

YOUR GUIDE TO VIDEO COMPUTER GAMES

DELL 04120

# electronic GAMES

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NUMBER 1  
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FIRST  
ANNUAL

# 1983

# SOFTWARE ENCYCLOPEDIA

DESCRIPTIONS AND RATINGS OF  
HUNDREDS OF GAMES FOR:

Atari  
Coleco  
Mattel  
Odyssey  
Astrocade  
Commodore  
Activision  
Imagic  
Parker Brothers

Spectravision  
CommaVid  
Telesys  
Data Age  
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# INTELLIVISION

### **ABPA BACKGAMMON**

Mattel

Standard Intellivision

**Suggested Retail Price: \$22.95**

**Category: Classic Strategy**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Good*

*Overall Rating: 7*

A helpful instruction booklet provides some of the basic rules of the game as well as how to use the game program. Keypad controls which man is moved by which dice count. Two skill levels are provided to play against the computer or human head-to-head matchups are possible. Tapping disc moves cursor from man to man and beep prevents illegal moves. Side buttons provide a pip count at any time during play.

### **ADVANCED DUNGEONS & DRAGONS**

Mattel

Standard Intellivision

**Suggested Retail Price: \$49.95**

**Category: Adventure**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 7*

Gamer controls three mobile adventurers through mountains, rivers, forests and walls to find both halves of the ancient crown of kings. There are four skill levels. Keypad is used to fire arrows, exit mountains, check arrow supply, pick up objects, while side buttons make the man run when used with disc. Using direction disc alone makes him walk in the direction pushed. Tools that can be picked up along the way to aid in the journey are boats, axes and keys. Monsters that try to keep the adventurer from reaching his destination include bats, spiders, rats, snakes, blobs, demons, dragons and winged dragons.

### **ARMOR BATTLE**

Mattel

Standard Intellivision

**Suggested Retail Price: \$29.95**

**Category: Combat**

**Number of Players: 2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Excellent*

*Overall Rating: 8*

There are four battle speeds. Side buttons move tank forward and shoot, while disc controls direction of movement or shot. There are two tanks on the screen at the beginning of each battle and each player has a battery of 50 tanks apiece. Wage war until one player has zero remaining or see a specific number for victory. Mines can be laid without the other player knowing it, but you could be blown up with your own mine. There are 240 different battle fields. There are roads, buildings, water and woods to make each battle a unique test of skill and strategy.

### **ASTROSMASH**

Mattel

Standard Intellivision

**Suggested Retail Price: \$32.95**

**Category: Target**



**Number of Players: 1**

*Graphics/Sound Rating: Average*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 6*

Gamer is a laser battery commander forced to sit at the bottom of the screen and shoot down rocks, spinners, missiles and UFOs with only a laser and horizontal movement as defense. Not only are each of the above targets worth a varying amount of points, depending on which of the six levels you are on, but each target subtracts a certain number of points if allowed to hit the ground. All four side buttons are used to fire single shots at the falling debris, or the UFO that sails across the upper portion of the screen, but the keypad also contains auto fire mode where three shots will be fired a second time, without hitting the side buttons. There is also a hyperspace method of avoiding guided missiles.

**ATLANTIS**

**Imagic**

**Standard Intellivision**

**Suggested Retail Price: \$39.95**

**Category: Invasion**

**Number of Players: 1-2**

*Graphics/Sound Rating: Outstanding*

*Play-Action Rating: Outstanding*

*Solitaire Rating: Outstanding*

*Head-to-Head Rating: Excellent*

*Overall Rating: 9*

Gamer controls a pair of anti-aircraft guns and a sentinel saucer to defend Atlantis from attacks of Gorgon fleet. Game is played in three stages: daylight, dusk and night. At night, gamer can only see attackers when spotlights are on them. Points for scoring hits are progressively higher at each successive level. When firing guns, a cross-hair sight controlled by the direction disc is used to guide missiles. Shot will go to cross-hair and destroy anything in its path. There are three levels of play. Top side buttons fire left gun and bottom buttons fire right gun. Buttons are also used to fire when saucer is launched.

**AUTO RACING**

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$25.65**

**Category: Sports**

**Number of Players: 1-2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Poor*

*Overall Rating: 7*

There are five different courses available and five different types of cars, each with different qualities of top speed, acceleration and handling. Disc is used to steer in the perspective of the driver and not the gamer. When the car needs to turn right, the disc must be pressed on the right side. Side buttons are used to brake or to return to one of the course's checkpoints after a crash. Time

is kept in the solitaire runs. In head-to-head runs, the goal is points instead of laps completed. When one car gets too far ahead for both cars to be shown on the same screen, a point is awarded and both cars return to the last checkpoint. Points are awarded when your opponent crashes, which lends these two-driver conflicts to become Grand Prix demolition derbies.

**B-17 BOMBER**

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$43.95**

**Category: Scrolling Shoot-Out**

**Number of Players: 1**

*Graphics/Sound Rating: Excellent\**  
*Play-Action Rating: Excellent*  
*Solitaire Rating: Excellent*  
*Head-to-Head Rating: Not Applicable*  
*Overall Rating: 8*  
*\*Uses Intellivoice*

There are six levels to the game with a different payload and varying difficulty of enemy defenses. First, gamer can preview targets. Then he can set his destination and prepare for take-off. Once aloft, he can open bomb bay doors to see view from below the plane or see view from the cockpit with readings in pitch, altitude and velocity. There is even a navigator's view. Bandits ap-

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## PROGRAMMABLES

pear to shoot down gamer's plane. Gamer is alerted by voice telling location of bandits. Score points by getting home safely after successfully completing bombing run.

### BEAUTY & THE BEAST

Imagic

Standard Intellivision

**Suggested Retail Price: \$39.95**

**Category: Climbing**

**Number of Players: 1**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 9*

Buford must climb a very tall building to rescue tiny Mable from the clutches of Horrible Hank. He can jump over boulders or rats, but must find an area where bats or birds will fly over him. Boulders only fall at certain locations. Buford must scale buildings by waiting for windows to open and climbing through them to get to the next level. When he reaches Hank and Mabel, they both go even higher. There is a second screen showing how far up you've gone on the building, plus an airplane will fly over giving you a message. Mabel throws down hearts to Buford, and when he catches them he becomes invincible for a short time and can smash all his adversaries. Good graphic surprise when you reach the top of the building.

