

PLAYERS GUIDE TO VIDEOGAME SYSTEMS

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TWO!**



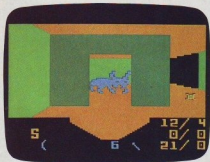
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**Advanced
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NEW FOR **INTELLIVISION®**

THE GAME IS NEXT TO IMPOSSIBLE. GETTING THE FLIGHT JACKET IS A LITTLE EASIER.



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We made Super Cobra™ very very tough to win. But because we're nice guys, we made the Super Cobra Sweepstakes much easier. Every entry qualifies, and you could win one of 100 Super Cobra™ flight jackets personalized with your name. There are more than 1,000 other prizes, too, like Super Cobra™ patches and T-shirts—like home video game's. Just follow the Sweepstakes rules. Compared to the Super Cobra™ game, it's as easy as the beach.

Available for Atari 2600™, Intellivision™, Coleco Vision™, Atari 5200™ and Atari Home Computers.™



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Enter another sweepstakes. No purchase required. Mail a 3x5 piece of paper with your name, address, zip code and the words "Super Cobra" in ink to: **POSTER TO SUPER COBRA™ SWEEPSTAKES**, P.O. Box 556, Lowell, MA 02453. Entries must be received no later than Jun. 31, 1984. Winner will be selected through drawing from entries received by **THE FURY HOLDINGS CO., INC.**, an independent judging organization whose decisions are final. The odds of winning are determined by the total number of entries received.

Prizes will be shipped to residents of the United States. Employees and families of Parker Brothers, their advertising and production agencies and **WETTERLAND ASSOCIATES, INC.** are not eligible. Void where prohibited by law. Arbitration, claims and regulations apply. Winners will be asked to sign an affidavit of eligibility and their names and addresses may be used for publicity purposes.

For a list of major prize winners, send self-addressed, stamped envelope to **Super Cobra Sweepstakes Prizes List**, P.O. Box 788, Lowell, MA 02453.

No duplicate entries. No substitution for prizes as offered except as may be necessary due to availability. Taxes are the responsibility of winners. Winners will be notified by mail.

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PARKER BROTHERS

Atari 5200 graphics shown



Popeye
The Sailor Man



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

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



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



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

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

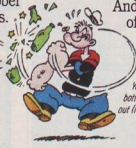
You try doin all that whilst yer gettin pelted with beer bottles by that discustipatin

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

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

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

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



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

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



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



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

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

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

Cuz, me home video game
is just like the hit arcade
game by Nintendo...

With three screens of

*Here, boldie. I'll
blasticate ya.*



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



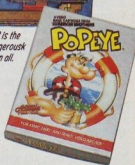
*Ya thinks it'sk fun
tanglin with Brutusk?
You try it.*



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



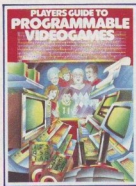
*Screen 3 is the
most dangerousk
of them all.*



**PARKER
BROTHERS**

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

INTELLI



WHERE'S PAPPA?

The strange saga of Mattel's entry into the videogame universe began in 1981 with the release of the Intellivision. Actually, the company called the unit "Intellivision's Master Component" because it was slated to be the main brain for a modular computer system. Mattel also announced such peripherals as a sophisticated keyboard.

Somehow, that keyboard never made it. After running out of sports simulations and discovering that strategy games sold poorly in the programmable market, Mattel turned to arcade action games. Alas, the Intellivision plays somewhat ponderously, and the designers needed more time to work out the bugs involved in writing fast-action programs.

The system itself is a second-wave, or senior, programmable system with a reported 8K resident memory. Character articulation is excellent, but animation is, again, slow. The controllers also present problems. Their cords are too short, and they are even permanently attached. The tight cord acts as a leash, chaining the gamer to the system, while the internally-connected plugs make replacement of defective controllers a project approached with fear and trepidation. Movement is attained through the highly controversial "direction disc."

The Intellivision I is very attractive, with recessed casings for the controllers and a side cartridge slot, making the unit a good-looking system, clean and simple. Only a power and reset switch cover the silvertop finish.

