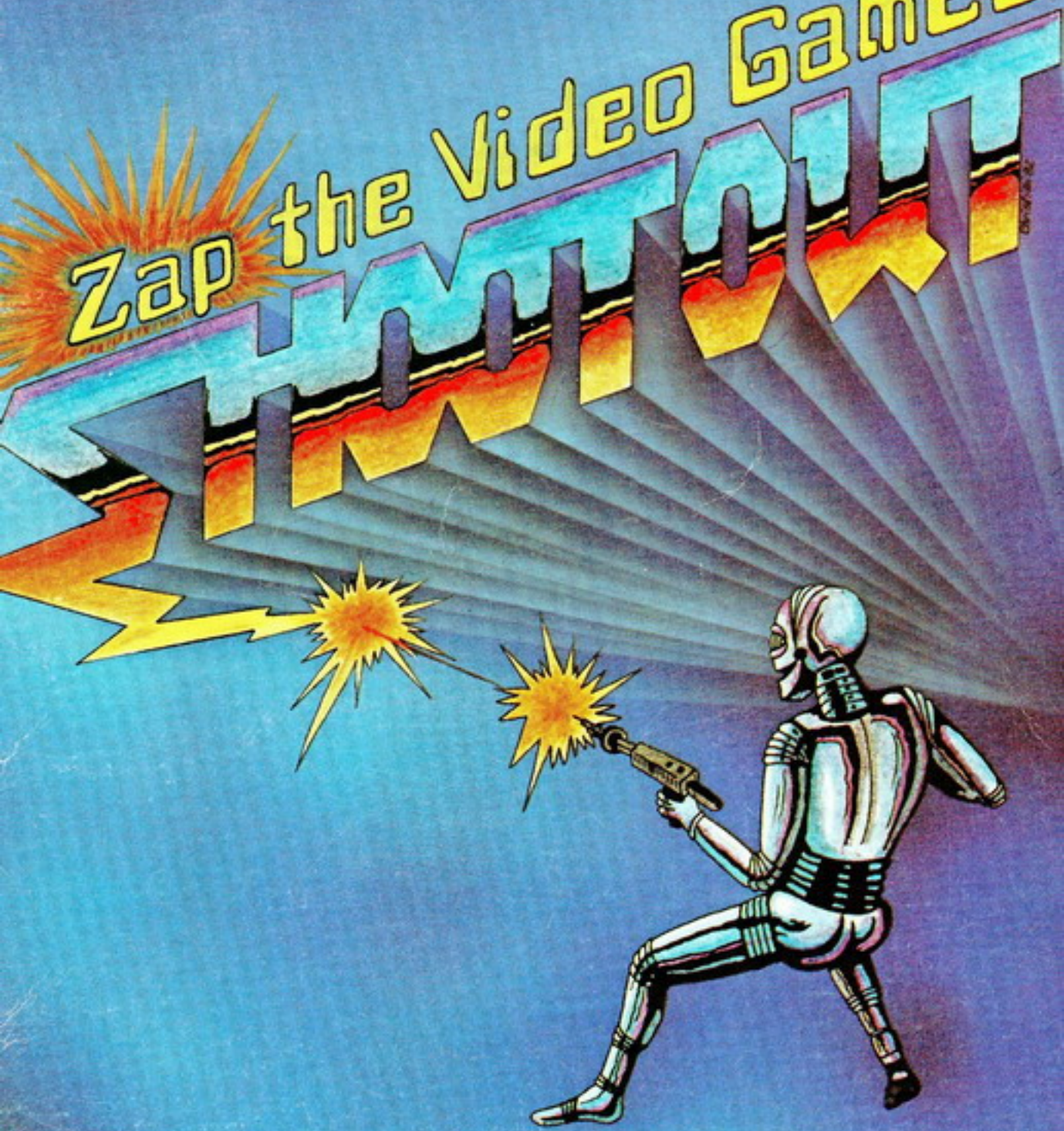


Zap the Video Games



By: Scott Miller and George Broussard

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DEDICATION

We would like to dedicate this book to "The Twilight Zone," a game room in Garland, Texas, where the idea for this book was born. Special thanks go to Charlie Crane, owner of "The Twilight Zone." He believed in us, encouraged us and made available all the resources of his company to assist us in writing this book. We also wish to thank our parents for their support and encouragement.

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LEARN TO PLAY LIKE A CHAMPION

Have you ever been hit on the head by a flower pot while you were climbing a building, gobbled up by a ghost-like monster, pounced on by a spider, shot down by an anti-aircraft missile, run over by a bus, egged by a passing bird, shocked by live wires, lost in a black hole, skewered on a spike, rammed by an asteroid, atomized ... lasered ... shattered ... disintegrated or wiped out by a blitzkrieg of bombs?

If some of these crises ring a bell, you're just one of a group of millions who play video games.

This book solves problems for all game players, but it is written simple enough for grade school students to understand. It is for the beginners who just can't get their money's worth and for the advanced players who would like to expand their playing technique to other games. It is a proven fact that almost all games can be played longer than the manufacturers thought possible, and this book shows you how!

Not all video games can be easily beaten by the use of simple tricks, however. Some merely require that you learn an easy-to-follow strategy that has to be repeated over and over again. Once a pattern is established, you need only to practice it continually in order to achieve great scores. Wouldn't it be rewarding to have someone place a quarter on a game as you were playing, only to have him finally walk away saying, "He's gonna be there FOREVER," as he realizes you still have 75 extra ships left and are in no danger of losing them all? He knows a champion when he sees one.

BECOME A WINNER

Video games are the most incredible phenomena to hit the market since the Hula Hoop! Suddenly, America has been captivated by this new craze that's sweeping the country. And now you can enjoy it to the fullest extent. **YOU CAN WIN!** Consider the following:

Have you ever seen someone roll over the point counter on Asteroids while you stand watching in amazement? Or maybe you've observed someone playing Armor Attack with 35 extra jeeps. Have you ever been part of a crowd that was witnessing a 12-year-old kid score one million points on Pac-Man? Maybe you only got 14,000 points on Phoenix, humiliated because the high score was 250,000. Has it ever bothered you to see someone playing Space Invaders, hitting the flying saucer every single time it was worth the full 300 points?

None of this was accomplished by luck. It took knowledge and skill. Knowing the tricks to beat a game will let you play it much longer. That's why this book is important to you. It teaches the strategies and tricks you need to become good at any game that is listed.

Don't just play.

Win!

That's what it's all about.

POINTS OF INTEREST

Other information about the games is explained below.

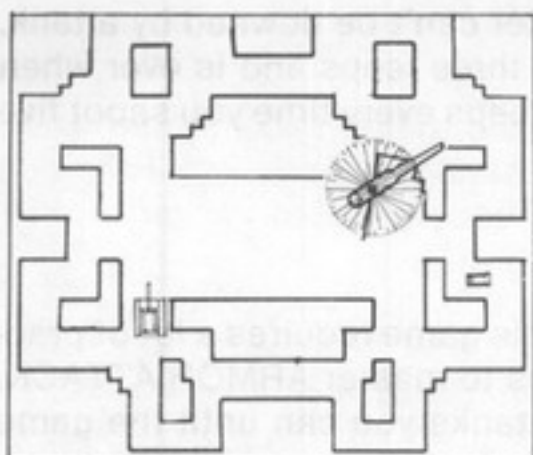
Manufacturer	Who makes the game.
Maximum players	The most that can play at one time.
Score rollover	When your score flips back to zero.
Sign name	If you can sign your name on your score.
Permanent memory	If the game will store scores after the power is cut off.
Color	The employment of any color graphics.
Type graphics	Whether the game uses a raster scan or a X-Y type monitor.
Speech	Whether the game talks.

RATING THE GAMES

A rating system has been devised by the two authors who have 16 years of game playing experience between them. Ratings are given on a 1-10 scale, where 10 is excellent and 1 is very poor. The games are rated in the following areas:

- | | |
|---------------|---|
| Originality | It pertains to what was available before this game came out on the market. (This does not include sequels.) |
| Addictiveness | This rates the enjoyment and popularity of the game. |
| Graphics | It focuses on the visual effects employed and determines if they are adequate to fit the game. |
| Sound | It gives an idea on how extensive the sound is and how it helps to play the game. |
| Controls | This rates how well the controls are made, if they are positioned properly, and if they are right for the game. |
| Overall | It gives you a rough average of the above ratings. |

Also included for every game is a Master's Score. Hence, the reader may rate himself or herself against an established standard of excellence. If you achieve or surpass the score, you can be considered to have mastered the game. The authors scores are also included.



ARMOR ATTACK™

Manufacturer - CINEMATRONICS

Maximum Players - two

Score rollover - 41,000

Sign name - no

Permanent memory - no

Color - no (overlay on screen)

Type graphics - X-Y monitor

Speech - no

CONTROLS

Left and right turn, thrust and fire.

SCORING

Tank bodies are worth 20 points, and 30 points, plus bonus points, and helicopters 100 points. Helicopters also increase the bonus by 10 points or awards an extra jeep and resets the bonus at zero.

GENERAL DESCRIPTION

ARMOR ATTACK is a one or two-player game, (if two players, both play at the same time) where you are in command of a jeep. The setting is a village with various shaped buildings for you to move between. The game starts with a slow tank appearing randomly at the edge of the screen. Its turret is always trying to point straight at your jeep, and as the game progresses, it can do so much faster and more accurately. Your job is to patrol the village and rid it of the enemy tanks without being shot yourself. This is done by hiding behind buildings and shooting the tanks as they roll around the corner. You can also quickly move behind a tank and destroy it before it has time to aim at you. Also, about every 7-10 seconds, a helicopter will come out and try to spoil your day. Helicopters are more dangerous because they fire faster and will track you down more quickly. Helicopters fly over the buildings in their pursuit of you, but they cannot fire through them. If a tank gets in the way of a helicopter

it will be shot. However, a helicopter can't be downed by a tank. The game begins with you having three jeeps and is over when you have none left. You earn extra jeeps every time you shoot five helicopters.

STRATEGIES

The best proven way to beat this game requires a lot of practice, but it is worth the time it takes to master ARMOR ATTACK. This is how to play. Shoot all the tanks you can until the game becomes too difficult. At this point don't fire on any more tanks unless you are trapped. Your main objective is to knock down helicopters. Just let the tank go while you concentrate on helicopters. The tank will pursue you, so you must run away from it and find a safe place from which to shoot the helicopters. The best ambush areas are shown in figure 1. Aim the direction of the arrows and fire constantly. When a helicopter appears, turn toward it and fire rapidly. After it is destroyed, lead the tank away and return to one of your hiding places. When you lead a tank somewhere, you must do so quickly and then find a safe spot to wait for another helicopter.

SECRETS AND TRICKS

- When you shoot a helicopter, try to leave a small gap between your jeep and the wall. This makes your chances of killing it far better.
- Tanks and helicopters can have only one shot in the air at a time while you can have two.
- As long as there are three tanks on the screen, no helicopters will attack.
- About every one hundredth game, a random tank will abruptly leave the screen.

RATINGS

Originality	8
Addictiveness	6
Graphics	10
Sound	10
Controls	10
Overall	9

SCORES

Masters score - 15,000 (This is for a single player game.)
Authors score - 60,000 with 80 extra jeeps saved.

CONCLUSION

ARMOR ATTACK is definitely the best tank game available. It does have one small problem, however. The overlay on some games does not match with what the computer sees. This makes those games very difficult to play.

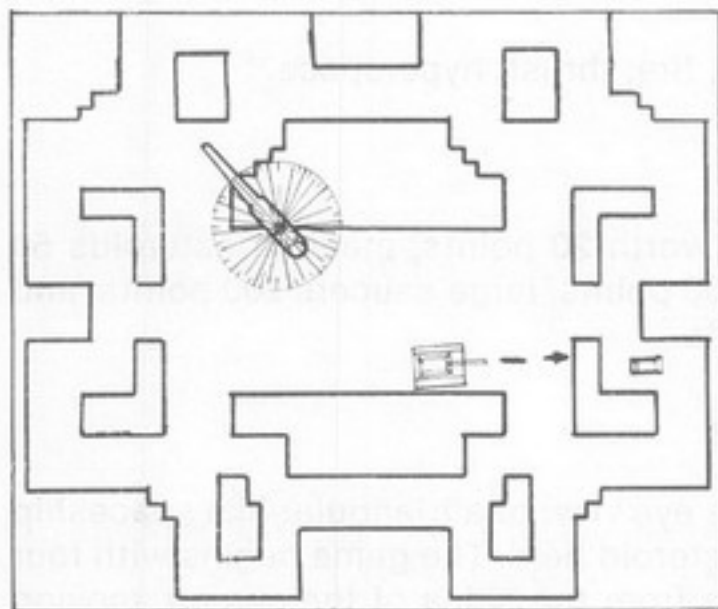
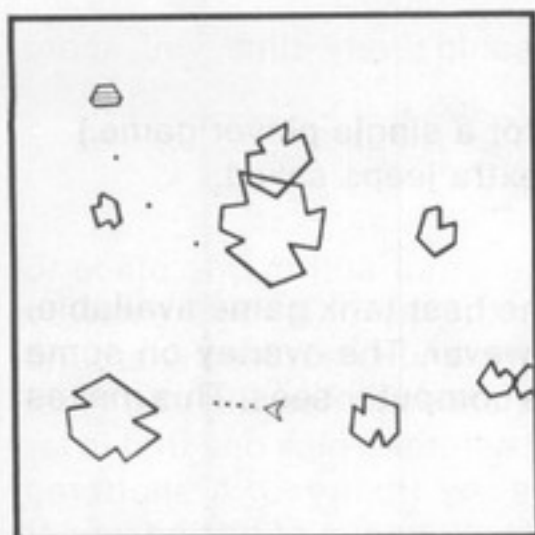


fig. 1



ASTEROIDS™

Manufacturer - ATARI

Maximum players - two (alternate)

Score rollover - 100,000

Initials - yes

Permanent memory - no

Color - no

Graphics - X/Y monitor

Speech - no

CONTROLS

Left and right rotate, fire, thrust, hyperspace.

SCORING

Large asteroids are worth 20 points, medium asteroids 50 points, small asteroids 100 points, large saucers 200 points, and small saucers 1,000 points.

GENERAL DESCRIPTION

The format is a bird's eye view of a triangular-like spaceship surrounded in a deadly asteroid field. The game begins with four large asteroids drifting in from the sides of the screen, moving toward the middle of the screen where you are located. When you hit a large asteroid, it divides into two medium-sized asteroids. When one of them is shot, it in turn splits into two small-sized 100-point asteroids. When one of them is struck, it disappears from the screen altogether. At any time during the course of the game, a flying saucer may enter the screen from either side and try to destroy you. Each time you wipe out an entire set of asteroids, two more large asteroids are added to the starting number of four. The adding stops when twelve large asteroids crowd onto the screen to threaten you. At any time during the game, you may find it difficult to remain where you are and feel like you must escape. You have two controls at your disposal to help you. There is THRUST which moves you forward and HYPERSPACE which transports you to another area of the

screen. You receive a bonus spaceship every time you score 10,000 points.

STRATEGIES

To start out on the right foot, never sit still in one place to fire at approaching asteroids. Stay on the move! If you are new to the game, tap the thrust button lightly, and coast slowly around the screen. You can work up to faster speeds later. But don't just sit there! If you are going to fire at an asteroid, pick one that is far away, or shoot one that is moving away from you. A shattered piece of the asteroid will then have less chance of hitting you. If you wait until the asteroid is on top of you to fire, the odds are much greater that a piece will strike you. If you choose to use hyperspace, come out of it firing (providing it doesn't blow you up) since the machine has a nasty habit of placing you in front of an oncoming asteroid. The next strategy has been around since the first couple of weeks that the game was released. It is the most guaranteed way to gain points, and it has been called "ship hunting." Once you have mastered this technique, it is possible to build up more than one hundred bonus spaceships, infuriating the local game-room operators. The first step is to clear out an entire set of asteroids, except one (its size doesn't matter). Head toward the middle of the screen and begin moving vertically in the center of it. Whenever a saucer comes out, turn sideways facing the saucer and also letting off the thrust and fire at it. If you miss, continue vertically and try to shoot the saucer again. Don't ever get directly under the saucers; that gives them a better chance of shooting you. You will have to start the procedure fairly early in the set of asteroids because the saucers will start coming out when there are about 10-15 asteroids left. This, in our opinion, is the toughest part of the game to master. You have to be a twentieth-century Han Solo to maneuver around the asteroids while you're blasting them out of your path. You always have to keep an eye on your asteroids so you won't run into any of them.

SECRETS AND TRICKS

- The game reaches maximum difficulty at about 40,000 points.

- The large saucer fires random shots and the small one does not.
- Always approach saucers from the side when you are trying to shoot them. Never come at them straight on.
- The screen can hold around 55 bonus ships before they go off the edge of the screen.

RATINGS

Originality	10
Graphics	10
Sound	10
Addictiveness	10
Controls	10
Overall	10

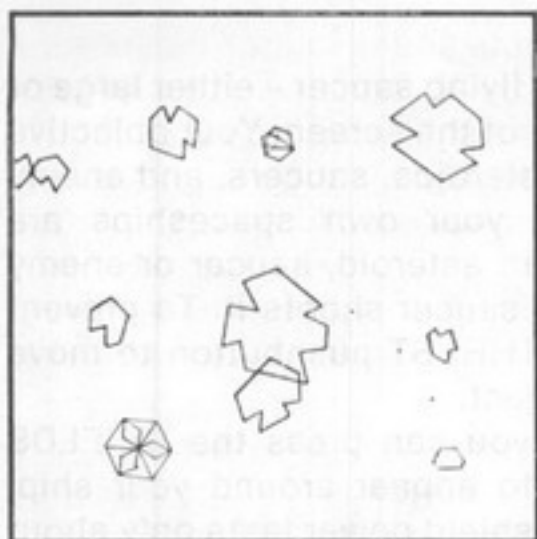
SCORES

Masters score - 500,000 points (quitting with 5 ships).

Authors score - 7,000,000 points (quitting with 200 ships).

CONCLUSION

This game is our personal favorite. It is probably the most popular video game to ever hit the market, really boosting the video game craze in America.



ASTEROIDS DELUXE™

Manufacturer - ATARI
Maximum players - two (alternate)
Score rollover - 1,000,000
Initials - yes
Permanent memory - yes (top three)
Color - no (overlay)
Graphics - X-Y monitor
Speech - no

CONTROLS

Rotate left, rotate right, fire, thrust, shields.

SCORING

Large asteroids are worth 20 points, medium asteroids 50 points, small asteroids 100 points, Death Stars (hexagon part) 50 points, Death Stars (diamond part) 100 points, Death Stars (triangular part) 200 points, large alien spaceships 200 points, and small alien spaceships 1,000 points.

GENERAL DESCRIPTION

Six large asteroids appear and drift in from the outer edges of the display. By pressing the ROTATE LEFT and ROTATE RIGHT push buttons on the control panel, the player can aim a spaceship toward any of the asteroids. The player uses the FIRE pushbutton to shoot at the asteroids, as well as at other objects.

When shot, each large asteroid divides into two medium-sized asteroids. Medium-sized asteroids, when hit, split into two small-sized asteroids. The smallest asteroid, when struck, disappears from the game. In addition to asteroids, you can score points by destroying the various enemy ships. The hexagon-shaped Death Stars start coming out in the second set of asteroids. When hit, the large ship breaks into three diamond shapes. These medium-sized enemy diamonds, when shot, break up into two small triangular pieces which disappear whenever

you hit them.

At any time during the game, a flying saucer -- either large or small -- may appear from either side of the screen. Your objective is to shoot and destroy as many asteroids, saucers, and enemy ships as possible before all of your own spaceships are destroyed. A ship is wiped out if an asteroid, saucer or enemy ship smashes into it, or if a flying saucer shoots it. To prevent losing a ship, you may press the THRUST pushbutton to move out of the path of an oncoming object.

As an emergency maneuver, you can press the SHIELDS pushbutton, causing an octagon to appear around your ship, protecting it from all enemies. The shield power lasts only about 10 seconds, but it is renewed with each ship. The amount of shielding power available is shown by the brightness of the octagon. When it becomes dim, you know you have almost exhausted your power.

You receive a bonus spaceship at every 10,000 points (operator adjustable).

STRATEGIES

First of all, it is impossible to hunt the little saucers as you can in ASTEROIDS, for each saucer takes more and more of your remaining shields until, at last, you are out. Then they will shoot you down without mercy. The best way to hit them is to take aim on the saucer, leading it a little, then fire at it. Remember to put on your shields every time the saucer fires a shot, or else you are a goner. The saucers shoot fast, accurate, and from both sides of the screen. So watch out!

