



2600 Connection

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Issue Number 7

A Portable 2600

by James Davis

Sorry, don't call Atari. A portable 2600 game system was never produced. According to my friends at Best Electronics, there was a hand held 2600 in the works, but it didn't get much farther than the drawing board. There is good news, though. The 2600A and 2600 Jr. (new smaller version) will run on batteries.

I built my portable 2600 using a 2600A circuit board, the model with the difficulty switches next to the controller jacks. A quick shot thumb controller and a Casio 2 inch screen color television was also needed to complete the project.

The hardest part about building the portable 2600 was finding a case for it. I wanted to use something slightly larger than the 2600 circuit board to make it as small as possible. I ended up using an old electric meter case, 7" wide x 5" deep x 11" height. I hope to make a custom fiberglass case for it at a later date.

The 2600 itself, excluding the television, will operate on 6AA batteries. With the use of a switch, the unit can be modified to run on either the batteries or a plug-in power supply. Any small television can be used, as long as it has an external antenna socket.

If you are a devoted collector, the portable 2600 can be a very useful tool. Take it to flea markets, yard sales, ham radio shows, thrift stores, or anywhere you go to buy used games. Now you can try the games on your portable 2600 before you buy them!

If you'd like further information on building a portable 2600, send a self-addressed, stamped envelope to: James Davis, 405 Barrett Ave., Hartford, KY, 42347.



National Promotion

We've recently been mentioned in two full-scale professional Atari magazines. Hopefully, this will boost our readership and help spread the word. Both of the magazines do not support the 2600, but focus on the Atari computers and the Lynx game system. Still, it was very nice of the editors to publicize The 2600 Connection.

Atari Explorer, which is a bi-monthly magazine sponsored by Atari, devoted a half of a page to The 2600 Connection in the New Products section of the Fall issue, which is currently on newsstands now.

AtariUser, another new monthly publication, briefly mentioned The 2600 Connection in the Lynx section in the November issue. The columnist for the Lynx section is Clinton Smith, the publisher of APE.

Atari Explorer
P.O. Box 6488
Duluth, MN 55806
(218) 723-9202
6 issues/\$14.95

AtariUser
c/o Quill Publishing
113 W College St.
Covina, CA 91723-2008
(818) 332-6428
12 issues/\$19.95

INSIDE THIS ISSUE...

- Raiders of the Lost Ark Tips & Solution
- Parker Brother's Cartridge List
- More Hidden Delights
- Letters from our readers



More Atari 2600 Support

by Timothy Duarte

There's three new newsletters supporting the 2600, as well as many of the older video games systems as well. The editors of these new newsletters are avid 2600 fans and subscribers. They are also good friends, and I highly recommend that you check out their newsletters.

If you're looking for additional information on older video games, then these newsletters will surely supplement The 2600 Connection. All three of the newsletters are different from The 2600 Connection because they cover many systems like the Atari 7800, 5200, Intellivision, Colecovision, and others. The 2600 Connection is the only newsletter featuring 100% Atari 2600 coverage. Here are the addresses:

Classic Systems and Games Monthly

Jeff Adkins
11 Windsor
Attica, NY 14011

ZAP!

Terence Micharoni
142 Justin Ave.
Staten Island, NY 10306

Digital Press

Joe Santulli
29 Cupshaw Ave.
Ringwood, NJ 07456-2919

Sample issues are available if you include \$1.25





Dear Editor: In reference to Issue 5, "Cartridge List: Imagic," Imagic did release *Wing War* for the 2600. The first cartridge release has a cable with two futuristic birds (tactals?). One is in a nest and the other is trying to take it. The second release has no picture. I've seen both, but with limited money, I bought other games.

There is another Imagic game called *Beauty and the Beast*. It's a Donkey Kong-type game, but sounds like more fun. There's a mention about the 2600 version in *How to Win at Home Video Games*.

-William Smith Bristol, VA

If that Wing War is for the 2600, hurry up and grab it! We checked with some of die-hard collectors, and they don't even own a copy. You may be mistaking it for a Colecovision cartridge, because it was released in that format. Also, Colecovision and Atari 2600 cartridges are similar in size. Are you sure you're not mistaken?

As for Beauty & The Beast, a 2600 version was most likely in the works. It was released for Intellivision, but the 2600 version never made it to the public. Software companies are known for not keeping promises.

