



# 2600 Connection

Issue Number 4

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## Swordquest: Earthworld Solution

by Russ Perry Jr.

Welcome to the first installment of our Swordquest series. We've had a lot of people ask for this, and after some research, I'm happy to say that we can come through for all of you. Back in 1982, Atari launched their Swordquest Challenge, which would span four games and comic books that were included with the cartridges themselves. The four worlds encompassing the quest came from ancient science, when earth, fire, water, and air were thought to be the four basic elements of the cosmos. Each segment would have a separate playoff, and then there would be a showdown with the four winners for the big prize.

The prizes were indeed great. For each leg there was an 8 karat, jewel encrusted, \$25,000 artifact designed specifically for the contest. The Earthworld Talisman was won by Steven Bell. The Fireworld Chalice was won by Michael S. Rideout. The Waterworld Crown was won by — well, we don't know, since Atari never completed the contest. The Crown may have been awarded, but the Airworld Philosopher's Stone, and the \$50,000 final prize, the Sword of Ultimate Sorcery, never were. What happened to them is unknown.

But now, let's review our journey, courtesy of the DC comic books.

The first leg was EARTHWORD. We were introduced to the golden-haired twins, Tarra and Torr. After their natural parents were killed by King Tyrannus's guards, spurred by a prophecy from the wizard Konjuro, they are raised by thieves as commoners to avoid their parents' fate.

They are interrupted while trying to plunder Konjuro's sea keep, inadvertently revealing their true identities to him, and they flee, followed by a conjured demon. A jewel, from Konjuro's keep, seems to attract the demon, and Torr knocks it away, causing it to break. A column of smoke arises, freeing two robed and hooded beings, Tyrannus's old councilors, imprisoned by Konjuro. After a brief conversation, the Sword of Ultimate Sorcery and the Talisman of Penultimate Truth are revealed to the twins and a pit opens up. The twins descend to explore Earthworld.

After many encounters with the zodiacal denizens and another thief, Herminus, they are transported to the central chamber for a glimpse at the Sword and the Talisman. As they reach for it, they each gain a sword, but not the true Sword, which burns a hole through the altar into the ground below and falls to the second world, Fireworld, followed closely by the twins as Konjuro watches in his crystal ball.

## Four New Games from Atari

by Tim Duarte

It is no lie. Atari is still supporting the 2600. As you've read in past issues, we've been saying that a few new titles are coming. Well, they're here. The following games have been released and are available:

CX26171 Motorodeo  
CX26172 Xenophobe  
CX26177 Ikari Warriors  
CX26183 Sentinel

(All cartridges \$14.99 each)

We did not receive them in time for a review in this issue. Look for an in depth review of all four in Issue #5.

It's uncertain if you will see these cartridges in local stores. Many companies are just not ordering 2600 products. So, you can order them directly from Atari's Customer Service and Ordering Division. Call today: 408-745-2367 from 8:30am - 12:30pm Pacific Standard Time. Visa/Master Card accepted.

If you don't have a credit card, send a self addressed, stamped envelope to: Atari Corp, Dept. AC, P.O. Box 61657, Sunnyvale, CA 94088. They will then send you a catalog. Purchases can be made with a money order or personal check.



## Atari 2600 Playing Strategies

### BERZERK

by Scott Stilphen

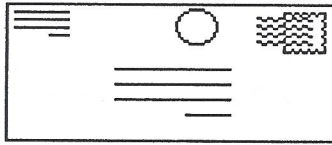
**THAT'S NECK TIES!** : When a robot fires at you, line up your humanoid so that the robot's laser beam will pass through the opening in your neck.

**REBOUND EVIL OTTO TRICK:** If there is a gate on the left side of the screen and Evil Otto is chasing you, position yourself right next to the exit, practically out of the door. Fire into the exit and Evil Otto is destroyed.