SON OF INTELLIVISION!

After virtually abandoning plans for the proposed Intellivision keyboard, announcements leaked concerning the Intellivision II. This system differs very little from the earlier version except in size—it has been re-engineered into a remarkably compact format. Although the direction-discs are included in the design of

INTELLIVISION II AND PERIPHERALS



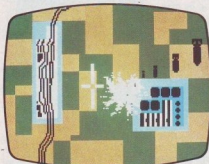
the newer model, gamers can now plug and unplug them independently.

Mattel Electronics, now a

full-fledged division of the parent company, reports some progress toward production of Intellivision peripherals. A keyboard for the Intellivision II and an electronic piano module are planned as the first releases. It is only fair to note, however, that the keyboard had still not entered national distribution as this issue of **Electronic Games** went to press.

STEERING A FRESH COURSE

The Intellivision III drew ooh's and aaah's from sneak-peekers last January,



B-17 BOMBER (MATTTEL)



DEMON ATTACK (IMAGIC)

VISION:

REDESIGNED FOR TODAY



but the project seems to have been put on hold around mid-year. The III used massive amounts of screen-RAM to produce scintillating graphics and had loads of other features (like remote control joysticks).

Mattel officials have clearly had second thoughts about this system. Perhaps the fear was that by the time the Intellivision III got into the action during fourth quarter 1983, the other third-wave programmable videogames (ColecoVision and Atari 5200) would have too tight a hold on the market. Whatever

the reasoning, the company is expected to concentrate on developing software for a wide range of machines and

expanding the audience for its own Aquarius computer.

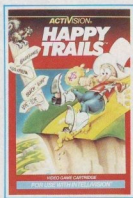
The company's software program is getting mighty exciting, especially with the purchase of **Burger Time**. The cute game was big in the arcades, and there's no reason to think that home gamers won't enjoy building those sandwiches, too.

One definite bright spot for Intellivisionaries is that at least four major independent software houses are now turning out either original software, or translations of pre-existing hits for the Intellivisions.

Although Activision published several translations (**Pitfall** and **Stampede**), it truly struck gold with Carol Shaw's original puzzle challenge, **Happy Trails**.

Parker Brothers is making versions of **Frogger** for every game playing system that walks, crawls or burrows beneath the earth. Its Intellivision edition of the game, that is as easy as falling off a log, is a real stand-out arcade translation.

Imagic remains the master of the Intellivision and has the ace design staff for the system. **Swords & Serpents**, the incredible **Demon Attack** translation, and **Nova Blast** have added not only quantity to the Intellivision software library, but also a quality that is hard to beat.



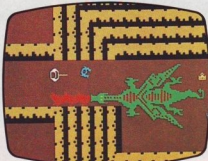
HAPPY TRAILS (ACTIVISION)

THE TALKIES

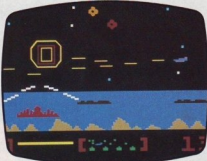
Shortly after introducing the modular Intellivoice peripheral for the original Mattel gaming system's Master Component, Mattel unveiled a short but varied lineup of voice-only game cartridges. Though the games were playable solely through voice module on the original system, Intellivision II owners get the bonus of a built-in Intellivoice, allowing them access to all system software.

Because of its revolutionary graphics and highly sophisticated simulation quality, the voice cartridge with the most intensely loyal following is **B-17 Bomber**.

Among the voices available are an exotic-sounding female and an evil robot voice.



SWORDS & SERPENTS (IMAGIC)



NOVA BLAST (IMAGIC)

Electronic Games 75



*"Why do I get the strange
feeling there are two great new games
for Intellivision?"*



The Dreadnaught Factor™ for Intellivision. It's a space-faring fortress. Unbelievably huge. Heavily armed. And it's coming closer. Your challenge:

Choose your strategy. Go for the energy vents. Or engines. Slow it down. Stop it. Destroy it. There's another close behind it. So don't get hit. The Dreadnaught Factor. Designed by Tom Loughry for Activision.



Beamrider™ for Intellivision. Your planet is trapped. Totally surrounded by an azure web of beams. Space travel has ended. But not for you.