Dear Editor: I recently bought a 2600 from Scott Stilphen. I hope you can help me by coming up with the name of a cartridge I used to play all the time. It was kind of a Star Trek game that had 99 screens with enemy ships and a few bases. You needed two controllers to play it.

-Gary Davis Falls Church, VA

Good question, Gary. There are not many games that use two controllers. Defender uses the second joystick's fire button for smart bombs, but I doubt that is the game. There were a number of odd companies that produced one or two games and quickly went out of business. These games are very rare and in limited quantities. If any readers can help out, please write and we'll publish your letter in the next issue.

Dear Editor: I have some questions that need answering.

1. Do you think 2600 games will be worth anything? I have about 280 games boxed and stored and 80 with books only.
2. Will the boxes and instructions be worth anything?
3. About how many cartridges were produced for the 2600 system?
4. Can I get a total list?

-Richard P. Wilkins, Toole, UT

Collecting videogames is a fairly new hobby. If it ever becomes as popular as baseball cards, or comic books, then you're in luck. What is needed is a price guide, similar to the Beckett guides for card collecting. Complete sets (all games, boxes, manuals, and catalogs from one company) will be worth money. Rare games and prototypes will also be of value. Naturally, it will also depend upon the condition of the cartridge, too.

We're still trying to find out exactly how many cartridges were produced, but it's hard to come up with an exact count because we've found many new discoveries. Plus, it's hard to confirm many of the possible releases. Russ Perry Jr. has been researching this area for quite awhile and offers a complete list for \$2.25. His address is: 5970 Scott St., Omro, WI 54963.

Dear Editor: The Atari 7800 is supposed to play all 2600 games, but *Decathlon* (by Activision) doesn't work on my system. Do you know the reason why?

-Keith Tujague Chalmette, LA

*There are some differences in the programming of a few Activision games. I've seen *Robot Tank* and *Decathlon* in the stores with small labels on the package. The label states: Not for use on the 7800. As far as I know, these are the only two games that won't work on the 7800. My advice is pick up a 2600 for yourself. A 2600 is not expensive at all.*

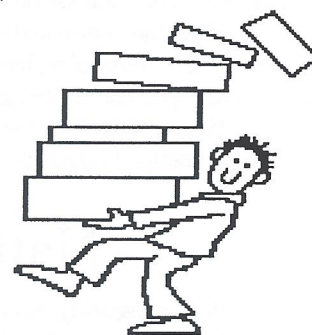
Dear Editor: What is going on with Pleasant Valley Video Games? I was about to order from them, but I want to make sure I get my games.

-Matthew Requa Binghamton, NY

Fortunately, I received my order on September 18, with a brief note from Jim Redd. He apologized for the delay, but gave no explanation. In between June and September, I called PVV many times and could not get through. I called so many times, it was ridiculous. Why was the telephone not answered? What kind of business does not answer the phone?

With this type of service, I cannot recommend ordering games from Pleasant Valley Video. This newsletter is being sent to Jim Redd. Jim, I encourage you to reply. I will be happy to publish your reply in The 2600 Connection.

(editor)



We've moved!

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More Hidden Delights

Desert Falcon (by Atari)

Go for a swim while using the super power, such as the quick shots. If you find the right spot—the top portion of the lake—and don't lose your power, you may see the programmer's initials for a few moments. The easiest way to find this "easter egg" is to gain invincibility (bird-cane-feather) in the novice game. You will have more time to search by moving side to side and gradually moving upward in the lake until you force the initials to show up just above your character's head. *Courtesy of Al Backiel.*

Fathom (by Imagic)

After releasing the mermaid for the seventh time, and Imagic's address in Los Gatos, CA appears on the bottom of the screen. *Courtesy of Jeff Adkins.*

Demon Attack (by Imagic)

After completing wave 84, the screen goes blank. Whew! Good luck, trying to survive that many waves to watch a blank screen. *Courtesy of Jeff Adkins.*

Stampede (by Activision)

If you "turn over" the score, a small steer head appears on the bottom of the screen. Turn it over again and the number 2 appears, then 3, and so forth. *Courtesy of Jeff Adkins.*

Kaboom! (by Activision)

Score 10,000 points and the Mad Bomber will be shocked. His mouth turns from a smile to an "O", expressing his surprise. This is a great game... but you'll go nuts trying to reach that score. *Courtesy of Tim Duarte.*

Tunnel Runner (by CBS Games)

In the upper levels of this game, the zots can go right through the walls. *Courtesy of Jeff Adkins.*

Send your hidden delights and we'll publish them here!