# MAILBOX



## More 2600 Fans Speak

**Dear Editor:** I am glad that there are a few people left that appreciate the value of the 2600. I bought all the different models of the system from my friends who thought the 2600 was junk. It's my prized collection. I can't help but remember all the hours of play and it's still good for many more. I was very glad when I saw the ad for *The 2600 Connection*.

-John Breeding, Oxford, MS

**Dear Editor:** I enjoyed the Fall issue very much. It's nice to see that there are some die-hard players still around. I have been playing mine since the late '70s. As far as game play is concerned, I believe many Atari games offer fun & challenge. Graphics aren't everything in a good game. Keep up the good work!

-Jeff Adkins, Attica, NY

**Dear Editor:** I didn't know there was enough info on the 2600 to sustain a regular newsletter, but you dug up some pretty interesting stuff! I have a Starpath Supercharger for my 2600 and now I know where to get software for it. The piece on hardware for the 2600 was great! I also liked the *Adventure* tip.

-Ralph A. Barbagallo III, Andover, MA

## 7800 Connection?

**Dear Editor:** I own an Atari 7800. I have some 2600 games and some 7800 games. I know this is a 2600 newsletter, but 7800 games are also very hard to find! Can you help me?

-David Adams, Harrisburg, PA

*Sorry, we do not support the 7800. Although we've had many requests, we're staying at 100 percent coverage of the 2600.*

*You're likely to find 7800 games at the same places that carry 2600 games (refer to "Places to Find Games" Issue 2). Also, you are in luck. There's a brand new newsletter for 7800 owners. For info, Write to: 7800 UPDATE, 2104 N Kostner, Chicago, IL 60639. Tell 'em you heard it here!*

## THE SOLUTION TO SWORDQUEST: EARTHORLD

Room	Object	Skill & Action Sequence
(start)	Dagger, Grappling Hook, Rope	—
Virgo	Necklace	—
Leo	Food	Leo Waterfall
Cancer	Ring	—
Gemini	Short Sword, Lamp	—
Taurus	Shoes of Stealth, Key	Charging Taurus Horns
Aires	—	—
Pisces	—	—
Aquarius	Talisman of Passage, Water	Rafts in Aquarian Rapids
Capricorn	Leather Armor	—
Sagittarius	Cloak of Invisibility	Sagittarius Spears
Scorpio	Amulet	—
Libra	—	—

Object	Property
Amulet	Enter rooms in random order from doors
Cloak of Invisibility	Skip Charging Taurus Horns & Sagittarius Spears
Key	Allows use of side doors
Lamp	Lights Charging Taurus Horns
Leather Armor	Safe from Charging Taurus Horns & Sagittarius Spears
Necklace	Cancels effect of Amulet
Shoes of Stealth	Muffles footsteps
Talisman of Passage	Skip Leo Waterfall ; acts as key

A hint was in the poem facing pg. 1. 'Prime' & 'Number' are purple. This indicates that correct clues were prime numbers.

## Precious 2600 Moments

**Dear Editor:** I'm not even out of high school yet, but I feel old when I think of the classic Atari 2600 games compared to today's newer systems. I play my 2600 regularly, and recently my girlfriend and I sat down and played *Frogger* (by Parker Brothers) for the first time in a while. We both have memories about playing it with friends. It may sound corny, I know, but it's true. I hope Atari sees this newsletter and decides to put out some more new games. Perhaps this is a bias on my part, but I think the 2600 has the easiest-to-use controller of any home game system.

- Chris Pyhtila, Houghton, MI

*Frogger is by far one of the best games ever made. It was one of the first 2600 cartridges that I bought. I'm thinking of creating a "Hall of Fame" article for a future issue. Frogger will definitely be a candidate! Send in your votes, readers! What other games do you think should be in the Hall of Fame?*

## Yes, Absolutely

**Dear Editor:** I recently heard about *The 2600 Connection* through the company Play It Again, so I decided to see what it was. I was pleased and have subscribed. I would also like to say Play It Again is a great place to buy games for your 2600! Also, did Absolute Entertainment make any games besides *Title Match* and *Skateboardin'*?  
-Matt Lewandowski, East Troy, WI