### BOMB SQUAD

Mattel

Standard Intellivision

**Suggested Retail Price: \$43.95**

**Category: Adventure**

**Number of Players: 1**

*Graphics/Sound Rating: Outstanding\**

*Play-Action Rating: Outstanding*

*Solitaire Rating: Outstanding*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 10*

*\*Uses Intellivoice*

Gamer must disarm a bomb by guessing the code number or by repairing a circuit board that will make guessing the code number either easier or a certainty. There are three skill levels and from one to three numbers in the bomb's code. Keypad is used to select tools (cutters, pliers, soldering iron, fire extinguisher) to fix circuits, aided by side buttons and direction disc and the voice of Frank, the demolition expert, who'll guide you through each step. Points are gained by doing successful circuit work, guessing the code numbers and disarming the bomb.

### BOXING

Mattel

Standard Intellivision

**Suggested Retail Price: \$32.95**

**Category: Sports**

**Number of Players: 2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Excellent*

*Overall Rating: 8*

There are six different types of fighters available, including a strong offensive choice, strong defense, exceptional endurance and an unpredictable fighter who is different every time out. Disc moves fighter around the ring. Keypad is used to punch, feint, duck, and pull punches. Side buttons are not used here. Knockouts, knockdowns, and a computer referee to keep track of the points are all features. Programs provides most of the sound effects heard at ringside.

### CARNIVAL

Coleco

Standard Intellivision

**Suggested Retail Price: \$30.00**

**Category: Target**

**Number of Players: 1-2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Good*

*Head-to-Head Rating: Excellent*

*Overall Rating: 7*

All the classic elements of a country fair shoot-out. There are ducks, bunnies, owls, pipes, bonus targets and letters, extra bullet targets and an ammunition supply. Value of targets depends on what the target is and on what level it's located when hit. If the gamer knocks down all the targets and eliminates the pipes, he moves on to the bear rack, where the bear earns extra points when hit, but also becomes a much more elusive target.

### CHECKERS

Mattel

Standard Intellivision

**Suggested Retail Price: \$17.95**

**Category: Classic Strategy**

**Number of Players: 1-2**

*Graphics/Sound Rating: Average*

*Play-Action Rating: Average*

*Solitaire Rating: Good*

*Head-to-Head Rating: Good*

*Overall Rating: 6*

There are five different options depending on whether gamer is playing against computer, at what skill level, who moves first or if playing against a human opponent. Disc controls direction of the cursor when selecting a man to move and then moves that man. Computer can suggest a move if needed and when playing against the computer, there are two skill levels.

### DEMON ATTACK

Imagic

Standard Intellivision

**Suggested Retail Price: \$39.95**

**Category: Invasion**

**Number of Players: 1-2**

*Graphics/Sound Rating: Outstanding*

*Play-Action Rating: Outstanding*

*Solitaire Rating: Outstanding*

*Head-to-Head Rating: Excellent*

*Overall Rating: 10*

Gamer can choose between one-player, two-player competitive and co-operative modes at four different game variations. Scenario one has gamer using laser cannon to defend the moon. Each time you stave off six waves of eight demons each, the space ship launches into the air to go on the offensive against the demon's mother ship. There the gamer must fight dive-bombing attackers and then shoot through a window of vulnerability and into the core of pandemonium to destroy the ship. When that happens, ship returns to the moon and prepares for the next attack. Music played during trips and at game's end adds to overall package.

### DONKEY KONG

Coleco

Standard Intellivision

**Suggested Retail Price: \$30.00**

**Category: Climbing**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Good*

*Overall Rating: 6*

Patterned after the successful arcade classic, Mario is trying to save his girl friend from the clutches of that nasty ape. There are two screen variations, though the second keeps repeating as the ape, the girl, Mario and the scores get higher. There are hammers to smash the barrels the ape keeps throwing, and ladders to help Mario with the climb. On the second level Mario has items of the girl friend's that he can retrieve for bonus points. Three Marios aren't much against this monkey's arsenal.

### FROG BOG

Mattel

Standard Intellivision

**Suggested Retail Price: \$22.95**

**Category: Miscellaneous**

**Number of Players: 1-2**

*Graphics/Sound Rating: Outstanding*

*Play-Action Rating: Good*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Excellent*

*Overall Rating: 7*

Two frogs sit upon lily pads and have nothing to do but leap into the air and try to grab bugs. The one that gets the most bugs out wins. When time runs out they both go to sleep to digest dinner. Game can be played in day or night mode and with three levels of difficulty. When on the simple level, computer control tongue and the arc on the jump. Gamer hits disc when he wants to jump. At second level, the position the gamer hits the disc and the length of time he holds the disc will determine whether the frog goes successfully from one pad to another or falls in the pond. If he gets wet he won't get any bugs until he swims out. On third level gamer must control jumper and tongue, using side buttons for the latter.



## HORSE RACING

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$28.95**

**Category: Sports**

**Number of Players: 1-6**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Fair*

*Solitaire Rating: Poor*

*Head-to-Head Rating: Fair*

*Overall Rating: 2*

Mostly a betting game, even though two players in each race may act as jockeys and have a hand in determining the winner in these four-horse dashes. Side buttons are used to whip or coax the horse under control and the disc is used to put the horse on the rail or move him out to pass. Each horse starts with a clean slate for the 10-race card and each gamer then has \$750 to bet on the day. As each race goes by, the horse picks up a past performance to be used to determine the likely winner. Win and exacta bets only allowed. Graphics and sound are quite realistic; too bad the same can't be said for the results.

## LAS VEGAS POKER & BLACKJACK

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$15.99**

**Category: Gambling**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Fair*

*Solitaire Rating: Good*

*Head-to-Head Rating: Poor*

*Overall Rating: 4*

Simulates blackjack, five and seven card stud and five card draw poker. Shifty-eyed dealer first asks for the sum total of each player's pot, then the keypad is used to pick which of the card games will be played. There is also an option to let the dealer pick the game. There is no way to show a player his hand and not let the second player see it, so when two are playing, one player must hide his eyes while the other looks at his hand. Most gambling options of these card games are available here.