The Beamrider. You alone must penetrate sector after sector of the deadly shield. Face an ever mounting attack. Use all your skill and reflexes to break the web. Or your planet is trapped forever. Designed by Dave Rolfe for Activision.

THE
DREADNAUGHT
FACTOR



Two unique and dramatic new video game experiences. Each with graphics and gameplay so sophisticated, you must be an Intellivision owner to play them. For more information please call 800-633-GAME.

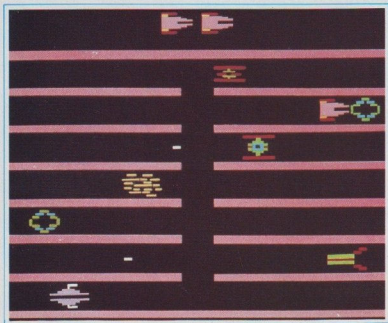
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ACTIVISION

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PROGRAMMABLE PARADE

Blast Some Sense out of the Turmoil!



TURMOIL (FOX)

TURMOIL

Fox Video Games/Atari 2600

When Fox first cast corporate eyes on the videogame field, it turned to Sirius Software and that company's roster of designers to produce the first batch of games. The results, in general, proved that designing a good program for the Apple II wasn't necessarily a good qualification for creating a cartridge for play on the 2600.

This solitaire contest, created by Mark (Sneakers) Turnell is clearly several cuts above those initial titles. Perhaps some old designers can learn new tricks after all.

Turmoil's play-mechanic is unusual enough that it's hard to shove this cartridge into any of the existing categories. It combines aspects of titles like **Ram It and Squeeze Box** with echoes

of both **Jawbreaker II** and the scrolling shoot-outs.

The home arcader directs an on-screen ship with the left joystick. This craft patrols a vertical corridor that bisects seven horizontal rows. The object is to zip up and down the screen and blast various targets as they streak across the display from the left or right edges. You've got five ships at the start of the action and get additional ones by completely demolishing an entire wave of attackers.

Four types of objects fill the screen, apart from the player's ships, of course. Three are targets, while the fourth is a series of bonus-point prizes which pop up in the lanes periodically. The idea is to streak down a lane, snag a prize and then hightail it back to the center alley before more aliens show

up to cause a lethal collision.

Ships are the most numerous — and straightforward — foe. Blast them, keep moving to duck return fire and pile up the points. The arrows are just as deadly if they touch the player's craft, but they turn into even more fearsome tanks if they get all the way across the playfield. Tanks are the greatest danger to the player's own ship, because they can only be shot from behind. (Hitting one head-on just moves it back toward the edge of the screen an inch or so.)

The player can really pour out the firepower in *Turmoil*. The friendly ship shoots constantly as long as the red button is held down, and there's no limit to the number of bullets which may be on the screen at any given time. Enemy invaders appear thick and fast once you get past the first couple of waves, and only an optimist would call the player's ship too heavily armed. You'll probably need every available bullet to keep those pesky aliens at bay.

The visuals are only slightly better than serviceable, but are surely good enough to do the job. *Turmoil*'s play-action, on the other hand, is first-rate, making the cartridge a solid bet to hold up through hours of intense gaming.

(Steve Davidson)

MISSION X

Mattel/Intellivision

Soar through the flak-filled skies of World War II in this military action contest for the Intellivision I and II. The solo player uses the direction disc to steer over land and sea areas which are absolutely choked with tempting enemy targets. The player employs the appropriate action button to either strafe or bomb as the occasion warrants.

PROGRAMMABLE



The control system is surprisingly streamlined for this type of quasi-simulation. Pushing the top edge of the direction disc causes the attack bomber to lose altitude, while pushing the bottom edge produces a climb. Depressing the left or right edge sends the aircraft in the corresponding on-screen direction.

The method used to indicate altitude is highly innovative and logical. Instead of ranks of gauges along the main display, **Mission X** simply adjusts the sizes of objects depending on how far off the ground they are. In other words, when the arcader's bomber is large, it is at a relatively high altitude. When the silhouette of the plane shrinks, it means that it is approaching ground level. After a few games, it becomes relatively easy to estimate whether an oncoming defensive volley or hostile plane is likely to cause the bomber any trouble.

