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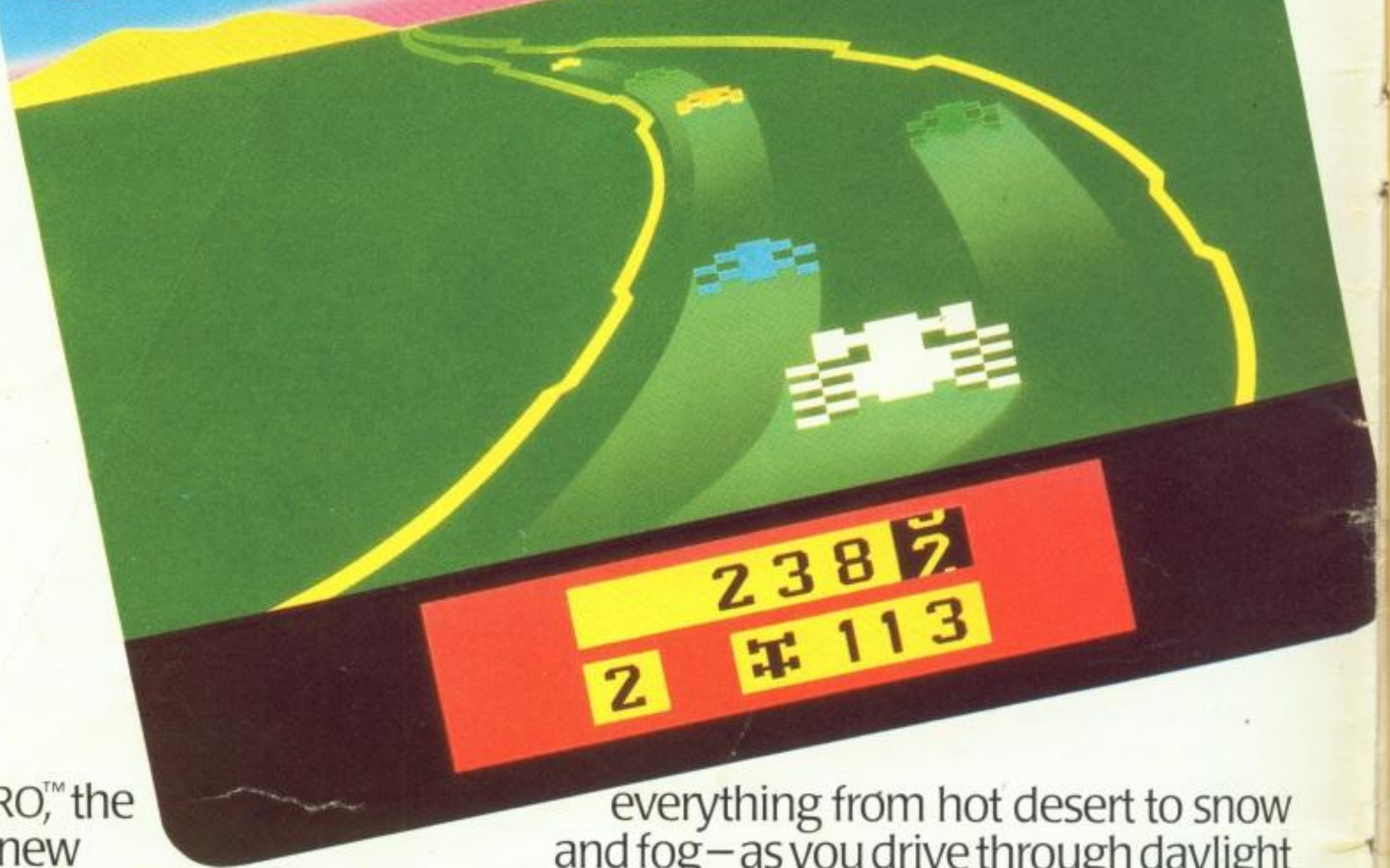
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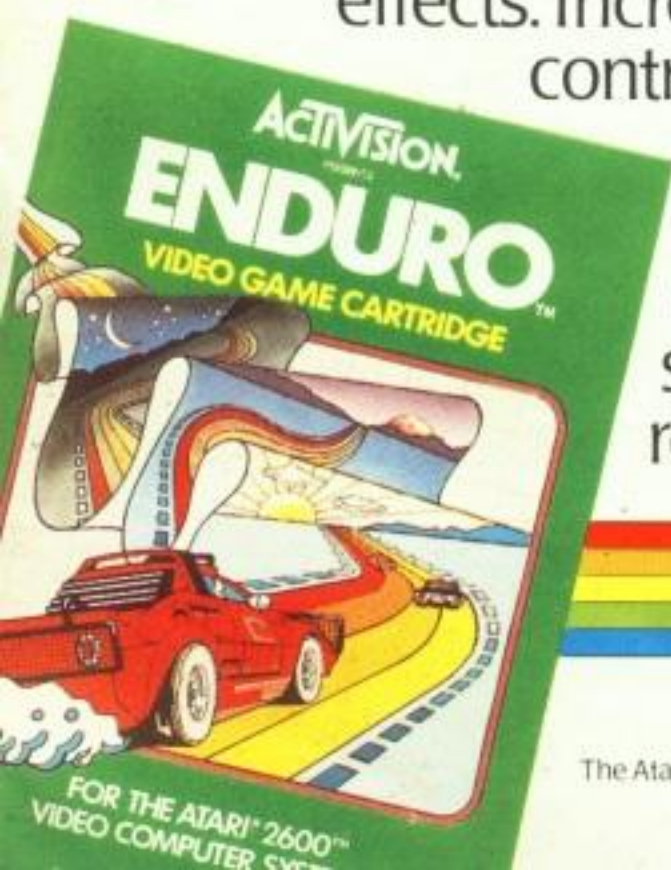
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*Merry Christmas!  
Happy New Year!*

Right, that's got that out of the way, now let's get down to business. The American market for video games and computers has been having problems lately, which has encouraged some Far East producers to turn their attentions to us instead, and a small flood of cartridges has arrived, bringing our total listing up to just over 300, with more than 50 new arrivals in this issue.

A special 'Thank You' to all our readers who have written to us. Competitions have been a favourite feature, and since it's Christmas, we've got prizes for each of our four systems – over £3000 value to be won, including some of the first Coleco computers and Vectrex Light-pens in the country. Some people thought the competitions in our last issue were too hard, so this time they're simpler so that even grown-up Gamers have a chance!

We invite all keen readers to join us in a hunt for those secret little messages and clues left by programmers when writing games. With your help, we intend to find them!

We have often been asked why we don't publish more frequently. Well, one reason was that we wanted to make sure that there were enough readers interested in a Games magazine. Happily there are, and from the next issue TVG will be appearing monthly. This will enable us to devote more space to new cartridges and allow us to cover new topics like the computer upgrades in detail, starting of course with the major question, "Are they worth having?"

We're planning more new features, so keep an eye out for our next issue!

*Brian Williamson*

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# TV GAMER

## NEWS PAGES

- Hardware ..... 5  
Latest on the Vectrex Light-pen and first picture of the 3D imager
- Software ..... 8  
Highlights of the new cartridges reviewed in this issue

## SYSTEM FACTFILES

The systems in detail, with all their vices and virtues on display.

- Atari ..... 36
- Coleco ..... 60
- Intellivision ..... 24
- Vectrex ..... 68

## GAMES REVIEWS

Detailed listings of over 300 cartridges (and 9 cassettes), from Action Force to Zaxxon

- Atari ..... 37
- Coleco ..... 61
- Intellivision ..... 26
- Vectrex ..... 69

## COMPETITIONS

Your chance to win prizes worth over £3000 – including products not yet in the shops!

- WIN five Activision cartridges! .... 49  
Five lucky winners for this!
- WIN a Coleco computer worth over £650! ..... 65  
Three prizes waiting to be won!
- WIN an Intellivision and B 17 Bomber cartridge ..... 33  
That's for the four runners-up. The winner gets an Intellivision, too!
- Win a Vectrex, complete with Light-pen ..... 73  
...and be one of the first in the country to own this fascinating new product!
- All entry forms are on ..... 81

## CLUB SECTION

Pages of contributions from readers

- Letters ..... 12
- The Programmers strike back! .... 16
- Games Clubs – are they worth it? . 20
- Your Ideal Games Machine ..... 74
- Puzzle Page ..... 22  
(with the answers on page 82 in case you need them)

## REFERENCE SECTION

- Software reviews explained ..... 76
- How to find your way around the listings
- The Gamemakers ..... 78  
A note about each of the brands available
- Useful Addresses ..... 80  
Details of companies mentioned in this issue
- Advertisers List ..... 82  
For your easy reference
- Subscription Form ..... 82  
We wouldn't want you to miss our next issue!



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# BRAND NEWS

## WHAT'S OUT WHAT'S UP WHAT'S WHAT

It's been an awesome autumn for cartridge releases, rounding off a record year for new software. The hardware makers have been busy too, rushing out nifty new controllers and modules that bring their systems ever closer to arcade quality.  
With all this recent excitement anyone'd think Christmas was on the way.

### AUTO GAMES RACE ON

Autosport games have exploded in popularity recently, with a number of new titles featuring improved graphics and action.

The burst of interest in these cartridges probably has something to do with the arcade success of Turbo (a Sega game) and Pole Position (Atari).

This latest generation of coin-op machines has inspired the themes of new cartridge titles from Activision, Atari and CBS Coleco. And they've certainly brought new life to a sector which was near-dead only six months ago.

Now every games system has a decent race game designed for it, a couple having more than one. The main contenders are Atari and Activision with Pole Position and Enduro for the VCS. Both follow similar themes and both came out at about the same time. Of the two, Enduro seems to have the edge on Pole Position with superior graphics, day and night scenes and varied weather conditions. Its proved very popular and initial sales have been very good.

The other systems have not been left standing, however. Coleco's Turbo is still ahead of the field with its purpose-built steering wheel. And Intellivision's Auto Racing has proved to have great survival power with exceptional graphics and aerial views - after four years, it's still going strong.

Vectrex have Hyperchase and are developing a version of Pole Position which, we hear, has translated surprisingly well to Vectorscan.

With a line-up of games like this the race fan has been well catered for. The only non-starter seems to be CBS, who have missed out on their VCS and Intellivision-compatible games of Turbo - they may well have left it too late.

### THREE DOWN, ONE TO COME

In the Autumn issue of TVG we reported the exciting prospect that four independent computer keyboards were planned for the Atari VCS - one from Atari themselves and others from Imagic, Emerson and Spectravideo.

Since then, three of them seem to have sunk in mid-Atlantic. Atari's official keyboard was launched in the States and promptly cancelled for Europe - an attempt, we suspect, by Atari UK to finally wear their many VCS owners off the VCS and on to their XL computers.

Meanwhile, Imagic's Piggy Back computer has been shelved, due to "technical difficulties" (what this original phrase means in this instance is not quite clear). Emerson's keyboard, which would have upgraded the VCS into a 400/800-compatible computer has not yet materialised. So, we're left with the Spectravideo Compumate. Read on.



*The Spectravideo Compumate sits neatly on top of a VCS. Price: around £50.*

### COMPUMATE - LAUNCHED

Compumate is a single unit which features a touch-sensitive (membrane) keyboard and a cartridge containing most of the computer's guts.

The cartridge has two leads which connect to the Atari's controller ports and the computer has three function/display modes: Text (for writing programs), Graphic (for drawing pictures) and Music for composing tunes.

The Compumate has several functions to each key (reminiscent of the Sinclair ZX81) so you find yourself using the shift and function key pretty frequently.

In providing an introduction to computing and Basic programming, Compumate is useful, being both easy to understand and inexpensive (around £50). It also promises useful educational applications, for which special software is planned in the near future. We hope to provide reviews of these in the next issue.

The big drawback is memory size. Although the box mentions 16k basic it only has about 2k programming space. Thus you won't enjoy any serious programming on it unless you can program the keyboard in machine code (the computer's own language) - there is no way of upgrading the memory capacity, which is a pity. ▽



*Coleco's Turbo game with its purpose-built steering wheel.*



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## HIGH TIME LUCKY

After four years of waiting the Intellivision Computer Adaptor – the 'Lucky' keyboard is here. And it certainly looks strikingly different to the original photos of prototypes back in 1980.

The adaptor is a brown box that plugs into two Atari-style controller ports under a flap at the front. This has separate entry so that a musical style keyboard can be used as an alternative to the computer keyboard, converting the games machine into a music machine.

For the future, additional hand controllers, used in conjunction with special carts, will allow four players on screen at a time. We received the 'Lucky' keyboard too late to feature a full review for this issue. Check the hardware 'Factfile' in our next issue for the full low-down.

## PENNING IN LIGHT

Milton Bradley are wasting no time in developing the potential of their revolutionary Vectrex system. Only months after its launch MB are bringing out the first exciting peripheral – the Light Pen.

This comes with the Artmaster cartridge and allows you to draw by using Vector beams. The equipment should be available quite near Christmas time with the special software following a little later. (Reviews of all the light pen games that we know of appear in the Vectrex software section).

Another exciting innovation is the 3D Imager which we mentioned in the last issue. Since then we were lucky enough to try out the only one in the world while it was on a flying visit to this country.

The gamer wears a set of goggles that plugs into the second controller port. Then, by looking at the screen you get not only a 3D image but colour to boot.

On the game we saw (called Narrow Escape), the player's craft is blue and flies along a green trench while fighting off red opponents. The effect we got was truly marvellous although not everybody can adjust to 3D.

The inner workings of the goggles are a mystery but we're told they're something to do with fast revolving shutters and prisms. The Imager won't be available until mid '84 as several flaws have to be ironed out (as with all prototypes) and the American market has to be happy with the product before we get hold of it. Price has yet to be confirmed. ▶



MB's 3D Imager for the Vectrex made a fleeting appearance earlier this year. It's still in its early stages and won't be on sale until Summer '84.



*The Intellivision Disc Controller has been the source of some controversy since its release. People in favour of the disc say that, once mastered, it's the most responsive controller around. Mastering the disc, however, is almost as challenging as the game itself. To solve the problem,*

*Discwasher, the people who brought you the Pointmaster Joysticks have made the Quik-Stik, which just clips on to the controller where the disc is located. Although a slight improvement, they do seem a bit fragile and seem to break quite easily. Quik-Stik retails for about £10.00 a pair.*



*No it's not another new games system, but you'll see it in shops and you'll probably be allowed (even encouraged) to play on it. It's Parker's Comparator, which will be used to demonstrate various VCS*

*games in many of the larger department stores and some of the specialist shops. The comparator enables the user to preview up to 38 different VCS-compatible carts and it's theft-proof.*



## INSTANT BANKING

Instant access to any one from a bank of ten cartridges is offered by the new Hales Romscanner for the Atari VCS.

Although it was produced independently of Atari and manufactured in Hong Kong, it has been custom-designed and turns a humble VCS into a rather more impressive piece of equipment.

To use the Romscanner your VCS is mounted on two side rails and sits back against the housing. A row of ten cartridge sockets holds your favourite games (not all sockets need to be filled) and the special 24 wire connector is plugged into the game slot on your VCS.

With this device you get uninterrupted play and you don't have to go through the process of switching off the console before inserting a new game. This cuts out the dull moments between games.

The console arrangement is much neater, even during use, which should keep you in the good books as far as tidiness is concerned.

The Romscanner, as well as looking tidy and flashy, also does its job very well – far better, in fact, than any other multiplexers we've seen.



The Romscanner.

## VEXTREX SOFTWARE

New titles from **Vectrex** bring the total available on their system up to 18. The latest games are more expensive but feature better graphics than the original batch of 12.

Surprisingly there are no arcade titles among the new ones, but several have an arcade feel and all are original in content.

Full reviews of these games appear in the Vectrex software section, along with details of the radical new light pen carts. TVG has had a sneak preview of some of the new releases for '84 – Pole Position, Star Castle, two exceptional arcade translations and Dark Tower, a high-class adventure based on the popular MB electronic board game of the same name. Other titles on the drawing board include Battlezone which we're expecting to be a sure-fire hit.

## COLECOVISION SOFTWARE

**CBS** have seven new games to add to their range for Christmas: Gorf, Wizard of Wor, Space Fury, Looping, Pepper II, Space Panic and Donkey Kong Jr. That's not all though – Coleco compatible cartridges are just emerging, bringing more choice to the Coleco owner.

**Parker** should have Popeye out by Christmas, along with their most successful cartridge game to date, Frogger. Parker Coleco games for the New Year include Tutankham and Super Cobra. More details in the next issue.

**Spectravision** have also joined in and are now doing a range of Coleco-compatibles in addition to the range of VCS games currently available. Four titles should be around before the sleigh bells start ringing. Spectron (a hi-tech Galaxian with exceptional graphics),

Super Cross Force (much better than the VCS game of the same name), Frantic Freddie (a Climbing Shoot 'em up, again with above average graphics). The fourth game, called Armoured Assault, has a combat theme and much better graphics than Atari's Combat but does not have the game play complexity of Mattel's Armour Battle. Spectravision Coleco games will retail at £19.95, £10 cheaper than CBS Cartridges, so they're well worth looking at.

**Imagic** plan to launch Coleco-compatibles, all of which are available on other systems (or will be very soon). Nova Blast, Wing War, Moonsweeper and Fathom should all be around at, or just after, Christmas so you've something to look forward to.

## INTELLIVISION SOFTWARE

Anyone with an Intellivision system will have to rely on independent software manufacturers for cartridge releases until Christmas, as **Mattel** are only releasing a handful of games themselves – they seem to be hard at work on the hardware side.

**Activision** will be bringing out Beamrider which is a multi way shoot 'em up with a perspective view. Parker will be bringing out Q\*Bert along with Super Cobra, Popeye and Tutankham. The new Mattel games are featured in the Intellivision section.

## ATARI SOFTWARE

Masses of software continues to appear for the VCS. **Atari** themselves have released a range of pre-school games featuring the Muppets and Disney characters. They are also concentrating on arcade hits. We also hear whispers about

popular coin-op translations of Joust and Moon Patrol.

**Activision** have put Enduro and Robot Tank on the market alongside Atari's Pole Position and Battlezone – a coincidence, of course. They also plan to launch Decathlon, a sport game that is guaranteed to wear out your joysticks.

Their range is further extended with one of the trickiest space games so far, called Space Shuttle (not to be confused with Mattel's Space Shuttle which has been delayed). It has been designed in conjunction with NASA, no likeness.

**Imagic** have brought out some very impressive new games. See the software listings for information. We have been told that two more titles, Subterranean and Laser Gates, should whip up considerable excitement in the gamer community as they're reputed to be even better than Moons Weeper, a game which really impressed the crowds at the Great Home Entertainment Spectacular in September.

**Parker** are launching quite a bit of software between now and the New Year, including two games based on last summer's most popular film Return of the Jedi.

The games are called Death Star Battle and Ewok Adventure (coming out in November and December respectively).

Death Star Battle is a two phase shoot 'em up which features good graphics, sound etc. but bears little resemblance to what actually appeared in the film.

Ewok Adventure puts you in the shoes(?) of the Ewok, seen on a hang glider in the film throwing rocks at Scout Walkers, Speeder Bikes and Stormtroopers.

The goal is to fly to the shield generator bunker and blow it up. It's a good game but again it's not very true to the film.

Other titles from Parker include Q\*Bert, Popeye, Lord of the Rings and the eagerly awaited Super Cobra which isn't bad at all.

Many of the smaller companies are now bringing out new games. **Telesys** have Stargunner, Ram It and Demolition Herby which is a sort of Amidar in cars. Ram It features good graphics and involves you shooting horizontal coloured bars. Regrettably, the game play is boring. **Spectravision** will shortly be bringing out Master Builder but we've no information on this at present.

We have found the Bomb cartridges featured in the Autumn issue under different names and company labels, namely **Dynamics**, a Manchester-based company and **Goliath**, a Derbyshire-based company.

Goliath's range includes some games we featured in the first issue in the ZiMag range. These have been given new titles, new packaging and presumably an injection of hope for a new lease of life.

The **M Network** games have been delayed yet again and will not now be around until early '84. Hopefully the **Comma Vid** games should be around for Christmas although we're not promising anything.



Avalon Hill, well known for their Home Computer war games are branching out into VCS games with three titles - Wall Ball, Death Trap (a difficult space game) and London Blitz (a World War II Adventure in which you have to walk round a maze of streets defusing UXBs).

Several new **Supercharger** tapes will be around before Christmas. These include a version of Parker's Frogger with much better graphics.

Another brand new brand to emerge is **Technovision**. Their first three games are Save Our Ship, Pharaoh's Curse and Nuts (if you'll pardon the expression). None of them are world beaters but they'll appeal to a few of the younger Gamers. K-Tel, the well known record people, are bringing out a range of double-ended VCS cartridges which combine good gameplay with good value. Well worth checking out.

### SUPERCHARGER PRICE CUT

Starpath's Supercharger - the revolutionary new cartridge that we featured in the last issue - is now down in price to £29.95, virtually the same price as a standard cartridge.

The cassettes have also gone down in price. The standard cassette, which was £16.95 is now £14.95 and the multi load games are now £17.95 (from £19.95). □

## COMPETITION WINNERS

Here are the results for competitions we featured in the Summer Issue. Congratulations to the following:

### ATARI COMPETITION

The correct answers were

1. Elliot
2. Indiana Jones
3. Ms Pac Man (and not Miss or Mrs)
4. Quotiles (or Qotiles)
5. Star Raiders

The winner, who was chosen by Atari, was **Mark Ellis of Gwynedd** (Wales). His tie-breaking sentence was

"The best thing about my Atari is when my father stops playing it!"

Other good sentences we received included "...that it is Always Terrific And Really Interesting (from James Lovegrove). The best thing about Neil Osborne of Evington's Atari is that "...it never blows up, like my Mum".

### VECTREX COMPETITION

The correct answers were

1. Minestorm
2. Hyperspace or Turn and Thrust
3. It (Minestorm) costs nothing except the price of the original machine.

4. There are many possible answers to this including Asteroids, Tempest, Battlezone, Star Castle and Star Wars as well as most of the titles in the pages of the Vectrex software reviews.

The winner, **Jason Price of Bristol** sent us pages of information on the advantages and disadvantages of Vectorscan including some detailed drawings. As we didn't state a set length we allowed it.

**Steven Trim of Exmouth** was our £5 gift voucher winner for filling in the questionnaire in the summer issue. Congratulations to him and all our other winners. If you weren't among those then try out the competitions in this issue - you can enter all competitions on page 81.

### EASY VIDEO MICROCHIP CLUB DRAW WINNER

The winner of the lucky draw in our Summer Issue was **Sanjay Marwaha, 16 Concorde Close, Hounslow**. Sanjay is now the proud (we hope!) owner of Commodore Vic 20 computer.

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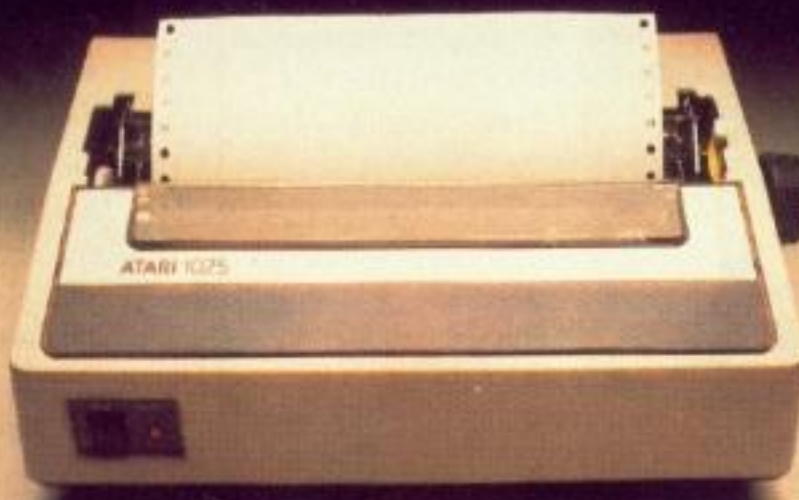
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# CLUB NEWS

## WHY CLUB NEWS?

We've been asked why this part of TV Gamer is called Club News when there's no club.

It seemed a logical sort of question, so we thought we'd provide a reasonable sort of answer. We wanted a section that would be even chattier and friendlier than the rest of the magazine. And we wanted to keep you in touch with other readers' comments and views.

TV gaming can be a bit of a solo activity at times so we thought you'd like to know that you're not alone out there. There is other known life in the videouniverse.

At the same time, we started receiving so many letters that our postman traded his bike for a juggernaut. It's only half full, so we've decided to print as many letters as possible to encourage you to write more letters than ever and distract us even more from our daily toil.

So now you know why we called it

Club News. Or maybe you don't. But don't worry - you're a member.

## PHANTOM GAMES

Many people have written in wondering why we haven't featured games that they've heard about, namely Parker's Super Cobra and Atari's Earthworld and Fireworld (two from the Swordquest series).

Super Cobra was announced by Parker back in April but was delayed for its conversion into an 8k game with better graphics and more screens. The game won't be available until Christmas but we've reviewed it for this issue.

Atari have not yet made up their minds about the other two games. They tell us they're not the best adventure games they've designed and they feel there are insufficient gamers who like straight adventure games (except those linked to block buster films like Raiders).

But what do you think? Are Atari right? Drop us a line and let us know. And don't forget that if you've got something to say about a game (maybe you need some help) then we'd like to hear from you.

## GET INVOLVED

We like to organise as many competitions, questionnaires and other features to get readers involved with the magazine. But maybe all you'd really like to do is air a view, make a complaint or throw an idea into the hat.

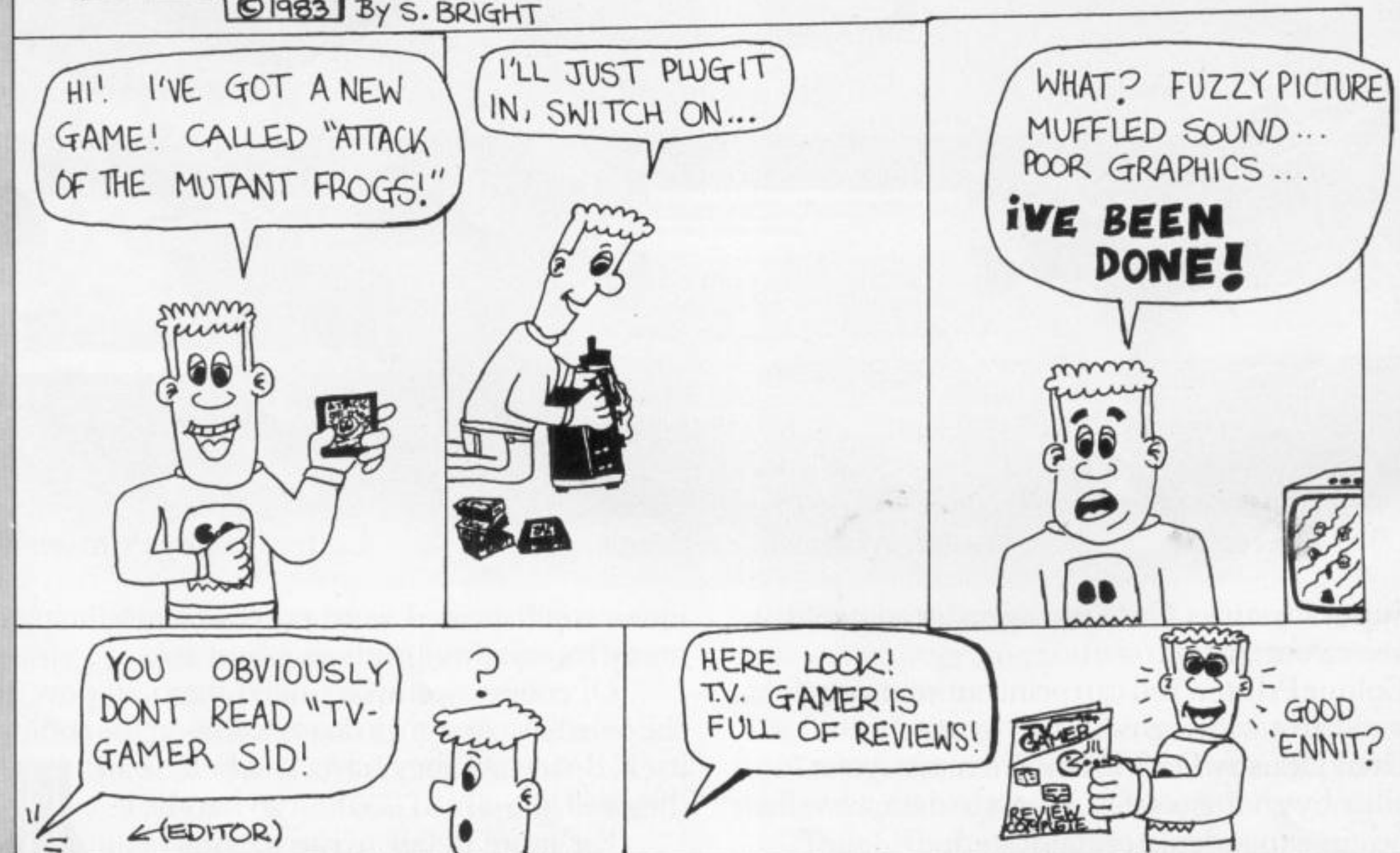
Well, the Editor is all ears, so scribble a letter anytime to

TV Gamer Club,  
187 Oxford Street,  
London, W1R 1AJ

We're also interested in receiving funny cartoons. If you like drawing them then send one or two in to us. We'll send a free copy to anyone who has something printed.

## VID' KID SID

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## LETTERS

TV GAMER  
187 Oxford Street  
London W1R 1AJ

## CAN'T U SPELL?

Concerning your review of the VCS game Yar's Revenge, their enemy Qotile doesn't have a 'u' in his name. I know this because the Yar's Revenge instruction book has no 'u' in the text.

I wish your magazine would become monthly - I'm sure it'd be popular enough to be.

Robert Moss, Stoke-on-Trent

Dear Robert

You're quite right - the correct spelling is Qotile and not Quotile as was stated in the review. To be fair, we counted both answers as correct as it was our fault the confusion arose. As for your request for TVG to go monthly - good news - as from next issue we are, so watch your local newsagent for the next issue (and keep pestering him if he doesn't stock it).

## 'X RATED' GAMES!

You said in your Introduction to the Autumn '83 issue that you have censored six 'X Rated' cartridges. These are the cartridges that other gamers are dying to get their hands on. Although the cartridges will not suit many tastes there are still a few of us who have a taste for the unusual.

Anthony Marshall, Hull

Dear Anthony

Point taken. We realise that some people do want to purchase 'X Rated' Games. Your local retailer will order these games for you if you ask him. He can use the manufacturer's address at the back of the book. (This is a trade only address and members of the public cannot use it to order games.)

## NO JOY

I have recently upgraded from the VCS to the CBS Coleco machine and enjoy the superior sound and graphics.

Unfortunately the joysticks are horrible - even worse than the Intellivision, although the fire/action

buttons are much smoother and easier to operate. I have found that the Atari and SpectraVideo joysticks work well on the Coleco with no modifications, but I can only play one-player games, since a Coleco controller must be left in the second port to allow game selection/continuation. Could you comment on the advisability of using these joysticks?

Also, do you know if firms like Activision/Imagic and Parker will be producing games for the Coleco, since their efforts on the Atari have been amazing so far. (It would be interesting to see what they can do with the superior capabilities of the CBS computer). If so, tell them to put more varied background melodies on their games, as the supplied Donkey Kong cartridge (good as it is) sends your ears barmy after only the second level.

Just a little hint - try and update your reviews a touch, as it's annoying to see more than one described as 'the best game of its type.'

Otherwise keep up the good work, because you won't stop me buying an excellent magazine over little niggles.

Andy Ludgate, Torquay

Dear Andy

We must agree with you about the Coleco joysticks. They were obviously designed cosmetically rather than practically.

Like you, we substitute the Coleco controllers for Atari-compatible ones. There are no problems in doing this except for games that use the keypad (only Mousetrap at present), or both action buttons (Cosmic Avenger, Space Fury and Space Panic). We've some good news, though - several Joystick manufacturers are coming up with purpose-built Coleco controllers, including Spectra, the makers of the Quickshot.

Good news, too, on the software side. All the main manufacturers of Software, except Activision, have Coleco games planned for the Christmas period. Point taken about our reviews. We are trying to iron out these irritations as we go along.

## "AMAZING" CLUE

I have a query concerning question 8 of the Coleco competition in TVG Autumn issue. I can see who the answer is referring to but this gives three page choices as there is a two page advertisement in addition to the review.

I would also like to refer you to an advert which appeared in issue 1 of TV Gamer from Charnwood products. I sent off for some items but, after waiting six weeks and making endless phone calls, I was told the chap to speak to (a Mr Bell) was never available. I was lucky enough to find that the cheque with the order had not been cashed. I noticed that Charnwood products have not advertised in the Autumn issue and I wondered if you had received any other letters from dissatisfied customers of Charnwood.

Alan Chapman, Forest Gate

Dear Alan

Quite a few people were confused by that clue in last issue's Coleco Competition. Because of this we will accept any of the relevant answers.

At present you're the only reader who has complained about Charnwood but this doesn't necessarily mean that you're the only disappointed customer they have had. We are trying to get hold of Mr Bell but every time we try to phone him he's out. We will persevere and we'll report on further developments in the next issue.

## US CARTRIDGES

I have heard about games and accessories which are available in America but not over here. Could you please tell me when (if ever) these games will come out over here? Also could you tell me if the game Time Pilot will be available for the VCS.

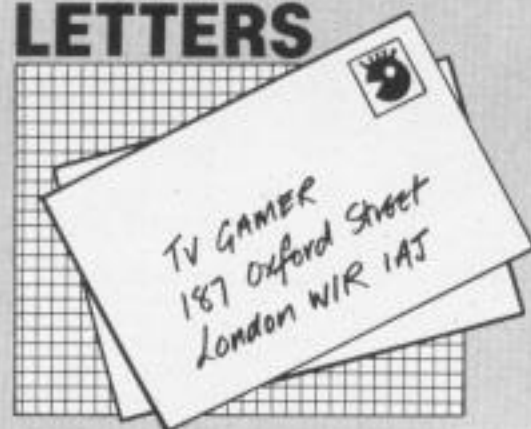
Chris Brown, Stockport

Dear Chris

Launching a new range of cartridges or new accessories is a very costly business and cartridges have to be market-tested in America before a decision is made on whether or not to launch in other countries. As soon as we get official confirmation that a new range of games is coming out over here then we'll let you know about it. There is a strong possibility that Time Pilot will be a VCS game, but there are no official plans as yet. We'll keep you posted.



# LETTERS



## FUTURE SYSTEMS

Here is a list of some other features I would like to see in the next video games system:

1. Built-in Rasterscan portable screen.
2. Sockets for headphones for private listening.
3. To be able to keep the highest scores of all time on any cartridge even after the system is switched off. This would need batteries to keep the part of the system containing all the scores working non-stop.
4. To be able to connect your system into an ordinary home phone and be able to contact other people who have the same system over the phone.

This could be used to play opponents on games such as soccer from all over the country in the comfort of their own homes. Also, other national, or even worldwide competitions could be run over the telephone system.

*Anthony Calleja, Birmingham*

Dear John

You have some very interesting ideas. The gadget that connects a video game (or any other type of computer) to a telephone is called a modem. There is such a product for the VCS around and on sale in America. It will be interesting to see if it does come over here eventually. If you have any ideas concerning video games and systems then drop us a line or better still draw a picture and we'll see if we can print it.

## GAME DESCRIPTIONS

I find manufacturers' catalogues misleading. For instance, I was interested in purchasing Pitfall by Activision so I picked up an Activision catalogue hoping to find a detailed description of the game. But all it said was "A terrifying jungle search for lost treasure". Now how is anybody going to get an idea of the game from that?

That's why I think your magazine is so good - it gives a detailed description of all the games so you know what's good. Don't get me wrong, Activision aren't the only company who do this, Atari and Parker are just as bad. I would much rather pay out 95p for a copy of TV Gamer first than spend a lot more on a useless cartridge. Keep up the good work.

*Michael Green, Rugby*

## PROUD COLECO OWNER

First let me congratulate you on this great magazine. It's such a help when choosing games cartridges. I waited until issue two when you told us that the Atari 5200 will not be launched in this country. Consequently I went out and bought a Colecovision system and the cartridge Zaxxon. I haven't looked back since. Within a week I also bought the Carnival cartridge. Coleco's games get better and better. Now I have to save up for Turbo. If it's anything like the other games I've seen it's going to be well worth it. Finally could you thank your reviewing team for their unbiased opinions which must certainly sway many people's choice on what to buy.

*Trevor Edwards, Sheerness*

Dear Trevor

Thanks very much for the compliments, they have been passed on. By the way I know that most of you won't believe this letter but it is authentic, honest!

## STUCK FOR CHOICE

This is a problem that I have been trying to solve for the last two months. I am getting an Atari VCS this Christmas and I have been wondering which four cartridges I should get with it. My friend Nicholas Fenick knows a lot about Atari and has got an Atari himself. He has advised me to get Return of the Jedi games 1 and 2, Jedi Arena and Indy 500. Could you please advise me yourself.

*Andrew Sean Macey, Tyne & Wear*

Dear Andrew

Your friend Nicholas sounds like a bit of a Star Wars fan. If you're the same then his first three choice are probably OK for you although I'd like to know how he can recommend the Return of the Jedi games before he has seen them. Don't think that just because a game has a well known title it is a good game - more often than not it doesn't live up to expectations (E.T. for instance).

As for Indy 500, you'd be better off with one of the latest spurt of racing car games such as Pole Position, Enduro and Turbo. All have superior graphics to Indy 500 which is now 5 years old. If you're still stuck then just flick through the pages of this issue, the games with stars next to them are in our view the best of their kind.

## GAME IDEAS

I have written to suggest some game ideas. I would like to see a vocal adversary game where the enemy feeds you with false information to fool you. Also I would like to see some Adventure Shoot 'em ups based on famous legends e.g. King Arthur and Camelot, St George and the Dragon, Ali Baba and the 40 Thieves. Also games based on Horror stories such as Frankenstein's Monster. What do you think of these ideas?

*R. Cundle, Liverpool*

Dear Mr Cundle

You've got some good ideas there. Unfortunately most of them are very British ideas so Californian-based software companies aren't going to take to them straight away. If you have any good game ideas then send them into us. We'd like to hear them.

## BACK ISSUES

I have just bought the Autumn issue of TV Gamer and would like to purchase the first edition. I thought you might be able to advise me on how to get one.

*Karen Feakes, Basildon*

Dear Karen

The reason we don't make a big thing out of back issues is that TV Gamer is a directory - one issue goes out of date as soon as the next issue comes out. However if you do want to collect the set then just send us a pound for each issue you want along with your name and address and we'll send them to you pronto.

## WORDQUEST

Could you please, in your next issue of TV Gamer do a review of the Atari games Earth and Fireworld.

*John Owens, Glasgow*

Dear John

The two Atari games you mention are the first two of a set of four cartridges known collectively as the Swordquest series. The other two are Air and Waterworld. Even though we've heard of these games for quite some time (they were first showed in the states over a year ago) we cannot include them in the list until we get official confirmation that they will be released over here. This is the reason we haven't featured them in the past.



### STEERING WHEELS

I need your help. I have become very interested in the CBS Colecovision, in particular the Turbo Driving module. At present I own an Atari VCS and have heard that the Turbo cartridge will be available for the VCS but will it use the steering wheel or a standard paddle controller?

Could you also tell me if all computer cassettes can be used for the Starpath Supercharger or just the ones made by Starpath?

*Anthony Arthurs, Swansea*

Dear Anthony

I'm pretty sure that the VCS Turbo cartridge will not come with a Steering Controller and it won't use the Paddle Controller either. The chances are that it will use a Joystick as there are gears to cope with as well as left and right.

As far as we know no computer cassettes or home computer software will work with the Supercharger. There are two problems. Firstly, most computers use different machine code languages which will not work with the VCS, and, secondly, the Supercharger only has 6k RAM. This is less than most Home Computer cassettes which require a bigger memory than that.

### NO ROOM

I am writing to complain about the high prices of most of the Atari cartridges. I pay nearly £30 for a game which will only keep me occupied for a week or so. Being only 13 it is not the sort of thing I can go out and buy after one week's pocket money. Why is there no rental scheme where you can rent out cartridges and accessories?

The other reason I am writing is to say that the ending of Raiders of the Lost Ark is an anti-climax. At the end I would have expected something like a maze or a big room with the Ark and dozens of snakes. The game itself gives a lot of fun but the ending could have been better.

*Ian McCarten, Preston*

Dear Ian

You'll notice in this issue there is an article on games clubs, some of which rent cartridges, which may be of some use (see page 20). The reason for the rather abrupt ending is probably memory size. Ending the game with something spectacular would have meant leaving out something earlier in the game. Programmers really have to use a shoehorn to get all or at least most of their ideas into the limited working space of a VCS.

### COLECO SPORT GAMES

On pages 42 and 44, in issue 1 you have printed three pictures of Coleco sport games. Could you tell me the names of these games and when they will be available in this country. On the Turbo Drive Module a dashboard is shown. Do the two dials work or are they just stickers? Also I have read articles in other magazines stating that the cartridge comes without the controller. Can you tell me whether or not the Turbo Drive module comes with the cartridge.

*Chris Short, Tewksbury*

Dear Chris

The pictures in question show pre-production pictures of "Head to Head" sport games which will be out some time next year. We'll let you know when we know more. I'm afraid that the controls on the dashboard are just stickers but the cartridge Turbo does come with the Turbo Drive Module. The hand controller you see used as a gearstick is the second controller that comes with the Colecovision itself.

### RAIDERS TIPS

I recently bought the Atari cartridge Raiders of the Lost Ark and I am having problems finding some of the rooms. I would like to know if you can give me the solution to it?

*Alan Greaney, Leeds*

Dear Alan

In the last issue we did print a few hints to point people in the right direction. If you want any further help then phone up Atari and pester the customer relations department for a tip sheet. TV Gamer won't be giving the solution to this or any game for two reasons. Firstly, games such as Raiders are made for solving, rather than just reaching high scores, and printing a solution will spoil the fun of discovery for anyone who hasn't cracked them yet.

Secondly, no one has actually solved the game to date. Although lots of people have got to the Ark (most of the TVG reviewing team included), no one has got there using the route which produces Howard Scott Warshaw's signature, which is the actual solution. I'm sorry I can't be any more help. If you have a specific query about a game (Raiders included) then drop us a line and we'll see what we can do.

### CANYON BOMBER

When I first bought my VCS I also received a list of Atari games. One of the games featured in the catalogue is not in TV Gamer. The game is called Canyon Bomber. Please could you tell me if this game has been scrapped or retitled.

*Duncan Bowis, New Maldon*

Dear Duncan

The game you refer to never, as far as we know, made it into this country. This is why we don't feature it.

### MORE MISTAKES?

In your Autumn issue you've made a couple of mistakes with pictures of carts, and their names.

For example, on page 21 the picture is meant to show Centipede. Vanguard, on page 39 has a picture of a Centipede.

Also, on page 28, the picture of Maths Gran Prix mentions Grand Prix.

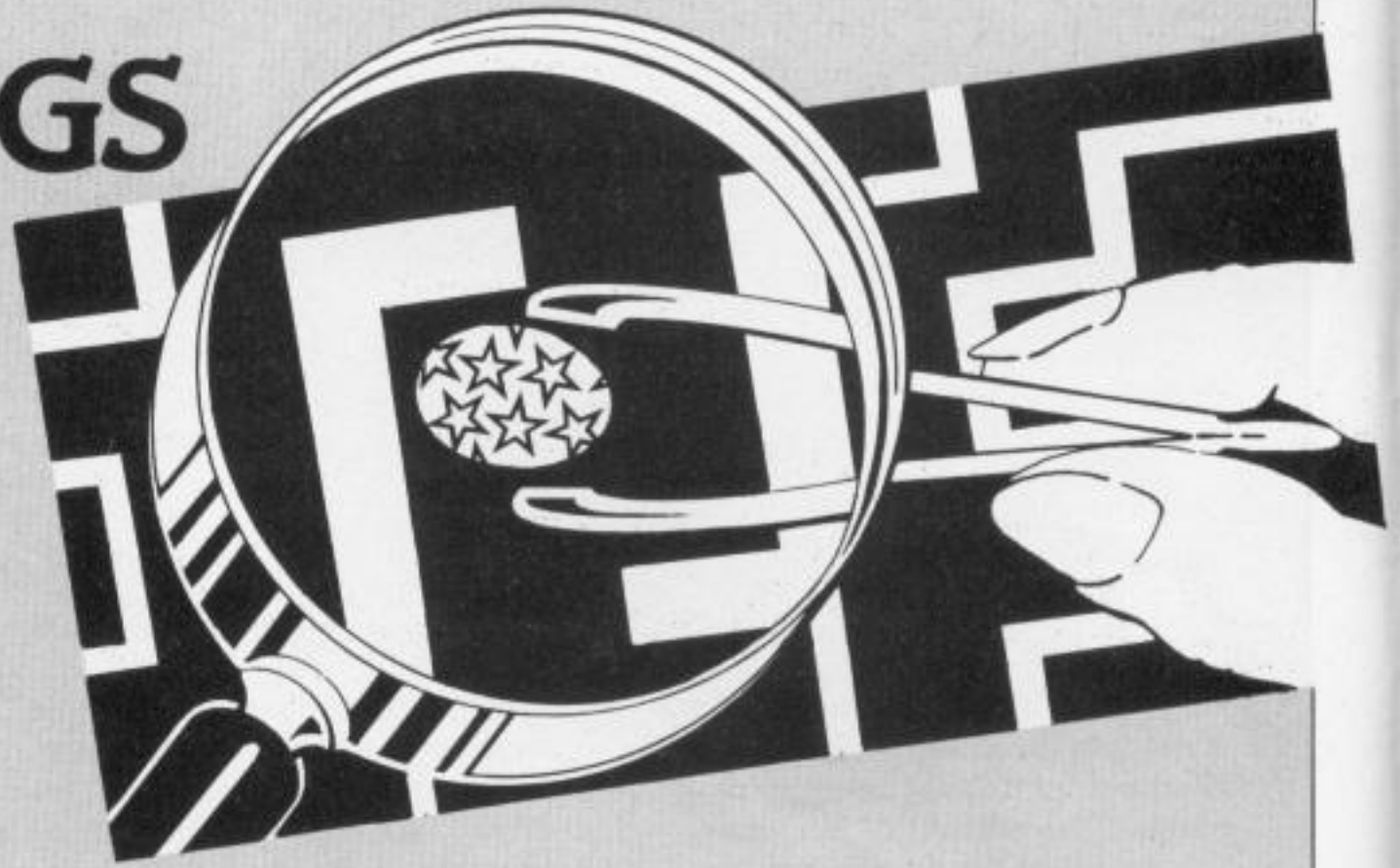
*Akeram Arshad, Dundee*





# EASTER EGGS

Here at TV Gamer we've been hearing of some very strange discoveries. Readers have told us of secret rooms and hidden names they've found inside their games and it turns out that these 'Easter Eggs' have been laid by a number of revengeful programmers getting even with their masters. *Darrin Williamson* has looked into the matter.



Has it ever occurred to you that your favourite cartridge might contain features you never paid for? Some gamers have recently uncovered strange scenes lurking inside their games and they appear to be the hidden hallmarks of various programmers.

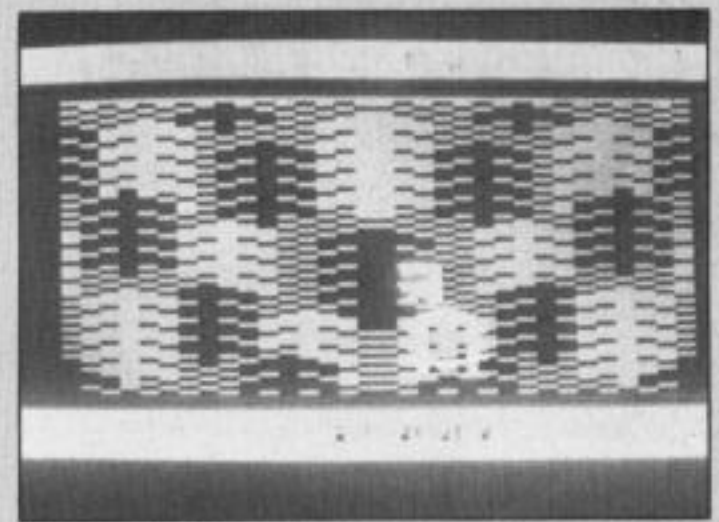
The story began a couple of years ago in the States where rumours of a secret room in the Atari game *Adventure* were rife. It was also said that the programmer concerned – Warren Robinett – had entered his own name in this room. The rumours were flatly denied by Atari US until the name was found and photographic proof was thrust into their hands.

But more interesting was the explanation. Atari programmers, like those of several other software houses, get no official credit for their work. Once it leaves them it merely becomes an official Atari game. One reason could well be that they don't want their key development staff poached by their competitors and would rather keep their identities unpublicised.

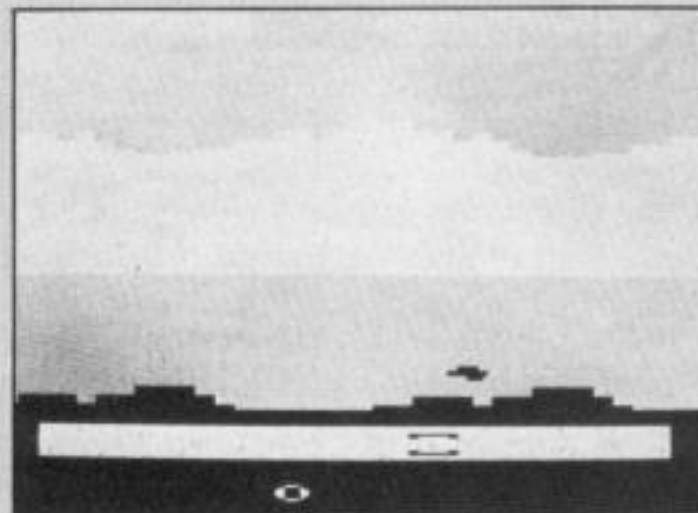
But, whatever the justification, it is known that this kind of company policy has left certain individuals unhappy. And it is one reason why some of Atari's

original programmers broke away to form their own companies, such as Activision and Imagic. One of them was Alan Miller, the man behind Activision's *Starmaster*, *Tennis* and *Ice Hockey* and the original programmer for Atari's *Basketball*.

Some programmers also sought fame by burying features within their games which only the sharpest gamers were likely to spot. They probably underestimated the ingenuity of gamers because, once the news of *Adventure* leaked, people on both sides of the Atlantic



**E.T.** – This is one of the "weird things" James Masters found when Elliot is on-screen. The spaceship has squashed Elliot out of sight and has crashed leaving poor E.T. stranded for good.



**The Empire Strikes Back** – or does it? The rebel snowspeeder's scanner at the bottom of the screen says there's an Imperial AT-AT in sight. However it seems that the scanner is mistaken. *Discovered by David Harvey.*

began to search for more. And the search proved successful.

It's turned out that a great number of Atari's own games contain a hidden secret. Helen James of Atari Customer Relations told me that well over half their games contained elements that they wished had never left the factory gates.

Other programmers who have now left Atari include Rob Fulop of Imagic who buried his name in all the games he developed for the 400/800 computers,

namely *Night Driver*, *Missile Command* and *Space Invaders*. The current adventure games writer for Atari, Howard Scott Warshaw, has planted secret elements in all the games that have risen from his keyboard – *Haunted House*, *ET*, *Yars Revenge* and *Raiders of the Lost Ark*. *Raiders* is riddled with more hidden features than any other I know of and it has prompted more readers to write to us than any other game.

One of our most recent informers has been David Harvey, who lives in London and sent us a 49 page 'note' detailing all the eggs he'd found on *Raiders* and a number of other games he'd had time to investigate. Many of them were new to us and we'll tell you more about them in the next issue of TVG.

Last, but not least, comes the programmer of *Defender* – Bob Pularo – who's hidden his initials not once but twice. On these pages we're picturing some of the Easter Eggs found recently in this country and we'd like you to help in the search for more. With this in mind we have therefore decided to launch the TV Gamer Egg Hunt, with a special reward for those who uncover the 'eggs'.

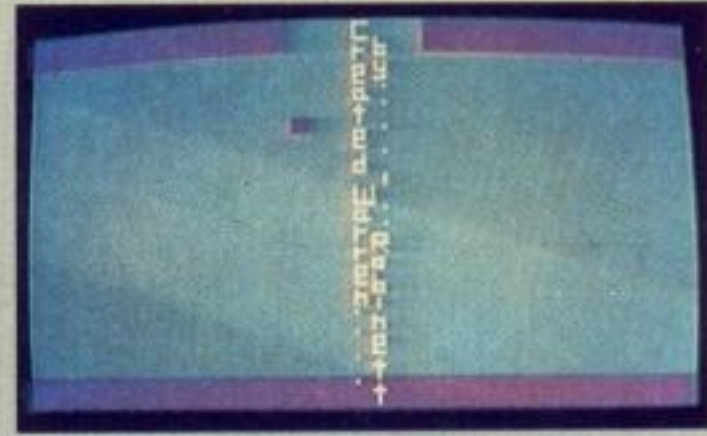


**Raiders of the Lost Ark** – Indy's standing on a part of the Mesa field that he can't normally get to and what is the Mysterious dot below the centre Mesa? *Discovered By David Harvey.*



Right: The initials on Yars Revenge are those of Howard Scott Warshaw. We printed this upside down last issue to fool a few people and it worked too.

Far Right: The now famous room in Adventure that made Warren Robinett a legend in his own lunchtime.



## THE TV GAMER EGG HUNT

We'd like all readers to fill us in on any hidden names or features found on games cartridges for the systems in this magazine.