## LAS VEGAS ROULETTE

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$17.95**

**Category: Gambling**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Average*

*Head-to-Head Rating: Good*

*Overall Rating: 6*

All the betting options of a real roulette table are here. Player can select his own stake, up to \$9,999. Bets include street, five-number, line, square, straight, horizontal and vertical splits, columns, dozens or halves. Use directional disc to make up to three separate bets per turn of the wheel. Section of simulated wheel turns at the top

of the screen and ball rattles around when finished turning, until it drops in. Winning bets flash. Break the bank.

## LOCK 'N' CHASE

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$39.95**

**Category: Maze**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Good*

*Overall Rating: 8*

Game has four speed variations. Disc controls movement, though clumsily, and side buttons are used to lock doors and help thief get away from the police. Thief must clear the bank vault floor of gold coins and then exit out one of the escape doors. There are four side doors to help the thief avoid capture while still picking up coins. There is a money bonus at the heart of the maze and at each level, there are bonus items to be pocketed. If the gamer gets to 300,000 points, the score returns to zero, but the game remembers how often you reached that goal, up to 60 million points, that is.

## MAJOR LEAGUE BASEBALL

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$29.99**

**Category: Sports**

**Number of Players: 2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Outstanding*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Outstanding*

*Overall Rating: 10*

Control each of the nine men with all the real baseball options, steal, hit and run, and bunt. Keypad activates man when you move on defense. When on defense, disc is used to move activated player, as well as select the type of pitch. On offense the batter and runners are moved around the bases using the disc. An automatic umpire decides all action at home plate and on the bases. As a minor detraction, there are no fly balls.

Everything must be thrown to a base for a putout. Quick reflexes, sound strategy and a real good baseball sense are all necessary for a nine-inning win.

## MATH FUN

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$17.95**

**Category: Kideo**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Excellent*

*Overall Rating: 7*

Speed and accuracy in solving mathematical problems is the key to helping the gorilla get past the animals that block his path. Keypad selects number of problems and difficulty. When gamer is correct with the answer, the gorilla scoots around the animal in his path. When he's wrong, the gorilla must dive into the water to get past and then must answer another problem correctly to get back on land. There are 18 levels of difficulty. Higher levels provide adults a real challenge also.

## MICROSURGEON

**Imagic**

**Standard Intellivision**

**Suggested Retail Price: \$39.95**

**Category: Miscellaneous**

**Number of Players: 1-2**

*Graphics/Sound Rating: Outstanding*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 9*

Those who always wanted to keep doctor's hours and collect doctor's pay without eight years or more of college, here's the chance. There are 197 different patients who need your specialized microsurgery technique, which is performed by means of a robot probe. Accurate depictions of the brain, heart, lung, liver, kidney, gall bladder, spleen and intestines are included. Robot moves with circulatory and lymphatic systems. To stray outside would be to risk

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# PROGRAMMABLES

attack from white blood cells. There is a patient status chart which will give the patient's number, his overall status, the location of the robot probe within the body and the condition of each area. When the probe's power is used up or the patient dies, the game is over and the point total is given in money earned, depending on how much you improved the condition of the patient. There are three levels of difficulty and game can be played as a team using both controllers.

## NASL SOCCER

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$28.95**

**Category: Sports**

**Number of Players: 2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Excellent*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Excellent*

*Overall Rating: 9*

Scrolling playfield earns high marks for this program. There are four levels of play and an overtime option if the score is tied after regulation time. Buttons control all shooting, passing and goalie movement. Direction disc used to move player under control. Computer controls other players. When one player goes off the screen at one edge, he reappears on the opposite edge, a good thing to remember when trying to pass the ball quickly upfield. Sound effects galore, including the whack of a kick, the referee's whistle, the crowd's roar and a buzzer that sounds to indicate the end of the period.

## NBA BASKETBALL

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$25.65**

**Category: Sports**

**Number of Players: 2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Excellent*

*Overall Rating: 8*

Three-man teams play at any of four speeds. On offense gamer controls player with the ball, on defense usually the player nearest the ball when a change of possession takes place. Keypad is used to pass the ball to a particular area of the court. Computer does its best to get a player to where the pass is headed. Two types of shots are available off the keypad; jump and set. The latter is more accurate, but also harder to get off. There is also a block key. Side buttons aren't used. Disc controls player movement. Sound effects are the bouncing of the ball, the hitting of the ball on the rim, whistles, buzzers and crowd cheers. High percentage penalty for outside gunning.

## NFL FOOTBALL

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$32.95**

**Category: Sports**

**Number of Players: 2**

*Graphics/Sound Rating: Outstanding*

*Play-Action Rating: Excellent*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Excellent*

*Overall Rating: 9*

Combines strategy with almost arcade-like reflex moves. There are four levels of play. Each team has five players. On offense gamer controls the quarterback, unless he passes, at which time he will take over control of the intended receiver. There are nine formations on offense and on defense. On the defensive alignments, the player that the gamer controls is marked in the playbook. There are 15 minutes to each quarter. Crowd cheers mingle with referee's whistle, hikes, guns and even a rousing *Charge!* at the start of each half. Hike, kick, and pass by using the side buttons, while the direction disc is used to move the the player under control.

## NHL HOCKEY

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$28.95**

**Category: Sports**

**Number of Players: 2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Good*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Good*

*Overall Rating: 7*

Would have been better with a scrolling screen like *NASL Soccer*. One set of buttons controls shooting, one passing. There are four speeds. On offense, player with puck is controlled by player, others by computer. On defense player controls captain. Disc controls player movement. Referee won't be seen on the screen, but try tripping your opponent and you'll likely hear his whistle and be banished to the penalty box. There are three skaters and a goalie per side. Goalie is computer-controlled.

## NIGHT STALKER

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$39.95**

**Category: Maze**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Good*

*Overall Rating: 7*

Direction disc controls movement of the man who roams the halls of this maze surrounded by danger. There are bats, spiders and robots trying to rid the gamer of five men he is given. Points are awarded for knocking out any of these adversaries. Keypad controls direction of shots. Man can move and shoot, but not at the same time. A second shot can't be attempted until the first hits its target or vanishes from the screen. There are four speeds to select and five different types of robots to deal with. When six shots

have been used from the gun, another must be found -- and quickly.