Except for the runways which allow the player to land, learn the current score and maybe even catch a breath between missions, everything on the screen is fair game. The 12 types of foes (with their point values) are: road

(10), train track (20), anti-aircraft (50), tank (80), small ship (100), train (100), bridge (150), truck (150), large ship (200), train engine (300), aircraft carrier (500), enemy plane (500).

Making a good landing is also worth some bonus points. The arcader gets 80 points for every second during which the plane is over the

runway at the lowest possible altitude. Bombing the runway by mistake costs either a

1,000-point penalty or blows up the bomber, depending on whether you drop the explosive from a high or low altitude.

The player begins each round of play with four bombers, available one at a time. Reinforcements in the form of extra bombers are awarded periodically as the player exceeds various score milestones. The first free aircraft comes at 10,000 points, the second at 20,000, the third at 40,000, the fourth at 80,000 and so forth, until the 99,000,000 roll-over is reached. That is, it always takes twice as many points to get the next extra bomber as it did to acquire the previous one.



MISSION X (MATTEL)

This brings up a philosophical problem with *Mission X* and several other Mattel creations. They appear to be designed to

crease so that the program continues to grow more challenging even as the score mounts into the multi-millions. Many gamers find that such cartridges don't get hard enough quickly enough to be a real bracing test in the first hour or so of play. *Mission X* will strike some as too slow even when set at the fastest of its four speeds, though the patient will learn that this cartridge does become harder to beat as the game progresses.

Decked out with the usual fine Mattel graphics, *Mission X* certainly rates as one of the best action games in the

entire Intellivision library of cartridges. Despite its few minor shortcomings, this cartridge delivers the brand of action and excitement, leavened with a heavy dose of strategy, that characterizes the best of the home game titles. (Arnie Katz)

LONDON BLITZ

Avalon Hill/Atari 2600

The streets of London are laid out as a scrolling maze chock full of enemy time bombs in Avalon Hill's latest strategy game for the VCS. Players assume the role of an intrepid member of the British Army Royal Engineers, charged with defusing all of those explosives... or dying in the attempt.

Gamers find themselves looking at an overhead map of the city. After using the map to chart a path to the nearest time bomb, a press of the red button presents players with a soldier's eye view of the city.

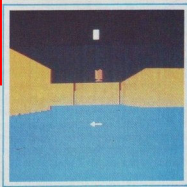
Instead of the conventional way of moving around a playfield, Avalon Hill designed *London Blitz* around a confusing, sometimes frustrating system in which the joystick moves the Briton

in the direction indicated by the arrow at the top of the screen. To change directions, players must first point the arrow in the direction they want to move by pushing the joystick left or right. To actually move the man, the joystick must be pressed up or down.

Has all of this gotten you a little confused? Well don't be; because as the man once said: "You ain't seen nothing yet!"

When the player actually finds a time bomb, he or she must defuse it by sliding three rows of squares back and forth along three grids, in an attempt to position them in the proper "combination" that renders the bomb harmless. Progress is measured each time the player attempts to disarm the bomb. When the gamer presses the action button (signalling an attempt), three slide indicators along the bottom light up. Their colors indicate the current status of the bomb slides. If an indicator is green, it means the slide on the corresponding grid should be moved to the right, while a red indicator shows that the slide must be moved left. If a slide indicator is black, its corresponding row is properly positioned already.

Avalon Hill has long had an excellent reputation for strategy games. *London Blitz* is not one of the company's best. While the graphics are eye-pleasing (the point-of-view cityscape is particularly noteworthy), the



LONDON BLITZ (AVALON HILL)

game is little more than a hit-or-miss guessing game, lacking both suspense and the incentive to play again and try to do just a little better. There's not enough hand-eye skill needed to make it a satisfying action game, while the strategic elements are too sparse to be tremendously challenging.

In spite of its obvious good intentions, *London Blitz* is — pardon the pun — a dud.

