



2600 Connection

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Swordquest: WATERWORLD Solution

Upon entering the Chalice, the twins spy the Crown, which vanishes before they are able to reach it. They are caught in a waterspout that deposits them into WATERWORLD.

Tarra heads for the surface while Torr is caught in seaweed. He discovers a skeleton in the weeds wearing breathing apparatus, and also a creature intent on killing him. Torr manages to kill the thing, discarding his armor, but blacks out and the monster's death throes break away the seaweed. This causes the skeleton to come free, rising to the surface along with Torr's armor. Tarra dives in to look for Torr and sees the skeleton, which leads her to believe that he is dead.

While Tarra cries and Torr floats unconscious, Konjuro casts forgetfulness upon them. Torr wakes to find himself surrounded by sharks. He dives to elude them and discovers a city and its ex-queen, Aquana. She was imprisoned by Konjuro eons ago. Since he doesn't remember his own name, she calls him Aquon and expresses a desire to find the Crown of Life to regain her throne.

Meanwhile, Tarra is awoken by whales hunted by a huge ship carved entirely of ice. She ends up on the ship and can't remember her name either. Cap'n Frost calls her Dawn Hair and reveals his desire to find the Crown of Life and to rule all of Waterworld.

Soon, the ship is besieged by whales and the Serpent Unspeakeable, under the control of Aquana, and the war is on. After both leaders are incapacitated, Herminus manages to set the twins against each other in a duel, with the scepter that controls the Serpent and the ship Ice Queen as the stakes. However, the twins stop in mid-duel to ask their deities for guidance. They summon the Mentors, who break the spell of forgetfulness. The twins throw down their swords, revealing the Crown of Life, as well as slicing it in two. Aquana and Cap'n Frost are each given half the crown to share the rule of Waterworld, and the sword appears again. As the twins grab onto it, they are carried upward and Herminus is caught in the updraft in an attempt to reach it himself. Meanwhile, Tyrannus and Konjuro prepare to meet the twins in the final realm, AIRWORLD.

Continued on Page 6

Survey Results are in!

It's true! The results from the survey are in! 84% of the participants favored the possible bi-monthly change. The 2600 Connection will now be published bi-monthly (every other month, 6 times a year.) Not only will you see The 2600 Connection more often, but there'll be more in it. Thanks to Scott Stilphen, Russ Perry Jr., Al Backiel, and other contributing writers, you can expect to see a game solution in each issue from now on. Look for solutions to CROSSBOW, SOLARIS, DARK CHAMBERS, SECRET QUEST, SKATEBOARDIN', PITFALL, PITFALL II, E.T., RAIDERS OF THE LOST ARK and a whole bunch of others. Do you have a solution to a game? Send it in and we'll publish it. Why not share your solutions with other 2600 fans?

Other results

21.5 was the average age of our readers. (not everyone included this info)

The top favorite games were: RIVER RAID, DEMON ATTACK, ADVENTURE, FROGGER, and MISSILE COMMAND.

71% of the participants own a home computer

60% of the participants expressed an interest in a second 'classic all-systems' newsletter. Although this is a good idea, I think it would be wiser to concentrate on The 2600 Connection at this time. We are growing, and it may take awhile to get used to the new schedule.

We also received many suggestions and comments from the participants. These will be taken into consideration for future issues.

The winner of REALSPORTS BOXING is: James Smith, of Chula Vista, CA. The name was randomly drawn from a hat on September 1, 1991. Congratulations! We will have more contests, so if you didn't win this time, keep trying.

New contest

We have a word scramble contest this issue. Try your wits! Can you de-scramble these 2600 game titles?

1. AEPCS SEIDVNAR
2. BOMAOK
3. RAIDOSEST
4. RRGEGOF
5. EDRENEFD
6. ISLMES DCMOANM

Hint: They are all popular games.

Send in your postcards with the correct answers. Drawing date: November 1, 1991. The winner will receive 6 free issues (1 year) of The 2600 Connection. If you're a subscriber, we'll add on 6 issues!



In This Issue...

