



# 2600 Connection

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## Hidden Delights

by Russ Perry Jr.

Here is a treasure trove of secrets and other sneaky little tidbits. Keep in mind that sometimes these features get fixed and may not be in the version you have. The tricky tips published in issue one were quite a success. See if you can "find" these:

**MISSILE COMMAND** (by Atari) Play game variation #13 and score no points. The ashes of the city on the right spell out "RF," for Rob Fulop. Just remember to get rid of the missiles you have or they'll be tallied up for points at the wave's end.

**DEFENDER** (by Atari) Designer Bob Polaro must have had a thing for the number 25. Get to wave 25, catch a human, and fly at the 25th screen line. This will turn all the enemy ships into flying initials, "BP."

**YAR'S REVENGE** (by Atari) Hovering on the resulting vertical line after shooting a swirl will net you the initials "HSWSH", meaning Howard Scott Warshaw (and his backward alter ego?)

**CARNIVAL** (by Coleco) By scoring over 100,000 or holding down the fire button while turning the game on, a little dot will appear as a target. Shoot it to reveal "Program by S. Kitchen." The S. stands for Steve.

**G.I. JOE** (by Parker Brothers) In the two player cooperative version (difficulty 1), the eighth hit on the fifteenth cobra causes "JE" to appear. I don't know who JE is nor have I verified this message.

**SOLAR FOX** (by CBS Games) Getting past six bonus rounds spells "HELIOS".

**GORF** (by CBS Games) Rolling the score causes the digits to begin looking odd. It gets worse each time you roll the score. Perhaps there is a secret message for high scorers.

Various Activision games display messages for exceeding certain limits. At 1,000,000 points, **LASER BLAST** just says "!!!!!!!". You're a "PRO" if you get past level 20 of **HERO**. If you score over 1,000,000 points - well, I don't know this one. But, it says something. Does anyone know what?

There's a message (and possibly a lost Indiana Jones) in **ET: THE EXTRA TERRESTRIAL** (by Atari). Try to roll the game by playing continuously and maybe you will see him. It's also possible that there are messages to be found in certain Imagic games, including **DEMON ATTACK**, **ATLANTIS** and **DRAGONFIRE**. If there are secret messages in these games, they are well hidden. **RAIDERS OF THE LOST ARK** (by Atari) supposedly contains a secret message obtainable by getting a high enough score (represented by the height of the Ark when you finish), but reaching the right score has far eluded me. Any pointers? There may be a second, more secret message as well. This is probably an unsubstantiated rumor. If you come across any hidden delights, please write and let us know. Next issue, we will give you a step by step guide on how to find the secret room and message in **ADVENTURE** (by Atari). See you then!



### IN THIS ISSUE...

- Strategy Tips
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- Part one of the Cartridge List
- Letters from our readers

## Game Review

### Skateboardin'

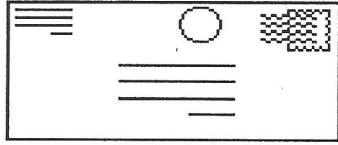
(by Absolute Entertainment)

I'm glad I bought this game because it is challenging and one of the best games ever designed for the 2600. On your trusty skateboard, you have to make your way to school in five minutes. But, there's obstacles in your way. This is where you get to show off your skateboarding skills. There is a total of 30 ramps and tubes which block your route to school. To "conquer" the ramps, you simply line up with the ramp and go over it. The tubes are a bit trickier because you cannot skate through them standing up. You have to crouch down on your skateboard in order to fit through the opening. Other obstacles, such as grass, hurdles, rails and walls, must also be avoided or you'll come to a complete stop.

Despite crouching, controlling your skateboard is easy. Just push the joystick in the direction you want to go. To jump over an obstacle, simply push the red button on your joystick. To crouch, you have to push the button and hold it down. This can be annoying because it takes a few seconds for your man to crouch down. Many times I've smashed into a tube because of this delay. Once you know the route, you'll be able to anticipate upcoming tubes. This is one game in which two separate red buttons would make the game easier. However, the 2600 was designed with one fire button on the joystick. There's not much we can do about that.