(Tracie Forman)

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PLAYERS GUIDE TO MICROCOMPUTERS

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When you play Congo Bongo you'll die laughing.



Made for:
 Atari® 2600™
 Atari® 5200™
 Atari® Home
 Computers,
 Commodore 64™
 and VIC-20™; Texas
 Instruments 99/4A™
 Intellivision®

A funny thing happens when you play Congo Bongo, the new home game from Sega. In fact, a lot of funny things happen.

You have to get to Congo, the mighty ape, before the jungle beasts get to you. Dodge falling coconuts as you scale Monkey Mountain. Shake the monkey from your back and chase Congo onto the lagoon screen. Then cross the water on the backs of hippos, lily pads and hunter-eating fish. And do it all before Congo makes a monkey out of you.

But watch your step — one slip and it's off to hunter heaven.

Congo Bongo. Straight from the arcade and into your home.

It's more fun than a barrel of, well, monkeys.

SEGA[®]
 The Arcade Winners.

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HOTLINE



THE POWER SYSTEM (AMIGA)

AMIGA MAKES THREE-GAME CARTRIDGES

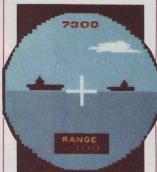
Remember all those oh-so strikingly innovative double-ended cartridges from Xonox? How about taking this idea one step beyond with Amiga's latest line of three-game cartridges for the Atari 2600.

The new multi-play cartridges, entitled "The Power-Play Arcade Series", each house three entirely different videogames.

Three of the 3-D games found on the first "Power-Play Arcade" should prove pretty popular with many 3-D goers. Gamers can look forward to 3-D Ghost Attack, 3-

D Havoc, and 3-D Genesis, retailing from \$30-\$40.

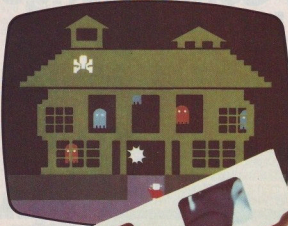
As an Xmas bonus, two additional triple-play cartridges are scheduled for pre-holiday delivery, so start



DEPTH CHARGE (AMIGA)

looking for your Xmas stockings or you just may be in for a "really" scary surprise — when you don't get 'em!

3-D GHOST ATTACK (AMIGA)



JAPAN'S LATEST COIN-OP SET TO HIT AMERICA

Sega thinks it has another Space Invaders blockbuster in its pocket, with its latest pay-for-play machine entitled *Champion Baseball*. According to Sega's VP of Marketing, Bob Rosenbaum, *Champion Baseball* generates the very same freneticism among Japanese arcaders, as was previously found with the

immortal *Space Invaders*.

Sega's latest unveiling allows arcaders to choose their favorite city's team to compete against the computer's team choice. Gamers even get the option of selecting relief pitchers or pinch hitters, while an umpire looks on attentively to make the game calls.

The action-packed coin-op comes complete with a split screen for viewing from two vantage points: one shows the field from behind home plate while the other depicts everything from the outfield. This quarter-snatcher even incorporates a detail screen depicting the batter and pitcher in all their glory!



INFOCOM'S INTERLOGIC SERIES

INFOCOM PLANS FANTASY TRILOGY

Infocom will continue producing its award-winning line of adventure games by creating a trilogy of fantasy games.

The first title, named *Enchanter*, was co-authored by Marc Blank and Dave Lebling (the guys who created *Zork*). *Enchanter* promises an imaginative journey into a "world of magical powers and perilous predicaments", whereby gamers explore a desolate castle filled with all kinds of magical trappings,

and learn to spell scrolls in order to outsmart an evil warlock.

Blank states that the game was written in the *Zork* tradition, meaning its emphasis is basically on treasure and fighting. Infocom's latest *Enchanter* clearly focuses on "magic".

Enchanter will retail for approximately \$50, and play on virtually every popular microcomputer on the market.

MATTEL CUTS STAFF AGAIN

Mattel Electronics has reduced the number of jobs at their firm to 1140 employees by cutting another 400 workers from its staff. This follows an initial cut of 260 employees several months ago.