The Death Stars begin appearing in the second set of asteroids, when there are about 5 of the original asteroids left on the screen. Your shot - or a saucer's shot - can break open a Death Star, or either you can destroy the Death Star by running into it. When the Star has been broken open, it comes directly after you. The best way to shoot it is to travel in the same manner and direction as you do in ASTEROIDS while hunting saucers (vertically and in the middle of the screen). The Death Stars will follow closely behind, trying to catch you. Just turn to face them, using no thrust at all and fire a round of shots into the middle of them. (figure 1) Turn around quickly and hit full thrust to get away. The Stars will break off and try to catch you from both the top and the bottom of the screen, so be careful. A saucer always

comes out onto the screen during this action and there is no way to prevent it. Simply use the same technique as you did in the Asteroids ship-hunting strategy to shoot them. There is one difference, however. You must keep your shields on as you approach the saucer, and only let off when the time comes to shoot at it. If a ship comes out while you are in the middle of battling Death Stars, keep that shield on or it will shoot you so fast it will make your head spin. Also keep your thrust on full blast to keep the Death Stars from running into you. When they hit you, they bump you across the screen and take away ninety percent of your shields. This game takes so much practice, skill, and coordination that it is almost unfair. All you can do is diligently stay with it and try your hardest. You can win at ASTEROIDS DELUXE. In fact, it becomes easy once you get used to the game.

SECRETS AND TRICKS

- The big saucer is every bit as deadly and as accurate as the little saucer.
- The Death Stars will run off of the screen after they spend thirty seconds and still can't catch you. CAUTION: The new set of asteroids will appear almost immediately after the Death Stars disappear from the screen.
- Death Stars will keep appearing (after you destroy one) if there are three or more asteroids left on the screen.
- There is an easier model of ASTEROIDS DELUXE out now. It has four, instead of six asteroids in the first set. The Death Stars appear in the first set of asteroids and keep appearing until there is only one asteroid left on the screen. The game is easier and the Death Stars are slower until the score reaches 75,000, then it becomes exactly like the other deluxe game.
- Both games reach maximum difficulty at around 75,000 points.

RATINGS

Originality	9
Addictiveness	8
Graphics	9
Sound	8
Controls	10

Overall 8

SCORES

Masters score - 125,000 points (hard model).

Authors score - 223,000 points (hard model).

CONCLUSION

This is a very difficult game to master, and there are no real tricks to beat it. Not too many people we knew who played ASTEROIDS actually played this game. We believe it was too tough for them. We still think it is one of ATARI's best games and are glad we stuck with it.

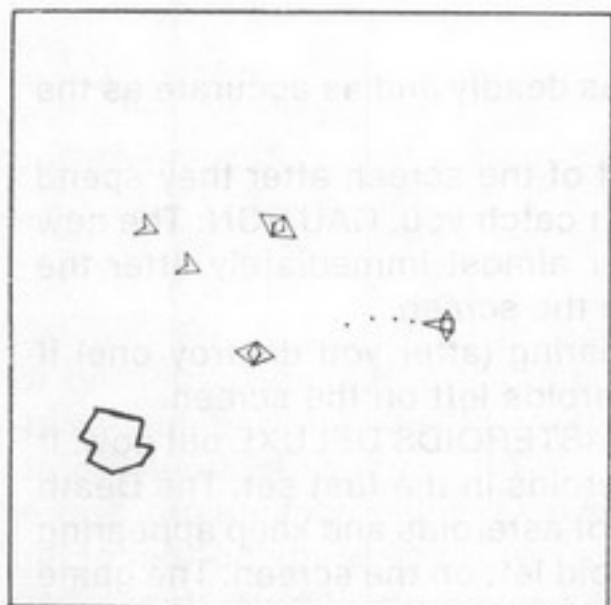
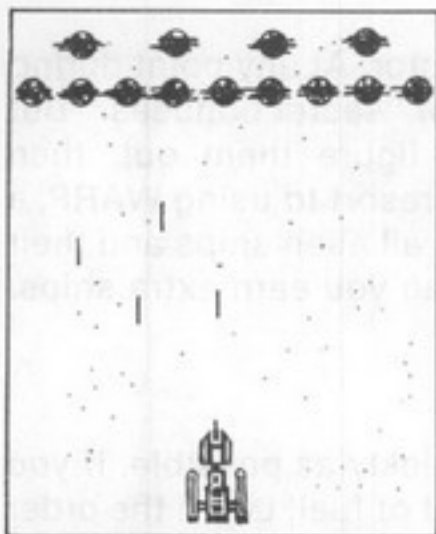


fig. 1



ASTRO BLASTER™

Manufacturer - GREMLIN/SEGA
Maximum players - two (alternate)
Score rollover - 100,000
Initials - yes
Permanent memory - no
Color - yes
Graphics - raster scan
Speech - yes

CONTROLS

Fire, left/right, warp.

SCORING

Asteroids are worth 100 points. Fireballs provide extra fuel and enemy ships are worth 50 - 250 points, depending on size and speed.

GENERAL DESCRIPTION

ASTRO BLASTER is a game where you are permitted to move left or right across the bottom of the screen and destroy attacking aliens. There are eight sectors, each with about five attacking alien forces, an asteroid field, and a docking procedure. There is a fuel and laser temperature gauge at the bottom of the screen that gives you a constant update of their status. When your fuel gets too low, a voice says, "Fuel status marginal." A little later - if you have acquired no additional fuel - the same voice says, "Fuel status critical." You then have only a short time before you run out of fuel and the game is over. If you fire too fast for too long, your laser will overheat and be rendered inoperational for a short time. The object is to deplete as many sectors of aliens as you can before you finally run out of fuel or lose all your ships. At the end of each sector, you must travel through an asteroid field where you can hit a fire ball and be rewarded with extra fuel. These are your only opportunities to earn extra fuel during the game. Once you complete your daring run through the asteroid field, you must dock with the mother ship to receive re-

fueling before venturing into the next sector. At any point during the game, you can earn extra points off of "secret bonuses." But these are unknown and you have to figure them out, then remember them. Once per ship, you can resort to using WARP, a movement that slows down the action of all alien ships and their missiles. At no time during this game can you earn extra ships.

STRATEGIES

Try to hit the attacking aliens as quickly as possible. If you take too long, you will end up running out of fuel. Learn the order in which aliens come in to attack you, thus eliminating many sneak attacks. As in GALAXIAN, this game takes the basic skills of coordination and timing. Primarily, it is nothing more than a glorified SPACE INVADERS game. Use the secret bonuses as frequently as possible because they can almost double your final score. The only place in a sector where you should use warp is on the aliens that move horizontally across the screen. These are by far harder than any others. Don't get panicky with your laser, or it will overheat on you. Use consistent firing, not frantic firing. While you are in the asteroid field, try to position yourself in the middle of the screen. Then when you dock, if you don't move the ship and the dock is successful, you receive a secret bonus of 400 - 1500 points. The ship will move by itself, so you don't have to touch the controls.

SECRETS AND TRICKS

- Hit the horizontal aliens before they can reach the right side of the screen and you will receive a secret bonus. Hit them without missing, and you get another bonus added to the previous one.
- If you let your fuel status become critical, you will receive double points for everything.
- When you dock, if you are all the way to the left or right of the docking port (scraping the arms), you will receive 1,500 points.
- While traversing the asteroid field, we try and let our fuel become critical so we can double the secret bonus for 3,000 points.
- You will receive a bonus for hitting any alien group without once missing. You can get another for hitting them in order.

- If you hit the amoebas (in sector 4, see conclusion) in the proper order, you will get 2,000 points. Hit the left one first when they appear at the top of the screen, then shoot the rest as you see them.

RATINGS

Originality	6
Addictiveness	8
Graphics	10
Sound	9
Controls	10
Overall	8

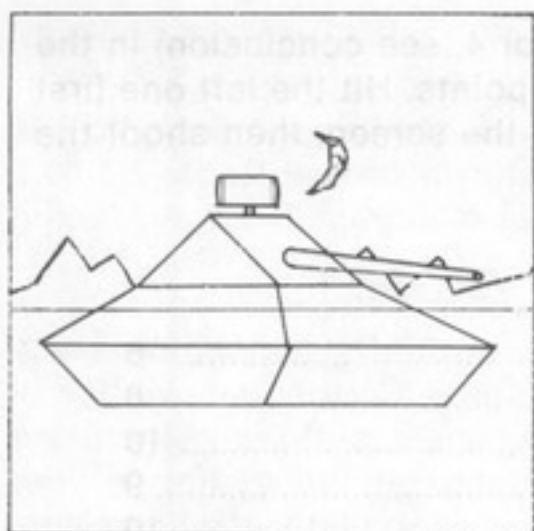
SCORES

Masters score - 40,000 points.

Authors score - 80,000 points.

CONCLUSION

Overall, this game is pretty good. But it is a hard one to master. However, it does become easier once you excel at the strategy. This is one of GREMLIN/SEGA's best games, and it also has the best speech of any game currently available, even though it has been out for a couple of years. Our only complaint is that there are about four different ASTRO BLASTERS out (all by GREMLIN/SEGA), and all have different programs. The sectors are different from game to game.



BATTLE ZONE™

Manufacturer - ATARI
Maximum players - one
Score rollover - 10,000,000
Sign name - yes
Permanent memory - no
Color - no
Type graphics - X/Y monitor
Speech - no

CONTROLS

Two joysticks (one for right tread and one for left), and a fire button on the right stick.

SCORING

Slow tanks are worth 1,000 points, super tanks 3,000 points, missiles 2,000 points, and saucers 5,000 points.

GENERAL DESCRIPTION

BATTLE ZONE is a one-player game depicting a first-person view from inside a tank. The setting is an endless valley surrounded by mountains and volcanoes. The floor of the valley contains pyramids and boxes. These objects cannot be destroyed; therefore, they are useful to hide behind. As many as two saucers roam randomly around the valley. They are completely harmless, on the screen to distract you only.

You have three enemies, They are as follows:

- Slow tank - this one has exactly the same configurations as your tank.
- Super tank - this one moves twice as fast as your tank.
- Missiles - these appear from the sky and in front of you.

Missiles try to ram you and are quite difficult to evade. And you can earn a maximum of two bonus tanks per game.

STRATEGIES

SCORES

BATTLE ZONE has two displays, the Big Screen and the Radar Screen. The Big Screen is shown on the Radar Screen, located between the two angled lines. Your tank is always facing up on the Radar Screen.

When an enemy appears, maneuver it so that it appears on the Big Screen. You should advance toward the opposition, keeping it on the very edge of your Big Screen. Continue moving until you bump the tank. Now reverse for one second, and then turn toward it. When the enemy is situated at the center of your sights, fire. While you are turning toward the tank, it will be turning at you, so you have to be quick. This method works on any tank. When a missile appears, hide behind objects and aim out to one side in order to shoot them. If there are no objects within reach, back up immediately and fire at the missile as it gets closer.

SECRETS AND TRICKS

- You can only have one shot in the air at a time. If you fire and miss everything, it takes three seconds before you can shoot again.
- You have two chances to hit missiles if you are moving backwards. Fire one shot--a luck shot--when they land. If that one misses, you can still fire again before it hits you.
- At around 750,000 points, slow tanks come out to harrass you for the remainder of the game.
- Listen for the sound of tanks shooting at you. This will assist you while you are turning toward them. Never sit in one place when you hear that sound or you will be knocked out.

RATINGS

Originality	8
Addictiveness	6
Graphics	10
Sound	8
Controls	9
Overall	8

SCORES

Masters score - 300,000.

Authors score - 1,500,000

CONCLUSION

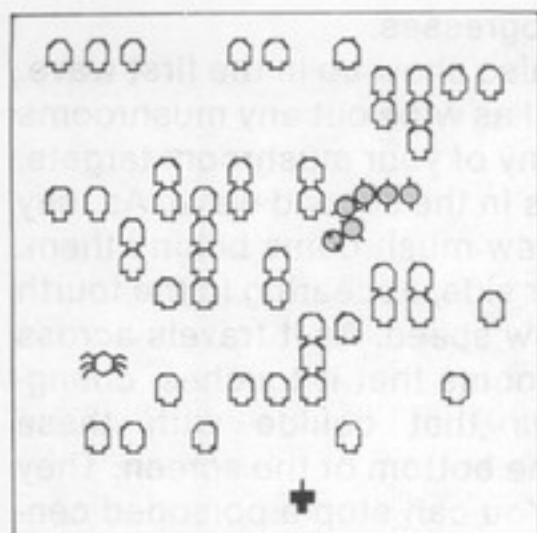
BATTLE ZONE is a very well designed game. The action is a little too slow, however, and many people are not able to score high enough to want to continue playing the game.

SECRETS AND TRICKS

- * You can only have one shot in the air at a time. If you fire and miss everything, it takes three seconds before you can shoot again.
- * You have two chances to hit missiles if you are moving backwards. Five seconds after you shoot, when they land, if that one misses, you can still fire again before it hits you.
- * At around 180,000 points, slow tanks come out to harass you for the remainder of the game.
- * Listen for the sound of tanks shooting at you. This will assist you while you are turning toward them. However, all in one place when you hear that sound, or you will be knocked out.

RATINGS

Originality	8
Addictiveness	8
Graphics	10
Sound	8
Controls	9
Overall	8



CENTIPEDE™

Manufacturer - ATARI

Maximum players - two (alternate)

Score rollover - 1,000,000

Initials - yes

Permanent memory - no

Color - yes

Graphics - raster scan

Speech - no

CONTROLS

Fire button, Mini - Trak Ball.

SCORING

Mushrooms are worth 1 point, centipede body parts 10 points, centipede heads (with small eyes in them) 100 points, fleas 200 points, spiders 300, 600, or 900 points, scorpions 1,000 points, poisoned mushrooms 5 points, and all partially-shot mushrooms 1 point when shooter is destroyed.

GENERAL DESCRIPTION

The game begins with a playing field of randomly-placed mushrooms. A centipede starts snaking its way across, moving from the center top of the screen. The centipede changes directions when it runs into a mushroom or hits either the left or right boundaries of the playing field.

When a centipede is shot, it breaks into two smaller ones, each having a head. In addition, that part of the centipede which was shot leaves behind a mushroom in its place on the screen. When any centipedes reach the bottom of the screen, they start crawling back up, but remain within the area of your shooter, situated across the bottom fifth of the screen.

When a large centipede--one that hasn't been hit yet--reaches the bottom, it releases its tail, and this part also grows a new head. If a centipede is still alive when it reaches the bottom, new heads enter the screen near the bottom of the sides. More of

these heads will appear as time progresses.

The randomly-moving spiders also show up in the first wave. The spiders can destroy you, as well as wipe out any mushrooms they move over. This eliminates many of your mushroom targets.

A bombardment of fleas begins in the second wave. As they descend, the fleas leave a trail of new mushrooms behind them.

The scorpion enters from either side, appearing in the fourth wave and moving at a relatively slow speed. As it travels across the screen, it "poisons" the mushrooms that it touches, changing their colors. Any centipedes that collide with these mushrooms head straight toward the bottom of the screen. They just don't snake around anymore. You can stop a poisoned centipede by shooting its head.

A bonus shooter is awarded at every 12,000 points (operator adjustable).

STRATEGIES

If it is at all possible, never allow a centipede head to reach the bottom of the screen. That guarantees a short game. They come out from the sides and will quickly overrun you if you don't shoot them down in time. This may not sound too difficult, but when it happens at 300,000 points, the game sends out a new head to challenge you every half of a second!

As far as spiders are concerned, their only purpose is to deprive you of a life. You can destroy them best when they are sitting still and moving up and down. Roll the shooter under them and knock them out. Be careful, however, because the spiders change directions very quickly, catching you off guard and destroying you. If one passes over you, leaving you alive, merely consider yourself lucky and let him go. Don't try to hit him or, chances are, he will usually end up getting you instead. Leave well enough alone.

We have only one thing to say about fleas. As in real life, they are a pain in the neck. It seems they always pick the wrong time to fall on you. Don't ever go out of your way to hit them unless you want or need the points, or unless you are simply getting sick of them bothering you.

Scorpions play a very important role in the game. If they didn't poison the mushrooms, it would be very difficult, if not impossible, to score 300,000 points. They cause the centipedes to drop straight down on you, giving you a chance to hit long strings

of them. This also gives you more time to shoot them because they must ascend to the top of your playing area before descending on top of you again.

The most important thing of all is to keep your playing area--that bottom fifth of the screen--clear of ALL mushrooms. If you don't, the centipedes will reach the bottom much faster, then begin pouring out from the sides of the screen to overwhelm you. Remember, your playing area isn't very large, so keep it clear!

SECRETS AND TRICKS

- When you shoot a spider, it will return four seconds later. If you miss, it returns within two seconds.
- The spiders restrict their up and down movement to lower levels at 60,000 and 150,000 points.
- Spiders can only move in three directions--up, down, or at 45 degree angles.
- The closer a spider is to you when you shoot it, the more points you will score for the hit.
- There are 12 different parts connected on a full centipede. Each time you destroy a set of centipedes, the game removes one from the primary centipede, sending it out alone as a head. On the twelfth round, there will be 12 separate heads. The next round will provide a centipede with all 12 pieces connected for you to battle.

RATINGS

Originality	9
Addictiveness	8
Graphics	8
Sound	9
Controls	10
Overall	9

SCORES

Masters score - 250,000 points (12,000 point bonus).
Authors score - 623,000 points (12,000 point bonus).

CONCLUSION

CENTIPEDE is definitely a fast-paced, fun-to-play game. It combines coordination, skill, and a little luck. We have found no patterns or major secrets to cheat the game. There is nothing to do but play the game as it was intended to be played.

Our only complaint is with the controls. The shooter won't move as fast as you can roll the Mini-Trak Ball, such as you can in MISSILE COMMAND.

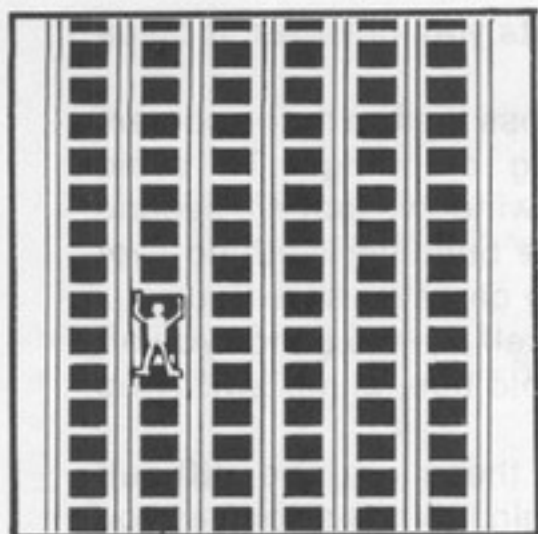
- When you shoot a spider, it will refund four seconds later. If you miss, it returns within two seconds.
- The spiders resist their tip and down movement to lower levels at 5,000 and 150,000 points.
- Spiders can only move in three directions—up, down, or at 45 degree angles.
- The closer a spider is to you when you shoot it, the more points you will score for the hit.
- There are 12 different parts connected on a full centipede. Each time you destroy a set of centipedes, the game removes one from the primary centipede, sending it out alone as a head. On the twelfth round, there will be 12 separate heads. The next round will provide a centipede with all 12 pieces connected for your battle.

RATINGS

Originality	9
Addictiveness	5
Graphics	8
Sound	9
Controls	10
Overall	8

SCORES

Master's score - 250,000 points (12,000 point bonus)
Author's score - 852,000 points (12,000 point bonus)



CRAZY CLIMBER™

Manufacturer - NICHIBUTSU

Maximum players - two

Score rollover - 1,000,000

Sign name - yes

Permanent memory - no

Color - yes

Type graphics - raster scan

Speech - yes

CONTROLS

Two 8-way joysticks.

SCORING

You earn 100 points for each story of the building he climbs and a bonus is awarded when you finally reach the top of the building.

GENERAL DESCRIPTION

In this game, you control a man with two joysticks as he tries to scale a building one hundred stories high. Each stick manipulates one of the climber's arms. You advance up the building by grabbing hold of open windows and lifting yourself upward. If trapped by closed windows, you can always move sideways and then up, but you can never climb back downward. When you reach the top of the building, grab the waiting helicopter to earn your bonus.

Here are a list of hazards and how to avoid them.