As the timer counts down, you'll notice all kinds of things as you cruise. There's even a street at the very top of the route. Every once and a while, a truck passes by and comes to a complete stop. Hitch yourself onto the back bumper and you'll get a free ride! Once you let go of the

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## MAILBOX

**Dear Editor:** I'm psyched to finally see a newsletter devoted entirely to the 2600, although I wish there was one about a decade ago. After years of my friends busting my chops about holding onto it, I'm glad to find out there are still people interested in the 2600. After all, what other game system (or computer system for that matter) has been actively around for over 13 years! With today's chip technology, some of the newer games (like SOLARIS) are just as challenging as Nintendo games. No, I don't own one!

Honestly, I never knew about frying (see issue #1), but I do now! The effect on games like ASTEROIDS, DEFENDER, and MARIO BROTHERS (all by Atari) are pretty interesting. I have been compiling a list of games, but only those made by Atari. If my list is correct, I only need about 20 or more to go, until they release more!

-Scott Stilphen Harding, PA

*I'm glad we could help! As far as your list, refer to Part One of the Cartridge list at the end of the issue.*

**Dear Editor:** We made the mistake of selling our 2600 and all the cartridges just because we didn't play it anymore. Stupid move! Well, we got a 7800 game system and it plays 2600 cartridges. That's great!

Personally, I remember finding secret messages in ADVENTURE, DEFENDER, and YAR'S REVENGE. I hope there's more!

-Matt Towler Worcester, MA

*Check out "Hidden Delights" on page 1. There will be a step by step guide and map for ADVENTURE in the next issue.*

**Dear Editor:** I knew there were others out there who love this quaint little game system as much as I do. It's so unpretentious compared to Nintendo and the like. Right now, I am searching for the cartridges I could never buy when it first came out. Do you know of anybody or a mail order place that still sells the weird titles?

-Jeff Dworak Clifton Park, NY

*It's hard to find the odd titles nowadays. But, that's what we're here for. Contact the companies that we list within this issue. Also, look into our classified section. Send us a list of the games you desire in ad form. It's free, you know.*


**Dear Editor:** When I first saw the ad for the 2600 Connection, I was a bit surprised. People still use their Atari? Then, I remembered all those hours in front of my TV working up blisters on my joystick fingers... I'm not surprised anymore.

-Brett Sokol Middletown, CT

*Yes, we're still here. The 2600 Survivors. Watch out for those blisters!*

SEND YOUR QUESTIONS & COMMENTS TO:

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## SUPER FOOTBALL

by Scott Stilphen

Here a a few strategy tips I've discovered while playing Super Football (by Atari).

### On Offense:

When playing the computer, it is possible to score on every possession. Select formation #6 and pattern #2. Wait until the halfback moves up to hike the ball. This will draw the computer cornerback to the left. Move your quarterback diagonally up and to the right. Once past the linemen, repeatedly push up and to the right until you pass the corner back. Head straight up to the sidelines until you score or you are tackled. Keep running this play until you score. This strategy works on any level.

### On Defense:

When the computer selects a #2 formation, select a defensive formation that will place your cornerback to the right of the screen. When the computer hikes the ball, run diagonally towards the wide receiver. You can almost always intercept the pass thrown to him. This technique is less effective on higher levels.

When preparing to select your play, wait until the computer picks first. You can see the formation it has picked and counter it.

To cover a receiver, stay between the receiver and the quarterback. This way, you can intercept if he chooses to pass. If he chooses to run, you don't have to run as far to catch him.

After kicking off, move your player down - but in line with the receiver. It is much easier to tackle the receiver this way.