- Interview with Steve Cartwright
- New 2600 game from Australia
- Coleco's Cartridge List
- Places to buy games
- Cheating your Atari 2600
- Swordquest: Waterworld solution





Dear Editor: I own BLACKJACK (by Atari), a game which I truly love. I need to know where I can purchase paddles for my system. Mine are worn out.
-Mona Stelly Abbeville, LA

Dear Editor: Where can I buy new joysticks and paddles for my 2600?
-Mike Anderson Mountain Home AFB, ID

2600 fans can wear out controllers quickly. It's a good idea to keep a supply of them in reserve. You can order them directly from Atari. Joysticks are \$4.95 each and paddles are \$9.95. You must also include \$3.00 for shipping. Most mail order houses usually carry a stock. Best Electronics also sells a repair kit, for the handy "joystick breaker." The addresses and phone numbers for Atari and Best are on page 7.

Dear Editor: I have a few copies of a magazine entitled *Atarian*, which was published in Mendham, NJ. Do you know if they stopped publishing? I can't get an answer from them.
-Earl W. Carsner Mesa, AZ

Atarian only published three issues and folded. The last issue was dated Sep/Oct 1989. Since the mag was sponsored by Atari, Atari was supposedly offering a free game to subscribers to make up the difference in issues. The three Atarian issues, like old Atari Age magazines, are collector's items. If you've have any, hold on to them!

Dear Editor: First, I'd like to say that The 2600 Connection is definitely getting bigger and better. It remains a great, if the only, source of 2600 information. The real reason I wrote was to help with the Pleasant Valley Video "mysteries", issue 5, page 3. It took a little more than a month, but I eventually got my catalog with a letter of explanation in the mail. Contrary to your assumption that PVV went out of business,

the letter explained that "after an article appeared in a major video game magazine, we have been swamped with requests, and are just now getting caught up." Those were the exact words and I hope it helps solve the mystery.

-Keith Previc New Cumberland, PA

We've received many letters and phone calls regarding PVV. I, along with many others, have not received my order. My check has been cashed and I have not received my games. Since their telephone is never answered or has a busy signal, I cannot get through. I have notified the U.S. Postal Inspector for mail fraud and encourage others in the same predicament to do the same (the phone number is in the first few pages of your phone book.) Hopefully, we'll get our orders or a refund. Obviously, Jim Redd at PVV doesn't know how to operate a successful mail order business or he's a crook. I urge you, don't order anything from PVV! They don't deserve your business!

Dear Editor: What became of the keyboard add-ons for the 2600, that would let you program in BASIC? I heard Atari was planning it around 1984, but it never reached me.

-Richard Toy Fremont, OH

It didn't reach us either, Richard. Atari never released the add-on keyboard. The intention behind this module was to "transform" the 2600 into a home computer. Many 2600 users, myself included, upgraded to an Atari 8-bit home computer. I wonder if there are any prototypes of the add-on keyboard gathering dust somewhere out there.

Dear Editor: Do you know any of the specifications of the 2600, such as number of colors, sprites on screen, resolution, processor, etc.?

-Terence Micharoni Staten Island, NY

You're in luck, Terence. If you've ever wondered how 2600 games actually work, an upcoming 3-part "Programming the 2600" feature article will answer all of your questions.

Dear Editor: Is it possible to program games on the Starpath Supercharger?
Andy Hilton Jackson, MS

One of the neat things about Starpath games is that they are on cassette, not cartridge. Many home computers took advantage of this inexpensive storage media before floppy disks became affordable. To my knowledge, Starpath never made their programming tools available to the general public. I'm sure it's possible, but it would be difficult to find the equipment. It's a great idea, though. If anyone has any ideas on how to program cassette games for the Supercharger, please let us know.

Dear Editor: Your articles are very helpful and fun to read. I love the cartridge list. It has given me a goal to get the best of the list for my collection.

I was wondering, is there a way to clean the 2600? Do you have any hints on how to preserve the life of the 2600?

-Kevan L. Wharton Millville, DE

The 2600 can get dirty and the open cartridge slot loves to collect dust. A dust cover, or anything that will protect the unit, will help prevent this. To clean the 2600, try using some wet/dry towels, cotton swabs, and Armor All. The swabs are good for cleaning the vent slots on top of the 2600 and the Armor All really shines it up! You can open up the casing and remove the dust from the inside. Basically, taking care of your system will preserve the life of your system.