- A. **CLOSING WINDOWS** - if a window closes on each arm, you will fall off. If a window begins shutting on you, simply move to an open one.
- B. **FLOWER POTS, tin cans and bottles** - evil faces appear out windows above you and drop these objects. If one of them hits you and you don't have both hands hanging onto a window, you will fall. To avoid these nasty objects, just move to the side or maintain a firm grasp

with both hands. When one hits you, however, it takes 100 points off your bonus.

- C. BIRD - a giant condor flies across the top of the screen, laying eggs and bombarding droppings. To avoid these, climb up the column of windows that are second from the left hand side of the building. Nothing ever falls in that area. A firm grasp can also save you.
- D. KING KONG - the big ape himself tries to punch you off as you climb past him. To avoid him, climb swiftly up the other side of the building.
- E. GIRDERS and BARBELLS - these are the difficult hazards in this game. They begin falling as soon as you reach the second floor and continue falling until you fall or reach the top. When they hit you, you are a goner. Your best bet is to dodge them. But if you are trapped, quickly move into the following position: Hold onto two windows with your arms outstretched in a downward direction. Sometimes this will save you.
- F. ELECTRIC WIRES - these will kill you if you touch them for more than two seconds. However, you can easily go around them, even climbing underneath the electric sign on the right side.
- G. FALLING SIGN - this falls on the third and fourth stories, knocking you off as soon as it touches you. Get out of its way or die.

When the climber is hit but does not fall, he says, "Ouch!" If he falls he yells, "Oh noooo." If you wait too long at a certain level, unable to make up your mind, the game says, "Go for it." When a climber falls, your next daredevil starts at the same place on the building, but the hazard no longer threatens you. You can earn only one bonus player per game. There are only four different architectural shapes. On the fifth one the game is merely starting over again. On the left side of the screen is a scanner that shows your present position on the building.

STRATEGIES

Move up the building quickly so you don't have to battle any single hazard for too long. Refer to the General Description in order to learn how to avoid these obstacles. The best way to

climb the building is to stay on one column of windows with both hands. Only move to the side when something is in your way or falling toward you. When you achieve the top, reach out your arm to grab the helicopter.

On each level of the building, you start out with a bonus that slowly counts down. On the first level it is 10,000 points, and on the next three it is 20,000, 30,000 and 40,000. To earn the most of these points, learn to dodge what is tumbling toward you. Each time you are hit, 100 points is taken from your bonus.

SECRETS AND TRICKS

- The helicopter only waits ten seconds before it leaves without you, causing you to lose your bonus.

RATINGS

Originality	10
Addictiveness	7
Graphics	9
Sound	10
Controls	8
Overall	9

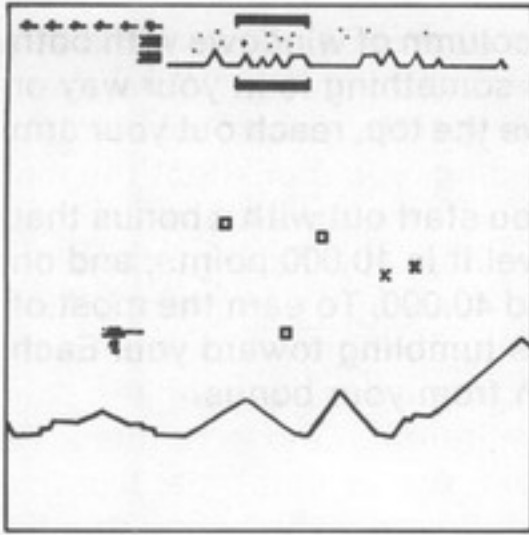
SCORES

Masters score - 175,000

Authors score - 302,000

CONCLUSION

CRAZY CLIMBER is a great game. It does seem a little unfair, however, because there is no skillful way to survive the Girders and Barbells.



DEFENDER™

Manufacturer - WILLIAMS
Maximum players - two (alternate)
Score rollover - 1,000,000
Initials - yes
Permanent memory - yes
Color - yes
Graphics - raster scan
Speech - no

CONTROLS

Fire, thrust, up/down, reverse, hyperspace, smart bomb.

SCORING

Lander: 150 points. Mutant: 150 points. Baiter: 200 points. Bomber: 250 points. Pod: 1,000 points. Swarmer: 150 points. Catching a humanoid: 500 points. Setting humanoid on planet: 500 points. Safe landing of humanoid alone: 250 points. Each humanoid left after an attack wave: 100 points, each multiplied by the number of the attack wave (stopping at 500 points).

GENERAL DESCRIPTION

The screen represents the section of a planet's surface, a mountain range dotted with 12 humanoids, placed at random. The object of the game is to destroy the attacking alien wave, saving as many of the humanoids as you possibly can. At the top of the screen is a scanner which shows what is happening around you. It covers the entire surface of the planet with all alien invaders, humanoids, and your position clearly marked. The landers are your prime targets because they try to abduct the remaining humanoids from the planet surface. If they accomplish their task, you are in serious trouble. Even the most experienced player dreads this, doing everything in his power to prevent it. What happens is that all remaining landers are transformed into mutants. These are more evasive and fire more frequently than do the landers. You continue to stay in space until your planet is

ultimately restored, usually at the beginning of every fifth attack wave. You then have 12 new humanoids to protect. When they are being abducted, they emit a last desperate scream for help. If you make it to the spot of the kidnapping, you can shoot the lander allowing the humanoids to fall back toward the planet. If it is not a far fall, they can survive. Otherwise, you have to catch them and gently place them on the ground again. So much for the humanoids. As if this weren't enough, there are more alien dangers for you to worry about. Bombers float around the planet, dropping bombs whenever you venture too close to them. Pods are harmless until you shoot them. But at that time, five to ten deadly swarms suddenly come after you, very small and firing massively. The baiters enter into game play when you take too much time clearing out an attack wave. These are the tough DEFENDER aliens, the ones that destroy you 99 percent of the time. In desperate situations, you can resort to two methods of safety. There is HYPERSPACE, which transports you to another area of the planet, and SMART BOMB, which destroys everything on the large view of the planet. You only receive a bonus ship and smart bomb at every 10,000 points.

STRATEGIES

Concerning the humanoids, use the following technique if you can't successfully protect your 12 humanoids. Allow all of them to be picked up with the exception of the last one. Hover over that humanoid and wait for him to be abducted while staying out of the way of shots. Gun down the lander, grab the humanoid, then fly along, shooting the remainder of the attack wave. But don't fly too low or the humanoid will be scraped off your ship, forcing you to repeat the process. If there is no way to save that last humanoid, and if your planet will not be restored for at least two or three waves, run into something before he mutates. It is far better to waste one man than an entire game. At the beginning of the third wave, use a smart bomb on the three pods. Do this on every attack wave thereafter, since you can usually depend on gaining another bonus ship and bomb for your action. If you ever get into trouble, don't hesitate for a minute to use a smart bomb. Even if it is on nothing, it could save you. When you improve, you will start to use them less and less. However, don't ever lose the game with any smart bombs left. If you do, you have wasted the quarter that you spent.

SECRETS AND TRICKS

- **MUTANTS:** Pass up the mutant -- when you can't see him anymore -- then reverse, move to the top of the screen and fire. They always go to the top where you are and where you can ambush them. You may have to move up and down, or repeat the process, but you will surely get him.
- **SWARMERS:** They are stupid! Merely fly through a cloud of them, turn as soon as you have passed the swarmers and follow them. They never turn to fire at you, unless one happens to find his way off the edge of the screen. You can trail them forever. All they ever do is try to escape.
- **Note to Experienced Players:** Have you ever had trouble leaving the game at 999,975 points? Since DEFENDER breaks down and gives you a free ship and smart bomb everytime you shoot something from about 990,000 points until you roll it over, we bet you think it is impossible. It isn't. The key is this: You only get the bonus when you **GAIN POINTS**. If you hyperspace until you only have one man left, you can run into 10,000 points worth of aliens. Then all you do is hyperspace in order to get rid of your last man at 999,975 or as close to it as you can get. In addition, you receive 25 points when you run into an alien's shot.

RATINGS

Originality	10
Addictiveness	10
Graphics	10
Sound	10
Controls	10
Overall	10

Our only complaint--one that many others have as well--is that the REVERSE button never seems to work when you really want it to. The computer probably doesn't check to see if the button has been pressed as often as it should.

SCORES

Masters score - 750,000 points (10,000 point bonus).

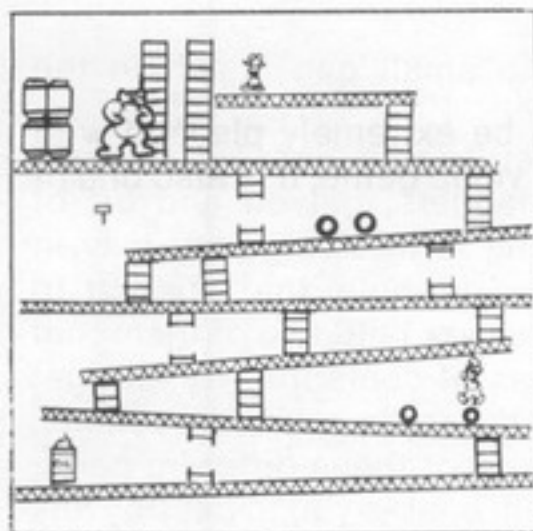
Authors score - 1,000,000 (10,000 points bonus), never letting ships or smart bombs drop below the edge of the screen once they departed.

CONCLUSION

We believe that WILLIAMS can be extremely pleased with DEFENDERS. Not only is it their first video game, it is also one of the most popular of all time.



fig. 1



DONKEY KONG™

Manufacturer - NINTENDO

Maximum players - two (alternate)

Score rollover - 1,000,000

Initials - yes

Permanent memory - no

Color - yes

Graphics - raster scan

Speech - no

CONTROLS

Four-directional joysticks, jump button.

SCORING

Jump one barrel: 100 points. Jump 2 barrels: 300 points. All other objects are worth 300-800 points. Any objects after grabbing hammer: 300-800 points. Rivets in steel girders: 100 points.

GENERAL DESCRIPTION

The object of the game is to overcome all obstacles and save the girl from the clutches of King Kong. You are a carpenter and this is your mission. There are four different levels to accomplish your goal: the barrel round, girder round, elevator round, and conveyor belt round.

In the barrel round, you must travel up inclining ramps, climb ladders, and avoid the barrels that King Kong is throwing down the ramps toward you. If you make it to the level where the girl is located, the round is completed and you receive a bonus. The bonus is set at a certain amount at the beginning of a round and slowly decreases as time goes on. Next, you must pass through the girder round. In this round, the girl and King Kong are situated at the top, and you have to cross over the girders, releasing the rivets that hold them together. King Kong thus falls to the ground, and the girl is saved. However, it is not that easy. There are 5 fireballs patrolling this set and they will try to destroy

you. Everytime a rivet is removed, a small gap is left in the girders.

You must jump over them to keep from falling. Next comes the elevator challenge. You climb ladders, get on and off of elevators and avoid girders that Kong is throwing your way in order to reach the girl. There are two fireballs that attempt to destroy you. After this comes the conveyor belt--two of them that switch directions--fireballs, and plates of coals that try and get rid of you. In addition, the ladders at the top are in two sections, one of which slides up and down. In all of these different parts, there are hammers that, when grabbed, enable you to destroy any object with the exception of King Kong. The hammer flashes yellow when the power is almost depleted. You receive a bonus man at 7,000 points.

STRATEGIES

On all of the barrel rounds, fight to the top and grab the hammer. You will probably have to jump a barrel and grab the hammer at the same time. You then run along the top, hitting barrels in order to score more points. When you pick up the hammer, make your way to the far right ladder on the top ramp and stand behind it. All the barrels will then roll on top off the hammer, giving you the maximum points. When the hammer runs out, you are safe behind the ladder and ready to climb to the girl. Also, use the hammers in the elevator and conveyor belts. And always plan your next move as though it may be your last. It very well could be. This is one game where you have precious little time to think about what you want to do. On the girder rounds, knock out the top part first, then work your way down. Leave the second level for last so you can grab the hammer and score some big points. On the other levels, just concentrate on what you are doing, and you will do fine. They are pretty much self explanatory and provide places for you to sit and think.

SECRETS AND TRICKS

- The fireballs can not cross over a gap to reach you. They have to travel down ladders.
- If the barrels are always dropping on you, use this secret. Climb a ladder until your hand is at the top rung, touching the next ramp. The barrels will not drop on you as long as

you are in this position. NOTE: Some models are speeded up and the barrels drop on you anyway. On these games you must wait uphill and behind the ladder. Then climb only when you can jump the oncoming barrels.

- It is possible to jump straight across the top of the screen on the elevator section, a move that takes a lot of practice. Go to the top of the ladder where the fireball is located, and jump on the elevator as it goes down. Then leap off onto the platform beside it. You will barely make it, but you do have enough time.

RATINGS

Originality	10
Addictiveness	9
Graphics	9
Sound	8
Controls	10
Overall	9

SCORES

Masters score - 75,000 points

Authors score - 212,000 points

CONCLUSION

DONKEY KONG is a very fun game to play. Once you get-used to how it works, it becomes a lot easier. This game should attract the attention of just about everyone.

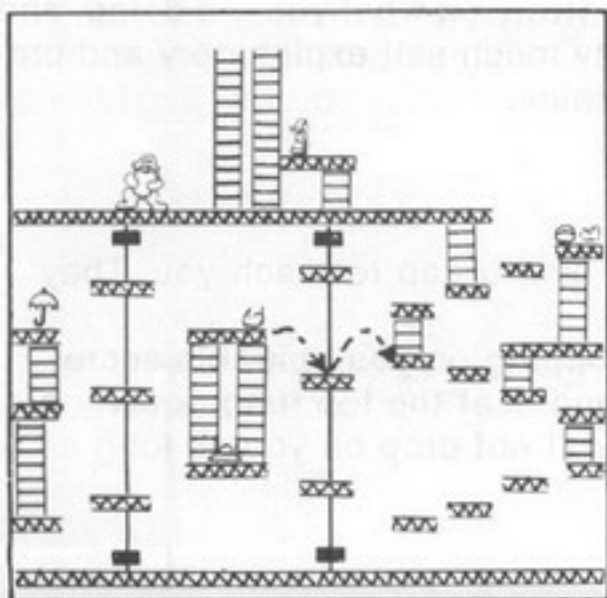
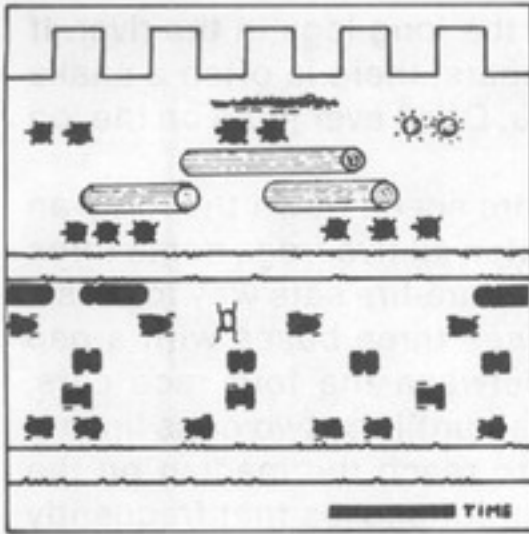


fig. 1



FROGGER™

Manufacturer - GREMLIN/SEGA
Maximum players - two(alternate)
Score rollover - 100,000
Initials - no
Permanent memory - no
Color - yes
Graphics - raster scan
Speech - no

CONTROLS

Four-direction joystick (left, right, up and down).

SCORING

Each safe jump forward: 10 points. Safely getting home: 50 points. Each second saved on timer: 10 points. Escorting lady frog home: 200 points. Eating fly: 200 points. Getting all 5 frogs safely home: 1,000 points.

GENERAL DESCRIPTION

According to the format, you are a poor unfortunate frog with everything in the world, it seems, trying to kill you. The object of the game is to get your frog across a busy highway, on the other side of a treacherous pond and into one of the five homes on the far shore. You have to accomplish this within the allotted sixty seconds per frog. As time goes on, cars speed up and alligators and snakes come out to try and destroy you. In the river, there are logs and turtles traveling across the water. You can jump onto them in your journey home. You are awarded a bonus frog at 20,000 points.

STRATEGIES

You must be extremely careful! Before jumping onto a turtle, make sure that it is not a diving turtle, easily determined after a second or two. When the snake crawls out onto the screen, be

cautious before leaping onto one of the long logs in the river. If you jump onto it as soon as it reappears, there is often a snake hiding on it, just waiting to attack you. Don't ever jump on the log until you can see almost all of it.

When you play until four race cars speed down the road--an action that occurs when you have gotten all five frogs home three consecutive times--you have only one sure-fire safe way to cross. At the top of the highway, you will see three buses with a gap between them, as well as a gap between the four race cars, situated directly below the buses. Wait until the two gaps line up together, then jump between them to reach the median on the side of the road. Be sure to watch out for snakes that frequently patrol this area. The main key is, we repeat, to be careful and watch out where you are going at all times. (see figure 1).

SECRETS AND TRICKS

- You can never go beyond the sides of the screen without being destroyed.
- Otters can only eliminate you if you happen to be on the end of the log that they are near.
- You can jump onto the backs of alligators and snakes as long as you don't land on their heads.
- Once you get five frogs safely home, while there are four fast cars threatening you, the game begins again with only one fast car to challenge you.
- After the game starts over, two snakes soon appear to plague you.

RATINGS

Originality	10
Addictiveness	9
Graphics	9
Sound	9
Controls	9
Overall	9

SCORES

Masters score - 25,000 points
Authors score - 71,000 points

CONCLUSION

FROGGER is GREMLIN/SEGA's best game ever. It is fun to play and also challenging. For adults, as well as children.

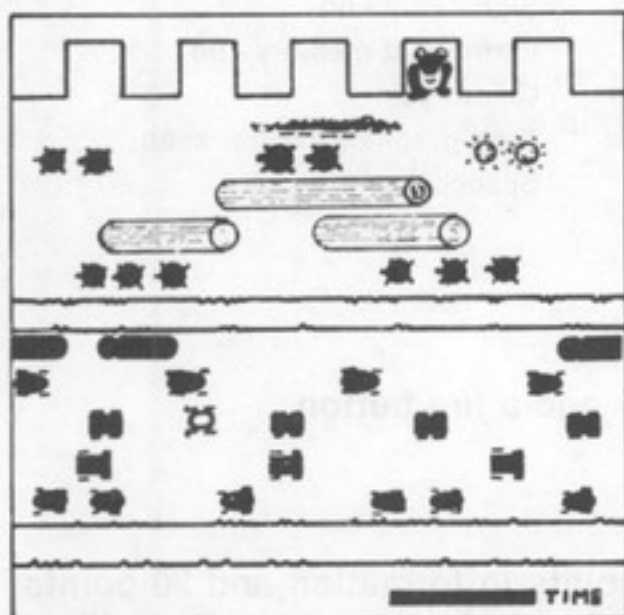
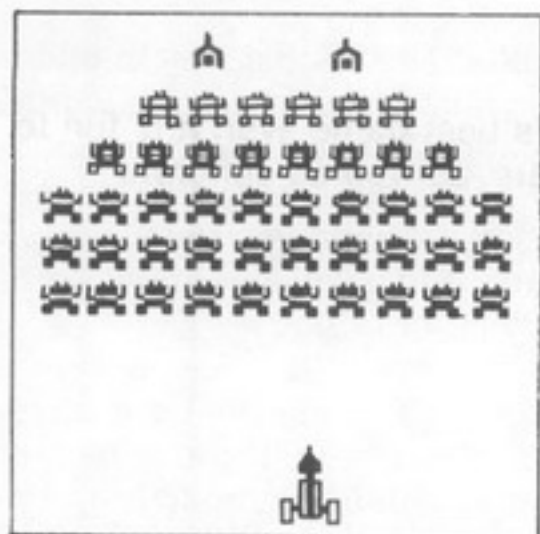


fig. 1



GALAXIAN™

Manufacturer - MIDWAY

Maximum players - two

Score rollover - 1,000,000

Sign name - no

Permanent memory - no

Color - yes

Type graphics - raster scan

Speech - no

CONTROLS

Left - right movement lever and a fire button.

SCORING

Grey aliens are worth 10 points in formation and 20 points while attacking. Purple aliens are 20 and 40 points. Red aliens are 30 and 60 points. Yellow (Flagship) aliens are 40 points in formation and either 150, 200, 300 or 800 points when attacking.

