



# 2600 Connection

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## The Future and the 2600

by Tim Duarte

Take that 2600 out of the closet! Set it up and turn it on! There's game playing to be done! And, after all these years, Atari is still supporting the 2600. Atari still believes there is a market for the 2600 game system and plans to lower the price of the 2600 system to \$29.95. (I paid over \$100 for mine years ago.) New games are also planned for release. Atari spokesperson Madylyn Gordon explained that the 2600 is an ideal system for people who don't want to spend a lot of money on game cartridges. It's also a great beginner system for youngsters. Another pro about the Atari is the cartridges are being discounted. Titles are usually priced between \$6-\$20. There's a variety of games for novices or advanced gamers.

Unfortunately, software for the 2600 can be quite hard to find. That's where The 2600 Connection will help you. We will list places where you can buy 2600 games. And, you can post an ad in the classified section free of charge (for a limited time only!) Activision and Absolute Entertainment, two popular third-party game designers, do not have any future releases planned for the 2600 at this time. However, Atari will be releasing the following titles: Xenophobe, Ikari Warriors, Fatal Run, Double Dunk, and Radar Lock. Some of these are available now. Look for reviews of these games in future issues.

## 2600 Trickery

by Russ Perry Jr.

Everybody knows that you can get hundreds of extra ships in Atari's **Phoenix** by tweaking the ON/OFF switch (also known as "frying it") until funny characters appear. And, you can shoot the trees in Bally/Midway's **Spy Hunter**. (You did know that, right?) You may even know how your odds are increased in Atari's **Space Invaders** and **Vanguard** by holding down RESET when turning the game on. But there are sneakier things out there. Here are some:

### ET: The Extra Terrestrial (by Atari)

This cart has all kinds of odd happenings. If ET runs out of energy while reviving a flower in a pit, he will come to in mid-air. Pressing the button to raise ET's head as the ship lands will cause his feet to stick out the bottom. Dying on the landing pad can be fun, too. If Elliot has enough time to show up before the ship arrives, but not enough to revive ET, the ship will crash down on him and the game will hang.

There is a way to turn ET purple. When he is purple, there is a way to find the game designer's initials (HSW for Howard Scott Warshaw). Unfortunately, I don't know how to do it. I basically stumbled across it. There's also a rumor that Indiana Jones may show up, but I've never seen him. Has anyone?

### Dolphin (by Activision)

Your dolphin is supposed to swim through holes in submerged walls to avoid being caught by an octopus. Game designer Matthew Hubbard included clever sound clues which allow the dolphin to know where the hole is in the wall, the pitch corresponding to depth. But, I've found it easier to just jump over the walls and ignore the holes. This strategy makes it far easier to score 300,000 points, earning you a message of praise - "Amazing!" It also gives the other player 10 free dolphins, assuming that he wasted his lives (running into the octopus as soon as able) until you scored big. With 10 free lives and the wonderful strategy I've noted above, you're set, right? But wait—if you find yourself the recipient of the extra lives, kill them off too. This seemingly pathetic strategy will gain you 100 free dolphins. If you get 100 free dolphins, kill off some of them. I forgot to mention that the number rolls over to zero. So, if you have 100 dolphins and you gain an extra one, you're on your last fish! If you play well enough, you may break 300,000 twice. I never could. Has anyone done this? Does anything really neat happen?

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### Mountain King (by CBS Games)

Changing the eight basic variations of this game into 256 variations by "frying it" is nothing compared to the secret kingdom.

Go to the left ledge under the top of the mountain, as far left as you can. Jump to the right and hold the joystick in that direction until you see the ladders.

First, you must be able to use the diagonals on your joystick (or better yet, a button controller) quickly and easily. Practice until you can hold the joystick to jump one way and then change it to jump the other way after your man starts coming back down—but before he lands so he takes right off again, but in the opposite direction. You must remember to hold the joystick in the direction of the jump until he comes down by himself.

Now, go to the right of your starting position (upon RESET), just under the ledge. Start jumping to the left and hold the joystick in that position until you land under another ledge, two hops away. You may rest at this point as long as you want, and you may start there if you can find it by yourself. When ready, start jumping to the right. As soon as you clear the ledge and begin falling, press the joystick to jump left and hold it. You'll bobble on a couple of ledges on your way up the mountain and eventually climb into space and land far above the real world. Welcome to the Secret Kingdom!

If you follow the right path, which I'll leave you to find, it wraps around. You must be careful because there are areas that freeze you, and in other places it is easy to fall off, all the way back down to Terra Firma. There appears to be a limit as to how far you can climb (only a little way above the big ladders, until you see a lot of little red ledges further up). If anyone can go higher, please let me know.