*Thanks. I'm glad you like the newsletter. Absolute released two other games. See the cart list on the back page of this issue.*



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Clue	Word	Object	Room
16-4	spire	—	(go to Aires)
8-4	search	Dagger	Gemini
25-6	the	Grappling Hook Rope	Cancer Leo
13-3	quest	Ring Key Necklace	Aquarius Scorpio Gemini
5-3	in	Short Sword Grappling Hook Food	Virgo Libra Scorpio
27-2	espied	Dagger Shoes of Stealth Water	Taurus Aries Aries
(FW)	(*)	Amulet Leather Armor Food Water	Gemini Aquarius Taurus Pisces
17-3	tower	Cloak of Invisibility Lamp Ring Short Sword Talisman of Passage	Capricorn Libra Virgo Leo Cancer
37-5	talisman(**)	Leather Armor Lamp Necklace Rope Shoes of Stealth Talisman of Passage	Aquarius Cancer Libra Virgo Virgo Sagittarius
15-4	gold	Amulet Grappling Hook Cloak of Invisibility Key Food Ring Short Sword	Scorpio Scorpio Aquarius Aries Virgo Taurus Gemini
47-5	found	Amulet Lamp Dagger Key Food Rope Cloak of Invisibility Shoes of Stealth Leather Armor Ring Grappling Hook Necklace Water Short Sword Talisman of Passage	Cancer Cancer Taurus Taurus Scorpio Scorpio Aries Aquarius Libra Libra Libra Gemini Gemini Capricorn Sagittarius

(\*) Supposedly, this was a clue relating to FireWorld, but it is unknown as to how. It depicts the Food and the Dagger.  
(\*\*) This is not hidden, but is boldfaced.

There seems to be some flexibility in when you can discover the 5-3 and 27-2 clues. Otherwise, you must follow this order. You must find the FW clue.

At the completion of the this, press the button, and you will discover the Warrior's Sword. The game does not end, but I don't know if there is anything else to be found (secret message? more clues? a less disappointing end?).

The correct phrase is "Quest in Tower Talisman Found."

# of Correct Word Clues	Title Bestowed by Atari
One or Two	Brave Venturer
Three or Four	Wise Warrior
Five	Supreme Sage of Sorcery

## Pleasant Valley Video Games

by Timothy Duarte

I recently discovered a new video game source for 2600 games. Actually, Pleasant Valley Video (PVV) found me. The owner, Jim Redd, called me and expressed an interest in *The 2600 Connection*. I spoke with Jim for quite a while and have since ordered many games from his company. He's been very helpful and understands his customers' needs—some game collectors can be picky!

Thanks to PVV, I recently completed my collection of Activision games. I couldn't find *Frostbite*, *Bridge*, and *Pressure Cooker* anywhere. PVV came through for me. PVV will also buy your old video games. The operation is similar to *Play It Again*, although I have never sold any of my games to either company.

I was very impressed with the 14-page catalog. There were even titles I have never even heard of before. Jim claims to have 90 percent of the games listed in stock. Jim said that some games were released in extreme limited quantities. For example, there's *Turbo* (by Coleco). A 2600 version was reviewed in a video game magazine years ago. Jim's never had it in stock, but you never know. There may a few out there. Jim has even bought out remaining inventories of *Off Your Rocker* (by Amiga), *Halloween*, and *Texas Chainsaw Massacre* (both by Wizard).

That's not all. Wait till you see the prototypes! *Frog Pond*, *A-Team*, *Dukes of Hazzard*, *Obelix*, *Xevious*—just to name a few! Just remember the price tag is a little high on these because they are very rare! But, where else are you going to find prototypes?

With stores removing 2600 inventories with no intention of re-ordering, PVV is a dream come true for Atari 2600 fans. And, Pleasant Valley buys and sells 5200, 7800, XE and other brands as well—Coleco, Intellivision, Sega, etc. Write or call and ask for a catalog. Tell Jim we sent ya!