GENERAL DESCRIPTION

You control a spaceship that moves along the bottom of the screen and fires upward. A squadron of aliens flies at the top, bounding from side to side. The squadron will stop to avoid one of your shots if it was a miss to begin with, never moving into a shot by accident. Single aliens will break away and dive at your ship, dropping as many as three bombs. If the alien misses you, it rejoins the squadron at the top of the screen.

When you destroy an entire formation, a new one appears after a five second rest. New squadrons are more difficult because aliens begin attacking you in larger numbers at a time. You can earn only one bonus ship per game.

STRATEGIES

You must learn primarily the way different colored aliens launch an attack. Once you know these patterns, it becomes

amazingly easy to dodge their assaults. The fastest way to build up points is to shoot down attacking aliens since they are worth twice as much as those left in formation. The yellow flagship is worth the most of all while diving. If a flagship dives with one red escort alien, it is worth 200 points. If diving with two red escorts, the flagship carries a 300 point reward. And if you first shoot both the red aliens, the flagship is an 800 point target.

You should fire into the formation from the ends, working your way toward the middle, because attacking aliens always peel off from the ends to dive across the screen. If the ends are closer, you will be less likely to find yourself in a cross fire.

SECRETS AND TRICKS

- You can have only one shot in the air at a time. By aiming carefully and not missing, you can fire much faster.
- Try not to hit the yellow flagships while they are positioned in the squadron. If you do, you are giving up a lot of extra points.
- If all that is left is a flagship, it will disappear after two attacks.
- Consider the center of the screen as home base, and always try to position yourself there during major attacks. This allows you to dodge in either direction. Don't get stuck at the side or you will die.

RATINGS

Originality	9
Addictiveness	9
Graphics	9
Sound	9
Controls	8
Overall	9

SCORES

Masters score - 30,000 points.

Authors score - 42,000 points.

CONCLUSION

GALAXIAN was an excellent game for its time, but it is now overshadowed by much more complex games. Our only complaint is the left - right lever. We believe MIDWAY should have stayed with buttons like those used in Space Invaders. The levers have a habit of wearing loose and not giving a good player response.

SECRETS AND TRICKS

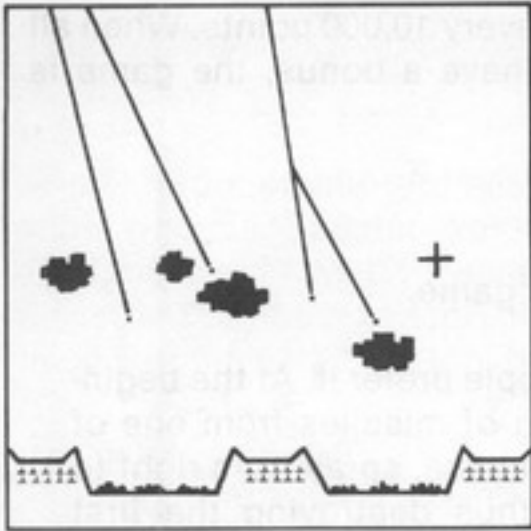
- You can have only one shot in the air at a time. By aiming carefully and not aiming, you can hit the robot at the top of the screen.
- Try to hit the yellow triangles while they are positioned in the equation. If you do, you are giving up a lot of extra points.
- It is not a lot of a handicap, it is a handicap. After two or three levels.
- Consider the center of the screen as a firing base. And always try to position yourself there in any major attack. This allows you to dodge the robot's fire and that's a trick. It's the size of you will die.

RATINGS

Overall	8
Controls	8
Sound	8
Graphics	8
Attractiveness	8
Originality	8

SCORES

Master's score - 30,000 points
A player's score - 45,000 points



MISSILE COMMAND

Manufacturer - ATARI
Maximum players - two
Score rollover - 1,000,000
Sign name - yes
Permanent memory - no
Color - yes
Type graphics - raster scan
Speech - no

CONTROLS

Three fire buttons and a Trak-ball.

SCORING

Planes and killer satellites are worth 100 points, missiles 25 points and smart bombs 125 points. Bonus points are awarded for each city and anti-aircraft missile you have after an attack. Cities are 100 points each, and a missile is worth five points. On every alternate attack, a bonus multiplier is raised by one until it reaches six.

GENERAL DESCRIPTION

MISSILE COMMAND is a personal favorite video game. It requires fast reflexes, good strategy, peripheral vision and plenty of practice.

At your control are three missile bases, each holding ten missiles. You aim by positioning a cross-hair with a Trak-ball, then fire from any missile base by pressing one of three firing buttons. In between your bases are six cities that you must protect.

Your cities and bases are attacked in waves of missiles and smart bombs. Planes and killer satellites fly overhead, dropping missiles at a closer range unless you destroy them quickly. When a base is hit, it can not be used at all until the next wave threatens you. When a city is struck, it is wiped out for good.

However, a bonus city is awarded at every 10,000 points. When all cities are destroyed and you don't have a bonus, the game is over.

STRATEGIES

There are two ways to play this game.

- This is the easy way, and most people prefer it. At the beginning of the attack, spray a screen of missiles from one of your side bases. If you use the left base, spray from right to left, halfway down the screen, thus destroying the first assault wave. From that point on, you can pick everything else off individually with single shots. Some players like to clear the second wave with another screen from the other side base. However, never spray from your center base because it needs to be used for shooting down smart bombs and stray missiles.
- The second method is quite difficult and is called "single shooting." Each attacking object is fired upon separately! No luck shots are involved at all. Try to hit missiles where they intercept each other, knocking down two or more with one shot. This is the method we use. It takes longer to master, but you will be a far better player for your efforts. Regardless of the method you choose, your goal is to protect and save those six cities for as long as possible. Once you drop below six cities, you have to switch goals and try to pick up a bonus city for each set of waves. Never bother trying to save any cities that you may already have. Just concentrate on scoring those critical 10,000 points and earning a bonus city. We position ourselves 2,000 points under a bonus city, then, on the next attack, gain the 10,000 points. We thus receive a free city, plus we've set up again. Never earn two cities in one attack--even by accident--or you will have a hard time getting back into a point-scoring position.

SECRETS AND TRICKS

- If you are low on shots during the middle of an attack, don't bother to shoot planes or satellites.
- The most cities you can lose on any given attack is three.

- The middle base (beta base) fires twice as fast as the side bases.
- The faster you hit planes, the more you can knock down. So shoot them as quickly as possible for additional points.
- MISSILE COMMAND ceases to be a game at around 830,000 points. It constantly gives you six cities at every new attack. Therefore, any higher score is worthless!

RATINGS

Originality	10
Addictiveness	9
Graphics	10
Sound	9
Controls	10
Overall	10

SCORES

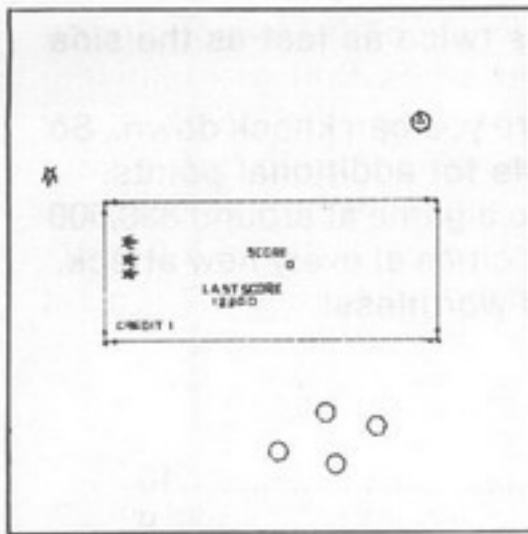
Masters score - 350,000 points

Authors score - 830,000 points (did not drop below six cities).

CONCLUSION

Except for that one flaw--the 830,000 point break down--MISSILE COMMAND is a superb game and is one of ATARI's finest. The game is also a huge earner in the arcades. We can't wait for the sequel.

OMEGA RACE™



Manufacturer - MIDWAY

Maximum players - two

Score rollover - 10,000,000

Sign name - yes

Permanent memory - yes

Color - no

Type graphics - X-Y monitor

Speech - no

CONTROLS

Left - right rotate knob and thrust and fire buttons.

SCORING

The triangle mine is worth 350 points, the diamond mine 500 points, droid ships 1,000 points, command ships 1,500 points, and death stars are worth 2,500 points.

GENERAL DESCRIPTION

In OMEGA RACE, you are at the controls of a fighter space ship, patrolling a rectangle race course kind of area. When enemy ships appear, your job is to destroy them. The boundaries of the course bounce you away when you hit them.

The enemy attacks you in waves, and four waves make up a droid force. At the end of every droid force, you receive 5,000 bonus points. Near the end of a wave, command ships change into death stars. And as the game progresses, death stars emerge earlier, and the waves contain more droid ships. You can earn as many as three bonus ships per game. In the OMEGA RACE, one quarter buys you three ships, and two quarters buy you seven.

STRATEGIES

Always attack each wave from behind--remembering that the command ship is the leader--and work your way up. Attack too soon and the command ship will shoot you down easily. Instead,

let it move around the course for a few seconds. As you fire on the droid ships, beware of command ships that are blinking, because they are on the verge of changing into death stars. When you face only one remaining command ship, move your own ship to one of the inner corners and wait for it to pass by. Then shoot it. As soon as you hit that command ship, all of its shots will vanish and you will at last be safe. Before the next wave is launched, clear out as many mines as you can. (see figure 1).

SECRETS AND TRICKS

- You must destroy an entire wave before continuing on to the next one. If you are killed in the middle of an attack, you must start again on the same one that has already blasted you.
- You cannot enter obscene words on the high score table of this game. Instead it will print only blank spaces.

RATINGS

Originality	9
Addictiveness	8
Graphics	9
Sound	8
Controls	7
Overall	8

SCORES

Masters score - 200,000 points.
Authors score - 348,000 points.

CONCLUSION

OMEGA RACE is one of MIDWAY's better games. The idea and story behind it are very good. The only thing wrong with this game is the ship you control. The ship moves and bounces in a way that makes it hard to control.

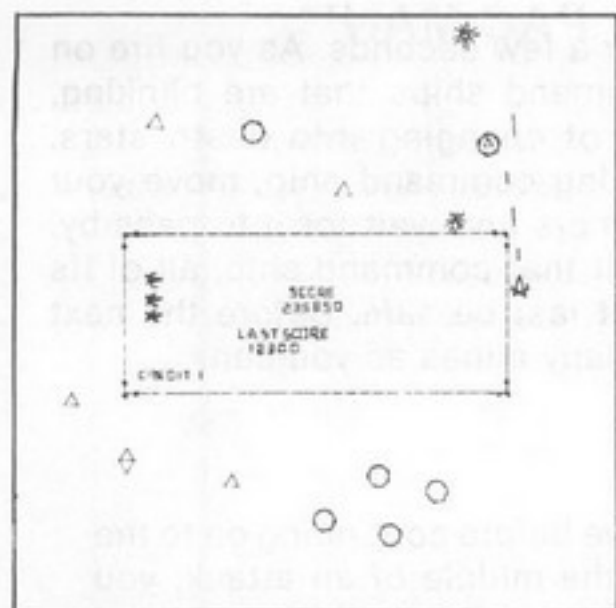


fig. 1

- * You must destroy an enemy before you can move to the next one. If you are killed, you must start again on the same level. You can only start a new level if you have a score of 1000 or more.
- * You cannot enter a secret world on the right side of this game, the secret will give you a blank screen.

RATINGS

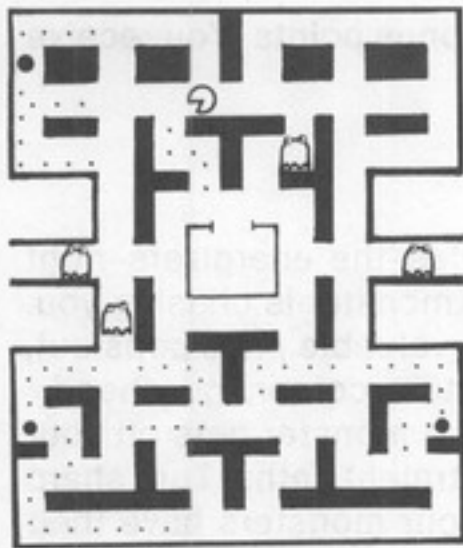
Originality	8
Addictiveness	8
Graphics	8
Sound	8
Controls	7
Overall	8

SCORES

Master's score - 200,000 points
 Author's score - 246,000 points

CONCLUSION

OMEGA PAUL is a great Midway-style game. The level and story design is very good. The only thing wrong with this game is the ship you control. The ship moves and bounces in a way that makes it hard to control.



PAC-MAN™

Manufacturer - MIDWAY
Maximum players - two (alternate)
Score rollover - 1,000,000
Initials - no
Permanent memory - no
Color - yes
Graphics - raster scan
Speech - no

CONTROLS

Four-directional joystick.

SCORING

Each dot in maze: 10 points. Each energizer: 50 points.
Eating monsters: 200, then 400, then 800, then 1,600 points.
Cherry: 100 points. Strawberry: 300 points. Peach: 500 points.
Apple: 700 points. Lime: 1,000 points. Galaxian: 2,000 points.
Bell: 3,000 points. Key: 5,000 points.

GENERAL DESCRIPTION

You are a yellow, pie-shaped, disc, running for your life through a maze, chased by four monsters who are close on your tail during the entire time. Within the maze, 240 dots and four flashing energizers have been placed. Your goal is to eat all 240 dots and energizers before the monsters catch you. If the PAC-MAN gobbles up an energizer, the four monsters turn dark blue, and you will be allowed to eat them as well. They begin flashing white and blue again just before they turn into their dangerous colors. Located on each side of the maze are two tunnels, each leading to the other side of the maze and allowing you to run away from the monsters. However, they can follow you into the tunnel if they are close enough behind you. When you consume all of the dots, a new rack is brought up to tempt you, each rack having its own particular fruit prize. The prize appears under the monsters den--located in the middle of the screen--during the

round. When eaten, it awards you with bonus points. You receive a bonus PAC-MAN at 10,000 points.

STRATEGIES

Try not to waste the power capsules--the energizers--right away. Don't waste one at all if only one monster is chasing you. You can, however, use it as a decoy. If a valuable prize pops out, or if you need time to clear out a certain corner, go ahead, consume an energizer, then run for it. If a monster gets on your tail--especially the red one--don't run in straight paths. Turn sharp corners, causing him to lose time. All four monsters have their own specific corners, easily identified if you watch them at the beginning of a round. They all go to their particular corners before coming after you. If one is chasing you, just keep on running, and the monster will finally break off and return to its corner if it can't get you.

Also, don't ever get too greedy. Your primary objective is to score points. Too often, players wind up dying just attempting to get the fruit prize or the blue monsters. Just concentrate on the dots and you may get to see what the next prize will be. You also get to play longer on your quarter. There is one way to cheat PAC-MAN and get incredibly high scores. Use a method known as "patterns." On certain routes, if you do the same thing each time, the monsters will also do the same things. They become predictable. Just repeat these patterns and chalk up high-scoring games.

These are our favorite patterns, applicable from the first apple until the time comes when you can no longer stay awake. You must learn to turn corners smoothly and not get hung up on them in order for the patterns to work. Once you master this technique and memorize the patterns, nothing can stop you. GOOD LUCK!

SECRETS AND TRICKS

- This is one of our favorite tricks. You can--at the beginning of a round--go to the right, and then turn upward at the first chance you get. You can sit in this place forever and the monsters can not get to you. They simply move around you in a state of confusion. You can use this hiding place almost anytime, just as long as a monster is not tracking and

following you. It is, however, only a resting place, and it does not work everytime, only about 80 percent of the time. So be alert.

- There are no objects after the keys, unless it might be on the old model PAC-MAN games. There certainly aren't any on the models with the rough controls.
- If you have ever played a PAC-MAN where your patterns did not work, here is the reason. The game has been changed by the operators. They simply took out a few racks to confuse you, causing you to use the wrong pattern at the wrong time. They removed the cherry, the first peach, the second apple, and the seventh and eighth keys. These racks will still be printed at the bottom of the screen, but they will be wrong. This table should make things easier for you.

Fruit on changed game equals Fruit on regular game

Cherry	Strawberry
Strawberry	Peach
Peach	Apple (1st)
Peach	Lime
Apple	Lime
Apple	Galaxian
Lime	Galaxian (2nd)
Lime	Bell
Galaxian	Bell (2nd)
Galaxian	Key 1
Bell	Key 2
Bell	Key 3
Key 1	Key 4
Key 2	Key 5 (Monsters don't turn blue)
Key 3	Key 6
Key 4	Key 9 (Same pattern for rest of game)

RATINGS

Originality	9
Addictiveness	10
Graphics	9
Sound	9
Controls	9
Overall	9

SCORES

Masters score - 325,000 points.

Authors score - 1,000,000 points on my first man.

CONCLUSION

PAC-MAN was fun until we figured out our patterns. It then became boring and we quit playing it. The game is still great, however, and is MIDWAY's best-second only to SPACE INVADERS.

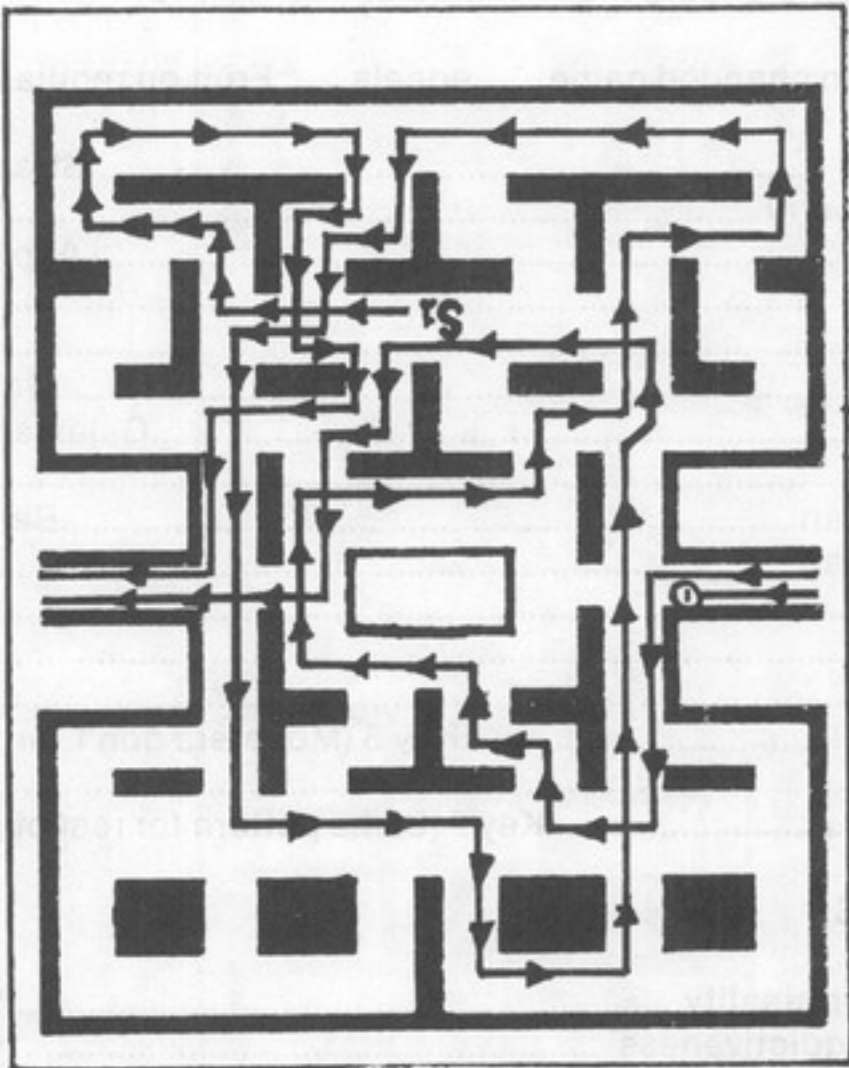


Fig. 1. Apple to the 8th key

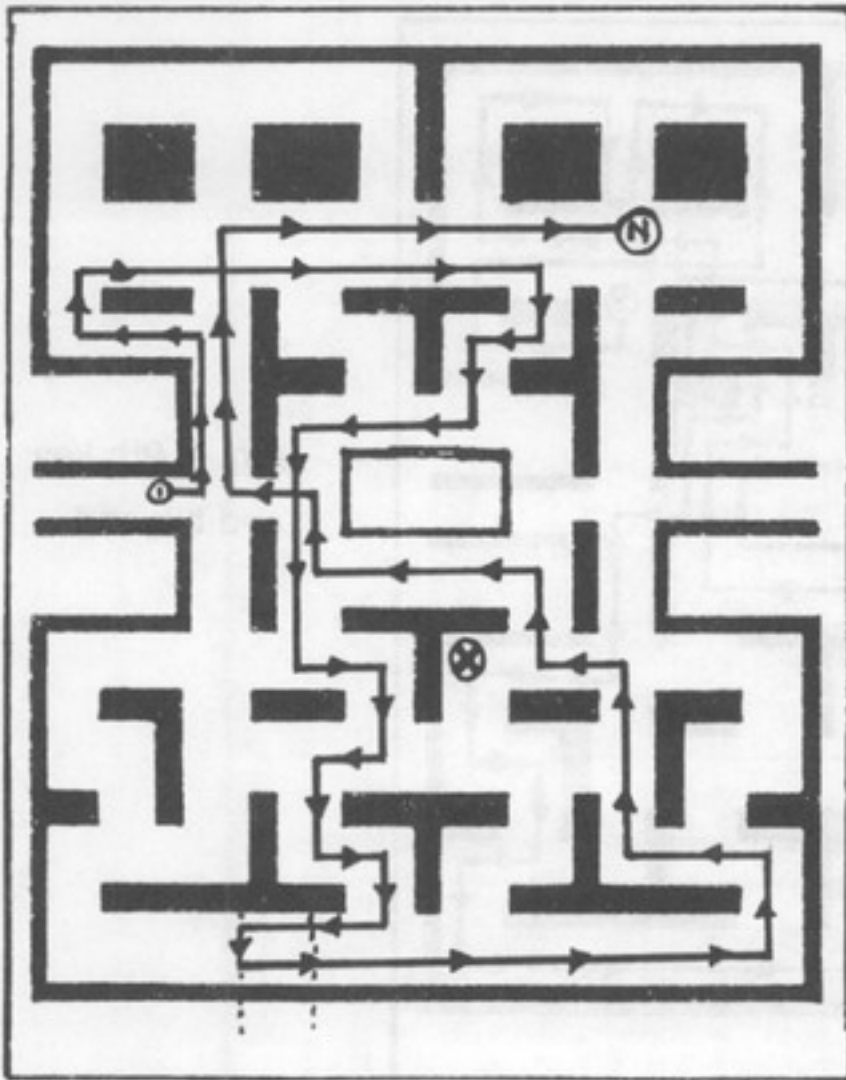


Fig. 2 Apple
to the 8th key

x represents safe hiding
positions for point a and
point b.