The aim of the hunt is to tell the big boys – the games factories – exactly what's in their games. If you like, we're following in the footsteps of the hobby astronomers who've regularly out-witted the professionals with their big telescopes.

If you know of something odd on a game you own and we don't feature it here, or in the letters that follow, then don't hesitate to write in with full details of the feature and how to get to it. If you're the first person to report the bug – Egg! – and it's a new one on us you'll get a free year's subscription (don't worry if you've already subscribed – we'll credit you with the free one when your existing one expires.)

We will then get to it, take a picture of it

and print it along with your name, which will credit you as the UK discoverer of that feature (something Atari and the others seem averse to doing). If you know of more than one, then send details of all the ones you know. You'll then stand a greater chance of discovering one that we haven't heard of.

To start you off here's how to get to Warren Robinett's secret room in Adventure, the one that started the ball rolling. The secret room only appears in games 2 and 3. We find it's easier to get to on level 3. Firstly you have to take the bridge into the catacombs within the Black Kingdom. Then take the bridge to just right of centre in the bottom of the screen.

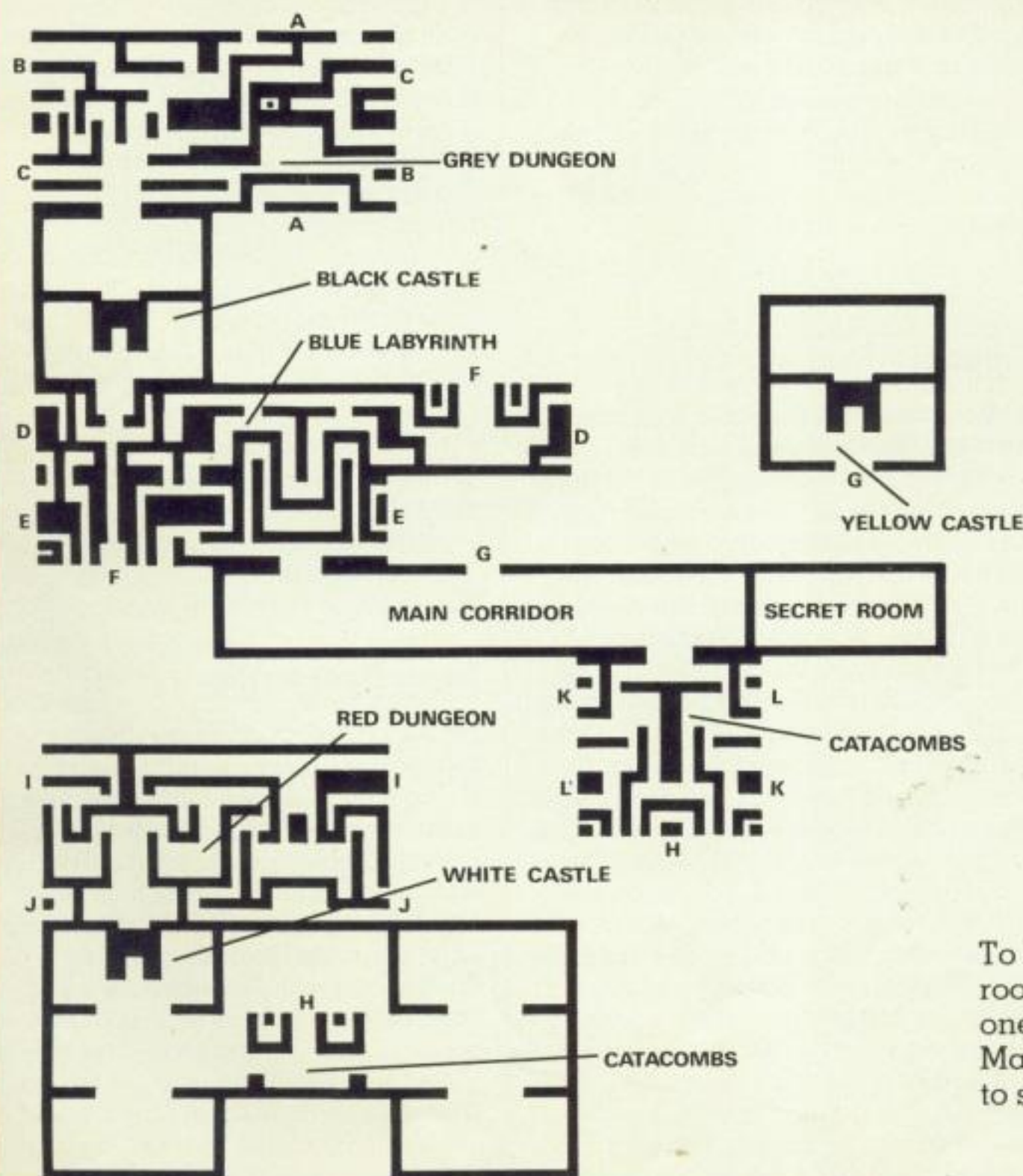
There you will find a small square of maze which is inaccessible without the bridge to take you across the wall. In the

bottom right of this square, right against the wall is a small transparent dot that only shows up in catacombs and against walls. Take this down through the Blue Maze and drop it in the screen above the catacomb leading to the White Kingdom. Bring two or more other objects to that screen so that the Line Barrier flickers.

When it does, walk straight through it and you'll find yourself in a room with *Created by Warren Robinett* written in the centre (and not Robert Hettepe as one person seemed to think). This room is undetectable to the Dragons and the Bat so it is a sort of sanctuary where you can hide yourself or any valuables like the Gold Key or the Chalice.

Hopefully that'll open your eyes to the possibility that every Atari game may have a hidden feature of some description.

**HAPPY HUNTING!**



## THE WORLD OF ADVENTURE

To help you in the quest for the secret room in Adventure we have included one gamer's Graphic explanation. Match up the corresponding symbols to see where the screens connect.





New reports of Easter Eggs are reaching the Editorial office of TV Gamer every day. Here we present some of the latest discoveries readers have reported to us.

#### Malcolm Laws writes...

Did you know that in Imagic's *Beauty and the Beast* cartridge, if you press the three button on the hand controller as the beast falls off the top of the building, the designers initials appear on the roof.

*Malcolm Laws, Canterbury.*

The *Beauty and the Beast* feature is indeed a new one on us. I think, however, there is another factor because, when we tried it, it did not work. If anyone knows exactly how to get to this one then let us know.

- Ed.

#### Martin Allcock writes...

In the cartridge *Carnival*, which CBS make for the Atari VCS, the score disappears and a programmer's name appears when you reach the score 100,000. The score reappears a few seconds afterwards.

*Martin Allcock, Manchester.*

We haven't had time to verify this yet but we do expect it to be true. Most CBS instruction books mention the fact that their games are full of hidden features that make the game exciting each time you play. So why have so few been found?

- Ed.

#### James Masters writes...

I have become interested in bug hunting as I have found several which can be used to cheat. For instance, on the tank games of *Combat* there is a weak spot in the top left hand corner.

Fire at it and the bullet disappears only to reappear in the top right hand corner. It is extremely annoying to an opponent to be hit in this way.

Also it's possible, but irritating, to zip from corner to corner. I have also found a sequence of moves that locks the tanks together, shoots them across the screen three times and finally takes them (still locked together) pirouetting upwards.

In *Asteroids* there is a thin column on the far left hand side which will protect you from Asteroid collisions. In *ET*, if

the ship arrives while Elliot is on the screen, weird things happen.

In *Dodge'em* I can make one of the crash cars on game 3 take a sudden right hand turn and drive right off the screen, whereupon it will appear and disappear at intervals.

Could you tell me how to get to the initials in *Missile Command* and the discovery you've made on *Raiders*. I have found a way of making both the spider and the Tetse flies disappear from the spider room. Does this mean there is a secret room or something in this room?

Finally, what is the second Grenade used for? Are the two connected?

*James Masters, Essex.*

The *Missile Command* name is cunningly simple to get to. Just select game 13, score no points at all and note the position of the furthest city on the right. We weren't referring to anything in particular as there are so many hidden secrets on this game.

I, too, share your idea about the spider room. There must be something there, as the room has no other real function and the middle block where the spider sits is the same size as *Indy*.

- Ed.

#### Simon Howard writes...

I have discovered something on the cartridge *Raiders of the Lost Ark*. Having made it into the Well of Souls I was greeted by a Thief who stole my shovel. Not knowing what to do I decided to fire off some shots into the pile of dirt at the bottom of the screen. As I did this my spade reappeared. Am I the first to report this?

*Simon Howard, East Sussex.*

You are the first to report this although several people have written in after your letter saying they have known about this for ages. However you wrote to us first and your claim is valid.

It seems that there're more secrets in *Raiders* than in any other Video game to date. Howard Scott Warshaw really had a field day designing this game (we have heard rumours that Mr Warshaw is on the set of the second *Raiders* film entitled *Indiana Jones and the Temple of Doom* and he's picking up ideas for the video game of that film).

- Ed.

#### George McLeod writes...

Grab yourself a *Defender* cartridge, follow these steps and you should end up with the initials B.P. These initials can appear on all the enemies and even fire at you but you can destroy them.

You play the game (on any game number) until the 24th wave. On the 25th wave you'll see B.P. Next, let a lander pick up a humanoid and, when it is high enough for you to catch, shoot the lander and catch the humanoid.

Now, with your ship, float about the cities but be careful not to lower the humanoid too far into the cities - otherwise B.P. will not appear unless you catch another humanoid. By doing this, you should be able to see the initials. If you move above the cities, the enemies revert to their normal shape.

Is there a secret passage in *Haunted House*?

*George McLeod, Fife, Scotland.*

Your points about *Defender* are a little misleading as the 25th wave is the one immediately after you get the numbers 24 on the screen. This may seem obvious but many people have been caught out and wonder why the initials don't appear.

There is also a *Defender* secret room with green walls which you must blast through to reach the initials BPPB (as Nick Howes mentioned) but no one has given us directions on how to get there - as yet we can't make it official.

I've already explained the initials on *Missile Command*, and yes, there is a secret passage on *Haunted House* (game 9, and have the Sceptre with you).

- Ed.

#### Nigel Dyer writes...

I think I have found some strange things on *Donkey Kong* for the Colecovision. When Mario is on the same level as Kong (during the Elevator sequence) and you make him (Mario) jump, Kong's eyes turn Black and a rush of colour goes to his head. This, as far as I can tell works at random but usually works after you have reached a score of 20,000 or more.

*Nigel Dyer, Merseyside.*

This has been mentioned by several readers and is quite an interesting one, don't you think?

- Ed.



### Nick Howes writes...

I see you're including the Robert Hettpe room from Adventure which lies beyond the line barrier on the far right of the main gold castle corridor (as if you didn't know). Well, to put it plainly, you're slow! We found this in Spring 82 and Ms James can confirm this.

Also we've found Mr. Warshaw's initials on Yars Revenge (which you printed upside down) and his initials on ET and Raiders. Also on the Raiders cartridge the last room of Tarus.

Back to ET. Bet you didn't know that on certain games of game 3, if you find the wilted flower and make it grow, it will sprout legs and arms, turn gold and take off.

Next, on Defender, I landed a human, went clean through the cities and into a secret room with a wall on the left side of it. I blasted through the wall and found BPPB smack in the centre.

Want more? You mentioned Mr. Fulop's initials in Missile Command. We also found one in Night Driver a long time ago.

*Nick Howes, Clywed.*

All of these sound interesting but, as yet, we haven't been able to duplicate the secrets. We'll keep you posted when we do.

- Ed.

### Grahame Baker writes...

Have you ever tried, at the start of a game of Superman pressing the red button (used for 'X' Ray vision) as well as holding the Joystick upward.

If this is done at the start of a game until the Bridge blows up, you can ignore the collection of three pieces of Bridge and just concentrate on putting the crooks and Lex Luthor into Jail. This drastically reduces the time that each game takes, which is good since you play against the clock. Incidentally, my shortest time for this game is 59 seconds.

*Grahame Baker, Stourbridge.*

This isn't a new discovery. In fact it was first reported in an Atari Owners Club Newsletter shortly after the cartridge was released (over two years ago). However we have printed this bit of information in case there are some people who did not know about it.

- Ed.

### Simon Mills writes...

I have discovered some 'quirks', perhaps 'bugs', in the Colecovision Donkey Kong. Climb a little way up a ladder, stop, and then go up again - you will then go a lot faster.

You can also use the fast route down the ladders. Additionally, the elevators in screen 3 sometimes get 'left behind'. As you jump off the bit of girder you were standing on, the elevator stops and the bottom moves down.

Also, on this screen, if you jump against Donkey Kong himself his face changes colour. My hi-score is 395,000 and I ran through 50 screens. On the 31st screen I lost 3 lives.

*Simon Mills, London SW12.*

Although several people have discovered that Donkey Kongs change in face colour, you're the first to mention the elevator trick. The little paragraph that appears in every Coleco booklet about "The fun of Discovery" has certainly proved itself on this cart.

Strange that nothing has been found on any of the other Colecovision games. So why not start checking the others, folks.

- Ed.

### Philip Chow writes...

I have found a few bugs that possibly the programmers do not know about.

Whilst I was playing one of the variations of Berzerk with Evil Otto, I shot every Droid on the screen and went to the top entrance where you go into another room full of Droids. Instead of going out, I left my man as close to the top of the screen as I could with the head nearest to the exit.

When Evil Otto bounced closer to the human he just went out of the top exit instead of electrocuting him and came in through the bottom exit (a wraparound). This only works when every Droid has been destroyed.

*Philip Chow, Middlesborough.*

That's not the only thing we've heard about in Berzerk. We also had a recent visit from reader David Harvey who has discovered a thirteenth variation and the Berzerk Arena which is an open room with eight Droids and no maze walls. This room only has one exit and the Droids have a habit of milling round that one exit. If anyone knows anything else about Berzerk let us know.

- Ed.

### Gary Smillie writes...

I'm writing to let you know of a discovery I made while playing Swords & Serpents by Imagic. After hours of game-playing on this cartridge I eventually made it into the serpents lair.

Situated underneath three pieces of treasure I discovered the letters BPD, which are the initials of the designer Brian P. Dougherty.

Could you let me know if this is news to you or whether you already knew of these initials.

*Gary Smillie, Ashton-under-Lyne.*

Quite a few people have written in about this game and the ending. Although these are, in fact, the initials of the programmer they are also the official ending to the game so they aren't really hidden. You can't avoid finding them once you've completed the game and they don't really count as hidden secrets.

- Ed.

### Julian Lavanini writes...

Can I inform you of the dead end track in the Intellivision Auto Racing cartridge. All you do is select track one and quickly position your car so that the top set of wheels is only just on the bottom of the track.

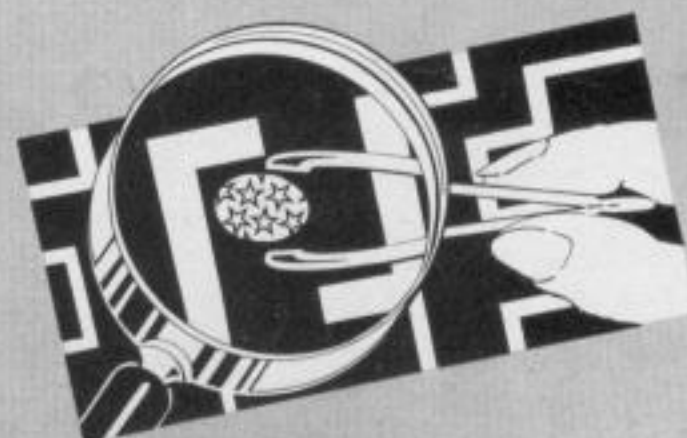
Go straight ahead and somehow you will find a clear patch through the trees and houses and will soon see a dead end.

If you turn quickly, you will find that the other end of the track is also a dead end.

*Julian Lavanini, Manchester.*

This one does indeed work although it's got to be one of the most pointless we've heard of. Let us know if you find anything else on your cross-country auto races.

- Ed.





# GAMES CLUBS

TV games clubs, both large and small, are springing up everywhere. But are they worth joining?

They are if they're free. If you own one of the TV games featured in this magazine then you've probably been invited to join a video games club tied to the hardware manufacturer. Both Atari and Mattel operate Owners' Clubs which are free to members.

The Atari Owners Club was born five years ago, just after the launch of the VCS. Their newsletter is sent on a quarterly basis, giving news of new cartridge releases, along with coverage of hi-scores, competitions and letters. Special readers' offers include accessories such as cartridge racks and t-shirts. Mattel's Club operates along similar lines, although they've announced no mail order offers – understandable since they've only been going for a little over a year.

The advent of 'third-party' games on the Activision and Parker labels was soon followed by other specialist clubs – both these manufacturers started clubs in the autumn of 1982. They offer services similar to the Atari and Mattel clubs although the Parker Club's newsletter turns into a poster (unique to them). Vectrex and Imagic have both promised to launch owners' clubs very soon. The Imagic club will be called the Numb Thumb Club, the same rather apt name given to its counterpart in the States. But how do, or will, our homegrown video games clubs measure up to those on the other side of the Atlantic?

For a start, they're a lot bigger and, perhaps because of that, American gamers have to pay subscription fees. The American newsletters tend to be a lot glossier and more artistic and go beyond the basic information. The reader offers are also more exciting. The American Atari Owner's Club, for example, offers exclusive 'Members Only' cartridges that are not sold in shops. The UK market is probably too small for this idea at present, but let's hope it grows! Perhaps you've an idea or two you'd like manufacturers to adopt in running their clubs – let us know.

Until recently, manufacturers' clubs were the only ones around. However, the choice is now wider through the growth of smaller commercial clubs. Many of these are video tape clubs or ex-video tape clubs that have moved into games.



Nearly all of them have some kind of rental scheme whereby you can hire a cartridge for a number of days or weeks.

Prices around the country vary from £1.50 a week to £4.00 a week. There seems to be a general trend of higher rental fees in the northern half of the country and the highest we recorded was in Scotland.

But, even in the south of England, there are exceptions to this rule. A video shop in Hillingdon, Middlesex charges £30 deposit and £1.50 per day (£10.50 a week).

These prices certainly seem outrageous and lead to many complaints from gamers, although video tapes (which have similar purchase prices) cost around the same to rent.

Maybe the reason a video film at £1.50 seems cheap is that it compares well with the cost of seeing the movie at a cinema. A games cartridge for the same amount compares less favourably with a 10p or 20p slot!

Atari, Intellivision and Coleco all frown upon rental because they reckon it reduces the demand for their cartridges. Milton Bradley encourage it because they're sure that once someone has rented a Vectrex and cartridges they're bound to come back and buy one.

Some of the rental clubs are growing fast. Best known is the Silica Shop Club which a great many of our readers seem

to be members of. Although they are based in South London they offer a mail order 'club' service for gamers around the country.

There are two clubs to join: an ordinary club (which is free) through which you get newsletters and catalogues. For £2.95 you can then join the Privilege Club and receive more frequent bulletins and special club offers. A couple of months ago all members received a copy of TV Gamer free.

Many big shops and wholesalers are following suit. Greens and E&E Enterprises have recently launched clubs and several others are seriously considering starting them.

Of course, if none of these offer you what you want the best thing is to create your own, like Gordon Laing of Stockport. He wrote to us explaining the origins of his excellent news bulletin, *The Video Club*.

"One year ago, I started making a magazine for my school. It was full colour, had about 15 to 20 pages and cost 15p per issue. It now has reviews on TV Games, Computers and Arcade machines. There are tips on a different coin-op every month. I wasn't sure how popular it would be at first so I only printed 12, all of which were sold out in a day. Printing the magazine is very hard because I only have the use of a black and white photocopier and any colour has to be felt-tipped in – a very lengthy process indeed".

Gordon's mag is packed with information and gossip, which just goes to show what you can do if you put your mind to it. □

We'd like to thank the following gamers who helped with this article:

Gordon Laing (Stockport), Nick Walkland (Sheffield), Mark Rawlison (Strathclyde), S.G. Roach (Amblecote), Wayne Fairbrother (Nottinghamshire), P. Williams (Cambridge), Dawn Mapp (Birmingham), L. Turner-Bone (Hillingdon), Glenn Athey (Tyne & Wear), D.A. Davison (Huntingdon),

Malcolm Stowey (Bristol), A. Pullinger (Alesbury), Simon Allgood (Godmanchester), Andres Wilkinson (Tyne & Wear), Donald Ross (Perthshire) and to all the shops and clubs that have been a help. These appear on our Useful Addresses page and include the following: A2, C1, C4, E1, E2, G3, G4, G5, G6, G7, H1, M2, M4, M6, P2, R1, S2, V4, V5.



# ATARI VCS OWNERS

## INCREASE THE PLAYING POWER OF YOUR ATARI 2600 VCS BY UP TO 50 TIMES



### THE NEXT DIMENSION IN VIDEO GAMES®

#### WHAT IS THE SUPERCHARGER?

The Supercharger plugs directly into the cartridge slot of your Atari VCS to increase its game playing power. With special digital electronics, it multiplies the VCS RAM memory by 49 times, from 128 to 6272 bytes. The Supercharger is unique, in that it can accept programs that have been recorded on standard audio cassette tapes. These are easier and less expensive to develop and market than plug-in cartridges and cost considerably less! The Supercharger is supplied with a standard cable and jack plug which will plug into the earphone socket of any domestic cassette tape recorder. Supercharger lets you play games with high resolution

graphics, faster action, and far more complexity. With the extra memory provided by the Supercharger you will now be able to play superior games which could not normally run on an unadapted Atari VCS because of its memory limitations.

#### MULTI LOAD GAMES - For added complexity and depth

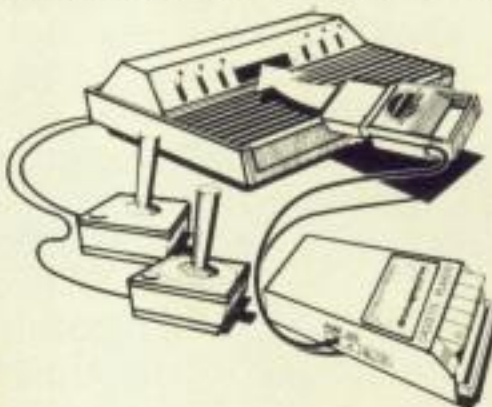
Cassette tape allows Starpath to offer unique Multi Load games. Games like Dragonstomper and Escape from the Mindmaster include several 'loads' on one cassette. When you have finished the first part of a game, you can then load another program giving a different screen or type of game play, thus continuing the game in several distinct parts. This feature is particularly useful in adventure type games. Multi Load games offer complexity and depth that no conventional ROM cartridge game can currently compete with.

#### FREE CASSETTE - Phaser Patrol (Two screen game)

The Supercharger comes with a highly acclaimed and award winning Phaser Patrol game, and costs only £29.00 including VAT.

Details of all the games are given below. For further details, complete and return the coupon below.

**£29**



#### PHASER PATROL (FREE!)

Phaser Patrol is a single load game which is FREE with the Supercharger unit. A space game, it has two screens, one featuring the intergalactic battlefield, (below left), and the other showing a Sector Map (below right). The game begins when the devious 'Dracons' launch a surprise attack and you belong to the force which must prevent them from reaching earth. The sector map enables you to warp-hop from one sector to another and it also tells you in what areas the Dracon ships are, so you will need to refer to it before you go into battle. As well as telling you the location of the Dracons, the map shows you where your starbases are, these can bail you out if you get into any trouble. When you have decided on the sector of Dracons to attack, you can go on to the second screen, the battlefield. On this screen you have a view of the vast galaxy ahead and a control panel to keep you informed of your position. A one player game, Phaser Patrol is a highly detailed action packed cassette.



#### MUTANTS FROM SPACE

Single Load action from Starpath, just as soon as you begin this game you will be under attack. Your task is to vapourize the mutant warriors before they overrun your home planet. Up to four can play and the screen keeps track of the highest score. As well as having nine difficulty levels and two speeds, Communist Mutants from Space (it's full title), has got several features which make it an exciting game cassette providing a variety of options. The real skill in this game however, is winning without using the special features that it offers you!

Price: £13.00+VAT=£14.95



#### FIREBALL

You are a juggler, and able to juggle anything from china plates to daggers! Your task in this Single Load game is to smash wall after wall of blocks as you juggle with red hot FIREBALLS! When the ball comes down from the top of your screen, catch it, and then release it back at the wall of blocks. You can score up to a million points! And, if you get to proficient at one pattern of blocks, there are another four to choose from! Up to 4 players can take part in this game and up to 6 fireballs can appear on the screen at once. Be sure you don't get burned!

Price: £13.00+VAT=£14.95



#### KILLER SATELLITES

You are the only test pilot of the one rocket ship that can protect the earth from an alien attack of molten metal. The invasion has started, have you the courage and skill to save mankind? A Single Load game, Killer Satellites is for 1 player featuring 2 difficulty settings as well as a 'rapid fire' mode. Other features include: a fuel level indicator; a laser overheat monitor which indicates the temperature of your gun; a global radar scanner and an energy barrier, which can be used to protect you from some of the alien projectiles . . . but not all of them!

Price: £13.00+VAT=£14.95



#### SUICIDE MISSION

Your mission in this game is to shrink down, smaller than a speck of dust, to do battle with a deadly killer virus deep within a human body. Equipped with a microscopic submarine, head for an infection, perilously close to the heart, and towards a fight where you are heavily outnumbered. This is arterial warfare at it's finest. Fire at one of the many germs, and it divides into two. Fire again and the numbers increase once more. A 1 or 2 player game featuring protective shields and two different shooting styles, Suicide Mission has three difficulty options.

Price: £13.00+VAT=£14.95



#### DRAGONSTOMPER

Dragonstomper is one of Starpath's Multi-Load cassettes. An adventure game, you've been swept through a time tunnel, right back to the age of warlocks and wizardry. Your mission is to find the Amulet of the Druids. There are clues, but not all easy ones. There are peaceful lakes and forests as well as deadly perils and lurking somewhere is a very vengeful dragon. There are many rewards along the way, but few will reach the final goal. The MULTI LOAD feature gives you THREE separate game segments, for longer, more challenging game play.

Price: £15.61+VAT=£17.95



#### ESCAPE/MINDMASTER

A Multi-Load cassette, your task in this game is to escape from the alien Mindmaster's laboratory, where he has held you as a specimen for study. To win your freedom, you must pass through six 3-D mazes, with each of them being more complex than the last. The first 5 mazes have problems to solve and some surprise intelligence tests. The sixth maze is something special! As this game is too complex to load into your Atari at one time, it loads in FOUR different sections, a feature of the extra play power of the Starpath MULTI LOAD cassettes.

Price: £15.61+VAT=£17.95



## VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have FREE clubs for the Atari VCS, Atari 400/800 home computers, and Mattel Intellivision. Soon we will have clubs for Colecovision, Aquarius and Vectrex. So if you own one of these machines, fill in the coupon opposite, and we will enrol you FREE OF CHARGE in the club relevant to your computer or video game.



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## FREE LITERATURE



# CHRISTMAS EYESTRAINER

O.K. So you think this magazine's only good at filling its readers' minds with useful information. Well, let it be known that we also like to print crazy contests like this Christmas Eyestrainer.

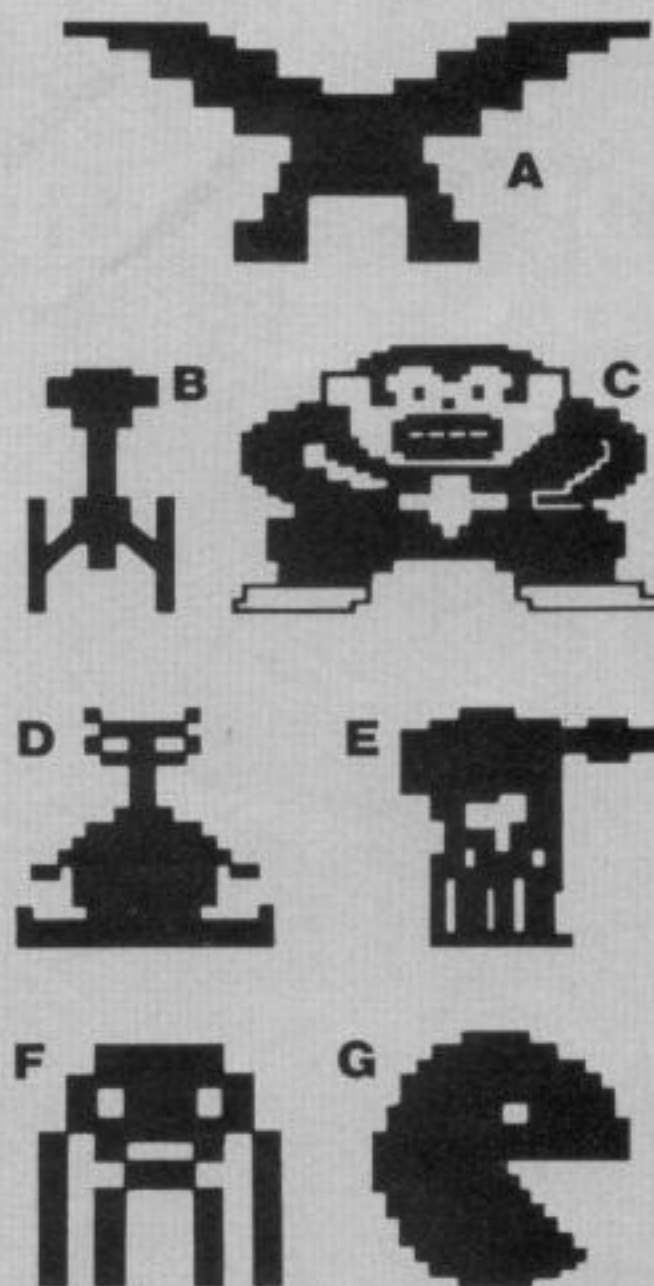
You probably won't see another Eye-strainer again (be thankful - Ed.) So have a go at solving it before you frame it and hang it on the wall.

Reader-reviewer David Price sent in the Eyestrainer and it's down to you to find the video game 'stars' who've hidden themselves in the mayhem and confusion. There are 16 characters in the scene and - here's the clue - they've all escaped from games listed and reviewed in the pages of this magazine - but who are they? If you think you've

found all sixteen jot down their names (and games) and turn to page 82 for the answers.

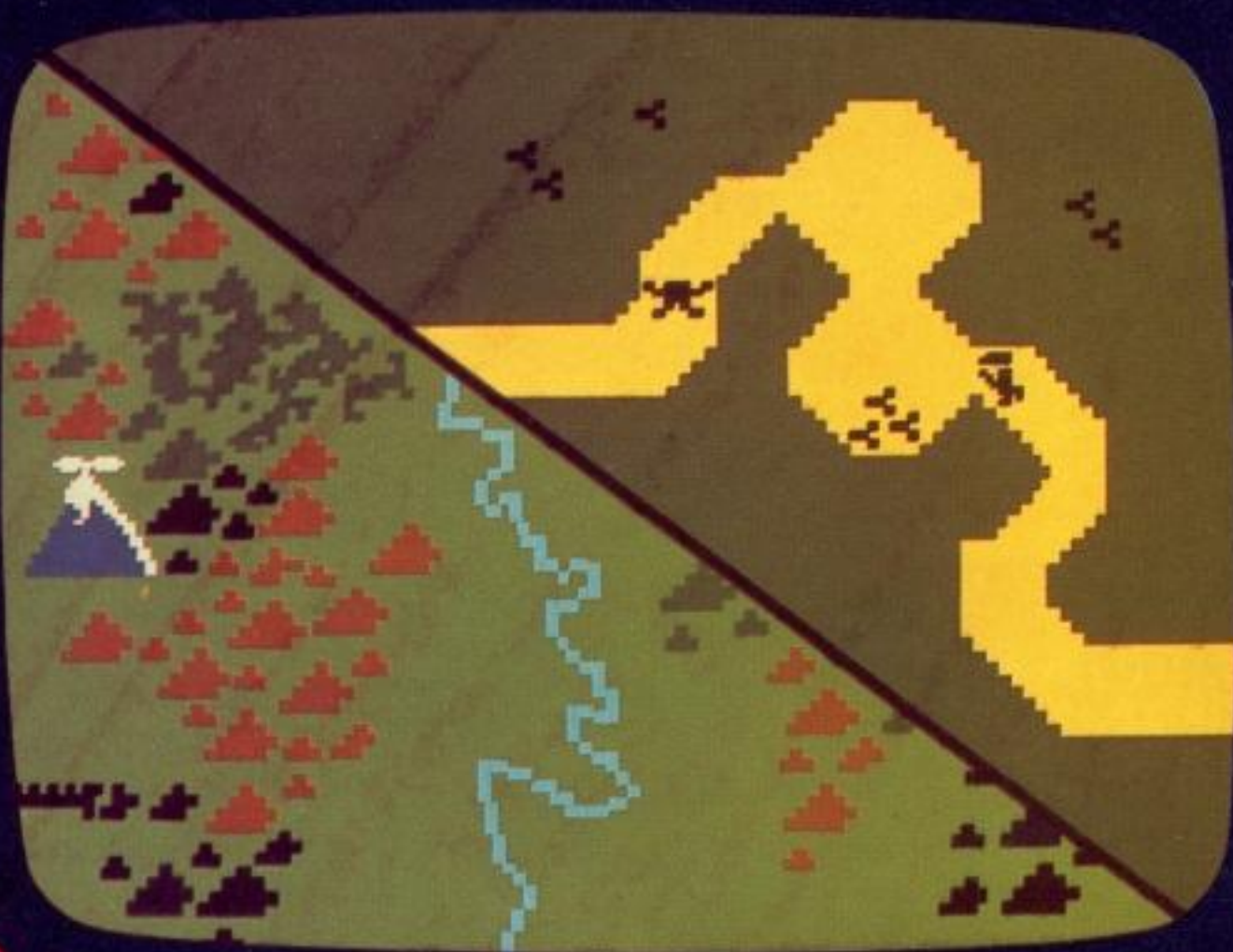
We haven't stopped there. On the right you'll see a group of numbered symbols from various TV games and the problem, once again, is to identify the games they belong to (the answers are also on page 82).

Needless to say there are no prizes for solving these. But if you'd like to be famous all the same, and have an idea for a puzzle like this (or something different) send it in!





# Dungeons & Dragons from Intellivision. Leaves other adventure games in the dark ages.



Try a video game that may be smarter than you are.

Deep inside the towering mountain you're dodging the Winged Dragon's jaws as you try to snatch the Enchanted Blue crown. You've journeyed through dense forests and forbidden gates and you're half-dead from rat and snake bites. You're outnumbered and short of arrows.

Are you sharp enough to survive? Dungeons and Dragons is just one of zillions of great games from Intellivision.

With superb graphics, challenging game play and exciting action, you'll find they take a lot of beating.

*Don't be a Nerk!*  
*Buy Intellivision!*

MATTEL ELECTRONICS®  
**INTELLIVISION**

**FREE INTELLIVOICE WORTH £50!**  
Intellivision is the only system that gives you games that speak for themselves. And right now, we're giving away an Intellivoice module, (worth £50) free with every Intellivision master component. There's never been a better time to choose Intellivision.



# INTELLIVISION

Excellent sound and computer keyboard  
enhance this well known system

## THE SYSTEM

The top video game when it was launched, it still has a few tricks up its sleeve. Hidden inside is a potentially very powerful 16 bit microprocessor – all the others have an 8 bit chip. A wide assortment of extras has been promised for some time and it seems likely that some of them will arrive before Christmas – a computer keyboard and maybe even the music synthesizer.

## LAUNCHED

USA 1978, UK 1979

## AVAILABILITY

Widely available through major shops such as Argos, Dixons, Greens in Debenhams, Ketts, Menzies, Rumbelows, and larger branches of Boots, as well as most specialist shops.

## CURRENT PRICE

£98, which includes a 'Soccer' game cartridge, two multi purpose

hand controllers and as, a special Christmas offer, a free Intellivoice module.

## VOICE CAPABILITY

Yes, via Intellivoice module. £50 usually, currently available free with new purchases.

## ACCESSORIES

(From Mattel)

Apart from the voice and computer keyboard detailed separately, Mattel are going to produce a music synthesizer keyboard. We've seen it, but not heard it. Hopefully available in 1984.

## ACCESSORIES

(From other sources)

Very few but a couple of storage boxes and a dust cover exist. We have seen a couple of modifications to the original controllers for adding tiny joysticks. However, Mattel do not like these and warn that they may invalidate the guarantee.

## COMPUTER KEYBOARD

Awaited since as long ago as 1979. The computer keyboard is due to make its appearance before Christmas. We've just got one for review (see 'Brand News' for a preliminary report), and though there's not much software for it yet, it certainly seems to be up to Mattel's usual high standard. We understand that there will be a cartridge to enable users to make their own games, some kiddy-level 'Introduction to Basic' games, and some music-making software. There will also be two more controllers for four person games.

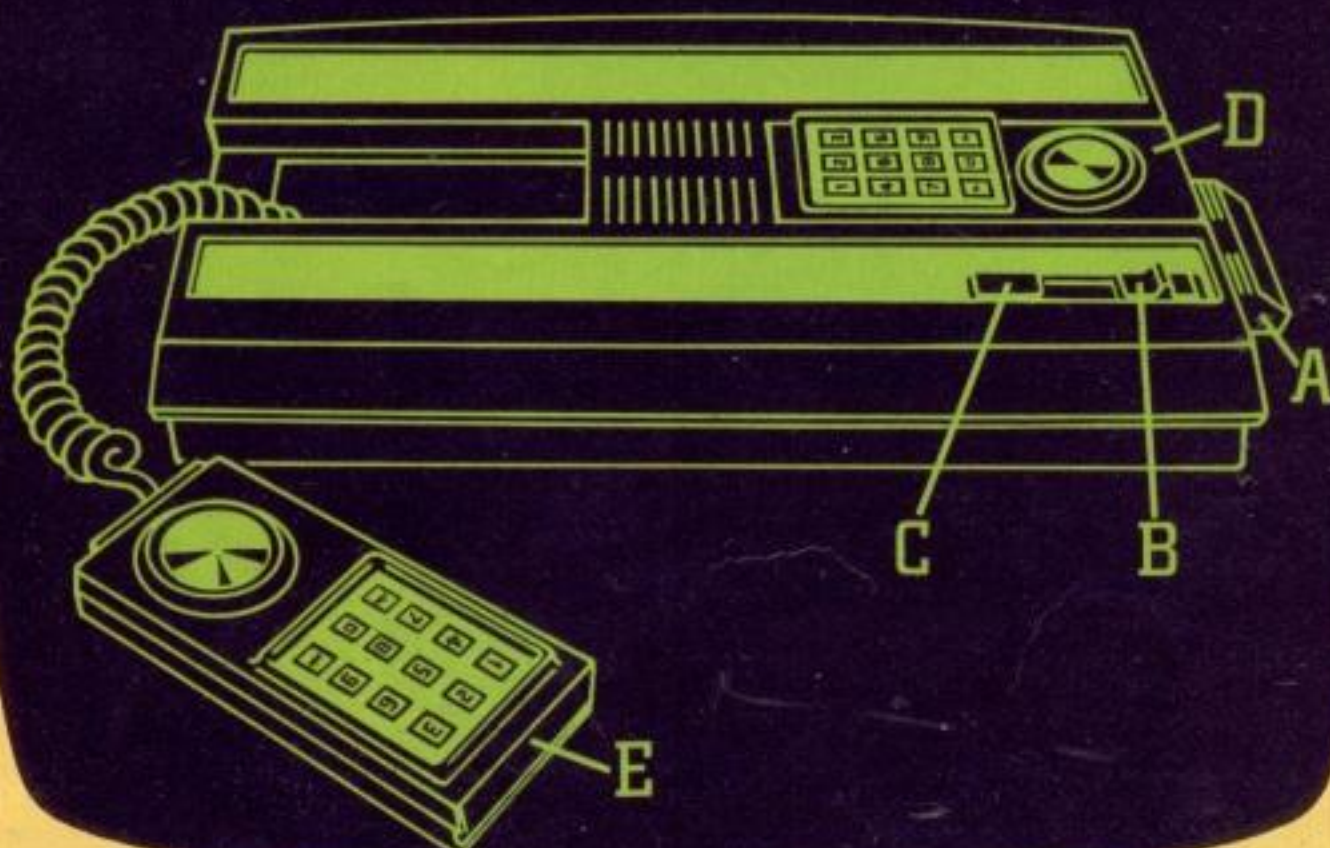
## SOFTWARE

Plenty to choose from – mainly from Mattel themselves – but with a growing number of cartridges from Activision, Imagic, Parker, etc.

## THE FUTURE

Improved consoles have been shown at exhibitions in America but we understand that no decisions have been taken to bring any of them out over here. We don't seem to have missed anything very exciting and, happily, Mattel have made all their machines 'upwardly compatible' – jargon for the ability of any new product to accept and play all existing cartridges (whether or not they also accept newer, better cartridges.) Some very interesting keyboards are due and the voice capability is the best of any game or computer we've ever heard. We can only hope that these other attachments are as good. □

## MATTEL INTELLIVISION MASTER COMPONENT

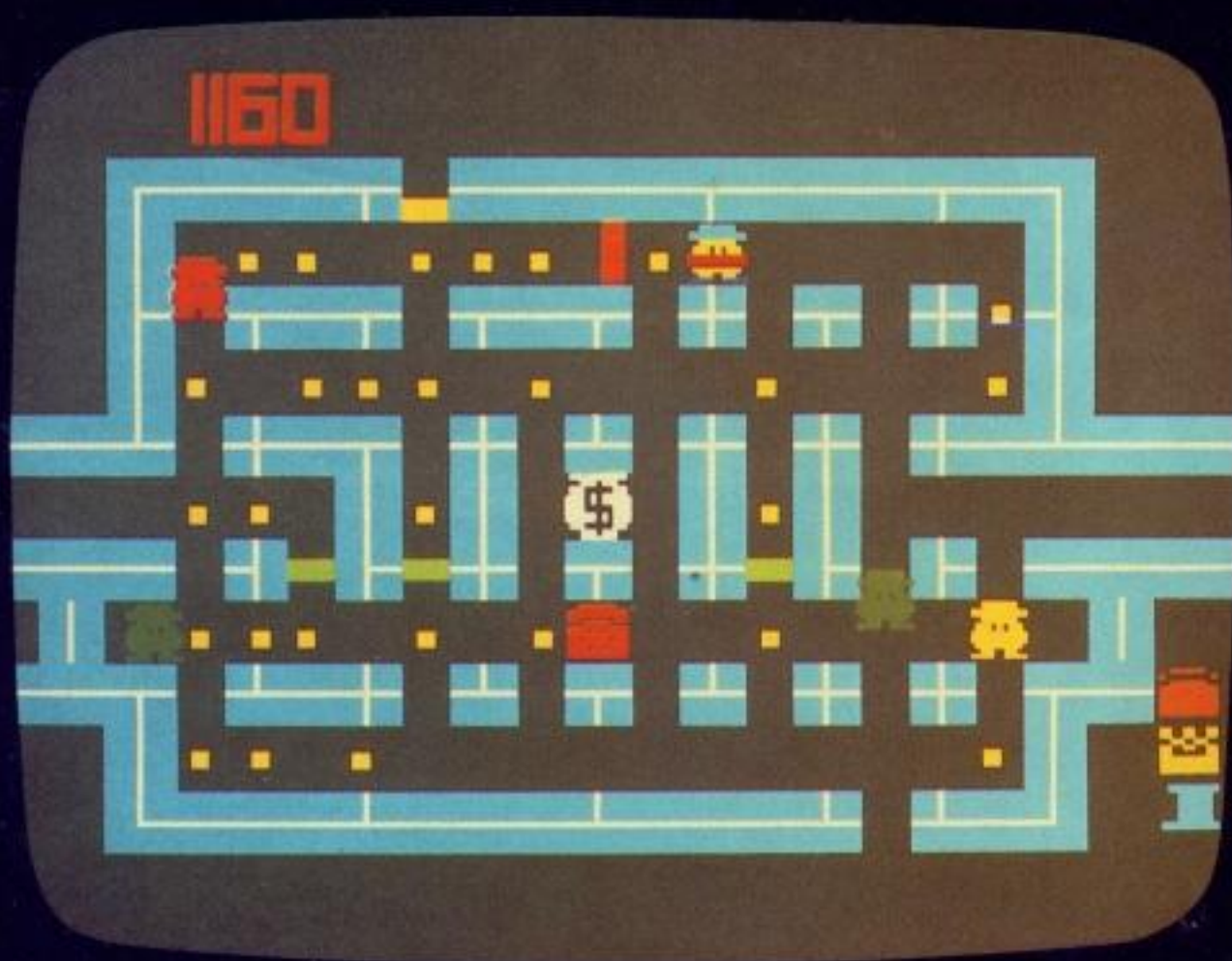


## PICTURE KEY

- A** Cartridge in Cartridge Slot
- B** On/Off Switch
- C** Reset Button
- D** Multi-purpose Controller (stowed away)
- E** Multi-purpose Controller



# Lock 'n' Chase from Intellivision. Try finding a better maze game.



If you're looking for a really challenging video game, look no further.

With Intellivision Lock n' Chase you're in a maze of bank vaults, trying to collect gold bars as fast as you can. But you're being pursued by truncheon swinging cops. And the only way to survive is to slam the doors behind you. But beware, or you'll lock yourself in!

Lock n' Chase is just one of zillions of great games from Intellivision.

With superb graphics, challenging game play and exciting action, you'll find they take a lot of beating.

*Don't be a Nerk!  
Buy Intellivision!*

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## INTELLIVISION GAMES GUIDE

### ADVANCED DUNGEONS & DRAGONS / CLOUDY MOUNTAIN

MATTEL ELECTRONICS 3410 £25.95  
1 4 variations  
ADVENTURE  
Autumn '82

Originally called Advanced Dungeons and Dragons, this game has now had 'Cloudy Mountain' added to it because there will be more D & D games coming out.

Like many of Mattel's best games this has two phases to it - a map phase showing where you are in relation to everything else and a battle phase where most of the action takes place. The object of the game is to retrieve two pieces of the Enchanted Blue crown that are guarded in Cloudy Mountain itself. To get there, you must cross smaller mountains and rivers, picking up treasures as you go that will aid your journey. For instance, you will need a boat to cross the river, and a key to open the gate, if you get that far.

To reach your goal, you will have to overcome various adversaries such as bats, rats, snakes, demons and the fearsome winged dragons who guard the pieces of the Crown. Amongst the best of the 1982 releases and still an exciting game. □

### ADVANCED DUNGEONS & DRAGONS / TREASURES OF TARMIN

MATTEL ELECTRONICS £24.95  
1 6 variations  
ADVENTURE  
Spring '84

This long-awaited follow up to Cloudy Mountain is scheduled for release early next year. It sticks with the original format and also features several improvements. You now have a 3D perspective view of the maze and, can also pick up a multitude of weapons and treasures along the way. These have several different uses. You can pick up eight objects simultaneously but you can only use one at a time.

The game seems to involve escaping from the island of Tarmin with as many treasures as possible (this game was received in prototype form without instructions or overlays). There are monsters a-plenty to keep you occupied and of course, it's much more difficult to find your way around because the view of the place is more realistic. □

### ARMOR BATTLE

MATTEL ELECTRONICS 1121 £21.95  
1v1  
COMBAT  
Winter '79

The idea of this game is to outshoot your opponent over different battleground scenes. The computer selects at random from over 240 battlefields so the scenes vary from game to game. Each player has two tanks per battlefield, and the first one to lose 50 tanks loses the war. The game can be shortened by both players agreeing on fewer tanks to be lost. To destroy an enemy tank it must be hit three times and each player can lay one invisible mine on each battlefield.

The graphics are very good, the tanks change in perspective as they turn around and they can even hide in the trees. This is a very good cartridge and is certainly one of the best of this type available, it is a pity, though, that you cannot take on the computer if you are short of someone to play with. □

G.J Green, Stafford

New titles from Parker, CBS, Activision and Imagic boost the range this issue... and there's three from Mattel, too! Still has the best voice games available outside an arcade, with more to come in the New Year!

### ASTROMASH

MATTEL ELECTRONICS 3605 £21.95  
1 4 variations  
SCI FI SHOOT 'EM UP

A cross between Space Invaders and Asteroids, in which you control a laser base positioned at the bottom of the screen. The aim is to shoot down all the descending rocks and Space Spinners, along with UFOs in later rounds.

One of the better space games from Mattel but by no means the best. □

### ATLANTIS

IMAGIC IM10524 £29.95  
1,1+1 3 variations  
SCI FI SHOOT 'EM UP  
Winter '82

This is a sophisticated version of the highly successful VCS game of the same name. The aim is to blast all the enemy bombers and fighters before they fly low enough to strike Atlantis, the city that you are defending. You are equipped with two missile launchers positioned at either side of the screen, plus a sentinel saucer in the centre that can launch and mingle with the enemy. □

### AUTO RACING

MATTEL ELECTRONICS 1113 £21.95  
1,1v1 4 variations  
DRIVING  
Autumn '79

Certainly the best of the earlier games. You are in the driving seat of a grand prix racing car, racing your opponent around a scrolling track made up of roads with buildings each side. The graphics are excellent and the cars are not too difficult to handle. □

### B17 BOMBER

MATTEL ELECTRONICS 3884 £29.95  
1 6 variations  
COMBAT  
Needs Intellivoice module £45.95  
Winter '82

In command of a B17 Bomber, you are engaged in a vital mission to bomb as many enemy ack-ack guns, runways, installations and ships as you can. You have no fewer than eight different screens to choose from. The voices play an important part in the game as they inform you of your plane's condition as well as warning you when there are Bandits in sight. The graphics, sound and gameplay combine to make a very challenging game. □

### BACKGAMMON

MATTEL ELECTRONICS 1119 £15.95  
1,1v1 1 variation  
CLASSIC

Certainly a more professional-looking version of the highly popular board game than Atari managed for the VCS. The computer plays cleverly and is quite tricky to beat. The sound effect of the rolling dice comes across quite well and provides a nice touch. A good buy. □

### BASEBALL

MATTEL ELECTRONICS 2614 £21.95  
1,1v1 4 variations  
SPORT

An all-American sport, but very similar to rounders or softball which are both played in English primary schools. A good job is done in translating this genuine slice of American life. □

### BASKETBALL

MATTEL ELECTRONICS 2615 £15.95  
1,1v1 1 variation  
SPORT



If you're just getting into basketball then this is the cartridge for you. Instead of having just a one man team as in the Atari game, here you have a three man team. These teammates are under computer control until they receive the ball when the control swaps to you. Every basket scored gets a cheer from the crowd. A great game if you like the sport. □

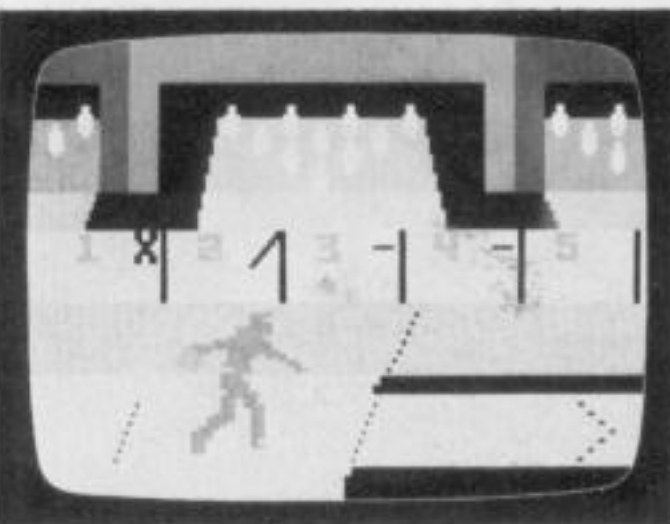
### BEAUTY AND THE BEAST

IMAGIC IM10540 £31.45  
1 1 variation  
CLIMBING  
Winter '82

This game rivals Intellivision's Donkey Kong. Bashful Buford is out to rescue his girlfriend Tiny Mab from the villainous clutches of Horrible Hank. To get his loved one back he must climb the outside of the Mutton Building, whilst avoiding obstacles such as boulders, bats, rats and birds. Once he catches Mab, he 'glows' with pride. An exciting game. □

### BOWLING

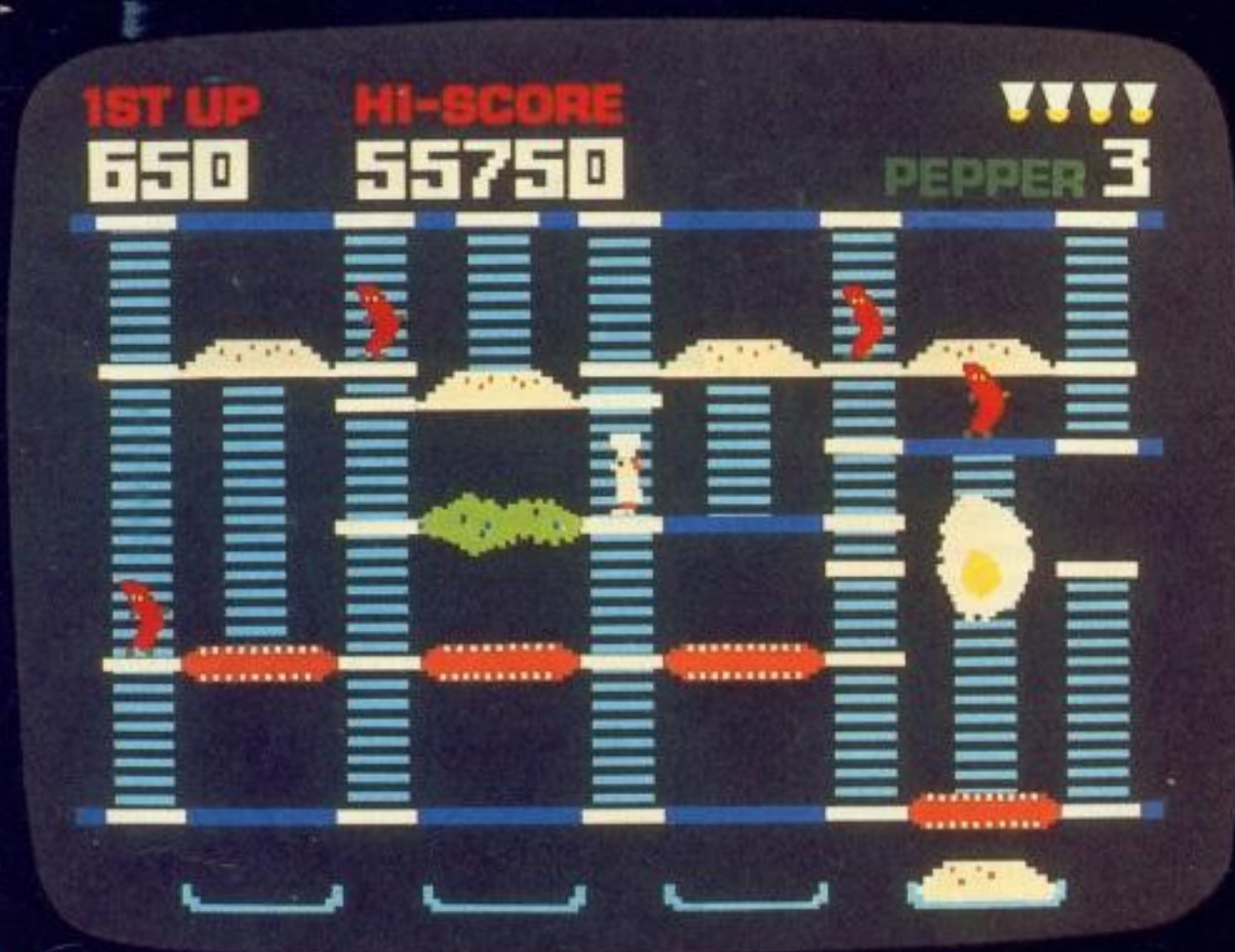
MATTEL ELECTRONICS 3333 £21.95  
1,1v1 2 games  
SPORT



Bowling, although a popular sport in the States, hasn't much of a following over here. Nevertheless this is a highly commendable effort. The graphics as well as the sound effects are good. If you like bowling then you'll enjoy this cartridge. □



# Burger Time from Intellivision makes mincemeat of the competition.



There's never been a time like Burger Time... until now.