Send your questions and comments to:

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Cheating the 2600

by Russ Perry Jr.

Here's a few shortcuts that may help you in your quest for high scores....

LOSTLUGGAGE (by Apollo) Want to get a really high score? Play the opponent-guided barrage variation and have the other player hold the joystick down. This will make the bags easier to collect and your point totals higher. Unfortunately, the game sometimes tires of your trickery and quits for no apparent reason.

DECATHALON (by Activision) For a real impressive score, wait for the pole vault event. When you let go of the pole by hitting the fire button, hit it a couple more times, as quickly as you can. You'll reach some incredible heights. Also, in general, I find using a button controller, such as the one that came with **TRACK & FIELD** (by Atari), gives me higher scores than a joystick, but most people can't seem to work it.

Q*BERT (by Parker Brothers) Get Coily to follow you to the top cube of the pyramid, then jump off to the right. In its zeal to increase your score, the game will forget to tick off a lost life. Repeat this for a long time to make your score really large. Also, if you get trapped by Coily, try jumping at him at the same moment he jumps. You will often pass through each other unharmed.

DRAGONFIRE (by Imagic) On your way out of the door, after collecting treasures, get hit on the legs with a fireball. It apparently hurts the second player more than you.

SUPERMAN (by Atari) Turn on the game and hold the fire button down. Move the joystick to begin and wait for two seconds to tick off the clock. Superman will not turn into Clark Kent and the bridge will not explode. You can find bridge pieces in the blue subway, but these are extras. You can ignore them. Since you don't have to collect the pieces to the bridge, just capture the criminals! Change back into Clark Kent and head back to the Daily Planet! You can complete the game quickly and score a record time! (This bug may have been only present in original carts with no picture of Superman on the label.)

SPACE JOCKEY (by U.S. Games) Select game #15. If you fly your ship at the bottom of the screen, jumping over the tank blasts, you can stay alive. Other game selections allow you to obtain a really high score, as long as you keep shooting and dodging.

CHESS (by Atari) If you don't like the idea of cheating a poor, innocent machine, perhaps you should try this: Select level 6 or 7. Once you get involved in a game of chess against the computer, you can occasionally catch the 2600 cheating. Upon thinking and deciding upon a possible move, the computer will move pieces!

Have you discovered some cheating tactics, too? Send them in to:
The 2600 Connection, 14 Blackburn St.,
Fairhaven, MA 02719-4334.
A regular tips and tricks column may be featured in each issue.



News & Notes

You'll notice famous 2600 games being ported over to popular 16-bit and portable video game systems of today.

SPACE INVADERS '91 is available for the Sega Genesis. Taito is the manufacturer. This is the same company that made the coin-op and licensed it to Atari in 1980.

Look for some familiar Nintendo Game Boy cartridges. Games like **BURGERTIME**, **LOCK 'N CHASE**, and **MR. DO** are already available. **ASTEROIDS** and **MISSILE COMMAND** will be available soon.

Atari 2600 Playing Strategies

DEFENDER

by Scott Stilphen

Don't shoot the bomber at the beginning of each wave. That way, if you lose your ship in the middle of a wave, your new ship won't appear in a potentially dangerous position.

Players should shoot from the right side of the screen. Enemies can't sneak up from behind you. Also, when you fire at pods, they won't appear as close when you hit them from the left.

Lander Advice: Landers never fire at their own height across the screen. When flying, keep an eye on landers flying near humanoids. If you notice a lander begin to "shake" and descend, he is going to capture a humanoid. Only one humanoid can be snatched at a time. To prevent any humanoids from being captured, catch the first one that is snatched and hold onto it. Landers cannot take another one unless you drop the humanoid, you are killed, or you finish the wave.

Inviso Trick: Whenever you fire, your ship disappears for an instant. If you time it correctly, you can pass right through an alien ship.

Baiter Trick: If a baiter is chasing you, position yourself so that he is above you. Stop flying and the baiter will land on top of you.

Wave 0: Fry the game (toggle the ON/OFF switch) until you see the game screen full of bombers but no city. Pull down, then start playing. You will have unlimited ships, but no smart bombs.

P.I.: To find the programmer's initials, first reach wave 25. Capture a humanoid and fly at about the same height as when your ship first appears (actually the 25th line of resolution). Any remaining enemies will turn into the initials BP when you fly at that height.



