With Joe Santulli and Albert Yarusso's help, I managed to build a plastic mold here in Brazil and start production of these cases. The mold is fairly flexible, allowing us to replace the logo if we want. Albert uses the very same cases, but with no logo on it. For the package I wanted something with a professional look, since I am a big fan of classic game packages like the ones created by Atari. I was very lucky to find this wonderful writer, Jess Ragan, who has a unique, somewhat acid sense of humor which I find a joy to read. He managed to mimic the "classic" writing style of old game manuals. I was equally lucky with Dale Crum who is a top notch artist, a perfectionist. Dale created the visual identity we now associate with our games. As a collector, I usually don't buy a loose game since I believe half of the "magic" would be gone. That is why I can't think of Opcode games without Dale and Jess.

NK_ Are all the parts of your game packaging (cartridge, box, and manual) made in Brazil? Was it difficult to find places that could accurately fabricate your customized products?

EM_ Yeah, I spent a good deal of time on it indeed. Cases and all printed stuff are made here in Brazil. Currently the only part I am not producing here are the PCBs, which I am importing from the US.

NK_ How much were you personally involved with the design of your game's label, manual, and packaging?

EM_ Usually I give Jess and Dale some input to start with, things that I have in mind. Then later on, I revise everything and suggest modifications or additions if I think something would be improved. They are nice guys, very open to my suggestions, so it has been a very nice experience. I got really involved with the first one, Space Invaders Collection, because I already had a lot of well defined ideas in mind when I met Jess and Dale. Now I have learned to let the guys do their work. The color theme for the boxes, for instance, was an idea which I already had in mind when we made Space Invaders Collection. The grid pattern in the box was another. Back in 1983 a grid was seen as futuristic iconography.

NK_ I feel the "grid" is a great connection to the original Coleco packaging. You can find a grid on the backs of boxes for Coleco hardware and accessories. With Space Invaders Collection and Sky Jaguar, the graphics are very similar to what were associated with the arcade and MSX versions. However, with Yie Ar Kung-Fu the graphics start to break away from the original. Is this an example of you allowing Jess and Dale to do their own things?

EM_ Actually there was a consensus between me and Dale that the original arcade artwork didn't fit the mood of the MSX version very well. Yie Ar Kung-Fu is a comical fighting game, so why the Bruce Lee guy there? In fact you can find the MSX version of Yie Ar Kung-Fu in two different packages, with different artworks. One was the same as the arcade artwork, and the other was very cartoonish. However the later was plain ugly and not up to our standards. So we decided to go with our third option, the Famicom package. [3]

COLECO CHAT

[continued...]



Magical Tree [Opcode]



Knightmare [Opcode]



Goonies [Opcode]



Ping-Pong [Opcode]

NK_ Do the sales of your games adequately compensate Opcode for the expenses it incurs while making the games?

EM_ Yeah, it pays the bill. Otherwise I would have already quit.

NK_ Do you have a strong customer base in Brazil? What other countries have you noticed that are supportive of new ColecoVision products?

EM_ No, the ColecoVision fan base here is very small. I would be lucky if I manage to sell 6 copies of a given game here. Support comes mainly from the US, then Canada and UK. But I have received a few orders from Australia, France and Italy.

NK_ What made you decide to create your own company (Opcode Games) as opposed to working with an established publisher (AtariAge)?

EM_ When I started, AtariAge wasn't publishing ColecoVision games yet, and since there was the issue with the unavailability of new cases it seemed to me that I had no other option besides going the self-publishing route. I see many advantages to staying independent: we have more control over the final product and we don't risk putting anyone else in trouble due to copyright infringements.

NK_ What type of relationship do you have with the games' legal owners? Have any of them ever contacted you in regards to your projects?

EM_ Well, first of all, it is important to keep in mind these are hobbyist projects no matter how professional they look. So there isn't any profit being made here, since I usually spend all profits on new projects (and to be honest I can earn much more money with my mundane job). I never approached the legal owners to ask them permission for two very simple reasons: 1) Major game makers like Taito, Konami and Namco would never allow others to use their brands, even if there isn't profit being made, because it would mean the dissolution of their properties. 2) Even if they do approve, it would mean that I would be required to pay royalties, which would make these game prohibitively expensive. Taito contacted us once, but I was left with the impression that once they realized the size of these projects they just lost interest with us. My current approach is that I don't sell anything openly on the internet. I don't have an online store or anything and I've never had a problem with them since. It's like being a Star Wars fan, creating some stuff using the movie properties (like a t-shirt) and then selling it to other fellow fans to make your money back. Still illegal, sure, but most fans wouldn't care.

