

Players Guide To Electronic Wargames

electronic GAMES

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Move Over Guys,
Here Come the Gals
**Women Join
the Arcade
Revolution**

Strategy Session:
Auto Racing
Skiing
Baseball
Tempest

Preview--
Videogames
1982

**Stalking the
Lefthanded
Joystick**



Retro-Gaming.it

ELECTRONIC GAMES HOTLINE

Electronic Games' Picked Hits

Most Popular Videogames

Position	Name of Game	System	Manufacturer
1	Asteroids	Atari VCS	Atari
2	Missile Command	Atari VCS	Atari
3	Adventure	Atari VCS	Atari
4	Space Invaders	Atari VCS	Atari
5	Baseball	Intellivision	Mattel
6	Space Battle	Intellivision	Mattel
7	Football	Intellivision	Mattel
8	UFO	Odyssey ²	Odyssey
9	Kaboom!	Atari VCS	Activision
10	Tennis	Atari VCS	Activision

Most Popular Computer Games

Position	Name of Game	System(s)	Manufacturer
1	Star Raiders	Atari	Atari
2	Space Invaders	Atari	Atari
3	Missile Command	Atari	Atari
4	Adventureland	Atari/Apple/TRS-80	Scott Adams
5	Jawbreaker	Atari	On-Line

Most Popular Coin-Op Videogames

Position	Name of Game	Manufacturer
1	Pac-Man	Namco/Midway
2	Asteroids	Atari
3	Defender	Williams
4	Centipede	Atari
5	Space Invaders	Taito/Midway
6	Battlezone	Atari
7	Missile Command	Atari
8	Gorf	Midway
9	Venture	Exidy
10	Galaxian	Namco/Midway

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 on the more than 600 Reader Polls returned on the first issue. We will update the "picked hits" lists in every future issue of **Electronic Games**.

So send in your votes!

Send to: **Electronic Games**



Astro Update

★ Astrovision has taken firm control of the old Bally Professional Arcade system, rechristened it and begun introducing a swarm of new game titles. But perhaps the most interesting news from the Columbus, Ohio-based firm is the appearance of the long-awaited ZGrass keyboard, scheduled for release later this year.

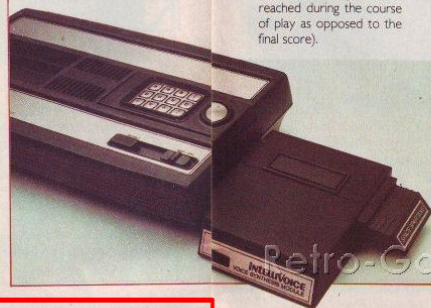
★ On hand to demonstrate their new **Galactic Invasion** at a recent trade fair, **Galaxian** champ Mike Kohler, 14, from Naperville, Ill., wound up setting a new record on the ninth level, one of the most challenging variations for any game. Mike was even briefly joined by former NBA star Rick Barry, for a little head-to-head action.

Mattel Stages Smashing Tournament

Beginning on March 15, 1982, don't be surprised to hear the sounds of explosions and digit counters reverberating throughout the land. The hills will indeed be alive with the

sound of astromashing as Mattel kicks off its **Astro-smash** Shootout.

Specially packaged Master Components, will have coupons for free **Astro-smash** cartridges along with entry blanks—which can also be obtained from dealers. Players can then practice at home and take photos of their high scores (defined as the highest point reached during the course of play as opposed to the final score).



Learn To Repair Video Games!

It's no secret...

Video games seem to be everywhere! The extraordinary popularity of coin-operated video games has created an enormous demand. Not only for the games themselves, but for qualified service personnel as well.

Randy Fromm's Arcade Schools are a practical, no-nonsense look at how video games work, and how to repair them when they don't. No previous knowledge of electronics or video games is required to get the most out of the six day course. Lab sessions allow students to gain valuable "hands-on" experience. Late model video games are used during lab and lecture so Arcade School graduates will be familiar with the types of equipment they will encounter on the job. The tuition of \$400.00 includes all texts and classroom materials. There are no hidden costs.

Founded in 1980, Randy Fromm's Arcade Schools are the most respected and often recommended training programs in the coin amusement industry. As a technical writer, Randy Fromm's comprehensive articles appear regularly in the industry trade journals. Now he has condensed his ten years of experience into a proven Arcade School program that has allowed hundreds of Arcade School graduates learn the easiest, fastest, and most accurate ways to repair coin operated video games.



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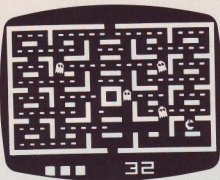
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THE PIT

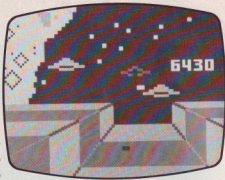
Don't Fall In



centuri inc.



ATARI PAC-MAN



STAR STRIKE

Some of the specifics are still a bit murky, but there ought to be several complete new videogame systems available between now and next January. Here's a brief rundown:

★ **Atari Super-Game.** This will be a senior programmable system and is intended to offer arcade quality graphics and on-screen movement speed. It will retail for approximately \$350 and stress home versions of coin-op winners like *Pac-Man* and *Defender*.

★ **Tryon Video Computer Game.** This standard system, sneak previewed at a recent trade show, will have 26 cartridges by the end of this year. Though the graphics aren't quite up to the quality of, say, the Atari VCS, it will be priced significantly lower.

★ **Coleco Videogame System.** Though not available for inspection as we go to press, the famous toy-maker plans to show it to retailers and have it in the stores by Christmas.

Meanwhile, Bally is apparently having second thoughts about its hasty sell off of its home game. The coin-op giant is rumored to be readying a new programmable videogame machine of its own.

Several existing systems will add the power of speech sometime in the next 12 months. Mattel, Odyssey and Astrovision all expect to have this intriguing peripheral on sale before the end of the year. Atari may also offer a voice synthesizer as an option for its Super-Game, though probably not until the system has already acquired a large audience of loyal fans.

All the voice boxes work more or less the same way. The synthesizer plugs into the cartridge slot, and cartridges are then inserted into a similar niche in the synthesizer.

And now the games! Here's a system-by-system survey of the treats awaiting home arcaders in 1982:

Atari.

The Sunnyvale videogame king will release 12 new car-

tridges for the VCS and another dozen to accompany the debut of the Super-Game system. The VCS titles include **Super Breakout** and **Star Raiders**, both adapted from 400/800 programs, and a new adventure cartridge, **Haunted House**. Several coin-op hits will also appear in home versions, including *Pac-Man*, *Defender* and *Berserk*.

Activision.

Barnstorming and **Grand Prix** are scheduled as the initial '82 releases for this mushrooming house of ideas. *Barnstormer* is the first game designed by Dave Crane's protégé Steve Cartwright. It's a stunning visual achievement with highly challenging play action. *Grand Prix*, Dave Crane's first cartridge since **Freeway**, is simply the best auto race game available for the VCS, with spinning wheels, vivid colors and lots of delightful touches like oil slicks along the way.

Coming next summer is Al Miller's **Starmaster**, a stunning space adventure that uses both strategic and tactical elements. **Chopper Command**, meanwhile, from ace inventor Bob Whitehead, is a horizontally scrolling battle game in which an armed helicopter fights to protect the truck convoy traveling on the road below.

Mattel.

Intellivision will produce a score of new videogames in '82 ranging from a video pinball program to a pair of games based on the upcoming Walt Disney film, "Tron". **Advanced Dungeons and Dragons** will finally be available as will the long-awaited **Chess** cartridge.

Intellivoice, a synthesis unit capable of generating both male and female voices, should turn up this summer. Accompanying it will be three compatible game cartridges, including **Space Spartans**, which is essentially **Space Battle** with a voice track and somewhat blockier graphics.

continued on page 33



From Battle Board to TV Screen

Although abstract games with a military theme such as chess date back to the ancient world, modern wargames are a much more recent invention. Charles S. Roberts produced the first military strategy boardgame in 1958, when the infant Avalon-Hill Company published *Tactics II*. (A limited edition of Roberts' prototype, *Tactics*, preceded this more elaborate commercial effort.)

Tactics II treated the subject of a land war between two mythical countries. Battles occurred on a multi-colored map sectioned into half-inch squares to regulate movement. Each nation's forces included two main types of combat units, infantry and armor, plus a few specialized divisions with airborne, amphibious or mountaineering capabilities.

It wasn't long before Avalon-

Videogames

Hill brought forth the first historical battle game, *Gettysburg*, followed by a library of diverse titles that is still growing today. More refinements, such as Roberts' introductions of a hexagonal grid for movement, helped military games develop into a hobby that involves hundreds of thousands of people. As wargaming grew in popularity, other manufacturers made their debuts, including Simulations Publications, Inc. (SPI) and Game Designers Workshop. Bored wargamers can now choose from hundreds of titles covering every military engagement, real or possible, from the dawn of civilization to the hypothetical far future.

Electronic military simulations on a par with the sophisticated boardgames are only just starting to appear, but war became a staple for head-to-head videogames almost from their inception.

Armored Assault

Combat is probably the most widely distributed VCS cartridge by virtue of the fact that it comes packed with the VCS console. Steering those little vehicles around the various mazes represents the first

home arcing experience for many electronic gamers. *Panzer Attack* (Astrovision) is a slightly more visually attractive version of the same situation for the Professional Arcade, while *Triple Action* (Mattel) has a well-designed tank shoot-out

for the Intellivision system.

Armored Battle, by Mattel for the Intellivision, is in a class by itself, however. This is much less of an arcade-style contest than the other three cartridges, stressing such elements as line-of-sight for firing and movement speed that varies according to the terrain.

Dogfight in the Skies

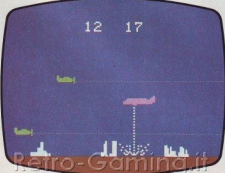
Representing air battles convincingly has long frustrated boardgame designers, but this type of free-wheeling battle is perfect for the video screen. Atari offers arcade-style interpretations of fights in the skies in both its *Combat* and *Air-Sea Battle* cartridges, while Astrovision's *Red Baron* adds such realistic touches as 3-D perspective.

Activision will shortly release a title that reflects the latest trends in air-mobile tactics, **Chopper Command**. Using a steering system somewhat reminiscent of *Defender*, the gamer guides armed helicopters back and forth across the screen in an attempt to protect a convoy traveling along the road at the bottom of the playfield.

Victory at Sea

Seawolf (Astrovision) and *Air-Sea Battle* (Atari) furnish gamers with a taste of navel action. The Torpedo variant on the *Air-Sea* cartridge rather resembles a shooting gallery with appropriate military hardware as the targets. The steerable missile greatly enhances this game, which is one of the finest head-to-head contests in the VCS library.

Mattel's *Sea Battle* gives gamers the chance to lead fleets in a global-scale war on the high seas. Action switches from



SEAWOLF

Go To War

strategic to tactical, and there's a surprising amount of differentiation among the various types of ships available to each side in this two-player contest.

Global War

Conquest of the World

(Odyssey) is the electronic game for those weaned on night-long sessions of Diplomacy or Risk. As the leader of one of the game's 43 nations, you must combine power politics and discrete use of land, sea and air forces to propel your country to the pinnacle of world domination.

Conquest of the World is especially good for a socially oriented evening of gaming, because it can be played by up to six people. The making and breaking of alliances is constant, responding to minute shifts in the world balance of power, so there's lots of entertaining

interaction among the participants.

War Against the Robots

Command control is the single most important factor in **War of Nerves** by N.A.P.'s Odyssey division. In this unusual two-player game, a pair of armchair generals square off in a series of battles, each leading a small army of fighting robots.

The terrain of the battlefield is randomly generated by the computer program and is dif-

ferent for every encounter. It includes a fair number of obstacles and places behind which soldiers can hide.