Interview with Steve Cartwright, Game Designer

by Tim Duarte

Steve Cartwright is currently a game designer for Accolade in San Jose, CA. He has designed computer games such as Fast Break Basketball and his latest, Search for the King. Years ago, Steve got his start in designing games on the Atari 2600. Steve designed five games for Activision. They are BARNSTORMING, MEGAMANIA, SEAQUEST, PLAQUE ATTACK, and FROSTBITE. In a recent interview, I had a chance to talk with Steve about the 2600.

Q: How did you get involved in programming games for the 2600?

SC: I was hired by David Crane at Activision. Dave and I went to school together at DeVry Institute of Technology in Phoenix, AZ.

Q: Did you study computer programming in college?

SC: No, this was before home computers. We studied Hardware Design.

Q: Did you work at Atari before joining Activision?

SC: No. David and I worked at National Semiconductor together. He joined Atari, designed a few games there, and formed Activision about a year later. When Activision was looking to hire, there was no such thing as an experienced game designer. Being one of Dave's friends, I was recommended to be hired, and I got my first programming job.

Q: Besides the five games you programmed for Activision, did you program any others for the 2600?

SC: There were a half dozen that were half-way started. I worked on them for a few months and decided they were going nowhere. That was typical, though. Every programmer would start on a idea, work with it a little, and throw it away if it was going nowhere.

Q: Was it a solo project, or did you program the games in teams?

SC: Back then, it was just one guy making a game.

Q: Do you recall ZENJI or DREADNAUGHT FACTOR? These games were rumored to be in 2600 format, but I've never seen them.

SC: I don't know if these games ever came out for the 2600, but they were available for other machines. DREADNAUGHT FACTOR was released for Intellivision.

Q: Did you program games for Intellivision?

SC: No. Activision had a group down in Pasadena, CA, that split off from Mattel. They did the Intellivision games.

Q: MEGAMANIA is probably your most popular game. Of the five you designed, which one did you enjoy the most?

SC: The best was definitely FROSTBITE, which was the last one I did for the 2600.

Q: Were you inspired by FROGGER when you designed FROSTBITE?

*SC: No, not at all. About a month before FROSTBITE was released, an arcade game called Q*BERT came out. Then, a host of Q*BERT rip-offs came out at about the same time.*

Q: But FROSTBITE isn't similar to Q*BERT...

*SC: Well, the jumping and changing of colors was similar in some respect. Although, I finished FROSTBITE before I ever saw Q*BERT.*

Q: What was your inspiration for MEGAMANIA?

SC: MEGAMANIA was basically a knock-off of an arcade game called Astroblaster. Astroblaster was in the arcades around the same time as Crazy Climber. It was the simplest game in the arcade; the only one I could play.

Q: Both BARNSTORMING and MEGAMANIA won awards for their design. SEAQUEST, PLAQUE ATTACK, and FROSTBITE are quality games but appeared late in the 2600's popularity. Do you think the reason for slow sales was due to the videogame crash?

SC: SEAQUEST came out about the same time as RIVER RAID, one of Activision's biggest hits. From a sales standpoint, RIVER RAID started selling well, so they pushed it and it overshadowed SEAQUEST. PLAQUE ATTACK was completed in about a month and a half.

Q: I notice there are similarities between PLAQUE ATTACK and MEGAMANIA...

SC: Yes, definitely. It was done quickly. The time to complete a game was typically nine months and it was done in a month and a half. We pushed PLAQUE ATTACK out because something else was late on the schedule. That was about the time of the beginning of the end. PLAQUE ATTACK and FROSTBITE came out after the peak.

Q: It must have been discouraging to see the 2600 market fade away. What was it like during the crash?

SC: I remember going to a CES show about a year before the crash. Everybody and their brother had gotten into video games. Quaker Oats was even doing video games! We looked at these companies and laughed because their games were so bad. We knew none of these companies would be around in a year. What we didn't realize was that when they failed, they would dump all their product on the market. They took the good companies, like Activision, down with them. When the companies went bankrupt and dumped their inventories you could buy a game for \$2.00! It erased the market.