### Game Over trick:

When a team kicks a good field goal or extra point and the time expires, both teams wave their hands in victory. This also happens if the winning team's score has "rolled over" and the losing team's score appears higher.



# Places to Find Games

by Tim Duarte

Let's face it: finding games for your 2600 isn't easy. Relax, we're here to help. First of all, be sure to check the classified section in this issue. Someone may be selling a cartridge that you've been looking for. The classified section was one of the primary reasons to publish this newsletter. So, use it to your advantage.

Second, try going to garage/yard/rummage sales. 2600 game systems and cartridges are popular items at these gatherings. Flea markets are also known to have them as well. However, in most cases the merchandise is used.

Third, Toy stores (Child World, Toys R Us, Kay Bee, Lionel and Toy Works) usually stock games for the 2600. Some retail department stores, such as Service Merchandise, also carry games. Sears & Roebuck offered 2600 games in their Christmas catalog until this year. Instead, they are offering the portable Lynx game system and the 7800. Oh, well.

Last, but not least, are the mail order companies. Don't underestimate these dealers. You can sometimes find great prices on cartridges. And, some of these companies carry the hard-to-find, rare, less popular games for your 2600. Contact the addresses listed below and ask for a catalog — and don't forget to tell them that we sent you!

## Skateboardin' continued....

truck, be prepared to do some quick maneuvering. By getting a free ride, you pick up speed and you really move (and I mean move) once you let go. I felt like Michael J. Fox in "Back to the Future". Another surprise was the music that plays as you cruise along. (Who said 2600 games don't have music?)

I haven't completed the game, but I'm still trying. It's quite addictive. Absolute Entertainment did a great job designing this game. It was created by a bunch of game programmers that designed a lot of games for Activision. Well, they formed their own company (Absolute Entertainment) and released Skateboardin' and Title Match Wrestling in 1987. Skateboardin' is one of the most popular games for the 2600. It's a must for any Atari fan.

-reviewed by Tim Duarte



**Atari Corporation \***  
Dept. AC P.O. Box 61657  
Sunnyvale, CA 94088

**Froggo Games Corporation**  
479 Macara Suite 802  
Sunnyvale, CA 94806

**Telegames \*\***  
Box 901A  
Lancaster, TX 75146

**Play it Again \*\*\***  
67-25B 186 Lane  
Flushing, NY 11365

**Computer/Electronics Source \*\*\*\***  
41-30 70 Street  
Woodside, NY 11377-3952  
phone: 718-426-9614

**Best Electronics**  
2021 The Alameda  
Suite 290  
San Jose, CA 95126

**Activision/Mediagenic**  
1-800-227-6900

If you know of any more, please let us know.

### The key:

\* = Send self addressed stamped envelope for catalog

\*\* = Send \$1.00 for catalog

\*\*\* = Buys and sells used cartridges only

\*\*\*\* = 2600 Connection's favorite

## 2600 Connection Staff

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Writer.....Scott Stilphen

Send your questions and comments to:

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Telephone : (508) 997-1983

## Classified Ads

For Sale: Combat, Flag Capture, Slot Racers, Canyon Bomber, Night Driver, Missile Command, Robot Tank. Write to: Brett Sokol, Wesleyan University, Wesleyan Station, Box 4976, Middletown, CT 06457

Wanted: Atari: Superman, Video Chess, Golf, Miniature Golf, Othello. Activision: Pitfall II, Megamania, Space Shuttle, Ice Hockey, Tennis, Freeway. M Network: Astroblast. Manuals desired, but not necessary. Michael Portuesi 1470 9th Ave. #11, San Francisco, CA 94122, (415) 759-6590, Email: portuesi@sgi.com.