War of Nerves pivots on a single concept which is, as far as is known, unique to this videogame cartridge. The

any individual soldier in that direction, but rather nudges the whole army at once.

This system opens the door for each leader to develop marvelously byzantine strategies—and then watch the troops execute them on the



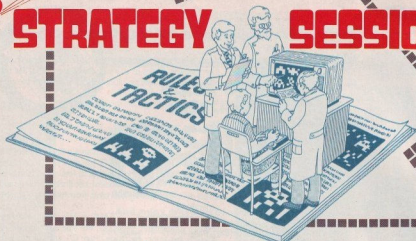
ARMORED BATTLE

mechanical men are not directly moved by manipulating the joystick. Instead, the controller establishes only a movement tendency. That is, pushing the stick to the right doesn't send

home screen.

War of Nerves is a genuine one-of-a-kind among videogames, and a certified treat for electronic warriors.

STRATEGY SESSION



Editor's note: In November of 1981, EG strategy editor and 15-year-old videogame whiz kid Frank Tetro became the first gamer (to our knowledge) to win a tournament title on two separate programmable systems. After coming to our attention during Atari's New York **Space Invaders** regional, where he compiled the highest official score in the entire competition, and playing for over an hour, Frank began eying the gaming horizon for other worlds to conquer. This past winter, during Intellivision's Philadelphia Videolympics, he did it again. After working his way through a grueling gauntlet of **Skiing** and **USAC Auto Racing** eliminations, he went head to head with the sole remaining survivor at **Major League Baseball** and walked away with the championship.

In a special installment of "Strategy Session", Frank shares the secrets that helped him pick up a Master Component, big-screen projection TV and complete set of Intellivision games.

Skiing Mattel/Intellivision

The most important thing to keep in mind with this cartridge is that the gate positions—and even the moguls—never change. Whether running the slalom course, in which the gates are grouped closely together, or the down-

By Frank Tetro Jr.

Intellivision Tips from a Champ

hill, where the poles are more widely spaced, on any slope, once you have memorized the mogul and gate positions they will never vary. This provides the gamer with a tremendous advantage by allowing him to begin the turn into a gate before it even appears on the playfield.

When turning through a gate, don't ease around or move in a jerky manner. Every turn costs time, so work at arcing

through the corridor as smoothly as possible. The slalom gates turn up very close together and it occasionally happens that the skier must navigate gates that are parallel, but are located at totally opposite sides of the playfield.

In this case sweep through the closest gate, then go instantly into a 180° turn back up the slope to a point higher than the second gate, and then swing down through it.

A similar tactic can be employed when a regular gate is missed. That is, just sweep back up the slope and through the gate. Remember that a missed gate costs a five-second penalty, so any maneuver that would take longer is counter-productive.

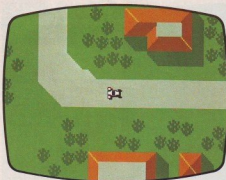
Jumping moguls is fairly simple so long as the leap is made at the last possible second. Anything else will cause the back of the skis to catch the outcropping, resulting in a spill.

Stay away from the edges of the playfields to avoid trees. Whenever possible, ski straight down the hill, as this is the fastest way to travel. I have also found it wise to avoid use of the "swoosh" button. Intended to sharpen the angle of a turn, it generally complicates things and causes a fall.

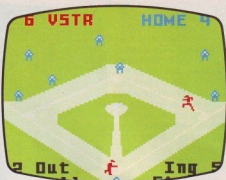
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SKIING



AUTO RACING



BASEBALL

USAC Auto Racing/Mattel/Intellivision

For some obscure reason, there are two versions of this program currently in distribution. The difference isn't in the video portion, but in the procedure for steering. The earlier edition used "compass" steering. Pressing the control disc at "12 o'clock" sent the on-screen auto due north, and so forth.

The new technique is "steering wheel" style. Players must visualize themselves actually inside the car, since hitting the disc at "9 o'clock" produces a left turn, regardless of the vehicle's position on the road. Keep this in mind when following the strategy.

USAC Auto Racing works best as a one-player game, with the arcader choosing from among a quintet of cars with a variety of positive and negative qualities. As with *Skating*, memorize the track as quickly as possible. This enables drivers to begin difficult "elbow" turns before they appear on screen. Except on the gentlest curves, never turn gradually. Sharp turns are almost always a safe bet, and always keep a finger poised on the brake, just in case.

Players will occasionally find themselves spinning off the highway onto the grass or even into a pond. When rear wheels are stuck in water, ride the brake heavily when disengaging. Otherwise, the car will take off at normal speed, streak across the road and probably slam into a house on the other side.

All games are clocked, but a crash stops the timers. Most players rush to get back into the race after cracking up. This is unwise. The clock will not restart until the player does. Relax a moment, collect yourself and take a deep breath.

You may even want to take a sip of soda, eat dinner or read a book. The game will not resume until you start it back up, and it's much better to get back on the road with a clear head.

In a two-player race, begin by simply running your opponent off the road. This will aggravate him and may affect his judgement. After a while, he may even decide to fight fire with fire. As your

fellow racer gets set to ram you, hit the brake sharply and watch the car fly on past you, off the road and into a ditch.

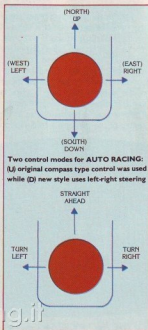
Since *Auto Racing* features multiple segments of an overall track displayed one section at a time, once a player reaches the end of the on-screen track, he is awarded a single "ahead" point. If you find yourself with a good lead on your opponent, however, and he looks like he may crash, hit the brake. A crash is worth two points, versus the single one gained by an "ahead".

Major League Baseball/Mattel/Intellivision

It's the measure of a good sports simulation when the strategy mirrors that of the game on which it is based. The list of hints for improved play on **Major League Baseball** will seem very familiar to mavericks of the American Pastime, therefore, since virtually every element of the real thing—with the sad exception of fly balls—is duplicated in this excellent videogame version.

On offense, the most important skill is learning how to place hits. Swinging early tends to pull the ball, just as swinging late sends it to the opposite field. Best placement for hits is between second and short, with a hard shot in the hole between short and third a nice secondary target.

Always hit behind the runner to avoid the double play. Since this version of baseball even allows stealing bases, it is important for the human coach to learn just how much of a lead is safe to take. Two steps is perfect. At this distance, if the runner is sent at the very instant that the pitcher raises his arm to signify the



start of his motion, he will always steal second successfully. It is important to realize, however, that the pitcher gives no sign when throwing back to first for a pick-off. Therefore, watch for the first baseman to turn black. This indicates that he has been activated in order to get to his base and catch the ball. Jackie Robinson-style leads are generally to be avoided, however, as computer pitchers are notoriously difficult to rattle.

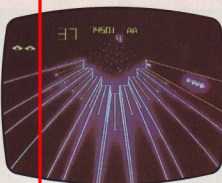
The bunt button seems generally useless, except for a suicide squeeze. With a runner on third, send him home as the pitcher begins his motion, then bunt. The resulting confusion will frequently succeed in disorienting your opposing coach.

Learning defense must begin with acquiring a familiarity with the players and their positions on the keypad's mylar overlay. Some players, especially those with airtight defensive abilities, simply throw nothing but heat—fastballs right down the middle—in order to detract from their fielding preparation. The drawback here lies in the batter's ability to more easily time these pitches and thereby hit them to any field virtually at will. A fastball curving over the outside corner is a much better percentage pitch.

Pitchers can take advantage of the other coach's inclination to steal bases when that problem arises. Throw to first base, drawing the runner back to the bag. Then have the first baseman immediately return the ball so the hurler can pitch home instantly with all possible heat. This will not only catch your opposite number off guard regarding his baserunner, but his batter as well.

In rundowns, keep in mind that the defensive players are always faster than the offensive ones. Run the player toward the next base, pinning him, where he can be either tagged or tossed out at the last instant.

Two major tips: Never throw behind the runner and,



TEMPEST

when a ball gets past the infielder, don't have him chase it. Activate the nearest outfielder. Also, on long throws, always use relay men to get the ball wherever it's going that much faster.

Coin-Op Corner/Tempest/Atari

Tempest. Atari's first vector graphics system videogame in color is not only the most visually striking coin-op around, but one of the most challenging as well. The scenario places the arcader in command of a blaster with which he must patrol the ramp-like perimeter of a series of geometrically-shaped space platforms. These come in two types, flat-edged (with 15 corridors) and rounded (possessing 16 sectors). The player maneuvers his blaster around the perimeter of the platform, defending it against a veritable rogues gallery of space-nasties. These enemy forces materialize at the center of the platform's configuration

and travel swiftly through the sectors toward the ramp, where they either explode or actively pursue the gamer's blaster.

Tempest offers a series of difficulty levels. Avoid the "novice" level, as the early phases are manageable by even tyro gamers. Also, beginning at any level higher than "novice" earns a hefty 5,000 bonus points after the successful defense of the first platform.

Arcaders have two weapons: blasters and super-zappers. The latter is strictly for emergency use. The first time it's used, it obliterates all alien forms on the screen. It can be used only once more on each platform defense at which point it will eliminate one attacker on a priority basis, taking the most dangerous first. The super-zapper is recharged after each defense, and the blaster has an infinite ammo supply.

On the initial two levels, the only serious attackers are the flippers, claw-like objects that skitter along the ramp in search of the blaster. Should they seize it, they leap with it into the vortex, leaving the gamer down a life. From the third level on, tankers—which burst into a pair of flippers when hit—join in the melee. Once a flipper gains the ramp it can be destroyed only when moving from sector to sector. With their claw in the air, they are vulnerable. Spikers also make their appearance at this point—bright blue curls that build up deadly spikes, capable of impaling blasters during the jump from ramp to ramp.

Spikes must be whittled down piece by piece.

Fuseballs show up at level 11, and pulsars appear at 17. Like flippers, the deadly pulsars stalk the blaster.

Strategy up to ramp 33 is simplicity itself: Stand still. Players almost invariably spin wildly around the ramp, firing blindly. This is a loser's strategy, putting all probability against the player, because there are more attack zones than can be patrolled even by automatic fire. Instead, find a



TEMPEST

Continued on page 69

player on offense has eight seconds to shoot by pressing the action button or the opponent takes over possession. There's no control over the force behind the shot or the ball's arc of flight toward the basket. The defender can steal the ball by touching it just as the offense hoists one up.

The game does contain one major advance over the Pong-type programs on which it appears to be based. The court floor is really an electronic gravity field that makes the ball bounce realistically.

The relative merits of Bill Russell and Wilt Chamberlain have fueled endless arguments among hoop fans, but there's no similar debate about which game designer has contributed the most to electronic basketball. Activision's Alan Miller, then working at Atari, invented the first trapezoidal videogame playfield for that company's **Basketball** cartridge.

This innovation, which has also come in handy in simulating other sports like tennis and soccer, gives the court width as well as length and height. That introduces the possibility of positional play and a passing game, though Atari Basketball, like the Odyssey cartridge of the same title, is strictly one-on-one action.

Hitting the "game reset" switch causes the ball to be tossed into the air between the two opposing players. The first one to reach the ball after the opening tap can use the joystick to dribble into position for a good shot. The defender can try to steal by aligning the on-screen character's feet with those of the ball handler and swiping the ball between bounces.

The player on offense has some control over the shooting phase. Pressing the action button causes the player to stop dribbling and hold the ball. If the arcader releases the button while the player has the ball over his head, the result is a long arcing shot. If the ball is launched while the player is holding the ball low and in front, it will be a softer shot. The defender doesn't have to just stand around waiting while the guy with the ball takes aim. When the coach pushes the button, the man guarding the shooter will leap into the air and attempt to block.