NK_ They are many people, myself included, that are glad to hear that you've been left alone. Since you do not provide an online store, how would one go about purchasing your games?

EM_ Just drop me an email at eduardo@opcodegames.com.

NK_ What other games are you currently working on?

EM_ Usually I work on a lot of stuff at the same time. Besides finishing Pac-Man Collection and Magical Tree, I have started porting Rally-X and Mario Bros. Then there is Road Fighter waiting for a release and Akumajou Dracula (Castlevania) and Metal Gear for the Super Expansion Module. I also ported Knightmare, Goonies, and Gradius for use with the MemoryPack. And I started a new, original RPG last year with Jess Regan, but I haven't worked on it for a while.

NK_ Pac-Man Collection and Magical Tree are coming soon. Are there any plans to release Road Fighter and/or Ping-Pong in the near future?

EM_ Road Fighter probably sometime next year. Ping-Pong, who knows? I think I still have to prove to people how cool of a game Ping-Pong is when played head-to-head. The controls are incredibly simple and it requires blazing fast reflexes to win.

NK_ Some of your "Collection" games (Pac-Man) have issues with required ROM size. How have you been able to get these games to fit?

EM_ Bryan Edewaard is developing a new cartridge PCB capable of storing games up to 1MB in size. That will be the building block for our new MegaCart cartridge. It is in beta already and I hope to get the first samples in a matter of a few weeks. [4]

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COLECO CHAT

[continued...]



Tales of the Atari Era [Opcode]

NK_ What will your original RPG be about?

EM_ It will be about a little boy in the early days of videogames.

NK_ Your website mentions the Opcontroller, can you tell us more?

EM_ We reached the point where we had a working proto, but there is a major obstacle: the unit is too heavy to be made in Brazil and shipped worldwide. It would end up being too expensive, but we're still investigating options.

NK_ Do you plan to publish any games that make use of the ColecoVision accessories (steering wheel, roller controller, or super action controller)?

EM_ I don't have anything planned at this point, though it would be cool to use the spinner in the Super Action Controller. Games like the arcade TRON would be great if one was able to use it.

NK_ How would one go about programming a ColecoVision game? Any tips, helpful resources?

EM_ First of all, join us at the ColecoVision Programming Yahoo Group. Besides being a nice place to get advice from experienced programmers, you can find tech docs on the graphic and sound ICs used with the ColecoVision. If you decide to go "C", Daniel Bienvenu's website is another really good source of documentation. And if you want to go "assembly", I would be glad to help you.

NK_ What are the Super Expansion Module and MemoryPack projects that you are working on? What exactly will each do? How will they interface with the ColecoVision? Do you use cartridges with them or will it be a new medium?

EM_ The name of the bigger device, which will expand memory, storage, audio and video, is Super Expansion Module. I followed Daniel's suggestion to not name it the Super Game Module, so it isn't confused with the original Coleco planned module. The Super Expansion Module is inspired by, but not an implementation of the original Coleco project. MemoryPack is a much smaller module which will just expand the total RAM memory of the base CV unit. Both will plug in to the expansion port. Both will keep using cartridges as their main media, though the Super Expansion Module will also run games in SD card format. Secure digital (SD) memory cards are used in many electronic devices, such as digital cameras.

NK_ There's been a lot of controversy surrounding your Super Expansion Module and MemoryPack projects. Why do you think many people have shown either strong positive and negative support for it?

EM_ I am very happy and pleased with the initial reaction about the Super Expansion Module. A few weeks after I announced the project, I got a list with around 70 names and I haven't even shown anything! Ok, I got some negative feedback too, mostly from other programmers. I guess I should expect it, because a lot of those guys have chosen the ColecoVision (or any other classic platform) due to its limited capabilities. It is the technical challenge which attracts them and I can understand that. Ironically, there is a group of guys who were against the Super Expansion Module, who got the Super Expansion Module draft documentation beforehand, and who are now working on a similar kind of expansion for the CV. Go figure.

NK_ Stealing confidential blueprints? That sounds sinister.