## PBA BOWLING

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$25.65**

**Category: Sports**

**Number of Players: 1-4**

*Graphics/Sound Rating: Outstanding*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Outstanding*

*Overall Rating: 9*

First of all there is a regular bowling game available or a "make that spare" option. Other options include slickness of alley, weight of ball and left or right hand. Player taps disc to pick up ball. Left hand side buttons of controller position the kegler along the starting line. Lower right button starts an aiming ball going across the lane's spotter marks. When that button is released bowler will begin his approach. Disc is then used to apply the amount of curve needed. Pin action is realistic. Pick-up rotation of ball by looking for the holes as it rolls down the lane. Life-like sound effects include a musical salute for a 200 game or a score of 75 in spares.

## PGA GOLF

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$28.95**

**Category: Sports**

**Number of Players: 1-4**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Excellent*

*Overall Rating: 7*

The same nine-hole course can get boring time after time without variations like different pin and tee placement. Game could also use a close-up of green. Yet graphics carry the load. There are nine clubs to choose from. Disc aims swing, side buttons enable golfer to hook or slice the ball if timing is right. Honor system is used to decide which golfer goes first and player furthest from hole is always up. Bunkers, trees and water hazards make life difficult. Trajectory of shot must clear height of trees or program will begin to sound like a lumberjack convention.

## PITFALL

**Activision**

**Standard Intellivision**

**Suggested Retail Price: \$31.95**

**Category: Adventure**

**Number of Players: 1**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 7*

Not truly an adventure in the traditional sense. Requires more arcade-type skills



than intuition or logic. Obstacles include rolling barrels, scorpions, snakes, holes, quicksand, bottomless pits and crocodiles. Some of these hazards take one of Pitfall Harry's lives, and some only take away points. For those who get far enough, there are treasures to help replace or add to lost points. Disc controls Harry's movement across the screen. Side buttons cause Harry to jump. Hitting the bottom of the disc will allow Harry to release the rope when he swings across the pits and drop safely to Earth.

## REVERSI

Mattel

Standard Intellivision

**Suggested Retail Price: \$22.95**

**Category: Classic Strategy**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Average*

*Solitaire Rating: Good*

*Head-to-Head Rating: Good*

*Overall Rating: 6*

Three skill levels, three game variations and three board sizes add variety to game. Object of game is to cover the board with as many pieces as possible of your color. Game can go until board is filled or to a time limit. Disc controls cursor movement to place pieces at desired locations on the board.

## SEA BATTLE

Mattel

Standard Intellivision

**Suggested Retail Price: \$34.95**

**Category: Combat**

**Number of Players: 2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Good*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Excellent*

*Overall Rating: 9*

Build a fleet with eight different types of boats and try to get one of two types into the opponent's harbor. Fleets of three or less ships navigate the waters and enter battle with opponent's fleets. Dual screen presentation gives view of entire sea playfield and then a close-up of battle scene. Each ship has different strengths and weaknesses. Side buttons used to aim and fire guns. Disc guides ships and keypad is used to form fleets, engage battles or retreat. Player can lay mines, sweep mines or run aground. Fast moving strategy game.

## SNAFU

Mattel

Standard Intellivision

**Suggested Retail Price: \$32.95**

**Category: Line Building**

**Number of Players: 1-2**

*Graphics/Sound Rating: Outstanding*

*Play-Action Rating: Excellent*

*Solitaire Rating: Good*

*Head-to-Head Rating: Excellent*

*Overall Rating: 9*

There are two types of games, bite and trap, and both have enough variations to create 16 different types of play. Keypad is used to select variation and then disc controls direction of trails or serpents. At any one of the four speeds, the trap games have as an object, running the opponent into the side of the playfield or into another trail. The variations include whether there is diagonal movement possible, whether there are any other obstacles on the screen and whether a trail disappears after getting hit. In the bite game, each player controls a serpent which tries to eat up the other. Music background is a real plus.

## SPACE ARMADA

Mattel

Standard Intellivision

**Suggested Retail Price: \$32.95**

**Category: Target**

**Number of Players: 1**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 7*

Standard *Space Invaders* game. Gamer is given four rows of monsters, six laser guns and three bunkers. Game can be played in game or practice mode with all four buttons of firing and the control button used to guide horizontal movement at bottom of screen. Targets have increased point values at each level. At the higher levels the attackers are given more powerful types of ammunition and start the wave from a lower portion of the screen. Hitting the flying saucer that moves across the top of the screen will restore the most damaged bunkers and give a point total between 1 and 32 times the number level of play at the time of the hit.

## SPACE BATTLE

Mattel

Intellivision Standard

**Suggested Retail Price: \$32.95**

**Category: Target**

**Number of Players: 1-2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 8*

One of the first dual-screen games and still a solid program. Gamer must use three squadrons to protect the mother ship from five alien squads at any of four skill levels. When game begins the radar screen is shown with the mother ship in the middle. Alien forces are shown closing in, but the gamer must decide which alien group to attack first and send a squadron out to meet it. From radar, the keypad can be switched to a command screen view from one of the squadron's ships. If more than one battle is taking place at a time, the computer will fight one battle for you, probably at great loss. Buttons are used to fire lasers and direction disc controls aim. Ships are sent into battle, assigned or returned to ship by keypad.

# PROGRAMMABLES

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## SPACE HAWK

Mattel

Standard Intellivision

**Suggested Retail Price: \$39.95**

**Category: Scrolling Shoot-Out**

**Number of Players: 1-2**

*Graphics/Sound Rating: Fair*

*Play-Action Rating: Average*

*Solitaire Rating: Good*

*Head-to-Head Rating: Average*

*Overall Rating: 5*

Another space target shoot-out with bubbles, hawks and comets as targets, at any one of six levels and at four different speeds. One novel idea is that gamer controls a person in space rather than a rather impersonal ship. Keypad chooses auto-fire or single-shot mode, drift or direct drive, smooth or quick aiming and hyperspace. Top button fires ray gun and bottom provides rocket thrust. Direction disc aims hunter.