Atari Basketball is also one of the few sports cartridges that can be played solitaire. The computer-directed team's defense varies according to the closeness of the score. If the human-coached side falls behind, the computerized opponent takes a vacation on defense and roams the court aimlessly. But let the arcader's time tie or even take the lead, and the computer-directed guard becomes a sticky-fingered shadow who battles the ballhandler every step of the way to the basket.

Mattel's **NBA Basketball** cartridge for the Intellivision cops the prize as the most true-to-life videogame hoop title. Someone did a lot of court-side studying before programming this one.

Surprisingly, considering Mattel's usual emphasis on visuals, graphics definitely takes a backseat to play-action. The rendering of the three-man teams in this two-person contest is blocky and utilitarian, but the design features the most realistic and comprehensive passing game ever created for fans of electronic roundball.

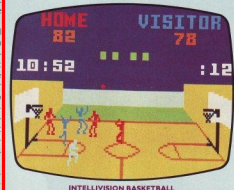
When the team goes on the offense, the human coach directs the hoopster with the ball, while the computer moves his two cohorts in an appropriate manner. The mylar controller overlays divide the court into nine zones. To pass, the coach with the ball pushes the desired section of the court on the overlay, and the ball leaves the on-screen athlete's hands and heads for the appointed spot. The toss will be caught by one of the other players on the offensive team, assuming the computer can get one there in time. Otherwise, it becomes a loose ball and is likely to sail out of bounds. It is also possible that a man from the rival team will intercept the heave and take possession.

Basketball for the Atari 400/800 computer is essentially a dressed-up cousin of the VCS original. The on-screen characters are well-drawn and smoothly animated, and it's possible to execute some snappy passes.

This is the most versatile of all the hoop cartridges. It can be played by one or two arcaders against computer opposition or head-to-head with either one- or two-man teams. The computer generates enough defense to keep the humans honest, which means that it plays like the old Boston Celtics in the closing minutes of tight games.

Passing is very tricky. The action buttons on the joysticks controlling both the player throwing the ball and the one catching it must be pressed just about simultaneously for the maneuver to take place. When two gamers play against the computer (or each team is commanded by two human coaches), shouts of "Pass! Pass!" periodically fill the air as arcaders try to coordinate the button-pressing.

Since this is a rather sparse crop of games, it's fortunate that prospects for additional ones, especially in the computer field, look bright. A strategy-oriented program and, just possibly, a statistical replay one could be available by the opening tap of the 1982-1983 NBA season if manufacturers' current plans materialize. With any luck, fans of electronic basketball will soon feel less ignored than is the case today.



Horse Racing/Mattel/Intellivision

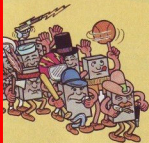
This cartridge is a sure bet to please fanciers of the sport of kings. No other program, not even for microcomputers, offers this particular blend of luck and skill. Making a mint in **Horse Racing** requires a mixture of riding ability and handicapping savvy.

The computer generates a field of eight steeds for a 10-race card. Four jacks at time compete over varying distances under a range of track conditions from fast to mud. Since each horse maintains characteristic strength and endurance over the entire series of events, home handicappers can use past performance as a guide to potential finish. In other

videogame systems. Some of the card games are undeniably clever, but few are as involving for the players as this trip to the electronic track.

Conquest of the World/ Odyssey/Odyssey²

Two to six players, each representing the leadership of one of the game's 43 countries, strive to make their homeland the most powerful nation on the face of the earth. This goal is accomplished by accumulating more power base units (PBUs) than any other country.



The diplomatic in-fighting takes place on a special mapboard provided with the game. When open hostilities erupt, action switches to the video screen. Each country musters land, sea and air com-

bat units, which square off in a series of one-on-one showdowns. A player can employ any of his three armed services, with the only restriction being that once a specific type of military force has failed in one engagement of a war, it cannot be used again in the same war.

This is only the sketchiest outline of the play-system used in *Conquest of the World*. Designers Ed and Linda Averett and Steve Lehnier have created a game of consummate scope and subtlety. It will take at least several games for most would-be conquerors to fully perceive all the complex interrelationships built into this boardgame/videogame hybrid.

With a game as complicated as this one, a good set of instructions is mandatory. *Conquest of the World* is well provided for in this respect, since the profusely illustrated rule book leads participants through the routine of play one small step at a time without ever losing sight of the overall objective.

Few videogame cartridges are perfect, and opportunities to go wrong are far more numerous in something with the sweep of *Conquest of the World* than would be the case with the typical maze or invasion game. Remarkably, there are very few such miscues. The only obvious one is requiring the submarine to surface periodically without having the program force it to do so. This encourages participants caught up in the heat of a conflict to shade legalities. It could spark an occa-

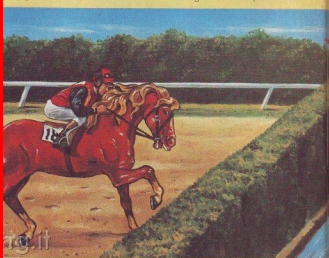
words, a sprinter that beat an endurance horse at a given distance is likely to do so again if the race were rerun under the same conditions, though the flyer might have a better chance at, say, 10 furlongs.

The other important element in *Horse Racing* is, as might be expected, the running of the race. While two human jockeys ride horses using the hand controllers to input commands, the computer takes charge of the other two equine contenders.

A little coaxing at the beginning of a race will produce some early speed, and a touch of the whip down the stretch can work miracles. There is a catch, unfortunately. Over-using either can cause your charger to stumble across the finish line what seems like an eternity after the rest of the field.

After each race, the winning time and the official order of finish are flashed on the tote board. The computer then determines the winners and losers, paying off bets as required. The participant with the largest winnings at the end of the 10-race series is acclaimed the victor.

In our opinion, this is the best of all the gambling cartridges available for home



Players Guide to Electronic Sports Games

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no annoying 'lead time' to keep us from getting all the hottest news of the home and coin-op fields to readers as fast as it happens," says editor Joyce Worley. "We're going to print no-nonsense evaluations of dozens of new products in every issue, and the newsletter format will get the word into our readers' hands before the games reach the retail stores or amusement centers in many cases!"

A subscription to **Arcade Express** will be \$25 per year (26 bi-weekly issues), with a half-year available for \$15. Order from: Arcade Express, 235 Park Avenue South, Sixth Floor, New York, N.Y.



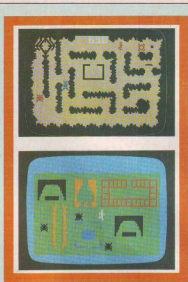
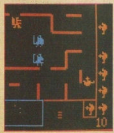
bing off the gold dots and uncovering what lies beneath it—dot or ghostie. Get three goblins—not counting blue ones—and you're out. White dots are good for a point, blue monsters get ten points for the player and, should a cherry be uncovered in the

race through the maze, 50 points are collected. The game can be played using one card—alternating turns—or two, with simultaneous action.

Astro Update

Here are the new titles scheduled for release in '82 from Astrovision for the former Bally Professional Arcade: **Munchie**, a gobbler game that may or may not be released, pending talks with Atari (see Atari story elsewhere in Hot-line); **The Wizard**, a home version of Wizard of War from the coin-op version's

creator, Bob Ogdon; **Solar Conqueror**, an exciting Asteroids-inspired contest with a number of its own unique features; **Cosmic Raiders**, a sideways-scrolling shootout; **Quest for the Orb**, a high-adventure program; **Pirate's Chase**; **Coloring Book** with Light Pen; and **Music Maker**.



Inside Mattel

* Mattel has evidently conquered its product problems at last. The logjam that caused a scarcity of new Intellivision games during most of the last year has been broken. And judging by the high quality of Mattel's newest titles, Intellivisionaries will have plenty of reasons for dancing in the streets.

* The biggest news at Mattel is the pair of Tron cartridges which the company will publish shortly. Based on the upcoming Walt Disney animated film, **Tron I** pits an electronic warrior against a bunch of

nasties that fling deadly, frisbee-like disks. **Tron II**, also drawn from the movie, mirrors the film's main theme, an odyssey through the innards of a computer. The closer the gamer gets to the CPU, the more resistance the computer generates to stop your progress.

* There's more than the Tron series, too. **Night Stalker** is a fascinating dungeon/maze contest with excellent graphics and movement. **Star Strike** will further enlarge the science fiction section of the Intellivision game library, while **Frog Bog** is a strong candidate for the novelty hit of the year. Arcaders control a pair of frogs loling on lily-pads, which must leap into the air to snare flies with their long, snapping tongues. When a frog overshoots the target, he ends up in the drink and has to swim back to his floating perch. The game can be played with a variety of background settings corresponding to times of the day ranging from sunrise to midnight.



By the Game Doctor

Once again, our waiting room is packed tight with inquiring arcaders, so let's jump right into the questions. This issue's best query comes from Steven Justman of Forest Hills, New York, so take it away, Steven!

Q: How are music and voices put into videogames like **Pac-Man** and **Van-guard**? (from Steven Justman, Forest Hills, N.Y.)

A: There are essentially two methods for adding sound capabilities to arcade coin-op games. The first is simple audio tape, usually "looped" to run, on cue, again and again. More recent games, however, such as Centuri's **Van-guard** actually use computer "voice chips". These chips allow the computer to articulate warnings, taunts and general kibitzing.

But "talking" videogames are no longer limited to the coin-ops, as we shall see from our next question.

Q: Will the NAP (North American Philips) Company ever offer a voice box for the Odyssey², and if so, approximately how much will it cost? (from Garfield Francis, Rego Park, N.Y.)

A: As a matter of fact, Garfield, the O² folks demonstrated just such a "speech synthesis unit" at a recent trade fair, and it sounded just great. The unit is plugged directly into the Odyssey's cartridge slot and specially produced "talking" videogames are then inserted into the speech system. As of this writing, the actual retail price is still up in the air.

Q: In the March "EG Hotline" you mentioned that **Boxing** was pulled back for further work. I purchased this game back in December and I want to make sure that this version is all right. (from George Fisher, Saugus, Mass.)

A: Well, George, much as it pains the Old Game Sawbones to admit it, even I make mistakes occasionally. According to Intellivision's Bill Gillis, the version you bought is the final, perfectly all

right version. What does happen, however, is that companies tweak, and fiddle with their new releases right up until the release date and folks who get advance looks at the results are frequently shocked by how different the ultimate version is. So, although **Boxing** went through several stages before release, once it got into the stores it was finished, complete, etc. — and a very interesting game, to boot.

Let me clear up a couple of other matters that have come to my medical attention. First, I managed to connect Cinematronics, Electrohome and vector graphics in a previous "Q&A" while discussing the x-y type scanning used in coin-op graphics.

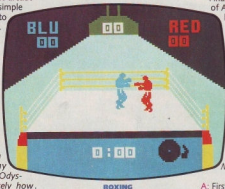
The vector graphics system used by Cinematronics, a California company, was privately developed and the rights were sold to Cinematronics. Electrohome is a Canadian company that manufactures all types of specialized monitors.

Finally, my reference to Peter Nelson of Atari's Computer Division somehow came out "Paul Nelson". For these, and all the sins of my past life, mea culpa.

Q: As you know, Atari and Sears made a deal to make Atari VCS's under Sears' name, and that all Atari cartridges fit the Sears system. Now, however, Sears is offering its own exclusive game library. Will these games work on the Atari VCS? (from Kevin Patton, Des Moines, Iowa)

A: First of all, the Sears Tele-Arcade is the Atari VCS in a slightly altered package. Therefore, all VCS compatible software will play on both systems, including those games produced by Atari exclusively for Sears, such as **Stellar Track** and **Steeplechase**.

Q: I'm a professional computer programmer who's also a big gamer and a fan of your magazine. I'm very happy with my job, but I would love to do some "freelance" programming in the



right version. What does happen, however, is that companies tweak, and fiddle with their new releases right up until the release date and folks who get advance looks at the results are frequently shocked by how different the ultimate version is. So, although **Boxing** went through several stages before release, once it got into the stores it was finished, complete, etc. — and a very interesting game, to boot.