EM_ Well, I am not saying that someone has stolen anything. It is just a matter of good relationship with other fellow developers. The Super Expansion Module draft documentation includes a general description of the MemoryPack, a RAM memory expansion for the ColecoVision, which is one of several sub-systems inside the Super Expansion Module. However the MemoryPack is also a stand-alone module, planned as an introduction to the Super Expansion Module. To my surprise, ColecoVision developers opposed to the Super Expansion Module are now working on a MemoryPack-like device, which shows you how the ColecoVision homebrew scene can get sometimes. Not as friendly as many imagine it and definitively not the "big family" environment that one can find within the Atari VCS community. [5]



Super Expansion Module Integrated Circuits



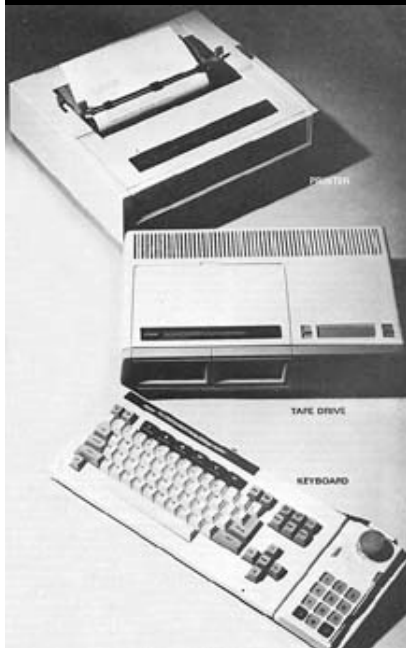
MemoryPack Prototype

COLECO CHAT

[continued...]



Expansion Module #1 [Coleco]



Adam Expansion Module [Coleco]



Super Game Module Prototype [Coleco]

NK_ One of the biggest concerns that I've heard is in regards to the reliability of the ColecoVision's expansion slot. Based on experiences with the Adam and Atari 2600 expansion modules, many feel that too many technical problems arise with this interface. What is your opinion of this issue?

EM_ Really? I have never had any problem at all. But I don't have an Adam module, so maybe my experience is a bit limited here. Anyway, I really can't see how the simple PCB design of the CV's expansion port interface would lead to so many problems. Wouldn't the issues be mostly related to bad manufacturing of the modules? Anyway we are planning some strong beta testing here, so we'll see as things evolve. Anyway, a lot of ColecoVision users probably see the SEM as a compelling device because it would open new possibilities. I think it is the same philosophy that started ColecoNation, a look to the present and future, not just the past.

NK_ Exactly! The ability to evolve is what made the ColecoVision so great. If it has this ability to expand, then why shouldn't it continue to be developed? The more innovation that is put into classic gaming, the more interest will be generated within it.

After all, Ralph Baer wrote an article in 2000 about his work with Coleco and the ColecoVision. He ends the article with this: "ColecoVision games continue to have a loyal following in the Classic Games community....I'm still waiting to see one of the retro-game designers interface it to a CD-ROM to extend the machine's capabilities. That would complete the circle I started in 1982 and never quite closed. Is anybody out there listening?"

EM_ We considered the CD-ROM unit for a while, but then we realized that the size, price, durability and the need of an ISO 9660 file system would be more of an annoyance than an advantage. Plans are now to just include a SD card slot. For current videogames systems, if the manufacturer says that a CD reader lifespan is 10 years that's fine, because it is more than the planned lifespan of the machine. But for us collectors and classic gaming fans alike, increasing lifespan is very important, because we are already witnessing our beloved machines slowly dying. That is a concern when creating new devices.

NK_ What's the current status of the Super Expansion Module and MemoryPack projects?

EM_ This project is being handled by Ademir Carchano, who I believe is the best person possible in the world to handle it. Ademir has extensive experience on computer projects and has developed some incredible MSX stuff during the past two decades. The only problem is that he is a busy guy so the project pace is a bit slow right now, but I still hope to have a working unit next year. In the meantime we are also working on the MemoryPack, a nice memory expansion for the ColecoVision which will allow it to run more complex games.

NK_ What makes these new projects so amazing is that they're at a scale and scope that just blows away most previous homebrew projects. Not only do you need the programming know-how, but there's a specific level of understanding in the fields of electrical and mechanical engineering that is required to pull this off. Good luck with all your endeavors. What you've done and continue to do with the ColecoVision amazes many and I appreciate the time you've given for this interview.