You are a chef, building gigantic burgers. But watch out, a bunch of menacing sausages and a fried egg are chasing you up and down the ladders of the burger maze. Bury them under the beef, lettuce and buns or stun them with pepper. But be sure to have enough pepper because things really hot up when the evil pickles join the chase.

Burger Time is just one of zillions of great games from Intellivision.

With superb graphics, challenging game play and exciting action, you'll find they take a lot of beating.

*Don't be a Nerk!  
Buy Intellivision!*

MATTEL ELECTRONICS®  
**Intellivision**

**FREE INTELLIVOICE WORTH £50!**  
Intellivision is the only system that gives you games that speak for themselves. And right now, we're giving away an Intellivoice module (worth £50) free with every Intellivision master component. There's never been a better time to choose Intellivision.



## BOXING

**MATTEL ELECTRONICS** 1819 £21.95  
1,1v1 4 variations  
**CLASSIC**

With this particular version you select which boxer you want out of a choice of half a dozen and then step out into the ring for 15 rounds of punishment. You can, in fact, KO your opponent which is very satisfying indeed. In short, the best boxing game currently on the market.□

## BURGER TIME

**MATTEL ELECTRONICS** 4549 £29.95  
1 4 variations  
**SKILL**  
Summer '83

Based on the arcade game by Data East. You play a burger chef who has to put together four Hamburgers by dropping the right ingredients on top of each other. This may sound simple, but you are under attack from three hot dogs and a fried egg, which you can defeat by trapping inside a burger or throwing pepper at them. And if that makes sense, then you'd better enter the competition on page 33, where we ask you to imagine them talking to one another, too! An unusual but entertaining game.□

## CARNIVAL

**CBS ELECTRONICS** COL76307 £29.95  
1,1+1 4 variations  
**SHOOT 'EM UP**  
Summer '83

Based on an arcade game of the same name, your task is to clear the screen of all moving objects before exhausting your bullets, doing so ends game. There are various items to shoot at, some increase your score while others replenish or deplete your bullet supply. Most important of these are the ducks, which can fly down and eat ten of your bullets.

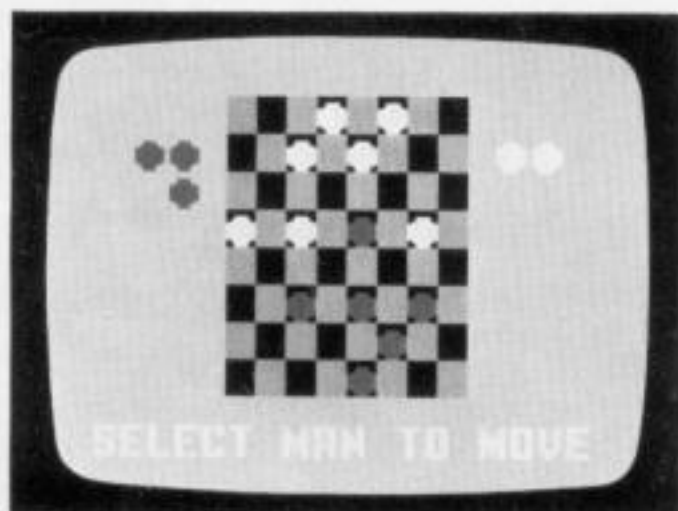
Most targets move horizontally in three rows, each row having a score value. The exception to this are the pipes situated on a wheel. These must be shot quickly, otherwise more ducks will appear. This will put a lot of pressure on your firing finger and, as it's quite hard to master, it is the most frustrating part of the whole game. An added feature is the bear shoot between waves. (Boring.)

\*Not worth the asking price\*

Alan Watkins, Clacton-on-sea

## CHECKERS

**MATTEL ELECTRONICS** 1120 £15.95  
1,1v1 1 level  
**CLASSIC**



Although slightly better than the VCS version, this video of the popular board game is still not worth the price of the console and the cartridge just to play draughts.□

## CHESS

**MATTEL ELECTRONICS** 3412 £29.95  
1,1v1 8 levels  
**CLASSIC**  
Summer '83

You can choose from eight levels of play ranging from novice to expert, or instead watch the computer play against itself and pick up some useful hints on how it plays.□

## DEMON ATTACK

**IMAGIC** IM10537 £31.95  
1,1+1 12 variations  
**SCI FI SHOOT 'EM UP**  
Winter '82

The game play is much the same as in the VCS version of Demon Attack. A small laser base at the bottom of the screen is pitted against demons that swoop down from the top of the screen. However, once you've tackled each onslaught, you encounter the enemy ship that must be destroyed.□

## DONKEY KONG

**CBS ELECTRONICS** COL76257 £29.95  
1,1+1 4 variations  
**CLIMBING**

This cartridge only has two of the original four screens available in the arcade version. The first is the scaffolding, though when the barrels hit the oil drum they do not return as fireballs.

The second screen has three platforms each with two rivets to be walked over. Also there are three items belonging to Mario's girlfriend which can be collected for a bonus, all the time avoiding the fireballs. If you complete this screen you return to the first with an increased bonus.

Unfortunately the game variations make only a very slight change in speed and do not alter the bonus value. This game would be much better if you could earn bonus lives or more happened as the game progressed. I would therefore not recommend this cartridge.□

Ian Hallam, Havant

## DRACULA

**IMAGIC** IM10607 £29.95  
1,1+1,1v1 3 variations  
**ADVENTURE**  
Summer '83

If you're a fan of all those horror movies with vampires in them then this game is for you. You portray the Prince of Darkness, Dracula. As Count Dracula you can transform yourself into a bat and change your victims into zombies that will attack the local police who pursue you with wooden stakes. You must keep the Count's blood supply topped up as he will die if you do not. Altogether a challenging and enjoyable game.□

## DRAGONFIRE

**IMAGIC** IM10579 £29.95  
1,1+1 3 variations  
**ADVENTURE SKILL**  
Spring '83

This game is split up into two separate phases. In the first you must run from one side of the screen to the other jumping and ducking fireballs and arrows. If you succeed, you then enter a black treasure store guarded by a ferocious dragon. You must rush round picking up all the treasures. A challenging game, but not as difficult as the VCS version.□

## FROG BOG

**MATTEL ELECTRONICS** 5301 £21.95  
1,1v1 4 variations  
**CHILDREN'S SKILL**  
Autumn '82

The aim of this unusual game is to make your frog jump from the lily pad and eat the flies in your part of the pond. You are up against another frog which can be either computer- or human-controlled. A good one for young kids.□

## FROGGER

**PARKER** 941502 £27.95  
1,1+1 4 variations  
**SKILL**  
Summer '83

This is Parker's version (for Intellivision) of their very popular VCS game released in the autumn of 1982, based on the arcade game by Sega. The game play and graphics are similar but the sound is inferior to the VCS cartridge.□

## GOLF

**MATTEL ELECTRONICS** 1816 £21.95  
1,1v1 9 holes  
**SPORT**



This varies from all the other golf video games in that the golfer never actually moves but is stuck in the top left hand corner of the screen. He functions to show you how much swing you're putting on each shot, while you guide a little Cursor around the greens. Quite a good game but not really an accurate simulation of golf.□

Jeremy Allen

## GOLF

**CBS ELECTRONICS** COL76349 £29.95  
1,1+1 4 variations  
**SCI FI SHOOT 'EM UP**  
Winter '83

This Intellivision cartridge, which uses a starfield background and fairly sophisticated ships, compares favourably with the VCS version. Not a bad cartridge, as long as you don't compare it with the same game on the Coleco system.□

## HORSE RACING

**MATTEL ELECTRONICS** 1123 £21.95  
1,1v5 1 variation  
**SPORT**

Here's your chance to bet as much as you like in a race and actually jockey the horse you bet on. The game has two phases. The first is the 'betting shop' phase where you and the other players can place bets on the colour coded horses. Then you're off, galloping along the race track. A game which provides a lot of entertainment.□



## ICE HOCKEY

**MATTEL ELECTRONICS** 1114 £21.95  
1,1+1 4 variations  
**SPORT**  
Winter '79

In terms of actual game play Hockey is very similar to the Soccer cartridge supplied with the game's console. The action buttons are used for shooting or passing and the disc is used for controlling your player. One feature which makes this game more interesting is that you can foul players.

If you trip a player to rob the puck from him this is legal. An illegal foul is tripping a player when he isn't in possession of the puck. As in real-life ice hockey, if a player is caught illegally tripping a player he gets sent off for two minutes.

No corners or throw-ins in this game as it is played in an enclosed arena, so game play is quicker and continuous and subsequently more interesting. Goals are much harder to come by because the goalkeepers are computer controlled. The best way to score is to make the goalie dive for your shot and then hit the puck in the net while he's still on the ground. You are very unlikely to score a goal from one shot and, if and when you do score, you get a real sense of achievement.

I must admit I was put off buying this cartridge because of the unfamiliarity of the game but, as with most Mattel cartridges, full and detailed instructions are supplied. If you know somebody that is quick with the disc you'll have hours of fun with this cartridge. □

*D. Hale, Hants.*

## ICE TREK

**IMAGIC** IM10582 £29.95  
1 6 variations  
**ADVENTURE**  
Summer '83

This game is set in frozen wastes long ago back in the age of Sword & Sorcery. Vali the Avenger must retrieve the great Northern lights from the Ice Castle. To do this he must first dodge the Ice Goddess Caribou. He must then make an ice bridge from icebergs floating past (by far the most infuriating phase), then he is up against the ice castle itself. The aim is to melt this by hitting the battlements with fireballs. After that it's on to the next level which is the same only harder. A refreshingly different game. □

## LOCK 'N' CHASE

**MATTEL ELECTRONICS** 5637 £25.95  
1,1+1 4 variations  
**MAZE**  
Autumn '82

The idea is to manoeuvre a thief around a maze littered with gold bars and with bigger treasures to be found in the centre. Chasing you are a number of truncheon-swinging cops whom you must avoid at all costs. You can do this by simply outracing them or by slamming doors to block them off. A lot of fun and altogether one of the better arcade-based games from Mattel. □

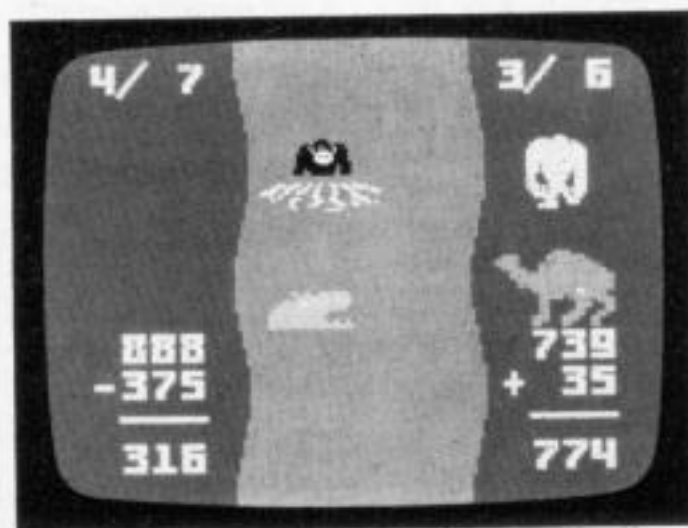
## LOCO-MOTION

**MATTEL ELECTRONICS** 4438 £21.95  
1,1+1 4 variations  
**SKILL MAZE**  
Winter '83

In this, you have to guide your Choo-Choo train around a somewhat scrambled railtrack. The aim is to put the right tracks together so that the train can safely pick up passengers and continue its journey without crashing. Your problems are added to by the fact that there is a crazy train on the same tracks. A game that requires about five hands! □

## MATH FUN

**MATTEL ELECTRONICS** 2613 £15.95  
1,2 18 variations  
**EDUCATIONAL**



This is probably one of the most underrated learning games around. The object is to guide a gorilla down the side of a river, but every so often another wild animal will block your path and move only if you solve a maths problem. Makes learning fun. □

## MICRO SURGEON

**IMAGIC** IM10553 £31.95  
1,2 9 variations  
**SKILL**  
Autumn '82

This game involves curing a critically ill person by probing inside his body. You control a miniature robot which is equipped with all the medication required to save this patient's life. There is also a status chart to refer back to which shows how the patient is faring. A game with limited appeal. □

## MISSION X

**MATTEL ELECTRONICS** 4437 £25.95  
1 4 variations  
**COMBAT**  
Winter '83

Based on an arcade game of the same name. The object of the game is to fly your secret bomber over enemy territory and bomb everything you encounter - battleships, tanks, artillery guns, bridges, trains - all of which will come into view as the screen scrolls vertically. Great game for all those who enjoyed B17 Bomber. □

## NIGHT STALKER

**MATTEL ELECTRONICS** 5305 £25.95  
1 4 variations  
**MAZE SKILL**  
Autumn '82

This game is a creepy version of Lock 'n' Chase. You have to run around a maze, pick up your gun and shoot down the killer Robot that patrols the maze along with a giant spider and a couple of bats. There are six shots to a gun, after which you have to pick up another loaded gun. As the game progresses the Robots get faster and more lethal so you have to be on your guard. Quite a compelling game. □

## NOVA BLAST

**IMAGIC** IM7609 £29.95  
1,1+1 3 variations  
**SCI FI SHOOT 'EM UP**  
Summer '83

Compared with other systems, nowhere near the same amount of good space software is available for the Intellivision. Of the ones that

are on offer many are rather slow and awkward to control. So Nova Blast came as a pleasant surprise. It is a Defender/Missile Command-type game in which you have to pilot a Nova Sky sweeper across the arid terrain of the planet. The primary objective is to prevent your four cities from being obliterated by such nasties as Gravities and Astro Sailors. Armaments consist of a forward laser cannon, which is the fastest weapon on any Intellivision craft to date, as well as bombs which are dropped on enemy tanks in later rounds. The impressive aspect of this game is the speed of everything; the player, the enemy, the laserfire and the explosions are well above par for Intellivision. Imagic deserve a pat on the back for an excellent space game. □

## PINBALL



**NEW**

**MATTEL ELECTRONICS** £24.95  
1,1+1 Single game  
**SKILL**  
Spring '84



Mattel's long-promised Pinball game is now set to emerge in the spring. A pinball table on video can obviously never be an alternative to the real thing - it can only put over a feel of the machine. Having said that, Mattel Pinball manages to create challenge with plenty of variety. In addition to the regular features found in most pinball games there are a number of different 'tables' which change when a certain target is hit. I've found four but I'm no pinball wizard and there may well be more (write and let me know). Out of all the TV pinball games around this one will probably have the most lasting appeal due to the variation in play. □

## PITFALL

**ACTIVISION** MP002 £24.95  
1 1 variation  
**ADVENTURE**  
Spring '83

Activision's jungle adventure hero Pitfall Harry makes his appearance on Intellivision. If you have always wanted to swing from vines, jump over crocodiles and pick up bags of gold, then this is the game for you. There's a fuller review in the Atari section. Well worth. □

## POKER & BLACKJACK

**MATTEL ELECTRONICS** 2611 £15.95  
1,2 1 variation  
**CLASSIC**

If you're a gambling person but there aren't too many casinos near where you live then do try this cartridge.

In both games, Poker and Blackjack, there is a Las Vegas-style dealer complete with tinted visor and stripey shirt. Sitting at the top of the screen and dealing out the cards, he smiles if you lose and frowns if you beat him. Very entertaining. □



## REVERSI

MATTEL ELECTRONICS 5304 £15.95  
1,1vl 1 variation  
CLASSIC

Reversi is a 19th century game of strategy and dominance. Basically it is very similar to the game Othello. An interesting game but not really exciting video game material. □

## ROYAL DEALER

MATTEL ELECTRONICS 5303 £25.95  
1 4 variations  
CLASSIC  
Summer '83



Royal Dealer provides four card games, namely, Crazy Eights, Rummy, Gin Rummy and Hearts and gives you the choice of playing against one, two or three computer-controlled opponents.

The use of the controls can be very confusing until you have played all the games quite a few times and even then it is

possible to discard a card instead of re-arranging it. The graphics are very good, giving you the impression of sitting at the head of a card table facing your all female opponents. The sound effects at the end of each game are quite good especially if you manage to win, which is not easy, as these ladies play very well indeed. If you are short of someone to play cards with this cartridge is a good buy, but, be warned, each game can last a long time. □

*G.J. Green, Stafford*

## ROULETTE

MATTEL ELECTRONICS 1118 £15.95  
1,1vl 1 variation  
CLASSIC

Good fun for anyone who likes to gamble. The board is quite realistic, but unfortunately the roulette wheel itself is just a strip at the top of the screen. □

## SEA BATTLE

MATTEL ELECTRONICS 1818 £21.95  
1vl 4 variations  
COMBAT

Still one of the best battle games available from Mattel, as the game is simple to understand yet the control is quite complex to master. You have at your disposal an entire fleet, whose task it is to occupy the enemy's island on the other side of the ocean. The fleet contains ships with different strengths and varied firepower and you also have sea mines that you can place at strategic points on the map. □

## SHARP SHOT

MATTEL ELECTRONICS 5638 £21.95  
1,1+1 4 variations  
SHOOT 'EM UP  
Summer '83

Not one, but four different shooting type games on one cartridge which is quite unusual for Mattel. All are basically simplified versions of some of their more popular games. One is based on Sea Battle, one on US Football, one on Space Battle and one on Cloudy Mountain, but all are a lot easier as they are designed for younger gamers. □

## SHARK! SHARK!

MATTEL ELECTRONICS 5787 £22.95  
1,2 2 games  
SKILL  
Summer '83

Tired of being a space buccaneer? Fancy being something different for a change? Well, here's your chance to be a goldfish; that's right - a goldfish. You have to be a pretty quick goldfish too, otherwise you'll end up as shark snack. The idea is to swim around avoiding fish bigger than yourself while you eat up all the smaller fry. After you have swallowed a quantity of smaller fish you get larger, as does the range of fish you can eat. If you're feeling a bit daring, you can try and nibble the shark's tail - but be careful. If he turns round and bites you then you lose a life, and return to your original size.

If you are a bit fed up with space cartridges then this enjoyable, skilful game, which takes you into inner rather than outer space, is one for you. □

## CORRECTION

In a recent ColecoVision T.V. game advertisement reference was made to the maximum cartridge power of Mattel Intellivision.

Mattel Electronics have informed us that their Intellivision Module has a potential maximum game cartridge power of 64K.

Ideal Toy Co. Ltd., wishes to apologise for the inaccuracy and misleading impression which it may have caused.



# SKIING

**MATTEL ELECTRONICS** 1817 £21.95  
1,1v1 4 variations  
**SPORT**

One of the better skiing video games available at the moment. The idea is to complete the slope, through all the slalom gates to the finishing posts at the bottom of the hill. As with nearly all Mattel's sports games you receive rapturous acclaim at the end.□

# SNAFU

**MATTEL ELECTRONICS** 3758 £21.95  
1,2 8 variations  
**SKILL**

This is Mattel's answer to Atari's Surround and compares very favourably. For a start, instead of the boring sound effects of Surround, Snafu gives you catchy little tunes. Although the game is basically the same, Mattel have made a much more professional job of Snafu. A great family game.□

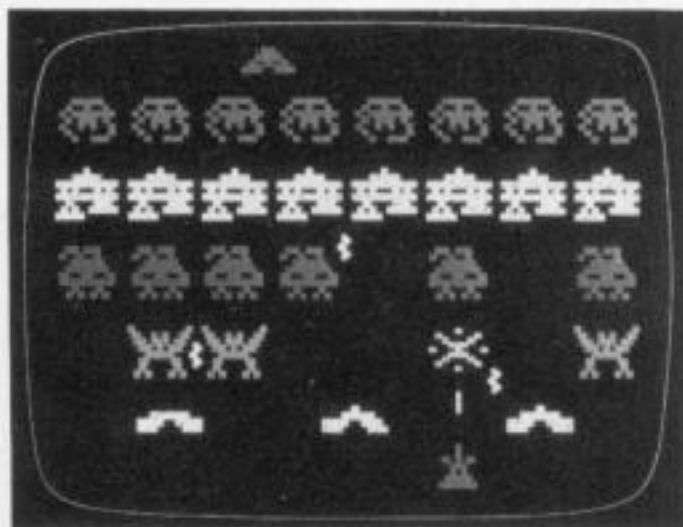
# SOCCER

**MATTEL ELECTRONICS** 1683 £21.95  
1v1 4 variations  
**SPORT**  
Autumn '79

A game that usually comes with the Intellivision, Soccer certainly beats Atari's cartridge of the same name. It has all the features of an Intellivision sports game including gratifying cheers when goals are scored.□

# SPACE ARMADA

**MATTEL ELECTRONICS** 3759 £21.95  
1,1+1 4 variations  
**SCI FI SHOOT 'EM UP**



Mattel's attempt at Space Invaders can't compete with Atari's bestseller as the disc is not as good as a joystick for games like this. The Invaders also look too chunky and move slowly (to compensate for the slow control). Pretty forgettable.□

# SPACE BATTLE

**MATTEL ELECTRONICS** 2612 £21.95  
1 4 variations  
**SCI FI SHOOT 'EM UP**  
Winter '80

Mattel's first space game. In this game, which is simple to master, you have to save the mothership from the onslaught of galactic Aliens. You have three squadrons of three star ships to blast them to pieces. An ideal game for all young gamers who like a bit of strategy. However older gamers may find it a bit boring after a while.□

# SPACE HAWK

**MATTEL ELECTRONICS** 5136 £21.95  
1 4 variations  
**SCI FI SHOOT 'EM UP**  
Summer '82

A space game with a rather original concept. Alone in space with no Spaceship, just a jet pack and a gas blaster, you are under attack from multi-coloured gas bubbles that will cost you your life if you are struck by one. You can of course blast them, zoom out of their way or, if things are really tough, go into hyperspace. Every so often a Space Hawk will appear who has to be shot three times to be killed.□

# SPACE SHUTTLE PREVIEW

**MATTEL ELECTRONICS** 4162 £28.95  
1 5 variations  
**SCI FI SKILL**  
Requires Intellivoice Module price £49.95  
Spring '84

If you've ever watched space shuttle launches on television have you ever thought to yourself 'That doesn't look so hard'? Mattel have and now they've brought out an official Space Shuttle cartridge. You have to pilot a shuttle mission up into orbit where you repair satellites, refuel and perform other such tasks. There are three different voices on this game; mission control's and your two Co-Pilots' who keep you informed of developments during the flight. A good space game for players who are a little tired of just shooting thousands of aliens and saving the universe every time they slot in a cartridge.□

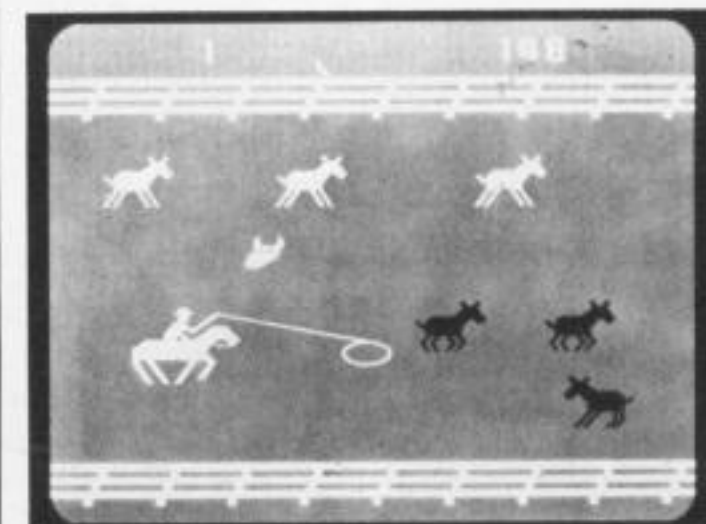
# SPACE SPARTANS

**MATTEL ELECTRONICS** 3416 £29.95  
1 5 variations  
**SCI FI SHOOT 'EM UP**  
requires Intellivoice Module price £49.95  
Winter '82

This game is a high-tech version of Activision's Starmaster, with the added appeal of voice as well as superior graphics. You are given a Galactic Chart and a battle view at the beginning of the game and once you have positioned your Starbases you are fed information from the computer on board. A female computer keeps you informed of your ship's stage of repair. A male computer informs you of the number of Alien ships in each sector. A third 'robot' voice lets you know how your Starbases are. This game is a must for Intellivision Space gamers.□

# STAMPEDE

**ACTIVISION** MP001 £24.95  
1 1 variation  
**SKILL**  
Spring '83



This is Activision's first Intellivision-compatible video game. Similar to the VCS game of the same name (see separate review).□

# STAR STRIKE

**MATTEL ELECTRONICS** 1323 £21.95  
1 6 variations  
**SCI FI SHOOT 'EM UP**  
Summer '82

This game closely resembles the trench scene from the film Star Wars. The aim of the game is to shoot down as many enemy fighters as you can whilst you bomb the five missile silos below you. When you do, the enemy Death Star disintegrates and you are given a fan-fare. This is certainly a cartridge to get if you fancy yourself as Luke Skywalker.□

# SUB HUNT

**MATTEL ELECTRONICS** 3408 £21.95  
1 4 variations  
**COMBAT SHOOT 'EM UP**  
Winter '82

This is a game of strategy in which you have to stop the enemy fleet from forming an attack force from their base which, in turn, will infiltrate yours. The game ends no matter how many subs are left.

The game starts with your four subs. With these you must destroy your opponent's fleet of 36 ships comprising six ships in each convoy and with one escort on the first two levels, and two on the others. Control is good, but you will have to be conversant with all 16 of the controls to stand really any chance of winning, especially at the higher levels.

Sound, colour and graphics are good, but gameplay is a little slow in places. This is no game for someone looking for a quick shoot 'em up.

\*One to add to your collection\*

*Alan Watkins, Clacton-on-sea*

# SWORDS AND SERPENTS

**IMAGIC** IM10566 £29.95   
1,2 3 variations  
**ADVENTURE**  
Spring '83

A game closely based on Dungeons & Dragons, set in a series of dungeons full of treasures and various nasties such as dragons and black knights. With control of the white knight, it's your task to pick up treasure while trying to escape from the dungeon and defeating everyone in your path. You do receive some help from the wizard. He weaves magical spells to protect you if you can manage to guard him for the length of time it takes him to find spells.□

# TENNIS

**MATTEL ELECTRONICS** 1814 £21.95  
1v1 4 variations  
**SPORT**  
Winter '79

This cartridge is excellent. It re-creates every aspect of tennis except for foot faults, which are impossible to do as the computer positions your player prior to a serve. The serve itself takes a lot of practice but, once you have mastered it, you can position the ball to the inside, outside or centre of your opponent's court. If you manage to get it over the net that is! When two good gamers are competing the game can go five full sets with tie breakers and can take up to two hours to complete. The controls are too complex for younger gamers to play effectively. The graphics are good with even the crowd turning their heads to watch the action.

If you are a sports fan then this game is definitely recommended. A pity, though, that you cannot play alone against the computer.□

*C.J. Green, Stafford*



# THIN ICE

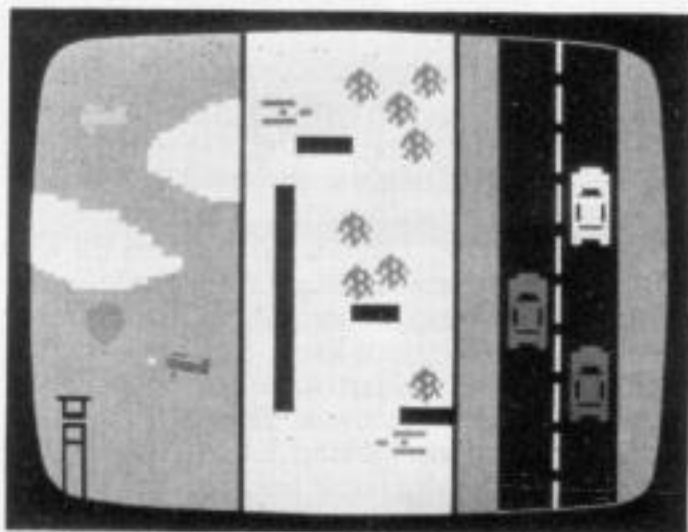


MATTEL ELECTRONICS £24.95  
1,1+1 Single game  
SKILL  
Spring '84

Originally called Arctic Squares and sometimes listed in catalogues under this name. You're a fairly senior penguin, on a frozen lake somewhere in the Arctic, who has to keep baby penguins under control (they're constantly mis-behaving). You do this by circling them on skates to cause that section of ice to sink giving the rebels concerned an icy dunking. Red seals, polar bear cubs and arctic bunnies come to their rescue and try to bounce you off the screen. Great graphics and catchy music help to make this original idea work very well.□

# TRIPLE ACTION

MATTEL ELECTRONICS 3760 £21.95  
1,1v1 8 variations  
COMBAT/SKILL



Intellivision's answer to Atari's Combat. Includes tank and bi-plane games as well as a racing car game that is reminiscent of Atari's Street Racer. The bi-plane game is probably the best on a generally above-average cartridge. Pretty good value for money if you like the subject matter.□

# TRON DEADLY DISCS

MATTEL ELECTRONICS 5391 £21.95  
1 4 variations  
MOVIE TIE-IN  
Winter '82

This is the first in the trilogy of Tron's cartridges based on Walt Disney's film. Beginning with a little red Tron figure in the centre of a game grid, a series of three doors open and three Blue Warriors run out, throwing their discs at Tron who must avoid them and use his own to retaliate. After this, another wave of warriors appear. While this is happening, you're trying to block the doorways, either by running into them or throwing your disc at them. Once you have blocked two on opposite sides of the screen you can have a wraparound escape route rather as in Pac-Man. If you knock out too many doors, a Recogniser will come to fix them. However, if you manage to wound him while he is mending a door you can send him lurching off the screen, sparks flying. A game with wide appeal.□

# TRON - MAZE A TRON

MATTEL ELECTRONICS 5392 £25.95  
1 4 variations  
MOVIE TIE-IN ADVENTURE  
Winter '82

Probably the poorest of the three Tron games available. The game is set on a series of four scrolling circuit boards along which you have to run until you find the one with your target - the MCP (Master Control Program). As this relies on luck rather than skill, the game can be infuriating.□

# TRON SOLAR SAILER



MATTEL ELECTRONICS 5893 £29.95  
1 single game  
ADVENTURE MOVIE TIE-IN  
Needs Intellivoice module £45.95  
Spring '83

The third and easily the best of the Tron games available. As it needs an Intellivoice, it works out to be fairly costly. This game depicts the final scene in the film where Tron, his girlfriend Yori and 'User' Flynn steal the prototype craft Solar Sailer that is propelled by light beams in the sky. They steal it in order to cross the Sea of Simulation to reach and destroy the MCP (Master Control Program). In the game you are equipped with a code to use against the MCP but to reach it you have to negotiate a hazardous journey first of all. If you're going to buy a Tron game, then get this one.□

# TROPICAL TROUBLE

IMAGIC IM7605 £29.95  
1,1+1 4 variations  
SKILL  
Summer '83

This is the sequel to Beauty And The Beast. It features all the same characters and, as before, you play Bashful Buford who is after Horrible Hank - he's the one who has pinched your girlfriend. Perhaps Buford ought to consider finding himself a new girlfriend, one who isn't so much trouble. This time she's been taken to an island and Buford must battle his way through several different scenes, dodging obstacles in an attempt to get back his girl. You begin by avoiding rolling boulders and go on to dodge lava splats and other such nasties until you reach the bridge at the far side of the island. This you must cross in order to push Hank into the water.

A far better game than Beauty And The Beast because it has a more original storyline: the former looked a little too much like Donkey Kong.□

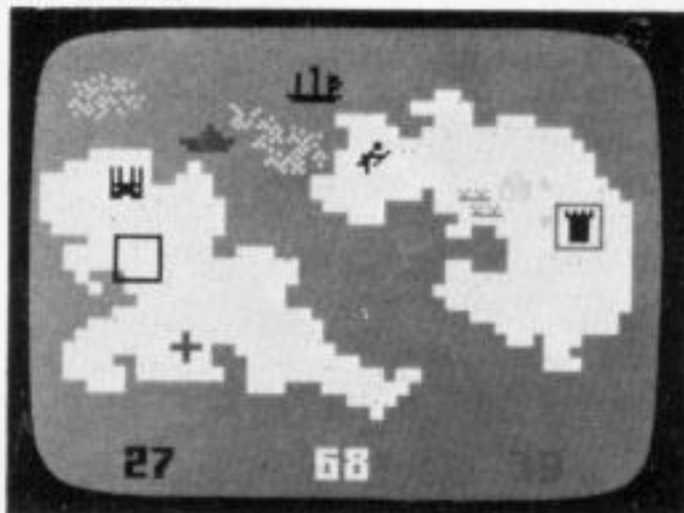
# U.S. FOOTBALL

MATTEL ELECTRONICS 2610 £15.95  
1,1v1 2 variations  
SPORT

This cartridge may well become popular with the recent interest in American football that has been sparked off by the Channel Four coverage. There are 180 offensive and defensive plays and you can pass, punt and even fake.□

# UTOPIA

MATTEL ELECTRONICS 5149 £21.95  
1,2 single game  
ADVENTURE  
Autumn '82



In this game you are the ruler of the island paradise Utopia. You have the job of organising your people's requirements, such

as food, crop growing, clothing, jobs and shelter, as well as protecting the islanders from infiltrators.

If this sounds like the sort of game for you, bear in mind that one game can last all day, literally.□

# VECTRON

MATTEL ELECTRONICS 5788 £29.95  
1,1+1 4 variations  
SCI FI SHOOT 'EM UP  
Summer '83

One of Mattel's most colourful space games, in which your task is to use your droid Vectron to build laser bases and destroy enemies. Careful tactics are needed to win at this fast moving space game.□

# WINTER OLYMPICS PREVIEW

MATTEL ELECTRONICS 4552 £25.95  
1,1v1 2 variations  
SPORT  
Spring '84

Licensed to be the official video game for the 1984 Winter Olympics in Sarajevo around Christmas time. It features two events, Ski Jumping and Bobsleigh Running, which you must win in order to take the gold medal home.□

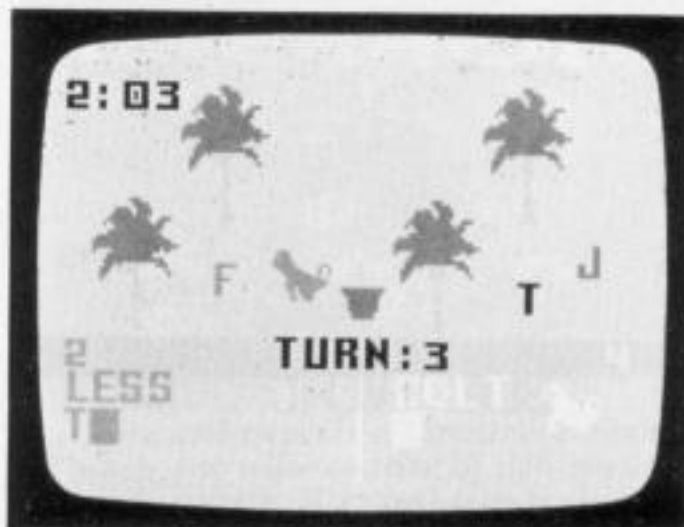
# WIZARD OF WOR PREVIEW

CBS ELECTRONICS COL76356 £29.95  
1,1+1 4 variations  
MAZE SHOOT 'EM UP

Good quality graphics and sound (being slightly better than the VCS version) but a little sluggish in terms of control. The disc isn't ideal for the sort of manoeuvring needed to succeed in this maze game.□

# WORD FUN

MATTEL ELECTRONICS 1122 £15.95  
1,1+1 4 variations  
EDUCATIONAL



Along the same lines as Math Fun, this game is set in a jungle. You control a gorilla who has to pick up letters from the palm trees and make up words with them.□



# 5 INTELLIVOICE MODULES TO BE WON!



Here's the first of four big competitions in this issue of TV Gamer and the prizes are pretty stunning, even by our standards.

As you'll know, we like to dazzle our readers with prizes selected from the latest hardware and up for grabs this time we have five Intellivoice modules, complete with the B17 Bomber cartridge.

Since Intellivoice has only just arrived in the shops, here's a brief explanation of what it does. The socket accepts any Intellivision game and the unit itself slots into the main console. If the games include voices (there are currently three which feature them and more to come) the action is upgraded with commands, warnings and information that all reach your ears while you keep your hands busy on the controller. There's a volume control and the voices are unusually lifelike.

**1st  
PRIZE**

You needn't own the main unit to enter – the first prize comes complete with the Intellivision system itself!

## HOW TO ENTER

Three games currently feature voice effects – B17 Bomber, Space Spartans and Tron Solar Sailor. But we've picked out a popular release from earlier this year – Burger Time – which has no voice.

Below is a scene from Burger Time and it's down to you to supply the kitchen chat that's being exchanged by the chef and his four nasty ingredients – the three hot dog sausages and the egg.

When you've come up with a suitably amusing conversation for the five characters, turn to page 81 and write the 'script' on the entry form.



CHEF



EGG



HOT  
DOG  
1



HOT  
DOG  
2



HOT  
DOG  
3

YOUR ENTRY FORM AND THE RULES ARE ON PAGE 81.



# WHY GO ELSEWHERE

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VIDEO GAMES

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**Intellivision**



**ACTIVISION**



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# ATARI

The system  
with the biggest  
range of games  
and accessories  
in the world

## THE SYSTEM

The most popular TV Games console in the world, with over 12 million sold, including over 750,000 in Britain. In constant production for the past six years with few changes – this must be some kind of record!

You can now get over 150 cartridges, about a dozen controllers and several attachments from other manufacturers which greatly increase the play value of the system. Atari themselves did produce a successor (known as the 5200) but have decided not to export it to Britain. Instead, they are concentrating their efforts on a new range of computers. They haven't forgotten the 2600, and a new collection of cartridges has been announced for next year which we'll review as they become available.

## LAUNCHED

USA 1977, UK 1978

## AVAILABILITY

Very widely sold in Argos, Boots, Dixons, Green in Debenhams, Hamleys, Ketts, Maplin, Menzies, Rumbelows, WH Smith, and most large department stores.

## CURRENT PRICE

£69.95, including a pair of joysticks, a pair of paddle controllers and two cartridges – the usual 'Combat' and, as a Christmas offer, a 'Pac Man'.

## VOICE CAPABILITY

No, and no known plans from Atari or anyone else.

## ACCESSORIES

(From Atari)

A range of additional and replacement controllers. Two games come with special controllers (Indy 500 and Star Raiders) and several early games need special keyboard controllers at around £13.95. There's now a range of general purpose joysticks and a special large 'Kiddy Controller' for the new children's games.

## ACCESSORIES

(From other sources)

There's a wide range of controllers of all kinds, including a Trakball and a remote control which isn't legal in this country. Brands to watch out for include Spectravision, Pointmaster, Suncom and Wico.

There's an assortment of storage boxes and covers, but two products really stand out as great improvements to the system: Supercharger and Romscanner.

☐ Supercharger is a gadget like an overgrown cartridge which allows you to play games from audio tapes – we reviewed this in the last issue.

☐ Romscanner is the subject of an update in this issue.

## COMPUTER KEYBOARD

Several companies announced keyboard accessories, but then quietly dropped their plans. This has left the way clear for smaller brands and we have already seen a prototype keyboard from Spectra (Vulcan Electronics) which looks very interesting.

## SOFTWARE

Plenty to choose from – currently over 150 products from fifteen suppliers, with more on the way.

## THE FUTURE

Despite their drift towards computer manufacture, Atari will undoubtedly continue to produce more and better games for the VCS, and will add to their collection of special controllers. Hardware improvements will continue to appear from other companies, and the only area where the VCS seems to show its age is the lack of a voice capability.

To balance that, it's the only system we've seen with a voice-operated controller. Since it's the most widely sold system in the world, new developments will tend to come to the VCS first, so the future looks exciting for this system. ☐

## PICTURE KEY

- A** On/Off Switch
- B** Colour/B&W Switch
- C** Left Difficulty Switch
- D** Cartridge Slot
- E** Right Difficulty Switch
- F** Game Select
- G** Reset



TREVOR LAWRENCE



## ATARI GAMES GUIDE

### ACTION FORCE

PARKER 931511 £27.95  
1,1+1,2,3 12 variations  
COMBAT SHOOT 'EM UP  
Spring '83

This game was to have been titled Action Man but was retitled due to the fact that the smaller Action Force figures are currently more popular than Action Man. The general idea is to protect the soldiers from the giant cobra's lasers and bombs while, at the same time, trying to blast the snake with your anti-giant cobra gun. Paddles control both the gun and the shields with which you protect the troops. Two people can operate two separate shields and guns while a third can, in some variations, take control of the cobra. This is certainly an unusual game with some nice graphic touches, especially the cobra itself. It's certainly well worth a look. □

### ADVENTURE

ATARI CX2613 £18.95  
1 3 variations  
ADVENTURE

Based loosely on Dungeons & Dragons (the board game, not the Intellivision game) the idea is to retrieve the Magical Chalice from the clutches of the three evil dragons, Gringle, Yordle and Rhindle. To do this you must work your way through mazes, catacombs and the Black and White Kingdoms, to pick up the objects that will help you retrieve the Chalice and put it in its rightful place in the Gold Kingdom.

This game is arguably one of the best role-playing games to come from Atari. □

### AIR SEA BATTLE

ATARI CX2602 £19.95  
1,2,1vl 27 variations  
COMBAT  
Winter '78

This is a shoot 'em up game and you have to shoot down as many planes, ships, ducks, rabbits and clowns as you can in a limited amount of time. You're armed with missiles\* or bombs (depending on the variation), which can sometimes be guided. To hinder you obstacles appear in your path. The graphics are reasonable, bearing in mind that this was one of the first games brought out by Atari. Young gamers will particularly enjoy this game as it's simple to control with targets that aren't hard to hit. □

*Sai Ming Wong, Cheshire.*

### ALPHA BEAM WITH ERNIE

ATARI CX26103 £19.95  
1 single game  
CHILDRENS EDUCATIONAL  
Winter '83

This Ernie is not the fastest milkman in the west but is one of the Muppets from Sesame Street. The object is to match up the letters that are drifting in space with the letter holes in your space craft. Once you've filled all the holes your ship is whisked into another sector of space with a more challenging set of letters. It's aimed at teaching 5-7 year olds basic letter-recognition and skills in matching up pairs quickly. Nice graphics and a nice concept in primary or pre-school learning. □

The selection grows even bigger with the arrival of new games from Hong Kong, new releases from all the big names and two new cassettes for the Supercharger. There's something for everyone for the VCS!

All games used joysticks or paddles except where noted. Paddles give you horizontal control only, whereas joysticks allow movement all over the screen. Both joysticks and paddles come with the Atari console.

### AMIDAR

PARKER 931504 £29.95  
1,1+1 6 variations  
MAZE  
Spring '83

This is definitely a game with a very weird theme. The idea is to move your gorilla around a maze painting the squares around you as you go, whilst avoiding pygmy guards. The guards turn into chickens if you paint into all four corners. If you survive the first wave, you become a paint roller and the guards become pigs. Well, we did say it was weird. □

### ASSAULT

BOMB CA281 £21.95  
Summer '83

### LASER LOOP

DYNAMICS ART-DY-192003 £27.95  
Autumn '83

### SPACE RAIDER

GOLIATH 83-211 £14.95  
Autumn '83

1 single game  
SCI FI SHOOT 'EM UP

BOMB are to be congratulated for this game which really is very exciting. It is odd that a company capable of a game like this can possibly be responsible for something as tatty as Great Escape. The game is a cross between Space Cavern and Demon Attack. You have to destroy swooping bird-like aliens that are attacking your laser base. However the Assault aliens are craftier than those in Demon Attack because they can drop dangerous fireballs on the ground. As a counter-measure you are given a laser base that, as well as firing upwards, also fires sideways. The graphics are quite well done, better than those in Demon Attack. All in all a very good game. □

### ASTEROIDS

ATARI CX2649 £24.99  
1,1+1 66 variations  
SCI FI SHOOT 'EM UP  
Autumn '81

One of Atari's all time best sellers and one of the first to use an 8k ROM instead of the conventional 2k or 4k.

The game play is very similar to the enormously successful coin-op original. However, the graphics and sound, although quite good, are not up to coin-op standards. This is because the arcade game uses a different type of screen and a different graphics process called Vectorscan (although Atari use the name Quadrascan for some reason). It's you vs an Asteroid field and a bunch of satellites and UFOs (nicknamed

Wally and Beaver by the Atari programmers). In short a very nice game but devoted fans of the coin-op may be better off with a Vectrex. □

### ASTRO ATTACK

GOLIATH 83-214 £14.95  
1 single game  
SCI FI SHOOT 'EM UP  
Winter '83

At first sight this one looks rather like a copy of Vanguard. But don't be deceived - this is actually a good game and quite original. Six Aliens appear on the screen at any one time, moving from right to left. Once the last Alien has been destroyed another six materialise from the ashes of their comrades.

When you've got through eight waves of these there is a sequence which involves navigating a complex maze and docking with the mothership - not easy. On the whole this is a pretty good game and worth the price. □

### ATLANTIS

IMAGIC 1A3203 £27.95  
1,2 4 variations  
SCI FI SHOOT 'EM UP  
Autumn '82

You have now been appointed Head of Atlantean Defence and your mission, should you choose to accept it, is to keep this fabled lost city from being destroyed by the treacherous Gorgons. Your armaments consist of three high powered laser cannons all aimed at the top centre of the screen. The Gorgon craft make several overhead passes before they're low enough to use their pile-driver laser to destroy a part of the great underwater city. This is one of the few games around that has a direct sequel continuing the story, so you can find out what happens to the small band of survivors who escape in the saucer at the end of the game (see Cosmic Ark). □

### BACKGAMMON

ATARI CX2617 £18.95  
1,1vl 8 levels  
CLASSIC

A reasonable version of the popular board game with a fairly challenging one player version. □

### BARNSTORMING

ACTIVISION AX013 £24.95  
1 4 variations  
SKILL  
Autumn '82

The title doesn't mean much on this side of the Atlantic, but in fact the term barnstorming refers to the early American pilots who flew their bi-planes in the 1920s. They used to fly around the country and land at a farm, offering the family free rides in return for a night's lodging in their barn - hence the term barnstorming. The game itself requires the gamer to fly over weather vanes and through barns, avoiding collisions with them and with the flocks of birds that fly overhead. You must fly through a specified number of barns (that varies according to the game variation). Some very nice graphics are used, but the game could perhaps become boring after a while. □

Badge Score (Game 1) 33:3 secs



## BASIC MATHS

ATARI CX2661 £14.95  
8 variations  
EDUCATIONAL

In this game a problem is displayed on the screen for you to solve. After answering ten problems, you are given your score. An early game now showing its age. Replaced by Math Gran Prix.□

## BASIC PROGRAMMING

ATARI CX2620 £18.95  
1 single game  
Needs keyboards £13.95  
EDUCATIONAL  
Autumn '81

This cartridge is designed to teach you the rudiments of computer programming in BASIC (Beginners All-purpose Symbolic Instruction Code). But put together the price of the cartridge and the controllers and you could almost buy a computer designed specially for the job.□

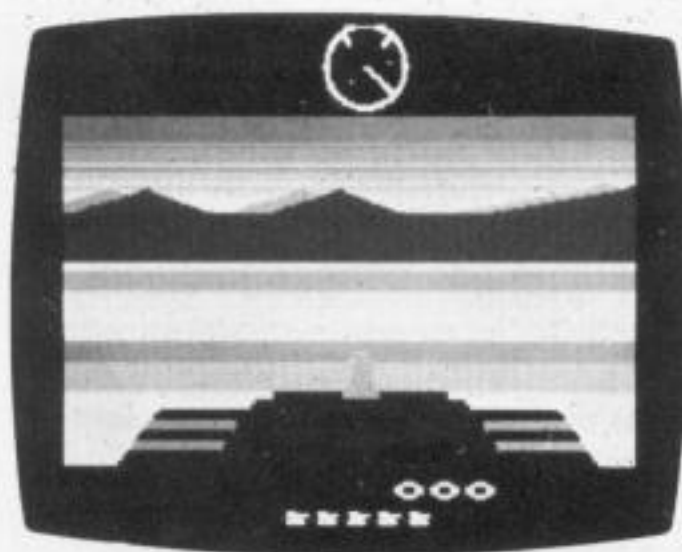
## BASKETBALL

ATARI CX2624 £14.99  
1,1v1 2 variations  
SPORT

One of the first games to introduce a playing court with a 3-D perspective view. There are only two competitors to a court – you can play against an opponent or the computer.□

## BATTLEZONE

ATARI CX2681 £29.95  
1 single game  
COMBAT  
Winter '83



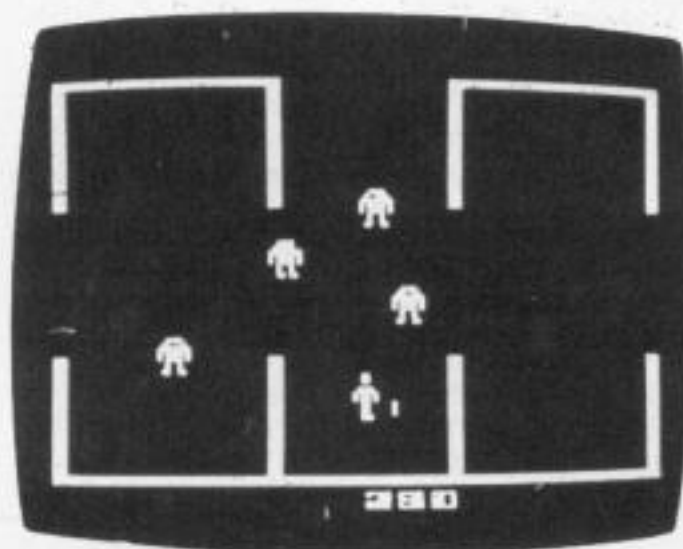
Thankfully Atari haven't tried to copy the Coin Op (direct Vector to raster translations seldom work too well.) Instead of the wire frame images you are given a cartoon like a rasterscan image. This features surprisingly good graphics.