Point b is the distance
you go back on the
seventh and eighth

Point a is all other
times.

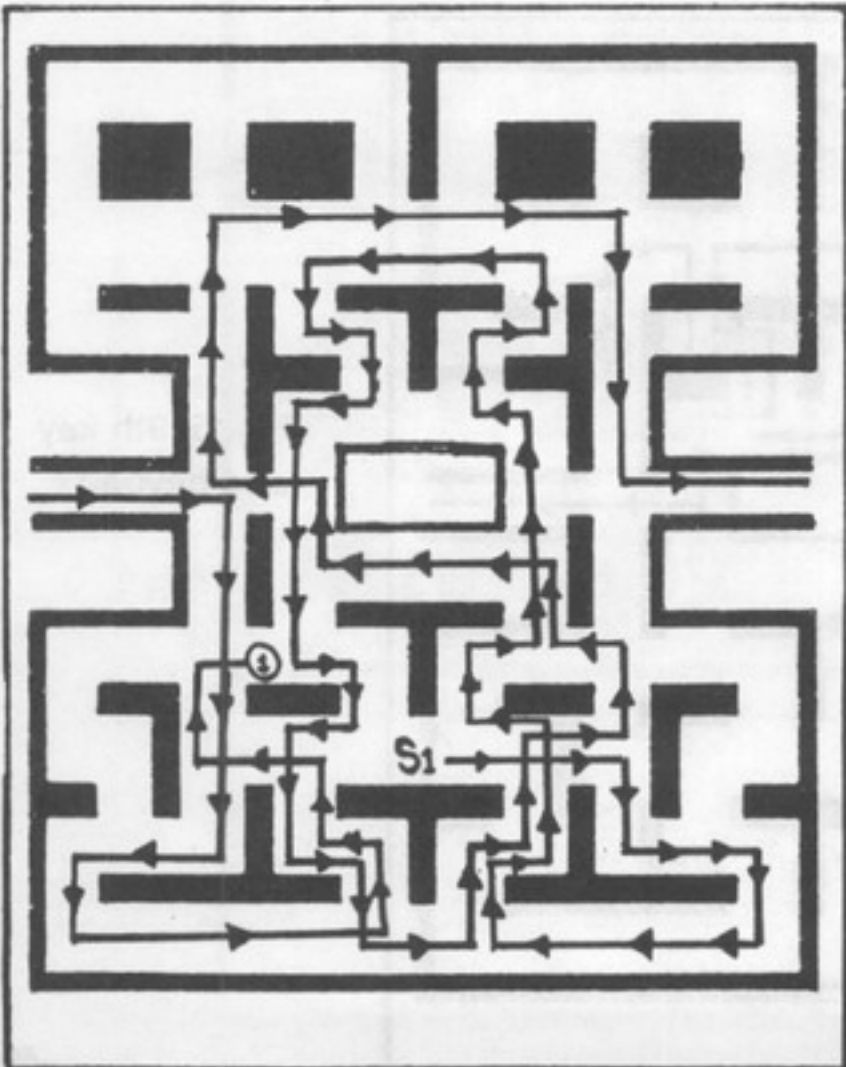


Fig. 3. 9th key
and beyond

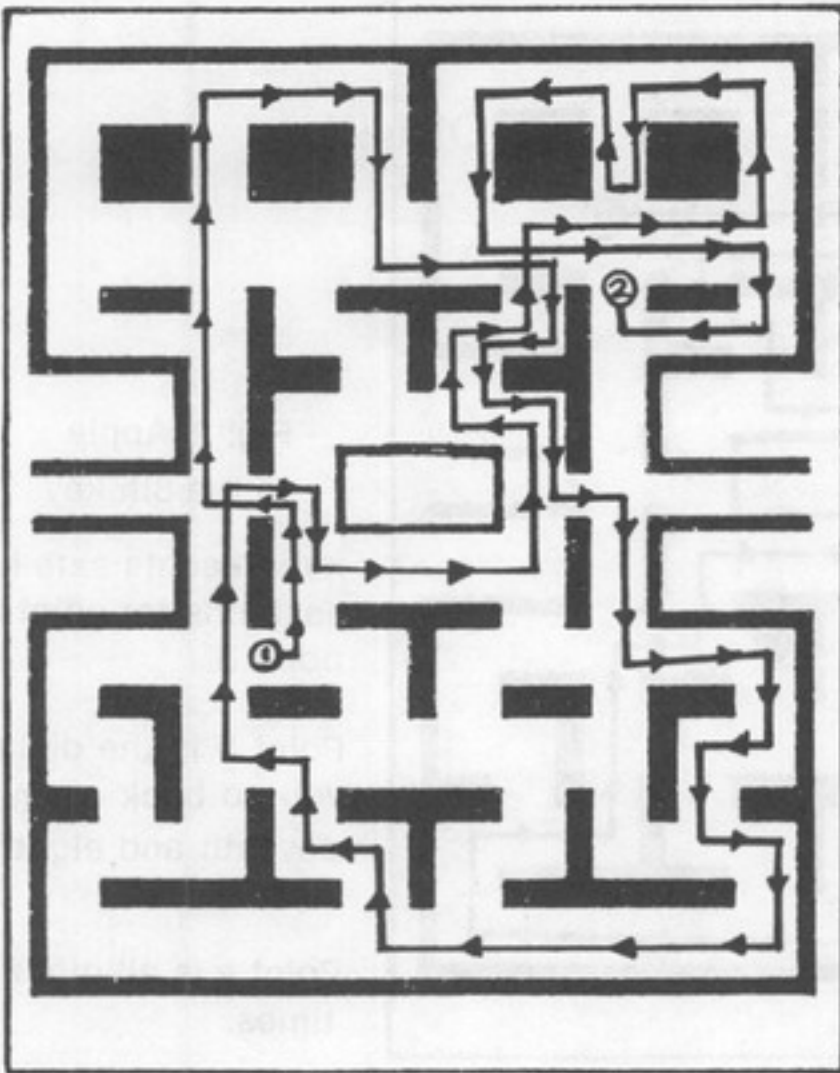


Fig. 4. 9th key
and beyond

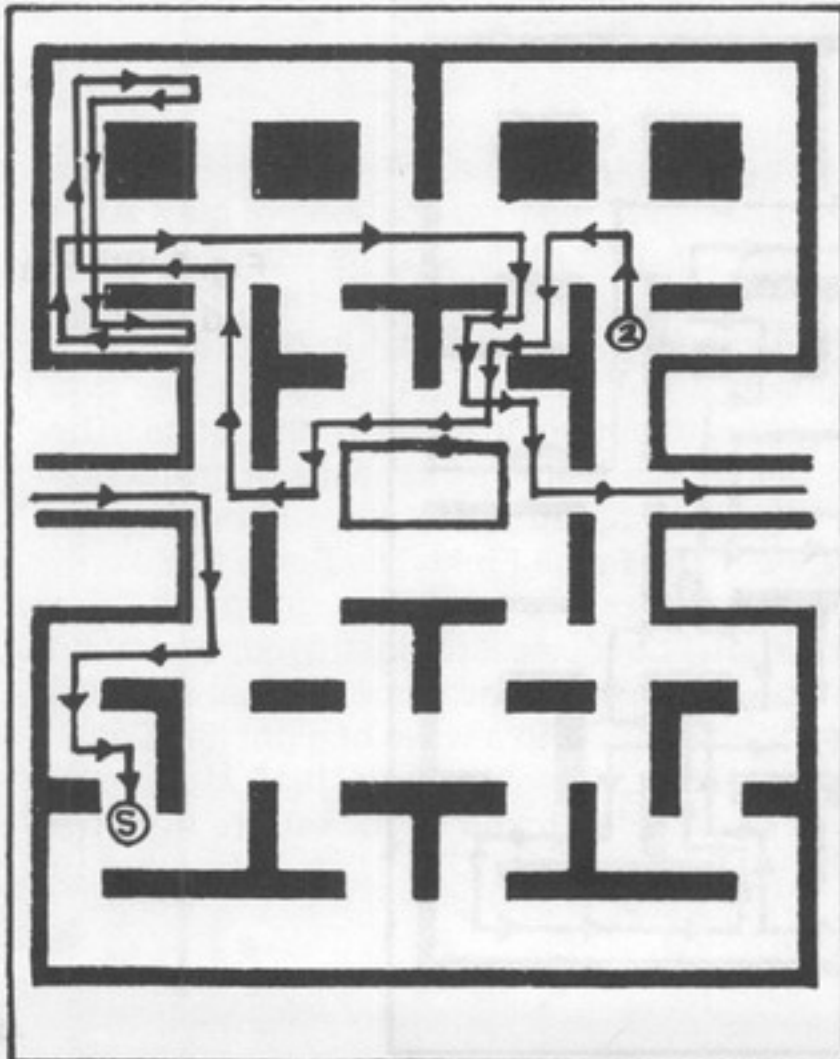
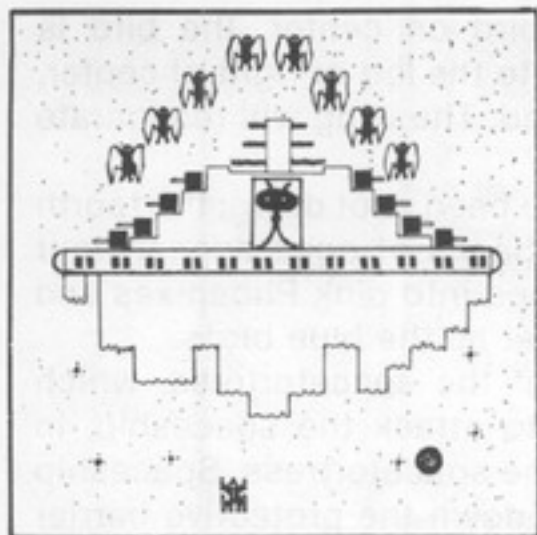


Fig. 5. 9th key
and beyond



PHOENIX™

Manufacturer - CENTURI

Maximum players - two

Score rollover - 1,000,000

Sign name - no

Permanent memory - no

Color - yes

Type graphics - raster scan

Speech - no

CONTROLS

Left and right movement, shields and fire.

SCORING

Small birds are worth either 20, 40 or 80 points, 200 points if their wings are flapping. Large birds are worth between 100 and 800 points if fully grown. Otherwise they are 50 or 100 points. The alien inside the mother ship is worth between 0 and 9,200 points.

GENERAL DESCRIPTION

The following is taken from the PHOENIX SERVICE MANUAL. There are five basic stages to each round of play. After a melodious introduction, the first stage begins with a wave of sixteen (16) small Phoenixes attacking the spaceship. They drop missiles and dive at the spaceship in an effort to destroy it. The spaceship maneuvers left and right, evading the missiles and birds, and fires rockets, attempting to destroy the birds. The spaceship can utilize the "Force Field" as a means of protection from the missiles and birds and can destroy the Phoenixes by colliding with them while in the Force Field. The Force Field only lasts a few seconds afterward.

After the first wave of Phoenixes are destroyed, a second wave appears and can be destroyed in the same manner as in the first stage. The third stage begins with a wave of eight (8) "Eggs" that are transformed into blue Phoenix birds that attack the spaceship. These birds can be destroyed by rocket fire from the

spaceship. If the rocket hits the bird on center, the bird is destroyed. If the rocket hits the bird to the left or right of center, only that wing of the bird is destroyed. The wing will regenerate itself in a short time.

After all the blue Phoenixes have been shot down, the fourth stage appears on the screen. Two banks of eggs appear (four eggs in each row) and are transformed into pink Phoenixes and can be destroyed in the same manner as the blue birds.

The fifth stage is the attack of the spacefortress, which sends down waves of small birds to attack the spaceship, in addition to direct missile fire from the spacefortress. Spaceship rocket fire can penetrate and break down the protective barrier shielding the space creature in the spacefortress. The fifth stage is completed when the rocket from the spaceship destroys the space creature and the spacefortress with a direct hit.

Good aim and timing are critical to high scoring. Birds destroyed while in flight (with wings flapping) will score 200 points each, and eggs hit in the process of hatching also have higher point values.

Delayed destruction of the spacefortress also gives the player high point values.

When bonus levels are achieved, additional spaceships are added to your game. The bonus level may be adjusted to award bonus spaceships at 3,000 and 30,000 points, 4,000 and 40,000 points, 5,000 and 50,000 points, or 6,000 and 60,000 points.

STRATEGIES

Shoot the small birds while they are in the flock. Try to avoid the diving birds, and concentrate on killing those still in formation. Try to aim at the most crowded areas in order to lessen your chances of missing. If a bird is going to ram your ship, use the Force Field for protection.

Let the large birds hatch before you shoot them, thus gaining more points. Move your ship close to the right side of the screen and fire rapidly. That is the easiest way to hit them.

Move to the end of the mother ship and destroy the whole moving blue belt. And always be aware of the attacking birds. Either avoid them or shoot them. When the blue belt is almost entirely gone, move to the center of the mother ship and kill the main alien.

SECRETS AND TRICKS

- To earn an extra 200,000 points, you must first hang on until you reach the second set. The first set ends when the initial mother ship is destroyed. Simply wait for three or more small birds to fly upward flapping their wings, then shoot them all within two seconds and you will usually receive the 200,000 points!
- If you are positioned at the far left side of the screen, your Force Field might not save you even if you are forced to use it.

RATINGS

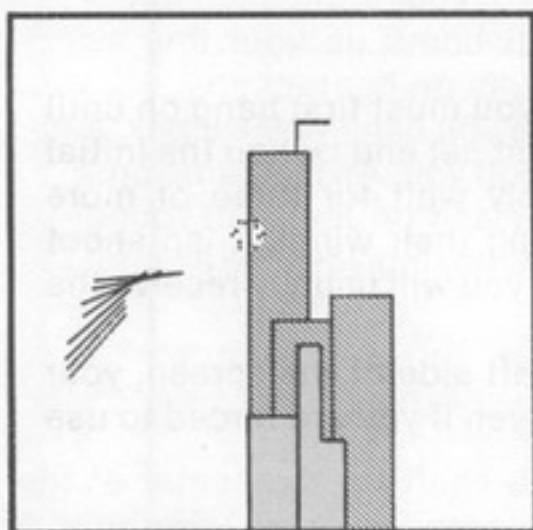
Originality	8
Addictiveness	8
Graphics	7
Sound	8
Controls	8
Overall	8

SCORES

Masters score - 35,000 points (235,000 using secret bonus).
Authors score - 253,000 points.

CONCLUSION

PHOENIX is not consistent with what it does. Your Force Field does not always stay on for the same length of time. Birds don't always die when they touch your Force Field. Sometimes you will even die when your Force Field is on! Still, this game has a big following. It doesn't include us.



QIX™

Manufacturer - TAITO
Maximum players - two
Score rollover - 1,000,000
Sign name - yes
Permanent memory - yes
Color - yes
Type graphics - raster scan
Speech - no

CONTROLS

Four-way joystick, fast and slow draw buttons.

SCORING

Earn points for painting in areas of the screen. Painting with a slow draw provides twice as many points as a fast draw. Painting with a fast draw gives ten points for each one-hundredth of the screen filled in. Bonus points are awarded for painting more than 75 percent of the screen. You receive 1,000 points for every extra percent painted in.

GENERAL DESCRIPTION

QIX is a completely unique game. Your goal is to paint at least 75 percent of the screen with either blue, brown or a mixture of both colors. You do so by moving a drawer around the screen. When you form a closed area--like a box--the game fills it in with the appropriate color.

Here are a list of your enemies:

- A. QIX is a completely new type of enemy. It patrols the blank area of the screen and kills you if it touches a part of your unfinished line.
- B. The Spax run only up and down completed lines. They kill on contact. More Spax appear if you take too long.
- C. If you take a really long time, Spax will change color and become very mean, become a Super Spax that even attacks you on unfinished lines.

- D. A Fuse starts at the beginning of your unfinished line if you pause while drawing it. It burns up your line as long as you remain still and kills on contact.
- E. If you run into a position where you can't make a box, a Fuse will run up your line and kill you. As the game progresses, the QIX moves faster and on the third round you must be beware of two QIX, boxing you into a spiral death trap.

STRATEGIES

Your best strategy is to build a shaft up the center of the screen without touching the top, (refer to figure 1.) Then build a smaller shaft to the side, trying to trap the QIX in the lower quarter of the screen. Only make a connection with the border wall when it will paint in at least 75 percent. Make the connection in a slow draw to score the most points, (figure 2).

The QIX is never in that part of the screen you have already filled in. On the higher levels, where there are two QIX on the loose, you get bonus points for splitting them and painting over one.

SECRETS AND TRICKS

- Never take a chance on drawing long lines. The QIX can move from one end of the screen to another in one second.
- Always use fast draw when building your shaft lines. Use slow draw only to complete your final section.
- If you are in the middle of a slow draw, you can change to fast draw during an emergency. However, you cannot change from a fast draw back to a slow draw.

RATINGS

Originality	10
Addictiveness	7
Graphics	9
Sound	10
Controls	9
Overall	9

SCORES

Masters score - 75,000 points.

Authors score - 103,000 points.

CONCLUSION

Overall, QIX is an excellent game, one that requires a lot of skill and creative strategy to beat.