While we're on the subject of games...



CASIO MT-40

overwhelming (emphasis on "over") deluge of mail requests we get from readers such as yourself, Tyrone, we have come to the conclusion that we can either answer all your queries individually, or we can publish EG on its new, monthly schedule. We've opted for the second alternative, and we hope you folks agree. So please don't feel badly if we aren't able to respond to individual questions.

However, I shouldn't think you'd have too much difficulty in finding the items you mention in your letter. The various game watches are available in many major department stores, as are the fantastic Casio Keyboards (and if you're intrigued by the VL-Tone, you have got to check out their new models, including the **MT-40**.

Send in the Kudos!

Kudos to your crew for an excellent magazine dedicated to the arcade addict. I got my O² for Christmas and have been OD'ing on **UFO**, **K.C. Munchkin** and their sports cartridges every day since. Does anyone else besides N.A.P. market software for the O², as Activision does for the Atari VCS?

Dave Tillman
Longview, TX

Ed: As the *Odyssey²* comes ever closer and closer to the universe of one million systems, the idea of creating compatible software for the O² will become ever more attractive. Perhaps by the end of 1982, if N.A.P. keeps punching out their market with the efficiency they've demonstrated so far,

Missing: One Hall of Fame

I have enjoyed the first two issues of your great magazine and was glad to read that you are going to be publishing on a bi-monthly basis.

In the coming attractions for the second issue it said that there would be an article about a videogame hall of fame, however, there was no such article in the second issue. Will it be coming up in a future issue?

Stanley Takaki
Chicago, IL

Ed: You've got us, Stan. That feature you mentioned got delayed for an issue or two but, as you've already seen, the Hall of Fame turned up in our fourth issue, and we'll be updating it from time to time.

The Mysterious Playfield

On page 37 of the March '82 edition of **EG**, there's a picture of the **Space Battle** playfield. The aliens in this picture are vastly different from mine. Have they changed the aliens or what?

Robb Decker
Thomville, OH

Ed: Playfield renderings are generally not photographs of the game in play, but rather are artist's reconstructions. Every once in a while, therefore, the playfield and the actual game are at odds and Mattel's **Space Battle** is a particularly noticable example. We at EG have even contacted Bill Gillis, Intellivision President, to find out about this seeming discrepancy. But don't worry, Robb, the playfield doesn't look anything like our version either. []

First Issue Blues

Today I bought the second issue of **EG** and I think it's a real blast! I'm very sorry I missed the first issue and was wondering if there is any way that I can buy one? If not, is there any other reader out there who might be able to help me out on this.

Cory Wechprasit
Chicago, IL

Ed: Keep an eye peeled, Cory, for the upcoming "Back Issues Dept." scheduled to appear in an upcoming issue.

Ten Years of EG?!

I found your magazine on the news stand and unfortunately for me it was the Tenth Anniversary Issue. I enjoyed it very much, but since I did miss the earlier issues, and as I saw a reference to a hidden message in **Adventure**, I was wondering if you could tell me how to find it. I'd really love to figure out that message!

Robin Watkins
Raleigh, N.C.

Ed: First of all, Robin, the issue you saw was in honor of the tenth anniversary of home videogames—not EG! We've only been around for a mere five issues. Secondly, and, I hope, sincerely, for the last time, here is the scoop on the secret message in **Adventure**: there's a secret message, Atari has told us so. They also, however, swore us to silence on revealing how to find it. After all, what good's a treasure hunt when you know exactly where to dig?

And speaking of secret messages, just read on . . .



“EITHER THIS SPACE GAME OR MY LIVIN’ GOING 10



IS THEIR BEST GAME EVER, THEIR ROOM IS 65 MPH."

Aliens up ahead. Aliens attacking from the rear. Alien ships on every side. Meanwhile, the earth is moving steadily into range of enemy missiles, as the alien planet rushes by below.

Presenting Star Strike®. The exciting new space game complete with brilliant colors, gripping tension, and special effects so realistic they appear three-dimensional. So you almost feel like you're flying.

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Play Intellivision® Star Strike. Then, when the battle's over and the dust is clear, compare it to other space games. We think you'll agree that color, excitement and special effects make Star Strike the clear winner.

MATTEL ELECTRONICS®

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VIDEO LINKS



Chasing the Little White Ball

Pity the poor duffer. To enjoy a simple game of golf, he or she must get up and out of the house while the morning mists still cling to the trees, lug a heavy bag full of clubs to the first tee and then spend the next hour or two chasing

that sometimes elusive little white ball hither and yon across the landscape.

It's quite a testimony to the sport that so many folks are willing to endure such inconvenience to participate. Of course, golf-loving owners of programmable videogame systems have things much, much easier. They get up whenever they want, plug the appropriate cartridge into the console and—presto!—the world of fairways and sand traps bursts forth in full color on the screen.

Odyssey's Golf

This one-to-four player game set new standards for electronic golf simulations when Odyssey released it in 1979. Its greatest virtue, one which subsequent golf car-

tridges have copied, is the use of dual playfields. The screen shows an aerial view of the entire hole until the ball reaches the area near the hole—and then switches to a close-up of the green for the putting phase.

The mechanics of play are easily mastered, though it takes the usual amount of practice to learn how to execute. The arcade user the joystick to position the on-screen swinger so that the head of the club overlaps the ball. Pressing the action button on the joystick begins the backswing. The bigger the arc of this wind-up, the further the ball will travel when the button is released and the club comes forward to strike the ball.

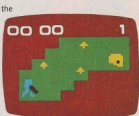
Each of the course's nine holes is different. Obstacles, principally rough terrain and trees, add interest, because they force the player to put on his thinking cap when lining up shots.

The holes have pars ranging from three to five, with most pegged at four strokes. Skilled gamers should be able to score in the low 30's fairly consistently.

Atari's Golf

Water hazards, trees and rough will be the main barriers to breaking par (36) on this nine-hole course for one or two players. While it is possible to power a drive through the branches of the foliage that dots the course, more prudent golfers will probably want to play a more conservative game.

Sand traps are also an especially troublesome problem. The ball not only slows markedly, but it goes invisible. The only way to find it is to use the head of the club like a divining rod and, by moving your on-screen representative back



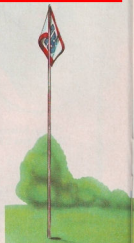
ODYSSEY GOLF

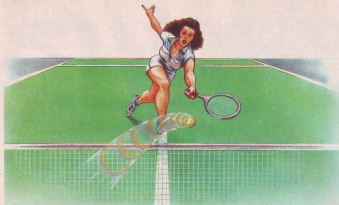
and forth across the trap, estimate the ball's location by the direction in which the club head points.

Arcade archivists may be interested in **Miniature Golf**, a cartridge which Atari has withdrawn from its library. It wasn't terribly realistic—the ball had a tendency to bounce around in a manner more reminiscent of billiards than miniature golf—but it made for a challenging, fast-action game.

Mattel's PGA Golf

By far the most complex of all golf videogames, **PGA**





A pair of gamers compete in regulation three-set matches, urged to great performances by the roaring cheers of the spectators.

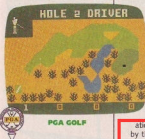
Pong-Style Tennis Lives!

No one will ever claim that Pong games are a realistic approach to the sport of tennis, but they often provide excellent competition and offer a complete change from the complexities of newer titles. Both Atari and Astrovision have games of this breed on cartridges that also include a selection of other contests.



Golf will appeal most strongly to keen students of the real-life sport. It is the only game in which the player is armed with a whole bag of clubs instead of just one.

Players make their selection from among a group of shafts that includes a driver, putter,



wedge, two woods and five irons. Each has distinctive characteristics that make it necessary to always pick the right one; aiming properly is not enough. PGA Golf also makes excellent use of the Intellivision controller by allowing the gamer to hit long, medium or short shots depending on which action button is used to initiate the swing. It's even possible to fine-tune a shot by adding a little slice or hook.

Win The Video Davis Cup

Serve's Up!

'Electronic Tennis' used to be a euphemism for ball-and-paddle contests closely modeled on the original Pong.

Although there's absolutely nothing wrong with such games, manufacturers were only too aware that the public had become

addicted by endless variations on the Pong theme by the time programmable systems came to the forefront in 1978-1979. So it has only been in the last year or so that true tennis simulations have appeared from several publishers.

ACTV's Fresh Perspective

Activision produced the first

tennis cartridge that offered gamers a new slant on the sport. This one- or two-player contest utilizes a trapezoidal court with the contestants located near the top and bottom of the screen. The ball also casts a shadow as it flies back and forth over the net, adding to the illusion of depth.

Tennis, like many of the other designs which Activision has produced, features streamlined play-mechanics. If an on-screen racketeer is maneuvered close enough to the ball with the joystick, the computer will return the volley. The direction in which the ball travels depends on which part of the racket it strikes. The difficulty switches widen or narrow the possible angles at which shots are returned, making it convenient to handicap a strong player matched against a relatively weak one.

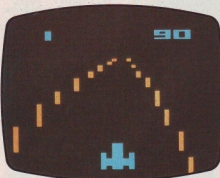
Mattel's Tennis

The differences between Activision's and Mattel's net-sport cartridges reflect the varying approaches to electronic gaming which the VCS and Intellivision systems take. The VCS compatible game focuses on basic volleying action, while Mattel's Tennis stresses shot selection and other fine points of the sport.

Video Olympics (Atari) features just about every Pong-style tennis game ever imagined. The graphics, in keeping with the original, are ultra-simple, and play is exactly the seesaw struggle that first captivated the pioneer arcaders a decade ago.

Astro's version, found on the same cartridge that also includes **Tornado Baseball** and **Hockey**, does considerably more with the graphics than most Pong games. Each arcader manipulates an on-screen tennis player, using the athlete's body as one big paddle with which to deflect shots back over the vertical net at your opponent.

Motor Sports Test



NIGHT DRIVER



The Smell of the Grease Pit, the Roar of the Crowd

In view of America's long-standing romance with the automobile—a love affair even stratospheric oil prices couldn't end—it's not surprising that driving and racing titles are so numerous in the videogame field. It seems like even those who curse traffic jams and bridge tolls in real life enjoy proving their driving

skills in front of a video monitor.

This category of games includes several distinct types. There are racing games, in which cars speed around a track; steering games that require the arcader to dodge obstacles, and driving contests which put the participant directly behind the wheel.

Mattel's USAC Auto Racing

Although **USAC Auto Racing** is suitable for solo and head-to-head play, there's no question that it works best when a single driver races around one of the five available tracks in competition against the clock. Competition versus a human opponent is less satisfactory, because the computer constantly interrupts the action to reset the positions of both vehicles if one threatens to build a big enough lead.

Would-be Mario Andretti's can choose from among four different cars, each with a particular set of acceleration and cornering characteristics. (To make even-up competition easier, the roster of autos

includes two, the tan and blue cars, which run precisely the same.)

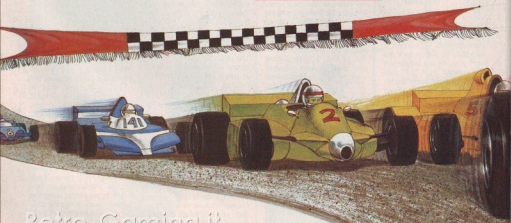
Superbly detailed graphics do much to lift **USAC Auto Racing** above the "first generation" racing cartridges. Coupled with an impressive array of authentic engine and brake sounds, this game gives participants a taste of the atmosphere that surrounds motor sports events.

This is much more than a simple steering game. Going around the course with the gas pedal slammed to the floor will result in a jarring succession of crashes. Good control of the wheel is vital, but only when united with a sensitive touch with the gas and brake pedals.