All our old 'friends' are there: the enemy Tank, Supertank, Missile and the Saucer (still worth 5000 points). If you're hit by the enemy you get interference on the screen as if the Tank's video display unit had been disconnected. All in all this game runs rings round Combat.□

## BERZERK

ATARI CX2650 £29.99  
1 12 variations  
MAZE SHOOT 'EM UP  
Autumn '82

Based on the popular arcade game by Stern Electronics. The idea is to work your way through as many of the simple mazes as you can before the robots that inhabit them shoot



you down or drive you into a maze wall, either of which will prove lethal. You are armed with a laser and to score points you must shoot down the robot guards that stand in your path. That sounds easy, but you are only given limited time before Evil Otto (a sort of rogue Pac-Man) comes bouncing in to squash you flat. Don't let his smiling face fool you – he's quite a formidable opponent as he can bounce over walls and is impervious to your Laser fire. All in all a very good game and quite a successful coin-op/VCS translation.□

## BLACK HOLE

GOLIATH 83-311 £14.95  
1 single game  
SCI FI SHOOT 'EM UP  
Winter '83

A very similar space game to Spectravision's Nexar in both concept and in sound. The graphics are different but that'd provide precious little consolation if you've already bought Nexar.□

## BOWLING

ATARI CX2628 £18.95  
1,1+1 6 variations  
SPORT

Among the best of the early sport simulations to come from Atari, Bowling requires concentration and skill to get a clear round of full strikes.□

## BOXING

ACTIVISION AG022 £13.95  
1,1v1 2 variations  
SPORT  
Autumn '81

This game simply involves thumping your computerised adversary 99 times before he does the same to you. The screen gives you a birds-eye view of the ring and the boxers are animated quite successfully.□

## BRAIN GAMES

ATARI CX2664 £24.95  
1,1+1 19 variations  
Needs keyboards £13.95  
CLASSIC

This cartridge brings together a selection of 'Simon' type copy-cat games designed to test your powers of memory. For the price of the game and controllers, you'd be advised to buy a purpose made toy.□

## BREAKOUT

ATARI CX2622 £18.95  
1,1+1 12 variations paddles  
SKILL

The second ever video arcade game and a direct descendant from Pong, the Bat 'n' Ball tennis game that became so popular in the mid 70s. The aim of Breakout is to knock a hole in the brick wall at the top of the screen. This has since been withdrawn and replaced with an improved version – Super Breakout – but some may still be on sale.□

## BRIDGE

ACTIVISION AX013 £24.95  
1 7 variations  
CLASSIC  
Autumn '82

A card game not normally transferred to the screen – quite surprisingly, as it's probably a more popular game than Othello. Maybe it's just that not many programmers know how to play bridge.□

## CARNIVAL

CBS ELECTRONICS COL75309 £29.95  
1,1+1 2 variations  
SHOOT 'EM UP  
Summer '83

A nice change from the space shoot 'em ups. Set in a fairground shooting gallery, you are taking pot-shot at duck and rabbit targets whilst keeping an eye on the amount of ammo you have left. If you let the ducks get too low they will come to life and swoop down to eat up some of your gun pellets. The VCS version does not have the bear sequence of the Intellivision and Colecovision versions, but it does seem to have better graphics than the Intellivision. A faithful representation of the Arcade hit by Sega/Gremlin.□

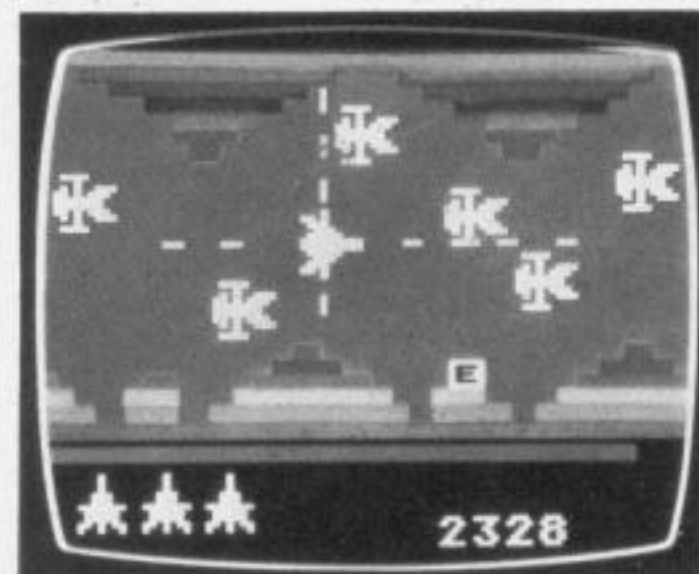
## CASINO

ATARI CX2652 £18.95  
1,1v3,1v1 4 variations  
CLASSIC

Several card games are featured in this cartridge, including both poker and blackjack (American for pontoon or 21). A reasonable attempt as a game transfer but it would be far cheaper to buy a pack of cards and invite a friend round.□

## CENTIPEDE

ATARI CX2676 £29.99  
1 2 games 5 variations  
SCI FI SHOOT 'EM UP  
Summer '83



Not a game for people with a dislike of creepy crawlies. To confound any sexist ideas on this subject, you might like to know that the



original coin-op (on which the game is based) was designed by Dona Bailey, one of Atari's female programmers. The scene is a black screen dominated by little colourful mushrooms. You are at the bottom in the shape of a Bug-Blaster which has the freedom of the lower half of the screen. Now comes the Centipede itself which scampers down the screen. You must blast all its sections along with the mushrooms, spiders, fleas, snails etc.

A good old fashioned shoot 'em up with a novel twist to it. Very pleasing graphics and sound, which are both very similar to the coin-op. □

## CHINA SYNDROME

**SPECTRAVISION** £9.95

1 4 variations

**SKILL**

Spring '83

Loosely based on the film in which a nuclear reactor goes out of control. It's now up to you to control the reactor through its nine levels down to the core. As in Reactor you are given a robot which you must use to destroy all the dangerous radioactive particles that escape. One of the nice features of this game is a little control panel that shows the radiation level in each of three sectors on the screen. If you get above a certain level of radiation then MELTDOWN begins - and you lose. □

## CHOPPER COMMAND

**ACTIVISION** AX015 £24.95

1,1+1 4 variations

**COMBAT SHOOT 'EM UP**

Autumn '82

The idea of this game is to guide your helicopter through the scrolling scenery destroying enemy 'copters and planes which are out to bomb the convoy of medical supply trucks that are trundling along below. You have total control over your Chopper. The game overall is so similar to Defender that fans of Defender should find it very appealing. The graphics and sound are of the usual high standard that has become the norm for Activision. □

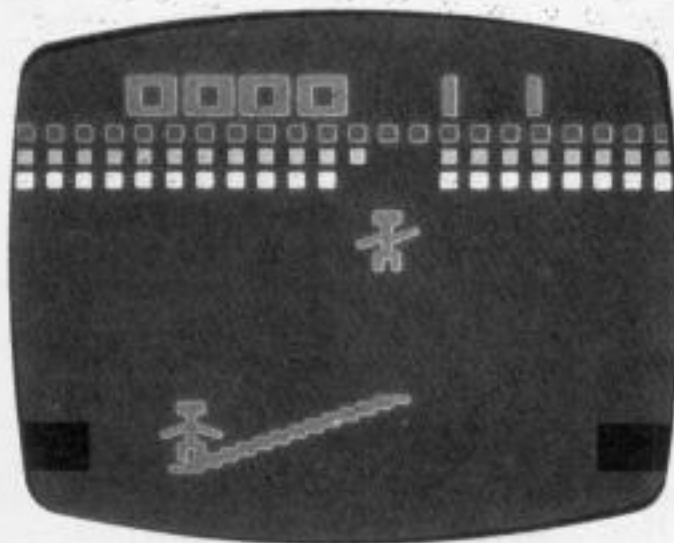
Badge Score 10,000

## CIRCUS ATARI

**ATARI** CX2630 £19.99

1,1+1 8 variations paddles

**SKILL**



The aim of this game is to bounce a clown from your teeter board high enough to burst the stream of balloons at the top of the screen. One of the best games using paddles. □

## CODEBREAKER

**ATARI** CX2643 £18.95

1,1+1 20 variations

**Needs keyboards** £13.95

**CLASSIC**

A version of Mastermind, the board game, but using numbers rather than colours. Definitely not the most original game that Atari has ever produced, but many people should enjoy this brain teaser. □

## COMBAT

**ATARI** CX2601 £14.95

1+1 27 variations

**COMBAT**

Autumn '78

This is the cartridge that comes with the console. It has 27 games each involving shooting down tanks, bi-planes or jet fighters. With the tank games you have to hit your opponent as often as you can within a certain length of time (2 minutes 16 seconds to be exact). There are variations such as invisible tanks and guided missiles which are played in a number of different mazes. The jets and bi-planes also have changes of formation involving two against two or one against three planes. Initially the controls take some getting used to. But once these are mastered the game becomes a bit monotonous, which is not helped by the poor graphics. □

Sonya Bradford

## COMMUNIST MUTANTS FROM SPACE

**STARPATH** AR4101 £15.95

**Requires Starpath Supercharger** £29.95

1,1+1,1+2,1+3 9 levels

**SCI FI SHOOT 'EM UP**

Summer '83

The first thing that strikes everyone about this game is the crazy name it has. Designer Steve Landrum, who dreamed up the idea, had originally thought of calling it Galactic Egg, which isn't nearly so bizarre. The game itself is a little like Galaxian. You are at the bottom of the screen and have to shoot creatures that swoop down to get you. But there is an added complication in the shape of a moth who lays new eggs at the top of the screen to replace the ones you have already zapped. Only by shooting here will you be able to finish off the wave. One of the nice things about this game, apart from the graphics and sound, is the wide selection of gameplay - up to four people can play at a time. In addition, you are given a number of different play options within the nine levels such as shields, time warps, penetrating shots etc, so the game variations are limitless. If fast Sci Fi shoot 'em ups are your thing then this game is a must. □

## CONCENTRATION

**ATARI** CX2642 £18.95

1,1+1 8 variations

**Needs keyboard** £13.95

**CLASSIC**

Formerly known as Hunt & Score, the name of this game changed in 1981 so you just might come across some old stock somewhere. It's based on the old memory game Pair, in which you match up hidden objects. □

## COOKIE MONSTER MUNCH

**ATARI** CX26102 £19.95

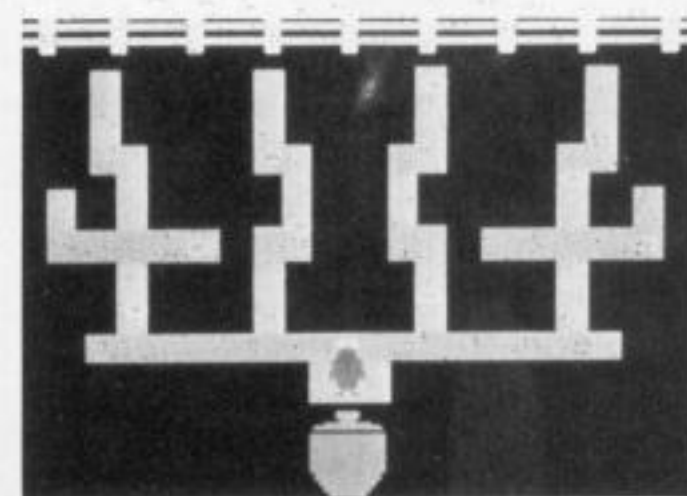
1,1+1 9 variations

**CHILDREN**

**Requires children's controller or Star**

**Raiders touch pad**

Autumn '83



For those who don't know, the Cookie Monster is a character from the long-running TV series Sesame Street. The idea of the game is to guide the Cookie Monster through a maze while picking up cookies and dropping them into his cookie jar one at a time. Once you've collected all the biscuits, the screen changes and you have to count with the Cookie Monster as he eats them one by one. Understandably very young children seem to find this game the most enjoyable, though all who are familiar with Sesame Street will probably find it amusing. □

## COSMIC ARK

**IMAGIC** 1A3204 £27.95

1,2 6 variations

**SCI FI SHOOT 'EM UP**

Autumn '82

This is the sequel to Atlantis (see separate review). The small group of survivors that escaped a watery grave in Atlantis have built a larger saucer, the Cosmic Ark, which is currently stopping off at various planets. Its mission is to pick up two of each kind of alien life form before deadly laser turrets zap it.

There are two phases to this game. First is the 'in-flight' mode in which you have to blast meteors that are heading for your ship, using the four laser cannons you have. If you successfully blast all the rocks then you can move on to the second phase (the Orbit mode). This is where the original saucer makes an appearance. It is used to pick up the aliens via a Tractor Beam which gives off a sound rather like the transporter in Star Trek. Once you've beamed up both aliens you can return to the Ark and then you will be whisked off to another 'in flight' phase and so on. Rob Fulop has left an opening for a third game in the series as the little shuttle shoots off again at the end of play. □

## COSMIC CREEPS

**TELESYS** TEA1003 £27.95

1 single game

**SCI FI SHOOT 'EM UP**

Summer '83

For a change here's a space game that hasn't lost its sense of humour. In this game you are on Orbinaut and your first task is to get from the planet at the bottom of the screen to the space station at the top. En route you must avoid red plasma and the Space Skeeters, which, when bumped into, will send you tumbling into space. If you do make it to the space station you gain control of it. You can then move the station left and right and fire the space station's weapon, the Bopper.

Now comes your second task, the rescue. ▷



A Cosmic Kid will start his escape from the bottom left-hand corner with a couple of Cosmic Creeps hot on his heels. It's up to you to bob the Creeps so the Kid can escape. While you're doing this, the planet at the bottom of the screen is getting lower and lower. If it sinks below the screen before you reach 5000 points it's the end of the game. However, if you do manage it then you go onto a tougher planet with faster Creeps. □

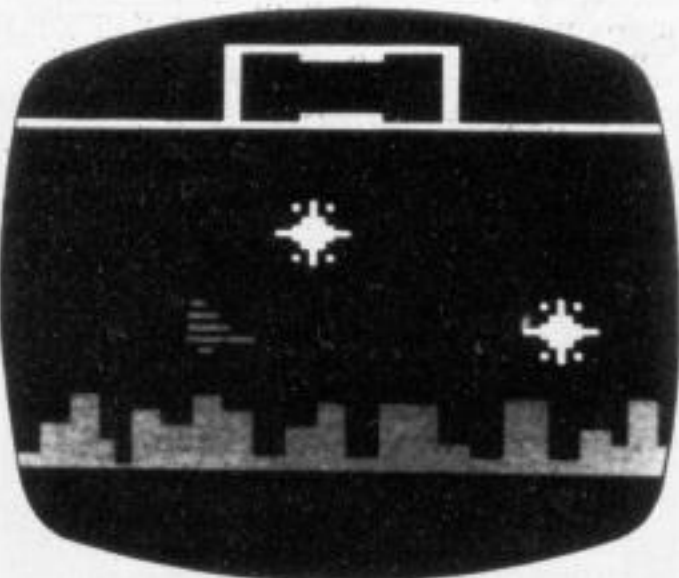
## CROSS FORCE

**SPECTRAVISION SA203 £9.95**  
1,1+1 4 variations  
**SCI FI SHOOT 'EM UP**  
Spring '83

Cross Force is a shoot 'em up with a difference. Instead of having one ship on screen you have two - one top, one bottom. Your laser fire comes from both ships so that you have a laser wall. With this weapon you must destroy all the aliens that are being deposited by the Mothership (which you can't destroy). This game requires skill because, as the Cross Force laser system is in experimental stages, the laser will overheat if used too much. You are given a laser temperature gauge so that you are not left in the lurch. A good and worthwhile addition to any Space gamer's library. □

## DEFENDER

**ATARI CX2609 £29.99**  
1,1+1 20 variations  
**SCI FI SHOOT 'EM UP**  
Autumn '82



This game has been equally successful as a coin-op for Williams Electronics and as a VCS game for Atari. Atari programmer Bob Pularo had the awesome task of squeezing a 26k game controlled by a five button, one lever control panel into a 4k console and a joystick.

All your 'friends' are there to greet you, Landers, Mutants, Bombers, Pods, Swarms and Baiters along with your earthship Defender. Game play is quite complex and will take even a hardened space gamer quite a while to master fully. The graphics and sound do come reasonably close to the real thing.

Bearing in mind the limitations of both hardware and software Bob Pularo has done an incredibly good job with Defender. □

## DEMOLITION HERBY

**TELESYS £27.95**  
1,1+1 2 variations  
**SKILL**  
Winter '83

This is for fans of Parker's Amidar as the basic idea and skills are the same. The playfield scrolls vertically and takes up approximately three screens. The Gorilla/Paint Roller has been replaced by a car and the Guards/Pigs have been replaced by more cars. Quite a good game. □

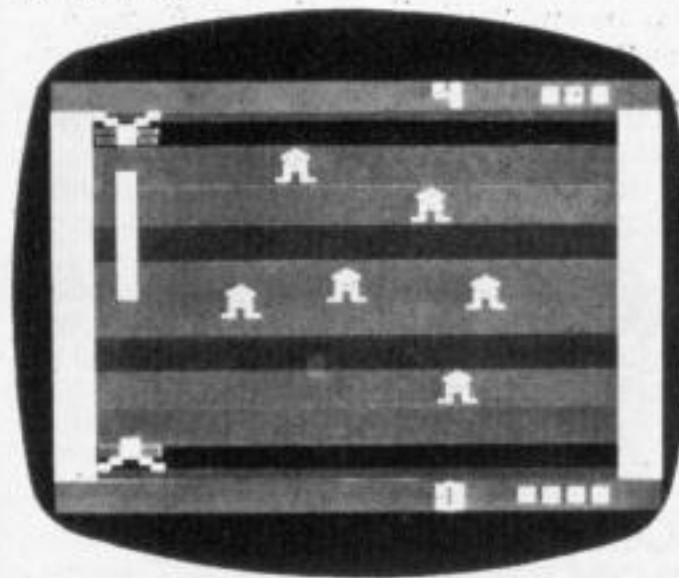
## DEMON ATTACK

**IMAGIC 1A3200 £29.95**  
1,1+1,2 10 variations  
**SHOOT 'EM UP**  
Autumn '82

This game was designed by Rob Fulop, the man responsible for Missile Command and Night Driver before he left Atari. The idea is to shoot as many of the flying demons as you possibly can before you lose all your Laser Bases. A nice, fast game with a genuine arcade feel about it. This game won the 1982 Game of the Year Award in America for its superior game play and graphics. □

## DEMONS TO DIAMONDS

**ATARI CX2615 £19.99**  
2 6 variations paddles  
**SKILL**  
Autumn '82



'A shooting gallery type of game with a twist' is the best way to describe this one. The idea is to shoot the demons that are the same colour as your gun. If you shoot one, it turns into a diamond which is worth more points. If you shoot a demon of the opposing colour it will turn into a skull which starts shooting at you. □

## DIG DUG

**ATARI CX2677 £29.95**  
1,1+1 2 variations  
**SKILL**  
Winter '83

A very popular game in the arcades and with Atari 400/800 Computer owners. It involves underground treasure collecting of, for all things, vegetables. Two characters generally disrupt your activities, namely Fygar the Dragon and Pooka, an animated Balloon. You can either shoot them or drop boulders on them. Unusual, certainly, and worth considering if space games are boring you. □

## DODGE'EM

**ATARI CX2637 £18.95**  
1,1+1,1v1 3 variations  
**DRIVING MAZE**  
Spring '80

In this game you control a racing car which travels anti-clockwise around a maze of four concentric lanes containing dots. You must run over the dots with your car in order to eliminate them and score points. To make your task difficult you have to avoid a computer-controlled 'crash car' which travels the maze in a clockwise direction - hell bent on crashing into your car.

Your car has two speeds and when travelling at a slow speed can change into either one or two lanes at a time, but when travelling at a fast speed can change only one lane at a time. You have only four

opportunities to change lane. After you have cleared two boards of all dots you are then faced with two computer-controlled 'crash cars'. These always respond in the same way, so after a while you can work out a pattern to avoid the computer car (much the same as you can with Pac-Man). In the head-to-head version of this game your opponent operates the crash car, which makes it unpredictable and more entertaining. □

Milton Allen, Fulham

## DONKEY KONG

**CBS ELECTRONICS COL75259 £29.95**  
1 1 variation  
**CLIMBING**  
Summer '83

A game that is fast overtaking Pac-Man in popularity in the USA at the moment. The idea is to guide little Mario up the girders so that he may rescue his girlfriend from the clutches of Kong. However, Kong isn't going to go out of his way to help you. In fact he seems to be a bit against the idea as he is rolling barrels down towards you - you have to jump over them.

Obviously the game is by no means as complex as the Coleco version graphically but possibly superior to the Intellivision version. □

## DRAGONFIRE

**IMAGIC 1A3611 £27.95**  
1,1+1 4 variations  
**ADVENTURE**  
Spring '83

This adventure game has two main phases. First you have to run along the drawbridge ducking and jumping flaming arrows. Once past the drawbridge, you enter a room containing treasure as well as an evil Dragon which can kill you with one puff.

Once you've collected all the treasure a door appears, opening onto another drawbridge which leads to a further treasure room. A great cartridge, featuring good graphics, sound and play value. □

## DRAGONSTOMPER

**STARPATH AR4400 £19.95**  
1 single game  
**ADVENTURE**  
Requires Starpath Supercharger £39.95  
Summer '83

This is the only traditional Adventure game to come from Starpath for the Supercharger. One of the most striking things about it is the fact that, as well as using graphics in the usual way, it also has text which informs you of what is happening and tells you what you have in your possession.

The first load of this 'Multi-Load Game' puts you in a countryside which is riddled with trees and swamps and pits and castles. You have to travel round this scrolling area fighting off several different types of creature. Some will give you useful objects and some won't. Once you've picked up everything you need you can go for the bridge. There you must hand over your ID or 600 gold pieces (it's best to give up the ID if you can find it).

Next comes the second load which puts you in the oppressed village where you must buy provisions at the store, medicines from the hospital and spells from the magic shop. Then, after recruiting some help, you enter the dragon's cave. This is chocablock with all manner of booby traps and other assorted nasties. Eventually you come up against the dragon who has stolen the magic amulet. The choice is either to slay him or steal the amulet and rehabilitate the dragon.

On Dragonstomper the Supercharger definitely comes into its own. Starpath should concentrate more on this kind of game and ▶



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not on single screen skill games which companies like Atari are so much better at. All the adventure gamers who played this cartridge found it challenging, fun, and humorous in places. The combination of text and graphics makes the game both realistic and easy to understand. The text informs you of what is happening and tells you what you have in your possession. If you're an adventure gamer then this one is for you. □

## DRAGSTER

ACTIVISION AG001 £13.95  
1, 1v1 2 variations  
DRIVING  
Autumn '81

In this game you find yourself on the starting grid at a race track. Your task is to cover the measured track in the shortest possible time without blowing your engine. Press the accelerator (red button) to keep the tachometer in the red section but accelerate too much and you will blow your engine.

As the clock counts down, slip the gear stick into first gear; change too early and you get a false start. To maintain your maximum speed, change through all four gears keeping your tachometer in the red section. If you change too early in third and fourth gears, you can tap the joystick a few times to give you added acceleration. In Game two you have the added problem of having to steer the dragster between the grandstand and central divider.

A good, tricky game with average graphics, requiring patience and practice to achieve a really good time. □

A.E. Francis, Peterborough

## DREAM FLIGHT

GOLIATH 83-215 £14.95  
1 single game  
CLIMBING  
Winter '83

A helicopter hovers above and your aim is to climb aboard via its rope ladder. First you have to shin up various moving poles and then catch hold of the rope. There are various obstacles in your way including Snakes, Balloons and ex-Demon Attack Birds who've found their way onto another cartridge. This game has that quality that only a few possess - it is both easy to grasp yet difficult to master. Recommended. □

## ENDURO

ACTIVISION EAX 026 £29.95  
1 single game  
DRIVING  
Autumn '83



If you thrill to Indy 500 then Enduro will knock your socks off. Not only is the road seen in perspective - day and night are automatically reproduced on the screen. You're given a set number of cars to pass in a day to qualify for the next day. Without a doubt the best driving game for the VCS to date. □

## ESCAPE FROM THE MINDMASTER



STARPATH AR4200 £19.95  
1 single game  
ADVENTURE  
Requires Starpath Supercharger £29.95  
Summer '83

You have been captured by the Mindmaster who has dropped you into a series of mazes. You are given two views of these, the main one a 3D type view depicting what you would see if you were walking through the maze - the graphics here are really good. The second one is a birds-eye view which resembles the display on ordinary maze games.

You have to find your way through each maze while picking up different shaped objects and putting them into the correct holes. Also you must avoid an alien that has been put into the maze in order to catch you out.

Only once you've put all the shapes into all the holes (there are five to a maze) can you walk up the staircase to the next level and the next maze which is more complicated and has trickier shapes to find. In all you have six mazes to get through and each has a separate skill test which, if you're good, will boost your score and save the human race from humiliation. At the end of the game you are given a score and an assessment of how well (or how badly) you did.

The Mindmaster deems you to be quaint! and The Mindmaster deems you to be promising! are two of the possible results. This game is a first class piece of software for the VCS and one very strongly recommended. □

## E.T.

ATARI CX2674 £29.99  
1 3 variations  
MOVIE TIE-IN ADVENTURE  
Winter '82

A game based on that lovable little character from the smash hit film E.T. Despite the fact that it was designed with the help of director Steven Spielberg, it isn't up to much. The game is set in the green woodlands that appear at the beginning of the film. However, this particular wood should be closed off to the public because it is literally riddled with potholes, as many as eight to a screen. Dropped into the potholes are three pieces of phone. E.T. must collect all three pieces, find the space ship zone and phone home. He then has about fifteen seconds to get to the forest and find the landing site to that his ship can pick him up. Whilst this is going on an FBI agent and a Doctor are after him, but he can get help from good ol' Elliot, dressed in the blue jeans and stripy jumper that he never wore in the film. Adventure buffs will probably cringe at this game as will older E.T. fans, but younger gamers seem to enjoy it. □

## FAST FOOD

TELESYS TEA1002 £27.95  
1 single game  
SKILL  
Summer '83

Telesys seem to specialise in out-of-the-ordinary games, and this one is no exception. Fast Food involves you steering a big red mouth around the screen gobbling up hamburgers, hot dogs, milk shakes etc. for points (which correspond to their calorie value). But there is a catch. At all costs you must avoid eating red pickles as they cause indigestion and, if you eat more than five, you burp to death! A fast game with good graphics. □

## FATHOM

NEW

IMAGIC £27.95  
1 single game  
ADVENTURE SKILL  
Winter '83

An underwater odyssey. The goal is to rescue a Mermaid Princess from her cage at the bottom of the sea. To succeed you must recover the three sections of King Neptune's trident which are hidden, not only in the water but also in the skies. You have two different guises; a Dolphin and a Seagull. To transform yourself from one to another you must find the corresponding symbol.

During the game you are given points for bumping into Sea Horses and friendly clouds but points are deducted for bumping into Crows, Squids and Black Clouds. It's unusual but it bears all the familiar hallmarks of Imagic's games. A simple challenging concept with good graphics that needs very nimble fingers on a good joystick. □

## FIREBALL

STARPATH AR4300 £15.95  
Requires Starpath Supercharger £29.95  
1, 1+1 5 games  
SKILL  
Summer '83

Basically Fireball is a collection of Breakout-type games featuring better graphics and more complicated play. And, the Supercharger's extra memory makes it the best game of this kind.

The traditional bat has been replaced by a little man who has the ability to both catch and throw the fireballs that he uses to knock holes in the walls. There are five different games on this cassette; Firetrap, Marching Blocks, Knock A Block, Migrating Blocks and Cascade. All are very similar to other Breakout games but designed more stylishly and with a bit more humour. This is certainly not one of the best games TV Gamer has tried for the Supercharger and it is not worth paying the initial outlay for the 'charger on its own. Nevertheless, a challenging and entertaining addition to anyone's game cassette library. □

## FIRE FIGHTER

IMAGIC 1A3400 £22.95  
1 9 variations  
SKILL  
Autumn '82

Okay, Fire Chief, now's your chance to show everyone what a good firefighter you are. The idea is to douse the flames with your hose and to rescue the girl trapped in the tower block (which varies in height according to variation). You have limited water supplies (fire hydrants have not yet been invented) and a fire engine with an extendable ladder.

A pleasant game that is moderately challenging but the novelty may soon wear off and boredom could set in. □

## FISHING DERBY

ACTIVISION AG004 £13.95  
1, 2 2 variations  
SKILL  
Autumn '81

This is one of the first games Activision ever brought out in this country, and unfortunately it shows. The idea is to cast your line and catch as many fish as you can. The deeper you go the more points you get and the first player to get 99 points is the winner. Neither the graphics nor the sound are up to much but it may interest armchair anglers. □



**Q\*bert**  
VIDEO GAME CARTRIDGE

6!#?@!



# IT'S NOT EASY BEING Q\*BERT, BUT IT'S FUN.

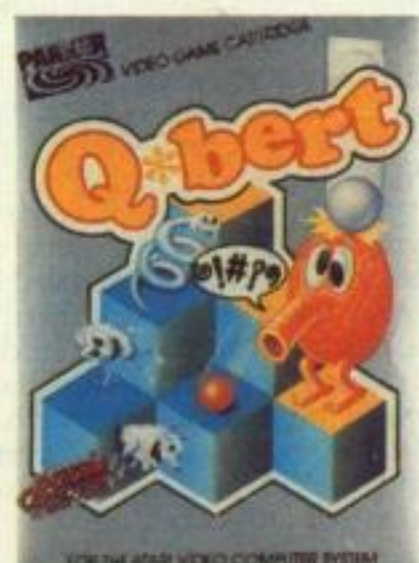
No one ever said it was going to be easy hopping the irresistible Q\*bert™ from cube to cube and staying out of harm's way. Especially when he's trying to avoid creeps like Colly and Ugg.

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## FOREST

NEW

GOLIATH 83-315 £14.95

1 single game

SKILL

Winter '83

This game looks to me as if it's come from the same programmer as Jumping Jack. (This time you're a girl - Jumping Jackie perhaps!) You have to walk through three screens by jumping over various farmyard animals. Judging by the speed they move at these animals are probably rocket-powered. Once you've made it you chop down a tree infested by snakes. A good game but not up to Jumping Jack. □

## FREEWAY

ACTIVISION AG009 £18.95

1,2 8 variations

CHILDREN'S SKILL

Spring '82

The motive of Freeway is to guide a chicken safely across a ten-lane freeway, on which are some of the most inconsiderate drivers around - they never slow down for animals! You have two minutes and sixteen seconds to get the chicken across as many times as possible. If hit by a vehicle, the chicken is either knocked back one lane, or to the start, depending on the difficulty switch position.

The graphics and sound are up to the usual high standards of Activision and the eight variations range from light to heavy traffic, suiting beginner and veteran alike.

Although often frustrating, and not a game for the aggressive Freeway is great fun for all ages. It's extremely easy to grasp and yet remains challenging as you become more experienced. I've talked with many people who've played Freeway and never heard a 'low' word - it really is enjoyable! □

Neil Dunncliff, Leicester

## FROGGER

PARKER 931402 £29.95

1,1+1 6 variations

CHILDREN'S SKILL

Autumn '82

Based on the popular arcade game by Sega. The idea is to get the Frog across the road and the river before your time runs out. Your path is riddled with such obstacles as Cars, Lorries, Snakes, Logs and the treacherous Crocodile that will rear its ugly head to swallow up your Frog. A nice game for fans of the arcade version, and for all those who like humorous games that are both easy to grasp yet remain challenging to the veteran. □

## FROGS 'N' FLIES

MATTEL ELECTRONICS 5664 £9.95

2 single game

CHILDREN'S SKILL

Spring '84

This is the VCS version of Mattel's 1983 Intellivision release 'Frog Bog' and despite the differences in memory size the VCS game has much of the complexity of the Intellivision one. You're a frog who's looking for some nice juicy flies to eat. Sitting on another lily pad is another frog, which can be either human or computer controlled, depending on the game variation. As flies pass by, you and your opponent must leap and catch them with your tongue and land safely on each other's pad. You control the length of leap with the joystick. Too much and you'll land in the water which will waste valuable scoring seconds. You have both day and night on this game. □

## GALACTIC

NEW

GOLIATH 83-416 £14.95

1,1+1 2 variations

SCI FI SHOOT 'EM UP

Winter '83

A Demon Attack type game in which you must shoot all the Aliens that swoop down after you. There are no special features such as shields or guided fire but, at a fraction of the cost of Imagic's Demon Attack, it should prove a good buy. □

## GALAXIAN

ATARI CX2684 £29.99

1 single game

SCI FI SHOOT 'EM UP

Autumn '83

A highly successful arcade game that has enjoyed long stretches at number two in both Replay and Play Meter magazines' coin-op chart. By game standards (where five years is ancient history) it is quite an old timer, a sort of follow up to Space Invaders. There are a batch of Alien Starships all in a rectilinear formation. They stay at the same height on the screen but smaller groups split off from the main group and swoop down toward your Battlestar Galactica type space ship at the bottom of the screen. Apart from that the game is basically a souped up, faster-paced version of Space Invaders. However, the graphics are much better and for those who are still great fans of the game it's a good game to upgrade to when even game 16 on S.I. is no real problem for you (see separate review). □

## GANGSTER ALLEY

SPECTRAVISION SA201 £19.95

1,1+1 4 variations

SHOOT 'EM UP

Spring '83

This is a shooting gallery game in which you have to shoot all the gangsters as they peep out of the windows. Nicely done but a bit boring after a while. □

## GHOST MANOR / SPIKES PEAK

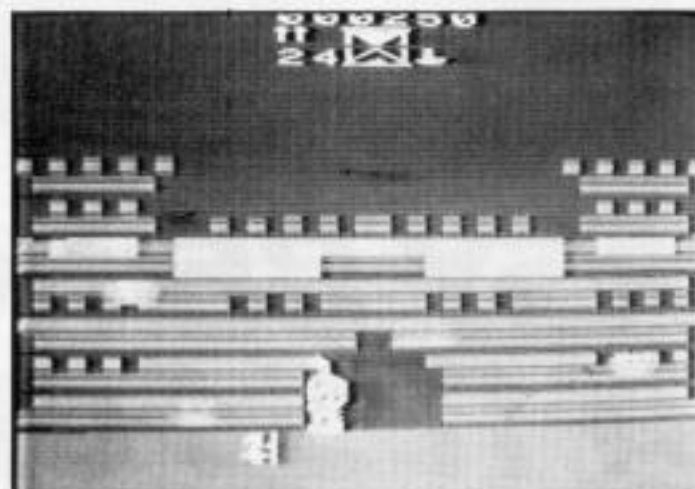
NEW

XONOX £29.95

1 2 single games

ADVENTURE/ADVENTURE CLIMBING

Winter '83



Xonox are a new company producing double-ended cartridges carrying two entirely different games. The first of these features two Adventure games.

In Ghost Manor you journey through five different phases. These take you to your loved one who has been captured and held by Dracula at the top of the manor. In the first two screens you must gain entry to the

manor and in the last three you must climb to the top floor collecting silver crosses along the way. Just be flicking the BW/colour switch you can change sexes during the game: boy rescues girl or girl rescues boy!

Spike Peak is a multi screen climbing game. Your mission is to plant a flag at the top of the peak but getting there is no easy feat. You have to avoid Polar Bears, Vultures, jump Waterfalls (tricky), Dodge Rockfalls, ice floes and the Abominable Snowman (no less). As if that's not enough to worry about, you also have to keep your body temperature at a constant level - if it drops and you stay in a cave too long you'll die. All in all, both games offer challenging play and feature reasonable graphics, so its a package worth buying. □

## GOLF

ATARI CX2634 £14.95

1,1+1 9 holes

SPORT

As far as this particular reviewer is concerned the game of golf is both pointless and time consuming, so now, for all those would-be weekend golfers, here's a cartridge that's equally frustrating and maddening. The game consists of nine well designed holes that take you through just about every situation you're likely to meet on the green, including getting stuck in trees, bunkers etc. The worst bit about this game is the golfer and the positioning of the club which is quite complicated and resulted in this reviewer hitting the ball in the wrong direction. However, after a few weeks practise (and a look at the fairly comprehensive instruction book) the game was mastered.

At £14.95 this cartridge is well worth the money - if only to see some of the ridiculous situations you can get yourself into. However, be warned, once mastered, the game can get dull, but then so can the real thing unless you're a pro making a living out of it. Anyway, the Atari game is a lot more enjoyable than tripping around a wet golf course at some unearthly hour on a Sunday morning, isn't it? □

Matthew Willson

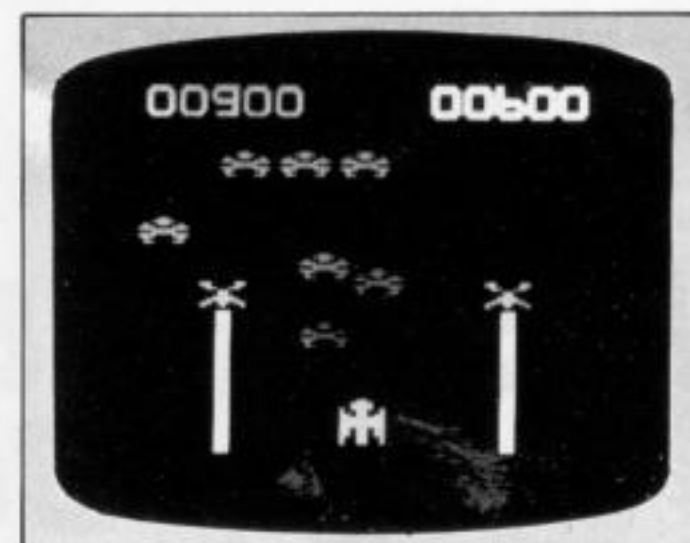
## GORF

CBS ELECTRONICS COL75344 £29.95

1 single game

SCI FI SHOOT 'EM UP

Winter '83



Based on the highly popular arcade coin-op by Bally/Midway, the people responsible for Galaxian and Pac-Man. This game starts off with you at the bottom of the screen being attacked by Space Invaders which have to be destroyed in the usual manner. Next you are confronted by a small batch of five spaceships, one of which fires long laser beams at you while the others dive bomb you. If you survive you go on to Warp Attack in which a group of TIE Fighters spiral towards you from what appears to be a black



hole. Finally you come face to face with the flagship itself. This can only be destroyed by a burst of laser fire in exactly the right spot. If you succeed in all these tasks you start again on a higher skill level than before. Certainly a very challenging game which, like all other Coleco games, is available on Intellivision and Colecovision formats as well. □

## GRAND PRIX

ACTIVISION AX014 £24.95  
1 4 variations  
DRIVING  
Summer '82

A racing car game, but, unlike Atari's Indy 500 where the whole race track is shown on the screen, on Grand Prix the screen scrolls from right to left showing the road flashing past you. The joystick button controls acceleration; pushing the joystick up or down controls movement in those directions and pulling it to the left applies the brakes. Good graphics are used here and care has been taken on the little details like the spinning of the cars' wheels. The sound is also above average. A must for all racing car gamers. □

Badge Score (Game 1) Below 0:35

## GREAT ESCAPE

BOMB CA282 £21.95  
Summer '83

## TIME MACHINE

GOLIATH 83-112 £14.95  
Autumn '83

1 single game  
SCI FI SHOOT 'EM UP

No matter how good an idea is for a video game, a programmer's expertise can make or break it. In the case of this one the designer has definitely failed to come up with the goods. The idea is to fly horizontally or vertically, shooting just about everything in sight. However, the graphics are nowhere near a good as shown in the leaflet (which is unusual) and the actual control of the ship is very sluggish and clumsy, which makes the game no fun at all to play. Not one person TV Gamer showed this to liked it. Great Escape is, without doubt, one to avoid. □

## GROUND ZERO

**NEW**

GOLIATH £14.95  
1 single game  
COMBAT SHOOT 'EM UP  
Winter '83

Distinct similarities to Activision's River Raid here but the strategy is less interesting and the price is lower. Instead of a river we're offered a sea chilled with a menacing selection of Icebergs and enemy 'jets' which fly on propellor power. Apart from that the features are pretty familiar. □

## HANGMAN

ATARI CX2662 £14.95  
1,1vl 9 variations  
EDUCATIONAL

This is the video version of the game traditionally played on paper, and as nothing is added by being transferred to the screen it's poor value for money. □

## HAUNTED HOUSE

ATARI CX2654 £19.99  
1 9 variations  
ADVENTURE  
Autumn '82

Atari's follow-up to their highly innovative game Adventure is, by comparison, a little disappointing. The task at hand is to pick up three pieces of a Magic Urn and to get out alive before your nine lives are lost by being 'scared to death' by ghosts, tarantulas, bats, etc. □

## HUMAN CANNONBALL

ATARI CX2627 £14.95  
1,1+1 16 variations  
SKILL  
Autumn '80

As the name suggests, this is a game in which you must fire a man out of a fairground cannon and land him in the water tower. The angle of the cannon and the position of the tower can be altered slightly while the man is in the air. Quite nice graphics are used here. □

## ICE HOCKEY

ACTIVISION AX012 £24.95  
1,1vl 4 variations  
SPORT  
Autumn '82

Activision seem to have taken so much trouble to obtain a high standard of both graphics and sound that they have overlooked the qualities of the game itself. Ice hockey fans may like it but we found the VCS version far weaker than the Intellivision (see separate review). □

Badge Score: Beat the computer

## INDY 500

ATARI CX2611 £24.99  
1,1vl 4 variations  
DRIVING

This was one of the first games out and at the time cost over £40.00 because it includes its own custom controller. This is a refined paddle, rather than the steering wheel you get with Coleco Turbo. The idea of the game is to drive around a race track in a faster time than your opponents (one human and the rest computer). There are, however, some nice variations on this game such as 'crash 'n score' in which you must be the first to collide with one of the grids of a square.

At a price of £24.95 this represents a good purchase. □

## INTERNATIONAL SOCCER

MATTEL ELECTRONICS 5687 £9.95  
2 single game  
SPORT  
Spring '84

As the name suggests this is a video version of football which sets out to better Atari's Pele Soccer.

As in Pele soccer the screen scrolls vertically instead of being a bird's eye view with Lego-like players. The players are seen in greater detail than on Pele. In short if you fancy a bit of video soccer then go for this one - not only is it better than the Atari version but at a tenner it's also a lot cheaper. □

## JAWBREAKER

**NEW**

TIGERVISION TIA0002 £27.95  
1 single game  
MAZE  
Summer '83

As the title suggests, this is a Pac-Man clone. The big difference is the graphic quality which is actually better than Atari Pac-Man. Nice humorous touches include a big toothbrush which cleans Jawbreaker's teeth between rounds. □

## JUMPING JACK

**NEW**

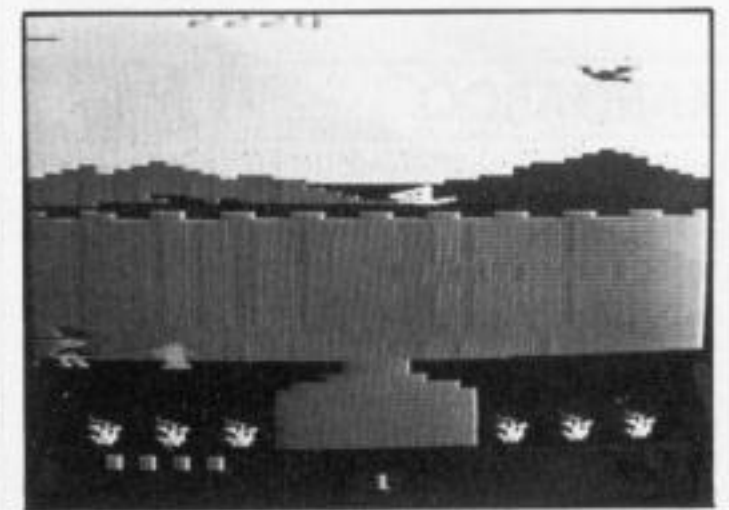
DYNAMICS SRT-DY293005 £27.95  
Autumn '83



## FELIX RETURN

GOLIATH 83-116 £14.95  
Autumn '83

1 single game  
CHILDRENS



The only exclusive game Dynamics seem to have at the moment - the rest also appear under the BOMB label. There are close similarities to Smurf here - you must get from A to B, jumping obstacles as you go. The programmer has been resourceful in using the Atari's rather limited memory capacity and has managed to put Jack through numerous interesting screen backgrounds.

It's obviously directed towards younger gamers. Not only that - my ten-year-old sister beat me at this one and seemed to enjoy her revenge. □

## JUNGLE HUNT

ATARI CX2688 £24.95  
1,1+1  
SKILL  
Autumn '83

This is based on Atari's coin-op of the same name. The game is in several phases. First you have to swing on vines to get across a section of scrolling screen. You then have to swim through a crocodile-infested river, killing crocs as you go and surfacing for air. Having survived that you have to get past a number of large and small boulders, some of which you must jump and some you must dodge. Next comes the ultimate objective when you must outwit the cannibal warrior in order to save the princess. Atari have made good use of the graphics and sound in this game. Whether or not it's faithful to the coin-op is difficult to say as TV Gamer haven't actually seen it yet. If you have seen both and can compare them then why not write in with your views? All in all, a good game with a nail-biting storyline. □



## KABOOM

ACTIVISION AG009 £18.95  
1,1+1 2 variations  
CATCH & SCORE  
Summer '82

Kaboom, the Mad Bomber, cunningly drops bombs from behind the wall and you are equipped with three buckets to catch them. The bombs fall in eight distinct levels - slow at level one, but increasing speed to level eight when things really hot up. Miss a bomb and see the mad bomber express his glee. Buckets are replenished at every 1,000 point level to a maximum of three buckets. During the later levels do not be fooled by the bomber's false runs when he drops no bombs.

A quick eye, fast reflexes and plenty of practice are needed to achieve a high score. Reach 10,000 points and see the mad bomber open his mouth in dismay but, watch out, he will get his revenge.

An extremely good and compulsive game which you will find hard to put down. □  
A.E. Francis, Peterborough

## KANGAROO

**NEW**

ATARI CX2689 £24.95  
1,1+1  
CLIMBING  
Winter '83

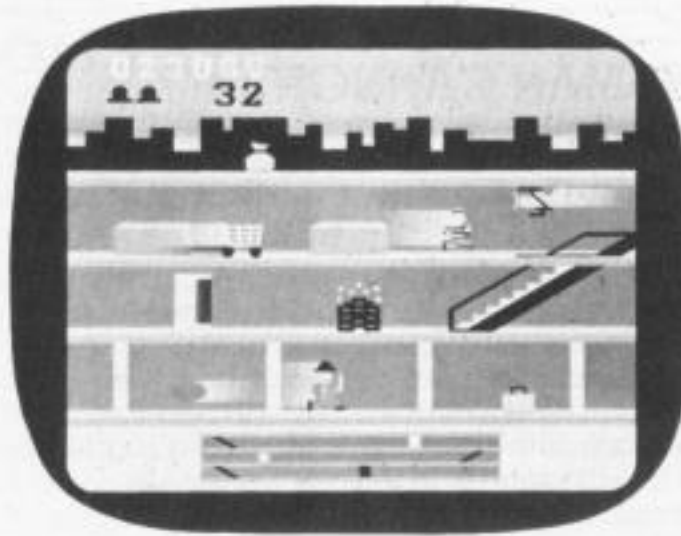
This is basically Atari's own answer to Donkey Kong. Kong is replaced by a group of evil chimps; Mario is now a mother Kangaroo who's trying to get back her Joey (baby Kangaroo). She has to clear three separate screens to succeed. Along the way

she can punch the chimps as well as the fruit they hurl in her path. The graphics are pretty good and, although it looks simple, it is deceptively difficult. Well worth looking at. □

## KEYSTONE KAPERS

**NEW**

ACTIVISION EAX 025 £29.95  
1 4 variations  
CLIMBING  
Winter '83



A Cop and Robber chase through a department store is the zany theme of Keystone Kapers. You are Keystone Kop and you're chasing a robber (complete with stripey jumper and mask) along four floors of a store connected by lifts and escalators (up only). The robber, obviously not wanting to be caught, lays traps for the Kop such as bouncing Beach Balls, Shopping Carts and low flying model planes. A nice game graphically but it's soon mastered and would become boring before long. □

## KILLER SATELLITES

STARPATH AR4103 £15.95  
1,1+1 9 variations  
SCI FI SHOOT 'EM UP  
Requires Starpath Supercharger £29.95  
Summer '83

This game is like a cross between Defender and Missile Command. The object is to fly across a horizontally scrolling screen, shooting down bombs as they fall towards skyscrapers on earth. This isn't as simple as it sounds, since you have to contend with a multitude of explosives. Not an easy game to get on with at first, but once you become more adept, you'll probably find it rather fun. Certainly worth investigating. □

## KING KONG

**NEW**

TIGERVISION TIA0001 £27.95  
1 single game  
CLIMBING  
Summer '83

A rather weak attempt at Donkey Kong. The graphics are inferior and there is only one screen rather than two as in the CBS/VCS version. Not a good game Tigervision's Pac Man rip off is much better. □

## LABRINTH

**NEW**

GOLIATH 83-411 £14.95  
1,1+1 2 variations  
COMBAT  
Winter '83

Originally a ZimMag game called 'Tanks but no Tanks'. ▷

# ATARI GAMES HIRE

By Melrica TV Games Club

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You begin the game in a multi-coloured maze next to your base which you must defend by destroying the 20 tanks that attack from the top of the screen. Your task is to shoot them all before you use up your five lives or your base gets hit, whichever occurs first.

If you do manage to shoot down all 20 then you progress to the next level, which has different scenery and faster action, then to the third.

The two player version of this game is the same as game one except that you have alternate control of the tank. This is disappointing as there was scope here for a good two player game in which you pit yourselves against the computer tanks.

The graphics on this game are adequate and certainly better than those of Atari's Combat. It should appeal to all those who still play Combat without getting bored. □

## LASERBLAST

ACTIVISION AG008 £18.95  
1 4 variations  
SCI FI SHOOT 'EM UP  
Autumn '81

A conventional 'shoot up' with a twist. This time your space-ship is the invader and you are being attacked by earthbound laser bases.

These laser bases come in groups of three and after a few seconds begin to fire at you, and pretty accurately too. Your ship can fire downwards in three directions - straight down and to the left or right. You are given three ships to start with, plus an additional one every 1000 points until you reach the maximum of seven in reserve. This is an excellent cartridge bearing in mind its age, and well worth its price. □

Badge Score 100,000

## LOCK 'N' CHASE

MATTEL ELECTRONICS 5663 £12.95  
1,1+1 single game  
SKILL MAZE  
Autumn '83

This is the VCS version of the highly successful game released for Intellivision in 1982. It's basically a game of cops and robbers in which you're the robber and the cops are hot on your trail as you whizz round the maze picking up gold bars. To avoid being caught you can slam doors. However, once you've done that the door is closed to you as well, so you could trap yourself with one of the cops that you're trying to avoid.

A very nice variation on a Pac-Man type theme and one well done with some reasonable graphics and sound. Quite close to the original game both in playability and appearance. □

## LOST LUGGAGE

APOLLO 2004 £19.95  
1,1+1 6 variations  
CATCH 'N' SCORE  
Winter '82

If you've ever been stuck in an airport arrivals lounge waiting for your case to come round on those carousels you'll like this game. The machine goes haywire throwing cases every which way and it's your job to catch them all. It sounds simple but it's not. The game requires fast thinking and quick reactions to avoid dropping a case. Once this happens, the case bounces open (along with all the others on screen) to display the owners' brightly coloured underwear. Good fun for the kids, but older gamers may prefer Kaboom. □

## MAFIA

**NEW**

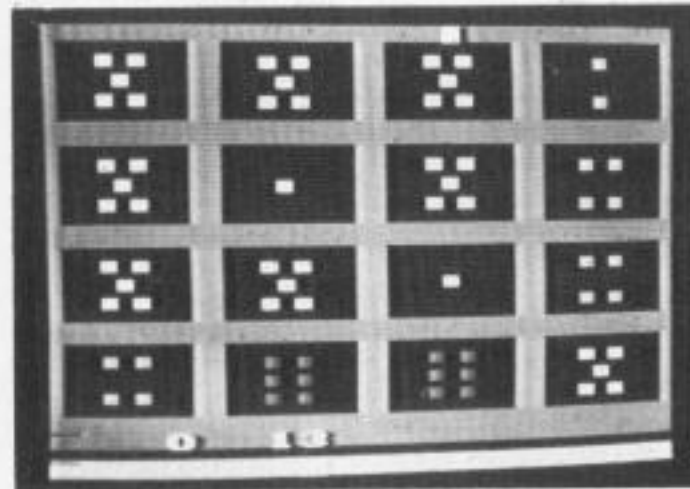
GOLIATH £14.95  
1,1+1 33 variations  
SCI FI SHOOT 'EM UP  
Winter '83

This name is quite a mystery - there's nothing remotely connected with the Mafia in the content. In fact, it's a close relation to Atari's Missile Command. The ICBM's have been replaced by Space Invaders but the game is virtually the same in all other respects. □

## MAGIC PUZZLE

**NEW**

GOLIATH 83-115 £14.95  
1 single game  
SKILL  
Winter '83



There are very few Rubik Cube-type puzzles in a TV game format. This one involves a 3x3 matrix of Dice on screen which are all turned in sequence so that all the dice have the same top number facing forwards. It looks and sounds simple but, like all good puzzles, it's deceptively tricky. Probably the best video puzzle game around but probably launched too late as puzzles like this have gone right out of fashion now. □

## MATH GRAN PRIX

ATARI CX2658 £14.99  
1,2 9 variations  
EDUCATIONAL  
Autumn '82

A maths test in a board game format, this involves two racing cars that overtake each other by solving simple maths problems. Certainly a lot more entertaining than its predecessor, Basic Maths. □

## MAZE CRAZE

ATARI CX2635 £19.99  
1,1+1 16 variations  
MAZE  
Spring '81

Subtitled 'A game of Cops and Robbers' because the maze is supposed to represent a section of city streets where a few crooks are lurking. You have to either apprehend or avoid them depending on the game variation you have reached.

Despite the recent popularity of maze games, thanks to Pac-Man, Maze Craze seems to have been overlooked and what's more, underrated, as it is a highly enjoyable game which would appeal to all those who find Pac-Man a little tame. □

## MEGAMANIA

ACTIVISION EAX017 £29.95  
1,1+1 4 variations  
SPACE SHOOT 'EM UP  
Winter '82

This game is in many respects very similar to the coin-op Astro Blaster. As usual Activision have taken a lot of care over the graphics and the sound. Apart from that it's more or less a straight-forward shoot 'em up with the exception of what you're shooting at. Instead of your spaceship firing at menacing Alien Starfighters, it is faced with demon dice, bow ties, cheeseburgers and car tyres. You are given limited fuel which can run out if you take too long to pick off an enemy wave.