EM_ I think all of us ColecoVision fans should thank you for putting this webzine together. I feel honored beyond words at the chance to speak with you. [\[6\]](#)

ColecoNation

THIS JUST IN...

Send your news items to:
ColecoNation@yahoo.com



Spectar [AtariAge]



King's Valley [Opcode]

Opcode and AtariAge team up for a better tomorrow!

Due to the increase of shipping costs from Brazil to the United States, Opcode Games has decided to distribute their products through AtariAge in order to keep them from going up in price. All of Opcode's existing and future games will soon be able to be ordered through AtariAge with significantly decreased shipping times. Opcode products will still retain their unique identity and packaging and this move will allow more people to be exposed to the company's excellent games.

Spectar delayed but not defeated!

It's been over 23 years since Spectar's release was announced, so there should be no surprised that it'll take a little while longer for it to make it's long-awaited debut. Scott Huggins is diligently working to finish the game and is close to completion. He assures us that it'll be well worth the wait and foreshadowed to an added bonus that might be included in the final product. Don't be surprised to see it for sale at this month's Philadelphia vgXpo.

AtariAge in full force in Philadelphia!

AtariAge will be traveling to the Philadelphia vgXpo on November 12th and 13th and they won't be packing lightly. Multiple ColecoVision games will be on sale including: Space Invaders Collection, Sky Jaguar, Yie Ar Kung-Fu, Astro Invader, Reversi, and Deflektor Kollection. The soon-to-be-released Spectar will be on hand to try out and possibly to buy. Also, MemoryPack enhanced games from Opcode will be available to play, such as: King's Valley, Goonies, and Nightmare. If you're a fan of the ColecoVision you might want to start walking to Philly right now, because this is something you won't want to miss.

Opcode Games looking for the next Picasso!

It was originally reported in #3 that both Magical Tree and Pac-Man Collection would be ready for the Philadelphia xgXpo, but the release date has recently been pushed back. It seems that Opcode's got too many games and not enough people to design graphics for them. Opcode is currently searching for the artistically inclined to work with them on the design of upcoming releases. If you're interested and have the skills, get in contact with Eduardo Mello and let him know.

Canadians prepare for Arcadia!

From November 4th to the 6th, the Festival Arcadia will be held in Montreal, Canada. Covering everything from the future to the past, Arcadia will also have a classic gaming area which will feature creations by Daniel Bienvenu and many others.

IN PRINT

Collector's Closet
 by Nathan Kozlowski

author: Joe Santulli
 published: Monthly [2001 - now]



Tips & Tricks Magazine is unique among contemporary video game magazines. It's one of the few on the newsstand today that isn't hermetically sealed to prevent casual browsing and it's the only one with the column, Collector's Closet. Amidst all the usual clutter of articles about the latest and greatest games, Tips & Tricks features a monthly article that covers the worlds of classic gaming and video game collecting. Joe Santulli, of Digital Press fame, started writing the column as a way to introduce a larger audience to the world of classic video game collecting and many of the early issues covered the ColecoVision and other older systems.

Collector's Closet often reports on the release of homebrews and on the happenings at the annual classic gaming expos. "The Room of Doom" is a regular feature of the column that allows the reader to experience the messiest of messiest in video gamers' personal hideouts and game rooms. Joe Santulli often manages to cram a month's worth of classic gaming info into one to three pages of the magazine. Since Collector's Closet centers around video game collecting, current issues tend to focus on more recently "retired" systems and which of its games will most likely be rare and priceless. You can find Tips & Tricks every month at a newsstand near you and the first three years of Collector's Closet are on the Digital Press website. [7]

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IN PLAY

Yie Ar Kung-Fu

by Nathan Kozlowski



programmer: Eduardo Mello
 publisher: Opcode
 developer: Konami
 packaging: Dale Crum
 text: Jess Ragan
 release: 03.2005
 rom size: 32k
 players: 1-2
 controller: Joystick



Yie Ar Kung-Fu [Opcode]

Yie Ar Kung-Fu, or YAK-Fu as the kids are calling it, made its debut in the arcades in 1985 from the good folks at Konami. It was translated to the MSX and Famicom in the same year and was also made for the Commodore 64 and Sinclair Spectrum. In March 2005, Opcode Games and Eduardo Mello brought the fighting game to the ColecoVision audience and gave its loyal fans an added gift, the two-player versus mode. This latest version is based on the MSX engine with Famicom graphics.

