

# 1984 SOFTWARE ENCYCLOPEDIA

FROM THE PUBLISHERS OF  
**electronic  
GAMES**

## NUMBER 2

# 2<sup>ND</sup> ANNUAL EDITION

★ REVISED  
★ EXPANDED  
★ UPDATED

**\$3.95**

OVER  
**900**

## DESCRIPTIONS AND RATINGS OF VIDEO AND COMPUTER GAMES

# INSIDE INFO SALESPEOPLE WON'T TELL YOU!



70989 37862

A shopping cart filled with video game boxes, set against a background of repeating computer brand names like Apple, Atari, Commodore, and Intellivision. The text "INSIDE INFO SALESPEOPLE WON'T TELL YOU!" is prominently displayed in the upper right. The background is a repeating pattern of computer brand names in various colors (black, red, white) on a dark background. The shopping cart is a standard metal wire cart with a red handle and black wheels. It is filled with several video game boxes, including titles like "The Last of the Mohicans" and "The Last of the Romans". The overall theme is about uncovering hidden information about video games and computers.



# PROGRAMMABLES/INTELLIVISION

while re-stocking others.

Cities that produce raw materials need food to make more goods; machinery producers need both food and raw materials. Laser fuel cities need food, energy, and raw materials — and since they supply the ammunition players need, they must be kept up and running.

While inside the city, the player must beware of two "spies," depicted as hammer-and-sickles. If they touch Uncle Sam, the city converts to a Communist base, and must be destroyed quickly to avert a devastating missile attack.

**ZAXXON**  
ColecoVision  
Coleco

**Category:** Scrolling Shoot-out  
**Controller Type:** Joystick  
**Number of Players:** 1-2  
**Suggested Retail Price:** \$59.95

*Audio Rating:* Outstanding  
*Graphics Rating:* Outstanding  
*Play-Action Rating:* Outstanding  
*Solitaire Rating:* Outstanding  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 10

With its diagonally-oriented playfields, Zaxxon provides the player with a more realistic simulation of movement in three-dimensional space than any other home videogame. The player must use a supersonic fighter to launch a straf-

ing attack against two sky fortresses. These mighty installations are located in deep space in an area patrolled heavily by alien warbirds, so the arcader will also have to survive a futuristic dogfight (which falls between the two sky fortress scenarios) before coming to grips with the giant robot Zaxxon itself.

Those who found it difficult to learn the steering control scheme on the Sega coin-op will find the easiest of the cartridge's four skill levels ideal for practice. The harder levels introduce more distractions designed to keep the player from just bringing the plane down to the deck level of the fortress unmolested. Dangers include homing missiles, rival rockets and the hemispherical robots.

# INTELLIVISION

## ABPA BACKGAMMON

**Mattel**  
**Intellivision**  
**Category:** Classic Strategy  
**Controller Type:** Joystick/Keypad  
**Number of Players:** 1-2  
**Suggested Retail Price:** \$22.95  
*Audio Rating:* Good  
*Graphics Rating:* Good  
*Play-Action Rating:* Good  
*Solitaire Rating:* Good  
*Head-to-Head Rating:* Good  
*Overall Rating:* 5

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**  
**Intellivision**  
**Category:** Adventure  
**Controller Type:** Joystick/Keypad  
**Number of Players:** 1-2  
**Suggested Retail Price:** \$49.95  
*Audio Rating:* Good  
*Graphics Rating:* Good  
*Play-Action Rating:* Good  
*Solitaire Rating:* Excellent  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 7

Gamer controls three 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**  
**Intellivision**  
**Category:** Combat  
**Controller Type:** Joystick/Keypad  
**Number of Players:** 2  
**Suggested Retail Price:** \$29.95  
*Audio Rating:* Fair  
*Graphics Rating:* Excellent  
*Play-Action Rating:* Excellent  
*Solitaire Rating:* Not Applicable  
*Head-to-Head Rating:* Excellent  
*Overall Rating:* 6

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 set 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**  
**Intellivision**  
**Category:** Target  
**Controller Type:** Joystick/Keypad  
**Number of Players:** 1  
**Suggested Retail Price:** \$32.95  
*Audio Rating:* Poor  
*Graphics Rating:* Fair  
*Play-Action Rating:* Good  
*Solitaire Rating:* Good  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 4

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 without hitting the side buttons. There is also a hyperspace method of avoiding guided missiles.