## SPACE SPARTANS

Mattel

Standard Intellivision

**Suggested Retail Price: \$43.95**

**Category: Scrolling Shoot-Out**

**Number of Players: 1**

*Graphics/Sound Rating: Outstanding\**

*Play-Action Rating: Outstanding*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 9*



# PROGRAMMABLES

*\*Uses Intellivoice*

Easily the most complex game in space. A listing of the ship's systems will give clues, battle computer, impulse drive, shields, tracking computer, hyperdrive, etc. Keypad can also be used to get condition of all systems, report on energy level and the number of aliens present in your ship's sector, repair systems, and change from a sector grid to a battle view. Included are four voices; a male voice of the central computer, a female voice as the ship's computer, a robot voice as the starbase computer and the alien commander's voice declaring an end to the battle. Gamer must protect his starbase, eliminate aliens and capture alien starbase.

## STAMPEDE

Activision

Standard Intellivision

**Suggested Retail Price: \$23.95**

**Category: Scrolling Shoot-Out**

**Number of Players: 1**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 7*

To round up and rope four types of cattle is the aim of this cowpoke. He is allowed to let only three critters get past him before the game is over. All except the Black Angus run in the same direction as the cowboy and can be rounded up quite effectively. The Angus' don't move, so they come across the screen quite fast and must be roped. Roping is done by hitting the side buttons, and the cowboy's horse is moved up and down the screen by means of the direction disc. Rounding up is done by nudging the animals with the horse and hitting the side buttons. Points are awarded for roping.

## STAR STRIKE

Mattel

Standard Intellivision

**Suggested Retail Price: \$39.95**

**Category: Scrolling Shoot-Out**

**Number of Players: 1**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Excellent*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 9*

Based loosely upon Luke Skywalker's heroic mission in "Star Wars," gamer must fly his ship through the trench in an alien launch station and successfully bomb all five red targets in that trench. At the same time he must dodge fire from alien ships behind him and blast those ahead of him. Each hit the ship takes damages some feature of its arsenal. Radar beeps let gamer know of approaching target, but damage to ship could wipe out radar. Shadow under the ship gives game added three-dimensional flavor and lets gamer know his approximate altitude. One detractor is that if you don't get all five targets or you crash, your point total is zero.

## SUB HUNT

Mattel

Standard Intellivision

**Suggested Retail Price: \$32.95**

**Category: Combat**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Good*

*Overall Rating: 7*

As the commander of four submarines, the object here is to sink six convoys of six ships apiece before they can reach their home port and attack yours, or before they can sink your submarines. There really are three screens that work here. One is a long-range screen that shows each submarine and a single dot to represent the convoy. When close enough for an attack, battle stations are sounded and a more detailed screen appears. On both screens the top third is taken up by a view of things through a periscope and gauges for speed, depth, direction and torpedoes loaded. Keypad controls speed, depth, sonar and some movement of subs. Direction disc controls rudder. Top side buttons are for firing and bottom buttons reverse engines.

## TENNIS

Mattel

Standard Intellivision

**Suggested Retail Price: \$28.95**

**Category: Sports**

**Number of Players: 2**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Good*

*Solitaire Rating: Not Applicable*

*Head-to-Head Rating: Excellent*

*Overall Rating: 7*

A more detailed recreation of the net sport would be hard to imagine, yet this entry suffers from being a bit too difficult to master even on the lower levels of play. Also, the playfield needs to be a bit smaller as it isn't uncommon for the players to leave the screen almost entirely, making it even more difficult to line up the shot. After using the keypad to select difficulty of play, the pad is only used to select the area of serve. Strokes, and there are two varieties, are made with side buttons. Program keeps track of score, even to the point of a tie breaker and crowd in background moves its head from side-to-side to follow the ball.

## TRIPLE ACTION

Mattel

Standard Intellivision

**Suggested Retail Price: \$28.95**

**Category: Combat/Racing**

**Number of Players: 1-2**

*Graphics/Sound Rating: Fair*

*Play-Action Rating: Fair*

*Solitaire Rating: Fair*

*Head-to-Head Rating: Average*

*Overall Rating: 3*

Contains three games, *Battle Tanks*, *Car Racing* and *Biplanes*. In all three games the

disc controls direction of movement. Top side buttons either fire gun or accelerate depending on the game chosen. Bottom buttons move tank or plane or brake the car. *Battle Tanks* features four different types of shells and a never-changing battlefield. *Car Racing* can be solo or side-by-side. The object is to get 100 miles in the shortest possible time on a two-lane road, with all the idiot drivers in the world in your path. *Biplane* has an object of scoring 15 points first, by either shooting down your opponent's plane or scoring a hit on the balloon on the screen.

## TRON DEADLY DISCS

Mattel

Standard Intellivision

**Suggested Retail Price: \$32.95**

**Category: Combat**

**Number of Players: 1**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Good*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Not Applicable*

*Overall Rating: 7*

Game features Tron against the warrior attackers. Keypad is used to switch from move to block modes and back again, and also acts as a direction pad for firing the discs. Side buttons aren't used. Four levels of play available. Tron can take three hits for each wave of warriors. Warriors are destroyed with one hit, but come back every 10 seconds. To get a new life for Tron you must wipe out the warriors in 10 seconds. Three other foes are bulldogs, leaders and guards. Each is more difficult to destroy, but worth more points when Tron succeeds. There is also the dangerous recognizer that Tron destroys with yellow discs. Nice feature enables Tron to call disc back to his hand quickly, once he sees that a shot will be off target.

## U.S. SKI TEAM SKIING

Mattel

Standard Intellivision

**Suggested Retail Price: \$32.95**

**Category: Sports**

**Number of Players: 1-6**

*Graphics/Sound Rating: Excellent*

*Play-Action Rating: Good*

*Solitaire Rating: Excellent*

*Head-to-Head Rating: Excellent*

*Overall Rating: 7*

There are 15 different levels of competition on two ski courses. Upper action buttons are for the edge feature, which allows skiers to make sharper turns. Lower action buttons jump moguls. Direction disc is utilized to turn the skier clockwise or counterclockwise. Downhill and slalom are the two courses, with the latter being the most difficult. Each skier gets three heats to post the fastest time. Memorizing the course here is crucial. There is the whoosh sound of getting down the hill fast, along with the thumps of falling in the snow, the crashes of hitting a tree and the boing of hitting a flag.