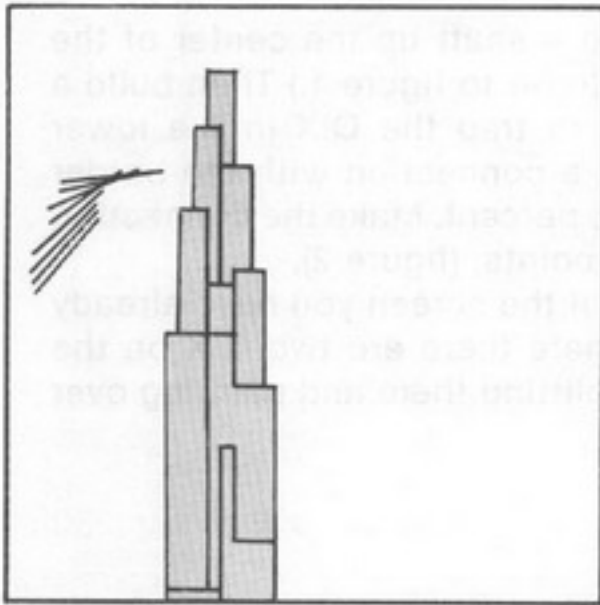


fig. 1

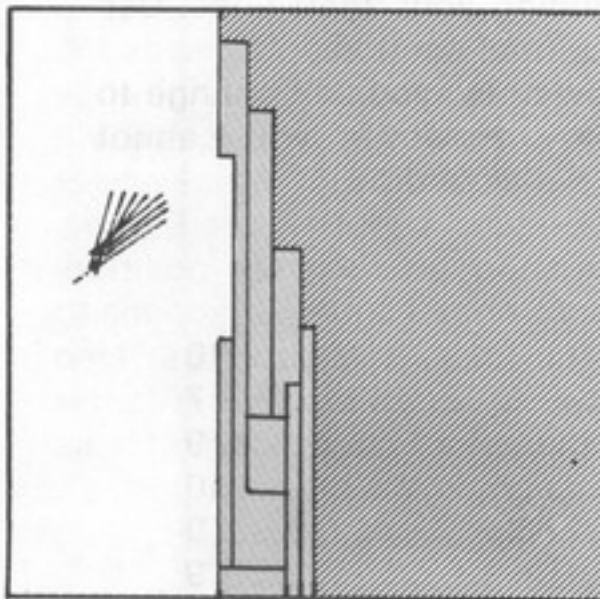
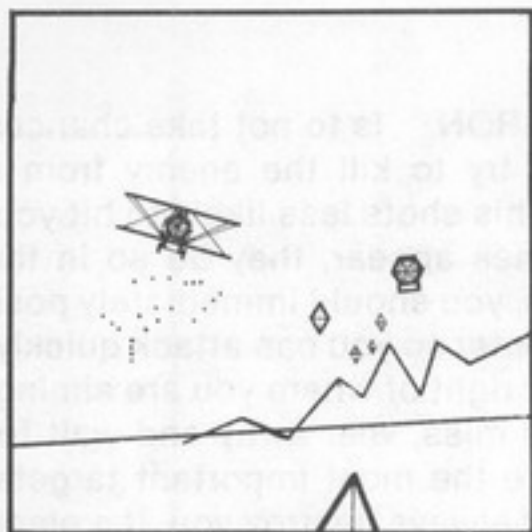


fig. 2



RED BARON™

Manufacturer - ATARI

Maximum players - one

Score rollover - 100,000

Sign name - yes

Permanent memory - yes

Color - no

Type graphics - X-Y monitor

Speech - no

CONTROLS

Eight-way joystick with a fire button located on the top.

SCORING

Flying objects: Planes are worth between 10 and 300 points. Their value decreases the closer they come to you. Blimps are worth 200 points.

Ground objects: Tanks and pill boxes are valued at 250 points each, and pyramids are 100 points.

GENERAL DESCRIPTION

In this game you are the pilot of a bi-plane that is trapped in enemy territory. The plane flies over an endless mountain range that is infested with pill boxes and tanks that fire on you. You will also encounter as many as three enemy planes that attack one at a time. Blimps also appear at random and shoot at you. Blimps, however, never chase you. You can shoot an enemy by positioning it at the center of the screen and firing. If a plane happens to get behind you, it shoots you in the back. And you must also avoid crashing into mountains. The longer you play, the faster your plane flies, and those other planes attack much faster as well. The most bonus lives you can earn is three.

STRATEGIES

The best way to play RED BARON is to not take chances going after extra points. Always try to kill the enemy from a distance, a technique that makes his shots less likely to hit you. When a plane or a squad of planes appear, they do so in the center of the screen. Knowing this, you should immediately position your gun sights toward the center so you can attack quickly. Blimps appear a little to the left or right of where you are aiming. Take a quick shot at them. If you miss, veer away and wait for another to venture out. Planes are the most important targets. Planes that get behind you almost always destroy you. If a plane does maneuver to your rear, the only chance you have is to turn hard left or right and hope it misses when it fires. Should the plane miss, it will fly on in front and you can shoot it down. Never dive at tanks and pill boxes at close range. Their bullets are much too accurate.

SECRETS AND TRICKS

- To hit tanks that are in the lower part of the mountains, go into a full dive, a movement that aims your guns at their level.
- You should constantly tap the fire button in order to hit planes just as soon as they appear.

RATINGS

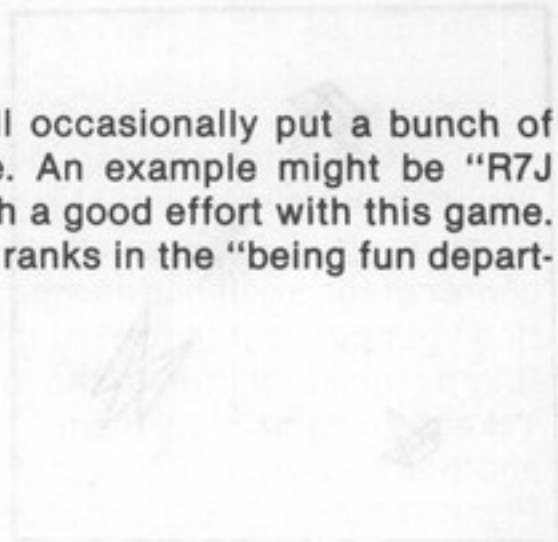
Originality	10
Addictiveness	4
Graphics	10
Sound	8
Controls	10
Overall	8

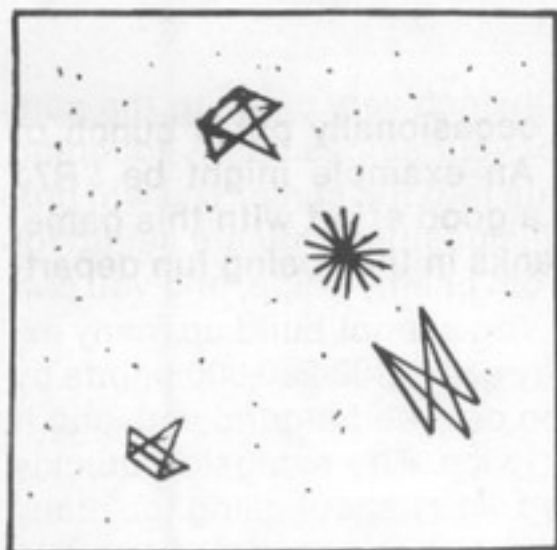
SCORES

Masters score - 40,000 points
Authors score -128,000 points.

CONCLUSION

Sometimes RED BARON will occasionally put a bunch of garbage in the high score table. An example might be "R7J D16Q7"! All in all, ATARI put forth a good effort with this game. Unfortunately, we don't believe it ranks in the "being fun department".





SOLAR QUEST™

Manufacturer - CINEMATRONICS
Maximum players - two (alternate)
Score rollover - 10,000,000
Initials - yes
Permanent memory - no
Color - no (overlay)
Graphics - X-Y monitor
Speech - no

CONTROLS

Left and right rotate, fire, thrust, hyperspace, nuke button.

SCORING

The various alien ships are worth: 250, 300, 350, 400, 450, 500, 750, and 2,500 points. The survivors are valued at 1,000 points if you pick them up and 250 points if you shoot them.

GENERAL DESCRIPTION

Before you is a starfield with a sun in the middle of it. In this starfield roam many varieties of alien spacecraft, each acting in different ways. Some of them move only in straight lines, while others travel like the broken pieces of the Death Stars in ASTEROIDS DELUXE. Your mission is to destroy as many alien ships as possible and acquire as many points as possible before your own supply of ships runs out. Each time you down an alien ship, the pilot--called a survivor--is left unharmed, and he slowly drifts toward the sun. If you pick up 25 survivors, the game awards you a bonus spaceship. You may also shoot the survivor for points. The nuke button is a very useful weapon. When pressed once, it sends out a probe--resembling one of your own shots--which explodes on contact with anything except your ship or the sun. When pressed a second time, it explodes wherever it happens to be when the button is triggered. When detonated by either method, every object within a three-inch circle is wiped out without a trace, except your ship or the survivors. You are awarded a bonus nuke at every 10,000 points.

STRATEGIES

Our only strategy is to gradually inch very close to the sun, then turn around so that the back of your ship is barely touching its edge. Make sure that you don't run into the sun or you will promptly lose a ship. After achieving this position, you are set up for the game. Your back is protected from enemy ships, and you can concentrate on the frontal attacks. You cannot build up many extra ships this way, but you can easily score 100-200,000 points by using this method. If it becomes too crowded around you--and it will--simply press the nuke button twice. The explosion quickly clears out the area around you. Don't worry about using too many nukes because you can build up more than enough of them to protect you. There is nothing more frustrating than to be killed with eight nukes still under your power, realizing that you were simply too slow and too cautious to use them.

SECRETS AND TRICKS

- Hyperspace never blows you up on re-entry.

RATINGS

Originality	7
Graphics	9
Sound	7
Addictiveness	7
Controls	10
Overall	8

SCORES

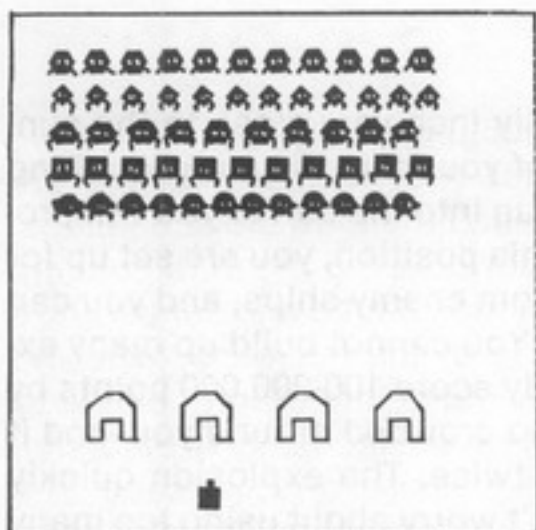
Masters score - 125,000 points.

Authors score - 225,000 points.

CONCLUSION

Personally, we believe SOLAR QUEST is too much like STAR CASTLE. It is a good game, however, and is certainly a high scoring one. We were breaking 100,000 the first couple of times we played it. It may not be CINEMATRONICS best game, but it still deserves some credit.

SPACE INVADERS™



Manufacturer - MIDWAY

Maximum players - two (alternate)

Score rollover - 10,000

Initials - no

Permanent memory - no

Color - no (overlay)

Graphics - raster scan

Speech - no

CONTROLS

Left and right move, fire.

SCORING

Aliens in the first and second row are worth 10 points. Those in the third and fourth row are 20 points. And aliens in the fifth row are 30 points. Flying saucers are valued at 50, 100, 150, or 300 points.

GENERAL DESCRIPTION

A block of alien invaders--11 wide and 5 high--descend and try to destroy you. Your goal is to prevent the attacking aliens from reaching the bottom of the screen where you are located. The aliens move back and forth across the screen, dropping down one level closer to the bottom each time they reach a side of the screen. You have four protective bunkers above you to block the aliens missiles, places to hide beneath. Once you have cleared out an entire block of aliens, you are besieged by another. This time, however, the aliens begin lower to the bottom of the screen. From time to time, a flying saucer moves across the top of the screen, providing your only chance to earn bonus points. You receive a bonus laser base at 1,000 points.

Destroy the aliens column by column, delaying them from descending on top of you. The first two blocks of aliens are relatively easy to down. When you reach the third block of aliens, however, start at the left side and move over to the third column. Knock it out, then go back to the second column and concentrate on it. Drill a hole through the middle of the far left bunker and shoot the first column of aliens quickly so they won't be able to drop down a level. All you do then is wait and destroy each column of aliens as they approach the left side of the screen. The last two columns will be moving too quickly for you to hit before they drop down. You are forced to move your missile base underneath them as they pass over you. Do not stand under a column of aliens and try to shoot them because their bombs will surely hit you. Move under them, fire a shot, then dart away. Repeat the procedure until you have destroyed them all.

SECRETS AND TRICKS

- It is possible to score 300 points every time you hit an alien flying saucer. At the beginning of each block of aliens, fire 22 shots and no more. Then, wait for the saucer. If you hit it with your first shot you receive 300 points. From there on, you only fire 14 shots and then aim for the saucer. If you miss it, however, count the bullet that missed as one of your 14 shots. And the next time you hit the saucer you still get the 300 points.
- The aliens return to their original second-block level of height after you have completed 9 blocks of aliens.
- The aliens can't fire at you when they are on the level directly above you. CAUTION - The next time they drop, you lose the game, so you must hit them!

RATINGS

Originality	10
Addictiveness	10
Graphics	10
Sound	10
Controls	10
Overall	10

SCORES

Masters score - 10,000 points.

Authors score - 20,000 points

CONCLUSION

Before **SPACE INVADERS** came to America, it created a shortage of quarters in Japan. It was the pioneer video game that helped launch the craze in America.

10	Originality
10	Addictiveness
10	Graphics
10	Sound
10	Controls
10	Overall



STAR CASTLE™

Manufacturer - CINEMATRONICS

Maximum players - two

Score rollover - 10,000,000

Sign name - no

Permanent memory - no

Color - no

Type graphics - X/Y monitor

Speech - no

CONTROLS

Left and right turn buttons. Thrust and fire buttons.

SCORING

Outer ring is worth 10 points, middle ring 20 points and the inner ring 30 points. Destroying the cannon earns you a bonus ship.

GENERAL DESCRIPTION

You control a ship that circles a star castle, a fortress in space with three spinning rings to protect its cannon. Your job is to eliminate the cannon by shooting holes through the rings and hitting the big gun when all the holes have been lined up. The cannon is always trying to aim at you, firing when it finds a hole to shoot through. When the cannon is knocked out of action, a new one appears, its rings completely restored. To make things even worse, three space mines attempt to ram you. They kill on contact, and you can shoot them even though they are worthless.

As the game progresses, the cannon aims even quicker and the mines pursue you even faster.

STRATEGIES

With a little practice, STAR CASTLE can easily be beaten. All you need to know is a simple pattern. It does not work well on the first three cannons, however, so you have to destroy those guns any way you like, a chore that should be no problem for you. When destroying the first three cannons, be careful not to com-

pletely wipe out the outer ring. Anytime the outer ring is eliminated, you must then destroy the next two rings as well, because all three of them spin differently. You need that outer ring in order for the following pattern to work.

Fly the pattern as shown in figure 1--a diagonal direction from right to left. Fire at the cannon as you cross the screen. That is the only time you should let off on the thrust button. When you fire, aim at the cannon as though the rings are not there, then regain your direction and thrust. Space mines never catch you because they become confused when you cross the side of the screen. After about 20 passes, you should blast the cannon. This is how the pattern works. When you fly and shoot at the proper times, a hole develops in the rings that lead directly to the cannon. You can then knock out the cannon. Space mines cannot cross the screen and follow you.

You fire at the cannon when you reach the points marked by the x's. Fire directly at the cannon.

SECRETS AND TRICKS

- The cannon can only fire one shot at a time.
- At 280,000 points the game becomes easy again.
- Sometimes the game stops awarding you bonus ships. This happens between 15,000 and 30,000 points, if it happens at all.

RATINGS

Originality	10
Addictiveness	7
Graphics	9
Sound	9
Controls	10
Overall	9

SCORES

Masters score - 100,000 points.

Authors score - 350,000 points, with 105 ships left when we quit.

CONCLUSION

STAR CASTLE is a game CINEMATRONICS should be proud of. It is a unique idea combined with great graphics, especially the implosion-explosion sequence.

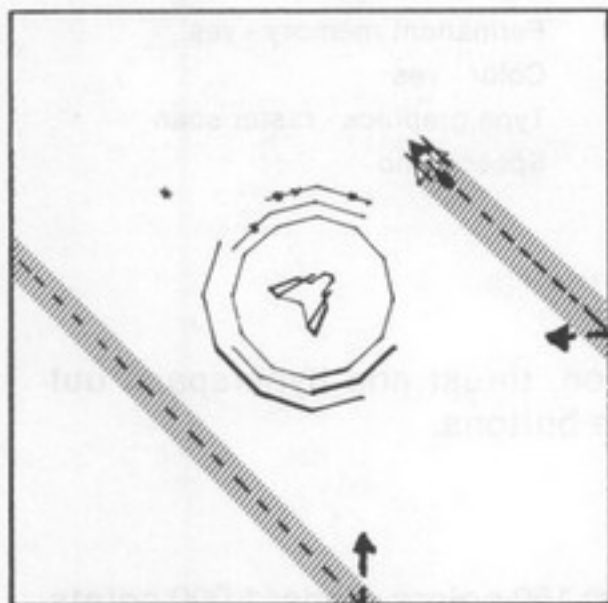
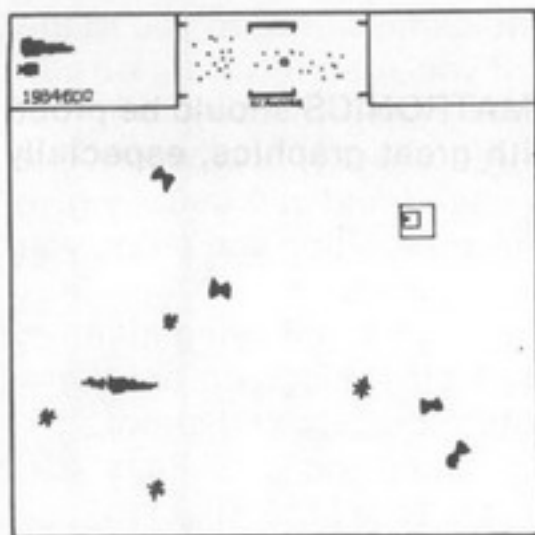


fig. 1



STARGATE™

Manufacturer - WILLIAMS
 Maximum players - two
 Score rollover - 10,000,000
 Sign name - yes
 Permanent memory - yes
 Color - yes
 Type graphics - raster scan
 Speech - no

CONTROLS

Up-down lever, reverse button, thrust and hyperspace buttons, smart bomb, invisio and fire buttons.

SCORING

Landers: 150 points. Mutants: 150 points. Pods: 1,000 points. Swarmers: 150 points. Firebombers: 250 points. Fireballs: 100 points. Bombers: 250 points. Dynamos: 200 points. Space Hums: 100 points. Baiters: 200 points. Yllabian Space Guppies: 150 points. Phreds and Big Reds: 200 points. Munchies: 50 points. If you are shot, you earn 25 points.

When you complete a wave, you earn up to 2,000 points for each humanoid that is still alive. You also pick up points for catching and landing humanoids.

GENERAL DESCRIPTION

STARGATE is the sequel game to the very popular DEFENDER. Your mission is also the same as in DEFENDER, save the humanoids. You control a sleek ship that has the same abilities as the Defender ship, with the addition of INVISIO. When the Invisio button is pressed, your ship suddenly becomes invisible and indestructible. A blinking line under the smart bombs reflect how much invisio you have left. You earn one second of invisio every 10,000 points. There is also a stargate -- a box that remains in position throughout the game -- that performs some helpful duties. It cannot be destroyed. If a humanoid is being ab-

ducted and you enter the stargate, the game will warp you to the position where the act is happening. If you enter the stargate carrying four humans--sometimes you may need to carry five, just read the games's secrets to discover exactly how many--the game will transfer you three waves ahead and will usually give you a big point increase as well. Otherwise, when you enter, you will be warped to the other end of the screen.

The new enemies in this game act in the following manner:

- A. YLLABIAN SPACE GUPPIES wait off the screen until you enter their area, then they turn quickly and shoot all around you, rarely shooting straight at you. Pass them and then turn and fire in order to kill the Yllabian Space Guppies.
- B. DYNAMOS are advanced bombers. They release Space Hums that simply follow you in hopes of ramming you. Both can easily be shot.
- C. FIREBOMBERS stay at one area on the screen, moving primarily up and down. They are very difficult to shoot because they move away from the level your ship is flying. If you should happen to pass their level, they will shoot a steady wall of fireballs at you. Eliminate firebombers from a distance or ram them using Inviso.
- D. PHREDS, BIG REDS and MUNCHIES come out once you near the completion of a wave. Their job is to make your job more difficult. At first, the Phreds and Big Reds try to ram you. If that doesn't work, they launch Munchies--smaller and faster--after you. Kill them by turning quickly on them or by using a smart bomb.