## ATLANTIS

**Imagic**  
**Intellivision**  
**Category:** Invasion  
**Controller Type:** Joystick/Keypad  
**Number of Players:** 1-2  
**Suggested Retail Price:** \$39.95  
*Audio Rating:* Outstanding  
*Graphics Rating:* Outstanding  
*Play-Action Rating:* Outstanding  
*Solitaire Rating:* Outstanding  
*Head-to-Head Rating:* Not Applicable  
*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 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 also used to fire when saucer is launched.

## AUTO RACING

**Mattel**  
**Intellivision**  
**Category:** Sports  
**Controller Type:** Joystick/Keypad  
**Number of Players:** 1-2  
**Suggested Retail Price:** \$25.65  
*Audio Rating:* Good  
*Graphics Rating:* Excellent  
*Play-Action Rating:* Excellent  
*Solitaire Rating:* Excellent



# PROGRAMMABLES/INTELLIVISION

*Head-to-Head Rating:* Poor  
*Overall Rating:* 6

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

Intellivision

**Category:** Scrolling Shoot-Out

**Controller Type:** Joystick/Keypad

**Number of Players:** 1

**Suggested Retail Price:** \$43.95

*Audio Rating:* Excellent\*

*Graphics 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 plane or see the view from the cockpit with readings in pitch, altitude and velocity. There is even a navigator's view. Bandits appear to shoot down gamer's plane. Gamer is alerted by voice telling location of bandits.

## BEAMRIDER

Activision

Intellivision

**Category:** SF/Grid/Combat/Target

**Number of Players:** 1

**Controller Type:** Joystick

**Suggested Retail Price:** \$34.95

*Audio Rating:* Outstanding

*Graphics Rating:* Outstanding

*Play-Action Rating:* Outstanding

*Solitaire Rating:* Outstanding

*Head-to-Head Rating:* Not Applicable

*Overall Rating:* 10

Players maneuver a fighter craft tipped with a whirling, arc-like phaser cannon from beam to beam across this science-fictional master-matrix, defending against all manner of incoming alien weaponry.

From the moment the blast shield whooshes open, it's pulse-pounding action all the way with gamers able to fire both short range and, in limited number, distance weapons capable of igniting along the far horizon line, along which travels the alien mothership which berths all those pesky smaller ships.

## BEAUTY & THE BEAST

Imagic

Intellivision

**Category:** Climbing

**Controller Type:** Joystick/Keypad

**Number of Players:** 1

**Suggested Retail Price:** \$39.95

*Audio Rating:* Excellent

*Graphics Rating:* Excellent

*Play-Action Rating:* Excellent

*Solitaire Rating:* Excellent

*Head-to-Head Rating:* Not Applicable

*Overall Rating:* 8

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 scales building by watching for windows to open and climbing through them to get to the next level. When he reaches Hank and Mabel they both go higher and 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.

## BLOCKADE RUNNER

Interplay

Intellivision

**Category:** Space Dogfight

**Number of Players:** 1

**Controller Type:** Joystick

**Suggested Retail Price:** \$29.95

*Audio Rating:* Poor

*Graphics Rating:* Poor

*Play-Action Rating:* Fair

*Solitaire Rating:* Fair

*Head-to-Head Rating:* Not Applicable

*Overall Rating:* 4

*Blockade Runner* is an overly-familiar first-person perspective space battle videogame in which players line up oncoming enemy projectiles through the front window of their craft. Modeled on *Star Raider*-type games, this contest lacks the depth of texture and strategic elements that make this type of game enjoyable.

## BOMB SQUAD

Mattel

Intellivision

**Category:** Adventure

**Controller Type:** Joystick/Keypad

**Number of Players:** 1

**Suggested Retail Price:** \$43.95

*Audio Rating:* Outstanding\*

*Graphics 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

Intellivision

**Category:** Sports

**Controller Type:** Joystick/Keypad

**Number of Players:** 2

**Suggested Retail Price:** \$32.95

*Audio Rating:* Fair

*Graphics 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 aren't used. Knockouts, knockdowns, and a computer referee to keep track of the points are all features. Program provides most of the sound effects heard at ringside.