Q: Where did you find work when the 2600 market barreled out? Did you program games on other systems?

SC: I started designing games for the Commodore 64 computer. Hacker was my first C-64 game.

Q: Did you program the Atari computer version of Hacker, too?

SC: No, another programmer ported it over to the Atari.

Q: Which machine do you design games for now?

SC: IBM. A designer typically finds one machine and sticks with it for 2-3 years.

Q: How do you compare programming games for the 2600 years ago to the programming of computer games today?

SC: You could put a lot more time into the playability on the Atari. You were basically working with one screen and fine tuning

The 2600 Connection presents - The Solution to Swordquest: Waterworld

by Russ Perry Jr.

<u>Room</u>	<u>Objects (hidden unless pass test)</u>
I	(Shield), Shoes of Stealth
II	(Amulet), Royal Seal, (Scepter)
III	(King's Ring), Money Purse, Peasant's Ring
IV	Medallion, (Throne), (Warrior's Sword)
V	Chalice, (Crown), Talisman of Passage
VI	(Key), Lamp
0	[none]

<u>Skill & Action Test</u>	<u>Between</u>
Ice Floes	II & III, V & VI
School of Octopi	I & II, IV & V
Sea of Sharks	III & IV, VI & 0 (also on RESET)

Tips for passing tests if you don't have passage:

School of Octopi: swim against the right wall

Sea of Sharks: stay in paths of slower sharks as much as possible

<u>Object</u>	<u>Allows passage between</u>
Crown	All
Medallion	II & III, V & VI
Money Purse	III & IV, V & VI
Royal Seal	I & II, IV & V

Neat fact: You can enter any room on RESET if you play the attract mode.

In the poem on page 2, "powers of prime" is delineated. The panel number of a proper word clue is the product of two different prime numbers, and the incorrect numbers are powers of 2.

<u>Room</u>	<u>Clue</u>	<u>Page</u>	<u>Word</u>	<u>Objects (any 4 out of 7)</u>
I	26	8-4	hasten	Chalice, Crown, King's Rule, Medallion, Royal Seal, Scepter, Throne
II	93	22-7	revealed	Crown, Key, King's Ring, Lamp, Money Purse, Shield, Shoes of Stealth
III	85	21-4	toward	Amulet, Crown, Lamp, Medallion, Money Purse, Peasant's Ring, Talisman
IV	77	19-5	crown	Amulet, Crown, Medallion, Scepter, Shoes of Stealth, Talisman, Warrior's Sword
V	16	5-5	water	Amulet, Chalice, Key, Peasant's Ring, Royal Seal, Throne, Warrior's Sword
VI	64	16-5	ice	Key, King's Ring, Lamp, Peasant's Ring, Scepter, Throne, Warrior's Sword
O	32	10-2	cold*	Amulet, Chalice, Key, Royal Seal, Scepter, Talisman, Warrior's Sword

* There doesn't appear to be a hidden clue here, but "cold" is in boldface.

The correct phrase is "Hasten Toward Revealed Crown." Titles bestowed by Atari are unknown and Certificates of Merit may have not been awarded at all. Unfortunately, the story was never finished. There have been rumors that DC Comics might complete and release the story as a graphic novel. I don't know if this is true, but I would like to see it. I also wonder if AIRWORLD was started, or even finished. I've never seen it offered as a prototype, but it is conceivable that it may be floating around. This is the end of our three-part Swordquest feature. I hope you enjoyed the journey! Happy hunting!



ACTIVISION

playability aspects of the game. With an IBM adventure game, you have to worry about 70 screens. It's tough to get through all of this in the allotted time you have to design the game. In terms of playability, there's no comparison. The 2600 games still hold up today.

Q: If an Atari game took 9 months to complete, how long does it take for a computer game, like Search for the King?

SC: Search for the King took about a year and a half because there was a lot of technology that had to be done up front. Once the technology was out of the way, it took about 9 months for the actual game.

Q: You've probably heard of the hidden secret messages in games like ADVENTURE. Is anything hidden in the games you designed on the 2600?

SC: Back then, we were trying to cram so much playability in the games, that we didn't have time. I don't think any of the Activision games have hidden stuff in them.

Q: I heard that if you "clock" the score on FROSTBITE, the score display changes to the word "FISHES" and some other Activision games have "!!!!!!" instead.