Atari 2600 Playing Strategies

Raiders of the Lost Ark

by Scott Stilphen

Secret Signature: The manual mentions the appearance of a special signature on the final screen if your score is high enough. In order to get it, you must solve the game without making any mistakes, especially dying. You also must find the secret YAR. This method gives you enough points to reveal the initials. On the final screen showing the Ark, the initials HSW2 appear in your inventory.

Secret YAR: The manual states the possibility of an extra-terrestrial YAR near the Flying Saucer Mesa. This is true and here's how to find it: Go to the Flying Saucer Mesa with the Chai and a parachute (not required). Walk off the bottom of the mesa and drop the Chai when you start falling. The YAR will appear above you at the top of the screen.

Secret exit: About 1/2" to the left, in each dungeon, is a spot on the floor where you can just pull back and Indy will always escape. The exits are always there, despite the manual stating they only appear occasionally.

Secret walls: When the secret exit is used, it triggers hidden walls in the Temple Entrance room to appear. Temporary walls close off the two lower exits. These can be shot out like dungeon walls. A solid wall also appears at the exit to the Entrance room (upper left). This wall cannot be shot away, and it slowly lowers about every 15 minutes (on the timepiece), eventually closing off that exit. This wall can be destroyed by using the extra grenade (found in the Black Market) by placing it in the initial blast hole. Note: This can only be done once. The wall isn't destroyed, but "reset." It begins to come down again until the next exit is sealed for good.

Adventure Point Chart

Start with 6 AP (Adventure Points)
use of Ankh 2 AP
use of parachute .5 AP
use of shovel 3 AP
use of flute .5 AP
locating Ark in maproom 3.5 AP
finding YAR 2 AP

no points for:

use of hourglass
bribing sheik with chai
bribing lunatic

-3.3 AP for using secret exit (activates wall)

Bribe for Lunatic lasts unless you touch him or walk past the basket (black market)

There is a possible total of 23 AP.

Mesa Field trick: By using the grappling hook, you can maneuver Indy onto the screen margin and actually walk along the right side of the screen. Get on one of the mesas that are on the right margin and get the hook to swing over into the margin. Only go into the margin about the width of Indy. If you go too far, you will warp around to the mesa on the left side and possibly fall off! If you go up into the marketplace and then start walking right, it makes an interesting effect.



COMING NEXT ISSUE...

Programming the Atari 2600...

The Solution to Raiders of the Lost Ark

by Al Backiel

The following steps must be followed in order for completion of the game.

1. **The Entrance Room:** When you are standing in this room, you must grab the whip and exit the bottom of the screen into the marketplace, carefully avoiding any snakes.
 2. **The Marketplace:** When you get here, you should not buy anything from the shieks. Just proceed to the bottom (pink) basket and pick up the key. Next, go to the left-most (blue) basket and pick up the grenade. You should position yourself on the basket next and wait until you hear a beep and have a small circle with a dot in it (ruby) on your equipment list. All this time, you must keep fending off the snakes with your whip. When you have the ruby, take it back to the entrance room. When you are back in the entrance room, you must go to the middle of the right wall. There, you must place the grenade in that area by pressing the button. Then, quickly duck back into the marketplace for a second and then go back. You must then pass through the broken wall and into the temple entrance. This may require some practice.
 3. **Temple Entrance:** When you get here, proceed to the lower right entrance and enter it.
 4. **Room of Shining Light:** When you are in this room, you will be placed in one of the dungeons. Use your whip and destroy the dungeon walls to escape. When you are out, run to the right wall and run up and down the wall, pressing towards it. After some practice, you'll be able to find the spot right away. You will then be in the Treasure Room.
 5. **Treasure Room:** When you are in this room, you must go and pick up the gold in the center of the room. Your object is to pick up the Ankh as shown on page 13 in the game instruction book. If you do not get it the first time, you must go back the way you came into the Shining Light room and then return to pick up the gold again. Keep doing this until the Ankh appears. When it appears, grab it and go back into the Shining Light room. When you are once again in the dungeon, put the dot on the Ankh and press the button. You will be on the Mesa fields.
 6. **Mesa Field:** Use your grappling hook and travel down to the lowest mesa. Then, run off the bottom of the screen. You will then be in the Map Room.
 7. **Map Room:** When you leave the Mesa Field, you will be running along a thin strip of land. Place your cursor on the key and run to the discolored strip in the middle of the screen. Carefully line yourself up and the map of the Mesa Field will appear. Enter the open area and position yourself over the open part of the brown section below your feet. Positioning is important! Place the cursor over the ruby and wait. After a few minutes of waiting, the sun will rise at the top of the screen. When it rises, and the cursor is on the ruby, a small, white dot will appear somewhere on the map. That spot is the mesa that the ark is located at. Remember that spot! Place the cursor over the key again and go back out on the strip of land. Run off the bottom of the screen to the Thieves room.
 8. **Thieves:** When you leave the map room, you will see a room with a little creatures running back and forth. Move to the the left of the screen to reveal yourself. Run to the bottom of the screen, carefully avoiding the thieves, and move around in the lower right hand corner of the room. Soon, you'll appear in the black market.
 9. **Black Market:** When you appear in the Black Market, go over to the shovel and buy it. It takes 2 baskets of coins. Proceed to the top of the screen and exit at the right. You will then be in the Marketplace. Next, buy a parachute and go into the Entrance room and go through the blast hole. Repeat steps 3 and 4 and go to the Mesa field. On the Mesa field, use your grappling hook and travel to the mesa that appeared in the map room. When you're on it, put the cursor on the parachute and jump off the mesa. Push the button when you see the Mesa side and fly into the opening on the side. This takes a lot of practice. You will then in be in a place like room 7. Move down to the mound at the bottom of the screen and use your shovel to dig by pressing the fire button and moving up and down. You will then have the Ark. The best hint I can give you is PRACTICE. If you have any problems, please write and I'll try to help.
- Write to: *Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450*