## BUMP 'N' JUMP

Mattel

Intellivision

**Category:** Driving/Jumping

**Number of Players:** 1

**Controller Type:** Joystick

**Suggested Retail Price:** \$29.95

*Audio Rating:* Excellent

*Graphics Rating:* Excellent

*Play-Action Rating:* Outstanding

*Solitaire Rating:* Outstanding

*Head-to-Head Rating:* Not Applicable

*Overall Rating:* 9

In this contest, not only are points scored for passing other cars on a track viewed from above, but the *real* numbers start piling up once the gamer gets the hang of vaulting waterways, arcing onto bridges, smashing fellow autos into the jagged retaining walls and flat-out landing on them.

Thrills, chills, spills — a Keystone Cops of a videogame full of side-splitting action if the theme doesn't disturb you.

## CARNIVAL

Coleco

Intellivision

**Category:** Target

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$30.00

*Audio Rating:* Good

*Graphics Rating:* Good

*Play-Action Rating:* Good

*Solitaire Rating:* Good

*Head-to-Head Rating:* Not Applicable

*Overall Rating:* 6

All the classic elements of a country fair shoutout. 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.



# PROGRAMMABLES/INTELLIVISION

## CHECKERS

Mattel  
Intellivision  
Category: Classic Strategy  
Controller Type: Joystick/Keypad  
Number of Players: 1-2  
Suggested Retail Price: \$17.95  
Audio Rating: Fair  
Graphics Rating: Fair  
Play-Action Rating: Fair  
Solitaire Rating: Good  
Head-to-Head Rating: Good  
Overall Rating: 5

There are five different options depending on whether gamer is playing against computer, at which skill level, who moves first or if playing against a human opponent. Disc controls direction of 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  
Intellivision  
Category: Invasion  
Controller Type: Joystick/Keypad  
Number of Players: 1-2  
Suggested Retail Price: \$39.95  
Audio Rating: Outstanding  
Graphics Rating: Outstanding  
Play-Action Rating: Outstanding  
Solitaire Rating: Outstanding  
Head-to-Head Rating: Not Applicable  
Overall Rating: 9

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 window of vulnerability and into the core of a pandemonium to destroy the ship. When that happens ship returns to moon and prepares for next attack. Music played during trips and at game's end adds to overall package.

## DONKEY KONG

Coleco  
Intellivision  
Category: Climbing  
Controller Type: Joystick/Keypad  
Number of Players: 1-2  
Suggested Retail Price: \$30.00  
Audio Rating: Fair  
Graphics Rating: Fair  
Play-Action Rating: Good  
Solitaire Rating: Good  
Head-to-Head Rating: Not Applicable  
Overall Rating: 5

Patterned after the successful arcade classic, Mario is trying to save his girlfriend 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 girlfriend's that he can retrieve for bonus points. Three Marios aren't much against this monkey's arsenal.

## DRACULA

Imagic  
Intellivision  
Category: Horror/Simulation/Horizontally-Scrolling/Task-Completion  
Number of Players: 1  
Controller Type: Joystick  
Suggested Retail Price: \$34.95  
Audio Rating: Excellent  
Graphics Rating: Outstanding  
Play-Action Rating: Outstanding  
Solitaire Rating: Outstanding  
Head-to-Head Rating: Not Applicable  
Overall Rating: 9

The gamer is cast here as the legendary Vlad Tepes, aka, Count Dracula, stalking the streets of London in search of victims! The game begins with the ominous sound of Bach and the rising of the full moon! A casket opens and a large, black bat flies from it out of the graveyard and into the street, where a marvelous metamorphosis, from bat to vampire, occurs!

As the Lord of the Undead, you must prowls the streets, searching for victims. Catch an unwary traveler in the night, put the bite on them and, pop! — they disappear, with their point value appearing in their place to avoid unnecessary grue. Dracula may also lure victims from their homes by watching the darkened windows for peeping eyes! Just like the real Dracula, however, this computerized caped bloodsucker cannot enter a house uninvited, and must first knock to gain admittance!

Vlad is not without adversaries, however, including a huge wolf (?) who inexplicably "hounds" the vampire in his man-form while a monstrous vulture pursues him in bat-guise. Then there are the stake-wielding bobbies to contend with!

Not for the overly-squemish, perhaps, but plenty of fun!