STRATEGIES

The strategy is primarily the same as DEFENDER, using only a few differences. With the addition of the STARGATE, you can quickly build up extra ships, smart bombs and invisio. You should not use the warp ability on the first two waves because you can gain more points by implementing another method. On the first two waves, grab as many men as possible at one time. You gain 2,000 points for each man over three that you pick up. When you put them down, you get 500 additional points for each man. At the end of the first wave hunt a few Phreds to earn yourself some extra points. On the third wave, and again on the sixth wave, use the stargate and warp. You should establish a priority in the order

of enemies you kill. First use the pod intersection and smart bomb the pods. (The pod intersection tells you when all of the pods will be together.) Now fly along the planet surface, destroying anything that gets in your way. Your objective, however, is to destroy all the landers. Once they are gone, kill everything else in any order you choose. If you ever venture into an area that is threatened by many firebombers, smart bomb them. Every fifth wave is a specialized wave. Waves ending in "5" are called "Yllabian Space Guppies Showdown," and they must be destroyed by using invisio or smart bombs. Waves ending in "0" are called "Firebomber Showdown" and are easily destroyed by using a couple of smart bombs and a little invisio. On Firebomber waves you get six pods in one shot!

SECRETS AND TRICKS

- When you go into space, use your invisio to quickly wipe out the mutants.
- If you use a smart bomb on a pod, it never splits into swarmers.
- If you follow a group of swarmers closely, they will not turn and shoot you.
- You cannot enter your name or initials more than five times on the list of immortals.

RATINGS

Originality	10
Addictiveness	9
Graphics	10
Sound	10
Controls	9
Overall	10

SCORES

Masters score - 250,000 points.

Authors score - 500,000 points.

CONCLUSION

STARGATE is a far better game than DEFENDER and is probably a contender for best game of 1982.

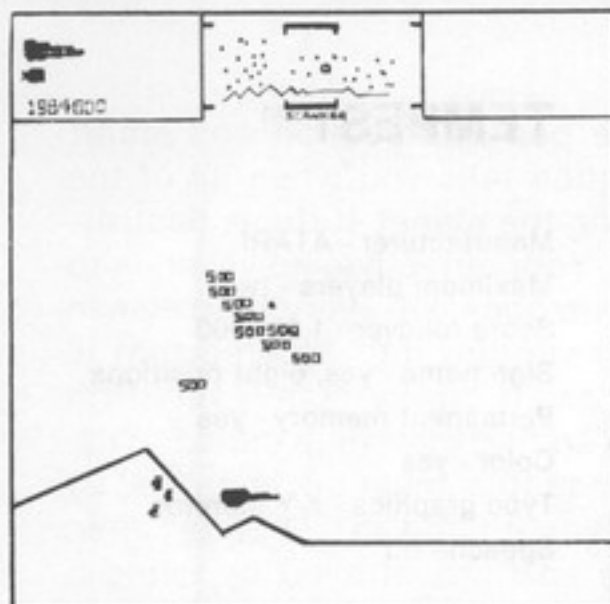
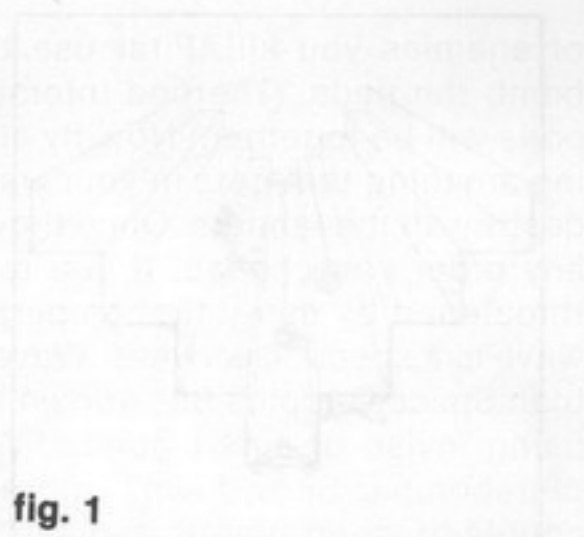


fig. 1



CONTROL

Left and right totals (map, SUPER ZAPPER and 1984)

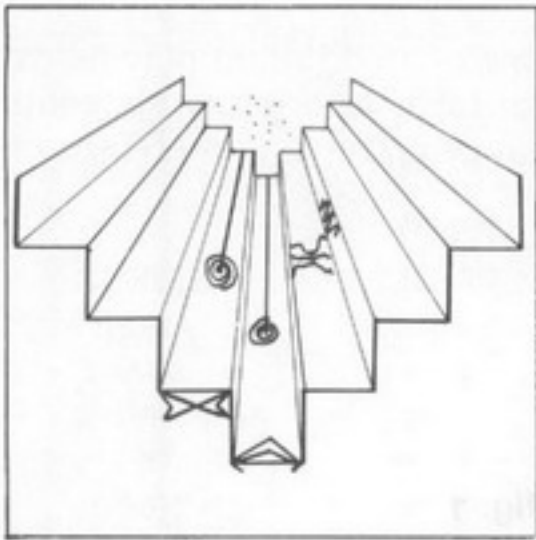
SCORING

Flippers are worth 150 points, pulsars 200 points and tanks 100 points. Spawners are 50 points and one hit on a spike valued at one or two points. A level can be 250, 500 or 750 points. A character through any level except level one is worth a big bonus. The big bonus, however, can only be earned the first time you complete a level in the game.

GENERAL DESCRIPTION

You must first select your own particular skill level and are given nine seconds in which to do so. When the game begins a play field appears. And you control a claw-like anchor that moves around the rim of a three-dimensional tube. Enemies land on the far end of the tube and move toward you. And different enemies attack in different patterns. Enemies that are like stick or behave differently when they level or separate play fields. You're down the tube at the surrounding enemies. And when all of them on a level are destroyed or they reach the outer rim, you blast through the tube, flying through space and landing on a new difficult level. You earn a bonus on other city 10,000 or 20,000 points, and it can be set as high as 50,000. The game ends when all shooters have been destroyed.

STATISTICS for each level are 25, 50, 75, 100, 125, 150, 175, 200, 225, 250, 275, 300, 325, 350, 375, 400, 425, 450, 475, 500, 525, 550, 575, 600, 625, 650, 675, 700, 725, 750, 775, 800, 825, 850, 875, 900, 925, 950, 975, 1000.



TEMPEST™

Manufacturer - ATARI
Maximum players - two
Score rollover - 1,000,000
Sign name - yes, eight positions
Permanent memory - yes
Color - yes
Type graphics - X-Y monitor
Speech - no

CONTROLS

Left and right rotate knob, SUPER ZAPPER and fire.

SCORING

Flippers are worth 150 points, pulsars 200 points and tankers 100 points. Spinners are 50 points and one hit on a spike valued at one or two points. A fuseball can be 250, 500 or 750 points. Accelerating through any level except level one is worth a big bonus. The big bonus, however, can only be earned the first time you complete a level in the game.

GENERAL DESCRIPTION

You must first select your own particular skill level and are given nine seconds in which to do so. When the game begins, a play field appears. And you control a claw-like shooter that moves around the rim of a three - dimensional tube. Enemies land on the far end of the tube and move toward you. And different enemies attack in different patterns. Enemies that are alike attack or behave differently when they travel on separate play fields. You fire down the tube at the approaching enemies. And when all of them on a level are destroyed or they reach the outer rim, you blast through the tube, flying through space and landing on a more difficult tube. You earn a bonus shooter every 10,000 or 20,000 points, and it can be set as high as 70,000. The game ends when all shooters have been destroyed.

All the action takes place on one of 16 different play fields. Each of them features 16 tunnels or rails. After every sixteenth level, the color of the play field changes. The colors are shown below.

LEVEL	COLOR	CRAWLER	SPIKES
1-16	blue	yellow	green
17-32	red	green	cyan
33-48	yellow	blue	red
49-64	cyan	blue	red
65-80	invisible	yellow	green
81-99	green	red	blue

The shooter is controlled by a knob. It moves around the rim and lights up the rail, giving a flashlight effect and helping when you aim. The shooter fires rapidly when you hold the button down. You may have as many as eight shots in the air at the same time. You also have a SUPER ZAPPER button which destroys everything that is presently on the tube, with the exception of enemy shots and spikes. You can only use your Super Zapper once per level.

STRATEGIES

The best way to play this game is by using a trick called "Tapping". When you reach a level and realize that you can't easily move through it, you employ tapping. And this is how it works. Pick a rail and start tapping off shots at a rate of around three per second. NEVER JUST HOLD THE FIRE BUTTON DOWN OR YOU WILL SURELY DIE! Enemies that enter your tunnel are instantly killed. Flippers on the outside rim die as they try to capture you. Firing onto long spikes provides you with the best firing power. Use your Super Zapper only when a fuseball threatens you.

SECRETS AND TRICKS

- Fire onto long spikes to destroy approaching flippers.
- Stay away from long spikes when there are pulsars everywhere.
- Use Super Zapper only when you are trapped. Don't waste it on panic situations.

- Use Super Zapper a second time on each level to eliminate one more enemy. It will usually destroy the most dangerous enemy left on the play field, usually killing a fuseball if one is lurking on the screen.
- If you have almost completed a level and still have a Super Zapper in your power, use it to pick up some extra points.
- Try not to use your Super Zapper if you have tankers on the play field. Split them open first in order to gain more points.
- To tell what a tanker will split into, look at its center. If you don't see anything, then you know it is carrying flippers. Otherwise, you will see a miniture pulsar of fuseball.
- Don't shoot "Fuseball-Tankers" that are near the top, since they will only zip to the top to kill you.
- On most levels, there is a preferable rail from which to tap. You should sit on a rail that has the biggest angles to the next rail, (see picture 1.) Flippers thus have a longer way to flip, and you have a better chance of shooting them down.
- The most bonus shooters you can build up is five.

RATINGS

Originality	10
Addictiveness	10
Graphics	10
Sound	10
Controls	10
Overall	10

SCORES

Masters score - 300,000 or making it to level 33.

Authors score - 915,363 at level 82.

CONCLUSION

TEMPEST is visually spectacular. Everything about it works just as it should, and we have no complaints. ATARI is definitely a leader in arcade games.

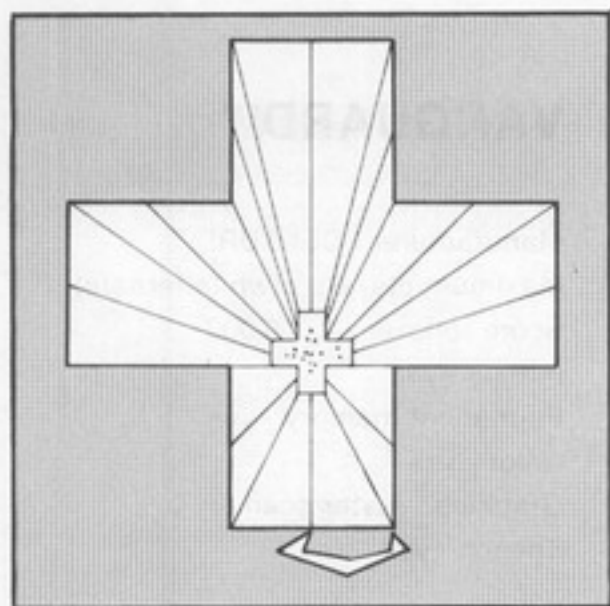
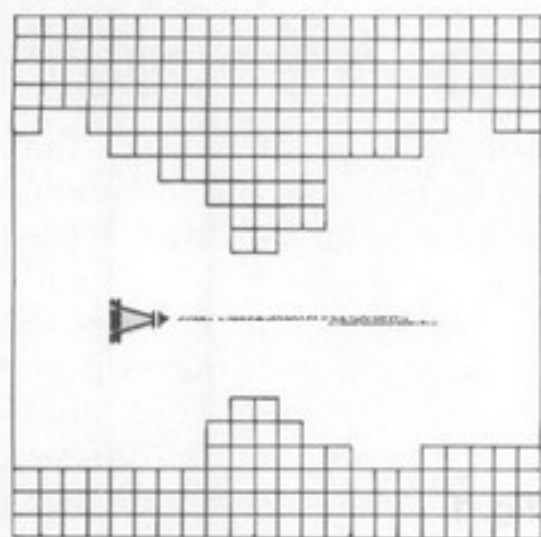


fig. 1





VANGUARD™

Manufacturer - CENTURI
Maximum players - two (alternate)
Score rollover - 1,000,000
Initials - yes
Permanent memory - yes
Color - yes
Graphics - raster scan
Speech - yes

CONTROLS

Eight-directional joystick, 4 fire buttons.

SCORING

There are twelve alien objects that are valuable targets. These are arranged in the following values, also in the order of their appearance in the first tunnel. Mist: 70 points. Harley: 50 points. Helm: 80 points. Amno: 120 points. Base 1: 100-400 points. Base 2: 100-400 points. Base 3: 100-400 points. Garine: 100-400 points. Barrier: 800 points. Kemlus: 100-400 points. Romeda: 100 points. Gond: 1000-8000 points.

GENERAL DESCRIPTION

There are twelve different tubes or tunnels that you can enter and try to traverse. Each one has eight different stages to challenge you. A scanner at the top of the screen--in the shape of the present tunnel--tells where you are in the tube. At the beginning of the game, a deep voice bids you "Bon Voyage," and you are on your way through the first critical stage, where your ship is surrounded by cube mountains. A short way down the tunnel, you encounter the first enemy ship. Resting on the top of the mountain is a docking port, enscribed with the word "ENERGY." When your ship contracts this port, it becomes invulnerable to destruction for a short period. You then collect points by running into enemy ships instead of merely shooting them. As your shielding power is about to run out, the same deep voice says "Be careful."

A few moments later, your ship is protected only by its normal defenses. There are four fire buttons: above, below, in front, or in back of your ship.

During the second stage, you travel upward through the "Rainbow Zone," an area surrounded by blue and purple mountains and patrolled by alien ships that bounce up and down in the middle of the pathway. You next enter the "Stick Zone," surrounded by colorful mountains that have orange and green "sticks" protruding into the clear area where you must travel. You then journey into another "Rainbow Zone," one that descends. The spaceship then ventures into the "Stripe Zone," traveling through caverns of striped mountains. There are two possible paths to choose in this stage. You can move above or below the barrier in the middle of the screen without fear of any objects attacking you. They simply wait for you to shoot them. Your spaceship, however, explodes on contact with any object in the Stripe Zone, unless, of course, you dock with the available "ENERGY." When you reach the end of the Stripe Zone, you must complete another "Rainbow Zone," exactly the same as the first one you encountered. In the "Bleak Zone," you are forced to fight snake-like alien obstacles that lie in your path. If you run into this alien, you receive 1,090 points for docking with it. If you dock more than three times, however, your ship will be destroyed. Farther into the "Bleak Zone," you meet meteorite-like aliens, falling straight down at different speeds to try and destroy you. If you continue on, you challenge the last zone, called the "Dock Zone," where you must knock out an enemy that is protected behind two force fields. There is a short gap in each of them. And when they come together, the enemy is vulnerable to destruction. Laser beams are constantly being fired at you from the sides of the screen. In addition, more force fields close in behind you, forcing you ever closer to the enemy. If you destroy this last obstacle, the deep voice shouts, "CONGRATULATIONS," and you enter the second tunnel of play. The cruising speed of your spaceship will be slightly accelerated to provide more of a challenge. You receive a bonus ship at 10,000 and at 50,000 points.

STRATEGIES

In the "Cube Zone," we never dock with "ENERGY". You can shoot down almost all of the aliens anyway. But if you dock with the "ENERGY," you earn only about one-third as many points. And after all, you want to score points. All of the "Rainbow Zones" have places where you can sit still and shoot all of the aliens without the risk of moving. (Figure 1) In the last zone of the first tunnel, the "Dock Zone," don't immediately kill the alien. Move around awhile and let three of the force field bars close behind you. Then fire as fast as you can to down the alien! You receive 8,000 points by using this technique instead of only picking up 1,000 points. During the "Bleak Zone," when the meteorite-like aliens appear, move to the middle of the screen, a safe place to sit and fire forward only. This tactic allows you to destroy a clear path while maintaining fire forward only. This tactic allows you to destroy a clear path while maintaining your safety.

SECRETS AND TRICKS

- In the "Stripe Zone," when you dock with "ENERGY," you lose a lot of points because you can never run into as many objects as you can shoot down. It is possible to go around some "ENERGY" and then hit everything.

RATINGS

Originality	8
Addictiveness	7
Graphics	7
Sound	8
Controls	10
Overall	8

SCORES

Masters score - 100,000 points.

Authors score - 175,000 points.

CONCLUSION

VANGUARD has its bad points--the laser beams won't always match the gun turrets--but it makes a lot of money. It is probably CENTURI's best video game.

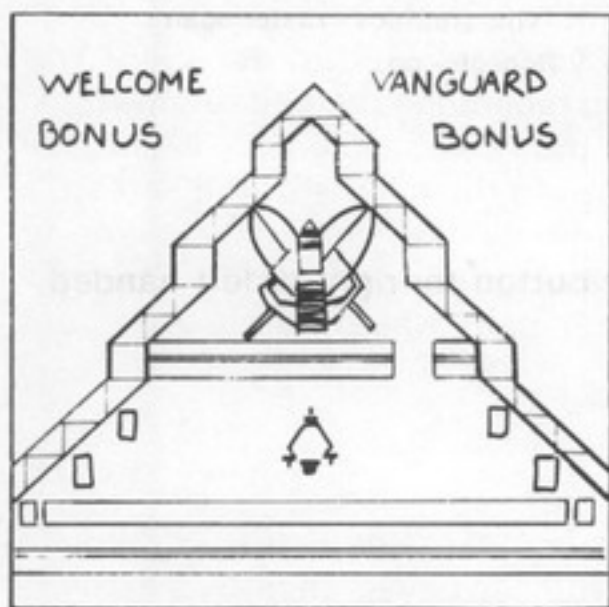


fig. 1

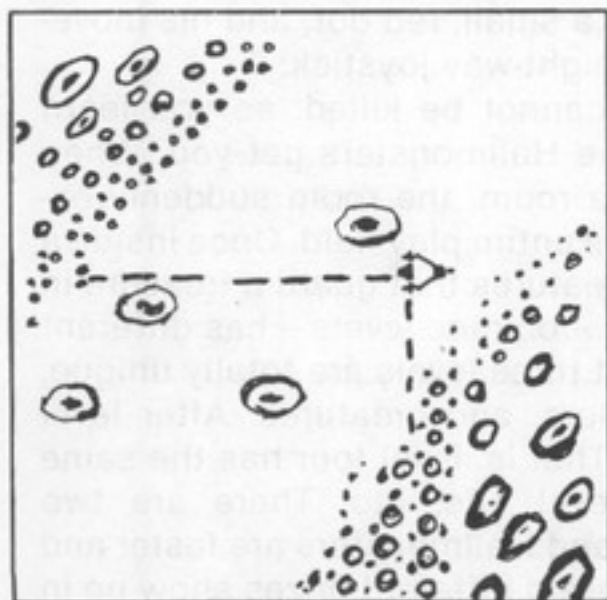
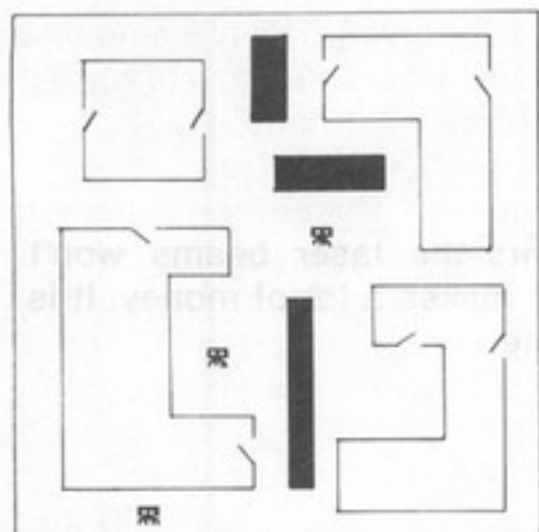


fig. 2



VENTURE™

Manufacturer - EXIDY

Maximum players - two

Score rollover - 1,000,000

Sign name - yes

Permanent memory - no

Color - yes

Type graphics - raster scan

Speech - no

CONTROLS

Eight-way joystick and a fire button for right or left handed players.

SCORING

Shown in table one.

GENERAL DESCRIPTION

Game play begins once Winky arrives at the bottom of the staircase. At this point, Winky is a small, red dot, and his movement is controlled by using the eight-way joystick.

In the hallways, monsters cannot be killed, so you learn quickly to enter rooms before the Hallmonsters get you. When Winky touches the doorway of a room, the room suddenly expands on the screen, taking up the entire play field. Once inside a room, you are confronted with creatures that guard a treasure in the corner. Each of the 36 rooms -- on nine levels -- has different creatures and treasures. The first three levels are totally unique, having different floor plans, colors, and creatures. After level three, game play wraps-around. That is, level four has the same floor plan and creatures as level one, etc. There are two differences, however. Creatures and Hallmonsters are faster and smarter as the game progresses, and different prizes show up in the rooms.