The story's set in feudal China and the Chop Suey Triad Gang is stirring up some kind of trouble. It's up to you, Lee the Kung-Fu Master, to head on over to the Bamboo Shoot Pagoda and talk some decency into the punks. The bad news is that the gang is slow to learn and doesn't like the small talk. The good news is that they just need someone to beat some sense in to them and that lucky duck is you.

If you're ever gotten tired of fighting the bad guys in a cramped and confined spaceship, and wished you could take a more hands-on approach with your heroics, then Yie Ar Kung-Fu is the game for you. With this fine translation, you get to roll up the sleeves and get a little dirty while taking on your opponents. The game consists of five stages, with a different fighter at each stage. Two bonus stages, which are located after stages two and five, enable the player to increase their total score but are probably the most difficult (and aggravating) part of the game. Each fighter has unique skills and requires the player to utilize different strategies to defeat them. Naturally, the fighters become progressively more difficult as you advance to the final stage against Wily Wu.

The level of detail that went in to the design of each character's appearance and fighting traits is what makes this a truly brilliant game for the ColecoVision. Fighting games get their popularity from the personality and uniqueness of their characters. The level of control that the player is given over his/her character is something that is hard to mimic in your average shooter or maze game. Through trial and error, the player has to learn the strengths and weaknesses of not only his/her fighter, but each and every opponent that is faced. Strategies need to be devised and little can be left to chance. This is all experienced while playing Yie Ar Kung-Fu.

However, as with sporting games, fighting games seem to lack an "open-endedness" that other genres possess. Once you've mastered your abilities and the characteristics of each of your opponents, then the game's challenge and excitement is dulled. This can be felt in Yie Ar Kung-Fu, but that crafty Eduardo Mello has found a way around this. As you become tired of beating on the hapless computer, you can turn your attention to a human opponent with the two-player mode (a feature unique to the ColecoVision). One player controls Lee while the other takes command of one of the five villains.

The diversity of movement and attacks possible in Yie Ar Kung-Fu is something once thought impossible with a standard controller. This flexibility adds a lot to the gameplay and makes for a very enjoyable gaming experience. One improvement with the controls, though, would have been to enable jumps through the use of a button over the movement of the joystick. A movement is assigned to all directions of the controller and this sometimes makes it difficult to accurately and quickly control your fighter. The Super Action Controller would have been perfect for this game. However, by assigning action to only one button (punch), Eduardo has enabled gamers to use a larger range of controller types to play his game.

The design of the packaging and manual continues to evolve and improve with every Opcode game. Jess Ragan's creative descriptions and text continue to entertain and pay homage to the instruction booklets of the eighties. Dale Crum's imagery has taken on a life of its own and it's nice to see original artwork for the ColecoVision version, as opposed to using graphics from previous translations or the arcade. Yie Ar Kung-Fu fills a much needed hole in the ColecoVision library. If you enjoy kicking the snot out of no-good punks, then leave your little brother alone and go pick this game up. You won't be disappointed. [\[8\]](#)

ColecoNation

CV TACTICS

Yie Ar Kung-Fu



Tao in Yie Ar Kung-Fu [Opcode]



Chen in Yie Ar Kung-Fu [Opcode]

Two different versions of Yie Ar Kung-Fu are included on the cartridge. The Famicom version is the default, while the MSX version lies hidden, waiting to be found. To boot up the MSX version, hold down the [*] button as you turn on the game. Keep holding down the [*] button until you get to the player select screen. Instead of seeing the option to select between one or two players, you'll be asked to press the fire button to play. The MSX version is fairly similar to the Famicom one, except that Lang has a new look and uses a slightly different fighting strategy. Also, the MSX version's score and health meter is located at the top of the screen, instead of the bottom.

In Yie Ar Kung-Fu, each of your opponents has a unique weapon and fighting technique and the following strategies are what we found to be the most effective in defeating each fighter. Before we get to the specifics though, there's some general moves that work on all fighters. Low kicks work against all characters with different levels of success. When in close combat, you can lure the fighters into striking distance by jumping straight up and then attacking with a low kick. The computer will move closer to you when you're in the air and will be open to attack once you land. For all fighters, it's better to be on the offensive and keep them moving backwards. Time your strikes so that they occur directly after the computer tries to strike at you.