Even though the company reportedly expects a pre-tax loss in the second quarter to-

talling over \$100 million, Mattel spokesmen declare that Mattel has not changed any of its plans, and will continue developing new software and hardware for videogame systems despite the layoffs. Rumors to the contrary, however, keep observers guessing.

SUPERGRAPHICS FOR THE INTELLIVISION

Mattel, dropping its original plans for the new Intellivision game console, has instead decided to concentrate on all-new software for existing systems. The company also intends to expand its line of software for other systems.

Even though the firm will create additional games for its own Intellivision and Mattel's "Aquarius" home computer, it will continue to create games for the Atari 2600, as

HOTLINE

well as introducing games for the Apple, IBM-PC, and Atari home computers.

Another of Mattel's latest brainstorm, aptly entitled "SuperGraphics", incorporates a unique programming technique that richly improves the graphics capabilities of Intellivision by adding

high-res definition.

The latest games that utilize the "SuperGraphics" concept boast enhanced-visual treatments (including multiple play-screens, animated title pages, scrolling playfields and even more colors than ever before.

Go for it, Mattel!

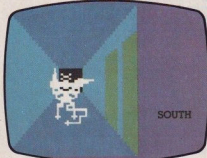
TREMENDOUS INDUSTRY LAYOFFS

Atari is cutting back nearly 25% of its non-manufacturing staff, or roughly 1000 white collar workers. This follows layoffs of nearly 2000 blue-collar workers earlier this year, reducing the Santa Clara County, CA staff from about 7000 to 4000 jobs.

Meanwhile, Texas Instruments has laid off 750 employees from its plants, mainly due to production cutbacks in the manufacture of the company's home computers. According to the company, this included 700 temporary employees who'd been hired when it readied itself for increased production on the 99/4A computer. Since the increased sales of that particular unit never did materialize, a layoff of 2600 employees ensued. Overall, TI's workforce has been reduced by approximately 10,000 employees since the beginning of 1981.

Even Mattel could not escape the axel its work staff has lost 260 electronics division employees, citing recent losses.

A Mattel spokesperson explained the layoffs as "part of an industry-wide cost reduction trend" and predicted that these savings will allow the company to "increase its commitment to the future of electronic video entertainment."



ADVANCED DUNGEONS & DRAGONS (AQUARIUS)



BUMP 'N' JUMP (INTELLIVISION)

arcade express

THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

Electronic Games

Formerly Arcade Express

HOTLINE

THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

ARCADE EXPRESS GETS NEW NAME

The newsletter that contains all those late-breaking tidbits concerning what's happening in electronic gaming is changing its title from the original "Arcade Express" to "Electronic Games Hotline".

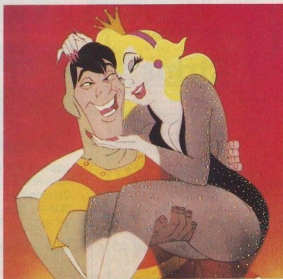
"It's time to give the nation's most widely read electronic gaming newsletter a name that's truer to its field-encompassing scope," says co-publisher Arnie Katz.

"Some people incorrectly inferred from the current title that this publication deals only with coin-ops. "Electronic Games Hotline" gives a better picture of the content."

"We'll be taking this opportunity to make a few upgrades in the newsletter," adds editor Joyce Worley. "Electronic Games Hotline" will be even more indispensable to the hardcore electronic gamer than ever!"

COLECO BUYS 'DRAGON'S LAIR'

Coleco Industries didn't waste any time picking up the home rights to the hot coin-op laser disc game, *Dragon's Lair*. The publisher plans to have the game ready by mid-1984, complete with all the hardware gamers will need to make it work.



DRAGON'S LAIR (CINEMATRONICS)

MATTEL TAPS NEW PRESIDENT

Mattel Electronics has made several management changes. Foremost is the appointment of William Mack Morris as president, which company spokesmen say should help to strengthen the

firm's standing in the market. Morris, a former president of Mattel's Diversified Companies division, succeeds Joshua Denham who previously held the post for three years.

We, at EG, wish Morris and Mattel well!