## PROGRAMMABLES

### **UTOPIA**

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$39.95**

**Category: Adventure**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Excellent*

*Solitaire Rating: Good*

*Head-to-Head Rating: Excellent*

*Overall Rating: 8*

Player wins this outing by making the inhabitants of the island Utopia as happy and contented as possible. There are only two islands on the screen, so head-to-head play is the best way to go. Each player gets gold

bars to buy forts, factories, acres of crops, schools, hospitals, housing projects, PT boats and fishing boats. There are several hazards in the game, like your opponent's rebel soldiers, rain, tropical storms and pirate ships. Direction disc controls cursor and boats. Side buttons provide running total of points and population.

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### **WORD FUN**

**Mattel**

**Standard Intellivision**

**Suggested Retail Price: \$17.95**

**Category: Kideo**

**Number of Players: 1-2**

*Graphics/Sound Rating: Good*

*Play-Action Rating: Good*

*Solitaire Rating: Good*

*Head-to-Head Rating: Excellent*

*Overall Rating: 7*

Helps teach children how to put together letters to form words. There are four levels of play in each of the three game variations; *Crosswords*, *Word Hunt* and *Word Rockets*. *Crosswords* is a scrabble in miniature. *Word Hunt* features monkeys capturing letters to form words while racing against another person or against time. *Word Rockets* shoots vowels between two consonants to complete words. First to complete 50 words wins. Entertaining for both young and old.

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TODAY'S

# VIDEOGAME SYSTEMS

## An Overview of the Six Most Popular Machines

By THE EDITORS OF ELECTRONIC GAMES

Technological innovation has become the rule rather than the exception in the dozen years since Magnavox unveiled the first programmable system for playing games using a television screen. A breakthrough in its day, the Odyssey unit appears crude by modern standards, because the industry has made the transition to computer-like game-playing machines in virtually nothing flat.

The units that dominate videogaming in 1983 can be divided into three general categories: standard systems, senior systems and third-wave systems. The main criteria for establishing these divisions are the amount of resident memory (as measured in units called "bytes"), graphics resolution and the amount of screen RAM (used for moving objects around on the display). The senior programmables have more than all three of the standard machines, and the third-wave systems exceed the senior set-ups.

That said, let's go on to discuss each of the six machines for which there are software listings in this premiere edition of the *Electronic Games Software Encyclopedia*.

The Atari 2600, sometimes known as the VCS (Video Computer System), is the most widely distributed home arcade machine in the world. More people own this standard programmable than all other makes combined. Though it is far from the most sophisticated game-player on the market, the 2600 holds its position of dominance primarily due to its enormous library of software. Thanks to the influx of independent publishers, the owner of an Atari 2600 (or the compatible Sears Tele-Arcade) can choose from among hundreds of cartridges of every possible description.

The games for the 2600 are characterized by low resolution graphics, a small number of simultaneously-moving objects on the screen and excellent play-action. The system comes equipped with detachable joysticks and paddles, and there are at least three other special-purpose controllers obtainable from Atari, so it is usually possible for

a designer to match a program with the command device most suitable for it.

The Odyssey<sup>2</sup> is, like the Atari 2600, a standard programmable. Its console sports non-detachable joysticks and a monoplane keyboard. The latter is employed in selecting the desired game variation, making use of the "high-score" capability of some O<sup>2</sup> cartridges like *UFO* and the board-game/video game hybrids of the *Master Strategy Series*.

The Voice of Odyssey's speech synthesis module is a peripheral that enables some cartridges for this machine to become very chatty, indeed. The voice games are playable without the add-on, but obviously, they're more fun with it.

An updated version of the system, dubbed the Odyssey<sup>3</sup>, will enter national distribution this summer. All cartridges designed for the O<sup>2</sup> will operate properly in the updated model and vice versa. Among the advantages of the new system are its real keyboard, its ability to be connected via a modem to services such as CompuServe and The Source, it incorporates a newly-designed joystick that's easier for lefties to wield, and makes use of a small voice module that's able to send the sound through the television's speaker.

The Astrocade began its existence as the Bally Professional Arcade back in 1977, but it is very much up-to-date in most ways. Astrocade, Inc., took over production of hardware and software nearly two years ago, but the new owners haven't yet restored the brand to full, robust health.

Still, Astrocade marketed several excellent new cartridges in 1982 and hopes to further increase the size of the game library in the current year. Also on tap is a keyboard which, when used in conjunction with the *Astro BASIC* programming cartridge, gives the unit many of the capabilities of a personal computer.

The second-most-popular videogame system is the Intellivision, introduced by Mattel as a senior programmable in 1980. The Intellivision impresses

just about everyone with its exceptional graphics, though poky play-action is a defect in the eyes of many.

The controllers are, at once, both a strength and a weakness. The keypad portion allows for a more sophisticated approach to player input, but the direction disk makes on-screen objects hard to control in games that require sudden sharp turns. On the other hand, the Intellivision sports library is second to none in quality. The adventure game line, beginning with *Advanced Dungeons & Dragons*, also shows considerable promise.

Currently, Mattel is manufacturing a revamped version of the Intellivision called the "Intellivision II". It is fully compatible with the original device, though improvements in technology make it possible for Mattel to offer the II at a far lower retail price than the first Intellivision.

The Intellivision is one of only two systems for which there is a speech synthesis unit. The company is presently rolling out a line of cartridges that take advantage of the Intellivision's ability to mimic human speech.

The "third-wave" videogames are, in effect, a bridge between the videogame as we know it today and the computer-oriented home gaming center many of us will own tomorrow. Both Coleco's ColecoVision and Atari's 5200 are essentially computers without keyboards as they now stand.

The ColecoVision, which made its debut during late 1982, is the current odds-on choice to emerge as the most popular videogame of the mid-1980's. The installed base of ownership has already passed 600,000 and could easily be three times that size by the time 1983's Christmas season rolls around.

Software for the ColecoVision is still a trifle skimpy. There are fewer than a dozen cartridges on the market, and it will be at least a few more months before games produced by third-party manufacturers will start appearing in appreciable num-

bers. The current line-up heavily emphasizes home translations of coin-op games, although the new schedule of upcoming cartridges encompasses sports and adventure contests as well.

Modules are very important in the ColecoVision scheme of things. The first three are: an emulator that allows play of cartridges designed for use on the Atari 2600, a steering wheel and gas pedal controller for *Turbo*, and a memory expansion. Forthcoming modules include an emulator for the Intellivision and an outfit that turns the present ColecoVision into a powerful microcomputer for a total outlay of less than \$400.