Cartridge List - Part 6: Parker Brothers

by Timothy Duarte

Parker Bros. had an advantage as a third-party game company because they were already in the game business. Based in Beverly, MA, the company famous for board games entered the video game market. The packaging of the boxes was even similar to board games. You lifted the cover off the box, just as you would when playing a board game.

Parker Bros, like Coleco, snatched up licenses for a few popular arcade coin-ops. The two most popular titles were probably **Frogger** and **Q*Bert**. These games were non-violent and appealed to female gamers as well. The rights to both of these games were sold to Atari, and they chose to only re-release Q*bert. Surprisingly enough, both of these games had sequels: **Frogger II: Threedeeep** and **Q*bert's Qubes**. Unfortunately, these games were released when the 2600 was fading out. These games are very hard to find.

Other successes for Parker Bros. were the Star Wars games, based upon the popular science fiction movies. **Star Wars: The Arcade Game** is very hard to find.

Montezuma's Revenge is one of my all-time favorite games for the 2600. I was first introduced to this game on the Atari 800 computer. I've also seen versions available for the Apple II computers and the Sega Master System. As Panama Joe, you explore and find all sorts of treasures. Despite memory limitations, the 2600 version sports decent graphics and exciting gameplay. It's another must for serious 2600 collectors.

Gyruss reminds me of an Atari coin-op called **Tempest**. **Tempest** never made it to the home videogame systems, though. **Super Cobra** had a very simple theme: shoot and destroy while you maneuver your helicopter. However, it's the first game that I can remember that allowed a "continue game" feature. Once you've run out of reserve helicopters, you can go on from that point in the game if you wish. **Tutankham**, **Popeye**, and **Spiderman** are also worthy of adding to your collection. But, if you're like me, you'll want to have them all.

PB5000	Star Wars: Jedi Arena
PB5050	Star Wars: The Empire Strikes Back
PB5060	Star Wars: Return Of The Jedi: Death Star Battle
PB5065	Star Wars: Return Of The Jedi: Ewok Adventure [NR]
PB5080	Gyruss
PB5110	James Bond 007
PB5110	James Bond As Seen In Octopussy [NR]
PB5300	Frogger
PB5310	Amidar
PB5320	Super Cobra
PB5330	Reactor
PB5340	Tutankham
PB5350	Sky Skipper
PB5360	Q*bert
PB5370	Popeye
PB5540	Star Wars: The Arcade Game
PB5550	Q*bert's Qubes
PB5590	Frogger II: Threedeeep!
PB5760	Montezuma's Revenge: Starring Panama Joe
PB5820	Mr Do's Castle (Coleco)
PB5900	Spider-Man
PB5910	Strawberry Shortcake: Musical Match-ups
PB5920	GI Joe: Cobra Strike
PB5920	Action Force [title in Europe]
PB5940	The Incredible Hulk [NR?]
PB5950	The Lord Of The Rings: Journey To Rivendell [NR]
	Astrochase [NR?]
	McDonald's [NR]

[NR] = never released



Contests Contests Contests

Last issue, we featured a word scramble contest. There were six games which had to be deciphered.