Atari's Indy 500

Loosely based on a multi-player coin-op game of several years ago, this premium-priced cartridge is pure action from start to finish. Each participant—one or two can compete—uses special driving controllers provided with the game to steer racers around an oval track.

As with most Atari titles, this



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TEAM SPORTS STRESS MENTAL MUSCLES



The World's Most Popular Sport

Baseball and football are the most popular spectator sports in the United States, but it's soccer that makes folks go just wild with excitement throughout most of the rest of the world.

Leaving aside Pong-style soccer (such as on Atari's *Video Olympics* cartridge), the software suppliers haven't exactly rushed to provide home arcaders with video versions of the sport. Not only was it hard to simulate due to the continuous on-the-field action that characterizes real-life soccer, but there was some question as to whether American gamers would really be interested enough to buy such cartridges in big enough numbers to justify publication.

But soccer is gaining

strength every year. The North American Soccer League, the American Soccer League and the indoor loop are exposing an ever-widening audience to major league caliber kick-ball, while sports programs in high schools and colleges are giving more and more kids firsthand experience of this exciting pastime.

The soccer video game drought ended abruptly in 1981. Mattel issued *NASL Soccer*, while Atari countered with *Pele's Soccer*. Even Odyssey got into the act to a certain extent, offering Odyssey fans a video edition of a popular soccer game under the title *Table Soccer*.

Major League Soccer Goes Electronic

One of the most innovative videogame cartridges devoted to any sport is Mattel's **NASL Soccer**. Although each coach has only three booters visible at any one time, the scrolling playfield provides a fairly convincing illusion of having men running up and down the length of the field. It is possible to kick-pass the ball off the screen and then, when the view of the field (seen in three-quarter perspective) shifts to follow its path, catch the pass with one of the athletes that scrolls into view.

Like most of the company's sports simulations, Mattel's *NASL Soccer* is loaded with the little touches that do so much to evoke the "feel" of the real thing. Such niceties as corner kicks, free kicks and goal kicks are included, and authentic noises practically put gamers in the stands.



NASL Soccer

rection. Teams race up and down the vertically scrolling playfield, setting up complex patterns to break into the open for a tough-to-handle oblique shot at the goal.

The imposing roster of 54 game variations comes in particularly handy when arcaders of unequal ability want to go head-to-head. It is possible to minimize the deficiencies of a poorer gamer by simply using one of the versions that shrinks the net to a more easily defended size. (Even though both teams will still be playing on equal terms, the smaller goals will reduce the stronger player's advantage of being able to hit the corners of the net.)

Throw in an exciting one-player mode and a fireworks display to salute the triumphal coach when a goal is scored and you've got a truly first-rate videogame.

Pele's Soccer By Atari

This cartridge proves there's still plenty of life in the VCS.

Atari's design staff quite correctly realized that the system did not have the memory capacity or graphic resolution needed for an authentic simulation, so instead it took a more arcade-oriented ap-



Viva Video Volleyball

Volleyball is an odd pastime. Major league volleyball will probably never fill an American sports stadium, but



JOIN THE ELECTRONIC BOYS OF SUMMER

Hit 'em Where They Ain't

It's no accident that baseball has inspired at least one videogame for every system. The National Pastime translates beautifully into videogame terms, and the great number of strategic options serves as an interesting balance to the need for good coordination and quick reflexes, especially when your team is on defense.

Those wishing fuller descriptions of the games outlined on this page will find more extensive reviews in the article "Grand Slam!", which appeared in the May 1982 issue of **Electronic Games**.

Standard System Baseball Games

Home Run by Atari puts the timeless duel between pitcher and hitter at center stage. Although even the most complex of the variations only puts three men on each team, the cartridge can still be enjoyed within its limitations.



Perhaps it would be better to think of *Home Run* as "video stickball", because the routine of play is quite reminiscent of that popular schoolyard sport. A nimble fingered arcader can use the joystick controller to make the ball do everything but loop-de-loop on its way to the plate.

Odyssey's **Baseball!** definitely rates as one of the stellar attractions in the company's library of software. In many ways, it resembles an electronic version of the electromechanical coin-op baseball games that were the chief attraction in amusement centers, apart from pinball, through the 1950's and 1960's.

Like those machines, *Baseball!* is not as concerned with the minute details of fielding as much as pitching and hitting phases of the game. After the hurler has attempted to dazzle the batter with an inside or outside curve, the screen simply prints out the result of any successful hit instead of leaving how far

to stretch it to the discretion of the offensive team's manager.

There is, however, some fielding. The outfielders can be positioned to anticipate the batter's tendencies. Running can also be a factor, since managers do have the opportunity to send the lead runner to the next base on a safe hit to the outfield.

Senior System Baseball Games

The advantages that the senior programmable videogame systems have over the standard ones—larger memory and higher resolution graphics—make an especially big difference when it comes to video hardball. **Tornado Baseball** by Astrovision and especially, **Major League Baseball** by Mattel, simply offer more comprehensive simulations of baseball than it would be possible to create with either the Odyssey or Atari.

Major League Baseball, a cartridge now enshrined in the Videogame Hall of Fame, has

set a standard of excellence that all electronic sports simulations must be measured against in the future. No other game combines its realistic play-action, superb graphics and rousing sound effects. If Mattel's diamond cartridge has a flaw, it's that it is so close to the actual sport that arcaders without at least a little baseball savvy will find themselves at a distinct disadvantage. This is one game where the sport's fundamentals—hitting behind the runner, throwing to the right base and so forth—will frequently spell the difference between victory and defeat. 

ous. Deadly aliens streak across the screen to ram the defending cannon and are capable of dropping a dozen bombs in one pass. Only the top gunners should sit back and wait for the bugs to make the first move. If they so much as twitch, blast 'em immediately. Once a three-insect group begins a sweep, all but the super-shots are virtually assured of being one "life" down by the time the maneuver is completed.

The aliens always break formation from the sides. Therefore, a wise arcader will begin to attack from either the extreme left or right side of the playfield. That way, you'll have a good chance to eliminate the invaders before they come barreling down the screen at your gun.

Galactic Invasion is one of the first cartridges Astrovision has released since acquiring the Professional Arcade from Bally. It is exactly the kind of well-conceived entry that should get all home arcaders to sit up and take notice of the revived system.

Boxing/Mattel/Intellivision
Mattel has achieved quite a reputation for its outstanding sports simulations.

tions in the past, and video athletes will be pleased to hear that the company's design staff has entirely lived up to its image with **Boxing**. This two-player contest dishes out a full measure of fistic thrills while providing the most accurate simulation of ring action ever provided by an electronic game program.

This cartridge, like most of the sports titles produced for the Intellivision, offers the participants an unusually wide range of options. The game plays at any of four basic speeds, beginning with the rather poky "training camp" speed and rising to the fastest setting, "championship" speed. Regardless of the speed at which the action takes place, each **Boxing** fight consists of 15 pounds, each one a simulated 1.5 minutes in duration.

The choice of fighter is also up to the human managers. There are six different pugilists in the program's stable, and each one embodies a somewhat different approach to the sport (except for the pair that are exactly alike).

Managers select their ring representatives at the start of each bout by pushing the appropriate section of the controller overlay. The six possible choices are: strong defense (blue), strong offense (red), exceptional endurance (tan), unpredictable (yellow) and well-balanced (light or dark green). Choose your color!

Both managers must choose different fighters, although a dead-even match with the two balanced boxers is appropriate for neophytes or experienced managers of approximately equal skill. As with many Intellivision

cartridges, a better choice and assignment of on-screen colors would have improved things, since there's no particular reason why the two equal fighters had to be colored so similarly.

The name of this game is punch selection. Each combatant can throw rights or lefts to the head or body, feint with either hand or even duck. Landing a blow anywhere scores one point, and the computer will simulate a knockdown or even knockout when one of the fighters has absorbed too much punishment.

Boxing is a fine treatment of a sport seldom covered by videogames.

Haunted House/Atari/Atari VCS

Ever since **Adventure** first appeared on the VCS scene to delight the quest-minded, loyal fans have watched the store shelves for a sequel. Atari has taken its time about providing one, but the drought has finally ended. **Haunted House** is a solitary adventure which, while differing significantly from the earlier cartridge, should appeal to much the same audience.

Haunted House takes the arcader on an eerie electronic visit to Graves manor, an abandoned pile of stone in the sleepy town of Spirit Bay. The family apparently died out with the death of its patriarch, old man Graves, but strange doings at the dark and shuttered Graves residence periodically frighten and perplex the localites.

Reports of a magic urn, broken into three pieces during the earthquake of 1890, tempt explorers to venture into the manor's dark and sometimes dangerous rooms in search of this valuable item.

The player takes the role of such a treasure-hunter and must search the building's 24 rooms, arranged as four stories with six rooms each, for the pieces required to reassemble the eldritch trophy. The program gives each player an unlimited supply of matches, which are struck one at a time by pressing the action button of the joystick controller, to light a path through the rooms, which are pitch-dark otherwise. The people are gone, but the mansion is far from uninhabited. It is populated by three distinct types of creatures: vampire bats, tarantulas and ghosts.

The tarantulas scuttle slowly around the place, the bats move more quickly on their leathery wings and the



QUIZ WIZ Continued

question book. There are 1,001 multiple-choice questions in 19 separate fields of knowledge, ranging from philosophy, religion and geography, to art, history, sports and literature. The questions vary in difficulty, but the introduction advises that the average adult should be able to solve three out of every four correctly. There's even a chart showing how various age groups score in each category, broken down by sex, so the contestants can measure themselves against the averages.

There are 26 cartridge/quiz books available for the *Challenger*. The variety of subjects is so great that anyone should be able to find something to their special interest. Titles include

Movies, Sports, Sherlock Holmes, Rock 'n Roll, The Bible, and Super Heroes. The cartridges retail for \$7.95 each.

This handsome, well-built unit has a storage compartment underneath the console to hold the player's markers. At its relatively modest price, the quiz game fan can hardly afford to be without one!

World Championship Baseball/Mattel/about \$65

Mattel's **World Championship Baseball** is a fast-paced game that requires coaches to devise strategies making the most of their team's strengths and weaknesses.

The game, playable by one or two

participants, allows each coach to choose a batting order from a 15-man roster. Individual players have strong points and weaknesses that must be considered when putting together the line-up. Statistics are provided on each player, giving RBI's, average, stolen bases, arm strength, and whether he bats and throws left- or right-handed. The gamer also selects the skill level from four possible speeds.

The diamond is viewed from the first base side on a three-color vacuum fluorescent display. The ball is yellow, and the path of a pitched ball from the pitcher to the batter is indicated by a line of dots, making it easy to follow. The team at bat are in blue, and fielders are shown in red. The animation matrixes realistic-looking little men in every position.

Each keypad has a door shielding the player's strategy from the opponent. The visitor's keypad is on the left. When playing against the computer, use the visitor's keypad to direct the offense, and the home team keypad to select the lineup you want to play against. If the manager doesn't want to select the lineups, the computer will do it. If the gamer wishes, he can then substitute players in the lineup. As in real baseball, any player removed from the lineup can't be used again until the next game.

The fielder catching the ball blinks. Catching the ball in the air lights the "out" sign. On ground balls, fielders must throw to the base to retire the hitter. Just press the position on the keypad where you want the ball to go. Fielders automatically move to cover fly balls, directed by the computer.

In the one-player mode, the computer plays defense. When a ball is hit, one of the fielders catches it and makes the throw. On a ground ball, the throw goes to the mound, not to the base, to record the out. The catcher automatically returns the ball to the pitcher after a swing and miss. In the two-player mode, the team in the field must make the catcher return the ball to the pitcher after a ball by pressing the pitcher's position on the keyboard.

Just as in real life, pitchers in this game can tire, and the manager can substitute a fresh one from the bullpen. The runner automatically goes to first base when a ball is hit. You control the lead runner with the forward or backward buttons to steal bases.