Wanted: Crazy Climber, Quadrun, Gravitar, Swordquest Airworld, Atari Video Cube/Rubik's Cube, Miniature Golf, Basic Math, any Atari before 1982. Boxes & Manuals, if possible. Also buying Video Game Brain or Romscanner

For Sale: 2 2600's, 20 games, 2 joysticks, 2 paddles - \$60. Write: Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643

Wanted: Mangia (by Spectravision) Write: Kevin Oleniacz, 96 Buena Vista Drive, Ringwood, NJ 07456

Wanted: Personal Game programmer, Compumate, Piggyback 2000, Copy Cart, Expander, Power System, Supercharger Demo Unit, Mindlink, Voice Commander, Game Line Master Module, The Graduate/My First Computer

Atari Age Newsletters, Gameliner Newsletters, Swordquest certificates, Activision patches. Write: Russ Perry Jr., 104 S Randall Ave., Madison, WI 53715, (608) 256-1910

Wanted: Activision: Dragster, Bridge, Plaque Attack, Frostbite, Pressure Cooker. Write: Tim Duarte, 14 Blackburn St., Fairhaven, MA 02719 or call (508) 997-1983.

For sale: 2600 game system, 2 joysticks, 4 carts: Circus Atari, Missile Command, Star Raiders w/ controllers and Warlords - all for \$55. Write: The Computer/Electronics Source, 41-30 70 Street, Woodside, NY 11377-3952 or call (718) 426-9614.