Want to increase your time to 84:84 (or 48:00 when you RESET) and score 484,848 points in the secret kingdom? This will also give you 256 game variations. Using the method I described, it is to the right of your entry point to the secret kingdom. Be careful! This is where there are areas that freeze up the game. If you step into one of these areas, you'll have to press RESET. Actually, it is easier to go left—which will take you all the way around.

There is also a way to get 848,484 points, which is easier. When you are going up into the magic kingdom, hold the joystick left until your man hits his head on the upper left ledge out of four. Wait there until the counter has 8 for its last digit and press up. On 5, jump right and hold it until you almost hit your head on a long ledge (the screen will be doing some funny things here) and with luck you will land on a small ledge. Wait a little bit and jump off to the right and your score should increase. Sometimes this doesn't work; you have to hit your head on the the upper right ledge when jumping on 5. Sometimes, your man may miss and he will fall to the earth and have to go up again. Also, if you don't wait long enough before he almost hits his head, he will become stuck in mid-air between two ledges. The only thing you can do is RESET.

If you know of any tricky tips with any cartridges you have, send them to: The 2600 Connection, 14 Blackburn St., Fairhaven, MA 02719-4334. Happy hunting!




## Classified Section

Ads placed in this section are free for a limited time only. Regular rates T.B.A.

Wanted: Choplifter, Crazy Climber, Slot Machine, Submarine Commander, X-Man, Lochjaw, Rescue Terra I, Video Life, Rush Hour, Pompeii, Squoosh, Kyphus, Custer's Revenge, Z-Tack, Super Crush, Harbor Escape, Time Pilot, Turbo, Pooyan, Condor Attack, Q\*Bert's Qubes, Mr. Do, Mr. Do's Castle, Snowplow, Eli's Ladder, Mangia, Almmies & Aggies, Marine Wars, Strategy X, Surf's Up, Wings, Star Wars-The Arcade Game, Wall Ball, Airworld, Peekaboo, Mr. Bill's Neighborhood, Harem, Music Machine, Kamikazee Saucers, Gamma Attack, Confrontation, McDonald's, Ewok Battle, Impossible Game, Fire!, Thundarr, Pink Panther, Indy 500 Controllers, Gremlins, Alien, Meltdown, Tapper, Trick Shot, Sub Scan, Pizza Chef, BMX Aimaster, MotoRodeo, Street Fight, White Water Madness, Bumper Bash. Many others! Please send list of available games with address and phone to: Russ Perry Jr., 104 S. Randall Ave., Madison, WI 53715, (608) 256-1910

Wanted: Activision carts: Checkers, Fishing Derby, Bridge, Barnstorming, Seaquest, Plaque Attack, Frostbite, Pressure Cooker, Beamrider. Prefer boxes and instructions, if possible. Carts in good condition, please! For Sale: Adventure, River Raid, Stamped. Carts in very good condition. \$5 each. Colecovision 2600 adapter \$15.  
Tim Duarte, 14 Blackburn St., Fairhaven, MA 02719-4334, (508) 997-1983

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## 2600 Cartridge List

by Tim Duarte

Russ Perry Jr. of Madison, WI, has done a lot of work for us avid Atarians. Russ has searched high and low to complete a listing of all cartridges that were ever made for the Atari 2600. This is quite a bit of research because the list is 24 pages long! Of course, the list is alphabetically arranged by manufacturer of the cartridges. Russ has even included the product numbers as well. For example, Combat = cx2601.

Russ stated that the list is incomplete because there are some gaps and questions still left to be answered. He hopes that readers will help fill in the gaps. The 2600 Connection will be publishing this list in small installments each issue. This will begin in the fall issue. Good work, Russ!

## Editorial

I hope you enjoy this issue of The 2600 Connection. I realize that the market for the 2600 has decayed due to the popularity of other systems which offer more memory and better graphics. But, I still think the Atari 2600 is quite a machine and the games are loads of fun. So, this newsletter will be a source for 2600 users. The purpose of this publication is to create a voice for Atari 2600 game players and to provide a classified section. This will allow many of us to complete our cartridge collections and locate some hard-to-find cartridges. In order to build up a reader base, you, the reader, may advertise free of charge in the classified section. Hurry and send in your ad now because I don't know how long this will last!

As of now, The 2600 Connection is a non-profit, independent publication. Since we are just starting off, I ask you to photocopy this issue and pass it along to your friends. We want this issue to reach as many 2600 owners as possible. Want to subscribe? There's a lot of great stuff coming next issue, too! Reviews, more tips, Part 1 of the Cartridge List, a list of places to buy games, and much more! Subscriptions will be available—this will be discussed further in the next issue. I will also gladly accept articles from readers who would like to have their writing published. I would also like to thank Brett Quintin for helping with the page layout and creating the design of the newsletter. Please write to us and get on our mailing list! We'd like to hear from you. Our address is at the end of the issue.