## DRAGONFIRE

Imagic  
Intellivision  
Category: Adventure/Multi-scenario  
Number of Players: 1-2  
Controller Type: Joystick  
Suggested Retail Price: \$39.95  
Audio Rating: Good  
Graphics Rating: Outstanding  
Play-Action Rating: Excellent  
Solitaire Rating: Excellent  
Head-to-Head Rating: Not Applicable  
Overall Rating: 8

The player takes the role of a young Prince, whose task is to reclaim his ancestral castle and the treasures within, which were stolen by a dragon.

In the first screen, the player runs across the castle drawbridge, ducking arrows hurled by the dragon's henchmen and leaping over obstacles.

Once inside the castle's treasure room, the Prince must collect the various objects scattered throughout the room and bring them safely out the exit door. The dragon lurks at the bottom of the screen, hurling fireballs at the hero.

With each foray into the castle, the dragon becomes progressively angrier, and he develops better aim. The frequency and accuracy of each fireball depend upon the color of the dragon.

## DREADNAUGHT FACTOR

Activision

## Intellivision

Category: SF/Target/Horizontally-Scrolling Shoot-out  
Number of Players: 1  
Controller Type: Joystick  
Suggested Retail Price: \$34.95  
Audio Rating: Excellent  
Graphics Rating: Excellent  
Play-Action Rating: Good  
Solitaire Rating: Good  
Head-to-Head Rating: Not Applicable  
Overall Rating: 6

A strange color scheme somewhat mars an otherwise beautiful space battle videogame in which arcaders pilot pea-sized warships against a behemoth-sized battlestar, attempting to disable its weaponry as it passes over the massive surface.

## FROG BOG

Mattel  
Intellivision  
Category: Miscellaneous  
Controller Type: Joystick/Keypad  
Number of Players: 1-2  
Suggested Retail Price: \$22.95  
Audio Rating: Good  
Graphics Rating: Outstanding  
Play-Action Rating: Good  
Solitaire Rating: Good  
Head-to-Head Rating: Good  
Overall Rating: 5

Two frogs sit upon lilly 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 controls 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.

## HAPPY TRAILS

Activision  
Intellivision  
Category: Puzzle/Mix & Match/Task-Completion/Cute  
Number of Players: 1  
Controller Type: Joystick  
Suggested Retail Price: \$34.95  
Audio Rating: Excellent  
Graphics Rating: Outstanding  
Play-Action Rating: Excellent  
Solitaire Rating: Outstanding  
Head-to-Head Rating: Not Applicable  
Overall Rating: 9

Remember those old puzzles that came in Cracker Jack boxes where there were eight sliding squares to be shifted laboriously into nine vacant slots in order to complete a picture or pattern? That's the idea behind this enchanting videogame puzzle in which players frantically reposition blocks of topography allowing the on-screen protagonist to move smoothly from sector to sector along the juxtaposed trail (which only happens to be littered with sacks of gold).



# PROGRAMMABLES/INTELLIVISION

Each new rack increases the size of the puzzle, as well as the challenge and fun. Highly recommended.

## HE-MAN & THE MASTERS OF THE UNIVERSE

**Mattel**

**Intellivision**

**Category:** Horizontally-Scrolling Shoot-out

**Number of Players:** 1

**Controller Type:** Joystick

**Suggested Retail Price:** \$29.95

**Audio Rating:** Fair

**Graphics Rating:** Good

**Play-Action Rating:** Good

**Solitaire Rating:** Good

**Head-to-Head Rating:** Not Applicable

**Overall Rating:** 5

He-Man, alias Adam, Lord of Castle Greyskull and star of the excellent animated cartoon show of the same name, works out here against the weaponry and minions of his arch-enemy, the none-too-handsome Skeletor. The action consists mostly of zipping laterally back and forth, dodging and destroying fireballs generated by his skull-faced foe.

Much too repetitive to keep players interested long, but the graphics show promise that the game never keeps.

