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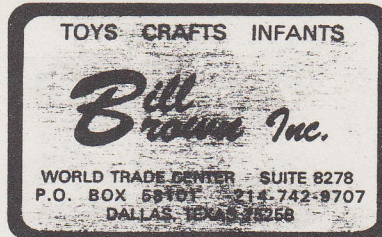
Price List

Game	Suggested Retail	Dealer	Distributor
VV2001 Rescue Terra I	\$19.95	\$12.50	\$10.50
VV2002 Innerspace	19.95	12.50	10.50
VV2003 Solar Defense	19.95	12.50	10.50

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VentureVision.

Current Releases

VV2001 - Rescue Terra I

Rescue Terra I is a 4k space game which incorporates four different screens. The objective of the game is to travel from Earth to Terra I. Your on board computer constantly monitors your remaining distance to the planet. Those players capable of reaching the planet and winning the game are eligible to enter a \$5000 national contest lasting through 1983.

Games in Production

VV2002 - Innerspace (Apr. 83)

Innerspace is a 4k sequel to Rescue Terra I. You have reached Terra I and must now fight your way to a centralized computer system located at the planet's core. The objective of the game is to destroy the computer system and return control of the planet to the colonists. Your task will involve a great deal of skill and an element of luck.

VV2003 - Solar Defense (Apr. 83)

You have traveled to Terra I and destroyed the computer system thus returning planetary control to the colonists. Terra I is now shipping Zenbar crystals to Earth's solar reactors for energy conversion. Solar Defense is a 4k game depicting action on one of Earth's orbiting solar reactors. The station is under heavy alien attack and you have all you can do to defend it. Help is on the way if you can hold on long enough.

Video play

Rescue Terra I, by VentureVision of Grand Prairie, for Atari 2600 and Sears Tele-Games Video Arcade. One or two players; five rounds. Joystick controls. Suggested retail price: \$19.95. On sale in some areas now. Par score after 20-25 plays: 24,000 light years from Terra. Shoot for: 0 light years.

By LOU HUDSON
Star-Telegram Writer

If you didn't read that paragraph above, go back to look at the suggested price on this cartridge.

What we have here in the first shot fired in what could be a very interesting price war.

If VentureVision makes it on the video game market, it will offer a new suggestion in the field: You can have a quality game for a reasonable price.

The question is, will the company be able to market the game depending largely on its price and word of mouth?

Hopefully so, because Rescue Terra I is as good a game as you will find for the Atari 2600. It is literally three games in one. Taken individually they would each make a reasonable, but not top-notch game. But put them all together and you have a definite winner.

Company Vice President Danny Abshire of Fort Worth said VentureVision is "going up against companies which are sinking literally millions in . . . TV advertising. We didn't want to get into that. . . . We're emphasizing the price as well as game play in our cartridges."

Rescue Terra I was designed by Dan Oliver, who brought you Space Cavern for Games by Apollo, another one of the top games this year. Oliver, Abshire, and President Bob Hesler of Dallas formed the new company in July.

Terra I is the first game offered, with two more planned just after the first of the year. Don't expect an Atari-like assault of a new game every other minute. "We are hoping to avoid the mistake of just cranking out games" without regard to quality, Abshire said.





Terra offers a three-level rescue mission to Terra I, which is the mining planet 39,999 light years away and produces the most needed of Earth's fuel sources. Something has happened to the automated planet, it says here, and the mission is to go find out what gives.

Obstacles along the way are numerous. First there is a long string of waves of bobbing asteroids which look like strawberries that you must shoot your way through. Then come a series of slow-moving pirate freighters that shoot at you and fast-moving attackers that look like enraged attack rabbits that are the very devil to hit and difficult to avoid.

The waves are not unlike upside-down Space Invaders, with your all-direction rocket heading downward through the rising obstacles.

Make it through those waves, which will put you 19,999 light years from Terra, and you get a series of robot interceptors coming to shoot you home. This time, the game converts to a sideways-scrolling Defender/Chopper Command-type game.

After that, which gets you to 9,999 light years, comes absolutely the most diabolical device of evil you've ever experienced in a video game.

Distance in Light Years				
39,999	29,999	19,999	9,999	Terra I
				
Meteor Storm	Space Pirates	Robot Interceptors	Fish Force Fields	

VentureVision calls it "fish force fields." I call it sadistic, unfair, immoral and maybe even fattening.

It's not an opponent you can miss and jump out of the way to have at again some other day. Miss it and you're dead. Fish force fields are long, glowing eel-like contraptions with fish heads hanging down from one end. You have to let the dang things almost crunch down upon you and shoot the head off. The next one is immediately behind the first, with the head down at the other end. Flip fast and shoot or you get to start all over again.

For a first, or even a 32nd, attempt at a game, this is a beaut. Graphics are not finely programmed, but are colored and handled in such a way as to create an effect of detail not usually seen in an Atari-compatible game. Colors are brilliant and varied. Game speed is medium, getting faster the further you go, while control response is a little sluggish.

This one gets a rating of 4, which is just about as good as you're going to get. Hesler, Abshire and Oliver deserve a large round of applause on this one, and hopefully the encores will be just as good.

Tips? None to mention in particular, other than perhaps stay to the far right or the very top in the early going. You're a harder target there. In fish force fields, develop a direction-switching rhythm that matches the speed of the things coming down at you.

If you ever do make it to Terra, stop where you are and take a photo of the screen. Send it to the address listed on the game carton, making you perhaps eligible to compete in a \$5,000 national contest. Details are in the box . . .

* * *

Questions about video games? Send them to Video Play, Fort Worth Star-Telegram, P.O. Box 1870, Fort Worth 76101, and I'll try to get them answered.

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RESCUE TERRA I

by VentureVision

PLAY ACTION INCLUDES

1. Asteroids
2. Space Pirates
3. Robot Interceptors
4. Fish force fields

GAME FEATURES

1. Multi-level screens
2. Progressive difficulty
3. Arcade style graphics
4. 10 game variations

PRODUCT CODE	VV-2001
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