Electronic Games
460 West 34th Street
New York, N.Y. 10001

Readers Replays

RATING THE SOFTWARE ENCYCLOPEDIA

I am sixteen years old, the owner of an Atari VCS and an Atari 800, and an avid reader of *Electronic Games*. Unfortunately, EG's 1983 *Software Encyclopedia* contained conflicting reports on several cartridges.

For example, page 34 of EG's March issue contains a glowing review of Mattel's *Advanced Dungeons &*

Mattel — the game that *Electronic Games* has been raving about for the past year? An overall rating of 6? Are you sure?

Doug Morris
Elmwood Park, IL

Ed: When Space Invaders first blasted its way into arcaders' hearts, it would have rated a solid 10. But time marches on, and so does technology. In other words, a game that received a

GETTING TO KNOW YOU

I have an idea that might help us readers get to know the people at EG a little bit better. In one of your future issues, why not put the photographs of all the people that make your magazine the fantastic publication it is? And below the photo, print a little information about that person. For example, what that person does on EG, where he or she was born — stuff like that. I hope you'll look into my idea.

Ron Kecik
Toronto, Canada

Ed: Well, shucks, Ron — we never knew you cared! Seriously, though, our readers don't shell out their hard-earned money to read about the personal lives of the EG staff. While Arnie Katz, Bill Kunkel, Joyce Worley, and the rest are well-known figures in the gaming community, the real celebrities are — and should be — the games themselves. Thanks for the thought, though. . . It made our day!

A 5200 EMULATOR FOR THE COLECOVISION?

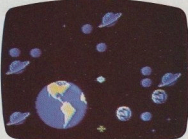
Now that Atari and Coleco have settled their lawsuit, is Coleco thinking about bringing forth an Atari 5200 emulator? And why does Coleco put out their ColecoVision cartridges so slowly?

Virendra Shaw
Kew Gardens, NY

Ed: There's no word yet on a 5200 emulator for the ColecoVision, and as it stands right now, there won't be one. . . unless of course, the consumers demand it! And, as for the amount of time between each Coleco cartridge release, no one can know why for sure. . . except Coleco's game designers. Still, third-party software manufacturers like Sydney, Imagic, and Par-



ADVANCED DUNGEONS & DRAGONS (MATTEL)



ASTRO CHASE (FIRST STAR)

Dragons. I expected the game to receive an outstanding rating in all four areas, with an overall rating of 10. Imagine my surprise when that great cartridge received an average rating in the *Encyclopedia*! So I went to a friend's house (he has an Intellivision) and played the game. It was great!

And what about *Astrosdash* by

glowing review in EG some time ago might be eclipsed by newer, more advanced games. Reviews in EG's Software Encyclopedia show how any given game rates with the others of that system. Insofar as Astrosdash is concerned, the original review which appeared in the June 1982 issue (page 69) was at best mixed. Nor have we raved about the game for the past year. Perhaps you're confusing it with Astro Chase, or some other game whose name begins with "Astro"?

TI 99/4A SPEAKS

I don't know why you guys at EG think only *Odyssey* and *Intellivision* are the only systems with voices. Texas Instruments has one too!

Gregory Baerg
Miami, FL



ASTROSDASH (MATTEL)

**IN THIS NEW HOME VIDEO GAME
YOU'RE THE MOST POWERFUL HUMAN IN THE UNIVERSE.
UNFORTUNATELY NOT EVERYONE IS HUMAN.**



Introducing Masters of the Universe™* The Power of He-Man™* When you play this new home video game on your Intellivision® or Atari®2600, you become He-Man™* the most powerful hero in the universe.

Which leaves you with just one thing to worry about: The most powerful villain in the universe.

His name is Skeletor™* and it's your job to try and catch him. But don't expect it to be easy. Because Skeletor may be evil but he isn't stupid.

If he can't destroy your Wind Raider™* with his deadly fireballs or Warp Trackers™* he's got something even deadlier waiting for you inside the mysterious Castle Grayskull!™*

The Power of He-Man.

It's a good thing you've got the power because you're going to need it.



Game shown on Intellivision, with SuperGraphics.
Game varies by system.