Pleasant Valley Video Games  
8141 Pleasant Valley Rd.  
Camden, OH 45311

Tel. 513-787-4707, BBS: 513-787-3777





## Cartridge List Part 3: Absolute Entertainment

by Tim Duarte

Did you know that Atari is the only company hard at work (we like to think so) on developing new games for the 2600? Unfortunately, it's true. This issue, we will focus on the games produced by Absolute Entertainment. Like Activision, Absolute recently stopped making games for the 2600. They are busy producing games for Nintendo and the like. Maybe they will change their mind and decide to support the Atari 2600 once again. You never know.

Absolute Entertainment was formed by a bunch of programmers who left Activision. This happened after the great video game crash (c. 1984). The popularity of home computers caused many 2600 game systems to be forgotten. Therefore, video game sales were low and the whole market seemed to fade away. Well, Absolute Entertainment didn't forget the 2600. Having faith in the good ol' 2600, Absolute released a total of four games and they fit in number-wise with Activision games (see Cartridge List, Issue 3).

Absolute programmers also worked on a few side projects. **Crossbow** and **Realsports Boxing** were programmed for Atari and **Kung Fu Master** was programmed for Activision. The programming team consists of: Gary Kitchen, Dan Kitchen (brothers), Alex DeMeo, and David Crane. In the next few issues, look for an exclusive interview with an Absolute Entertainment game programmer!

AG-041 Title Match Pro Wrestling

AG-042 Skateboardin'

AK-045 Pete Rose Baseball

AK-046 Tomcat F-14 Flight Simulator



### Perry Offers Cartridge List

Due to popular demand, Russ Perry Jr. is offering his 24-page Atari 2600 Cartridge list (Refer to Issue 1 for more details). The list contains every cartridge ever made for the 2600! Although Russ has done extensive research, he makes no claim to the completeness of the list. It's darn impressive, though. For a list, send \$2.25 to: Russ Perry Jr., 104 S Randall Ave, Madison, WI 53715 or e-mail to [Russellp@cae.wisc.edu](mailto:Russellp@cae.wisc.edu) for a free, on-line copy.

## Classified Ads

Wanted: Ewok Adventure, Star Wars:The Arcade Game, Pengo, Time Pilot, Gravitar, Nexar, Frogger II. Write: Darin Blaney, PO Box 501, Woodland, ME 04694

Wanted: Good Luck Charlie Brown, Deadly Duck, River Patrol, Maurader, Polaris, Intuition, Scaper Caper, Crypts of Chaos, Strategy X, Marine Wars, Sea Battle, Star Wars:The Arcade Game, Frogger II, Up & Down, Master Builder, Excalibur. Carl Howard, 2351 Egremont Dr, Orange Park, FL 32073. Tel. 904-264-7056.

Wanted: Pengo, Stargate, Quadrun, Swordquest games, Star Raiders, Crazy Climber, Video Cube, Tutankhamen, Super Cobra, Pressure Cooker, Beamrider, Gravitar, Gremlins, Mountain King, Track & Field, Superman, Slot Machine, Miniature Golf, Human Cannonball, Miner 2049er. Write: John Hunter, 737 N Ranney, Sikeston, MO 63801

Wanted: Buck Rogers, Checkers, Miniature Golf, Spy Hunter, Track & Field, Video Checkers, Zaxxon. Write: David Disalvatore, 2015 New Haven Dr, Baltimore, MD 21221

Looking to correspond about the 2600. Also looking for rare games. Maybe we can help each other. Write: Steven Leindorf, 3 Gregory Rd, West Haven, CT 06516.

Wanted: Instruction books or any useful info on: Popeye, Freeway, Cosmic Ark, Frankenstein's Monster, Infiltrate. Write: Kevan L Wharton, Rt 2 Box 85, Millville, DE 19970.

Wanted: Atari prototypes, Gravitar (d.1983), Steeplechase, Submarine Commander, Carts dated before 1981 (no pictures), Unused Atari Log Books, 1977? catalogs, diagnostic carts. For Sale: Carts : \$3.00 each. 2600's : \$15 each, 2600 cases and controllers. No S & H. Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643. Tel. 717-388-2824.