## HORSE RACING

**Mattel**

**Intellivision**

**Category:** Sports

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-6

**Suggested Retail Price:** \$28.95

**Audio Rating:** Excellent

**Graphics Rating:** Excellent

**Play-Action Rating:** Fair

**Solitaire Rating:** Poor

**Head-to-Head Rating:** Fair

**Overall Rating:** 2

Mostly a betting game, 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**

**Intellivision**

**Category:** Gambling

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$15.99

**Audio Rating:** Good

**Graphics 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**

**Intellivision**

**Category:** Gambling

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$17.95

**Audio Rating:** Good

**Graphics/Sound Rating:** Good

**Play-Action Rating:** Good

**Solitaire Rating:** Fair

**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**

**Intellivision**

**Category:** Maze

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$39.95

**Audio Rating:** Good

**Graphics 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 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**

**Intellivision**

**Category:** Sports

**Controller Type:** Joystick/Keypad

**Number of Players:** 2

**Suggested Retail Price:** \$29.99

**Audio Rating:** Good

**Graphics Rating:** Excellent

**Play-Action Rating:** Excellent

**Solitaire Rating:** Not Applicable

**Head-to-Head Rating:** Outstanding

**Overall Rating:** 7

Control all 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 good baseball sense necessary for a nine-inning win.

## MATH FUN

**Mattel**

**Intellivision**

**Category:** Kideo

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$17.95

**Audio Rating:** Good

**Graphics Rating:** Good

**Play-Action Rating:** Good

**Solitaire Rating:** Good

**Head-to-Head Rating:** Excellent

**Overall Rating:** 6

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**

**Intellivision**

**Category:** Miscellaneous

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$39.95

**Audio Rating:** Outstanding

**Graphics Rating:** Outstanding

**Play-Action Rating:** Excellent

**Solitaire Rating:** Excellent

**Head-to-Head Rating:** Not Applicable

**Overall Rating:** 8

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 by means of a robot probe. Accurate depictions of 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 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**



# PROGRAMMABLES/INTELLIVISION

## Intellivision

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 2

Suggested Retail Price: \$28.95

Audio Rating: Good

Graphics Rating: Excellent

Play-Action Rating: Outstanding

Solitaire Rating: Not Applicable

Head-to-Head Rating: Outstanding

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

Intellivision

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 2

Suggested Retail Price: \$25.65

Audio Rating: Excellent

Graphics 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

Intellivision

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 2

Suggested Retail Price: \$32.95

Audio Rating: Outstanding

Graphics Rating: Outstanding

Play-Action Rating: Excellent

Solitaire Rating: Not Applicable

Head-to-Head Rating: Excellent

Overall Rating: 8

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

Intellivision

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 2

Suggested Retail Price: \$28.95

Audio Rating: Excellent

Graphics 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

Intellivision

Category: Maze

Controller Type: Joystick/Keypad

Number of Players: 1-2

Suggested Retail Price: \$39.95

Audio Rating: Good

Graphics Rating: Good

Play-Action Rating: Fair

Solitaire Rating: Good

Head-to-Head Rating: Not Applicable

Overall Rating: 6

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

Intellivision

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 1-4

Suggested Retail Price: \$25.65

Audio Rating: Excellent

Graphics/Sound Rating: Outstanding

Play-Action Rating: Excellent

Solitaire Rating: Excellent

Head-to-Head Rating: Outstanding

Overall Rating: 8

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 75 score in spares.

## PGA GOLF

Mattel

Intellivision

Suggested Retail Price: \$28.95

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 1-4

Suggested Retail Price: \$28.95

Audio Rating: Excellent

Graphics 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

Intellivision

Category: Adventure

Controller Type: Joystick/Keypad

Number of Players: 1

Suggested Retail Price: \$31.95

Audio Rating: Excellent

Graphics Rating: Excellent

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 the earth..

## POPEYE

Parker Brothers

Intellivision

Category: Translation/Multi-scenario

Number of Players: 1-2



# PROGRAMMABLES/INTELLIVISION

**Controller Type:** Joystick  
**Suggested Retail Price:** \$26.95

*Audio Rating:* Excellent  
*Graphics Rating:* Excellent  
*Play-Action Rating:* Excellent  
*Solitaire Rating:* Excellent  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 8

This three-screen climbing contest challenges Popeye to catch all the kisses thrown by Olive Oyl, who's perched at the top of the screen. His task is made harder by Brutus, who stalks along the multi-level playfield, hoping to knock the sailorman out. (Brutus can even reach up or down one level.) The Sea Hag also tries to bar the path of true love by hurling bottles at our hero.

Popeye can eliminate a bottle by punching or ducking it, but must eat his spinach (it appears briefly on each screen) to turn the tables on Brutus. When energized by the green stuff, Popeye can punch Brutus back to the bottom of the playfield, if he can catch him.