# The Atari 2600 Cartridge List: Part 1: Titles made by Atari

cx2601	Combat	cx2668	Realsports Football	cx26139	Crossbow
cx2602	Air-Sea Battle	cx2669	Vanguard	cx26140	Desert Falcon
cx2603	Star Ship	cx2670	Atari Video Cube	cx26141	Super Stunt Cycle [NR]
cx2604	Space War	cx2671	Swordquest: Waterworld	cx26142	Crack'd [NR]
cx2605	Outlaw	cx2672	Swordquest: Airworld [NR]	cx26143	Donkey Kong [CO]
cx2606	Slot Racers	cx2673	Phoenix	cx26144	Donkey Kong Jr. [CO]
cx2607	Canyon Bomber	cx2674	ET: The Extra Terrestrial	cx26145	Venture [CO]
cx2608	Super Breakout	cx2675	Ms Pac-Man	cx26146	Mouse Trap [CO]
cx2609	Defender	cx2676	Centipede	cx26147	Frogger [PB] [NR]
cx2610	Warlords	cx2677	Dig Dug	cx26148	Turbo [CO] [NR]
cx2611	Indy 500	cx2678	Dukes Of Hazzard [P]	cx26149	Zaxxon [CO] [NR]
cx2612	Street Racer	cx2679	Realsports Basketball [NR]	cx26150	Q*bert [PB]
cx2613	Adventure	cx2680	Realsports Tennis	cx26151	Dark Chambers
cx2614	Steeplechase [SE]	cx2681	Battlezone	cx26152	Super Baseball
cx2615	Demons To Diamonds	cx2682	Krull	cx26153	Thunderfox [NR]
cx2616	Pele's Soccer	cx2683	Crazy Climber	cx26154	Super Football
cx2616	Championship Soccer	cx2684	Galaxian	cx26155	Sprintmaster
cx2617	Backgammon	cx2685	Gravitar	cx26156	Combat II [NR]
cx2618	3-D Tic-Tac-Toe	cx2686	Quadrant	cx26158	Surround II [NR]
cx2619	Stellar Track [SE]	cx2687	Tempest [NR]	cx26159	Double Dunk
cx2620	BASIC Programming	cx2688	Jungle Hunt	cx26162	Fatal Run [E]
cx2621	Video Olympics	cx2689	Kangaroo	cx26163	32 in 1 [E]
cx2622	Breakout	cx2690	Pengo	cx26165	Jinks [NR]
cx2623	Home Run	cx2691	Joust	cx26167	Street Fight [NR]
cx2624	Basketball	cx2692	Moon Patrol	cx26168	Off The Wall
cx2625	Football	cx2693	Food Fight [NR]	cx26169	Shooting Arcade [P]
cx2626	Miniature Golf	cx2694	Pole Position	cx26170	Secret Quest
cx2627	Human Cannonball	cx2695	Xevious [P]	cx26171	Moto Rodeo
cx2628	Bowling	cx2696	Asterix	cx26172	Xenophobe
cx2629	Sky Diver	cx2697	Mario Bros.	cx26176	Radar Lock
cx2630	Circus Atari	cx2698	Rubik's Cube	cx26177	Ikari Warriors
cx2631	Superman	cx2699	Taz	cx26178	Saving Mary [NR]
cx2632	Space Invaders	cx26101	Oscar's Trash Race	cx26183	Sentinel
cx2633	Night Driver	cx26102	Cookie Monster Chunch	cx26184	White Water Madness [NR]
cx2634	Golf	cx26103	Alpha Beam With Ernie	cx26190	BMX Airmaster [TN]
cx2635	Maze Craze	cx26104	Big Bird's Egg Catch	cx26192	Klax [E]
cx2636	Video Checkers	cx26105	3D Asteroids [NR]		
cx2637	Dodge 'Em	cx26106	Grover's Music Maker [P]		Holey Moley [P]
cx2638	Missile Command	cx26107	Snow White [NR]		Bugs Bunny [P]
cx2639	Othello	cx26108	Donald Duck's Speedboat Race [P]		Mindlink / Bionic Breakthru [P]
cx2640	Realsports Baseball	cx26109	Sorcerer's Apprentice		
cx2641	Surround	cx26110	Crystal Castles		
cx2642	Hunt & Score	cx26111	Snoopy & The Red Baron		The Adventures Of Max [NR]
cx2642	A Game Of Concentration	cx26112	Good Luck Charlie Brown [P] [NR]		Foxbat [NR]
cx2643	Codebreaker	cx26113	Miss Piggy's Wedding [NR]		Preppie [NR]
cx2644	Flag Capture	cx26114	Pigs In Space		Rally-X [NR]
cx2645	Video Chess	cx26115	Dumbo's Flying Circus [P] [E]		
cx2646	Pac-Man	cx26116	Galaga [NR]		
cx2647	Submarine Commander [SE]	cx26117	Obelix [P]		
cx2648	Video Pinball	cx26118	Millipede		
cx2649	Asteroids	cx26119	Saboteur [NR]		
cx2650	Berzerk	cx26120	Stargate		
cx2651	Blackjack	cx26120	Defender II		
cx2652	Casino	cx26121	Zookeeper [NR?]		
cx2653	Slot Machine	cx26122	Sinistar [P]		
cx2654	Haunted House	cx26123	Jr. Pac-Man		
cx2655	Yar's Revenge	cx26124	Choplifter! [NR?]		
cx2656	Swordquest: Earthworld	cx26125	Track & Field		
cx2657	Swordquest: Fireworld	cx26126	Elevator Action [NR]		
cx2658	Math Gran Prix	cx26127	Gremlins		
cx2659	Raiders Of The Lost Ark	cx26128	Boing [NR]		
cx2660	Star Raiders	cx26129	Midnight Magic		
cx2661	Basic Math	cx26130	Honker Bonker [NR]		
cx2661	Fun With Numbers	cx26131	Monstercise [P]		
cx2662	Hangman	cx26132	Garfield [NR]		
cx2663	Road Runner	cx26133	The A-Team [P]		
cx2664	Brain Games	cx26134	The Last Starfighter [NR]		
cx2665	Frog Pond [P]	cx26135	Realsports Boxing		
cx2666	Realsports Volleyball	cx26136	Solaris		
cx2667	Realsports Soccer	cx26138	Super Soccer [NR]		

## Key:

[E] released in Europe; PAL format  
 [NR] Never Released  
 [SE] Sears  
 [CO] Coleco  
 [PB] Parker Brothers  
 [P] Prototype  
 [TN] TNT Games