The graphics are really very good indeed, especially when the ship disintegrates after being hit. A first rate space game from Activision. □

Badge Score 45,000

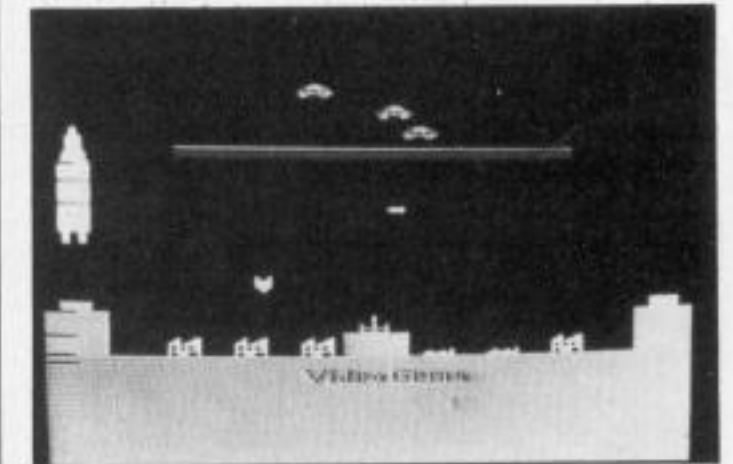
## MINIATURE GOLF

ATARI CX2626 £14.95  
1+1 9 holes  
SPORT

An entertaining game in which you have to putt your way through a nine hole course avoiding the obstacles in your way. □

## MISSILE CONTROL

VIDEO GEMS 2122 £14.95  
1 6 games  
SCI FI SHOOT 'EM UP  
Summer '83



In many ways, this game is similar to Atari's Missile Command. Your mission is to protect six cities from the missiles that are fired at them and to do this you are given a missile laser base. Missile Control goes beyond the Atari version in that you must destroy alien spacecraft that hide behind force shields. In addition you are given force shields from which you can bounce your missiles. This means that you are kept on the go right from the beginning. All in all quite a challenging game to come from the recently formed Video Gems company and certainly worth considering if you're a Missile Command fan. □

## MISSILE COMMAND

ATARI CX2638 £24.99  
1,1+1 33 variations  
SCI FI SHOOT 'EM UP  
Summer '81

This is the home version of the popular arcade game of the same name. The VCS version was designed by Rob Fulop who, after his spell at Atari, went to Imagic where he created the award winning games Demon Attack and Cosmic Ark. The idea of this game is to save your six cities from nuclear oblivion by destroying all the alien missiles.

Many people have said this is one of the ►



best arcade/VCS translations to date, and certainly it is an excellent cartridge bearing in mind the limited memory space available on the VCS.□

## MISSILE WAR

**NEW**

GOLIATH 83-312 £14.95  
1 single game  
SCI FI SHOOT 'EM UP  
Winter '83

This one is best described as Mattel's Astromash turned through 90 degrees. You fly from left to right shooting boulders and UFO's that come from right to left. You must destroy everything before it reaches your side of the screen (otherwise you either crash or lose points). Not a bad theme but it gets somewhat boring after a while.□

## MOUSETRAP

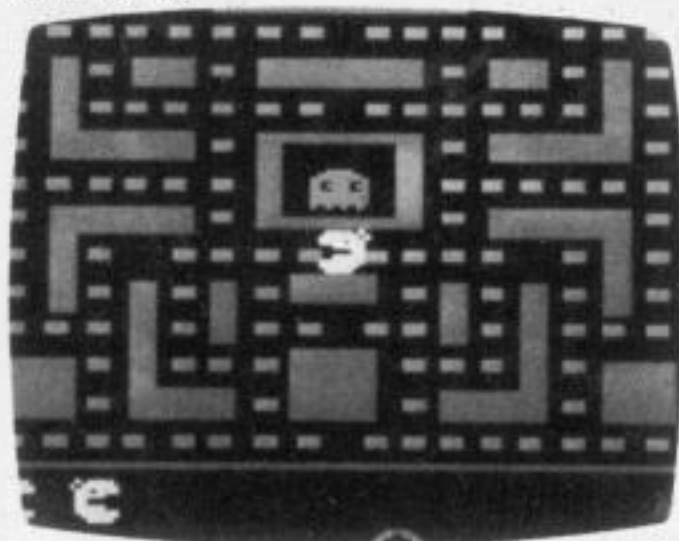
CBS ELECTRONICS COL75291 £29.95  
1 1 single game  
MAZE  
Autumn '83

This is more or less a game of Pac-Man only the maze has doors. The little greedy beach ball has been replaced by a mouse and the ghosts are now cats. If the mouse eats a bone it turns into a dog and starts to chase the cats. Apart from that the game is much the same as Pac-Man but then you may prefer a game with cats and mice in it.□

## MS PAC-MAN



ATARI CX2675 £29.99  
1 4 variations  
MAZE  
Summer '83



Even though Pac-Man was the number one bestseller in home video games in 1982, many fans of the arcade coin-op criticised the graphics, the colours and the game play, saying that they weren't close enough to the real thing for their liking. Once news leaked out that the sequel to Pac-Man was in production the fans eagerly waited in the hope that Atari would come up with something that even the most discerning Pac-Maniac can find no fault with.

Ms Pac-Man lives up to this. The graphics have been greatly improved (due to the loss of variations). Our little yellow friend now actually points in the direction it's taking and the unflattering Vitamins have now been replaced by fruit which are actually quite realistic. You even get several different patterns of maze to a game. In short, if you liked Pac-Man you'll love Ms Pac-Man.□

## NEXAR

SPECTRAVISION SA206 £19.95  
1 3 variations  
SCI FI SHOOT 'EM UP  
Spring '83

This is described as a multi-level space game, although it just progresses in speed

rather than in scenery as in such games as Super Cobra. You are in control of a Cursor which has the freedom of the screen. The object of the game is to destroy the Beacons that drift along the space lane that you are patrolling in your Starfighter. A nice simple game that is both challenging and attractive whilst not being too complicated for younger gamers.□

## NIGHT DRIVER

ATARI CX 2633 £19.95  
1 8 variations  
DRIVING

This relatively early Atari cartridge has stood the test of time better than most. Graphics are unspectacular but adequate. Paddles are used to steer your car along a twisting road marked out by lineposts and interspersed with obstacles such as trees, houses and other cars. Actually, of course, the car is stationary in the centre of the screen and it's the track that moves, all too quickly most of the time!

Game choice allows unlimited time or against the clock (90-second countdown) with scoring based on the number of circuits completed. There is no penalty for crashes, except loss of time, and use of the left difficulty switch determines whether oncoming cars sound their horns or come without warning. Proof of the popularity of this game came with the release of similar hand-held versions such as Demon Driver. Worth thinking about, especially if you can pick one up at less than the RRP.□

*Neil Reynolds, Bedworth*

## NO ESCAPE

IMAGIC IA3312P £27.95  
1,1+1 8 games  
SKILL  
Summer '83

The world of Greek mythology has remained virtually unexplored by video games – until now that is. This game was originally titled Escape From Argos but the name was changed prior to the UK launch in case people thought the game required you to get out of a well-known discount store. The idea behind it is to destroy the row of Furies above you. This you do by throwing rocks at tiles on the temple roof. As the tiles fall down they hit the Furies. Only tiles will kill the Furies – if you try to kill them by stoning them they will just multiply and become faster. So where's the mythology in that you may ask? Well, you are supposed to be Jason (of Jason and the Argonauts) who, having just stolen the Golden Fleece, is trapped inside the temple of Argos. It was found that, although the game is quite difficult to master, the younger gamers seemed to get on with it better than did the battle-hardened arcaders.□

## NUTS

**NEW**

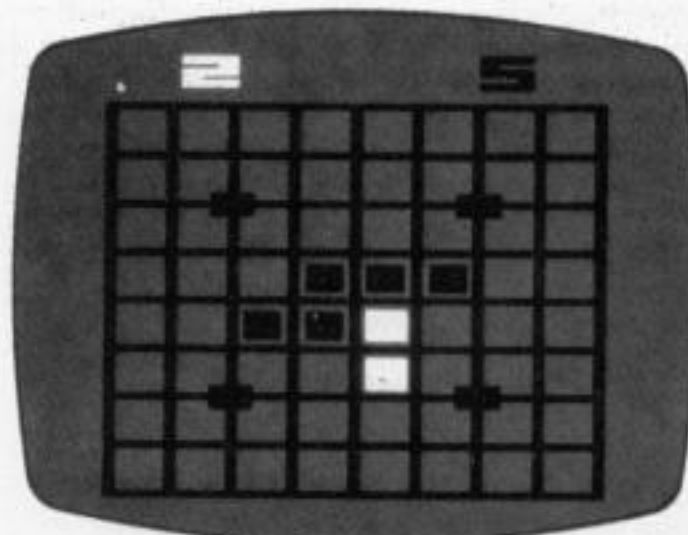
TECHNOVISION TVS1001  
1,1+1 2 variations  
CHILDRENS  
Winter '83

You're a squirrel and you throw rocks at the raiders of your nut store. It's a bit like Space Invaders with a change of graphics. Not one of the more radical ideas around.□

## OTHELLO

ATARI CX2639 £14.99  
1,1+1 4 variations  
CLASSIC

This cartridge is based on a board game played on an eight by eight grid, using black



and white discs. The object is to capture more squares than your opponent. This you do by changing your opponent's counters to your colour by sandwiching them between two of your own.

The computer opponent plays at three different skill levels. At level one, it plays as a novice but the computer can manage only average ability even at its highest level of play. Nevertheless, a good cartridge for those who enjoy this type of strategy game, but one that's now showing its age.□

*R.P. Davis*

## OVERKILL

**NEW**

GOLIATH 83-114 £14.95  
1 single game  
COMBAT  
Winter '83

Basically a variation on Atari's Air Sea Battle, but with better graphics – you use your plane to shoot and bomb jets and enemy boats. However, this is not just a mindless shoot 'em up – you have to be careful not to shoot your side's ships as that loses valuable points. Not a bad game for the price and one that should appeal to those who are a bit fed up with shooting space ships.□

## OUTLAW

ATARI CX2605 £14.95  
1,1+1 16 variations  
COMBAT  
Winter '79

The first twelve games on this cartridge comprise shoot-outs between two gunslingers, each controlled by a player. Variations include obstacles such as a static or moving cactus, stagecoach or wall, with further variations such as 'blowaway' – bullets shoot away the cactus/stagecoach/wall – and 'six shooter', when after six shots you can't fire again until your opponent has also used all his bullets. The final four games are for single players attempting to hit a bounding target. Sounds good? Well, as a concept it is, but the execution is disappointing. Graphics are unimaginative and movement is slow. Anyone raised on Space Invaders is unlikely to derive much pleasure and it's likely to appeal only to very young children. With cowboy films out of fashion in favour of sci-fi sagas, this cartridge hasn't got much going for it. It's five years old, looks older, and you're well advised to spend your cash on something else.□

*Neil Reynolds, Bedworth*

## PAC-MAN

ATARI CX2646 £29.99  
1,1+1 16 variations  
MAZE  
Spring '82

Last year's most successful game in the UK and more popular than anything else worldwide. The idea of the game is to work your way round the maze, gobbling up the dots and avoiding the ghosts that are after





# 50 GREAT ACTIVISION CARTRIDGES TO BE WON!

**10 lucky winners  
will choose 5 cartridges  
from the current  
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If you own an Atari VCS, you must have a go at this competition. It could be a great opportunity to update your video games collection. As a prize-winner you'll be entitled to choose from any Activision cartridges on the UK market, including the very latest titles – Robot Tank, Enduro, and Decathlon.

## HOW TO ENTER

Below you'll find a really difficult Word Search Grid, especially devised for us by Activision Video Games. We want you to find the names of 24 current Activision cartridges – all hidden in the oblong – and mark them on the competition form you'll find on page 81. Don't go rushing into this one, though, because Activision have been very crafty and have added some extra non-Activision names to make the competition a bit special.

So take your time – all the cartridge names are in straight lines: up, down, diagonally – and a lot are back to front! And just in case lots and lots of you manage to crack the puzzle, we'd like you to fill out the tiebreaker sentence as well, please.

ACTIVISION WORD SEARCH GRID

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YOUR ENTRY FORM AND THE RULES ARE ON PAGE 81.



you. You can, however, strike back if you eat a power pill. Although a very good and very addictive game, it is not a good copy of the arcade coin-op by Bally/Midway (the people responsible for Galaxian). The maze, the colours and the sound are different and there is no fruit in the maze, just rectangular Vitamin Pills. If you want arcade realism go for Ms Pac-Man. □

## PAC KONG

**NEW**

GOLIATH 83-414 £14.95

1 single game

CLIMBING

Winter '83

Sooner or later this cross-bred mutant had to appear and here he is. Advance your hero to the top of the screen while avoiding the little ghosts who are running around trying to knock him off the girders. Unfortunately his reason for climbing to the top is a mystery - there's no girlfriend waiting for his rescue. So why does he make this valiant effort - we should be told. □

## PELE SOCCER

ATARI CX2616 £24.95

1,1v1

SPORT

Spring '81

One of the best sports games to come from Atari and one of the first to incorporate scrolling. The game features the sound of cheering and a firework display when you or your opponent score. □

## PHAROAH'S CURSE

**NEW**

TECHNOVISION TVS1003

1,1+1 2 variations

SKILL

Winter '83

Very similar to Atari Dig Dug in that you shovel away sand while avoiding snakes and monsters. The graphics are good, as is the sound but the game lacks the strategy of Dig Dug. □

## PHASER PATROL

**★**

STARPATH AR4000 free

1 1 variation

SCI FI SHOOT 'EM UP

requires Starpath Supercharger £29.95

Summer '83

This is the game that comes with the revolutionary Supercharger. It is basically a Star Raiders game with all the familiar features; galactic chart, long range scan, battle computer, damage computer and good old starbases. The idea is to rid your quadrant space of all enemy fighters. The graphics - which have to be seen to be believed - are by far the best of any Star Raiders-type game. In fact, in just about every way Phaser Patrol is superior to the competition; sound, graphics, ease of operation and so on are all so much better than VCS Star Raiders, Star Voyager or Starmaster. However, at £39.95 for the Supercharger, the best space game around for the VCS does not come cheap. Even so, this initial outlay can soon be covered once a couple of Supercharger tapes are bought. In short try it, you'll like it. □

## PHOENIX

ATARI CX2673 £29.99

1 single game

SCI FI SHOOT 'EM UP

Spring '83

This arcade smash is now hotly tipped to be the VCS cartridge of 1983 and is the theme of

this year's Atari UK and World Championships. The general idea is to blast as many birds as possible with your Sand Crawler although, unlike such games as Space Invaders or Galaxian, you are given some variety in game play. You start off with small birds that can be picked off without too much bother. After two waves you move on to bigger birds which need to be shot in the middle to be destroyed (although you can wing them). You are then confronted with the mothership which is quite complex to deal with. The idea is to get the pilot who is seated in the centre, and to do this you must shoot first through the base and then through the scrolling central part. You then wait for the hole you made to come round again so that you can blast him. But you've got to be careful, because not only does he fire back but the ship gets lower and lower. This should certainly appeal to Demon Attack lovers as it is a first rate game of this type. □

## PITFALL

**★**

ACTIVISION AX18 £29.95

1 single game

ADVENTURE

Winter '82

This is Activision's first attempt at adventure games and it has a decidedly tropical theme to it. You are Pitfall Harry, a jungle explorer and treasure hunter who's a bit like Indiana Jones (but this is probably just a coincidence). Basically Harry's task is to pick up all the treasure he can find along his route whilst avoiding scorpions, rattlesnakes, crocodiles, logs and tar pits. To do this several skills must be learnt such as hopping crocodile heads and swinging on vines. Pitfall is certainly one of the best adventure games currently on the market for the VCS, offering 255 different screen settings. □

Badge Score 20,000

## PLANET PATROL

SPECTRAVISION SA202 £9.95

1,1+1 4 variations

SPACE SHOOT 'EM UP

Spring '83

One of the few space games released this year that has not been inspired by either an arcade game or a film. The game itself has been well thought out and a number of skills are required for you to master it fully. You must shoot down as many as you can of the T.I.A.s (Troublesome Invading Aliens) that come up against you head on. After that you must rescue the crew of a stranded Earth fighter, then destroy three enemy bases in order to continue - and that's just the start. You then take on the enemy in darkness. A very good space game. □

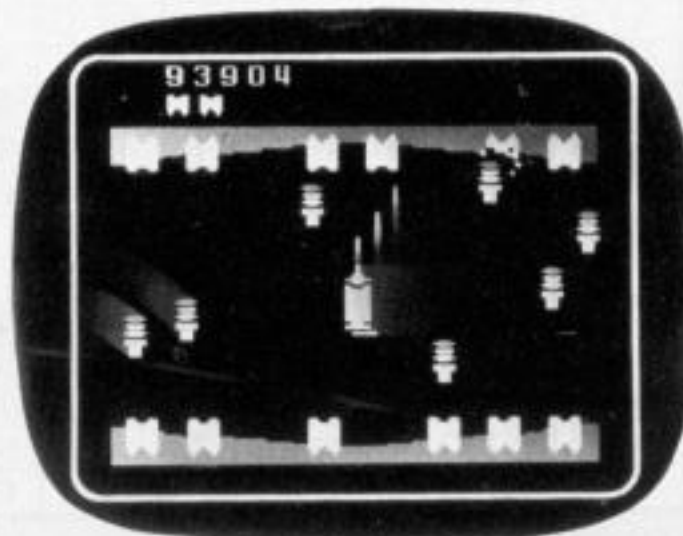
## PLAQUE ATTACK

ACTIVISION EAX 027 £29.95

1,1+1 4 variations

SHOOT 'EM UP

Autumn '83



A simple shoot 'em up game but one with a moral (and dental!) message. A mouth is the setting and the attack is mounted by sweets and other tooth-destroyers. You are armed with a tube of toothpaste to zap the sweets, but if one of them touches one of your teeth then that tooth disappears. Steve Cartwright designed this 'game with a message' but, in concept it's rather too similar to Megamania, one of his previous hits. □

## POLE POSITION

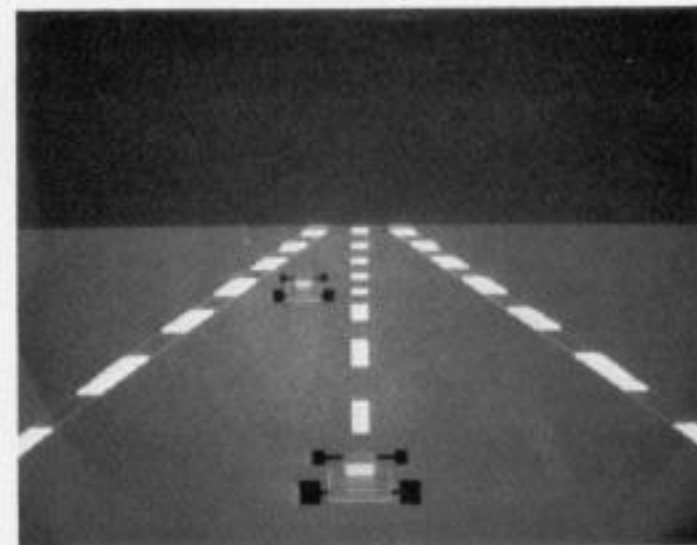
**NEW**

ATARI CX2694 £29.95

1 single game

DRIVING

Winter '83



If you've seen this game as a Coin Op you'll know how good the graphics are and appreciate the difficulties involved in translating it for the VCS. However, a surprisingly good conversion has been done. The basic idea is to steer your formula one racer around a treacherous circuit.

Firstly you have to qualify by scoring over 10000 points. You can then enter the race. The graphics don't match the Coin Op for quality but they're superb in comparison with other VCS car games like Night Driver or Indy 500. □

## QUICK STEP

**NEW**

IMAGIC £27.95

1,1v1 games

SKILL

Winter '83

No, there's no ballroom involved despite the title, nor does the action involve dancers of any description.

A squirrel and a kangaroo sit on a matrix of coloured squares. The idea is to bounce around on the squares, changing them to your colour while trying to get rid of a pesky opponent who can and will turn any of the squares to his colour (including the ones you have changed).

Big points are scored when squares of your colour disappear from the bottom of the screen. To complicate matters, magic squares also appear at random on the matrix, allowing anyone who lands on it to freeze their adversary in his, or her, tracks. Disappearances off screen mean loss of life so you must be on the move continually to survive. In later rounds you are not given such a tidy grid of squares - some are missing and, if you're not careful, this can leave you stranded.

You can also drop your assailant in it by using mines to make their squares vanish. If used wisely these can be very effective. Although it can appear a bit childish this game can pack quite a challenge. It requires hyper-fast thinking and a really mean joystick. Recommended. □



## RAIDERS OF THE LOST ARK

ATARI CX2659 £29.99  
1 single game  
MOVIE TIE-IN  
Winter '82

This adventure game is based on the highly successful film by Steven (E.T.) Spielberg and George (Star Wars) Lucas. The goal is to find the Well of Souls which contains the fabled lost Ark of the Covenant. To do this you must first find the Map Room which gives the location of the Lost Ark (this is different each game). En route you must pick up treasures and deal with the traders of the Black Market. A fascinating game that takes some working out. Of course, seeing the film helps as well. □

## RAM IT

TELESYS £27.95  
1,1+1 2 variations  
SKILL  
Autumn '83

An original concept. Your task is to blast horizontal coloured bars back to their starting point with a laser gun which moves up and down the centre of the screen. The graphics and sound are functional. □

## RAQUETBALL

APOLLO 2003 £19.95  
1,1v1 2 variations  
SPORT  
Winter '82

Raquetball, for those who don't know it, is the American name for squash (the game, not the drink). The video version is very good, not because it is a faithful representation but because it is a lot of fun to play. □

## REACTOR

PARKER 931506 £29.95  
1,1+1 8 variations  
SKILL  
Spring '82

You are in control of a robot whose task is to keep a nuclear reactor at bay. You have an expanding core in the centre of the screen, which you must prevent from expanding by blowing the control rods at either side. Every so often Neutrons and Protons escape and you have to lure them to the sides of the reactor so that they can be destroyed. Although not a particularly accurate simulation it is a very good game with plenty of action in it. □

## REALSPORTS SOCCER

ATARI CX2667 £29.95  
1,1+1 4 variations  
SPORT  
Summer '83

Atari's second attempt at British-style football, their first try being Pele Championship Soccer which was later renamed Pele Soccer. The biggest difference between the two is in the direction of scrolling. Realsports Soccer scrolls horizontally whereas Pele scrolled vertically (Pele Soccer has now been officially phased out to make way for this latest version). The on-screen players are more realistically produced but it's a great pity that Atari have left out the fireworks which followed each goal in the original version. Other than that it's just football.

Of course, it's debatable whether people will pay nearly £30 for a game that, for next to nothing, they can play in their back garden. We shall see. □

## REALSPORTS TENNIS

ATARI CX2680 £29.95  
1,1+1 2 variations  
SPORTS  
Summer '83

If you're keen on tennis then this game is a good one to add to your library. It is much the same as Activision's Tennis only with refined graphics on the net and on the players' kit. Gameplay is pretty faithful to the official rules of tennis. This game possibly has a slight edge on the Activision version but then it is more expensive. Certainly if you're considering buying a tennis game think first about how much you actually want to pay - you may find you're better off with Activision. □

## RIDDLE OF THE SPHINX

IMAGIC 1A3600 £27.95  
1 3 variations  
ADVENTURE  
Autumn '82

Imagic's first adventure game and also the first one to use two controllers for one player.

As the title suggests this game has a decidedly Egyptian theme to it. As an Egyptian prince, you must save the Valley of the King after Anubis the jackal-headed god has put a terrible curse on it. Instead of being a conventional multi-board game this one scrolls upward or downward as you move. On the way you must buy and sell with the traders, stop off at an Oasis to quench your thirst and pick up objects that will help you on your way. To aid you there is the goddess Isis. To hinder, there are thieves and Anubis himself. A very complex game indeed that uses every control available on the VCS. A first rate adventure game. □

## RIVER RAID

ACTIVISION AX020 £29.95  
1,1+1 2 variations  
COMBAT SHOOT 'EM UP  
Summer '83



This is the first game by Activision's programmer Carol Shaw. In many respects it is a military, bird's eye view version of the game Scramble. The aim is to use your yellow jet fighter to bomb as many enemy fuel depots, bridges, jets and other landmarks as possible as you swoop along the river. Your limited fuel supply is replenished only when you bomb fuel tanks. In short, an exciting game. □

Badge Score 15,000

## ROOM OF DOOM

COMMAVID £21.95  
1,1+1 single game  
SCI FI SHOOT 'EM UP  
Summer '83

You are a warrior, imprisoned in a series of Dungeons with several doors in each. Behind these doors are baddies who will fire at you if

given half a chance. If you do manage to shoot the evil warriors while their door is open, then that door stays open. When you have opened all the doors in a room you are transported to the next Dungeon, where the enemy are more treacherous than ever.

A nice feature about this game is that you can start a new game at the level you reached last time. Very useful. The graphics and sound aren't up to much but this is more than compensated for by the challenging game play. □

## SAVE OUR SHIP

TECHNOVISION TVS1002  
1,1+1 2 variations  
Winter '83

You are the captain of a clipper and you run into trouble: pirates! They're trying their best to climb up the side of your ship but you're there to stop them. Once three are on deck the ship has been taken over. Probably the best of the three Technovision games we've seen. □

## SEA MASTER

GOLIATH 83-313 £14.95  
1 single game  
SHOOT 'EM UP  
Winter '83

Nothing too stunning about this game. Basically a shoot 'em up set in the ocean rather than in space or on a battlefield. □

## SEA QUEST

ACTIVISION AX002 £29.95  
1 variation  
COMBAT SHOOT 'EM UP  
Summer '83

In control of a mini-sub, your task is to rescue divers and destroy all the sharks, squids and even deep sea pirates that are out to get both the diver and the treasure he is seeking. You have a limited amount of oxygen so you regularly have to surface for a fresh supply.

Steve Cartwright the designer (also responsible for such hits as Barnstorming and Megamania) has, as usual, paid careful attention to small details like the spinning propellers and the diver's kicking legs. □

Badge Score 50,000

## SHARK ATTACK

APOLLO 2005 £19.95  
1,1+1 16 variations  
MAZE  
Winter '82

At first appearance this game may look like an underwater Pac-Man but it is entirely different. It was originally called Loch Jaw but this had to be changed because the film company MCA said that it was too similar to their films Jaws and Jaws II.

The game is set in Loch Ness and you are a diver trying to collect the plentiful pearls lying around in the maze-like caverns. But in doing so, you disturb the shark that lives there, and he storms from side to side trying to catch you. You may, if you're not careful, wake up Nessie herself and in this game at least she's not someone you'd want at a party! □



## SKEET SHOOT

APOLLO 1001 £13.95  
1,1v1 17 variations  
SPORT  
Winter '82

This game gets the vote as the worst game available for the VCS. Both yourself and the Skeet appear at random positions on the screen so the chances of hitting it are less than slim. Added to that it's a boring game.□

## SKIING

ACTIVISION AG005 £18.95  
1 10 variations  
SPORT  
Winter '81

This game, although several years old, still remains one of the most realistic sport games available for the VCS. There are basically two games on this cartridge. The first is Slalom which involves you weaving your way through a number of slalom gates (as determined by the game variation). The second is Downhill Run, in which you have to complete a certain number of metres in a fixed time (again determined in the game variations).

A very good cartridge.□

Badge Score 28.2 secs

## SKIN DIVER

GOLIATH 83-415 £14.95  
1 single game  
SKILL  
Winter '83

I don't like this game. Not because it's a bad game - it's just that I can't do it, and I don't know anyone who can. The idea is to jump off a boat into dangerous waters infested by Sharks and other hungry foe. Harpoon as many of them as you can before the time runs out (you've got 60 seconds after you jump into the water). A gate opens if you spear enough of them and you then go through to the next level. At least that's what the instruction book says - I haven't actually seen it happen as yet. This one's for you if you like a challenge.□

Darrin Williamson

## SKY DIVER

ATARI CX2629 £14.95  
1+1 5 variations  
SKILL

The object is to drop your parachutist on the landing pad before your opponent. The later you open your parachute the more points you get, but the skill lies in careful timing.□

## SKY SKIPPER

PARKER 931510 £27.95  
1 3 games  
SKILL  
Summer '83

This game is based on Nintendo's popular coin-op of the same name. The idea of the game is to fly your bi-plane around the playfield knocking out gorillas and picking up rabbits, ducks, monkeys and doves from their cages. In other words it's one of those weird games following in the tradition of Amida, also from Parker. The playfield is three screens high so, when you're flying around, it scrolls vertically. Although this is an entertaining well-presented game, after a while it could become a bit boring - especially if you get very good at it. All the same an ideal one for younger gamers.□

## SLOT RACERS

ATARI CX2606 £14.95  
2 9 variations  
DRIVING MAZE

Poor graphics mar this game, in which two cars, represented by squares, pursue each other round a maze. The aim is to shoot down the rival car.□

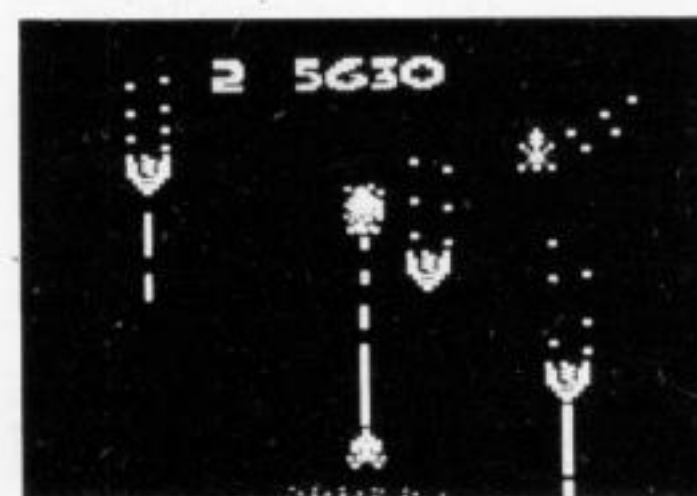
## SMURF

CBS ELECTRONICS COL75291 £29.95  
1 single game  
CHILDREN'S ADVENTURE  
Autumn '83

A game based on the popular TV characters. In this game a Smurf has been sent out of the village to find a Smurfette (a female Smurf) locked up in Gargamel's Castle. The journey there isn't easy as you have to jump over fences, hills and rocks, dodge bats and spiders.□

## SOLAR STORM

IMAGIC £27.95  
1,1+1 games  
SCI FI SHOOT 'EM UP  
Summer '83



You may have seen this advertised as Star Storm, which was its working prototype name. Solar Storm is the name of the cartridge you'll find at your local shop. The game is rather unusual as paddle controllers are used to play it. In common with Intellivision's Astromash you have to shoot at things that fall towards you from above. There are two game scenes: the first involves you at the bottom of the screen moving from left to right and firing your laser upwards. The second phase takes you higher and you can gun down five command ships from your position in the centre of the screen.

It all seems to confirm the impression that paddles could be put to more imaginative use in space games. For instance how much faster Space Invaders would be using Paddles. Imagic pay their usual careful attention to graphics and fast gameplay. If you like a good space game check this out.□

## SORCERER'S APPRENTICE

ATARI CX26109 £24.95  
1 single game  
CHILDREN'S MOVIE TIE-IN  
Autumn '83

This game is based on Walt Disney's Fantasia. In it you control a little Mickey Mouse clad in red robe and hat. There are two play scenes. One is on the mountain tops where you try to catch falling stars and magically zap streaking comets and thunder clouds. The other is in the Sorcerer's cavern where you attempt to stop all the bucket-carrying mops from flooding the caves. You can play one or other of the scenes or you can alternate between the two. Not the most

difficult game ever created but then it is designed for younger gamers. The graphics are pretty good and overall the game is to be recommended to young gamers and Walt Disney fans.□

## SPACE CAVERN

APOLLO 2002 £13.95  
1,1+1 48 variations  
SCI FI SHOOT 'EM UP  
Winter '82

The name might suggest to you a fantasy role-playing game in which you have to explore various caverns. If that is the case then you'll be disappointed because it is in fact a simple shoot 'em up. You control a little figure at the bottom of the screen that shoots at flying creatures in much the same way as in Demon Attack. However, there is the added complication of Burlwors (hairy Pac-Men) that crawl out from the sides of the caves. By moving the joystick up or down you can fire from left to right.□

## SPACE CHASE

APOLLO 2001 £13.95  
1,1+1 24 variations  
SCI FI SHOOT 'EM UP  
Winter '82

A good old fashioned shoot 'em up is set against a backdrop of an orange planet. The game has a poor appearance as it's strung together in rather an amateur way.□

## SPACE EAGLE

GOLIATH £24.95  
1 single game  
SCI FI SHOOT 'EM UP  
Winter '83

One of the best Goliath games - no doubt inspired by Scramble in that you must firstly shoot a number of bases above ground. The enemy's shields are then down so you can journey underground and destroy the enemy Transport vehicles. A reasonably original game concept - Space Eagle has good graphics and a professional feel about it.□

## SPACE INVADERS

ATARI CX2632 £24.95  
1,1+1,2 112 variations  
SCI FI SHOOT 'EM UP  
Autumn '80

This is probably the most famous game of the lot (bar Pac-Man). It has a total of 112 variations, all of which involve shooting down aliens, who descend on your laser cannon in nice neat rows. You gain more points if the invader you destroy is high up on the screen. You have three lives in which to destroy all the little beasties before they land, otherwise the game's over. As they descend, their speed increases with the last invader moving the fastest. The game is broken up by the blue command ship that flies overhead every once in a while. Variations include zig-zagging bombs and invisible invaders, which only appear on the screen when one of them is hit. Despite this game's age is still remains a favourite for its sound effects and its many variations, and for the fact that two people can play, with one controlling the movement of the laser base and the other controlling the laser fire. This cartridge definitely rates highly.□

Sonya Bradford, Kent.



## SPACE ROBOT

**NEW**

GOLIATH 83-412 £14.95  
1 single game  
SCI FI SHOOT 'EM UP  
Winter '83

Originally a Zimag game called Cosmic Corridor. It's now resurfaced under this new title and brand name. The idea is to fly up or down shooting at the oncoming Aliens. A challenging game that's likely to stay that way. □

## SPACE WAR

ATARI CX2604 £14.99  
1,1v1 17 variations  
SCI FI SHOOT 'EM UP  
Autumn '78

This was the first Sci Fi cartridge to come from Atari. In it you control an Asteroids-type spaceship and battle it out with an opponent. Although it does show its age slightly it is still a challenging game and pretty good value. □

## SPIDER FIGHTER

ACTIVISION AX021 £29.95  
1,1+1 4 variations  
SKILL SHOOT 'EM UP  
Spring '83

Inspired by the Centipede game designed by Larry Miller. Your task is to rid your fruit of such pests as Arachnids, Spy Pods, Green Widows and the treacherous Stinger insect.

As usual, Activision excel in the colours they employ in this game, destined to be another winner. □

Badge Score 40,000

## SPIDERMAN

PARKER 931503 £29.95  
1,1+1 6 variations  
CLIMBING  
Spring '83

This game is a bit like the arcade game 'Crazy Climber' in which you have to scale the wall of a high tower block. However in Spiderman you have additional complications ranging from crooks appearing who try to cut your web, to the dreaded Green Goblin himself at the very top of the building, who is guarding the Super Bomb that Spiderman must defuse. A fun game which features some nice graphics, but fans of super heroes would be better off with Superman. □

## SQUIRREL & SNAIL

**NEW**

GOLIATH 83-216 £14.95  
1 single game  
CLIMBING  
Winter '83

You, the squirrel, must pick up leaves from plants at the bottom of the screen and carry them up to the top to build an object. While you're piling them up the leaves keep on falling and if you let one drop you lose a life. Colliding with a snail has the same effect. A reasonable game but not a world beater. □

## STAMPEDE

ACTIVISION AG001 £18.95  
1,1v1 8 variations  
SKILL  
Summer '82

Okay partners it's time for some roundin' up. The idea of this game is to lasso as many cattle as you can before three get past you. Be careful not to collide with a skull or your horse will rear and slow you down. □

Badge Score 3,000

## STARGUNNER

**NEW**

TELESYS £24.95  
1,1+1 2 variations  
SCI FI SHOOT 'EM UP  
Autumn '83

The game is saved from tedium by the graphics, which are very high calibre. The gameplay seems to be devoid of any real objectives. A number of aliens simply fly around waiting to be shot, but they don't seem to be very menacing, they're not stealing humanoids and they're not trying to land. A mothership creature fires at you from above but you can't shoot her.

A good game for a shop owner who wants something pretty for the window but not a gamer's game. □

## STARMASTER

ACTIVISION AX016 £24.95  
1 4 variations  
SCI FI SHOOT 'EM UP  
Autumn '82

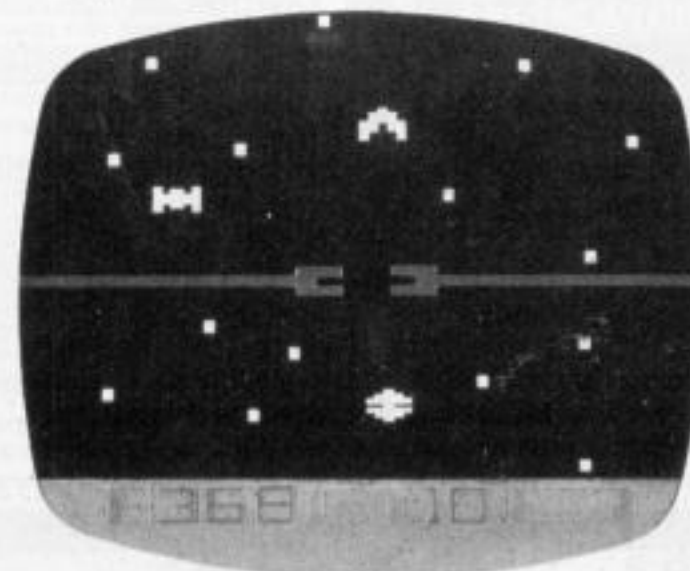
Regarded by many as the best of the Star Raider type of games on the market for VCS at present. The designer, Alan Miller, won an Arcade Alley Award in 1982 for its highly commendable graphics and sound.

The idea is to protect your four Starbases from the vicious onslaught of enemy fighters. The console switches are used on this game to call up the Sector Chart. A highly challenging game that seems to have more appeal than Star Raiders. □

Badge Score 3,800

## STAR RAIDERS

ATARI CX2660 £29.99  
1 4 variations  
SCI FI SHOOT 'EM UP  
Autumn '82



This game was immensely popular as Atari 400-800 computer program. It won awards for being the best space game and so it is rather surprising that Atari waited so long to bring out a VCS version. Activision and Imagic have already launched similar games but Atari's version has one distinct advantage over these rivals. There is a video touch pad, which is basically a jazzed-up keyboard controller, that accepts overlays and is

included with each Star Raiders cartridge. If Atari bring out any more games that use the touch pad people will have to buy Star Raiders regardless of whether or not they want the cartridge. The additional controller operates the shield, the Galactic chart and hyperspace. The joystick controls the actual movement of the ship and the laser fire. All in all a good game, but Starmaster has a slight edge. □

## STAR VOYAGER

IMAGIC 1A3201 £27.95  
1,1v1,2 2 variations  
SCI FI SHOOT 'EM UP  
Autumn '82

This is Imagic's answer to Star Raiders. It's very similar to both Star Raiders and Starmaster in many respects, although it is the only one without a galactic chart of any description. The idea of this game is not to get rid of all the nasties in the galaxy but simply to hunt out and pass through seven Star Portals before you run out of energy. This is also the only one that gives you a choice of weapons. You can have either Photons, which are slow, less accurate but more economical on energy, or Lasers which are fast, accurate but burn up lots of energy. All in all a very nice game in the Star Raiders genre but not quite as good as Starmaster. □

## STAR WARS - JEDI ARENA

PARKER 931507 £29.95  
1,1v1 8 variations paddles  
MOVIE TIE IN  
Summer '83

Although this isn't actually based on any of the films, it is inspired by some of the ideas. It is basically a Lightsabre duel with the help of a Remote, a little droid about the size of a snooker ball. Both you and the other Jedi are surrounded by protective walls made up of bricks that can be knocked out by aiming the Remote carefully. The rays from your opponent's sabre can be deflected by swinging your Lightsabre and blocking the shot. The battle rages until one of the Jedis in the Jedi Arena wins three matches. □

## STAR WARS - THE EMPIRE STRIKES BACK

PARKER 93501 £29.95  
1,1+1 32 variations  
MOVIE TIE IN  
Winter '82

This game depicts the battle on the ice planet Hoth in Episode V of the Star Wars saga. You have control of a rebel Snowspeeder armed with a front mounted laser cannon. Your task is to prevent the advance of the Imperial Snow-walkers for as long as possible. A large number of hits are needed to destroy a Snow-walker but occasionally a bomb hatch will open and begin flashing, and if you can hit it you will destroy it straight away. Your speeder can sustain up to three hits but it can land in a valley for repairs. Every two minutes the 'Force will be with you' and you are impervious to the Imperial laser fire for a while. □

## STREET RACER

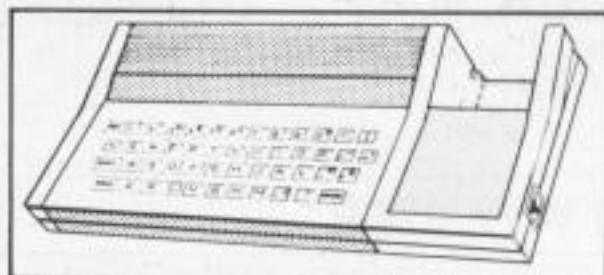
ATARI CX2612 £18.95  
1,1v1 27 variations paddles  
DRIVING  
Autumn '78

The idea is for you to avoid various obstacles that scroll down towards you as you drive. Each variation of the game has different obstacles to navigate around. □



# HOME COMPUTERS

## 20k AQUARIUS



**AQUARIUS:** The brand new Aquarius Personal Computer is part of Mattel Electronics latest developments in advanced technology and offers full home computing facilities, as well as extensive game play, using a very wide range of plug-in cartridges. Since Aquarius is a Mattel Electronics product, it benefits by the company's wide experience of producing high technology equipment, as well as their game programming expertise which is evident from the advanced games which have been produced for the Intellivision. Aquarius costs £49 and comes with micro-soft basic built in. It is so simple to use that you'll be writing your first programs within minutes of taking the machine out of its box. You can even record the programs on your own cassette recorder at home, so you can use them again at a later date. Most available domestic tape recorders are compatible with the Aquarius.

**A POWERFUL MACHINE:** For all its simplicity, it is also very sophisticated. It has a Z80A processor and it comes with 8K of built-in ROM and 4K of RAM, expandable to 52K. It has a display of 40x24 characters, and a graphic resolution of 320x192 with a total character set of 256 (including the complete ASCII set with upper and lower case letters, numbers and additional graphic symbols). The keyboard has 49 full stroke moving keys, unlike some of the cheaper machines which have membrane keyboards. The size of the machine (excluding any of the additional peripherals), is 13"x6"x2".

**PERIPHERALS:** It is very easy to increase the capabilities of your Aquarius as all the peripherals plug straight into one another. You can add a Printer, a Modem, a Data Recorder, Mini Expander and other items. All of the peripherals are very easy to install and what is more, they're easy to use. But the best news of all is, they're easy to afford.

**CPM OPERATING CAPABILITY:** The Aquarius is capable of being expanded to 52K RAM and later in 1983 a disk drive will be available for it, with the commercial CPM business operating system. This will allow you access to one of the largest software libraries in the world, with literally hundreds of programs available for you to use.

**CARTRIDGES:** Various sophisticated programs have been launched on plug-in cartridges such as a Visicalc spreadsheet and a word processor. Other cartridges include popular Intellivision titles and are available for as little as £12.95.

4K Mattel AQUARIUS - £42.61 + VAT = £49  
20K Mattel AQUARIUS - £67.83 + VAT = £78

**£49**

## ATARI 400/800

### NEW LOW PRICES

**ATARI 400/800:** With the Atari Personal Computers, you can play the ultimate in T.V. games, teach yourself new subjects or skills, balance budgets, and even write your own computer programs in Basic.

**SPECIFICATIONS:** Both the Atari 400 and 800 can display in up to 16 colours, each with 16 intensities. They have four independent sound synthesizers for music tunes/game sounds, giving four octaves with variable volume and tone control on your T.V.'s speaker. The display graphics



are of amazing quality, having a detailed resolution of 320 x 192, comprising 24 lines of 40 characters. Atari personal computers have a standard 10K ROM operating system. In addition to this the standard Atari 400 (£99) comes with 16K of RAM and the expanded version with 48K (£158). The Atari 800 (£249) comes with 48K as standard. Both the 400 and 800 are now supplied with a FREE £40 Basic Programming Kit, which includes the Basic Programming Cartridge, as well as a 120 page Basic Reference Manual and the 184 page Self Teaching Manual by Bill Carris called 'Inside Atari Basic', so you can begin programming straight away, without buying any 'extras'. Even a mains plug is supplied!

**OVER 500 PROGRAMS AVAILABLE:** The Atari computers are supported by well over 500 programs available for your use, a larger selection than you will find on any other television game or home computer! The wide selection puts Atari way ahead of the competition. Just fill in the coupon and we will be pleased to send you a full price list which gives details of our range of software available for entertainment, home education, programming and home office use. We think you'll agree when we say it's quite impressive.

**100 FREE PROGRAMS FROM SILICA SHOP:** If you buy your Atari 800 from Silica Shop, you will receive a FREE presentation pack of 6 cassettes containing 100 programs, including games, utilities and demonstrations. Unfortunately, because of the low price at which we are offering the Atari 400, we are unable to give the programs with both machines. However, as a special offer, we are selling the programs to purchasers of the Atari 400 for only £14.95, less than half of the recommended retail price of £30. Silica Shop offer a TWO YEAR GUARANTEE on both Atari 400 and 800 home computers.

ATARI 400 With 16K - £86.08 + VAT = £99  
ATARI 400 With 48K - £137.39 + VAT = £158  
ATARI 800 With 48K - £216.52 + VAT = £249

**£99**

# VIDEO GAMES

## COLECOVISION



**THE SYSTEM:** The CBS ColecoVision offers new standards in video game play. The excellent graphics are well implemented with arcade titles such as Zaxxon, Lady Bug, Gorf, Wizard of Wor, Carnival, Mouse Trap and the lovable Smurfs. The console comes supplied with a three screen arcade quality version of DONKEY KONG. Parker and other companies have also announced ranges of cartridges for Colecovision, to further enhance the wide range of quality titles available for this new television games machine.

**THE CONSOLE:** The CBS ColecoVision video games system has advanced technology which produces superlative graphics resolution and excellent sound effects. The styling of the console and hand controllers has been carefully researched; the console is designed to complement modern hi-tech equipment, and has clear features for easy operation. The hand controllers allow fingertip control via the 8 direction joystick, and feature 2 independent fire buttons. The push button keyboard is used for game selection and for game control with some cartridges. The hand controllers are detachable and are connected to six feet of telephone coil cable, storing neatly away in the console when not in use.

**ATARI EXPANSION MODULE:** The Atari converter module allows Atari VCS software cartridges to be played on the Colecovision console, allowing owners the freedom to purchase from the extensive range of Atari compatible cartridges. It also means that existing Atari owners can buy the CBS Colecovision games system without discarding their software library. Silica Shop offer part exchange facilities if you wish to upgrade.

**TURBO EXPANSION MODULE:** The Turbo Driver Expansion Module allows you to actually drive the vehicle that appears on your T.V. screen. The module consists of a steering wheel, dashboard and accelerator pedal. One hand controller is mounted on the dashboard to provide a gear change unit. The module comes complete with a Turbo Driver cartridge, the first of several cartridges to make use of the module, which provides all the action of sitting in the driving seat. This facility is unique to CBS Colecovision.

**HOME COMPUTER EXPANSION MODULE:** The Home Computer Module scheduled for late 1983, allows conversion of the games unit into a sophisticated Home Computer. This flexibility of design is an important feature of the CBS Colecovision System.

COLECOVISION - £127.82 + VAT = £147

**£147**



**THE SYSTEM:** Vectrex is a totally unique Home Arcade System, which has been exclusively designed and engineered to duplicate real arcade game play. Complete with its own monitor display, Vectrex won't cause any arguments over the use of the family's television because it has its own built-in screen.

**THE SCREEN:** Vectrex does not use ordinary display techniques, instead it uses vector scanning to control the images on the screen. With this scanning method, the gun only updates the area of the screen that has changed, whereas a normal T.V. re-transmits the ENTIRE screen 50 times a minute. It is this that gives Vectrex its speed, and means that very little computer power is required for screen control, and the results provide very fast responding and clear images. These 'Vector Graphics' are used in several arcade games such as Asteroids and Battlezone, to give you incredibly high resolution and quality. Vectrex brings all of this from the arcade right into your living room. The Vectrex screen is capable of displaying 80 columns by 40 lines, which is significant to the extensive developments planned for the system.

**EXCITING SOUNDS AND ELECTRONICS:** Vectrex has an advanced microprocessor with more speed and power and exciting effects than many home video games systems.

**REAL ARCADE CONTROLS:** Vectrex has a unique control panel, similar to those used in many real arcade games, with 4 concave action buttons and a full 360° self centering joystick. This control panel has a 4 foot detachable cord for maximum player freedom.

**REAL ARCADE GRAPHICS:** Vectrex has its own 9 inch vertical screen and unlike a conventional T.V. screen, uses advanced display technology to achieve brilliant, high resolution imagery and superb game play never before possible. The Vectrex display provides special effects too, such as 3-D rotation and zooming in and out, which a regular T.V. cannot match. Using a black and white monitor, each Vectrex game comes supplied with its own coloured plastic screen overlay to add to the excitement of game play. The range of Vectrex cartridges (£19.95 each), gives a good selection of arcade games such as Berzerk, Scramble, Rip-Off and Bomber Attack. Vectrex comes complete with a fast paced 'Minestorm' game built into memory.

**VECTREX:** Vectrex has an advanced state-of-the-art microprocessor with more speed than other T.V. games.

VECTREX - £112.17 + VAT = £129.00

**£129**

### WHO ARE SILICA SHOP?

Silica Shop are one of the leading specialist suppliers of Video Games & Personal Computers. We consider that our service, to those who already own or to those who are interested in any products in our range, cannot be matched by any other supplier. Just look at what we have to offer:

- \* **SHOP DEMONSTRATION FACILITIES:** - we provide full demonstration facilities at our shop in Sidcup, so that you can get hands-on experience of our range.
- \* **SHOP OPENING HOURS:** - we are open from Monday to Saturday 9 am - 5.30 pm, but close at 3 pm on Thursday's and open on Friday's.
- \* **MAIL ORDER:** - we are a specialist mail order company and are able to supply goods direct to your door at no extra cost.
- \* **FREE FIRST CLASS DELIVERY:** - all orders are sent Post and Packing FREE, most of them being dispatched by FIRST CLASS POST within 24 hours of us receiving your order details. If you require overnight delivery, this can be arranged at a charge of £3 for items under £50, or alternatively £5 for items over £50.
- \* **MONEY BACK UNDERTAKING:** - if you are totally dissatisfied with your purchase, you may return it to us (in good condition) within 15 days for a full refund.
- \* **PART EXCHANGE:** - we will offer you up to one third of our current selling price in part exchange for your old Atari Intellivision or Atari console (and related cartridges). If you decide to buy a new video game or personal computer from us.
- \* **SECONDHAND GOODS:** - we sell secondhand Atari & Atari compatible cartridges (with a full 1 year guarantee, at half price of our normal retail price).
- \* **COMPETITIVE PRICES:** - both our prices and service are very competitive. We are happy to accept orders by post and packing free!
- \* **HELPFUL ADVICE:** - our specialist sales staff are always available to give you advice on the suitability of various computers or T.V. games.
- \* **SERVICE REPAIRS:** - are available on all machines in our range, often arriving in our house service facilities. We will support your machine long after you buy it.
- \* **ATARI SERVICE CENTRE:** - we are now an authorised Atari service centre and can therefore accept repairs on all Atari equipment (TV Games and Computers) even if you did not originally purchase it from Silica Shop. All repairs during the manufacturers 1st year warranty period will be completed FREE OF CHARGE.
- \* **2 YEAR GUARANTEE:** - we offer a 1 year extension on some manufacturers 12 month guarantee, including Atari Personal Computers.
- \* **VIDEO GAMES AND COMPUTER CLUBS:** - we offer a full information service on all video games and computers in our range. Advanced information on many new developments is often included, so you are always kept informed. We also have regular newsletters on software releases to make sure that you join our club.
- \* **OVERSEAS ORDERS:** - we regularly send goods overseas and use various dispatch services. Please let us know your requirements and we will give you a quotation.
- \* **PAYMENT:** - we accept Access/Bankers Card/Visa/Amex/Debit Card/credit cards, as well as cash, cheques, postal orders, COD or Post Office Transfers.
- \* **CREDIT FACILITIES:** - we also offer credit facilities with varying payment over 12, 24 or 36 months. Please send for our FREE literature and a written quotation.



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1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX  
Telephone: 01-309 1111 or 01-301 1111



# VIDEO GAMES

## ATARI

ATARI VCS (2600) — THE NO 1 BRAND LEADER IN THE U.K.

**ATARI:** The Atari Video Computer System known as the Atari VCS or the 2600 has now become the T.V. game brand leader. In the U.K. there are over 700,000 owners of the VCS with access to a range of over 200 different plug in cartridges, each having a multitude of different variations and difficulty levels. Every system comes complete with the main console, two individual joystick controllers, a pair of paddle controllers, aerial splitter, mains adaptor, a 27 game Combat cartridge and a FREE PAC-MAN cartridge, which is worth £29.95. The console also incorporates special circuits designed to protect your T.V.

**SECONDHAND GAMES:** We currently have several secondhand Atari VCS units in stock which we are selling for only £39 (inc VAT). This price includes the Console, with Combat Cartridge and all the accessories, as well as a 12 month guarantee. We also have stocks of several secondhand cartridges many at half price (all with 12 month guarantee). We will normally buy back secondhand units and cartridges at 1/4 of our normal selling price.