SC: That's not really hidden stuff. When the game runs out of score digits, the score had to be "frozen," that's all.

Q: It must have been hard to work with so little memory in the 2600. Yet, all Activision games have great graphics and gameplay! How did you push so much out of the machine to create superior games?

SC: Basically, we worked at it hard. There was a lot of effort that went into those games. There weren't really any "tricks." Although, the guys that started Activision also designed some of the early Atari games. They had more experience than anybody else. When I joined, they taught me what they knew in terms of experience.

Q: Do you consider your programming work on the 2600 during the early 1980's to be influential to your career today?

SC: Yes, the 2600 was the first programming I had ever done. When we were in college, there was no such thing as a home computer.

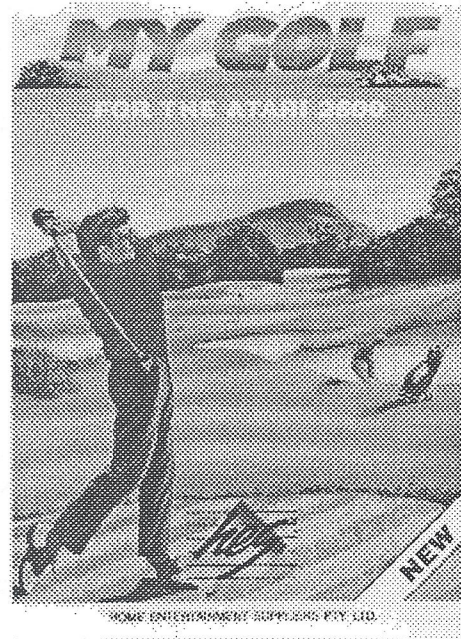
Microprocessors had just come out when we graduated.

Q: Could you tell me about the computer games you are currently working on now?

SC: A sequel to Search for the King, entitled Lost in L.A. This time, we're using real actors instead of hand-drawn characters.

Q: What do you see in the future of videogames?

SC: When CD ROM becomes available for the 16-bit machines, they may dominate the development of software. It's almost cost-prohibitive to produce an IBM game now because we can sell so many more of a Genesis version. We've shipped a few for the Sega Genesis already.



MY GOLF

MY GOLF was released in Australia, and is not available in the U.S. The game is in a different format than regular 2600 carts; it is in a European format called PAL. PAL games are playable in the U.S., but the screen rolls when you turn on the game on. If your TV has a vertical hold control, adjust it to stop the rolling. The color is off as well. The greens on the golf course are purple! I guess you can adjust the color controls on your tv, but it's a hassle. After some fiddling, I tried the game on an old black and white television.

MY GOLF offers a lot of advanced features. Each of the 18 holes averages to be three screens in length. There's a view option which allows you to check out an entire hole by moving the joystick up and down the three screens. Before teeing off, choose between 16 different golf clubs. There's also wind speed and direction, handicap, rivers, trees, and sand traps. Next, aim your shot with the small arrow that appears above the golfer. Then, select swing strength and angle. There is a colored bar which displays these variables. When the bar is to the left, the ball will hook, or curve left. If the bar is to the right, the ball will slice, or curve right. All these variables are controlled by pressing the joystick button at the appropriate times. I found this to be a bit confusing and had a bit of trouble getting used to the timing.

Once your ball lands on the green, the game switches to the putting screen. Since I'm not a big fan of golf, I knew to use a putter on the green but wasn't sure when to use an iron or a wood at times. You don't have to be a golf expert to play MY GOLF, but I suppose the knowledge would help. Non-golfers, like myself, would probably have more fun with the simple GOLF (by Atari).

MY GOLF was programmed in the U.S. by Absolute Entertainment and sold to Home Entertainment Services in Australia. Too bad Absolute won't release a U.S. version. I think MY GOLF could be a success. For those of you who are interested, Al Backiel has acquired some MY GOLF cartridges. It's expensive, but keep in mind that it's an import from Australia never intended for use in the U.S.

If interested, send \$25.00 & \$2.00 for postage to: Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450.