Wanted: Quadrun, X-man, Marine Wars, Crazy Climber, Texas Chainsaw Massacre, Swordquest games, Dungeon & Dragons. Write: Matt Lewandowski, Rt 3 Box 171, Elkhorn, WI 53121

Wanted: good joysticks, Adventure, Skateboardin', Solaris, Math Gran Prix, Kung Fu Master. For sale: Robot Tank, Pac Man. Write: Abe Wenning, S 30211 Collins Rd, Fairfield, WA 99012-0005

Wanted: Crazy Climber, Submarine Commander, Airworld, Rubik's Cube, Quadrun, Gremlins, Choplifter, Peek a boo, Jinks, Cubicolor. Also games by: Chalk Board Inc., Konami, Great Game Co., Multivision, Palmex, Roklan, Simage, Sparrow, Spectravision, Syncro, Ultravision, Universal Game-X, Venture Vision, Vidco, Wizard Video. Write: Russ Perry Jr, 104 S Randall Ave, Madison, WI 53715. Tel. 608-256-1910. [russellp@cae.wisc.edu](mailto:russellp@cae.wisc.edu).

Wanted: Pengo, Polaris, Raft Rider, Ram It, Rescue Terra I, River Patrol, Robin Hood/Sir Lancelot, Sky Patrol, Space Master X7, Space Tunnel, Springer, Ewok Adventure, Stronghold, Subterranea, Tank Brigade, Texas Chainsaw Massacre, Tooth Protectors, Wall Ball, X-man. Write: Steve Bender, 727 N 4th Ave, Kent, WA 98032. Tel. 206-850-3152

For Sale: Amidar, Atlantis, Battlezone, Berzerk, California Games, Centipede, Commando Raid, Decathlon, Demon Attack, Donkey Kong, Dragonfire, Enduro, Gopher, Grand Prix, Joust, Jungle Hunt, Missile Command, Pac Man, Pitfall, Pitfall II, Pole Position, Pressure Cooker, Riddle of the Sphinx, Space Invaders, Space Jockey, Spider Fighter, Spiderman, Spy Hunter, Volleyball. Most w/instructions. Paddles, 3 joysticks. \$120.00 or best offer. May sell games separately. Call 608-837-7376.

Wanted: Bank Heist, Excalibur, Miner 2049er, Nexar. Write: Barbara Harrington, 115 Greenbrier Ln, Sandusky, OH 44870

LYNX FANS! Check out APE Newsletter! Subscriptions: \$6.00/1 year. APE Subscriptions, 2104 N Kostner, Chicago, IL 60639. Checks/Money orders payable to Clinton Smith. C.SMITH89 on GENie.

## Tales of the 2600

by Tim Duarte

My first experience with a 2600 was around 10 years ago. My friend's father bought a 2600 and had about 10 games. Instantly, I became hooked with Space Invaders. I couldn't afford a 2600, so I bought one of those hand-held games that was similar to Space Invaders. I believe the unit was called Cosmic Combat. Well, time went by and soon everybody had an Atari in their house but me, or so it seemed. I saved up a lot of money and bought an Odyssey 2 instead of an Atari! Why? I don't know. I guess I wanted to have something different. I was really attracted to K.C. MUNCHKIN, Odyssey's version of Pac-Man. In fact, I believe K.C. was released months before Atari released their rushed version of Pac-Man. I felt superior!

Unfortunately, the Odyssey 2 wasn't half as popular as the Atari 2600. To make a long story short, I accidentally spilled a glass of milk in the cartridge slot of the Odyssey! I dried it up and sold it a few months later. With the cash, I decided to buy a 2600! At this point in time, the 2600 was so hot that I could not find one to buy! I ended up buying one at Sears for a little over \$100. I can vividly remember unpacking and setting up my own Atari 2600! I still have this machine and it has provided hours of entertainment.