**EXTENSIVE CARTRIDGE RANGE:** The Atari VCS is so popular that in addition to Atari's own cartridges, there are over 150 compatible cartridges, produced by at least a dozen different third party manufacturers. Silica Shop has one of the largest cartridge selections available in the U.K. Our range of over 200 titles (printed either side of this column), includes items in stock now, as well as many of the new releases for later in 1983.



**SILICA ATARI CLUB:** Silica Shop has over 20,000 Atari VCS club members registered on our computer. As a specialist company we are able to obtain advance information about new developments and send detailed catalogues to all of our club members, enabling them to evaluate new products before they buy. This is a totally FREE service, to receive your copies complete the coupon below.

**SERVICE CENTRE:** Atari International (UK) Inc has recently appointed Silica Shop as an authorised Atari Service Centre. This means that we can now service your Atari VCS or 400/800 (under guarantee if applicable), whether or not you purchased it from us.

**VCS COMPUTER KEYBOARD:** A keyboard will soon be launched to convert the VCS into a fully programmable home computer. For further details, join our club by completing the coupon below. We will then let you know when further information is available.

**STARPATH SUPERCHARGER:** The Supercharger costs only £29 and plugs into the cartridge socket of your VCS and expands its RAM almost 50 fold, from 128 to 6,272 bytes. This increased memory adds vivid high-resolution graphics capabilities and significantly lengthens the game playing time. Supercharger has a range of £17.95 multi-load games offering the facility to play a game in several distinct parts (great for adventures), the next section being loaded only when you have completed the previous one. For a detailed Supercharger colour catalogue please complete the coupon below.

**ATARI VCS CONSOLE — WITH COMBAT AND PAC-MAN £60 + VAT = £69**

**£39**

**£69**

**ACCESS Atari**  
Aerial Splitter  
Joysticks  
Keyboards  
Mains Adaptor  
Paddles

**ACCESS 3rd P**  
Extm Lead  
Joysticks  
Le Stick  
Pointmaster  
Quick Shot  
Redball  
Starfighter  
Straight Stick  
Trackball  
Tripa Command  
Vid Command  
Wicos  
Zircon

**ACCESS Mac**  
Video Storage  
Units

**ACTIVISION**  
Barnstorming  
Boxing  
Bridge  
Chopper Cmd  
Dolphin  
Dragster  
Enduro  
Fishing Drive  
Freeway  
Grand Prix  
Ice Hockey  
Kaboom  
Kevvin Capers  
Laser Blast  
Mazman  
Oink  
Pitfall  
Ploque Attack  
River Raid  
Robosank  
Sequest  
Skiing  
Sky Jinks  
Spider Fighter  
Stampede  
Starmaster  
Tennis

**APOLLO**  
Lost Luggage  
Racquetball  
Shark Attack  
Sheet Shoot  
Space Cavern  
Space Chase

**ATARI**  
3-D tic tac toe  
Adventure  
Air/Sea Battle  
Asteroids  
Backgammon  
Basic Math  
Basic Program  
Basketball (r/s)  
Berzerk  
Bowling  
Brain Games  
Breakout  
Casino  
Centipede  
Checkers  
Chess  
Cirrus  
Cocotronaker  
Combat  
Concentration  
Defender  
Demons/Diems  
Dig Dug  
Dodge 'em  
E.T.  
Football/soccer  
Fun with Nuts  
Galaxian  
Golf  
Gravitar  
Hangman  
Haunted Hse  
Human Cannon  
Hunt & Score  
Indy 500  
Jungle Hunt  
Kangaroo  
Krull  
Mach G Prix  
Maze Craze  
Min Golf  
Missile Cmd  
Ms Pac-Man  
Night Driver  
Olympics  
Orbiter  
Outlaw  
Pac-Man  
Phoenix  
Pinball  
Pole Position  
Raiders of L/A  
Sky Driver  
Slot Racers  
Soccer  
Space Invaders  
Space War  
Star Raiders  
Street Racer  
Superman

**ATARI/Conrad**  
Super Breakout  
Surround  
Swordquest E  
Swordquest F  
Tennis (r/s)  
Vanguard  
Volleyball (r/s)  
Warlords  
Yars Revenge

**BOMB**  
Assault  
Great Escape  
Splendour  
Wall Defender  
Z-Tack

**CBS (Coleco)**  
Blue Print  
Carnival  
Donkey Kong  
Gorf  
Mousetrap  
Smurf  
Solar Fox  
Turbo  
Venture  
Wings  
Wizard of War  
Zaxxon

**IMAGIC**  
Atlantis  
Cosmic Ark  
Demon Attack  
Dem. Attack II  
Dragonfire  
Fire Fighter  
No Escape  
Riddle of Sp  
Scuba  
Starstorm  
Star Voyager  
Track Shot  
Zone

**M-NETWORK**  
Advs of Tron  
Air Raiders  
Burger Time  
Comp Revenge  
Frog & Flies  
Int'l Soccer  
Lock 'n' Chase  
Space Attack  
Tron Dilly Dac  
Winter Olymp

**PARKER**  
Action Force  
Amur

**PARKER/Con**  
Emp Strks Bk  
Frogger  
Incredible Hulk  
James Bond 007  
Jedi Arena  
Lord of Rings  
Popeye  
Q-Bert  
Reactor  
Rtn of Jedi 1  
Rtn of Jedi 2  
Sky Skipper  
Spiderman  
Super Cobra  
Tutankham

**SPECTRVISION**  
Chall of Nexar  
China Syndrome  
Cross Force  
Gangster Alley  
Galactic Tactic  
Mangia  
Master Builder  
Planet Patrol  
Tape Worm

**SUPERCHARGER**  
Comunist Mut  
Dragonmpse  
Escape from M  
Fire Ball  
Killer Satellite  
Phaser Patrol  
Suicide Mission

**TELESYS**  
Coconuts  
Cosmic Creeps  
Demogon Herby  
Fast Food  
Ram - It

**TIGERVISION**  
Jambreaker  
King Kong  
Marauder  
Miner 2049er  
Polaris  
River Patrol  
Threshold

**ZIMAG**  
Cosmic Corridor  
Disaster  
Immes & Aggs  
I want my Mom  
Pizza Chef  
Quest for Gold  
Tally Ho  
Tankno Tanks

## ACCESSORIES

We stock a wide range of accessories for the Atari VCS and 400/800 personal computers. The same accessories can be used on the Commodore VIC range of computers. The Wico range can also be used with the Texas Instruments computers on purchasing a special adaptor. To give you an idea of the range available, just take a look at the following list:

**Trackball**  
by Wico



a directional control which is similar to a jet fighter joystick.

**WICO RED-BALL:** An arcade type joystick with a red ball handle, it features 2 fire button locations, one at the base and one on the stick. It comes supplied with 4 grip pads for easier table top use.

**WICO STRAIGHT - STICK:** The main feature of this joystick is its arcade style, bat handle grip. It also has 2 fire buttons. Four grip pads included for table top use.

**WICO TRACKBALL:** A true arcade style trackball for use with your Atari or Commodore VIC. This product is designed to give arcade control in your living room.

**12' EXTENSION LEAD:** A 12' extension for Atari and Atari compatible joysticks for greater player freedom.

**LE STICK:** A mercury filled joystick specially made for one handed operation, with thumb fire button.

**QUICK - SHOT:** This joystick features a contoured handle grip, thumb trigger and optional base fire button. It is supplied with 4 sure foot suction grips.

**STARFIGHTER:** Neat and compact with a small direction stick. Metal interior for added strength.

**VIDEO COMMAND:** With a tapered handle, this joystick is for one handed use. It has



Wico  
Straight  
Stick  
with  
Stick  
Fire  
Button

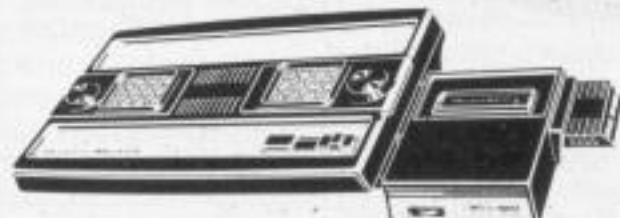
## VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have FREE clubs for the Atari VCS, Atari 400/800 home computers, and Mattel Intellivision. Soon we will have clubs for Colecovision, Aquarius and Vectrex. So if you own one of these machines, fill in the coupon opposite, and we will enrol you FREE OF CHARGE in the club relevant to your computer or video game.

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## MATTEL INTELLIVISION



**MATTEL INTELLIVISION:** The Mattel games unit is a most versatile T.V. game which offers 3-D graphics quality for only £98. Each cartridge comes with 2 overlays which fit over the unique hand controller giving easy directions for game play. Using the handset's control disc, objects

can be manoeuvred in 16 directions to give an accurate simulation of lifelike movement. From 1st September 1983, the Mattel Intellivision T.V. Games Console will come with a voucher which entitles you to claim a FREE VOICE SYNTHESIS MODULE, normally priced at £50. This unit creates voices as part of game play on certain cartridges.

**NEW MATTEL CARTRIDGE RELEASES:** Why not complete the coupon below and join the Silica Mattel Owners Club and receive our FREE news bulletins and 16 page catalogues detailing new Mattel releases. There will soon be over ninety cartridges available for the Mattel, and a small selection from these is listed below:

**MATTEL:** Arctic Squares, Burger Time, Buzz Bombers, Chess, Cloudy Mountain, Loco Motion, Mission X, Mystic Castle, Sharp Shot, Solar Sailor, Space Shuttle, Vectron, Winter Olympics. **ACTIVISION:** Happy Trails, Pitfall, Stampede. **CBS:** Blue Print, Carnival, Donkey Kong, Gorf, Mousetrap, Smurf, Solar Fox, Turbo, Venture, Wizard of War, Zaxxon. **IMAGIC:** Beezer, Dracula, Ice Trek, Nova Blast, Sefecracker, Swords & Serpents, Tropical Trouble, White Water. **PARKER:** James Bond 007, Lord of the Rings, Popeye, Q-Bert, Spiderman, Star Wars, Super Cobra, Tutankham.

**COMPUTER KEYBOARD:** In November 1983, Mattel will be launching their new £89, 49-key computer keyboard attachment called 'LUCKY' which is fully programmable and has microsoft basic built in. It will transform your Master Component into a home computer. The adaptor also accepts a 6 note polyphonic music synthesiser and full size 49-key piano keyboard that will make learning music as easy as playing games.

**MATTEL + VOICE — £85.22 + VAT = £98.00**

**£98**

## FREE LITERATURE

**FREE LITERATURE** — Please send me your FREE LITERATURE and catalogues on the following items:

**OWNERS CLUB** — I already own the following products, please enrol me in your FREE club:

Mr/Mrs/Miss: ..... Initials: ..... Surname: .....

Address: .....

Postcode: ..... ZTGA 1283

**FREE LITERATURE**



## SUICIDE MISSION

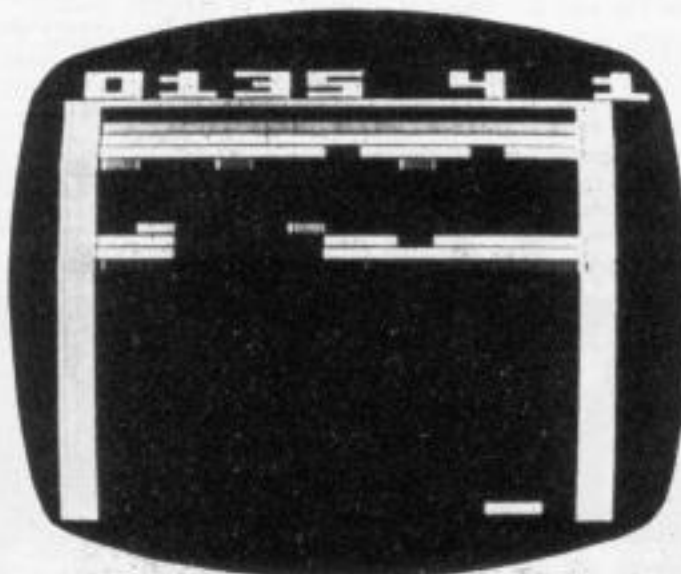
STARPATH AR4102 £15.95  
1,1+1 4 variations  
SCI FI SHOOT 'EM UP  
Requires Supercharger £29.95  
Summer '83

If you read this game's blurb in the catalogue you might easily get the impression that it's similar to Imagic's Microsurgeon as there is a lot of stuff about travelling through blood streams, warding off viruses etc. However, once loaded, the game turns out to be a jazzed up Asteroids, with a red background and bubble-like substitutes for the Asteroids.

In fact, both in graphics and control it's much better than Asteroids and thus to be recommended. □

## SUPER BREAKOUT

ATARI CX2608 £19.99  
1,1+1 9 variations  
SKILL BAT 'N' BALL  
Autumn '81



After the success of the game Breakout, Atari decided to make a sequel. Even though the idea has been refined, it failed to achieve the same interest as the original, probably because gamers have become a lot more sophisticated since Breakout appeared on the market. □

## SUPERMAN

ATARI CX2631 £24.95  
1 single game  
ADVENTURE

Assuming the role of the Man of Steel, the object is to put a number of crooks in jail (including the elusive Lex Luthor), re-assemble the Metropolis State Bridge and avoid the dreaded Kryptonite. □

## SURFER'S PARADISE

VIDEO GEMS 2123 £14.95  
1 4 games  
SKILL  
Autumn '83

A very American idea for a game from the Hong Kong-based company Video Gems.

The game itself is in two phases. The first involves you riding along on the crest of a wave trying to stay afloat and jumping when the shark goes for your ankles. If the shark is successful or if you fall in then you go into the second phase. This requires you to swim through a shipwreck avoiding killer jelly-fish before surfacing by your abandoned surfboard. Once you have done this, phase one begins again.

When so many video games seem to be more or less the same thing, it's refreshing to see a completely original idea. This one is definitely worth checking out. □

## SURROUND

ATARI CX2641 £14.95  
1,1+1 14 variations  
SKILL  
Autumn '78

An early VCS game that is still popular. The aim is to surround your opponent with the wall you are building behind you. Graphics aren't up to much, the sound will drive you potty but the game itself is fun. □

## TAPE WORM

SPECTRAVISION SA204 £9.95  
1,1+1 4 variations  
CHILDREN'S SKILL  
Spring '83

Despite its rather unsavoury title the game itself is actually a hi-tech version of Surround. Slinky, the hero, trots around the screen trying to get to the beans before the spider at the bottom of the screen gets to the fruit. As Slinky progresses, he encounters more valuable fruit and sneakier adversaries. A great game for all those who liked Surround. □

## TENNIS

ACTIVISION AG007 £18.95  
1,1+1 4 variations  
SPORT  
Autumn '81

One of the best sport simulations of all time for the VCS - which is praise indeed as it has been on the market now for two years.

Instead of the old Pong-type bat 'n' ball games this one has both realistic players and proper tennis rules, so you can have your own little Wimbledon. A lot of care has been taken on this game and many nice little touches - such as the ball being given a shadow - have been added. □

## 3-D TIC TAC TOE

ATARI CX2618 £14.95  
1,1+1 9 variations  
CLASSIC

This is a four layered version of noughts and crosses which calls for a planned strategy if you are to beat the computer. Quite a good screen translation of a board game that became popular in the mid 70s. □

## TIME RACE

GOLIATH 83-212 £14.95  
1 single game  
SCI FI SHOOT 'EM UP  
Winter '83

One of the poorest of the Goliath batch - you just shoot everything in sight. Your enemies are low resolution spaceships that look like something a three-year-old made out of Lego. Steer clear of this one. □

## TOM BOY

GOLIATH 83-316 £14.95  
1 single game  
CHILDRENS CLIMBING  
Winter '83

This was originally a ZiMAG game called 'I want my Mummy', as featured in the Summer issue of TVG. The graphics have been modified slightly but it is still the same game. You have to make your little character move around, ignite stardust ladders and then climb them to get to the

top of the screen whilst avoiding little creatures that look like ET (when killed). I thought this game was good when ZiMAG had it and I still think so now. □

## TRICK SHOT

IMAGIC 1A3000 £22.95  
1,1+1 14 variations  
SPORT  
Autumn '82

Fancy playing a little Pool? With Trick Shot you can. The screen is a pool table and your joystick is your cue. The graphics are good but the sound leaves something to be desired. □

## TRON - DEADLY DISCS

MATTEL ELECTRONICS 5666 £12.95  
1 single game  
MOVIE TIE-IN SHOOT 'EM UP  
Spring '84

Based on the Walt Disney hit film, the first to use high resolution computer graphics in some of the scenes. This particular game is based on the disc battles that Tron and the other captured programmes had to go through. You control the little blue Tron figure around the game grid, avoiding the Red Warriors' discs whilst despatching them with yours. The game looks deceptively simple at first, but in fact is very challenging. □

## TUTANKHAM

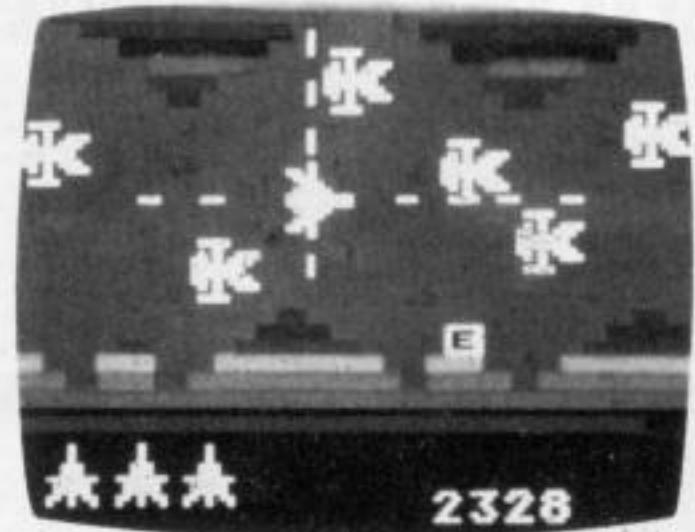
PARKER £29.95  
1,1+1 8 variations  
ADVENTURE SHOOT 'EM UP  
Autumn '83

Fans of the arcade or Intellivision versions may well be disappointed with this translation - the graphics and sound are both inferior.

The object is to work your way through four levels of King Tut's tomb, picking up treasures and the key to the next level along the way. Scores of different nasties run around and stir things, including bats, beetles and something that looks like ET. Despite the shortcomings this one takes a good deal of dexterity and is recommended. □

## VANGUARD

ATARI CX2669 £29.99  
1,1+1 single game  
SCI FI SHOOT 'EM UP  
Summer '83



This game certainly tops the chart for the most colourful video game around. It is set in a series of caverns which are controlled by the evil Gond. You must lead the Vanguard expedition in your space 'copter and destroy Gond before he destroys you. On the way



## ATARI GAMES GUIDE

you are confronted with a variety of dangers including enemy fighters, force fields and energy barriers. At the beginning of each game and at each turning point you are shown a map of the route. The nice thing about this is that when the caverns are horizontal the screen scrolls from right to left and when the caverns are vertical the screen scrolls from top to bottom. The graphics are truly excellent. □

### VENTURE

**CBS ELECTRONICS COL75283 £29.95**  
1 single game  
**ADVENTURE**  
Winter '83

In this game an armed Pac-Man runs around a series of rooms picking up treasures as he goes. You are shown a map of the rooms (there are four to a level) which you have to visit in order to pick up the treasure. The rooms look rather like the mazes in Berzerk and are infested by little blue beasts which you have to shoot.

An interesting game but nowhere near as good as its sister version for Colecovision. □

### VIDEO CHECKERS

**ATARI CX2636 £14.99**  
1,lv5 19 variations  
**CLASSICS**  
Spring '82

For those who don't know, checkers is American for draughts. This is just the cartridge version of the popular board game and unless you're a real addict of the game, rather limited in its interest. □

### VIDEO CHESS

**ATARI CX2645 £18.95**  
1 8 levels  
**CLASSICS**

There are 8 levels of play on this cartridge ranging from novice right up to grand master. It takes up to 12 (that's right, TWELVE) hours per move, which can mean you leave your VCS on for possibly weeks at a time. □

### VIDEO OLYMPICS

**ATARI CX2621 £18.95**  
1v3 50 variations paddles  
**SPORT**  
Winter '79

A collection of fifty Pong variations for one, two or four players at a time. The graphics and sound are unremarkable but the cartridge is worth buying, if only as a record of how unsophisticated video games were only five years ago. □

### VIDEO PINBALL

**ATARI CX2648 £24.99**  
1,1+1 4 variations  
**SKILL**  
Autumn '80

Converting an arcade machine game to a video game must be about as easy as converting an arcade video game to a machine game. It can be done, but not too successfully. In this game Atari have failed to capture the excitement of the good, old fashioned pinball table. Most of the features found on a conventional pin table are here: bumpers, drop targets, rollovers, spinners, flippers, plunger and a special lit target. You can even nudge the ball by pressing the fire button and moving the joystick in the direction you wish the ball to go. However, if

you nudge it too much you will tilt and lose the ball in play. You start the game with three balls, but additional ones can be earned by passing the ball four times through the Atari rollover.

This game could have been improved by the inclusion of more bumpers and such. All in all a good cartridge, but if pinball is your game then stick to the original machine version. □

*Milton Allen, Fulham*

### VOLLEYBALL

**ATARI CX2666 £19.99**  
1,1v1 4 variations  
**SPORT**  
Winter '82

First in a series of Atari Realsports. The game itself complies quite closely with the official rules of the game volleyball. It may fail to generate much interest unless you are a fan of the sport. □

### WALL DEFENDER

**BOMB CA285 £21.95**  
Summer '83

### BREAKDOWN

**DYNAMICS ART-DY-192004 £27.95**  
Autumn '83

### CAPTURE

**GOLIATH 83-314 £14.95**  
Autumn '83

1 single game  
**SCI FI SHOOT 'EM UP**

This game is quite novel in terms of concept. You're guarding a fortress which is being attacked by marauding alien creatures. You must patrol the perimeter of the fortress, shooting at the aliens that scuttle up to the wall in their attempt to weaken it. If ten aliens hit it, the outer wall disintegrates and you have to quickly cross the bridge to the next wall in and guard that until all the walls are gone. Not the most breathtaking graphics or sound ever produced on a home video game but, nevertheless, an absorbing game which requires plenty of dexterity. □

### WARLORDS

**ATARI CX2610 £19.99**  
1,2,3,4 23 variations paddles  
**COMBAT**  
Autumn '81

A strong medieval theme to this game. You're in control of the Guardian that patrols your castle, which is made up of 'Breakout' bricks, four layers thick. You must stop three rival Guardians knocking a hole through the castle wall with fire or lightning balls. If your king is struck it will mean instant death for you and him. At first glance this game looks a bit crude and simple but it's worth pursuing. It's a fast-moving, all action cartridge with some nice graphic touches. □

### WIZARD OF WOR

**CBS ELECTRONICS COL75358 £29.95**  
1,2 2 variations  
**MAZE SHOOT 'EM UP**  
Summer '83

This title is also available in Intellivision and Colecovision formats. You are a Space warrior trapped in a series of mazes, inhabited by roaming monsters who are trying to shoot you. You must shoot them instead and progress through the mazes until

you run out of lives. In certain mazes a demon appears who runs round the maze much more quickly than the monsters. If you shoot him you will either get a big point bonus or a chance to take out the Wizard himself. If you succeed at either of these you are treated to a graphics display in which the maze flashes in different colours - very rewarding. One of the best and most challenging maze games around. □

### YAR'S REVENGE

**ATARI CX2655 £24.99**  
1,1+1 7 variations  
**SCI FI SHOOT 'EM UP**  
Summer '82

One of the few Sci Fi games from Atari that was not previously an arcade game. The idea - and the characters - are totally original. The game features the Yars, mutant houseflies, and their opponents the Dreaded Qotiles (pronounced Quo-Tiles). The object is to blow up as many Qotiles as possible before you lose all your Yar Scouts. To do this you must knock a hole through the wall surrounding the Yars and then use the Zorlon Cannon (your secret weapon) to blast the enemy. When this is achieved, you receive quite a visual treat.

It's a pleasant change to discover an original space game, and even better to find one as good as this. □

### ZAXXON

**PREVIEW**

**CBS ELECTRONICS COL75275 £29.95**  
1 single game  
**SCI FI SHOOT 'EM UP**  
Winter '83

This is a space game with a novel setting. You are in a Starfighter armed with a laser and flying over a series of space platforms. One of the platforms contains your arch enemy, the evil superdroid Zaxxon. Along the way, as in such games as Scramble, you have to bomb missiles silos and installations as well as enemy fighters. The big difference between this and the Colecovision version is that with the VCS version you get a head-on view of the Space Platform instead of the angled view you get on Colecovision and the Sega coin-op. □

### Z-TACK

**BOMB CA283 £21.95**  
Summer '83

### ORBIT BASE

**DYNAMICS ART-DY-192001 £27.95**  
Autumn '83

### SKYSCRAPER

**GOLIATH 83-415 £14.95**  
Autumn '83

1,1+1 4 games  
**SCI FI SHOOT 'EM UP**

This is probably the second best video game to come from this new company, BOMB, the best being Assault (see separate review). Your mission is to shoot at various cities as you pass above them in your flying saucer. They retaliate by firing back and launching fighters against you. You can fire left, right and down in much the same way as you do in Cosmic Ark (see separate review) as you shoot your way through a total of six different landscapes. Not a world beating game but well worth having a look. □





the K size of the microchip memory the better the machine.

With CBS ColecoVision the superior 32K ROM memory gives you faster speed of play.

The greatest number of different screens or changing pictures to tax your abilities.

Plus more moving objects on screen to battle through.

Then there's the unique CBS ColecoVision additional video memory that gives better graphic definition and exceptional colour.

But if you find all this jargon a lot to handle, get to grips with games like Donkey Kong or Zaxxon on our system at your local dealer and you'll get the full picture.

### A bigger challenge.

As you might expect, our range of games is just as advanced as our console.

They're just like the original arcade games.

most advanced, sophisticated video game system available.

To start with it's a 32K ROM 17K RAM

system with the largest number of micro-chips. It's the K size of the microchips in the console that determine exactly how challenging and exciting the games are to play.

And the bigger

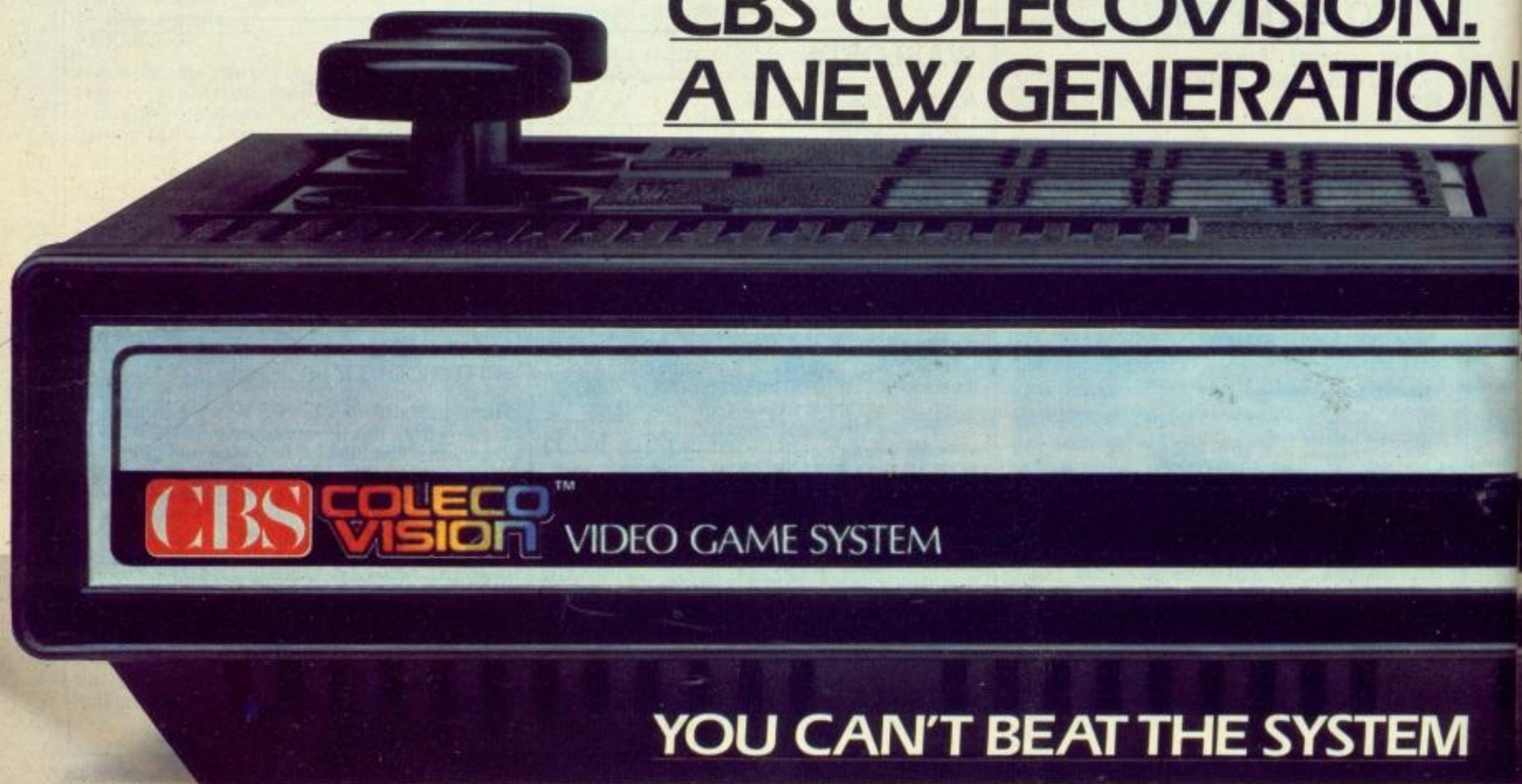


First there was the tennis video game, then just as you'd got that well and truly under control, along came all those Invaders from Space.

Well, now there's CBS ColecoVision. It's as different from the rest as Star Wars to Dr Who. Technologically, CBS ColecoVision is the



# CBS COLECOVISION. A NEW GENERATION IN



## YOU CAN'T BEAT THE SYSTEM

Atari® VCS™ are the trademarks of Atari, Inc. Intellivision™ is the trade mark of Mattel, Inc. Donkey Kong™ is the trademark of Nintendo of America, Inc. © 1981 Nintendo of America Inc. Zaxxon™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc. Smurf™ and Gargamel™ are the trade marks of © Peyo 1982. Turbo™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.



Chosen from the most successful arcade games presently played in the States. No-one else can claim that.

Every single game has up to 4 skill levels for 1 to 2 players plus multiple screens.

So even know-all game wizards are in for some hairy experiences.

There are Donkey Kong, Zaxxon, Smurf, Cosmic Avenger, Carnival, Venture, Wizard of Wor, Gorf, Mousetrap and Ladybug. All demonly difficult. Definitely



Expansion Module No. 2 with Turbo™ cartridge. not for those with dodgy digits or weedy reactions.

### More control at hand.

The CBS ColecoVision hand controls are also specially designed to complement the games.

They give you full control over your game play with 8

direction joy stick, push button keyboard and two independent fire/action buttons.

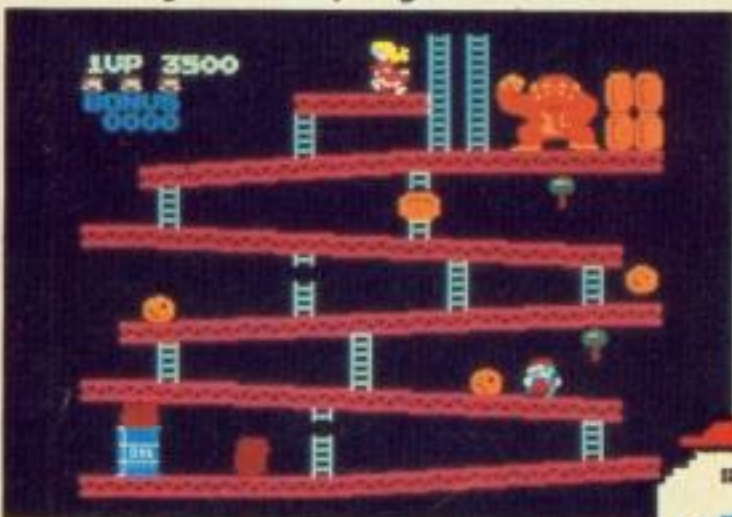
**And more.** The unique CBS ColecoVision Expansion



Zaxxon™ Sega.

Module Interface allows you to expand the use of your console and keep it right up to date with the latest developments.

Expansion Module No. 1 allows you to play the entire



Donkey Kong™ Nintendo. library of Atari VCS cartridges.

Expansion Module No. 2 is a fully functional

driving unit which includes steering wheel, dashboard and accelerator pedal.



Smurf™ Gargamel's Castle. Peyo.

It comes with the Turbo video game cartridge for exciting high speed racing.

And Expansion Module No. 3 (soon to be launched) will turn your CBS ColecoVision console into an advanced home computer, so you can tackle anything from maths home-work upwards.

Whichever way you look at it, CBS ColecoVision is simply the most advanced video games computer system you can lay your hands on.

On this planet, certainly.

So go and try one out at your nearest video games dealer.



## N IN VIDEO GAME COMPUTER SYSTEMS.





# COLECO VISION

A superb new system with fantastic potential

## THE SYSTEM

A very recent product with modern electronics. Not only the best graphics of any TV game, but also designed to expand in several ways with attachments which plug in to a special socket. It's very good as it stands, and can only grow even better.

## LAUNCHED

USA 1982, UK 1983

## AVAILABILITY

Argos, many toy shops, larger branches of Boots, Menzies, Rumbelows, Littlewoods and Empire Mail Order, as well as most specialist shops.

## CURRENT PRICE

Around £150, including two controllers and Donkey Kong cartridge.

## VOICE CAPABILITY

No news, but there will probably be one.

## ACCESSORIES

(From CBS/Coleco)

☐ Module One: An adaptor to take Atari cartridges. Price prediction: about £60, available before Christmas.

☐ Module Two: Turbo Drive. A special controller comprising a steering wheel and foot operated accelerator. Comes with Turbo cartridge (reviewed in software section).

☐ Module Three: Computer. A three part attachment, including a keyboard, memory expansion unit and a printer. It uses the Coleco for additional memory, and the combined units have 80k of memory - better than most home computers

currently on the market. It has built in word-processing software, and the daisy-wheel printer is suitable for correspondence. This is expected in the shops before Christmas and you can win one in the competition we're running in this issue. Price: around £400 for the Video Game attachment, or £600 for a stand alone version.

## ACCESSORIES

(From other sources)

None so far.

## KEYBOARD UPGRADE

Yes. See Module Three above.

## SOFTWARE

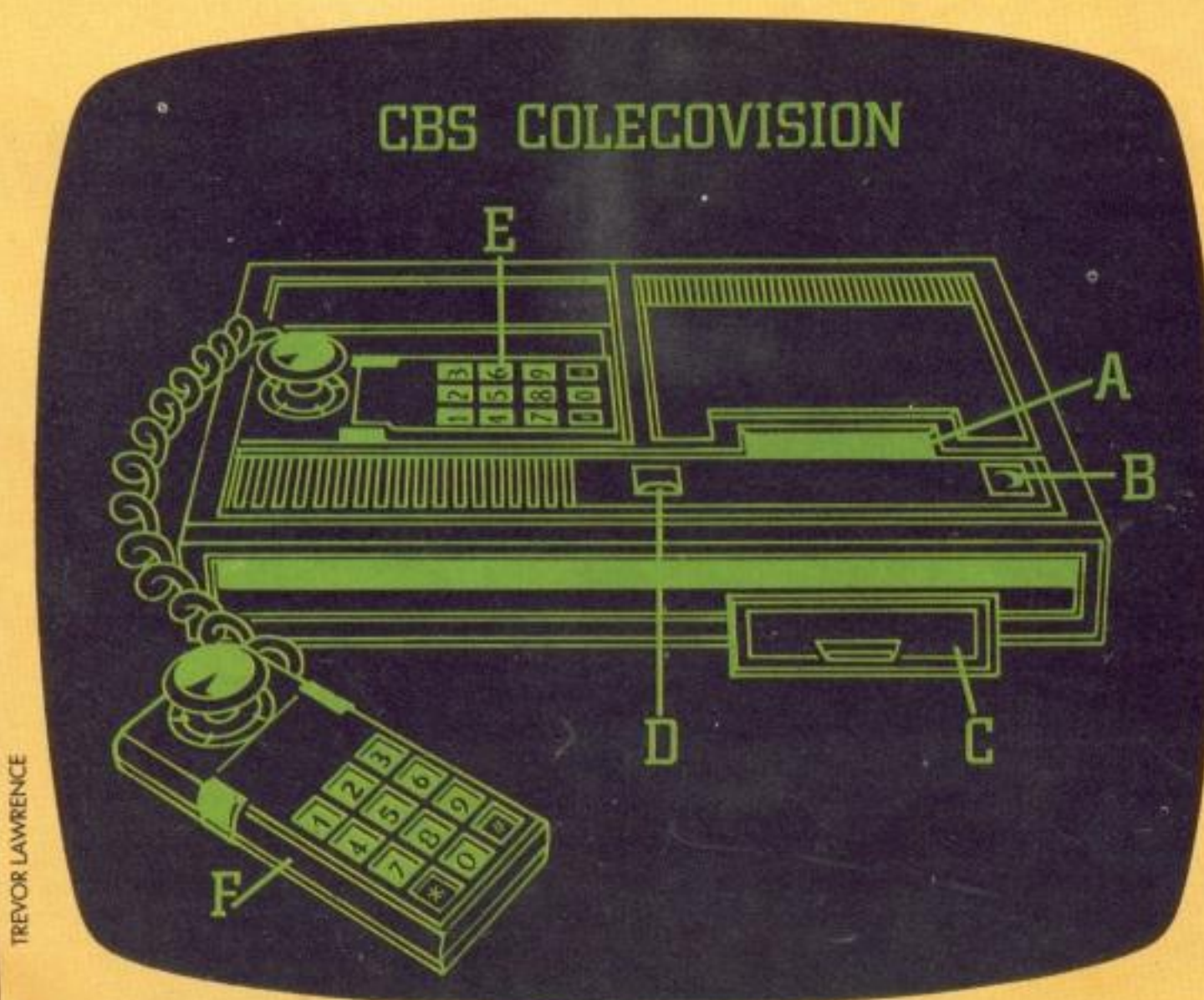
Nineteen games so far, including the first few from third party suppliers. Several more on the way.

## THE FUTURE

Nothing more is forecast beyond that noted above - this is still a new product. The accessories announced to date are very impressive in comparison to other games systems - no doubt the manufacturers want to get them distributed satisfactorily before announcing any more. The Expansion Module Interface is the key to the expansion possibilities of the Coleco. Nick-named 'The Window on the Future', it gives access direct to the heart of the computer itself. ☐

## PICTURE KEY

- A** Cartridge Slot
- B** Reset Button
- C** Expansion Module Interface
- D** On/Off Switch
- E** Multi-purpose Controller (stowed away)
- F** Multi-purpose Controller





## COLECO GAMES GUIDE

### CARNIVAL

CBS ELECTRONICS COL74302 £29.95  
1,1+1 8 variations  
SHOOT 'EM UP  
Summer '83

This game sets out to recreate the charm and excitement of an old time shooting gallery. You have to shoot down the toy ducks, bears and rabbits as well as the clay pipes at the top of the screen. You have limited ammunition which the ducks will try to eat if they get too low on the screen. The graphics and sound are far superior to those in either the VCS or the Intellivision versions. There is also a bear shoot which doesn't appear in the other versions. □

### COSMIC AVENGER

CBS ELECTRONICS COL74310 £29.95  
1,1+1 8 variations  
SCI FI SHOOT 'EM UP  
Summer '83

Rather like the arcade game Scramble, Cosmic Avenger is a scrolling multi-phase shoot 'em up in which you fly over the landscape using laser and bombs to destroy everything in sight.

The graphics and sound effects are very good indeed and the game should appeal to all Scramble fans. □

### DONKEY KONG

CBS ELECTRONICS Free with console  
CLIMBING  
Summer '83

This is the game that comes free with the Colecovision when you buy it. Naturally, they have chosen a cartridge that shows off the system to good advantage, and this game certainly does that. The game is based on the arcade game Nintendo, which has almost a cult following in America. The Kong in the title is King Kong, by the way, and the idea of the game is to guide a little character called Mario to the top of a skyscraper to rescue his girlfriend from Kong's clutches. To do this he has to climb scaffolding around the building. However, all the time little Mario is climbing up, Kong is busy throwing barrels down. Mario has to jump over them ... or you start again with another little Mario!

The resemblance to the coin-op version is quite staggering, and although CBS Electronics make versions of this game for both Atari and Intellivision, neither of them are comparable in quality. A firm favourite with young and old gamers alike - and set to stay that way, too! □

### DONKEY KONG JNR

CBS ELECTRONICS £29.95  
1,1+1 8 variations  
CLIMBING  
Summer '83

If you're just expecting a revamped version of the original then you're mistaken. Donkey Kong Jnr turns the tables on the original. Kong has been captured by Mario (who is now the villain), so it's up to Kong's nappy-clad offspring to rescue his dear ol' dad. To do this he must go through three different screens, swinging on vines, chains and ropes whilst avoiding the treacherous Snapjaws. Enchanting graphics help to make this a truly captivating game for the whole family. □

Some more very good conversions of arcade favourites from the manufacturers, and the first compatible cartridges are due to arrive before Christmas - a race between Parker and Spectra!

### GOLF

CBS ELECTRONICS COL74344 £29.95  
1,1+1 8 variations  
SCI FI SHOOT 'EM UP  
Winter '83

A popular coin-op that has survived the translation to Coleco very well, as most arcade games do. The idea in Gorf is to shoot your way through several different phases of interstellar conflict. For a more detailed account of game play see Intellivision and VCS versions. □

### LADY BUG

CBS ELECTRONICS COL74328 £29.95  
1,1+1 8 variations  
MAZE  
Summer '83

A run of the mill Pac-Man-type game but with a difference. Some of the walls are hinged and will move if pushed by your Lady Bug, so you can if you like change the maze - or better still, block off your pursuers. Worth buying if you're desperate for Pac-Man on Coleco. □

### LOOPING

CBS ELECTRONICS COL74269 £29.95  
1,1+1 8 variations  
SKILL SHOOT 'EM UP  
Winter '84

One of the better scrolling shoot 'em ups around and quite superior to Cosmic Avenger. You're pilot of a small fighter and initially you must destroy a missile to open a gate into a maze of pipes. Your objective is to dock with the word END which appears after the maze. Hot air balloons fly into your

path and, to avoid collisions, you must shoot them. For people who want more stimulation than the average shoot 'em up. □

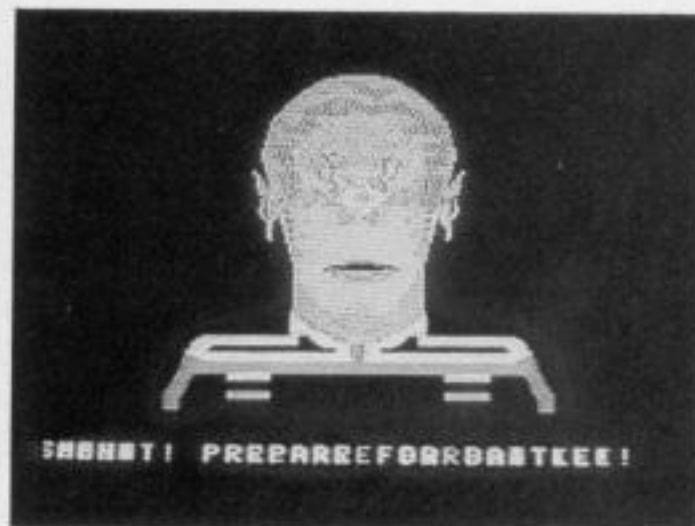
### MOUSETRAP

CBS ELECTRONICS COL74294 £29.95  
1,1+1 8 variations  
MAZE  
Summer '83

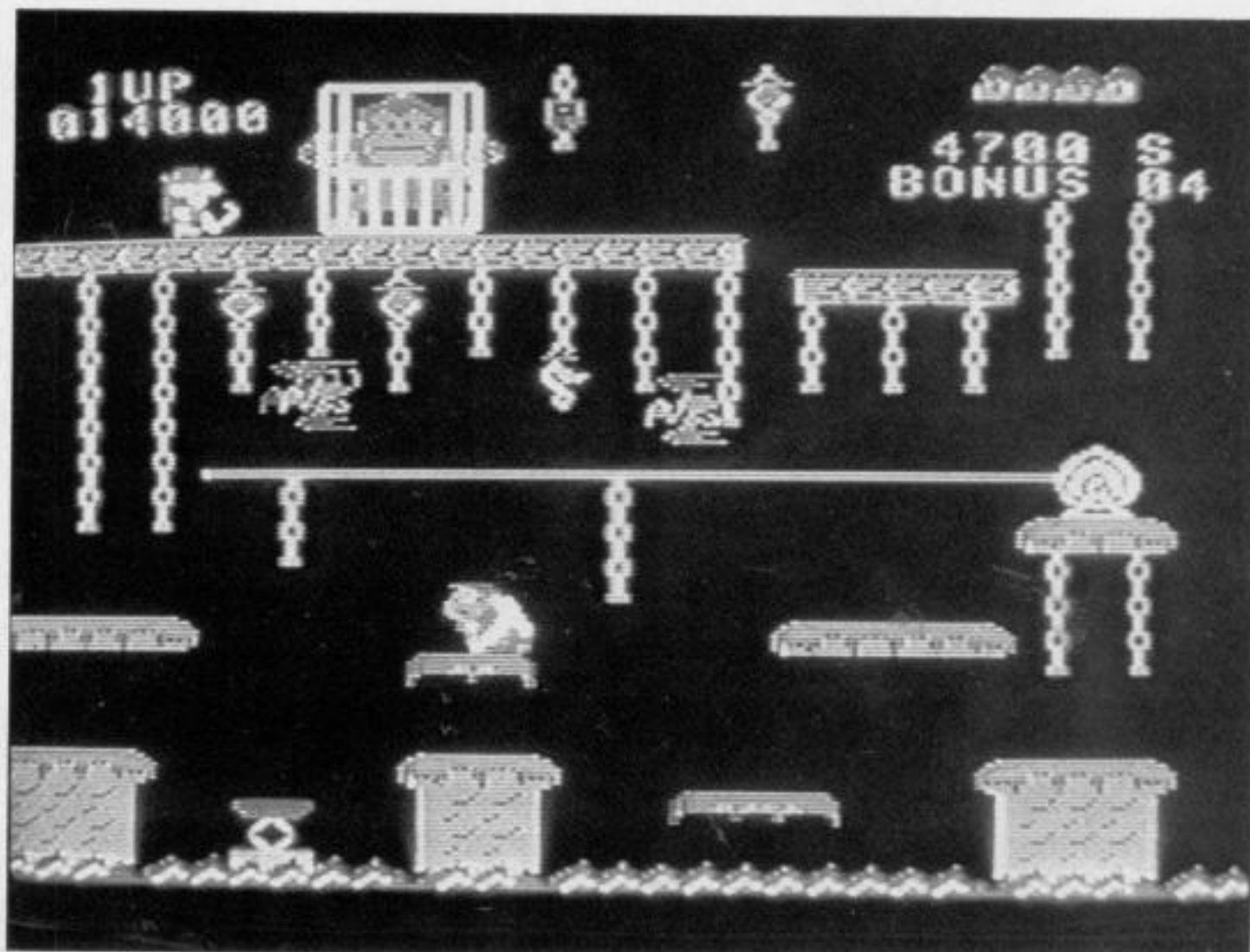
A Pac-Man-type game, although of a much higher calibre, which comes accompanied by an up tempo melody that's really very good. In Pac-Man's place is a little mouse that zooms around the maze eating cheese crumbs, while being chased by some cats and a bird. If the mouse eats a bone, he turns into a dog and can chase the cats. This game runs rings round Pac-Man. □

### PEPPER II

CBS ELECTRONICS COL74279 £29.95  
1,1+1 8 variations  
MAZE  
Winter '83



One of the most meaningless game titles around! The idea is to run around the tracks filling in the squares (in a similar way to Amidar). But in this game you have to complete four mazes on different screens at one time. A good game of its kind but pretty repetitive after a while. □



The tables are turned on Mario as Donkey Kong Junior comes to Dad's rescue



# WHAT TO LOOK FOR WHEN BUYING A VIDEO GAME SYSTEM.

There are low and high power consoles.  
There are low and high power cartridges.

You can play a high power cartridge on a low power console but the game play is limited by the power of the console.

CBS. ColecoVision is a 32K ROM/17K RAM system – more powerful than many home computers.

CBS. ColecoVision cartridges are high powered, most like Donkey Kong are 16K, Zaxxon is 24K.

So with our system, using our cartridges, you get better graphic definition, better colour and sound, faster play, more moving objects to challenge your skills and more moving or changing screens to make life more difficult. And isn't that what you want from a video game system?

## CBS COLECOVISION. YOU CAN'T BEAT THE SYSTEM.



# Q\*BERT

**NEW**

PARKER £27.95  
1,1+1 4 variations  
SKILL  
Winter '83

One of the few original arcade spin-offs in recent months. Q\*Bert is a little long-nosed character who jumps around on pyramids, changing the blocks from one colour to another. He must avoid orange balls as they bounce down the pyramid. This is not the only peril Q\*Bert faces - there are all manner of different orange creatures for our orange pal to deal with. This Coleco version compares very favourably with the VCS and Intellivision versions.□

# SMURF - RESCUE IN GARGAMELS CASTLE



CBS ELECTRONICS COL74260 £29.95  
1,1+1 8 variations  
CHILDREN'S ADVENTURE  
Summer '83

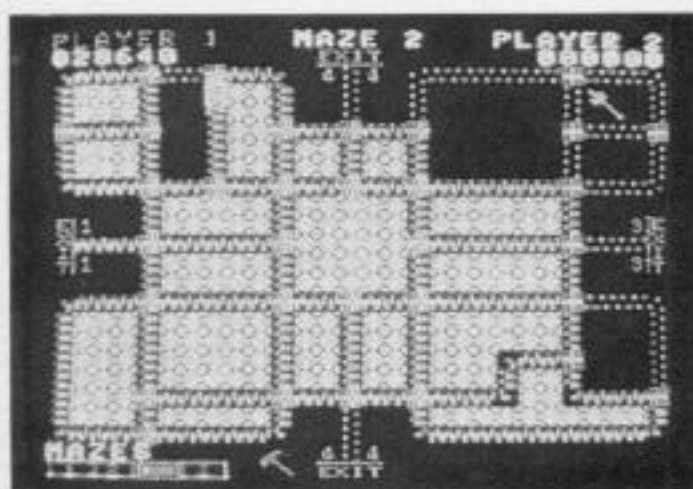


This game is based on the highly popular TV characters. You have control of a little Smurf who must make the epic journey to Gargamel's Castle to rescue an imprisoned Smurfette. Along the way you must jump gates and hills and duck to avoid bats. Both the graphics and sound on this game are marvellous. Children will love it.□

# SPACE FURY

**NEW**

CBS ELECTRONICS COL74330 £29.95  
1,1+1 variations  
SCI FI SHOOT 'EM UP  
Winter '83



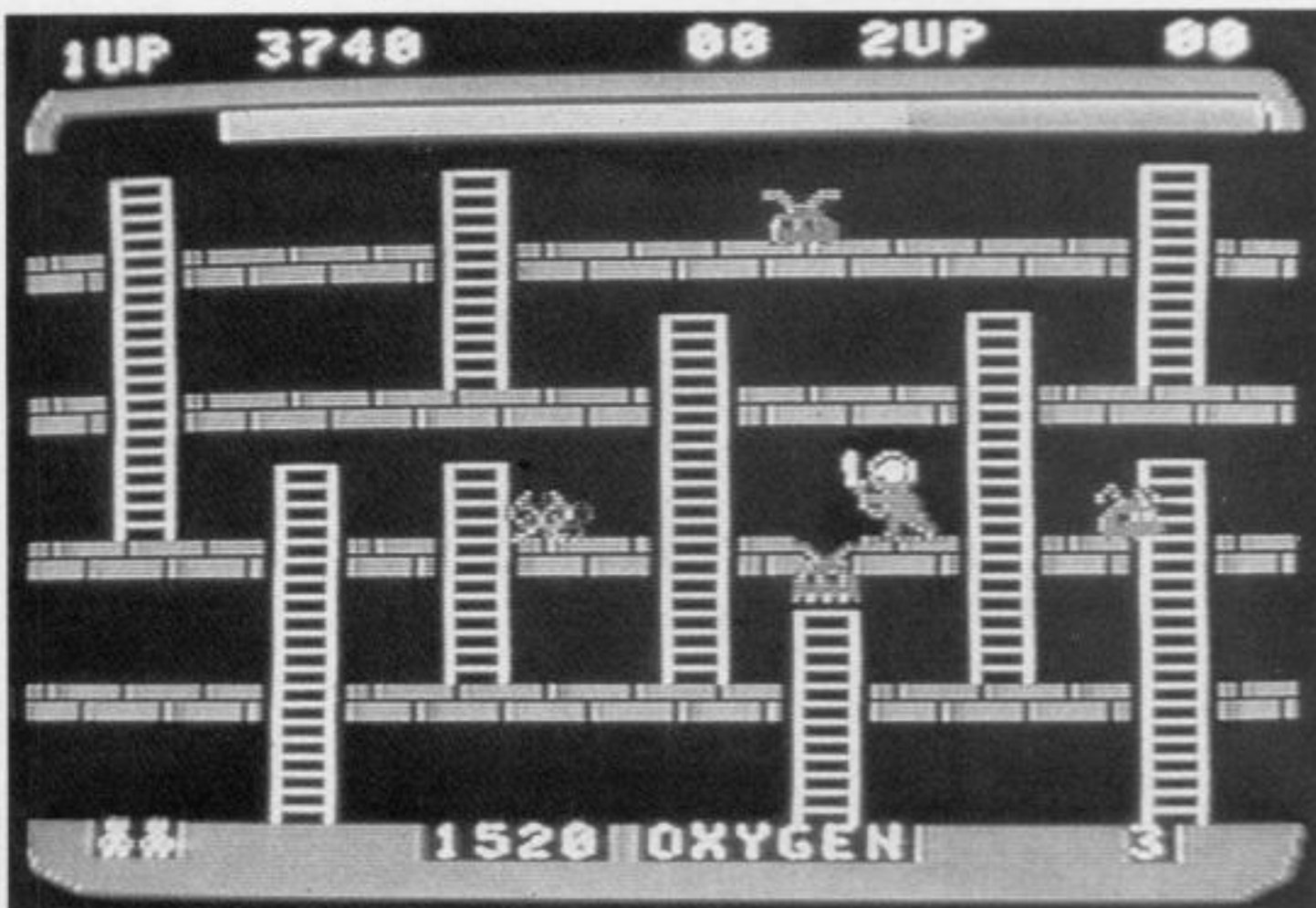
Visually superior to Asteroids with a hint of strategy to its credit. You start off with a small triangular ship, as you do in Asteroids. You then have to pick off a wave of floating space creatures that tend to link together and go for you. If you destroy the wave you go through a docking sequence which features three outer shells. Dock with one of them and boost your craft with extra firepower. The strategy comes in planning which craft you find the best for each individual wave (as each outer shell has its own characteristics). As this was originally a Vectorscan game it has lost a certain something during translation (as Atari's Asteroids did). Nevertheless the game is a cut above the rest.□

# SPACE PANIC

**NEW**

CBS ELECTRONICS COL74329 £29.95  
1,1+1 8 variations  
SCI FI CLIMBING  
Winter '83

*A choice of weaponry in Space Panic*



This was originally made for the Apple Computer, with the name Apple Panic. An arcade game sprung from it and the Coleco version is a direct copy of the coin-op.