Wang has trouble defending high kicks. It's fairly simple to dodge his attack and then move quickly in with a high kick to the head. Don't let Tao shoot off his fireballs. As long as you stay close to him, he'll keep his fire breath to a minimum. Tao can't handle the low kicks, but is very good at dodging the high ones. Chen may be the toughest of the five, that is if you let him. As long as you're near him, he can't use his chains and you'll be able to defeat him with a series of low kicks. Staying close to Lang will keep the throwing stars somewhat at bay, but she can give a thumping if you get too close. In the Famicom version (default), attack with high kicks after she kicks into the air. In the MSX version, attack with low kicks after she attempts a leg sweep. Finally, with Wu you'll have to always keep moving and jumping back-and-forth across the screen. Keep jumping over him and attacking with low kicks. Never stay in the same place for too long or he'll clobber you with his flying attack. The Chop Suey Triad Gang looks like a tough bunch of cookies, but with a sound strategy and good timing you can come out the winner every time.

VOTING BOOTH

The Most Wanted Console-to-ColecoVision Conversion

Send your votes to:

ColecoNation@yahoo.com

Most Wanted Arcade-to-ColecoVision Conversion Results

The results are in and we'd like to thank all who participated in last month's vote. Thirty-two people voiced their opinions and Tron came out the winner! The top five most wanted arcade games are listed below.

1. Tron
2. Phoenix
3. Elevator Action
4. Wizard of Wor
5. Zookeeper

Most Wanted Console-to-ColecoVision Conversion Vote

As a continued service to ColecoVision fans and programmers everywhere, we're having another vote! We're asking each and every one of you to let us know:

What are the top three console or computer games that you want to see translated to the ColecoVision?

Once you've numbered your top three choices (with the first being the most desired), either send us an email or post your vote on the AtariAge forums (a link to the topic can be found at the end of this issue in the "Reference" section). The more voters we have, the more informed the programming community will be about what the ColecoNation wants. So please participate and look for the results next month. [\[9\]](#)



Tron [Bally/Midway]

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five | 11.05

ColecoNation

MISCELLANY

ColecoVision Repair Shops:
 + Viking Video Games
 + Old School Gamer
 + eColeco



Viking Video Games



eCOLECO

REFERENCE

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

Have strange sounds been coming from your ColecoVision lately? Does it look like it's on its last leg, ready for that long journey to a better place among the clouds? I know that it's hard to believe, but these cheaply produced, electronic dinosaurs weren't made to last forever. It's okay though because, you can easily find those who would be honored to breathe new life into your ailing game console.

Viking Video Games has been in the ColecoVision repair business for about a year and a half now and their list of services keeps getting longer by the day. They provide complete services in the repair and refurbishing of consoles, controllers (Coleco and many third-party brands), and game cartridges. They also provide a wide range of console modding services, including a bios upgrade that allows you to skip the introduction scene on many Coleco games. Viking Video can output the heck out of your ColecoVision, too. Composite video, s-video, luma/chroma, component video, analog audio, digital coaxial, and digital optical are all possible output options for your system. They can also brighten up your ColecoVision with light-up push buttons for the on/off and reset switches and LED enhancements. Lastly, that annoying brick of a power supply can be replaced with a smaller, internal one.

Old School Gamer is a Canadian outfit that's been knowledgeable in the repair of ColecoVisions for almost five years and they've got a 90-day warranty to back it up. Along with the warranty, they also provide free estimates on any of your potential repair needs. They provide repair and refurbishing services for consoles and Coleco-brand controllers, as well as modding services to your ColecoVision. They can upgrade your console for composite video, s-video, and two-channel mono audio outputs. LED enhancements and bios upgrades are also possible from Old School Gamer. They also offer drop-off service at a multitude of video game store locations throughout Canada. So if you live up in those neck-of-the-woods, you'll be able to get your ColecoVision fixed without having to pay any shipping charges.

Finally there's eColeco, who bought much of Coleco Industries' product stock when the company declared bankruptcy and went out of business in the late 1980's. They've been repairing ColecoVisions the longest, but are more limited in what services they provide. eColeco can repair console circuit boards, replace power supplies, and refurbish standard and super action controllers. They also provide the option of getting a cost estimate before beginning any necessary repairs.

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 eColeco colego.freesevers.com/colecovision.htm