The answers are:

1. Space Invaders
2. Kaboom
3. Asteroids
4. Frogger
5. Defender
6. Missile Command

The winner is: Frederick Davis of Shawnee, OK. He will receive a one-year subscription.

Here's a new contest. All you have to do is answer the question, but it may require some research.

Question: What Atari 2600 videogame is said to have doomed the 2600 market?

The prize for this month is Tac-Scan, by Sega. It's an old 2600 game that was developed by Sega, when they were programming games for the 2600.

Send in your answer! Drawing date: January 1, 1992.



Happy Holidays from the entire 2600 Connection Staff!



Classified Ads



Wanted: Adventure, Ladybug, Krull, Sinistar, Stellar Track. Also: Atarian #1, Trading: Pro-Line Trak Ball, Asteroids, Pac-Man, Phoenix (no box or instructions), and Defender II. Clay Halliwell, 407 S. Second St., Clinton, MO 64735, (816) 885-3647

Wanted: Solaris, Popeye, Incredible Hulk, Pete Rose Baseball, Swordquest: Earthworld, Waterworld, & Airworld, Track & Field, Enduro, Spy Hunter. Also looking for Starpath games. Mike Schiela, 424 Franklin St., Lansdale, PA 19446, (215) 362-0713

For Sale: A 40-page book on the History of Video Gaming for \$5.00 plus 75 cents for postage. Send check or money order payable to: Raplh Linne, 8385 Findley Drive, Mentor, OH 44060-3811

Wanted: Compumate, Beany Bopper, Deadly Duck, Kid Vid, Checkers, Frogger II, Game Line, Nexar, Q*Bert's Qubes, Fast Food, Z-Tack, Tapper, Underworld, Slot Machine, Gopher, Snoopy, Squoosh, Strategy X, Threshold. Russ Perry Jr., 5970 Scott St., Omro, WI 54963.

Astrocade: Ms. Candyman \$29, Sea Devil \$29. Atari 2600: Math Gran Prix \$6, Crash Dive \$14, Bogey Blaster \$15, Universal Chaos \$16. Atari 5200: Ballblazer, Rescue on Fractulus, Gremlins \$19 each. NES: Adventures of Lolo \$25, Blaster Master \$25. Sega: Fantasy Land II \$35, Penguin Land \$45. Send for complete catalog - Computer/Electronics Source, 41-30 70th St., Woodside, NY 11377

For sale: over 100 carts \$3 each some w/ box & manual. Complete 2600 systems like new \$20, joysticks \$3, paddles \$4, also cases, catalogs, boxes, Atari 800xl & software. Wanted: Realsports Basketball, Rubik's Cube, Circus Atari, Pele's Championship Soccer, Sorcerer's Apprentice - all must be copyright 1983 or earlier, 1977-

1984 catalogs, Romscanner/VGB, Vectrex carts, Atari Pong, and XEGS. Willing to trade. Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643, (717) 388-2824.

Wanted: original Atari Pong game, old video game memorabilia, 2600 carts, especially Custer's Revenge, Gravitar, and Texas Chainsaw Massacre. Also Atari 800 software (homemade or commercial) Write: Ray Wilmott, 10 S. Rhoda St., Monroe, NJ 08884

For sale: Atari 2600 cartridges, too many to list, will include system as well. Write: Brett Quintin, 90 Coggeshall St., Fairhaven, MA 02719

Wanted: F-14 Tomcat, Crazy Climber, Secret Quest, Dark Chambers, Sprint Master, Winter Games. Timothy Duarte, P.O. Box N 664, Westport, MA 02790

Wanted: buying hard-to-get, rare 2600 carts, all smaller brands and production runs of limited numbers. I prefer instructions and boxes, of course. Write: Brian Gilbur, 9743 Reseda #8, Northridge, CA 91324

WRITERS WANTED



Would you like to write an article for THE 2600 CONNECTION? Run your idea by us, or just send your article and we'll let you know. Feel free to write a short note explaining your idea or call (508) 636-3674 and we can discuss ideas.

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