## Q\*BERT

**Parker Brothers**

**Intellivision**

**Category:** Translation/Color-changing

**Number of Players:** 1-2

**Controller Type:** Joystick

**Suggested Retail Price:** \$26.95

*Audio Rating:* Excellent  
*Graphics Rating:* Excellent  
*Play-Action Rating:* Outstanding  
*Solitaire Rating:* Excellent  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 9

The object of the game is to change all the blocks on a pyramid to a different color by jumping on each cube, without getting caught on a block by a monster or jumping off the edges of the cube.

After Coily has hatched, the player can get rid of him by leading him to the edge of the playfield, then jumping on one of the two flying disks. As soon as Q\*bert is safely aboard, Coily — and any other monsters on the pyramid — are wiped off the screen. The disk places Q\*bert at the very top cube of the pyramid.

At higher levels, Q\*bert has to change the cube colors twice — and try to snag the creature that turns the blocks back to their original colors, before it does too much damage.

## REVERSI

**Mattel**

**Intellivision**

**Category:** Classic Strategy

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$22.95

*Audio Rating:* Good  
*Graphics 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.

## RIVER RAID

**Activision**

**Intellivision**

**Category:** Vertically-Scrolling Shoot-out/Target/Combat/Airplane

**Number of Players:** 1

**Controller Type:** Joystick

**Suggested Retail Price:** \$34.95

*Audio Rating:* Fair  
*Graphics Rating:* Good  
*Play-Action Rating:* Excellent  
*Solitaire Rating:* Excellent  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 7

It's easy to drop bombs on sitting duck targets from a safe altitude, but the situation changes radically when you're forced to fly your fighter up the playfield, just above the surface of the river as you strafe targets. Starting at the bottom of the screen, you head north, blowing up ships, helicopters and bridges. An on-screen gauge monitors your fuel supply, which you can replenish by flying over a fuel dump.

Although the graphics do not attain the highest standard, the thrill-a-minute action makes amends for any shortfall.

## SEA BATTLE

**Mattel**

**Intellivision**

**Category:** Combat

**Controller Type:** Joystick/Keypad

**Number of Players:** 2

**Suggested Retail Price:** \$34.95

*Audio Rating:* Excellent  
*Graphics 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 weakness. 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.

## SEWER SAM

**Interplay**

**Intellivision**

**Category:** Maze/Target/Task-Completion

**Number of Players:** 1

**Controller Type:** Joystick

**Suggested Retail Price:** \$29.95

*Audio Rating:* Poor  
*Graphics Rating:* Poor  
*Play-Action Rating:* Poor  
*Solitaire Rating:* Poor  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 4

A crudely-rendered figure moves through a labyrinthine maze representing a sewer. His job: clean out the rats and similar vermin infesting the underworld. Movement is slow and choppy and the firing capability is rather random. Rats are represented by tiny dots or lines and the joystick is used to navigate Sam and direct his anti-rat weapon.

## SNAFU

**Mattel**

**Standard Intellivision**

**Category:** Line Building

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$32.95

*Audio Rating:* Outstanding  
*Graphics Rating:* Good  
*Play-Action Rating:* Excellent  
*Solitaire Rating:* Good  
*Head-to-Head Rating:* Excellent  
*Overall Rating:* 7

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**

**Intellivision**

**Category:** Target

**Controller Type:** Joystick/Keypad

**Number of Players:** 1

**Suggested Retail Price:** \$32.95

*Audio Rating:* Poor  
*Graphics Rating:* Good  
*Play-Action Rating:* Good  
*Head-to-Head Rating:* Not Applicable  
*Overall Rating:* 4

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**

**Category:** Target

**Controller Type:** Joystick/Keypad

**Number of Players:** 1-2

**Suggested Retail Price:** \$32.95

*Audio Rating:* Fair  
*Graphics 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 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



# PROGRAMMABLES/INTELLIVISION

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.