All *World Championship Baseball* lacks is a can of beer and a couple of hotdogs to make you think you're in the stadium!

E



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By THE GAME DOCTOR

Cherio, gamers, it's the jolly old Game Doctor here to answer your questions and solve your dilemmas about the sometimes confusing world of electronic gaming. Fall breezes are beginning to blow, but we would be quite comfortable in my climate-controlled office. Of course, you'd be much warmed if you won an official **Electronic Games** T-shirt for sending in the month's most interesting query.

Taking a giant step toward true sartorial splendor this month is Jimmy Trotter of Kenosha, Wis., who asked something that many Atari VCS owners may have always wondered about. So, take it away, Jimmy!

Q: As an Atari VCS owner, I am curious as to why the company has changed its console switch positions. On my system, there are four switches in front with the two difficulty selectors on the rear panel. My friends who own Atari units all have six switches on the front. Do I have an older model or a newer one?

Also, are there any internal differences in the two sets? If so, which is better?

(from Jimmy Trotter, Kenosha, WI)

A: Actually, Jimmy, you're the lucky owner of the latest in the Atari 2600 VCS series, though this medicine man has a preference for the older models. The reason for the change is simple engineering efficiency. It's much easier for the difficulty switches to be routed through the rear of the console, nearer the joystick/paddle inputs. Other than that, the interior is exactly the same.

The only problem with the new model, of course, is that you may forget having set a difficulty switch and, not being able to see it, may experience some heavy-duty hassles in

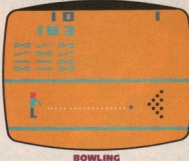
your game play before realizing that you've got the handicap on!

Q: We own an Atari VCS and it has recently begun playing by itself, even without the joysticks plugged in!

In **Bowling**, for example, you hit reset and the bowler throws the ball. Plugging in the joysticks allows you to curve the ball.

(from Joe Benedict, Aurora, IL)

A: Inside your VCS are numerous devices which connect with the pins found at the end of your controller



plugs, allowing signals transmitted by, say, the action button, to be (heh, heh) "triggered".

It appears that your system is locked into a position where the microprocessor thinks the action button is constantly being depressed.

Looks like the VCS is ready for a trip back to the shop for some I/O repairs. Of course, you *could* always just keep on playing "automatic bowling". No, I didn't think so. . .

Q: While I was playing *Intellivision's Space Battle* something very unusual happened. After I had attacked and successfully destroyed an alien squadron, a portion of that defeated

squadron stayed on the radar screen. After I re-engaged with the destroyed fleet, there were no ships to fight. This "empty" squadron ended up destroying my Mothership! What happened?

(from Brian Alexander, L.A., CA)

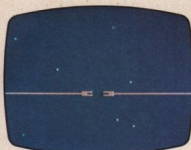
A: Unless this is a chronic problem, the Doctor's guess would be that the game program didn't load properly into the computer. In other words, even though those enemy ships had been blown up, the information was not being relayed to the microprocessor due to the incompleteness of the program. So your Intellivision still registered those ships in its memory bank and sent 'em on ahead to wipe out your poor, dear mama craft.

Programs on ROM cartridges, however, load incompletely so infrequently that incidents such as this are moderately rare,—though indisputably frustrating.

Q: Any plans for VCS versions of *Tempest* and *Star Raiders*? Also, can the *Supergame* (5200) controllers be adapted to the VCS (2600)?

(from Eugene Chong, Ont., Canada)

A: Long ago the Doctor learned never to say never when it comes to VCS designers adapting sophisticated coin-op hits into home format, but a VCS version of *Tempest* would be an incredible design challenge. But how about some good news? A VCS version of the Atari 400/800 computer smash, *Star Raiders*, will be in the stores this year! The game not only employs joysticks, but uses the keypad controllers with Intellivision-style overlays that will allow gamers to enter the many sophisticated commands involved in this classic SF strategy and



VCS STAR RAIDERS

tactics contest. It's both a great idea, and a marvelous boost for the heretofore under-utilized keypads.

The controllers will not interface with the VCS. The 5200, by the way, also has its own trac-ball type controller for use with games such as *Missile Command* and *Centipede*.

Q: When Atari's new Supergame comes out will the existing VCS cartridges be playable on it or will you have to buy totally new games for it? Please answer this question, as it is very important to several friends (as well as myself) who are considering buying the new system when it comes out.
(from Jeffrey Acker, Palmerton, PA)

A: Hmm, must be an echo in here. Or maybe it's that "deja vu" stuff. To answer your question, Jeffrey, you will

not be able to play VCS games on the new system—which, at last report, is being referred to as the Atari 5200—or use the souped-up 5200 games on the VCS.

There is, however, a totally unconfirmed rumbling regarding a VCS "emulator" such as the peripheral attachment ColecoVision is promising for its game system. Once this is plugged into the 5200, VCS cartridges would plug into it, in turn, allowing the 5200 to run the games Atarians already own. Again, this is still firmly in the realm of pie-in-the-sky speculation.



INTELLIVOICE

VCS WITH SPORTS GAME CARTRIDGES



MISSILE COMMAND (5200)

Q: After reading in *EG* about the new Intellivoice unit for the Intellivision, I was wondering whether the game cartridges for the regular and voice units can be interchangeable. I realize the regular games won't talk, but will it damage the cartridge in any way?
(from Terry Barr, Bloomfield Hills, MI)

A: Compatibility, compatibility—my joystick for some compatibility! No, Terry, those games you've been playing on your master component won't work with the voice module, though this is a moot point since the Intellivoice plugs and un-plugs with the same ease as an ordinary cartridge. New, special (and non-compatible) cartridges must be purchased for voice-capability.



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Readers Replay

SERIOUSLY, FOLKS

In "Readers Replay" in the June issue of **Electronic Games**, you stated that the new Atari adventure entitled **Raiders of the Lost Ark** had previously been dubbed **Foxbat**.

In actuality, **Foxbat** had absolutely nothing to do with **Raiders**. This is an original cartridge written by the same programmer/designer—or "software chef" as he would say—who conceived and programmed **Yars' Revenge**.

Karen Johnson
Atari, Inc.
Sunnyvale, CA

*Ed: The comment to which you refer was in the nature of a jest, referring to the way announced schedules and actual production sometimes diverge. **Foxbat**, obviously, is a modern-era air combat game that is far, far from the setting of **Raiders of the Lost Ark**.*

TAKE THE SHIRT OFF OUR BACK

In your second issue, you asked, in the Reader Poll, if readers would like an **Electronic Gaming** club. Has there been any further word on this?

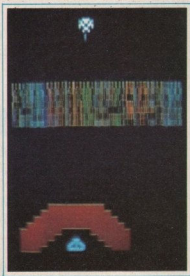
Also, are EG T-shirts going to be made for readers?

Ernest Sevener
East Detroit, MI

*Ed: Response to the idea of a club was very positive, but we are wary of rushing such a project. When **Electronic Games** sponsors a club, you can guess that it won't just be a device for separating gamers from their hard earned money. When we're ready with something good, you'll see an announcement. And speaking of announcements, look elsewhere in this issue for information on ordering T-shirts.*

HUNTING FOR EASTER EGGS

I recently purchased **Yars' Revenge** and, true to Atari's claim, there is a secret message in it. Six letters—HSWWSH—appear on the scoring screen when it's found. These are the game designer's initials printed normally and then backwards. Also, the



YARS' REVENGE

game seems to stop once the message is discovered.

I'd also like to say that your magazine is the best in the field of electronic games.

Please give more information about the new **ColecoVision**. It seems to be a great machine, especially with that Atari adapter.

Jim Lazar
Port Washington, MI

*Ed: Look for a complete analysis of **ColecoVision** in the December **Electronic Games**.*

SELLING YOUR PROGRAM

I have programmed a game on my **VIC-20** computer. What can I do with it?

I also have an idea that would make the **Intellivision** controllers better, like putting a joystick on the disk.

John Fitzpatrick
Summit, NJ

*Ed: While most companies are reluctant to get involved with gamers who merely have an idea for a program, those who go the next step and actually produce a finished, playable game generally get a warmer reaction. If you've got a **VIC-20** game with commercial potential, your next move should be to approach either **Commodore** or one of the independent companies making software for this computer system.*

Incidentally, you're not the only one with ideas about improving the **Intellivision** controllers. Several designs have already crossed this desk, and at least two companies intend to manufacture such enhancements.

COMPATIBILITY REVISITED

I just bought your magazine today, and I think it's great! I am an **Intellivisionist**, and I read in "Readers Replay" that **Imagic** is going to make the first **Intellivision-compatible** cartridge. What does that mean?

Tod DiPasquale
(No address given)

*Ed: Here's the lowdown on compatibility. Each of the videogame systems—Atari VCS, Mattel **Intellivision**, **Odyssey**, **Odyssey 2**, **Astrocade**, and so on—can only use the cart expressly designed for it. That is, you can't jam a VCS-compatible cartridge*



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into the slot of an Intellivision and expect anything much to happen. Independent software companies (meaning, in general, those which do not have a hardware gaming system) will usually choose one or two systems for which to make games. *Imagic* started with a trio of games usable on the Atari, but the company plans to make games for the Intellivision and *Odyssey*² as well. When *Imagic's* *Demon Attack* reaches the stores, it will most likely have the honor of being the first game cartridge for the Intellivision not produced by Mattel itself — that is, unless Coleco or Activision get their Intellivision-compatible games in the stores first.

NEEDED: IN-STORE DEMOS

I have enjoyed EG for several issues now, and I feel a few comments are in order.

The "Test Lab" column in your July '82 issue was invaluable in hooking up my Atari VCS to my cable-ready television. The television was about one week old when your issue arrived, and up to that point, local video retailers had been no help in finding an in-line cable hook-up. The cable A/B switch with RCA-to-F adaptor was just what I needed (and thanks for the Radio Shack part number). The timing of this issue and my new set was uncanny.

With all the new cartridges becoming available for the various home videogame systems, one common problem shared by most of your readers is that very few retail outlets are willing to demonstrate all of the new titles. The more you can reproduce screen graphics and describe game action, the better. Thanks for reading my comments, and keep up the good work.

William Kates
Ambler, PA

Ed: Unfortunately, many large discount and department stores don't have the physical set-up — or, in some cases, the trained personnel — to provide extensive in-store demonstrations of new games. EG tries to fill the knowledge gap by presenting carefully considered reviews of new games as well as screen visuals. Sometimes, in the past, it hasn't been possible to get as many playfields as you — and we — would like. In response to the readers' overwhelming desire for more playfields, we've made some arrangements that are now putting more screens onto the pages of this magazine than ever before.

MORE REVIEWS WANTED

I love your magazine and have purchased every issue. However, there is one correction I might suggest. I own an Atari VCS and thus enjoy your "Programmable Parade" department. This treasured section has been reduced, not in quality but in quantity. In the first issue, there were 12 cartridges described, but in the fifth issue only five were discussed.

Please, don't cut down this section any more! It adds so much to your great magazine.

Jim Caram
Erie, PA

Ed: It's true that we did trim "Programmable Parade" a bit after the first issue, but the coming flood of new VCS titles is causing us to add extra pages and expand coverage. Rest assured, EG will review as many videogames as the manufacturers publish.

ON THE RIGHT TRAC

The June issue was the first I have purchased. It really blew me away to see all of the forthcoming games for my Atari VCS. Of course, I may have to give up eating to pay for them all, and sleeping to have time to play them all.

I would like to see someone design a roller ball controller to plug into the Atari. I am very impressed by the one used in the *Centipede* game. A local pharmacy operates a cartridge rental service, which gives me the opportunity to evaluate cartridges that interest me without buying them. I realize that this is probably not a widespread practice in other areas, but it should be. They charge \$3.50 per week, plus 50¢ extra for each day over a week.