You can kill all room creatures by aiming with the joystick and pressing the fire button. Be careful, however. Once a

creature is shot, it slowly decays on the screen. The remains of a creature are lethal and will cost Winky a bow and arrow (a turn) if touched. Shooting a decaying creature only brings it back to a "fresh dead" status.

When Winky touches the treasure, it flashes and awards points. You should then quickly direct Winky out of the room. If he spends too much time in the chamber, a large, indestructible Hallmonster knocks his way through any wall and quickly seeks out Winky. If Winky leaves the room to avoid the Hallmonster, without first recovering the treasure, the Hallmonster quickly emerges as soon as Winky returns. Also, any creatures that Winky shot before leaving the room without obtaining the treasure will be resurrected when he re-enters. Because every treasure must be gathered before you can journey on to the next level, running away is no way to avoid the inevitable confrontation with the large Hallmonsters and creatures.

After Winky recovers a treasure and leaves, the room shrinks back down to its position in the floor plan. To remind you that you don't need to go in that room again, it becomes filled in with one color. If Winky loses a turn by running into a creature, he must return to the level as he left it.

A bonus bow is awarded every 20,000, 30,000, 40,000 or 50,000 points. This varies between machines.

STRATEGIES

In playing VENTURE, you must be as quick as possible. As soon as you enter a level, go directly to a room. The longer you stay in the hallways, the faster the Hallmonsters become. Most rooms are very basic. You should shoot as many creatures as possible, grab the treasure and escape. There are, however, a few tricks to beat them.

On level two in the "Troll Room," you must shoot the first troll at an angle, (Figure 1). Put Winky at the corner of the wall and hold the fire button down while you aim at the Troll. When the temporary wall vanishes, your arrow can hit it. The second troll can be easily evaded.

On level four in the "Wall Room," you must blast your way through a wall to steal the treasure. When you enter a room, hold the fire button down and spray the creatures with arrows. Most of the time a lucky shot will at least hit one.

SECRETS AND TRICKS

- When you enter a room, make sure no Hallmonster is waiting outside when you leave. If so, simply use a different exit.
- In hallways, Hallmonsters can not move diagonally, making it easier for Winky to escape them if you move him along a diagonal path.
- When Winky enters a room, you only have 12 seconds before a Hallmonster attacks.

RATINGS

Originality	10
Addictiveness	5
Graphics	7
Sound	9
Controls	7
Overall	8

SCORES

Masters score - 100,000 points.

Authors score - 141,000 points.

CONCLUSION

VENTURE was taken from the idea of Dungeons and Dragons. The game has one problem. It is extremely difficult on level 6. The Hallmonsters won't let you reach a room! Overall, though, this is a fine game from EXIDY.

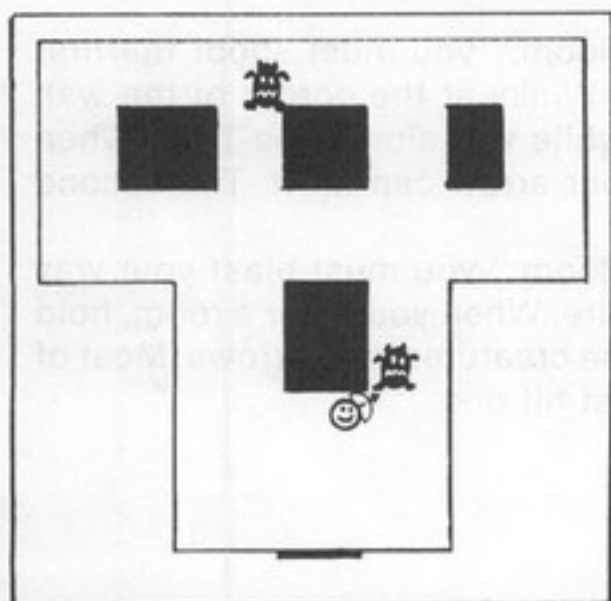
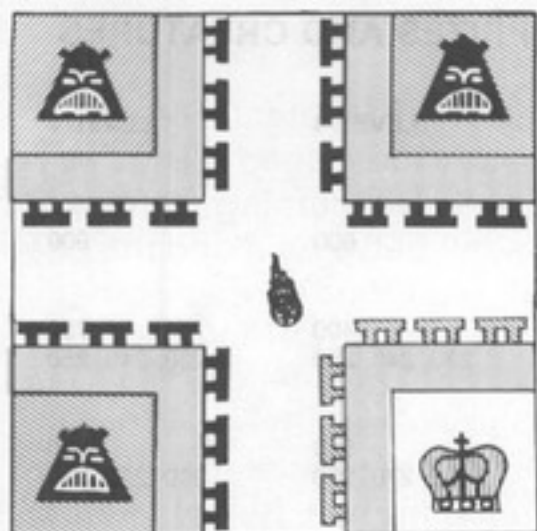


fig. 1

POINT VALUE OF VENTURE™ PRIZES AND CREATURES

	LEVEL 1	LEVEL 4	LEVEL 7
WALL ROOM			
prize	300	600	900
GOBLIN ROOM			
prize	100	400	700
creature	30, 40, 50	230, 240, 250	230, 240, 250
SERPENT ROOM			
prize	200	500	750
creature	60, 70, 80	260, 270, 280	260, 270, 280
SKELETON ROOM			
prize	150	350	650
creature	100, 130, 150	300, 330, 350	300, 330, 350
	LEVEL 2	LEVEL 5	LEVEL 8
TWO HEADED MONSTER ROOM			
prize	350	650	850
creature	150, 160, 170, 180	350, 360, 370, 380	350, 360, 370, 380
TROLL ROOM			
prize	430	630	830
creature	200, 220	400, 420	400, 420
DRAGON ROOM			
prize	380	780	890
creature	150, 150, 200, 200	350, 350, 400, 400	350, 350, 400, 400
SPIDER ROOM			
prize	450	750	850
creature-red:	150 each	450 each	450 each
yellow:	300, 330	500, 530	500, 530
	LEVEL 3	LEVEL 6	LEVEL 9
DEMON ROOM			
prize	660	860	990
creature	250, 270, 330	450, 470, 530	450, 470, 530
BAT ROOM			
prize	690	890	980
creature-yellow	250	550	550
white:	270, 330	470, 500	470, 500
GENIE ROOM			
prize	620	820	920
creature	250, 300, 360	450, 500, 560	450, 500, 560
CYCLOPS			
prize	700	800	900
creature-blink:	520	720	720
non-blinking:	380, 400	580, 600	580, 600

WARLORDS™



Manufacturer - ATARI

Maximum players - two (same time)

Score rollover - 1,000,000

Initials - yes

Permanent memory - no

Color - no (overlay)

Graphics - raster scan

Speech - no

CONTROLS

Knob and powerstone.

SCORING

Each hit on a wall is worth 125 points. Each Black Knight, as well as the other player, are worth 2500 points. The value of the castles is multiplied by the number of the round that the game is on, starting with 1.

GENERAL DESCRIPTION

There are four castles, one in each corner of the screen. Choose one of the two castles on the bottom from which to fight and protect. The other three castles are then occupied by the Black Knights. If you team up with someone, the other castle on the bottom belongs to him. At the beginning of each new attack round, a dragon will fly out from a side of the screen and release a fireball, a weapon that both you and the Black Knights can use. Everytime the fireball strikes a castle wall, it destroys more of it. When you break through enough of the wall, the Black Knight is vulnerable to destruction. Your object is to destroy the Black Knights and your partner, if there is one. As long as one of the two people playing survives, the game continues for both of you.

STRATEGY

Use teamwork with another player to defeat the Black Knights. If you are playing alone, here are some good tips on how to destroy the Black Knights by yourself. Concerning the one in the upper opposite corner throw a fireball between it and the one directly below it. Usually the two will knock down each other's defenses and send the fireball hurtling back toward you.

The two castles directly above and beside you are the easiest to destroy. You catch a fireball -- using the powerstone -- and turn your shield all the way to the left or right, depending on which castle you attack, then release the fireball. Remain in that area because a Black Knight may block a fireball and hurl it back in your direction. The knights block a lot of your shots, but keep with it, and you can eventually tear down his castle. Everytime you destroy a castle, a new fireball is released into the playing field. So set up the castles so only one shot is needed to destroy it. Always leave the castle in the upper opposite corner for your final assault. Destroy it by throwing fireballs to either side of the corner of the castle. If you fire one directly at the corner, it will always be blocked. You can also use bank shots to wipe it out, confusing the Black Knight and catching him off guard. Remember to use these strategies mainly in a one player-game. If you team up with someone, use these same techniques to destroy enemy castles, but use them in different orders. Each player should take care of the castle above him and then assist his partner with his castle.

RATINGS

Originality	9
Addictiveness	7
Graphics	8
Sound	8
Controls	10
Overall	8

SCORES

Masters score - 125,000 points (single player).

Authors score - 198,000 points (single player).

CONCLUSION

No matter how you look at WARLORDS, it reminds you of the original PONG. But even if it does have some of PONG's same basic principals, WARLORDS is still a very unique and original game. ATARI has another winner.

SECRETS AND TRICKS ON 10 MORE GAMES

WIZARD OF WOR

If you are on the last man, reach up to the top of the game and find the on-off switch. Press it off, then on, as fast as you can and the game will usually start over again. However, you retain your previous score and dungeon level.

PLEIADES

It is easy to gain extra free points off the winged creatures in this game. When you reach that part in the game, leave one of the creatures alive. Shoot it in the wing, causing the creature to fall straight down instead of in an attacking pattern. When it appears from the top of the screen, shoot the angry bird in the wing as many times as you can before it lands on top of you. Repeat this technique until it becomes too difficult, then kill it.

SPACE ZAP

An easy way to beat this game is to have a friend tap the fire button while you control the aiming, a trick that can lead to some outstanding scores, such as 300,000 points.

RALLY-X

Try to get the three red cars in the trap, the box near the top right of the play field that has only one entrance. Use your smoke screen to stick them there, then leave the trap and move on to the top of the play field. The red cars won't be able to leave the trap as long as you remain above them. Your car will run out of fuel but you just move slower. Make bets when you use this trick. Tell a friend you can play RALLY - X for one-half hour with a single quarter, guaranteeing you a sure bet.

BERZERK

Force the robots to run into walls and into each other. Also make Evil Otto bounce over remaining robots so you can collect the bonus. The fewer robots you start out with, the faster Otto will make an appearance.

SCRAMBLE

Try to fly low, shooting the rockets and fuel in front of you. When the meteors come, keep your ship low and hide behind the mountains. When there is a clear area, jump over to the next valley. To make it through the tunnels, keep your ship as forward as possible on the straight paths. When you reach an area where you must change height, either pull down and back or up and back. To destroy the base, you must maneuver in front of it, then shoot or bomb it. If you crash within 5 seconds of destroying the base, you will not lose your ship.

CARNIVAL

At the start of each round, position your gun so that you will hit a pipe even if you miss a target. This allows you to clear out the pipes without trying, plus you waste less shots. When the bear is moving swiftly to the left, position your gun beneath him, pressing fire and then move right button at the exact same time. After the elapse of a second, press the fire and move the left button. You should continue doing this until the bear moves away at a speed too rapid for you to catch. You should be able to hit it 22 times.

SUPER COBRA

This explains each level of SUPER COBRA.

1. Anti-aircraft missiles and shooting tanks.
2. Anti-aircraft missiles that curve in flight and shooting tanks.
3. UFO's that try to ram your helicopter.
4. UFO's that move in an up-and-down pattern.
5. Mines that drop from the ceiling.
6. Meteors that try to ram your ship.
7. Moving tanks that fire rapidly.
8. UFO's that shoot at your craft.
9. More anti-aircraft missiles, but situated in a city setting.
10. A maze of tunnels with missiles.

(BASE) The Booty is protected by missiles and tanks.

SPACE FURY

Save the shell on the left for the fourth round because it has the most power. Never stay still. Move in an upward manner, always shooting anything that gets in your way. Shoot the sections of enemies before they have time to merge into a whole. Whole enemies are much more dangerous because they launch fire-balls at you. If you get something with your shell, you will not be harmed. You must be hit on your main ship.

GORF

To play GORF, you must take advantage of the ship's capabilities. It can move up and down, as well as sideways. When you fire a shot, you can cancel it at any time, then fire another shot by just pressing the trigger. To fight the galaxian enemy, try to stay up high and fire rapidly at the attackers. When battling the Laser Blast wave, destroy the two laser ships first. On the Flagship wave, first knock out two inches of the shielding before you try to wipe out the ship.

THE ELITE

There are some game players who rise above the norm. They strive at perfection, and they usually succeed. Their goal is to become the best-known player of a particular game and to achieve that goal at any cost. These are the champions of the arcades. They move from arcade to arcade, looking for competition and posting their own scores for their best games. They play for competition and the praise they receive from their friends. If they find someone who has a higher score, they play until they beat it. Reaching a new high score makes this person's day seem important. It brings them a new honor. These are the Elite.

This book gives a list of elite high scores. As far as the authors are aware, these are the highest known scores for a given game. The scores are not official records, but they do give an indication of just how good you can become at a game. Credit is not given to the people who made the scores because most of the names are not known.

ELITE SCORES

GAME	HIGH SCORE	MACHINE SETTING
ARMOR ATTACK	60,000	
ASTEROIDS	30,000,000	Easy (factory setting)
ASTEROIDS DELUXE	319,000	Early model (harder than later one).
ASTRO BLASTER	87,000	
BATTLE ZONE	1,300,000	
BERZERK	29,000	Bonus every 5,000 points
CARNIVAL	52,000	
CENTIPEDE	387,000	Bonus every 12,000 points
CRAZY CLIMBER	306,000	
DEFENDER	16,000,000	Bonus every 10,000 points
DONKEY KONG	155,000	
FROGGER	72,650	
GALAGA	116,000	
GALAXIAN	320,000	
GORF	51,000	
MAKE TRAX	38,000	
MISSILE COMMAND	830,000	Bonus at 10,000 (game breaks down)
OMEGA RACE	447,000	Two credit game
PAC MAN	2,300,000	
PHOENIX	358,000	
PLEIADES	224,000	
QIX	127,000	
RED BARON	150,000	
RIP OFF	65,000	Team score.
SCRAMBLE	210,000	Early 'easier' model
SPACE INVADERS	220,000	
SPACE TACTICS	1,170,000	
SPACE ZAP	308,000	
STAR CASTLE	1,100,000	
STAR GATE	700,000	Bonus every 10,000 points
TEMPEST	915,000	Bonus every 10,000 points
VANGUARD	163,000	
VENTURE	181,000	
WIZARD OF WOR	127,000	

THE FUTURE

Some people think ideas will soon run short for video games. These people are wrong. Games will become better and more varied as technology increases. In the near future don't be surprised to see games with some sort of 3-D displays, or holographic images might be produced. Games could ultimately have more than one screen. In a space game, for example, one screen could show you the forward action and the second screen could reveal what's happening behind you!

A game craze that has hit home computers may soon be seen in arcades--the "adventure games." The video player would take on the identity of a character and fulfill a mission. An example could be a game called "JASON AND THE ARGONAUTS." In such a game, you would assume the role of Jason, and your mission would be to recover the Golden Fleece. The game would have many goals that should be accomplished in order to keep the game going--finding a boat and crew, fighting your way through a raging storm, and battling a sea monster, etc.

Other games could be "real life" simulations. You might be the pilot of a shuttlecraft and in charge of launch, orbiting the earth and landing. In the course of the game, you would be forced to correct random hazards in order to keep the game going. You might be on a collision course with a satellite, or, perhaps, one of your thrusters has malfunctioned.

One thing is for certain. The industry is definitely not short of good ideas or imagination.

LISTS

(alphabetical order)

TEN BEST GAMES

1. ASTEROIDS™
2. CENTIPEDE™
3. DEFENDER™
4. MISSILE COMMAND™
5. PAC MAN™
6. SCRAMBLE™
7. SPACE INVADERS™
8. STAR CASTLE™
9. STAR GATE™
10. TEMPEST™

TEN WORST GAMES

1. ASTRO FIGHTER™
2. GORF™
3. MOON CRESTA™
4. NEW YORK NEW YORK™
5. PHOENIX™
6. RALLY-X™
7. SPACE PANIC™
8. SPACE TACTICS™
9. SPACE ZAP™
10. VANGUARD™

TEN HARDEST GAMES TO MASTER

1. ASTEROIDS AND ASTEROIDS DELUXE™
2. ARMOR ATTACK™
3. BATTLE ZONE™
4. CENTIPEDE™
5. CRAZY CLIMBER™
6. DEFENDER™
7. MISSILE COMMAND™
8. SPACE INVADERS AND DELUXE™
9. STAR GATE™
10. TEMPEST AND TAIL GUNNER™

TEN EASIEST GAMES TO MASTER

1. CARNIVAL™
2. LUNAR LANDER™
3. PAC MAN™
4. PHOENIX™
5. PLEIADES™

6. SOLAR QUEST™
7. SPACE ODYSSEY™
8. STAR CASTLE™
9. STAR HAWK™
10. VANGUARD™

SIX GAMES THAT HAD AN ORIGINAL IDEA

1. DEFENDER™: Permanent high score table.
2. DEFENDER™: Highly programmable game.
3. MISSILE COMMAND™: Using Trak-Ball for aiming.
4. SPACE WARS™: X-Y monitor.
5. SPACE WARS™: Hyperspace.
6. STAR FIRE™: 3-D graphics

FIVE BEST NAMES FOR GAMES

1. ASTEROIDS™
2. BATTLE ZONE™
3. RIP OFF™
4. STAR CASTLE™
5. TEMPEST™

FIVE WORST NAMES FOR GAMES

1. DONKEY KONG™
2. GORF™ (frog spelled backwards.)
3. NEW YORK NEW YORK™
4. SPACE ZAP™
5. WARP WARP™

SCOTT'S FIVE FAVORITE GAMES

1. MISSILE COMMAND™
2. ASTEROIDS™
3. STAR GATE™
4. ARMOR ATTACK™
5. SPACE INVADERS™

GEORGE'S FIVE FAVORITE GAMES

1. ASTEROIDS™
2. MISSILE COMMAND™
3. CENTIPEDE™
4. DEFENDER™
5. PAC MAN™

TWENTY COMPLETELY ORIGINAL GAMES

- | | |
|---------------------|------------------|
| 1. ASTEROIDS™ | 15. STAR FIRE™ |
| 2. BERZERK™ | 16. STUNT CYCLE™ |
| 3. CRAZY CLIMBER™ | 17. SUN DANCE™ |
| 4. DEFENDER™ | 18. QIX™ |
| 5. FROGGER™ | 19. TEMPEST™ |
| 6. LASER BLAST™ | 20. VENTURE™ |
| 7. MISSILE COMMAND™ | |
| 8. PONG™ | |
| 9. RIP OFF™ | |
| 10. SCRAMBLE™ | |
| 11. SKY RAIDER™ | |
| 12. SPACE INVADERS™ | |
| 13. SPACE WARSTM | |
| 14. STAR CASTLE™ | |

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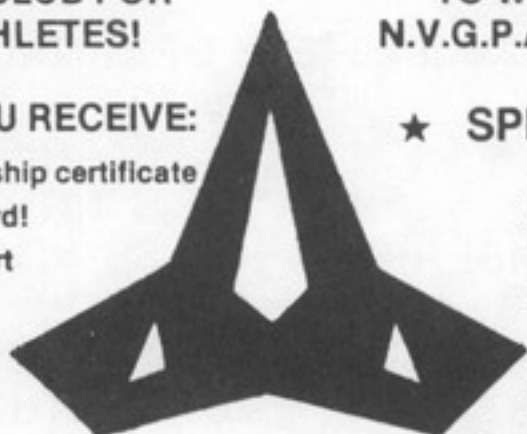
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ABOUT THE AUTHORS

Scott Miller, 20, and George Broussard, 18, have both been hooked on video games since the introduction of Pong in 1972. They met, became good friends in 1978, and quickly discovered a mutual fascination with computers and video games. Both currently attend Eastfield College in Dallas where they are pursuing computer-related courses. Scott is the holder of a black belt in Karate. George is the winner of the first all-city video game tournament conducted in Garland, a Dallas suburb. Both are accomplished game players and are experts in the intricacies of numerous games, having scored more points on each game than other published author/expert on video games.