## SPACE HAWK

Mattel

Intellivision

Category: Scrolling Shoot-Out

Controller Type: Joystick/Keypad

Number of Players: 1-2

Suggested Retail Price: \$39.95

Audio Rating: Good

Graphics/Sound Rating: Good

Play-Action Rating: Good

Solitaire Rating: Good

Head-to-Head Rating: Not Applicable

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

Intellivision

Category: Scrolling Shoot-Out

Controller Type: Joystick/Keypad

Number of Players: 1

Suggested Retail Price: \$43.95

Audio Rating: Outstanding\*

Graphics Rating: Outstanding

Play-Action Rating: Outstanding

Solitaire Rating: Excellent

Head-to-Head Rating: Not Applicable

Overall Rating: 8

\*uses Intellivoice

Easily the most complex game in space. A listing of the ship's systems will give clue, battle computer, impulse drive, shields, tracking computer, hyper drive, 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. There 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

Intellivision

Category: Scrolling Shoot-Out

Controller Type: Joystick/Keypad

Number of Players: 1

Suggested Retail Price: \$23.95

Audio Rating: Good

Graphics 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 is done by nudging the animals with the horse and hitting the side buttons. Points are awarded for roping.

## STAR STRIKE

Mattel

Intellivision

Category: Scrolling Shoot-Out

Controller Type: Joystick/Keypad

Number of Players: 1

Suggested Retail Price: \$39.95

Audio Rating: Poor

Graphics Rating: Fair

Play-Action Rating: Good

Solitaire Rating: Good

Head-to-Head Rating: Not Applicable

Overall Rating: 5

Based loosely on Luke Skywalker's heroic mission in Star Wars. Gamer must fly his ship through the trench in the 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 to 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 detraction is that if you don't get all five targets or you crash, your point total is zero.

## SUB HUNT

Mattel

Intellivision

Category: Combat

Controller Type: Joystick/Keypad

Number of Players: 1-2

Suggested Retail Price: \$32.95

Audio Rating: Good

Graphics 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 is 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.

## SUPER COBRA

Parker Brothers

Intellivision

Category: Horizontally-Scrolling Shoot-Out/  
Multi-Scenario

Number of Players: 1

Controller Type: Joystick

Suggested Retail Price: \$27.95

Audio Rating: Fair

Graphics Rating: Good

Play-Action Rating: Good

Solitaire Rating: Good

Head-to-Head Rating: Not Applicable

Overall Rating: 5

Players move their super helicopter through a horizontally-scrolling maze bristling with jagged rock and dangerous weaponry. Progress is charted on a bar graph at the top of the screen.

(For further information, see the review in the 5200 section.)

## SWORDS & SERPENTS

Imagic

Intellivision

Category: Action-Adventure/Fantasy/Maze/  
Task-Completion

Number of Players: 1

Controller Type: Joystick

Suggested Retail Price: \$34.95

Audio Rating: Excellent

Graphics Rating: Excellent

Play-Action Rating: Excellent

Solitaire Rating: Excellent

Head-to-Head Rating: Not Applicable

Overall Rating: 8

As the White Knight, players move through a maze, seen from above, wielding a slashing metal sword, gathering treasures with the help of a friendly, Merlin-like wizard. Meanwhile, a cartel of villainous adversaries are aboard to relieve the player surrogate of both his treasure and his life! Beware especially of the Black Knights who can pass through the very walls of the maze.

Characters are depicted as blockish cursors, with swords protruding from them, ready to cut, slash and hack with surprisingly novel audio effects. Players must save the wizard at all costs — at least until he puzzles out the spell that will offer you both protection from the monstrous fire-breathing dragon who guards the treasure's lair.

## TENNIS

Mattel

Intellivision

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 2

Suggested Retail Price: \$28.95

Audio Rating: Excellent

Graphics 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



# PROGRAMMABLES/INTELLIVISION

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

Intellivision

Category: Combat/Racing

Controller Type: Joystick/Keypad

Number of Players: 1-2

Suggested Retail Price: \$28.95

Audio Rating: Good

Graphics Rating: Good

Play-Action Rating: Good

Solitaire Rating: Fair

Head-to-Head Rating: Good

Overall Rating: 4

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 feature four different types of shells and a never-changing battle field. 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, but either shooting down your opponents plane or scoring a hit on the balloon on the screen.

## TRON DEADLY DISCS

Mattel

Intellivision

Category: Combat

Controller Type: Joystick/Keypad

Number of Players: 1

Suggested Retail Price: \$32.95

Audio Rating: Excellent

Graphics 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 new life for Tron you must wipe out the warriors in 10 seconds. Three other foes are bulldogs, leaders and guards. Each more difficult to destroy, but worth more points when Tron succeeds. There is also the dangerous recognizer. 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.