Ronald Holder
Bridgman, MI

Ed: You're not the only one who'd like one of those neat trac-ball controllers for home systems, Ron. Several companies will be bringing out VCS-compatible versions of this type of command device within the next couple of months.

And that wraps up the letters for this issue of *Electronic Games*. We'd also like to thank the many readers whose excellent letters just couldn't be squeezed into the available space. Remember, if you've got a comment about one of our articles or features, or if it's just something about gaming you want to get off your chest, this is the column for your thoughts and opinions.



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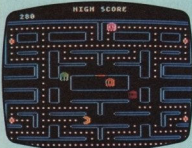
OF THE NEW VIDEOGAMES

known as the 5200. There'll be a host of new games especially designed for the unit, too, including an absolutely sensational version of **Pac-Man**.

Coleco's new system will probably turn out to be the Supergame's most potent competitor at the premium-priced end of the spectrum. The company expects to have units and compatible cartridges in the stores by the time you're reading this issue of **EG**. **Donkey Kong** will be the game packaged with each ColecoVision. Coleco is also steaming ahead with its plans to produce cartridges for both the Atari VCS and Mattel Intellivision systems.

Another new system is the Emerson Arcadia 2001. It is a standard programmable system (4K resident memory or less with low-resolution graphics), with a couple of dozen game cartridges ready for play. It is expected to sell for under \$200.00, quite a bargain for those looking to get into home arcading for the first time.

Vec-Trex, by GCE, is yet another stunning new game machine. You won't need the family TV set for this one, though, because it is built around a black and white vector graphics monitor that produces super visuals on a par with such coin-op classics as **Asteroids**. Look for a complete—and exclusive—profile of Vec-Trex and seven of its game cartridges in the November issue of **Electronic Games**.



PAC-MAN (5200)

Talking videogames will be a big item soon. Both Mattel and Odyssey will be bringing out voice synthesis modules for their systems in the very near future. And naturally, there will be games available for both systems which will capitalize on their ability to speak recognizable words and sentences. Atari, not to be left out, is mulling the idea of adding a voice synthesizer to its line of 5200 gadgets.

Now, here's the company-by-company rundown on what the videogame makers have planned for all of us in the near future:

ATARI

The number-one videogame company has been very busy lately, producing both a new, more sophisticated game playing system, the 5200, and a raft of cartridges for the VCS, including at least one remake of an old title (a new baseball simulation) and a game based on a program designed for the 400/800 computer series, **Star Raiders**. The latter title uses an Intellivision-style overlay and the old keypad controllers in conjunction with the joystick, allowing gamers to use shields, computer tracking and make hyperspace jumps from a cosmic grid.

Initial releases for the 5200, which is non-compatible with either the VCS or the 400/800 computers, will include a dozen titles evenly mixed between super-realistic sports simulations and popular arcade titles such as **Missile Command**, **Pac-Man** and **Centipede**. Also on display was a special trac-ball controller for the 5200.

INTELLIVISION

Besides Intellivision-compatible cartridges from Imagic, Activision and Coleco, Mattel Electronics itself is releasing a swarm of new titles. These include: **Frog Bog**, **Utopia**, **Space Hawk**, **Night Stalker** (a maze adventure), **Advanced Dungeons & Dragons** and three Tron titles; **Deadly Discs**, **Solar Sailor** and **Mazatron**.

The Intellivice is all dressed up and set to strut with an initial trio of games. The best may be **Space Spartans**, a sort of **Space Battle** with voice over—



optionally male or female (the lady speaks more clearly).

Perhaps the most startling revelation from Mattel concerns its 12 Atari-compatible (!) titles. Dubbed the "M" network, it adapts a handful of Intellivision faves into VCS format.

ODYSSEY²

Right on the heels of a major setback—the banning of K.C. Munchkin as an infringement on Atari's home Pac-Man rights—Odyssey has risen like a Phoenix with several major coups.

Most important, at least from the company's standpoint, is that the system and its software library will now be carried in the Sears catalog (which has previously dealt only in those versions of the Atari VCS and the Intellivision). The Sears connection has



UTOPIA

proven immensely valuable to both Atari and Mattel, and this can only bode well for O² owners.

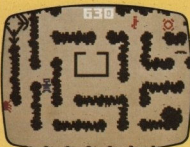
More good news comes in the form of an announcement from Imagic, which will soon release an O² version of its smash hit, *Demon Attack*. This is the first time an independent software producer has created an Odyssey-compatible game cartridge, more good tidings for the system's fans.

In terms of in-house software development, the latest entry in the classic Master Strategy Series will be a *Sherlock Holmes* mystery contest. Action-game fans will want to check out *Pick Ax Pete*, an excavation/exploration game with charming graphics and strong play.

The Voice unit is now ready to go and it boasts excellent audio capabilities. Initial game entries include the wickedly clever sequel to the banned gobble game, an entirely new contest entitled K.C.'s *Crazy Chase* and the as-yet-unpreviewed *Smithereens*. These voice games play with or without the voice synthesis system itself! You won't hear the cute narration and commentary, but all the arcade-



COSMIC RAIDERS



NIGHT STALKER



BERZERK (2600)



DEFENDER (2600)

type bleeps and boops will turn up, right on cue.

COLECO

There isn't much further word from Coleco on its super-sophisticated ColecoVision, or its VCS emulator (which allows the system to play Atari 2600-format cartridges). The company lost

two highly-prized designers, however, when the Kitchen brothers, who did Coleco's *Donkey Kong*, bolted to Activision's new East Coast design division (see ACTV section).

The Coleco people have been busily beating the bushes for talent, however, and look to perhaps release even more ColecoVision systems hardware and a greater variety of software than was previously anticipated.

It has also been rumored that the next peripheral for the ColecoVision will be a plug-in keyboard that will give the system virtual computer status.

ASTROCADE

Sporting a new name and a fantastic system-seller in *The Incredible Wizard* (from *Wizard of Wor* designer Bob Odgon), Astrocade promises an improved keyboard (the Z Grass 200) and



DEMON ATTACK (INTELLIVISION)

a batch of new games including *Conan the Barbarian* and *G.I. Joe*. The latter is a highly dressed-up version of the independently-produced *Artillery Duel*. Astrocade has also been talking with other underground Astro game designers, such as Wavemakers and Arcadians which began programming games on cassette a few years ago when Bally retrenched with the system.

New Astrocade releases include *Soccer*, *Solar Conqueror* and *Cosmic Raiders* with voice synthesis reportedly on the way.

PARKER BROTHERS

Already shipping copies of its prestigious debut title, *The Empire Strikes Back*, Parker is jumping into the software wars in earnest with its follow-up title *Frogger*, a graphically astonishing recreation of the Sega coin-op favorite. Also from the arcades comes *Amidar*, a maze chase. *Spiderman* will swing out of Marvel Comic Books and onto TV gaming screens in a vertically-scrolling battle with the Green Goblin.

The second batch of VCS-

avoid falling victim to a possible glut in the VCS software market.

Using the Activision example as a guiding light, Telesys plans to market games characterized by lots of visual appeal and basic play mechanics. The first entry is the off-beat **Fast Food**, in which the gamer controls a set of hungry choppers and scarfs down every bit of horizontally-scrolling junk food (everything from pizza to root beer) that flies across the screen. But if you wolf down three of the dreaded "purple pickles", the game ends. The second entry will be **Coconuts**, in which a pitch helmet-wearing, umbrella-carrying on-screen character must avoid the rain of coconuts being hurled from the trees above by a mischievous monkey named **Coco**—a sort of reverse-Kaboom!

SPECTRAVISION

This New York-based company has a batch of promising titles up its sleeve, such as **Planet Patrol**, an action adventure that scrolls smoothly and features docking, day and night play (it

gets dark pretty quickly on this planet) and even two types of obstacles—meteor-protected enemy rockets and a trio of debris-missiles, which the player must dodge as your craft is hurled through space.

The other new entry is **Gangster Alley**, a video version of those test streets police must cross, where targets suddenly appear from behind windows. The problem: distinguishing the villains from the occasional innocent. The object, of course, is to hit the bad guys and not the honest citizens. The action is enlivened by a bomber who zips back and forth across the top of the playfield, periodically raising his arm to hurl a bomb. Using a sighting cursor, the player must eliminate him before he lets fly with the explosive.

Future releases (all VCS-format) include: **Tape Worm**, **China Syndrome**, and a space shoot-out called **CrossFire**.

PICK AXE PETE!

GALAXIAN (5200)



TWENTIETH CENTURY FOX

Here's still another film producer attempting to make it in the programmable videogame jungle. Using designers from Sirius Software (a leading light in the computer software field), 20th hopes to make a significant dent in this crowded field.

Fox will jump into the VCS-compatible software market with four titles to be released during the Christmas season.

EMERSON ARCADIA 2001

Not to be confused with the other Arcadia, this product is a new standard programmable system complete with a catalog of 20 cartridges. These range from sports simulations such as **Bowling**, **Football** and **Baseball**, to arcade contests like **Space Raiders** (a horizontally-scrolling science fiction shoot-out) and the maze chase game **Cat Trax**.

The two controllers are Intellivision styled, but with an optional shaft that turns the direction disk into a joystick. The console is compactly constructed with cartridge slot and a quintet of buttons controlling reset, game selection, options, starts and power. Games will come with overlays that slide over the controller keypad.

The Arcadia 2001 is aimed at consumers who want a high-powered (32K RAM) system that competes squarely with the "big four" in terms of price and versatility. In addition, the 2001 is portable in that it is significantly smaller than any other system and can operate on an external 12 volt DC source such as a power belt or in an automobile, RV or boat.

IMAGIC

One of the most impressive line-ups in the software explosion of 1982 belongs to this high-class operation. While **Demon Attack** continues to lead

Continued on page 66

CAN YOU WIN

THE VIDEO SUPER

THE BIG KICK-OFF

Cynical commentators often claim that Americans love football because of the rock 'em-sock 'em violence that takes place on the gridiron from the opening kick-off to the gun-shot that signals the end of the final quarter. To judge by the tremendous popularity of electronic football games, however, fans are at least as interested in the subtleties of offensive and defensive strategies, as by the brute force of a jarring tackle.

The interplay between the two platoons is so crucial to the sport, in fact, that few electronic football games even attempt to provide a robot adversary. Unlike the plethora of solitary sports games, almost all pigskin simulations are for two human coaches. The exceptions are in the microcomputer program category, but the top-quality videogame cartridge suitable for the solo gamer is yet to be produced.

MATTEL'S NFL FOOTBALL

Put two electronic sports game buffs together in a room, and it won't be long before they're arguing the question of which company makes the best videogame football cartridge. It's an issue that will never be decided, simply because different people want different things out of their games.

It's fairly safe to say, though, that those who are football fans first and videogamers second are apt to

find that Mattel's NFL Football for its Intellivision system is far and away the most realistic and comprehensive grid simulation. Although there are only five on-screen

sive coordinator first pushes the spot on the keypad that corresponds to "run", "kick" or "pass". (It is possible for the quarterback to rush even if a different

play is chosen, how-



MATTEL NFL FOOTBALL

really want to see an electronic football play unfold at the same pace as the typical arcade-style action game?

If NFL Football has a drawback, it is that the cartridge may strike some gamers as too complicated. Learning the offensive and defensive playbooks requires a little study, and most players will need some time on the practice field before they're able to direct a passing game that connects often enough to be a serious threat to the other team. It is certainly not the best choice for arcaders who

are only mildly interested in the sport or who strongly prefer games which can be thrown into the cartridge slot and played immediately.

Yet for the true connoisseur of pigskin thrills, NFL Football will prove very rewarding. It is ideal for league play and looks especially good on a giant-size TV. NFL Football is the football videogame cartridge for the true pigskin fan!