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Retro-Gaming.it

GIFTS FOR GAMERS

feel right at home on your keyboard as you contact these Special Interest Groups and download their programs. Also keep in mind that all manner of questions relating to your specific system can be answered — just ask. Prices for these services vary, and some may require a one-time charge before joining. After that, it's pay-as-you-go, and if you're anything like us — go you will.

A FEW FINAL THOUGHTS

Videogame aficionados, so inclined, are now able to mark off the days until the next major game release on the Video Game Lovers Calendar. It features a different hobby-related cartoon each month, and a layout designed to make each month fit a different coin-op classic. An example is "January Invaders". Available from Punch Posters Inc. in Annadale, Virginia, the calendar retails for under \$10.00.

The Home Video Survival Guide, written by EG's own Technical Director, contains an extensive, no-holds-barred evaluation section which covers many of today's most popular home videogame systems and videogame computers. The book is highly recommended for the more advanced videogamer and video hobbyist. It sells for \$10.95 and is published by Amphoto, which is a di-

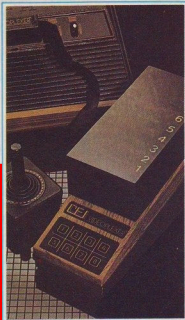
vision of Billboard Publications.

To keep your favorite videogamer in the know, we'd also like to suggest a year's subscription to **Electronic Games** and its bi-monthly newsletter, **EG Hotline**. After all, videogamers deserve the best information they can get and it's available month-after-month in the pages of **EG!**

While we're patting ourselves on the back, gamers can also show the world that they play to win by wearing **EG's own T-shirt**. This grey cotton sta-



VIDEOPLEXER MODEL M800 (COMPRO)

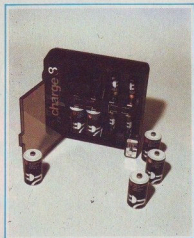


VIDEOPLEXER MODEL A800 (COMPRO)

tus symbol is monogrammed with EG's famous logo and is available in small, medium and large sizes. Just look for the ad in the back of the magazine — it's our way of providing you the shirt off our back.

So there you have it, our third annual recommendation of goodies and gifts for gamers. We hope you've found just the right gift(s) in these pages, either for a friend or relative, or even for yourself!

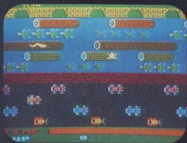
Most of the previously mentioned products are familiar to EG's editors, who feel confident about bringing them to your attention. Happy shopping and more important — happy holidays!



CHARGE 8 (GE)



GAMELINE'S MASTER MODULE



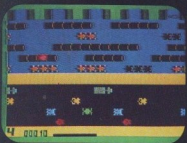
ATARI 5200



TI99/4A



ATARI 400/800/600XL



INTELLIVISION



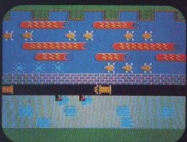
COMMODORE VIC 20



ATARI 2600



COMMODORE 64



COLECOVISION

8 WAYS YOU CAN PLAY FROGGER™ AT YOUR PAD.



FROGGER is one of the all-time great award-winning home video games. And now Parker Brothers has programmed it into all the most popular video and computer formats so you can keep things hopping in your own home.

Catch Frogger along with POPEYE, Q*bert, TUTANKHAM™ and SUPER

COBRA™ where you buy your video and computer games. You'll find it absolutely ribbiting.





ATARI 5200



TI99/4A



ATARI 400/800/600XL



INTELLIVISION



COMMODORE VIC 20



ATARI 2600



COMMODORE 64



COLECOVISION



HOW TO GET Q*BERT™ OUT OF YOUR SYSTEM.



If you've been wanting to play Q*bert, but haven't been able to find it available for your home system, your time has come. Because now you can keep things hopping with any of these popular home video and computer formats.

Get going to your nearest video store and get Q*bert today. And while you're there, check out Parker Brothers' POPEYE®, FROGGER™, TUTANKHAM™

and SUPER COBRA™. All the great Arcade Action games, now in all the great home formats.



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