## TROPICAL TROUBLE

Imagic

Intellivision

Category: Cute/Adventure/Multi-Scenario/  
Task-Completion/Horizontally-  
Scrolling

Number of Players: 1

Controller Type: Joystick

Suggested Retail Price: \$34.95

Audio Rating: Good

Graphics Rating: Excellent

Play-Action Rating: Good

Solitaire Rating: Good

Head-to-Head Rating: Not Applicable

Overall Rating: 7

A young man and his lady, the lovely Doris, have been shipwrecked on an island occupied by only one other character — a brute of a beachcomber named the Beach Bruiser. BB is combing the beach for females, alas, and sweeps the protesting Doris from Clarence's protective arms. Scenario two now begins as Clarence must traipse across this tropical madhouse, avoiding "pitfalls" in his attempt to reclaim his lady love. Doris helps things out by leaving a trail — white handkerchieves — for Clarence to follow.

## TRUCKIN'

Imagic

Intellivision

Category: Driving/Strategy/Task-Completion/  
Multi-Scenario

Number of Players: 1-2

Controller Type: Joystick

Suggested Retail Price: \$34.95

Audio Rating: Good

Graphics Rating: Excellent

Play-Action Rating: Outstanding

Solitaire Rating: Excellent

Head-to-Head Rating: Outstanding

Overall Rating: 8

One or two players compete to put the hammer down and haul those shipments from coast to coast, radioing ahead, determining cargo and deciding on the most accessible route to take.

Once the initial screen is scanned — containing a map of the U.S. and southern Canada, along with a selection of cargo — players move on to the white line fever scenario, constantly eyeing the gas tank as well as other truckers who'd just love to beat you out, good buddy!

## U.S. SKI TEAM SKIING

Mattel

Intellivision

Category: Sports

Controller Type: Joystick/Keypad

Number of Players: 1-6

Suggested Retail Price: \$32.95

Audio Rating: Excellent

Graphics 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 used 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.

## UTOPIA

Mattel

Intellivision

Category: Adventure

Controller Type: Joystick/Keypad

Number of Players: 1-2

Suggested Retail Price: \$39.95

Audio Rating: Good

Graphics 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 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.

## WORD FUN

Mattel

Intellivision

Category: Kideo

Controller Type: Joystick/Keypad

Number of Players: 1-2

Suggested Retail Price: \$17.95

Audio Rating: Good

Graphics 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.

## WHITE WATER

Imagic

Intellivision

Category: Vertically-Scrolling Adventure/  
Simulation/Task-Completion

Number of Players: 1

Controller Type: Joystick

Suggested Retail Price: \$34.95

Audio Rating: Good

Graphics Rating: Excellent

Play-Action Rating: Excellent

Solitaire Rating: Excellent

Head-to-Head Rating: Not Applicable

Overall Rating: 8

Choose one of seven game options and begin a perilous journey down the rapids, collecting treasure flags, golden urns and escorting two passengers safely downriver. Meanwhile, there are whirlpools, natives, barrels, rocks and a score of treacherous obstacles to be circumnavigated along the way.

Players move their ships till they reach land, at which point they disembark and go treasure-hunting — hoping the natives are friendly, which they are...until you try to put the snatch on the golden urn! A deadly white native will then make a beeline for your explorer and it's time to take the urn and hotfoot it back to your craft.



# PROGRAMMABLES/INTELLIVISION

## **WORM WHOMPER**

Activision

Intellivision

Category: Cute/Target

Number of Players: 1

Controller Type: Joystick

Suggested Retail Price: \$34.95

*Audio Rating:* Excellent

*Graphics Rating:* Outstanding

*Play-Action Rating:* Outstanding

*Solitaire Rating:* Outstanding

*Head-to-Head Rating:* Not Applicable

*Overall Rating:* 10

Arcaders play the part of a besieged farmer, attempting to protect his healthy plants at the left side of the playfield from the hoards of gluttenous buggers marching in ever-increasing numbers, each round, from right to left across the screen.

Our trusty hero is armed with a supply of machine-gun-like bug spray and a few bug-bombs (to be used sparingly!). Every once in a while the spray gun goes wild and the hayseed surrogate will have to run downscreen to retrieve a new bug-blaster.

Action, color and unrelenting excitement combine to make this one of the system's finest pieces of software.