The avowed purpose of the Atari 5200 is to present arcade-quality videogames on the family television set. The first batch of cartridges includes home editions of such coin-op winners as *Space Invaders*, *Missile Command*, *Galaxian*, *Defender* and *Centipede*. The line will soon be broadened with sports and, probably, adventure titles, and more than one independent software publisher has expressed interest in producing software for it in the future.

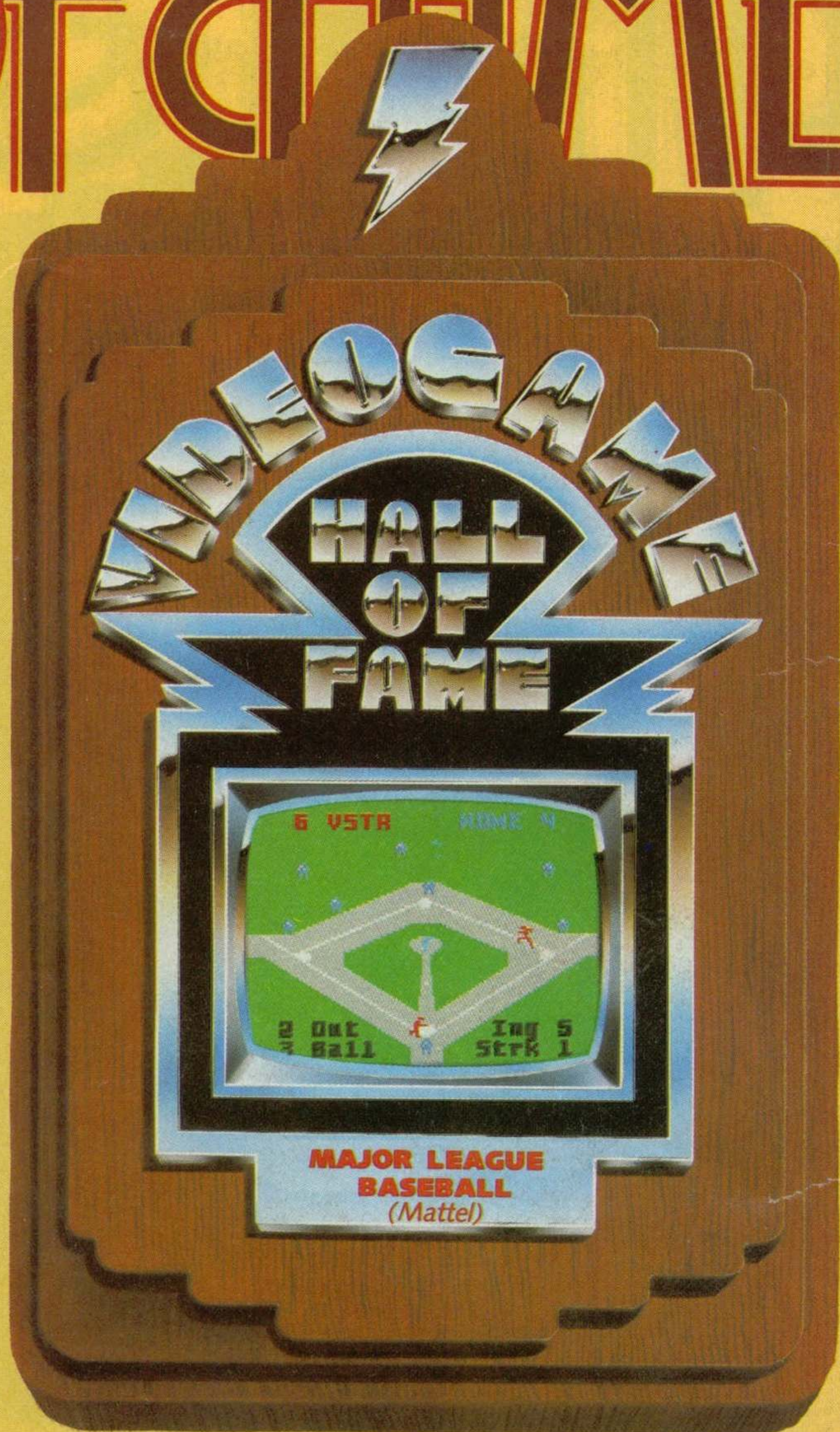
Non-compatibility is the biggest rap against this system, which generally sells for \$210-\$230 (about \$30 more than ColecoVision on the average). This even includes things such as joysticks and the "TV/Game" switch box which the owner must affix to the side of the TV set. This means that multiple system gamers will end up having such gizmos stuck to the sides of their TVs, a messy and unfortunate state of affairs.

On the up side, the 5200's games are at least on the level of those playable on the leading microcomputers. They all feature excellent visuals and fluid play-action, marred only by the lack of precision of the Atari 5200 joystick.

Promised modules will greatly extend the range of the 5200. The first one definitely planned is an emulator that permits 5200 systems to play cartridges designed for the 2600.



# OF FAME



## Major League Baseball (Mattel)

**Major League Baseball** has been widely acclaimed as the finest videogame sports cartridge ever produced, and rightly so. No other program for a programmable home arcade system — or for the current generation of microcomputers for that matter — so successfully captures the essence of the National Pastime.

Every important phase of real-life baseball is reflected in this stunning design. Gamers have come to expect a detailed pitching routine in electronic baseball games, but the inclusion of finely detailed fielding, running and hitting in the same cartridge is a feat no other simulator of sporting events has yet proved able to top.

And then there is the eye-popping graphic treatment. *Major League Baseball* broke exciting new ground with its high-resolution visuals when it first reached market as one of the original cartridge releases for the then-new Intellivision system. It has rarely, if ever, been surpassed since. That's quite a feat in a field in which technology seems to make breakthroughs once an hour.

*Major League Baseball* belongs in the Videogame Hall of Fame because it is, quite simply, the best of its type. Play ball!