Guide your little Spaceman around a maze of ladders, avoiding Aliens, until you have enough time to dig a hole for them to fall into.

In later rounds you get nastier Aliens that only die after falling through up to four holes. The graphics aren't breathtaking but the game is very challenging indeed.□

# TURBO



CBS ELECTRONICS COL74518 £49.95  
1,1+1 4 variations  
DRIVING  
Summer '83

Based on an arcade game - as are most titles these days - but with a difference. Instead of having to shoot everything in sight, your driving skills are put to the test in a break-neck speed chase. The game comes complete with a driving controller, consisting of a steering wheel and foot accelerator and uses a hand controller as a gearstick. The great thing about this game is the constant change of settings. Starting off in a city, the scene progresses through countryside, desert, winding roads, tunnels, even making a brief trip to the sea-side. Well worth the initial outlay since the controller is included and visually it is the most exciting driving game around.□

# VENTURE



CBS ELECTRONICS COL74286 £29.95  
1,1+1 8 variations  
ADVENTURE SHOOT 'EM UP  
Summer '83

Venture is the first Adventure-type game to come from CBS Electronics for the Colecovision and look destined to be a winner.

You control a cartoon-like character called Winky, and race from room to room collecting treasure, killing monsters of every sort and evading the invincible ghouls, who patrol the dungeons. With the good graphics, catchy tunes and various rooms and adversaries, Venture will be top of the list for those who don't fancy piloting a star-fighter or chasing cats.

Overall, a good reproduction of the arcade game of the same name, and one of Coleco's better cartridges.□

*Nigel Dyer, Merseyside*

# WIZARD OF WOR

**PREVIEW**

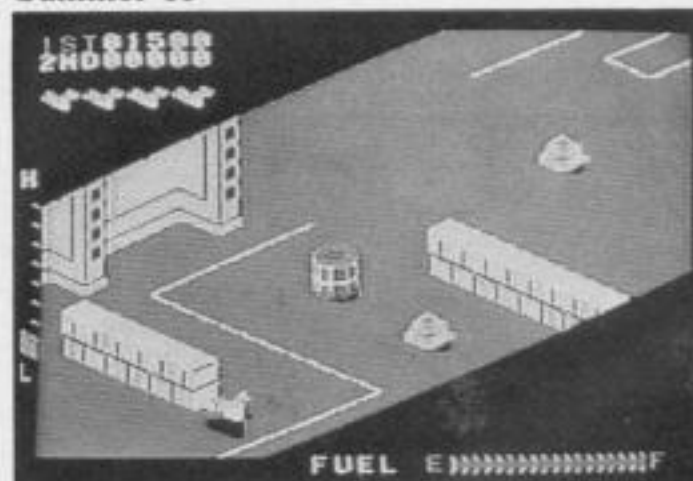
CBS ELECTRONICS COL74351 £29.95  
1,1+1 8 variations  
SCI FI SHOOT 'EM UP  
Winter '83

As with most of the games that CBS Electronics produce the game play is much the same as in both VCS and Intellivision versions but the graphics and sound are superior. The Coleco version is very faithful indeed to the arcade game.□

# ZAXXON



CBS ELECTRONICS COL74278 £29.95  
1,1+1 8 variations  
SCI FI SHOOT 'EM UP  
Summer '83



This game is based on the popular coin-op by Sega. With control of a small Starfighter armed with a front laser, you must fly across a series of Space Platforms destroying all the installations as you go. After leaving each platform you have a brief flight in space and a space dog-fight with enemy fighters. This is the only game on the market that scrolls diagonally and Coleco really have made a convincing job of it. The graphics and sound are superb. All in all, this is about the best video game translation from arcade to home so far produced.□

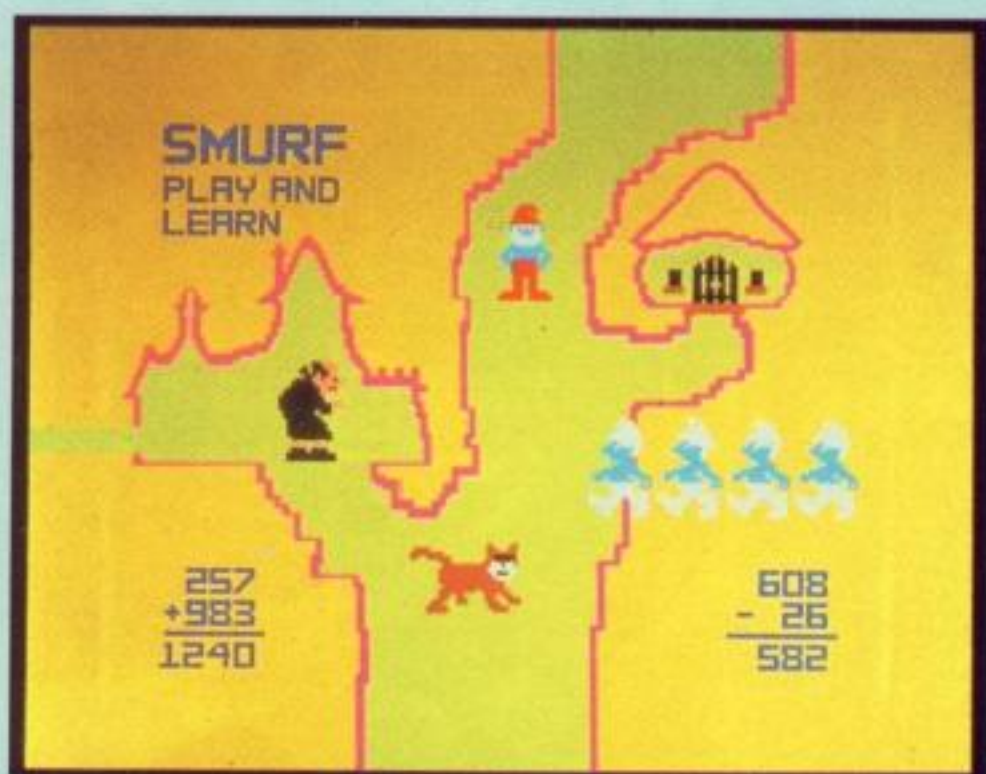


# COLECO PEEKS...

Inside the first two issues of TVG we dropped in the odd picture of up and coming games. Judging by the response we got you obviously liked these sneak peeks at things to come. So we've specially obtained some photos of games by, and for, Coleco which should be around some time next year.

The only information we have on these games is that Coleco have the video rights. We don't know release dates, how much they'll cost or whether they'll use different controllers - Coleco are still guessing themselves!

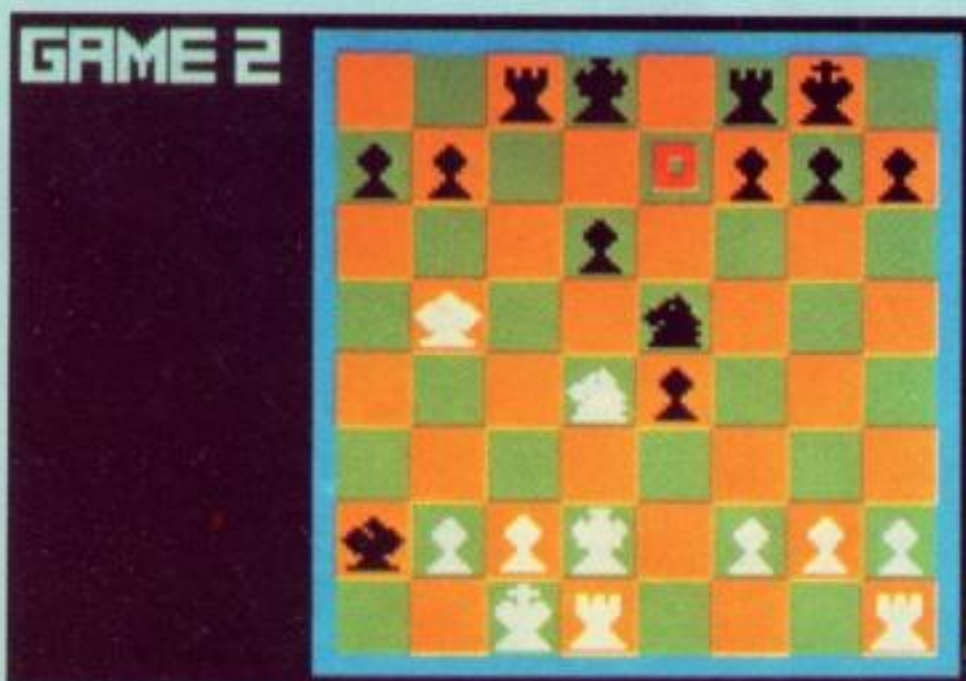
So please don't contact us for further information as we know no more at this stage. As soon as we've received the full details you can count on the fact that we'll let you know.



Smurf - Play and Learn



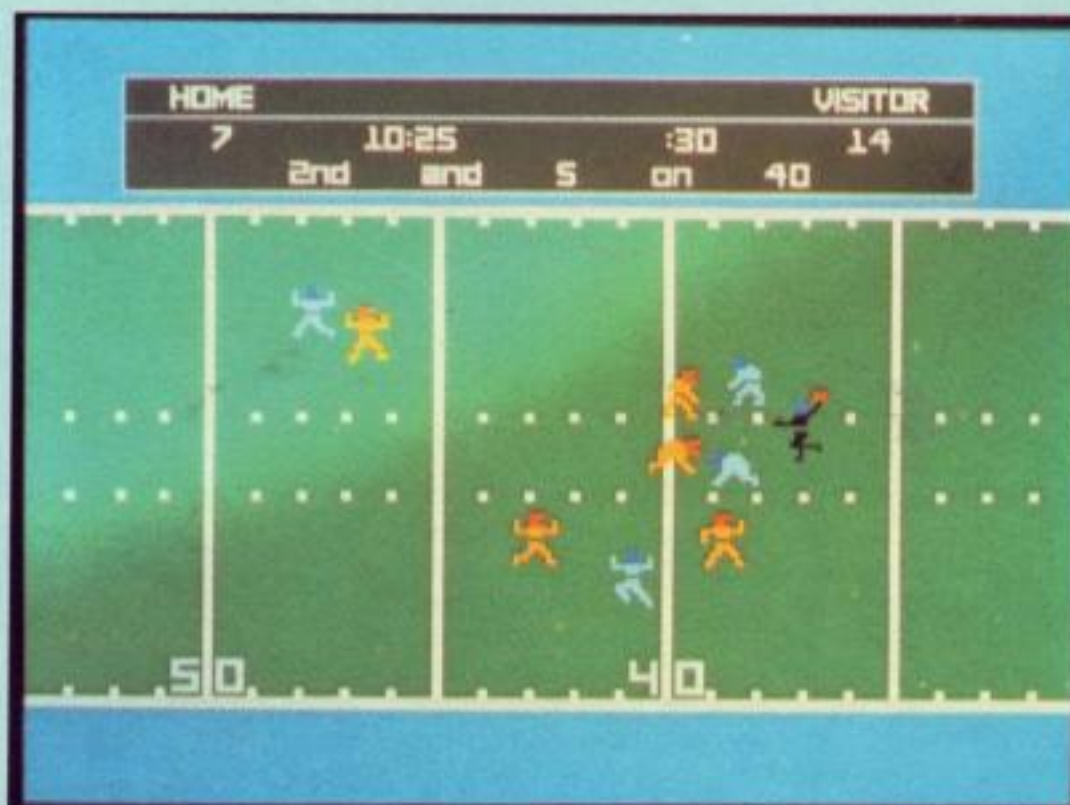
Tunnels and Trolls



Chess Challenger



Mr Turtle

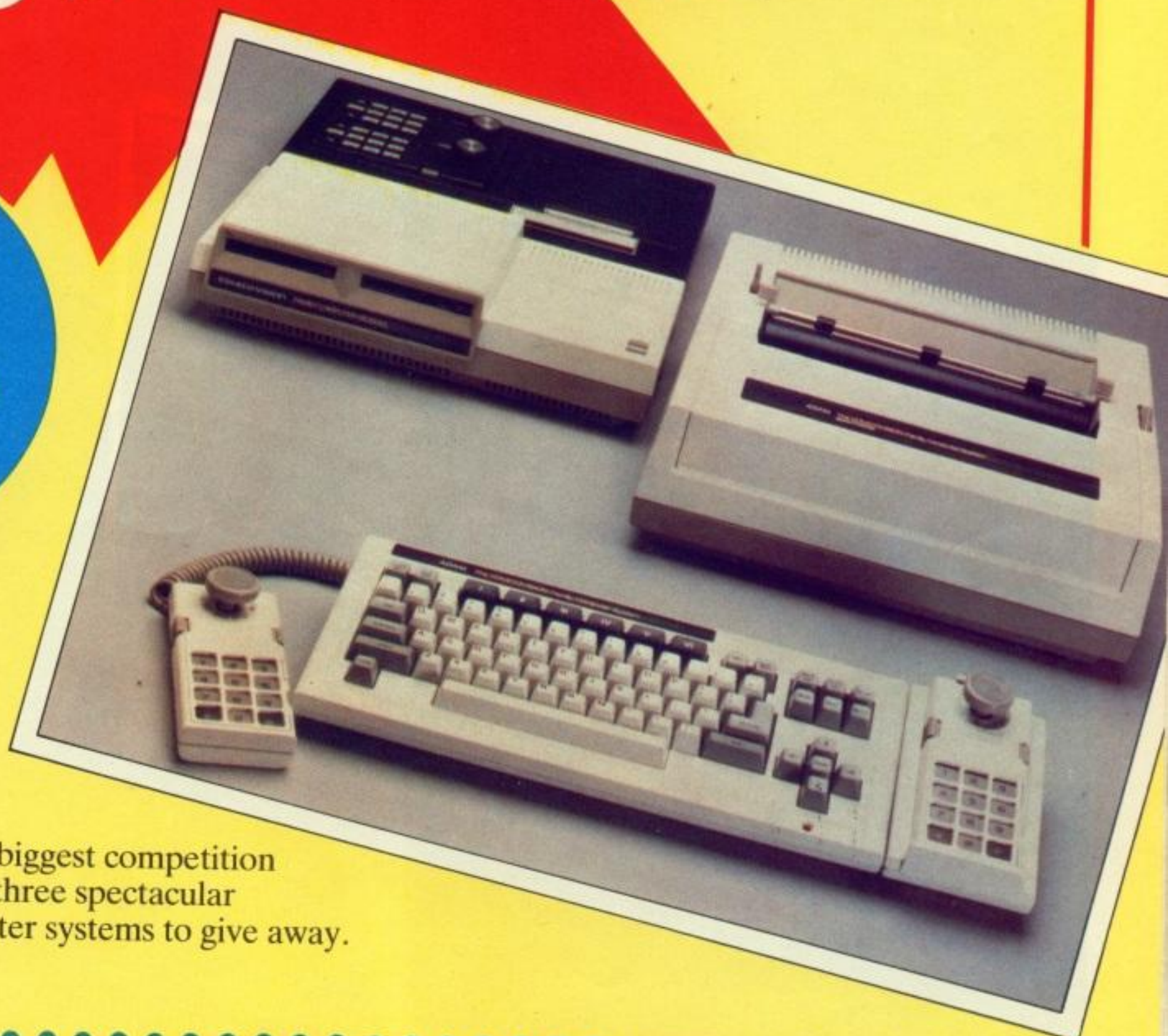


Head to Head Football



# 3 COLECOVISION COMPUTER SYSTEMS TO BE WON!

WORTH  
OVER  
**£650**  
EACH



This is TV Gamer's biggest competition to date – and we've three spectacular Colecovision computer systems to give away.

## HOW TO ENTER

This is what to do – it's a tough teaser for all you wordsmiths! We'd like you to make as many words (minimum 4 letters) out of COLECOVISION as you can. No plural words, slang or swear words are allowed, not that we dream our sweet-talking readers would use them, and you can use each letter once (or as many times as it appears) (i.e. you can use 3 O's, 2 C's or 2 I's in a word).

YOUR ENTRY FORM AND THE RULES ARE ON PAGE 81.

COLECOVISION

Colecovision is already acknowledged as the most advanced video game console around and, when linked to its Adam Computer, the 64k/80k memory power can really deliver. Full computing functions are here, rivalling any home computer and including word-processing with daisy-wheel printing. Thus you've the facility to type and edit text or letters with storage of up to 250 pages on the Memory Module. Altogether a fantastic system which really offers computing fun to the whole family.







# If you think you've mastered video games we have some bad news for you.

If you are a dab hand at video games on the box we'd like to invite you to try the most exciting home computer games system you have ever seen: called VECTREX.

Vectrex is no ordinary video games unit linked to the TV. It's a self contained computer game system with its own built-in screen. (Say goodbye to the TV!)

For the first time you can actually have all the challenge, speed and excitement of an arcade video game system in your own home.

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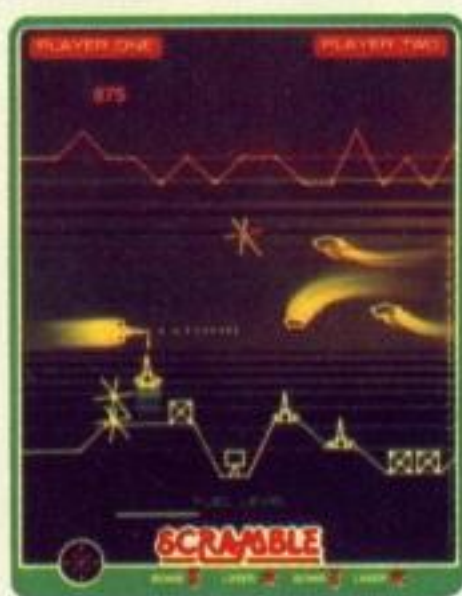
Vectrex uses vector graphics which give clarity, speed and control never before available in home game systems.

Vectrex also uses the same type of sound micro chips found in arcade machines, offering more exciting, recognisable game sounds.

Vectrex has its own built-in monitor, so you can play it anywhere. Leave the rest of the family to watch Coronation Street while you blast off into space on your own!

## The greatest games on Earth and beyond!

The Vectrex game library is large, wide and varied. You can choose from terrestrial adventures, space



encounters and sporting endeavours. Vectrex even has software that talks!

All the Vectrex software including favourites like **SCRAMBLE**\*, **QWERTZ**\*\* and **HYPERCHASE**\*\*\* can be played by one or two players. Some games even have simultaneous head to head game play using two hand controllers\*\*\*

**Don't just read about it,  
go and try it!**

If you're interested in finding out more about Vectrex why not fill in the coupon below and send it to us. In return we'll send you full details of this unbeatable new system and its range of game software.

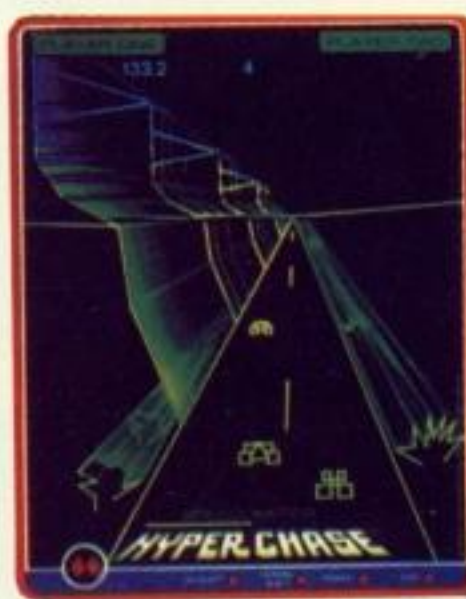
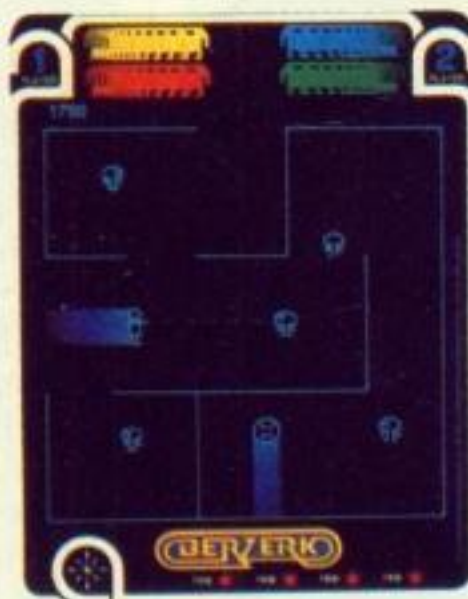
We'll even include a free Vectrex pen and an entry form for a competition that could win you your very own Vectrex game system.

Mind you, winning one is one thing, MASTERING it is another.

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\*\*\*One hand controller supplied with each Vectrex system. Additional hand controllers available at extra cost.



To: Milton Bradley Ltd., CP House, 97-107 Uxbridge Road, Ealing, London W5 5TZ.

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**VECTREX** **MB**

TVG1



# VECTREX

This unique stand-alone system now has  
a light-pen and its first voice cartridge

## THE SYSTEM

A unique product, based on a different display to all the other systems. It has a built-in screen, which enables the computer to directly control its display. Vector Graphics are used, rather than the Rasterscan used in a normal TV set. The display is faster and brighter than a TV image, but is simpler and in black and white only.

Colour is introduced by overlays placed over the screen, but this isn't nearly as big a disadvantage as it seems because the black and white display is very effective. The Vectrex is self-contained, needing only an ordinary mains socket.

## LAUNCHED

USA 1982, UK June 1983

## AVAILABILITY

Generally available through Argos, Woolworths and most specialist games shops. It's worth trying your usual department store, video shop or toy shop too, since the product is so new and distribution is growing.

## CURRENT PRICE

£120, including one multi purpose controller. 'Mine Storm' game built in and ready to play.

## VOICE CAPABILITY

Built in, operates automatically when voice cartridges are used.

## ACCESSORIES

(from MB Games)

- ☐ A second controller is available at around £25 for two player games where an additional player enters the fray.
- ☐ A carrying case may be available soon.
- ☐ A Light Pen attachment will be included with the Artmaster cartridge, and other cartridges using it will be available later - both Art and Music. See Update in this issue.
- ☐ A 3-D Imager - looking rather like a pair of goggles which the player wears to get a real 3-D image - is in the experimental stage, and may be available next year. However, the proto type we have seen was great.

## ACCESSORIES

(from other sources)

None so far, since MB Games positively discourage other people from making accessories and cartridges for the Vectrex. However, the controllers use the same sockets as the Atari and Coleco systems, so controllers for these will fit although they work in strange ways. Not recommended, but it does suggest that a simple adaptor could be made.

## COMPUTER KEYBOARD

In development and should be out in 1984. However, it is always mentioned as a word processing system, so you may not be able to use it to create your own vectorscan games, as many of our readers want!

## SOFTWARE

21 cartridges either available now or announced for delivery this year. Not all are games - some are designed to use the light pen or to give the Vectrex a musical ability. All from MB; no other supplier is likely.

## THE FUTURE

Although the Vectrex is very new it has already notched up a number of 'firsts'. It's the first game or computer to use Vector graphics or to have a built-in voice.

The light pen and cartridges give the owner facilities only otherwise available on huge mainframe computers. There's a computer upgrade coming and the 3D imager is simply unique. If they can do all this in the first year, who knows what they will do next? We're sure that Vectrex will continue to surprise us. ☐

## MB VECTREX CONSOLE



## PICTURE KEY

- A** Cartridge Slot
- B** First Controller Socket
- C** On/Off Switch & Volume Control
- D** Reset Button
- E** Second Controller, or accessory socket
- F** Loudspeaker
- G** Useful carrying Grip



## VECTREX GAMES GUIDE

### ANIMATION

**NEW**

MB ELECTRONICS £29.95  
1,1+1 1 function  
UTILITIES  
Requires Light Pen £29.95  
Spring '84

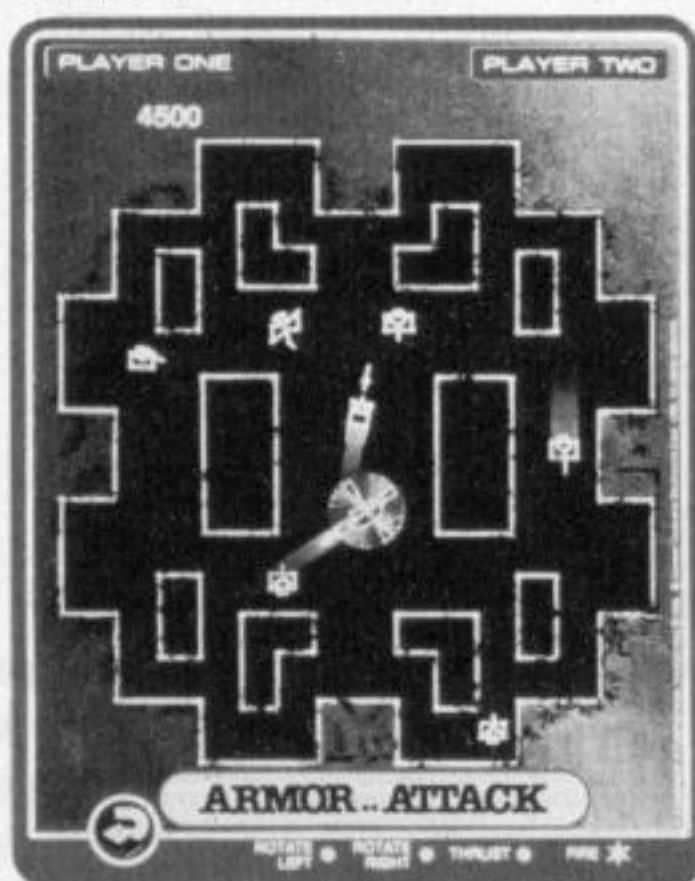
Targeted at people who are interested in computer animation and have outgrown the Artmaster cartridge that comes with the Light Pen (see separate review). This cartridge allows you to use pre-defined backgrounds with your own designs and animation.

You can construct up to 32 different frames using the powerful design storage memory. It's still a long way from giving average gamers the facility to produce their own Tron, but this is a real breakthrough and will give you tremendous artistic fun.□

### ARMOR ATTACK



MB ELECTRONICS 8124 £19.95  
1,2 2 variations  
COMBAT SHOOT 'EM UP  
Summer '83



This is basically the Vectrex answer to Atari's Combat cartridge although it's been updated for the 80s. The enemy has overrun your city, most of your army has been slain, and you're alone in an armoured jeep equipped with missiles. The enemy tanks and helicopters have been alerted to your position and are on their way in groups of two, three, or more, with guns blazing. The two player version, which needs an additional £25 controller available from Vectrex stockists, is even better. In this you are pitted against the tanks and 'copters as a two man team with two jeeps. A must for all those who enjoyed playing Atari Combat.□

### ARTMASTER

**NEW**

MB ELECTRONICS £29.95  
1 3 functions  
UTILITIES  
Comes with Light Pen  
Winter '83

Up until now, animation has been costly and time-consuming, with no guarantee of results. The cartridge that comes with the Vectrex Light Pen sets out to bring professional-looking animation well within the price range and skill level of most people.

Artmaster has three functions: Sketch, Connect and Animate. Using Sketch you can doodle or draw a masterpiece with Vector Beams. Connect then allows you to

More high speed games cartridges, and the introduction of the light-pen gives possibilities for interaction with the machine not possible with any other system. There's the first voice cartridge, too, which needs no adaptor.

plot points on the screen and link them. The Vector Beams can be stretched inside and outside the points, just in the same way that an elastic band can be pulled around a pin board.

Animate is the most interesting of the three functions, allowing you to draw and record up to nine frames and play them back. The result will be a smooth cartoon like 'film' which you can speed up or slow down at will. MB are the first to produce this type of peripheral for a home game system.

No doubt other hardware manufacturers are looking to MB to see if it's successful. If it is, and it should be, other systems will probably offer light pens in future. Unique and very enjoyable.□

### BEDLAM

**NEW**

MB ELECTRONICS 8134 £24.95  
1,1+1 3 variations  
SCI FI SHOOT 'EM UP  
Winter '83



This game has definite echoes of Atari's coin-op Tempest but unfortunately it's not a direct copy. You're positioned in the screen centre surrounded by an angular shape that grows a spike each round. Each spike issues an assortment of Alien Beasties that you must zap to kingdom come (surprise, surprise). You're armed with the traditional laser and one smart bomb per round which annihilates everything on the screen except yourself. Be warned - things start becoming impossible very quickly. Not a game for the casual player - you've got to be good to survive. It's a good game, but don't be fooled into thinking it's Tempest. It has a family resemblance but is not a twin brother.□

### BERZERK

MB ELECTRONICS 8123 £19.95  
1,1+1 1 variation  
MAZE SHOOT 'EM UP  
Autumn '83

Already a highly popular arcade game by Stern electronics and a popular VCS game by Atari. MB now hope to create another bestseller with the Vectrex version. The idea is to blast your way through a maze full of robots before Evil Otto, a menacing-looking beach ball, bounces you to death. Like

Scramble, Berzerk translates surprisingly well from being a Rasterscan game, with the exception of Evil Otto, who doesn't quite look right being made up of straight lines. Despite this minor quibble the game itself is highly enjoyable and it should please all fans of the arcade game who were a little disappointed with the VCS version.□

### BLITZ

MB ELECTRONICS 8131 £19.95  
1,2 2 variations  
SPORT  
Autumn '83

This is the first sports game to come from the programmers at Vectrex. A simulation of American football, it needs an additional £25 controller for two player variations. A rather disappointing simulation as the two teams are represented by 'X's and 'O's, not by actual figures. If you're not a US Football addict, this game won't really appeal, but all fans will find it pleasing. The cartridge features an extremely challenging one player version.□

### CLEAN SWEEP

MB ELECTRONICS 8122 £19.95  
1,1+1 2 variations  
MAZE  
Summer '83

One of the main disadvantages of the Vectrex is the fact that Pac-Man type maze games are very tricky to bring off using Vectorscan graphics, which is why arcade hits like Pac-Man and Donkey Kong use Raster graphics. However, Clean Sweep sets out to break this tradition. The maze is set inside a bank vault and you're a vacuum cleaner sucking up all the money scattered around the vault. As you can't suck it all up in one go, you have to unload every so often in the centre of the screen. Vicious Pincers come after you but you can fight back at them by going into one of the energy rooms positioned in each corner.

A fairly successful attempt at a maze game using Vector graphics, the first of its kind in fact, either in the home or arcade.□

### COSMIC CHASM



MB ELECTRONICS 8126 £19.95  
1,1+1 1 variation  
SCI FI ADVENTURE  
Summer '83

The object of this game is to blow up as many planets as you can before you lose all five of your lives. You are first confronted with a map of the interior of the planet, showing all the underground tunnels and rooms leading to the central core. You must reach this core and destroy it with a bomb in order to go on to the next planet. You only see this map for three seconds so you must be quick to plot the most direct route, otherwise you won't make it back before the bomb explodes. In each of the rooms leading to the core is an expanding centre which gets bigger the longer you take passing through. You are also faced with a group of drones hellbent on your destruction. Cosmic Chasm is one of the few Sci-Fi shoot 'em ups that actually have an element of genuine strategy to them. The route configuration and your starting position are both random so you actually have to plan your journey during the brief few seconds the planet map is on the screen. No other game I know of gives the gamer so much control over his or her Destiny. Hopefully the first of many.□



## FLIPPER / PINBALL

**NEW**

MB ELECTRONICS 8133 £24.95  
1,1+1 Single game  
SKILL  
Winter '83



All the regular pinball features are here: flippers, rollovers, drop targets etc. You also have the ability to nudge the ball but - watch it - you can also tilt (for those who didn't mis-spend their youth that means render the ball in play useless). It lacks the changing screens of Mattel Pinball but few real pin tables have them anyway.

Amazing how well a pinball table converts to Vector Graphics. I thought it was going to be a dismal effort and was pleasantly surprised. □

## FORTRESS OF NARZOD

**NEW**

MB ELECTRONICS 8132 £29.95  
1,1+1 3 variations  
ADVENTURE SHOOT 'EM UP  
Winter '83



You're in command of a futuristic military hovercraft-type vehicle. The objective is to take control of the Fortress of Narzod. To reach it you must climb three mountain paths, each one ending at a gate. The gates won't open until you've cleared three waves of creatures, namely Doomgrabbers and Tarantulas (each of which resemble Space Invaders) and Gouls (which look like

Dungerees). In later rounds, Warbirds (Phoenix Birds) swoop down and generally make your life a misery. The position of your craft determines where your bullet rebounds off the walls and if you're in the wrong position you can very easily shoot yourself - not a good way to go. Once you reach the Fortress you are confronted by the Mystic Hurler who is destroyed by no less than ten hits. Then you start again on a higher level. Once of MB's better Vectrex games with relatively easy-to-use controls. Experienced gamers will find it a constant challenge. □

## HYPERCHASE

MB ELECTRONICS 8128 £19.95  
1,1+1 2 variations  
DRIVING  
Summer '83

Hyperchase is the Vectrex equivalent to Atari's Night Driver and Coleco's Turbo. You are in the driving seat of a racing-car, pitted against winding roads and other cars. The only real problem with this game to start with is the over-responsiveness of the joystick, which only needs the most delicate of twiddles to send the car across to the other side of the road. As with Turbo the scene changes throughout the game. As the angle of the road alters too, steering requires skill. Some nice graphic touches are used and the sound effects of third and fourth gear are quite convincing. On the whole an absorbing game, although Vector graphics are less realistic than Raster graphics on car games. □

## MELODY MASTER

**NEW**

MB ELECTRONICS £29.95  
1 Single game  
UTILITIES  
Requires Light Pen £29.95  
Winter '84

This is currently the only Light Pen game around that doesn't demand your artistic talents. This one tests your musical qualities. The game hadn't arrived in Britain when we went to press so our information comes from press releases. Melody Master provides four different computer-generated instruments for you to play: flute, drums, and symbols to mention but three. You can learn how to compose tunes and also play musical games which explain the rudiments of musical knowledge. It all sounds very interesting, so look out for a review in the next issue. □

## MINESTORM

MB ELECTRONICS Included in console  
1,1+1 1 variation  
SCI FI SHOOT 'EM UP  
Summer '83

This is the game built in to the Vectrex console and is very similar to the arcade version of Asteroids. Your ship starts off in the centre of the screen and your task is to destroy a number of objects that are bombarding you. The control is much the same as the arcade version except that a joystick replaces the rotate buttons. Each time you clear one sheet of mines, you are sent to the next, with the mines increasing in number and difficulty. Great skill is needed to get beyond level seven or so. Both challenging and impressive to look at, this is probably the best game to come with a console to date. A game that should have long lasting appeal. □

## RIP OFF

MB ELECTRONICS 8129 £19.95  
1,2 1 variation  
SCI FI SHOOT 'EM UP  
Summer '83

Another coin-op translation, but one of the better ones. You are guarding a cluster of valuables that the local space pirates want desperately and will stop at nothing to obtain. The pirates will sneak in, pick one up, try to sneak off with it and then come back for more. You don't lose lives as such, but the game ends when all the containers have been swiped. A nice fast game with good graphics and sound but it doesn't have quite the same appeal as Scramble or Cosmic Chasm. □

## SCRAMBLE

MB ELECTRONICS 8129 £19.95  
SCI FI SHOOT 'EM UP  
Summer '83

Named as the best Mini Arcade Videogame cartridge of 1982 by the US Electronic Games Magazine, Scramble is a faithful reproduction of the popular arcade game of the same name.

The aim is to shoot and bomb as many missiles, fuel tanks and camps as possible whilst you are on your way to the enemy HQ. There are five different phases to complete before you reach it, all posing very different problems. Destroying the HQ is by no means easy but can be done if you're skilful. This is by far the best game in this category around at the moment and it is the first cartridge you should buy if you're getting or already have a Vectrex. □

## SOLAR QUEST

MB ELECTRONICS 8121 £19.95  
1,1+1 1 variation  
SCI FI SHOOT 'EM UP  
Summer '83



A space game which, refreshingly, involves a lot more than simply shooting everything in sight. Set in space, with a sun in the centre which can destroy you on impact, you control a highly responsive Starfighter with which you must destroy all enemy craft. Once you destroy an enemy ship a small life pod remains. Picking this up is a great boost for your score.

Success requires complete mastery of the controls of your craft, as skilful manoeuvring can mean the difference between life and death. Certainly one of the better space games available for the Vectrex. □



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## SPACE WARS

MB ELECTRONICS 8130 £19.95  
1,2 1 variation  
SCI FI SHOOT 'EM UP  
Summer '83

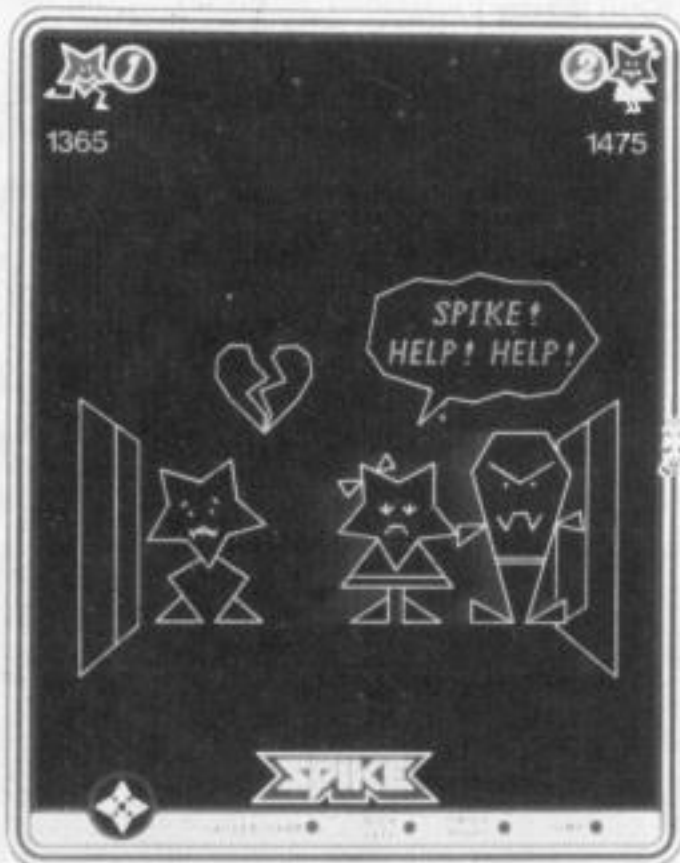
Despite the name this game actually came out before Star Wars was even written. It started out life as a mainframe computer game back in the mid 60s and was later turned into a coin-op by Cinematronics in 1975. The basic idea is very simple – you have to shoot down ten of your opponent's ships before he does the same to you. Added excitement comes from the fact that you and your opponent are given limited fuel and laser fire. By getting your opponent to chase after you firing as he goes, you'll be at a distinct advantage, as he's likely to run out of ammo or fuel before you do. Even if you don't manage to hit your opponent's ship fair and square, a glancing shot can cripple and slow it down, making it an easier target.

Space Wars is, in addition, among the most challenging one player games available on a home system. The computer adversary is quite intelligent and knows all the tricks in the book. For two players, the game requires a second controller costing about £25.00. Altogether a challenging, infuriating but highly enjoyable game and an excellent addition to any Space gamer's library. □

## SPIKE

**NEW**

MB ELECTRONICS 8137 £29.95  
1,1+1 Single game  
CLIMBING  
Winter '83



The first game to utilise Vectrex voice features. Essentially a version of Donkey Kong with no words. Our hero Spike's girlfriend Molly has been snatched by the Evil Spud. Spike must move along conveyor belts to climb ladders and retrieve the key that opens a cage into the next level. Along the way he has to avoid or kick various creatures (including something that looks remarkably like Zebedee from The Magic Roundabout). The aim is to get Molly back from Spud's evil clutches. To do this he must make it to Spud's hideout. We've only played this game at exhibitions to date and haven't yet managed this). The voice is disappointing for two reasons. Firstly it adds nothing to the game play. Secondly the voice isn't as good as Mattel's. It could and should be improved. Leaving that aside, Spike is a good game. □

## SOCCER / FOOTBALL

**NEW**

MB ELECTRONICS 8135 £29.95  
1,1+1 Single game  
SPORTS  
Winter '83



This game's name may, alternatively, be Football/Soccer when launched. But it certainly won't carry its US name – Heads Up. It's far better than their previous soccer game Blitz. On this one you've actually got a team of 'matchstick' players as opposed to the 'O's and X's in Blitz. You play on a horizontally scrolling pitch which is very similar to Mattel Intellivision Soccer (see separate review). Quite a faithful reproduction of soccer which includes a challenging one player version. □

## STARHAWK

MB ELECTRONICS 8127 £19.95  
1,2 1 variation  
SCI FI SHOOT 'EM UP  
Summer '83

If you're one of those people who still like a good old fashioned shoot 'em up but find adventure games too much like hard work, then this is the game for you. You don't have to worry about destroying the wrong ship, you just blow up everything in sight. Neither do you have to worry about getting blown up, because you can't! The game is played on a timed basis, beginning with 60 seconds playtime which gets extended by 20 seconds for every 10,000 points scored. You control a cursor around the screen with the joystick, and button number four controls the firing. The setting and shapes of some of the ships in this game are (quite coincidentally) reminiscent of those in the Death Star trench scene in the film Star Wars, so this game will not only appeal to Space gamers who don't want to use their brains overmuch, but also to budding Luke Skywalkers and other Star Wars fans. □

## STARSHIP

MB ELECTRONICS 8125 £19.95  
1,1+1 1 variation  
SCI FI SHOOT 'EM UP  
Autumn '83

MB's answer to Star Raiders should really appeal to all Trekkies as it is loosely based on the immensely popular Star Trek film and television series. You assume the role of Captain Kirk (or Scotty if you prefer). Your task is to travel in the starship Enterprise through seven sectors of a galaxy in order to reach the Klingon mother ship which can

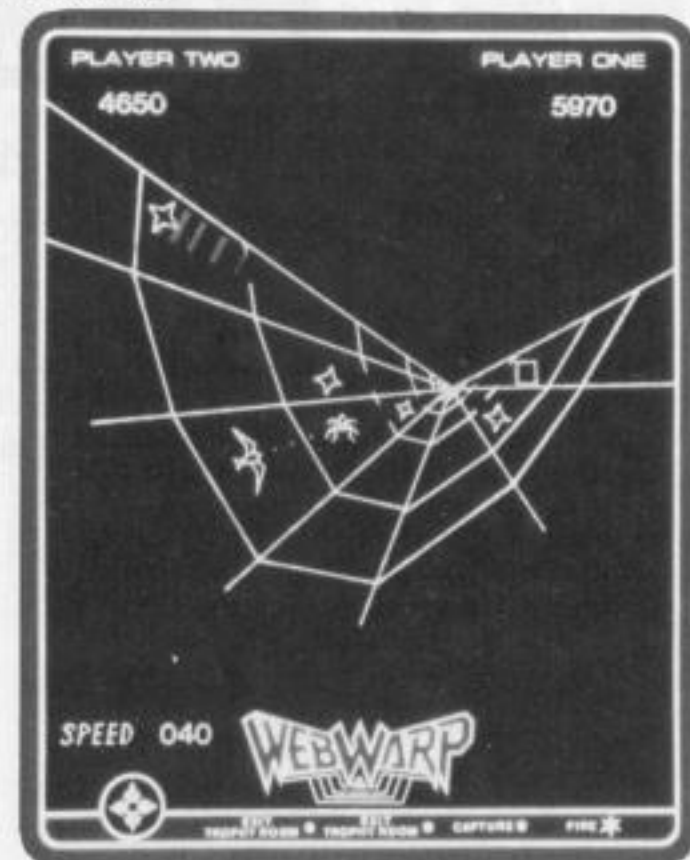


only be destroyed by a single precise hit. En route you encounter a continuous pummeling from the Klingons and the Romulans, who are out to deplete your energy and laser supplies and, by so doing, eventually destroy the Enterprise. Help is at hand, though, in the shape of a friendly Star Fleet space station where you can dock to replenish supplies. There is also a Black Hole which serve as a short cut to sector seven. Among the most addictive of the Vectrex space games available so far. □

## WEBWARP

**NEW**

MB ELECTRONICS 8136 £29.95  
1,1+1 Single game  
SCI FI SHOOT 'EM UP  
Winter '83



Unlike most Sci Fi games for the Vectrex (eg Space Wars), this one gives you a 3D perspective view and not just a flat screen image. As the Hawk King you fly along a kind of 'U' shaped web. The main objective is to capture 20 weird creatures whilst avoiding the Dragon's "Star Shells" and picking off the guardians in the web. The web is clearly defined and each of the Aliens is, as far as we've found, a different shape. We're told that no one has yet collected that elusive 20th Alien. If you managed it, take a picture, send it to us and we'll try and print it. Without a doubt the finest graphics for the Vectrex to date. □



# WIN

## A VECTREX AND LIGHT PEN

This is your chance to win a Vectrex video games unit, together with its fantastic new plug-in accessory – the Light Pen – a device which gives games an added dimension only previously available on large expensive computers.

The Light Pen is a kind of super controller which communicates – through the screen – directly with the Vectrex. It can plot positions or make function choice from a 'menu'.

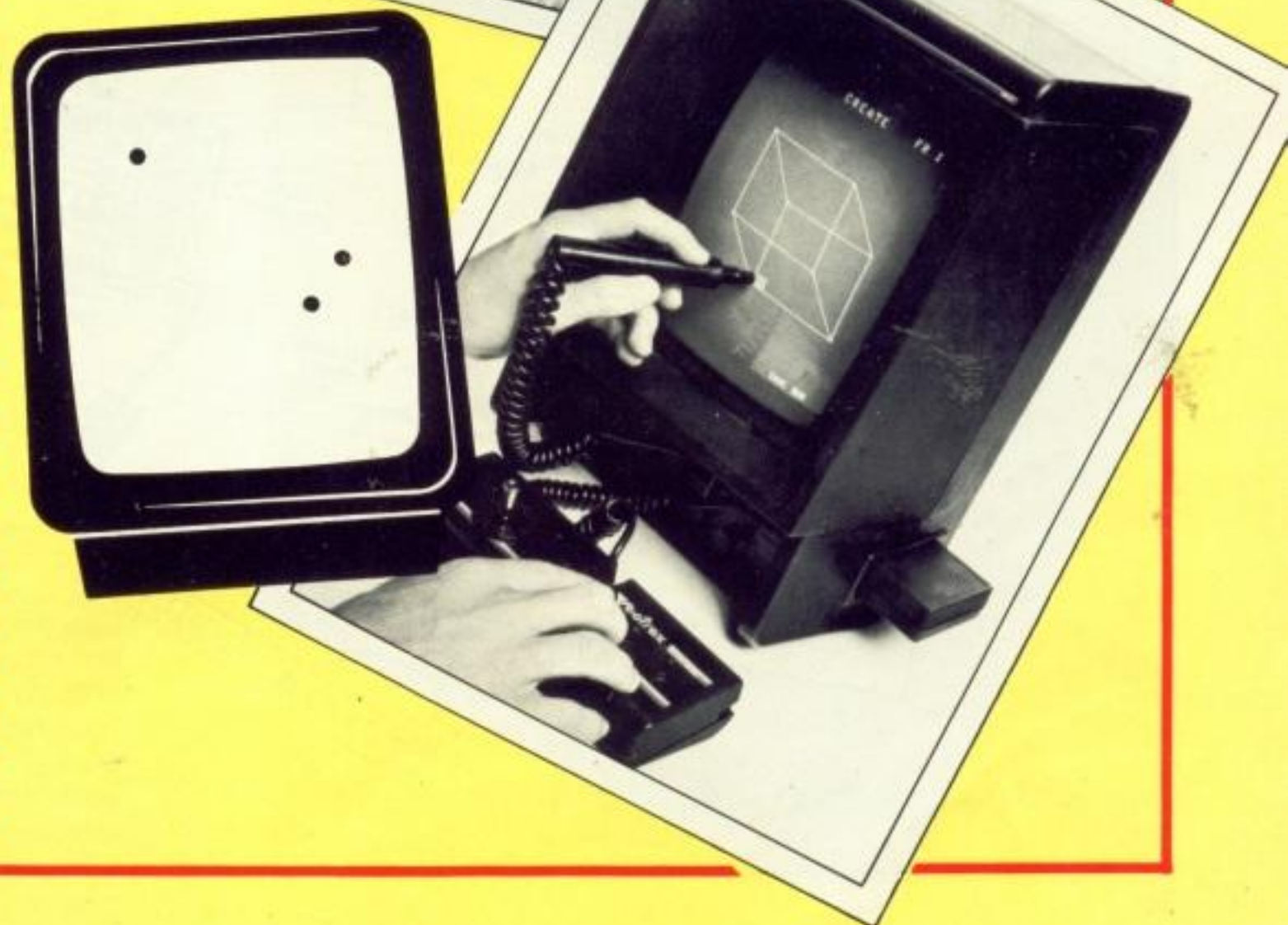
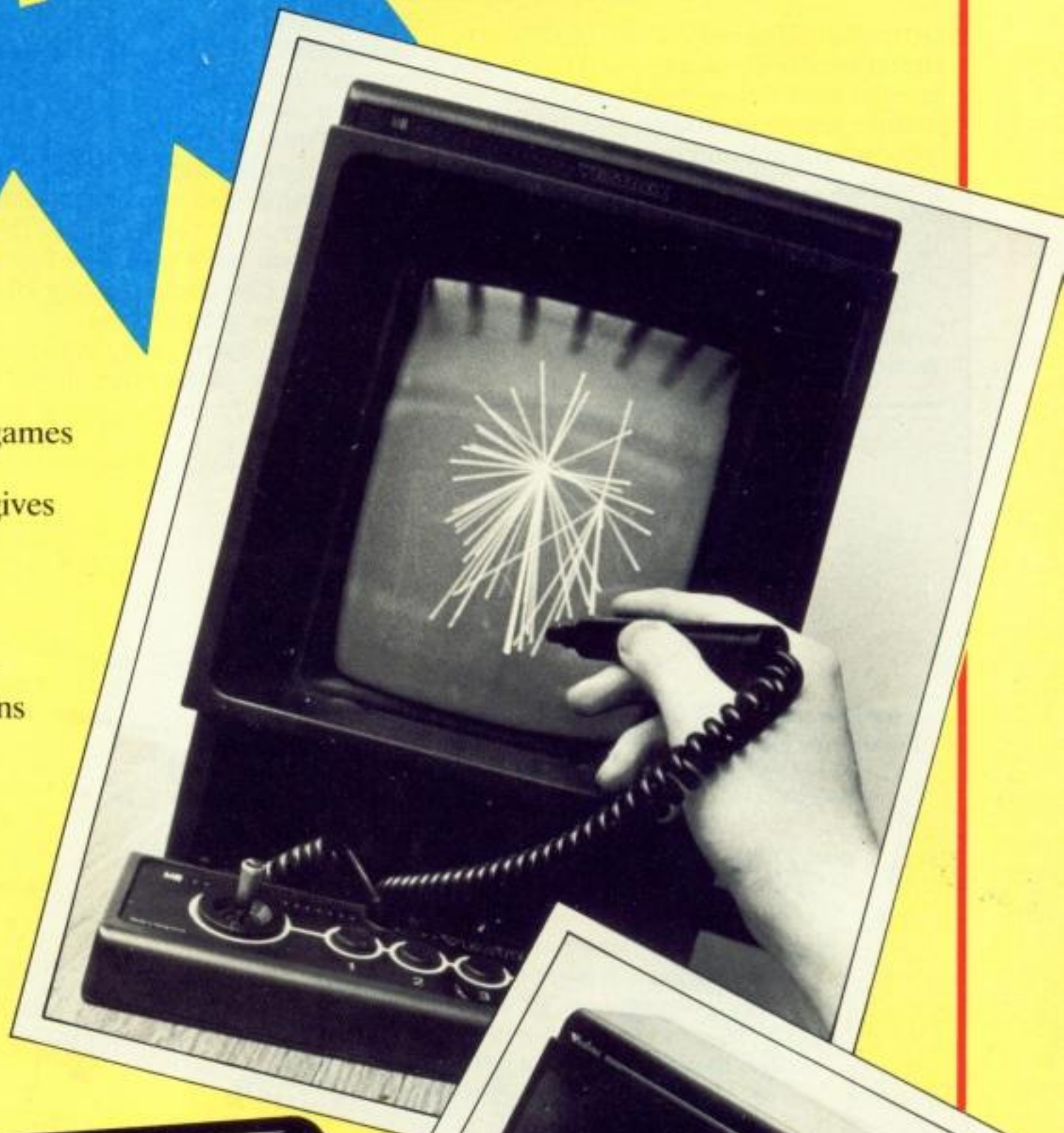
The Light Pen comes complete with an Artmaster cartridge and its programme sets you up with three exciting modes of play – Sketch, Connect and Animate.