ASTROCADE FOOTBALL

If Mattel's NFL Football is the game for those who may

athletes per team and only one of those can be directly controlled by the coach at any one time, this cartridge provides unequalled detail in the area of play-calling. Each electronic Don Shula or Dick Vermeil can choose from a variety of offensive and defensive formations, with a good selection of patterns and coverages.

The process by which an offensive play is entered into the Intellivision gives a fair index of this cartridge's amazing richness. The offen-

ever.) Then he must select one of the nine offensive sets. If it is going to be a pass play, the coach then designates a primary receiver and picks one of the nine passing zones as described in a diagram included with the cartridge.

The game plays at four different speeds, graded from "high school" to "pro". The slowest mode is really only fit for practicing, and even top speed isn't really all that rapid. A few gamers may actually find NFL Football a tiny bit slow, but then, would you

coach must guide his team across the goal line in four plays or cough up the ball to the other side. The number of offensive and defensive options is also more limited, but not quite as much as those

unfamiliar with Football! might fear.

On the plus side, both coaches can set formations before each play,

sing game had better spend the initial allotment of cash on a good quarterback, some receivers and, possibly, a line strong enough to afford the passer enough time to set up for a heave.

Strategic Simulations is adding even more spice to its program by making available an extra disk that includes all the current NFL teams. This

TUESDAY MORNING QUARTERBACK

Automated Simulation's football program has some features in common with Computer Quarterback, such as its use of NFL teams, but it

has somewhat more to offer in the way of visuals. For instance, you'll need those arcade-trained reflexes to kick a field goal. It makes playing Tuesday Morning Quarterback a whole lot of fun!



STAND-ALONE SCRIMMAGING

There's Plenty of Strategy and Action!

A LITTLE HISTORY

Some people don't give tabletop and hand-held football games much respect. Ac-

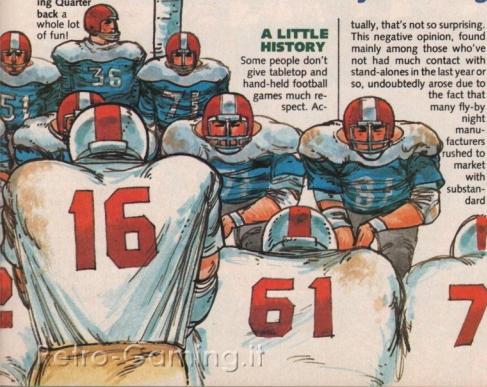
tually, that's not so surprising. This negative opinion, found mainly among those who've not had much contact with stand-alones in the last year or so, undoubtedly arose due to the fact that many fly-by-night manufacturers rushed to market with substandard

mini-gridiron devices. They were hoping, obviously, to cash in on the boomlet in stand-alones that occurred during 1980, but many of the games were so crude and simplistic that they just clogged up store shelves.

More recent introductions have benefited from great improvements in technology. Though most are still not quite up to the best designs in the videogame and microcomputer fields, they offer gamers a heap of action in a small package.

WORLD CHAMPIONSHIP FOOTBALL

Representative of the best in hand-held games is Mattel's World Championship Football. Although the rules of the sport are presented in somewhat distorted fashion—the



offensive has a variety of offensive and defensive options. And thanks to a decent job of matrixing, the movement of the humanoid-shaped footballers on the field is fairly decent.

The game makes provision for five different offensive formations, from which a range of running and passing places can be initiated. An extra dimension is added to the passing phase by providing an easy-to-use means of programming every twist and turn of the pass route in advance. It may take just a little

longer than just punching in a pre-set pattern, but it certainly does add a real-life feel to this contest.

World Championship Football is currently the best pigskin hand-held game we've tested at EG. It ought to be great for whiling away the time between quarters at the real thing this fall and winter.

SELECT★A★GAME FOOTBALL

The playfield for this stand-alone cartridge shows a 10-yard segment of the field, but it provides the required

breathing room by scrolling between the goal lines as necessary. Coaches can attempt a variety of passing, running and kicking moves, and there is at least some defensive phase to keep the opposing coach interested when his team doesn't have the ball.

Those who can't always find a suitable foe will be glad to know that **Select★A★Game Football** can now be played solo.

TOTAL CONTROL 4

Although this cartridge

game can't compare with the deluxe videogames, it includes one feature that will make it a highly desirable purchase for some gamers: It can be played by one to four people. Of course, they'll have to crowd around the rather small unit to get a couple of fingers on their control sticks, but at least it's better than waiting for a turn to play. And when there are four rabid football fanatics moving those mini-joysticks around at the same time, there's a lot of life in this little game.

HOW TO BEAT THE GRIDIRON GAMES

WINNING FOOTBALL FOR NON-FANS

If you follow football in the real world, you've probably got a pretty accurate idea of what strategies are most likely to work on the electronic gameboard. Many arcaders are not really gung ho pigskin partisans, however, and may need a little help to avoid coming out on the short end of a lopsided score in games against students of the grid game.

1. Practice. This is especially necessary for arcade-style action games. Even the best strategy is no good if you can't pull it off successfully under game conditions. The most important thing to rehearse is passing. This takes more coordination and timing than any other aspect of these video football contests and is, consequently, the toughest aspect of play to master.

2. Mix up your plays. Even if a play works once, it doesn't necessarily follow that it will work a second time in a row. The naive football gamer should avoid falling into a predictable pattern of signal-calling, especially early in the game. If your opponent

knows you always throw long on third down, he'll be running those intercepted passes back for touchdowns every couple of minutes.

3. Play conservative defense. Blitzing the quarterback for a big loss sure boosts the old ego, but it rarely works. If the

ball and the goal line you're defending.

Armed with these hints, even someone who doesn't know a field goal from a flanker back can usually prevent the other gamer from winning a humiliating slaughter.

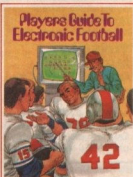


coach attempting such a rash maneuver is inexperienced, change that to "practically never." The idea is to try to hurry the offense into doing something before it is entirely set up to execute—and then drop back to keep your defenders between the man with

THINGS TO COME

No fewer than four home video football games will be reaching stores in time to enjoy during the current pigskin season. A quick rundown:

Computer Football Strat-



egy from Avalon Hill is exactly what it sounds like - an intensive strategy contest based on the same company's much-lauded boardgame.

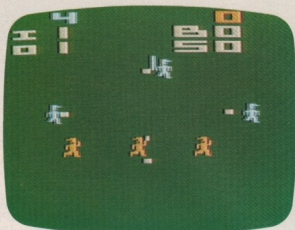
Head-to-Head Football by Coleco is as yet unreviewed. Intended for play on the new ColecoVision programmable videogame system, it is expected to boast superior graphics and a fairly detailed play-calling scheme.

Atari's Football for its new 5200 system gives the company a good shot at making people forget its less than fabulous VCS cartridge. Excellent graphics and smooth play are just some of its highlights.

Arcade Plus Football is an upcoming release from the computer software publisher that previously produced **Ghost Hunter**. It's for the Atari 400 and 800 computer systems and stresses on-the-field play-action.



88% Preferred Intellivision®

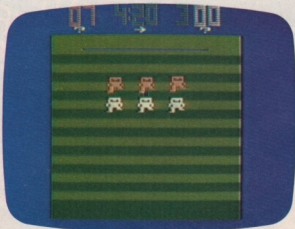


2% Preferred Atari®

**APPARENTLY,
GEORGE PLIMPTON
ISN'T THE ONLY
ONE WHO CAN SEE
THE DIFFERENCE.**



75% Preferred Intellivision.



2% Preferred Atari.

Mr. Plimpton, bless him, has been quick to point out to TV viewers just how wonderful Intellivision® graphics and gameplay are.

But who better than baseball and football fans to compare Atari® sports games with ours?

As you can see from the independent research figures shown,** baseball and football fans were well and truly on our side.

It just goes to prove what we've said all along.

Intellivision NFL* Football and Major League* Baseball are the closest thing to the real thing.

While we're on the subject of the real thing, we'd like to tell you about an exciting new addition that will make playing your Intellivision even more lifelike:

Lifelike voices. Provided by the new IntelliVoice™ module.

IntelliVoice, sold separately, adds a whole new dimension of reality to our games and will be available later in the year.

But IntelliVoice is just one of many reasons to buy Intellivision.

Already we offer a better designed system with greater attention to detail.

Our lifelike players make our sports games more realistic than Atari.

Or as *Buying and Beating the Home Video Games* author Ken Uston says, "Intellivision graphics are unsurpassed."

Our sophistication makes the games more challenging.

Radio Electronics Magazine echoes this: "Intellivision has placed more emphasis on strategy and realism than any other game system."

Our hand controller has 16 positions, so you're able to maneuver players and objects in more directions with greater precision and accuracy than with the Atari controller.

Our library of cartridges is growing fast, as is our popularity among video game experts.

With special introductions to come, like Tron*** Deadly Discs™ from the Walt Disney movie.

All this attention to detail makes all the difference in the world to people who already own Intellivision.

If you visit your local dealer, you'll see the difference, too.

MATTEL ELECTRONICS®

IntelliVision®

Intelligent Television

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VIDEOGAME PREVIEW

Continued from page 37

the pack among its trio of VCS releases, the Intellivision version of this space invasion thriller is even more stunning. Squeezing every last drop of graphic juice out of the Master Component, this edition follows each successful round against the swooping invaders with a blast-off sequence that takes the gamer's ship right into the demon's lair itself. The graphics are among the most breathtaking visuals ever seen on any videogame, computer or coin-op.

Other Intellivision programs on the way include **Beauty & the Beast**, a **Donkey Kong**-like contest; **Atlantis**, the defense of a series of underwater cities from alien invasion; **Swords and Serpents**, an underground adventure; and this year's winner of the most offbeat videogame award, **Micro Surgeon**, based loosely on the film "Fantastic Journey" wherein gamers trek through a human body, clearing up blood clots, tumors and such before exiting through the nose, mouth or tear ducts.

The Intellivision group of games is far and away the strongest material yet seen for that system from an independent producer. In fact, excluding sports games, these programs are actually superior to much of Mattel's own product. Not only are the graphics breathtaking, but even the sound effects, always a problem on this system, have taken a quantum leap. Explosions, lasers and even the clanging of metal on metal as warriors battle with swords are all spectacular.

The Atari VCS line looks similarly strong, with an impressive version of **Atlantis**, the action/adventure **Riddle of the Sphinx**, **Fire Fighter** and the innovative SF contest, **Cosmic Ark**.

Imagic is now firmly established as a software force, with only the Activisionaries maintaining a stronger position. In terms of Intellivision software, however, Imagic is without peer.

Imagic has also announced, as reported in the Odyssey section, that it will introduce the first independent piece of software for the O²—the ubiquitous **Demon Attack**. The company has begun a club and newsletter, the "Numb Thumb Club", and will be sponsoring a "Defend Atlantis" tournament later this year.

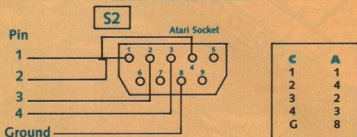
All in all, videogamers should be in their glory this holiday season!

COLECO'S PAC-MAN

CONTROL WIRING CONNECTIONS

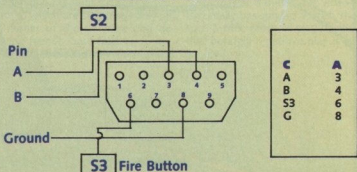
PAC-MAN

PRIMARY JOYSTICK WIRING PLAN



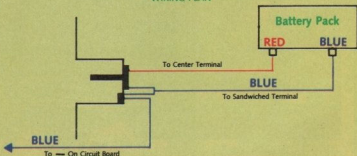
GALAXIAN

PRIMARY JOYSTICK WIRING PLAN



AC ADAPTER

WIRING PLAN



SPEAKER WIRING PLANS