# MATTEL

## SUPER GRAPHICS GALORE



### MATTEL'S MODULAR HARDWARE

Mattel announced the Intellivision, amid a flood of publicity in 1981, as the harbinger of the world of home computers to come. It was projected as a modular system that would begin with the videogame-oriented Master Component and then, through the addition of various modules, be expandable into a full-fledged computer. The catalog was bristling with promise, but this ambitious plan somehow never got untracked. Only the Master Component has entered into national distribution.

The

keyboard has been mined in test market for a couple of years, and only an optimist would expect to see it soon.

Does that make the Intellivision a failure? Not to the more than two million videogamers who own Master Components. They're too busy having fun with the system's rapidly expanding software collection to worry much about a computer that probably would've been something less than state-of-the-art by the time it all came to market, anyway.

The Intellivision as it stands is a senior programmable videogame system. It has high-resolution graphics, roughly 8K of resident memory, and significantly more screen RAM (used to move objects around the playfield). In plain English, this means that the images in an Intellivision game look better than those in a standard system cartridge, and more items can be in motion simultaneously than is possible with hardware possessing less screen RAM.

So far, so good. The hitch is that movement speed is somewhat slower in Intellivision games than it is in games that mate with other systems. This is barely noticeable in most of the sports simulations, but it is very much a factor in action-oriented contests.

The design of the Intellivision controller magnifies this problem. The command device, hard-wired into the system on coil cords, each have a monoplanar (flat) keypad, a pair of action buttons mounted on each edge and the controversial direction disc. Though the disc certainly has its supporters, many academics find it frustrating to use the disc to steer in games which require rapid changes in direction.

One feature of the Master Component that may come in handy is that cartridges are plugged in on the right side rather than loading from the top. Since the controllers fit into niches that allow them to

system—a speech synthesizer. Usable with a special line of voice cartridges, this device plugs into the console's slot and, in turn, accepts the usual ROM cart.

Instead of just a few beeps and boops, the O<sup>2</sup> voice games will feature actual speech. Although a unit was not available for exhaustive testing for this players guide, a

special demonstration of the unit's capabilities was very impressive. The speech is sharp, clear and easily understandable, which should also greatly enhance play.

The first of the cartridges to utilize the voice synthesizer is K.C.'s Crazy Chase. The game plays without the Voice unit, but obviously, is even better with it.

### INTELLIVISION



lie flush with the top of the console, the Intellivision can be stored on a much skinnier shelf than some of the other machines—and it doesn't need appreciably more "head room" when it's actually in operation.

### SUPERB SPORTS SIMULATIONS

With the exception of professional wrestling, just about every team or individual sport worth mentioning has found its way into the Intellivision

cartridge lineup. No videogaming system—or home computer, for that matter—at any price offers sports cartridges in such quality and quantity.

Some (of the many) superior cartridges include:

**Major League Baseball.** Two managers can match wits in the most comprehensive baseball action game ever created. Pitching and batting are satisfyingly detailed, and no electronic version of the national pastime has a more

fully realized fielding component. Keypad input allows for individual control of every fielder on all plays.

**NFL Football.** The only possible rap against this one is that it is such a realistic simulation of gridiron thrills that it may be too complex for those who aren't fairly knowledgeable about the real-life sport. The selection of available formations and plays is awesome.

**USAC Auto Racing.** This is a rarity among the sports games in that it can be played solitaire as well as head-to-head. Multiple courses of varying difficulty as well as a choice of cars makes it easy to pick a variation that's appropriate to the player's skill level.

**NASL Soccer.** Although there are only three men from each team on the screen at a time, the scrolling playfield permits realistic play-making and passing since you can boot the ball to off-screen teammates.

**NBA Basketball.** This is easily the best hoop cartridge available today. Clever use of the overlays makes it simple to work the ball around the court and set up a high-percentage shot.

### NON-SPORTS SOFTWARE

It would be a gross oversimplification to say that the only good Intellivision cartridges are the sports games. While the systems' software designers haven't fared quite

### INJOY-A-STICK

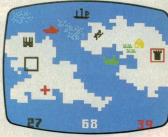


as well with action games, there are a few well worth considering. A recent development which has improved the situation is that cartridges from independent publishers are now reaching stores for the first time, expanding the selection of titles.

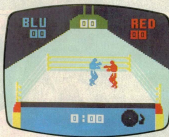
Some of the most exciting titles (manufacturers' names in parentheses) are:

**Space Battle (Mattel).** This interstellar combat game combines tactics and strategy by offering two distinct playfields. In this solitaire game, the commander dispatches three squadrons of deal with enemy fleets streaking toward his mother ship. When the rival forces meet in space, switching to the battle display allows the player to take command of a space fighter and lead the menace personally.

**Night Stalker (Mattel).** This is an intriguing maze-shoot-out that is only slightly marred by an inappropriate control scheme. You must use all your



UTOPIA



BOXING



ROYAL DEALER



wits to avoid the increasingly deadly robot attackers.

**Demon Attack** (*Imagic*). In many ways this can be considered a deluxe edition of the game that won the hearts of VCS players across the country. Slick graphics highlight this fast-moving invasion-style game.

**Armor Battle** (*Mattel*). Forget all previous tank combat games, this is the one. Each team has two armored vehicles and can switch back and forth between them at will. The terrain, seen in overhead perspective, is both varied and detailed.

## WORDS TO PLAY BY

Voice modules are turning up all over, but Intellivision has the distinct advantage of being the first out of the gate. Their Intellivoice module plugs directly into the cartridge slot of the Master Component and special, non-compatible voice videogames are, in turn, slipped into the voice module.

The earliest releases for this new line include **Space Spartans**, a jazzed-up, revamped version of the early classic **Space Battle**, complete with words to live by from command center—male and female voices alternating, but randomly—giving constant updates on bases and on-board equipment, and **B-17 Bomber**.

## COPING WITH INTELLIVISION CONTROLLERS

While hailed as a great innovation at the time of their introduction, the Intellivision hybrid keypad/disc controller has proven something of a lemon in gaming circles. Especially when engaged in fast action, arcade-type contests, the disc proves both clumsy *and* painful to manipulate.

In answer to the growing need for a joystick-type adaptor, several bright-eyed inventors have developed ways around the problem. Video Product Sales, for example, has the Injoy-A-Stick, essentially a replacement disc for the controller with a joystick-like shaft attached. Fans of knob-type joysticks, however, might prefer the Skil-Stik from C & T Creations of Providence, RI.