### HOW TO ENTER

The Artmaster function allows you to plot white dots on the black screen with the Light Pen and join them with straight lines to form a picture. The basis for this competition is the same except that we've printed a white screen and we'd like you to sketch a design in black.

Here you see a blank Vectrex-style screen with three dots plotted. Turn to page 81 and you'll find a larger version. Plot a **maximum of 20 additional dots** in black ink on the screen and connect whichever dots (you can connect all or leave some unconnected) to form a design. A single dot can 'radiate' any number of lines but each line must terminate with a dot. Be as artistic as you can because the most imaginative entry will win. Your entry must reach us on the official entry form – no copies or photocopies will be accepted.

**YOUR ENTRY FORM AND THE RULES ARE ON PAGE 81.**





# FUTURE SYSTEMS

## IMAGINED INVENTED & PRESENTED BY READERS

In the last issue of TVG we asked you to list a few of the features you'd like to see on your next games machines. Now, we always knew our readers would turn out to be a brilliant and inventive bunch of people, but.... out of our mailbag spilled lots of interesting letters and, among them, three detailed designs for future hardware.

To do them full justice we decided to print the original diagrams for all the world to see.

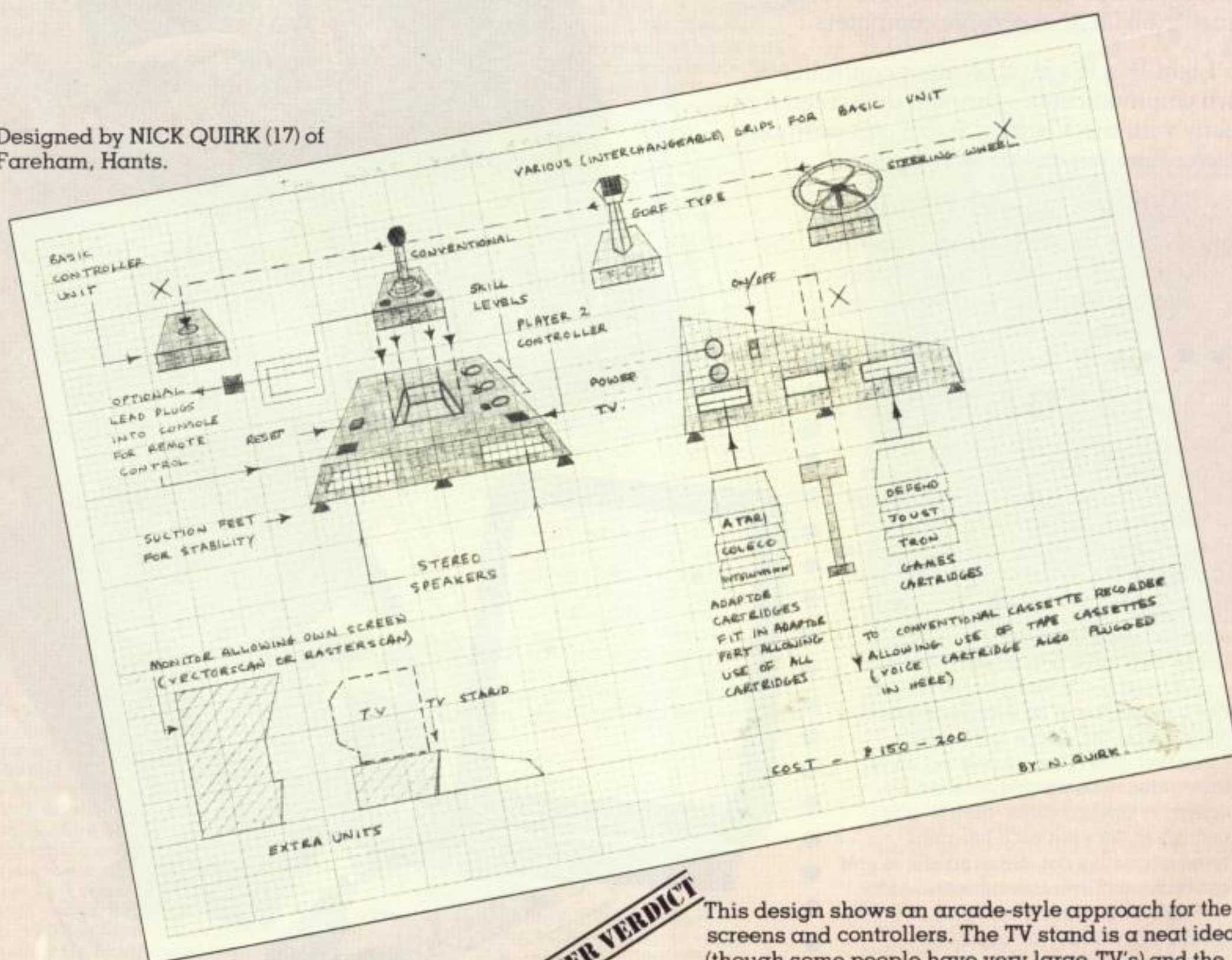
Whether these machines could, or should, be manufactured is something only the industrial magnates and their spies can answer (and do doubt one or two are reading these pages right now - welcome, Boris). More important is that all three of these readers' designs are agreed on one thing - the need for slots that will accept any format of cartridge. That way we could all have complete freedom to choose the best games on any label and play them on one machine.

Of course, many of the individual features on these fantasy machines already exist, or are forecast - things such as

stereo sound, inter-changeable controllers or the ability to work from tape as well as cartridges. Other ideas, such as remote control, are available in America but not here. The other bright suggestions of wires tucked inside consoles, volume controls and the facility to use headphones seem to be obvious improvements now that they've been suggested.

To encourage more of you to send in even better 'future systems' we're continuing our offer of free subscriptions for the best ideas that we publish. So send in your drawing, using colour if you like and inks rather than pencils.

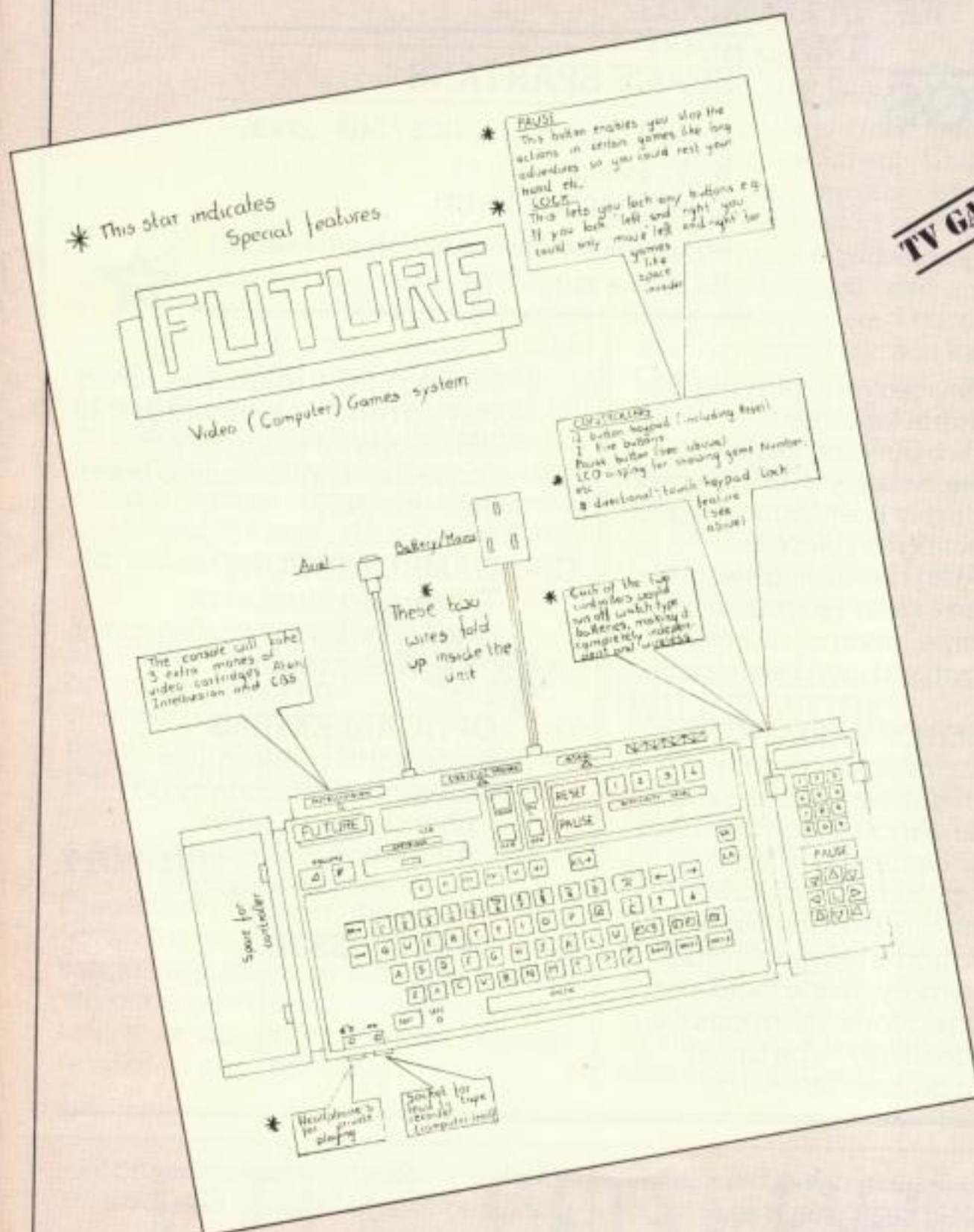
Designed by NICK QUIRK (17) of Fareham, Hants.



**TV GAMER VERDICT**

This design shows an arcade-style approach for the screens and controllers. The TV stand is a neat idea (though some people have very large TV's) and the Vectorscan monitor would be welcome for quality (but pricey). One of the plug-in controllers features grab-handles and the stereo speakers would be very effective.



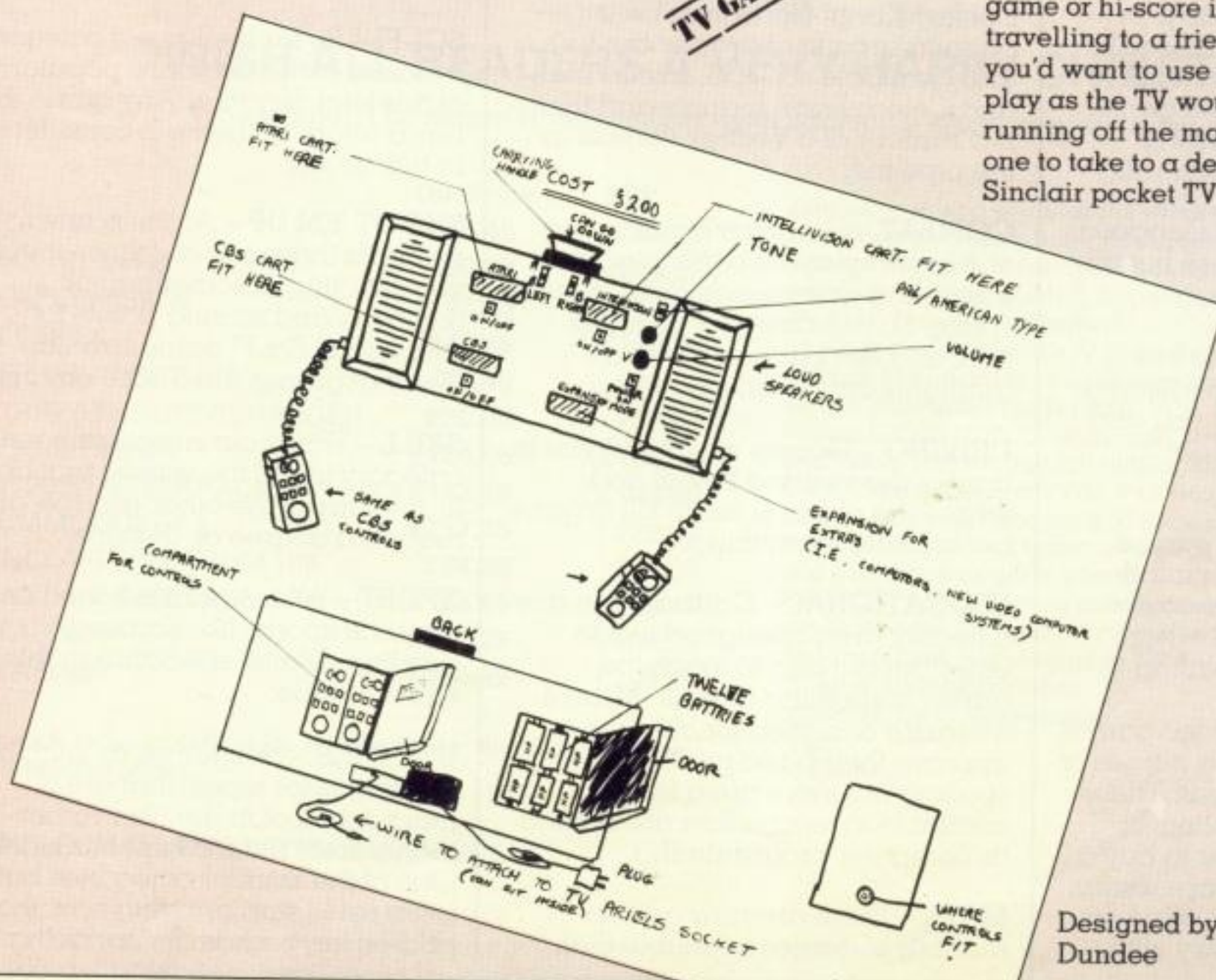


Designed by CHRIS SHORT (14) of Tewkesbury, Gloucs.

## TV GAMER VERDICT

This is a real high-tech machine, featuring a keyboard and obviously geared towards computing as much as gaming. The radio controllers incorporate a 12-button keypad but they feature direction keys which would probably be more difficult to control than trackballs.

Watch batteries are suggested for power but they'd probably run down too quickly. Volume control is regulated on the console rather than the TV - sensible idea. We enjoyed looking this one over - it's obviously been thought over in detail.



## TV GAMER VERDICT

Here we have a multi-TV standard machine, designed to look like a portable stereo boom box (there's a carry handle). It could certainly turn a few heads in the high street!

It has a battery back-up which could be useful for holding an adventure game or hi-score in memory while travelling to a friend. But it's unlikely you'd want to use the battery during play as the TV would probably be running off the mains anyway. A good one to take to a desert island with a Sinclair pocket TV.

Designed by AKERAM ARSHAD (15) of Dundee



# YOUR GUIDE TO THE REVIEW LISTINGS

Get the facts at your fingertips with this guide to the software reviews to TV Gamer – want to know the difference between a COMBAT and a SHOOT 'EM UP?

## SPACE SPARTANS

A - MATTELELECTRONICS 3416 £29.95  
B - 1 5 variations  
C - SCIFISHOOT 'EM UP  
D - requires Intellivoice Module price £49.95  
E - Winter '82

### A - BRAND NAME

Well known brands are widely available; new brands may take some finding. Our 'Where to Buy' Guide may help you.

### REFERENCE NUMBER

If you should need it.

### PRICE

We show the makers recommended price where we can get it, and our best guess where we can't. You may well find better prices if you hunt for them.

### B - NUMBER OF PLAYERS

1 One player against the game.  
1+1 Two, three or four  
1+2 players, each taking  
1+3 turns.

2 Two players, playing the game together.

1v1 Two players, playing each other, with the game simply keeping score and acting as referee.

Only Atari has enough sockets for three or four players at the same time, and not many of these games have been made.

### NUMBER OF VARIATIONS

Many cartridges contain several different games, and include variations on the main theme. Generally speaking, this applied more to earlier games. Since all the early games had a relatively small size memory, if one features a lot of variations, then some of these are likely to be trivial. Recent games, as well as

having larger memories, often have a random element so that although you have only one game the details change each time you play.

### C - GAME CATEGORY

There are a number of categories based on the type of action the game offers.

### D - OPTIONAL EXTRAS

Some cartridges require accessories which may be rather pricey. A fuller explanation will feature in the review text for the game.

### E - DATE OF ISSUE

## THE GAME CATEGORIES

**ADVENTURE** – Fantasy/role-play games in which you play a specific character who has a certain task to complete in order to win the game. This usually involves collecting objects along the way which will help you on your quest. Many games of this kind have a Dungeons and Dragons theme to them but this is not exclusively so.

**CATCH 'N' SCORE** – These are games whereby you have falling or moving objects coming at you and you must catch them in order to score points.

**CHILDREN'S** – These are games with the young children in mind. The games are likely to be easier and will feature characters that younger gamers enjoy relating to.

**CLASSICS** – These are video games based on well known card games or board games such as chess. These tend to be less popular sellers (it usually works out cheaper to buy a chess set!) although they are useful for fans of a particular game who don't have a partner to play with.

**CLIMBING** – These are games where the primary objective is to get from the bottom of the screen to the top. It's usually achieved by running up ramps and ladders or a combination of both. The most famous of all climbing games is Donkey Kong. Not only is he a popular arcade character but he's also available on VCS, Intellivision and Colecovision formats and there is a rumour of a Vectrex version in the pipeline.

**COMBAT** – Games which involve one or two players battling against something or someone other than in space. So this category includes tank and sea battles as well as gunfights and jousting.

**DRIVING** – Games which put you in front of the steering wheel and where the object is not to kill anyone but to avoid everything.

**EDUCATIONAL** – Cartridges in this category aren't designed just to entertain but also to teach the gamer something as well. Most of them are designed for children to improve their basic maths or spelling but there are a few available to teach other areas such as computer programming.

**MAZE** – There are now quite a number of games available that

involve you running round a maze, gobbling things up (usually dots).

**MOVIE TIE-IN** – The games in this category have been based on either a popular motion picture, TV series or character.

**SCI-FI** – By far the largest category because of the immense popularity of this kind of game. Any game that has a futuristic theme is considered in this group.

**SHOOT 'EM UP** – As the name suggests these sort of games involve you shooting at something or someone and scoring points for 'kills'. Most Sci-Fi games and all Combat games are Shoot 'em ups.

**SKILL** – This is our miscellaneous category for all the games that don't fit into any of the other groups; all require a degree of dexterity.

**SPORT** – All the games based on genuine sports, like soccer or bowling. Mattel specialize in this type of game.

**UTILITIES** – Not games as such but cartridges (or tapes) that are a functional tool to the user rather than purely entertainment media. One of the smaller categories but looks set to start growing now that add-on keyboards are surfacing. □



## REVIEWS EXPLAINED



Within each system we've starred the best of each type of game. They're the ones we think a keen gamer would wish to look at first – and if we've missed your favourite, why not write in and tell us? We've taken into account the limitations of each system, so that even if a game is made in versions to fit several systems, it isn't necessarily starred in all of them.

This shows that the cartridge has been released during the last few months or is due for release during the life of this issue of TV Gamer.

**NEW**

### PREVIEW

Sometimes we don't get a chance to review a game properly before the magazine closes. In this case we will write the best description we can and follow it up with a 'new release' review in our next issue.

### LOOKING AFTER YOUR GAME

- ☐ An adult should always do the plugging in and setting up for younger children. The equipment works on mains electricity and should be treated as carefully as any other mains equipment.
- ☐ Their biggest hate is dampness – keep consoles and cartridges warm and dry and they will last for years.
- ☐ Remember that you should always switch your console off before inserting or removing a cartridge. It is possible to ruin the cartridge if you don't.
- ☐ Don't let your Atari, Intellivision or Coleco run without a game cartridge in it. This might seriously damage the console.

### WILL IT WORK?

If you buy your games console and cartridge from reputable shops or mail order companies in this country, you should have no problem. However, there are a number of differences between the TV systems in different countries – particularly between Britain and the United States. Games or cartridges bought in US will not usually work here. At best, you will get a picture with poor

colour, whilst you may get a continual rolling of the picture. If the game you are thinking of buying isn't in our listings and you have never heard of the manufacturer, make sure that the cartridge is PAL (the system we use in Britain).

### WILL IT FIT?

**ATARI 2600** will accept any cartridge listed as Atari or Atari compatible, and most of the new controllers.

**INTELLIVISION** will only accept Intellivision and a very few compatible cartridges. It won't take other controllers, since its own are not removable.

**CBS/COLECOVISION** will accept any CBS Electronics cartridges and with the Atari adaptor will accept all those for that system too. The controllers are removable, but it's too soon to recommend any alternatives.

**VECTREX** will accept only Vectrex cartridges from MB Games. It works on a totally different system to the others, and it's unlikely that there will be either a converter for other games or that anyone else will make games for this system. ☐

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## WISH ALL READERS A VERY HAPPY CHRISTMAS

Who wouldn't be happy at these prices (with additional discount given to members).

|                       | Our Price | SRP     |
|-----------------------|-----------|---------|
| ATARI VCS             | £66.45    | £69.95  |
| MATTEL INTELLIVISION  | £96.99    | £99.99  |
| COLECOVISION          | £142.45   | £149.95 |
| VECTREX               | £142.45   | £149.95 |
| INTELLIVOICE UNIT     | £47.45    | £49.95  |
| STARPATH SUPERCHARGER | £38.00    | £39.95  |
| TEXAS TI99/4A         | £104.45   | £109.95 |
| VIC 20 STARTER PACK   | £142.49   | £149.99 |
| COMMODORE 64          | £217.55   | £229.00 |
| SINCLAIR SPECTRUM 16K | £94.95    | £99.95  |
| SINCLAIR SPECTRUM 48K | £123.45   | £129.45 |
| ATARI 400             | £142.29   | £149.99 |
| ATARI 800             | £284.99   | £299.99 |

Plus full range of cartridges & software for the above at very competitive prices.

HAVE FUN THIS CHRISTMAS WITH E&E!

Join us now, and enjoy all the latest games, such as : Pole Position (Atari), Solar Fox (Coleco), Zaxxon (Coleco), Fathom (Imagic), Moon Sweeper (Imagic), Solar Storm (Imagic), Thin Ice (Mattel), Super Cobra (Parker), Q-Bert (Parker), Tutenkham (Parker).

So what does it cost? Only 25p a day rental, plus an initial £10 Life Membership; no postage & packing, no hidden extras! Available now for Atari VCS, Mattel Intellivision, Philips G7000/7020, Colecovision, Atari 400/800, Vic 20 and Texas TI99/4A. For full details, send large SAE to:

E & E Enterprises Ltd (TVG), P.O. Box 8, Saltash, Cornwall, giving full details of system's owned.

P.S. Join us within 21 days of receipt of details, and a quality free gift is yours!

P.P.S. Our full Christmas price lists are available now, for both members and non-members. Big savings on SRP for all software/cartridges/consoles. Send for details.

Please send me your Christmas Price List.  
Name .....  
Address .....  
TVGX'



# THE GAME MAKERS

No fewer than 19 companies now sell cartridges for TV games consoles. Here's a guide to who makes what.

Several companies – most of which are based in the USA or Hong Kong – produce games for Atari users, and the biggest among them are now making cartridges for the Intellivision and Coleco systems. Generally speaking, the manufacturer involved pays for a licence and adapts a current arcade hit, or perhaps a film title, into a TV game. The first version of the game will usually fit the Atari system since it's the biggest seller. Later, they adapt it for other machines.

The smaller producers, especially non-American ones, don't normally worry about licences and simply copy games without permission, or so it seems. For instance, nearly every cartridge range includes a couple of games that look remarkably similar to Pac-Man or Donkey Kong.

## AVAILABILITY

Most big shops, department stores and larger branches of Boots, Dixons, Menzies, Rumbelows and WH Smiths sell a number of the 'Top 20' cartridges. You may be lucky enough to have a local specialist shop – more and more video and toy shops are now stocking TV Games.

For the biggest selection you will probably have to visit one of the larger specialist shops, or order from a mail order dealer. We've noted some likely suppliers at the end of this section. Names and addresses are on page 80.

## WHO'S WHO

We've collected a few facts and figures about the suppliers of games listed in this issue, to give you an idea of their background and the likely availability of their cartridges.

## ACTIVISION

The first of the independent cartridge suppliers for the Atari system. It was started by a group of ex-Atari programmers and held up for some time by legal action from their former masters. Generally their games are well produced with good graphics.

## APOLLO

An American company which ran into financial difficulties at home soon after they launched in Britain. Only six games were converted to PAL and, although the company has disappeared, some stocks still exist in this country. Occasionally they can still be found (especially in rental libraries) which is why we continue to list them.

## ATARI

The widest and best range of games, as you would expect from the originators of the biggest-selling system in the world. Their latest games are usually easy to find, but few shops stock more than the 'Top Ten'. Some of the earlier cartridges have been updated and replaced and a few have been withdrawn from sale.

## BOMB

An unfortunate name, but the few games available from this company are not always as bad as the name suggests. Availability is limited to a few specialist shops. The same games (with different names) are being imported from Germany under the Dynamics label.

## CBS ELECTRONICS

The software side of CBS/Ideal Games which imports the Colecovision system into the country. They have acquired some impressive Arcade licences and made very good conversions into all three TV game formats. The games are generally very good. Graphics on games for their own system are superior to those on conversions.

## COMMAVID

Small American company with a toehold in Britain. Their UK distributor, Charnwood Products, have advertised three games and promised more, but we have actually seen only one in PAL. Those we've glimpsed at American exhibitions didn't seem too bad, so they may yet make an impact here.

## DYNAMICS

A new company from Germany. They have started with a trio of games which are simply BOMB games in different packages, and one very good game which also appears under the Goliath label.

|                  | COUNTRY OF ORIGIN     | LAUNCHED - |      | CARTRIDGES REVIEWED IN THIS ISSUE |               |        |         | SEE ADDRESS LISTING FOR DETAILS      |                        |                          |
|------------------|-----------------------|------------|------|-----------------------------------|---------------|--------|---------|--------------------------------------|------------------------|--------------------------|
|                  |                       | HOME       | UK   | VCS                               | INTELLIVISION | COLECO | VECTREX | SPECIALIST RETAIL SHOPS & MAIL ORDER | TRADE WHOLESALERS      | MANUFACTURER OR IMPORTER |
| Activision       | USA                   | 1981       | 1981 | 25                                | 3             | -      | -       | ALL                                  | C3, G5, G6, L3, R1, T1 | C4                       |
| Adult Cartridges | Hong Kong             | 1982       | 1983 | -                                 | -             | -      | -       | -                                    | S2                     | S2                       |
| Apollo (Note A)  | USA                   | 1982       | 1982 | 6                                 | -             | -      | -       | E2, G2, G3, G4, S1                   | R1                     | -                        |
| Atari            | USA                   | 1977       | 1978 | 65                                | -             | -      | -       | ALL                                  | C3, G5, G6, K1, L3     | A2                       |
| BOMB             | USA                   | 1983       | 1983 | 4*                                | -             | -      | -       | M6, S1                               | S1                     | S1                       |
| CBS              | USA                   | 1982       | 1983 | 7                                 | 4             | 15     | -       | E1, E2, G1, G2, G3, K2, L1, M6, S1   | C3, G5, L3, R1, T1     | C2                       |
| Commavid         | USA                   | 1982       | 1983 | 1                                 | -             | -      | -       | M6, S1                               | -                      | C5                       |
| Dynamic          | Hong Kong via Germany | 1983       | 1983 | 4*                                | -             | -      | -       | -                                    | -                      | D2                       |
| Imagic           | USA                   | 1982       | 1982 | 12                                | 11            | -      | -       | ALL                                  | C3, G5, G6, L3, R1, T1 | H1                       |
| Goliath          | Hong Kong             | 1981       | 1983 | 24*                               | -             | -      | -       | -                                    | -                      | V5                       |
| Mattel           | USA                   | 1978       | 1978 | 4                                 | 51            | -      | -       | ALL                                  | C3, C5, L3, R1, T1     | M2                       |
| MB Games         | USA                   | 1982       | 1983 | -                                 | -             | -      | 21      | G1, G2, G7 (some), H1, L1, M6, S1    | L3*                    | M5                       |
| Parker           | USA                   | 1982       | 1982 | 9                                 | 3             | 1      | -       | ALL                                  | C3, G5, G6, L3, R1, T1 | P1                       |
| Spectra          | Hong Kong             | 1982       | 1983 | 6                                 | -             | 3      | -       | C1, E2, G1, G2, G4, L1, M4, S1       | C3, G5, L3, R1, T1     | V6                       |
| Starpath         | USA                   | 1982       | 1983 | 9†                                | -             | -      | -       | E2, M6, S1                           | S1                     | S1                       |
| Technovision     | Hong Kong             | 1983       | 1983 | 3                                 | -             | -      | -       | M6, S1                               | -                      | L1                       |
| Telesys          | USA                   | 1982       | 1983 | 5                                 | -             | -      | -       | G3, M6, S1                           | S1                     | S1                       |
| Tigervision      | USA                   | 1982       | 1983 | 2                                 | -             | -      | -       | G3, M6, S1                           | S1                     | S1                       |
| Videogems        | Hong Kong             | 1983       | 1983 | 2                                 | -             | -      | -       | S1                                   | V3                     | T2                       |
| Xonox            | USA                   | 1983       | 1983 | 1                                 | -             | -      | -       | S1                                   | -                      | K3                       |

Note A: No longer manufactured, but some stocks still available.

† with special Adaptor \*BOMB, Dynamics & Goliath may have the same games with different names.



## THE GAME MAKERS

### GOLIATH

A recent arrival, boasting no less than 24 cartridges for starters. Several of these have already been seen under other names, particularly BOMB and Dynamics and we've also recognised games from Zimag, an American brand we mentioned in our first issue but which never arrived in Britain. Some are good, but the confusion over the names could be unfortunate if you buy mail order without seeing the games first!

### IMAGIC

The second company formed by ex-Atari designers. Imported into Britain by Adam Leisure Group with the sales backing of the Hales toy company. They have achieved good distribution and their games are of high quality. Also produce the ROMscanner and a range of storage boxes.

### MATTEL

Originators of the Intellivision system and its accessories. Tended to concentrate mainly on sport games at first, but their range now includes some good adventures, arcade conversions and the best talking games available.

### MB GAMES

Part of the well-known toy company which imports the Vectrex and its cartridges. The Vectrex is designed to

prevent other manufacturers making games for it, so their own cartridges will be the only ones available. There's a good range and future cartridges look to be highly original, exploiting the unique features of the Vectrex to its fullest.

### PARKER

The long-established toy company Palitoy decided that it wanted to be in the TV game market and pounced in a big way using the Parker brand name. They don't have a large number of cartridges, but specialise in obtaining arcade licences or film tie-ups generally of great ingenuity and quality.

### SPECTRAVISION

A Hong Kong-based company producing a wide range of cartridges, controllers, computers and accessories, imported by several different distributors. Their games are mainly designed for the Atari VCS but are much cheaper than the original manufacturer's. Games and controllers are imported, primarily by Vulcan Electronics.

### STARPATH

A small American company which makes the Supercharger attachment for the Atari, enabling games to be played from ordinary audio tape cassettes instead of cartridges. Naturally, they want their tapes to be used, and no one else

has yet found out how to produce them. Their range is small but includes some excellent adventure games.

### TECHNOVISION

A Hong Kong company who have a range of computers and other electronics products, though few are available here. The few cartridges we have seen are quite good.

### TELESYS

Another small American brand with a few reasonable games. They offer a larger range in the States but they seem to be slow in reaching these shores.

### TIGERVISION

Medium-sized American producer. Only a few of their cartridges have arrived here to date. Reasonable quality.

### VIDEOGEMS

Another Hong Kong brand, to be imported by Thomas Salter, the toy company. Three so far, with more to come, perhaps for Christmas.

### XONOX

The brand name of the mighty K-Tel record group. The cartridges are made in a novel, double-ended format, and the games are original. We've seen the first, and apparently there's more to follow. Available at Woolworths and Boots. □

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'TVGX'



# SOME USEFUL ADDRESSES

You'll find Atari and Intellivision consoles and recent cartridges are widely available. Several video and electrical shops are now renting consoles and cartridges, including Radio Rentals in some parts of the country. If you can't get hold of a particular game where you usually shop, then you may have to visit a specialist shop or buy by post. But do try your local shop first - video or toy shops can all order cartridges for you. To help them, we've printed a list of trade wholesalers in the Gamemakers section. These wholesalers will not deal with members of the public, so there's no point in contacting them yourself. We have selected a few that have a wide range, or some very special items in stock, and who will accept single orders from retailers. If you can't get hold of a particular cartridge you are hunting for anywhere, then you are welcome to write to TV Gamer, enclosing a stamped, addressed envelope, and we'll do our best to help you. We've also added the names and addresses of the major manufacturers and importers, and indicated if they have a club you can join. Shopkeepers can contact them to find the details of their nearest wholesalers, too, if none of those we list is suitable. But please note that this list is not in strict alphabetical order. Later additions are simply put after any other entries already there, in order to avoid changing initials already allocated.

- A1 **ARGOS** National chain of over 300 catalogue shops. **Retail**
- A2 **ATARI** Atari International (UK) Ltd, Atari House, Railway Terrace, Slough, Berks, SL2 5BZ. **Manufacturer**
- B1 **BOOTS** National chain of over 250 shops. **Retail**
- C1 **CAMBRIDGE VIDEO CLUB** 130 High Street, Huntingdon, Cambs, Huntingdon 50363. **Retail, M/O, Club**
- C2 **CBS ELECTRONICS** Headley Road East, Woodley, Berkshire, RG5 4SG 0734 698188 **Manufacturer**
- C3 **CLYDE FACTORS (ELECTRICAL)** LTD 79 Washington Street, Glasgow G3 8BD 041-221 9844 **Wholesaler**
- C4 **CGL** Computer Games Ltd, CGL House, Goldings Hill, Loughton, Essex, IG10 2RR 01-588 5600 **Importer**
- D1 **DIXONS** 260 shops in England, Scotland and Wales. **M/O: Software**

- Express, Camera House, Cartwright Road, Stevenage, Herts SG1 4QD (0483) 69123 **Retail, M/O**
- E1 **EASY VIDEO** Games Centre, 65 Station Road, West Drayton, Middlesex, UB7 7LR West Drayton 41786 **Retail**
- E2 **E & E ENTERPRISES** PO Box 8, Saltash, Cornwall, PL12 6YU **M/O**
- G1 **GAMES CENTRE** Five shops central London, also Birmingham, Brighton and Nottingham 01-637 7911 **Retail**
- G2 **GAMES WORKSHOP** Five shops: London, Birmingham, Brighton and Nottingham. 01-637 7911 **Retail**
- G3 **GAMESTERS** Computer & Video Games, 382 Langsett Road, Sheffield, S6 2UG. 0742 336333. **Retail, M/O**
- G4 **GAMESTERS** Horton Carlyle Ltd, Masons House, 1-3 Valley Drive, Kingsbury, London NW9 9NG 01-206 0655 **M/O**
- G5 **S GOLD & SONS LTD** Gold House, 69 Flempton Road, Leyton, London E10 7NL 01-539 3600 **Wholesaler**
- G6 **G K VIDEO** Warrington Road Industrial Estate, Stephen's Way, Goose Green, Wigan. 0942 495658 **Wholesaler**
- G7 **GREENS** 65 sites in Debenhams, Clements (Watford), Browns (Chester), Harvey Nichols (London). **M/O & Club: Greenchip Club, Academy House, Trafalgar Way, Yorktown Industrial Estate, Camberley, Surrey TU15 3BN 0276 62421 Retail, M/O**
- H1 **HALES LTD** PO Box 33, Harrowbrook Road, Hinckley, Leicester LE10 3DN. 0455 61770 **Importer**
- H2 **HAMLEYS** 188-196 Regent Street, London, W1R 5DF. 01-734 3161 **Retail, M/O**
- K1 **KNICKERBOCKER TOY CO** Eskdale Road, Winnersh Triangle, Wokingham, Bucks, RG11 5LW. 0734 698514 **Wholesaler**
- K2 **KETTS** 40 shops, South East England. 0784 34488 (Egham, Surrey) **Retail**
- K3 **K-TEL RECORDS** K-Tel Records International (UK) Ltd, K-Tel House, 620 Western Avenue, London, W3. 01-992 8055 **Manufacturer**
- L1 **LIGHTNING** 108 High Street, Ruislip, Middlesex. Ruislip 35507 **Retail**
- L2 **LIGHTNING** 841 Harrow Road, London, NW10 5NH. 01-969 5255 (Enquiries), 01-969 8344 (Orders). **Wholesaler**
- M1 **MAPLIN** Shops London, Birmingham, Westcliffe. **M/O: PO Box 3, Rayleigh, Essex, SS6 8LR. 0702 554155 Catalogues available in large newsagents. Retail, M/O**
- M2 **MATTEL** Mattel Electronics (UK) Ltd, Mattel House, North End Road, Wembley, Middlesex. 01-900 0311 **Manufacturer**
- M3 **MENZIES** 110 shops countrywide. TV games in 76 of them. 031-225 8555 **Retail**
- M4 **MELRICA CLUB** 271 Stanstead Road, Bishop's Stortford, Herts. CM23 2BT. 0279 58562 **M/O, Club**
- M5 **M B GAMES** Milton Bradley Ltd, CP House, 97 Uxbridge Road, Ealing, London, W5 01-567 3030 **Manufacturer**
- M6 **MR CHIPS** 5 Creswick Walk, Malmesbury Estate, Bow, London, E3 2AQ **M/O, Club**
- O1 **ORBIT** 16 shops England and Wales. 01-387 5734 **Retail**
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- P2 **PARKER VIDEO GAMES CLUB** 28 Newman Street, London, W1P 3HA **Club**
- R1 **R & R COMPUTER GAMES** 258 Pontefract Road, Cudworth, Barnsley. 0226 710414 **Wholesaler**
- R2 **RUMBELOWS** 371 shops England and Wales. 0992 31988 (Waltham Cross) **Retail**
- S1 **SILICA SHOP** 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. 01-309 1111 **Retail, M/O, Club, Wholesaler**
- S2 **SILVER FOX** PO Box 16, Clacton on Sea, Essex. 0255 422034 **Retail, M/O Importer**
- S3 **W H SMITH** National chain of 350 shops. Electronic games centres in 120 of them. **Retail**
- T1 **TERRY BLOOD** Units 18-20 Rosevale Road, Parkhouse Industrial Estate, Newcastle-under-Lyme, Staffs. 0782 620321 (Min order £50) **Wholesaler**
- T2 **THOMAS SALTER LTD** 15 Hazel Drive, Poynton, Stockport, Cheshire, SK12 1PX 0625 878886 **Importer**
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- V1 **VIDEO PALACE** 100 Oxford Street, London, W1N 9FB. 01-637 0366 **Retail**
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- V5 **VIDEO VAULT LTD** 140 High Street West, Glossop, Derbyshire. Glossop 66555 **Wholesaler**
- V6 **VULCAN ELECTRONICS LTD** 200 Brent Street, Hendon, London NW4. 01-203 6366 **Wholesaler**
- V7 **VIDEO & COMPUTER GAMES CENTRE** 15 Fennel Street, Manchester, M4 3DU. 061-835 1055 **Retail, M/O, Club**



## YOUR COMPETITION ENTRY FORMS

There are four great competitions in this issue of TV Gamer – you'll find them on pages 33, 49, 65 and 73. You can enter one, two, three or all four but make sure you send this complete page with your name and address and let us have it by 28th February 1984. Please fill in our reader survey if you've time, even if you've sent one in before – we find the answers really useful and they help us to produce a better magazine. The competition rules are on the next page.

## TVG CHRISTMAS ISSUE QUESTIONNAIRE

We've grouped all the competition entry forms together on this page to save you postage, but with so many super competitions to go in for, there's not much room left for our questionnaire!

Although it's small, we find your answers very useful and hope that you will take the time to fill it in as well, even if you have sent one in before. We will put all the completed forms received before the next issue into a hat and pick a winner who will get a free subscription.

Name .....

Address .....

.....

Postcode .....

Which ITV station do you receive?

Are you Male/Female? Married/Single?

Are you at school/college/unemployed/  
at work? .....

Your age? If under 18, please be exact  
..... 18-24 ( ) 25-34 ( ) 35 & over ( )

What is the occupation of the head of your household? .....  
(If retired, please state the last job before retirement)

How many issues of TV Gamer have you bought? .....

Do you read any other games or computer magazines? If so, which?

*continued over the page...*

## COLECOVISION COMPETITION (page 65)

I have made  words (minimum 4 letters) from the word COLECOVISION and I've listed them, with my name, on a separate sheet attached to this form (no foreign, plural or slang words and no proper names). Now, complete this sentence with a maximum of ten words:

"Equipped with a Colecovision and Adam computer I'd

Name .....

Address .....

Postcode .....

## ACTIVISION COMPETITION (page 49)

The 24 Activision cartridge names in the Word Search Grid are:

[illegible]

Now, complete this sentence with a maximum of ten words:  
"Video games by Activision give extra fun value because

Name .....

Address .....

Postcode .....

## INTELLIVISION COMPETITION (page 33)

My caption for the Burger Time characters are as follows:

THE CHEF .....

HOT DOG 1 .....

HOT DOG 2 .....

HOT DOG 3 .....

EGG .....

(maximum 8 words per caption)

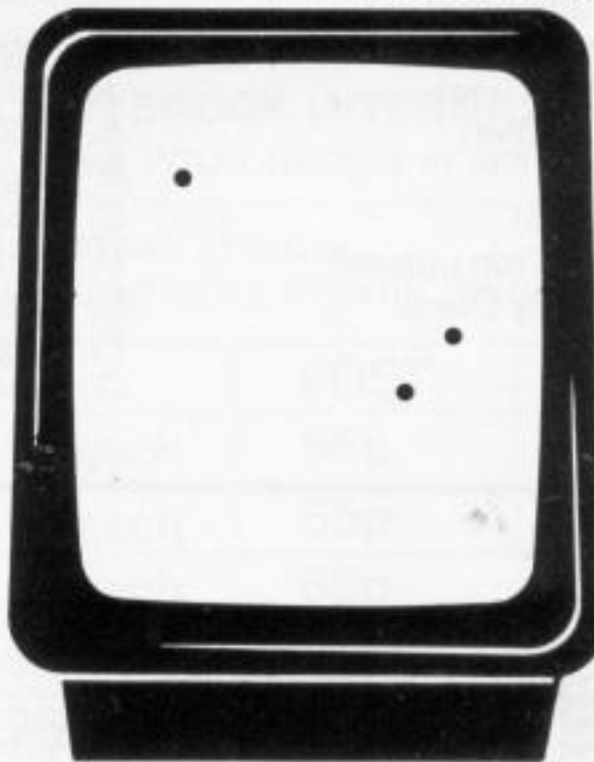
Name .....

Address .....

Postcode .....

## VECTREX COMPETITION (page 73)

Sketch your dot and line design on to the 'screen' below, using a maximum of 20 dots in addition to those already plotted.

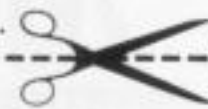


Name .....

Address .....

Postcode ..... 9

Now please complete the reader survey.  
POST THIS COMPLETE PAGE TO TV GAMER, 187 OXFORD STREET, LONDON, W1R 1AJ.





TVG CHRISTMAS ISSUE  
QUESTIONNAIRE CONTD...

YOUR GAMES SYSTEM

Please ring round the system you use most, and underline any others you have.

ATARI VCS INTELLIVISION

VECTREX COLECO

Please tell us about any recent changes to your games system.

Did you buy, rent, get given or sell any hardware, accessories or cartridges during the last month? If so, would you please tell us what, and

whether it was new or second hand, bought or rented. ....

What is your favourite TV game? .....

GAME ARCADES

How many visits have you paid to Game Arcades during the last month? .....

What is your favourite Arcade game? .....

Thanks for your help. Please return this form to TV Gamer, 187 Oxford Street, London, W1R 1AJ.

SPECIAL OFFER

TV GAMER will be monthly from the next issue. We'll be covering games for computers as well as video games. How easy and enjoyable are computers to use? What are they like to play games on? Can you enjoy gaming without the chore of learning Basic? As a special offer we'll send you the next 12 issues of TV Gamer for only £10.20, (UK only).

Yes, I'd like the next 12 issues:

NAME .....  
ADDRESS .....

TV Gamer, 187 Oxford St, London, W1R 1AJ.

COMPETITION RULES

1. All entries received by the closing date, February, 28, 1984, will be examined and correct entries will be judged by the Editor and a representative of the company donating the prize.
2. Prizes will be awarded as follows:  
ACTIVISION COMPETITION. Five correct

answers, with the most apt answers to the tie-breaker taken into account if necessary.

CBS/COLECOVISION COMPETITION.

The five entries with the largest number of acceptable words, with the most apt answers to the tie-breaker taken into account if necessary.

INTELLIVISION COMPETITION. The five entries the judges find the most appropriate and amusing.

VECTREX COMPETITION. The entry the judges think is the most imaginative.

3. Prizewinners will be advised by post, and details will be published in a forthcoming issue of TV Gamer.
4. All entries must be made on forms cut from TV Gamer, and photocopies are not acceptable.
5. All prizes are to UK standards, and servicing cannot be guaranteed overseas.
6. The Editor's decision is final.

QUIZ ANSWERS

PICTURE

1. Pitfall Harry (Pitfall)
2. Hamburger (Burger Time)
3. Ghost (Pac-Man)
4. Phoenix Bird (Phoenix)
5. Pac-Man (Pac-Man)
6. Hot Dog (Burger Time)
7. Robot (Night Stalker)
8. Smurf (Smurf)
9. Dracula (Dracula)
10. Recogniser (all Tron games)
11. Tron (Tron Deadly Discs)
12. Winky (Venture)
13. Q\*Bert (Q\*Bert)

14. Duck (Carnival)
15. Spacecopter (Vanguard)
16. Spider (Spider Fighter or Smurf)

There were also two other Pac-Men and a Mystery Space ship pictured just to confuse you.

SYMBOLS

The symbols were from the following games:

- A. Phoenix
- B. Megamania
- C. Donkey Kong
- D. Venture
- E. Empire Strikes Back
- F. Space Invaders
- G. Pac-Man

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**Merry Christmas to all Gamers**

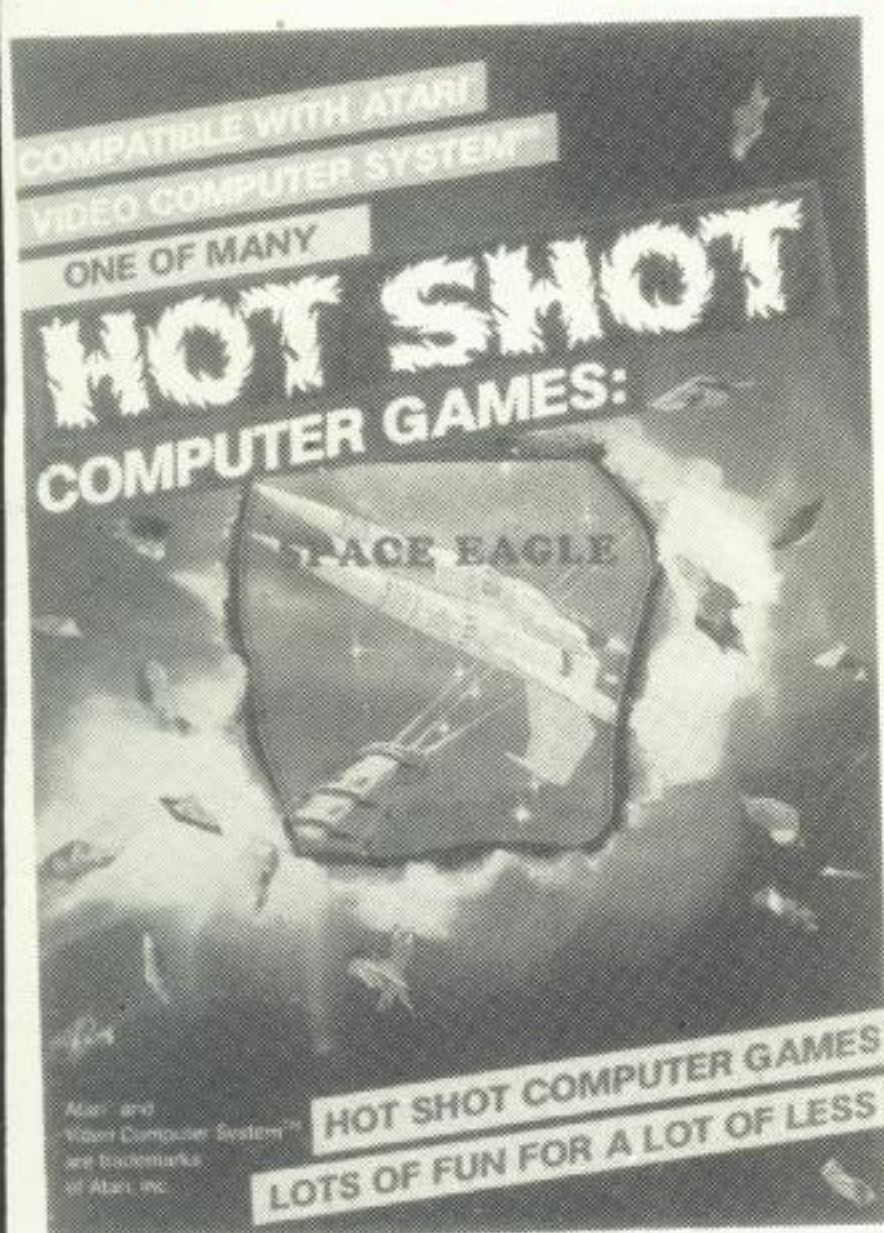


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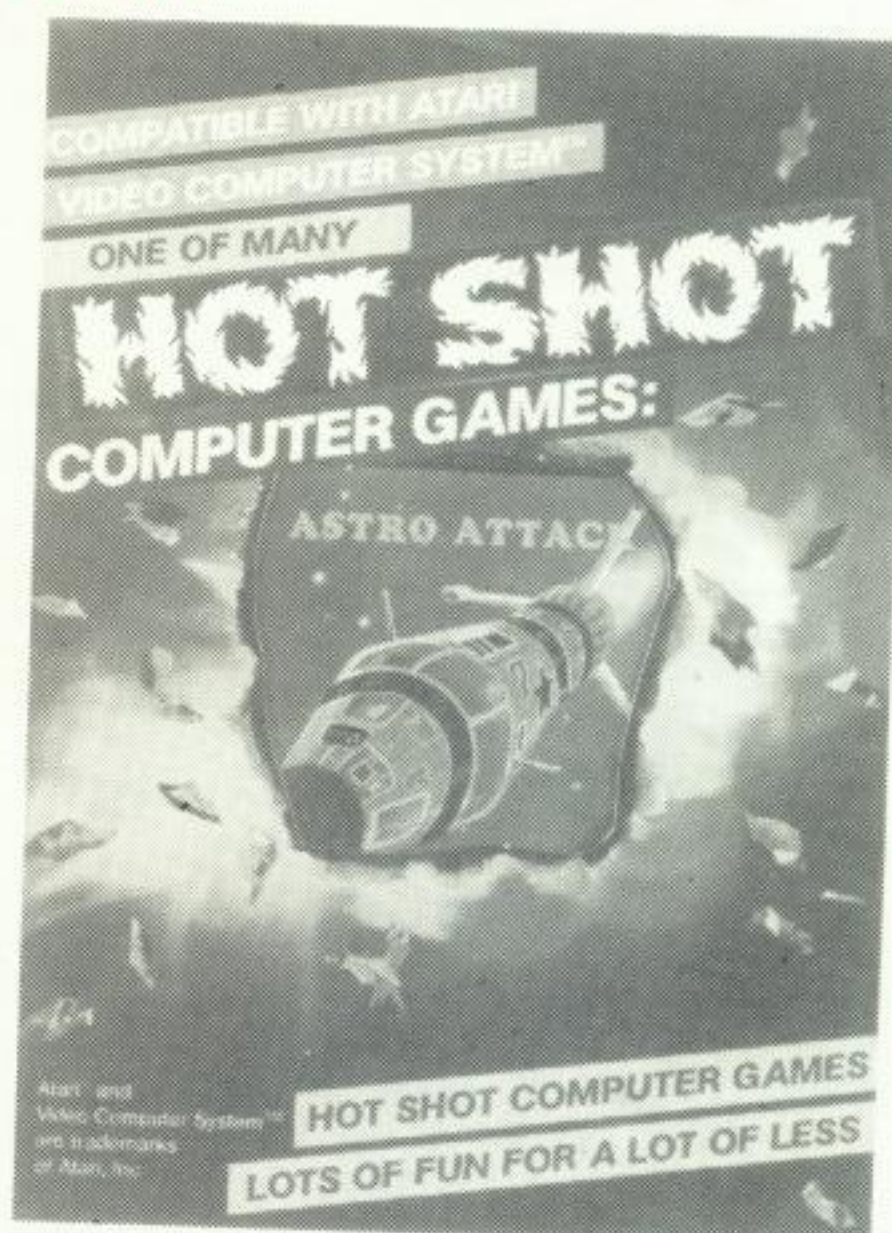
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entire joystick firmly on any surface. It also comes with a long cord.

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