-reviewed by Tim Duarte



Cartridge List - Part 5: COLECO

by Tim Duarte

This issue, we'll look at the games that were released by Coleco. This toy company jumped in on the videogame business, releasing games for the Atari 2600 and Intellivision. They also created their own system with impressive graphics, known as Colecovision. An expansion module which allowed 2600 games to be played was available for Colecovision. Also, Coleco released an Atari 2600 "clone" called The Gemini. Coleco was a company that new the 2600 had potential.

Probably the most popular Coleco game for the 2600 is DONKEY KONG. Did you know that Nintendo created the coin-op? Coleco got a license from them in 1982. The graphics are not top-notch and it only has two screens, but this game is one of the all-time best selling games for the 2600. Despite limitations, DONKEY KONG and the sequel, DONKEY KONG JR., are a must for 2600 collectors. The non-violent gameplay is original and unique in these games. ZAXXON, a popular 3-D space game, was also released for the 2600. The 2600 did not have enough memory to handle the 3-D, diagonal scroll of the coin-op version. Instead, the game scrolls vertically and has a "false" 3-D effect with shadows. This game may be valuable because it had to be programmed in such a different way for the 2600 version. MOUSE TRAP and LADYBUG (a rare game) are variations of the PAC-MAN theme. Other big sellers were VENTURE (one of my favorites), CARNIVAL, and SMURF. As mentioned in issue 4, TURBO was actually reviewed in *Electronic Games* years ago. The game was never released to the public. Coleco must have sent a review copy to the magazine's office, but changed their mind on a release at the last minute. According to the review, it's supposed to be a super game.

Coleco apparently sold the rights to six of their games to Atari a few years ago. Atari re-released DONKEY KONG, DONKEY KONG JR., VENTURE, and MOUSE TRAP. Atari never released ZAXXON or TURBO, though.

Most of the games by Coleco are arcade coin-op translations. If the game was successful in the arcades, why not make a home version? Coleco took advantage of this approach. Their games were well-known and common among 2600 owners. Many Coleco cartridges were sold during the 2600's lifespan.

While the graphics are inferior to the arcade coin-op versions, just having the game on cartridge "in your home" is a novelty for many game players.

Released games

- 2451 Donkey Kong
- 2454 Zaxxon
- 2457 Venture
- 2459 Mouse Trap
- 2463 Lady Bug
- 2465 Smurf: Rescue in Gargamel's Castle
- 2468 Carnival
- 2653 Donkey Kong Jr.
- 2656 Mr. Do!
- 2663 Time Pilot
- 2665 Front Line
- 2667 Roc'N Rope
- 2695 Mr. Do's Castle

Unreleased games

- 2455 Turbo (nr) (p?)
- 2464 Cosmic Avenger (nr)
- 2652 Rocky Battles the Champ (nr)
- 2654 Looping (nr)
- 2655 Pepper II (nr)
- 2660 Wild Western (nr)
- 2662 Tarzan (nr)
- 291905 The Sword and the Sorceror

Kid Vid add-on unit (w/tapes)
 Berenstein Bears (Big Number Hunt, Great Letter Roundup, Spooky Spelling Bee)
 Smurfs Save the Day (Harmony Smurf, Handy Smurf, Greedy Smurf)
 One Fish, Two Fish by Dr. Seuss (nr?)
 2661 Smurfette's Birthday (nr)

(nr) = never released
 (p) = prototype

The 2nd Annual 2600 Connection Mail Order Guide

Last October, we published "Places to Buy Games" in issue #2. Some of those companies are no longer in business and there have been a few new additions. As tradition, we will list all companies in each issue before the Christmas issue. This will give you time to order games in advance for the holiday season. Support these companies and please tell them where you saw their address. Some of these companies are mentioning and advertising The 2600 Connection.

Atari Corporation
 P.O. Box 61657
 Sunnyvale, CA 94088
 (408) 744-0880

Best Electronics*
 2021 The Alameda, Suite 290
 San Jose, CA 95126-1127
 (408) 243-6950

Computer/Electronics Source
 41-30 70th St.
 Woodside, NY 11377-3952
 (718) 426-9614

Telegames
 Box 901
 Lancaster, TX 75146
 (214) 227-7694
 (214) 218-5800**

Classic Carts
 P.O. Box 9871
 Madison, WI 53715

Games & More
 953 W. Huron
 Waterford, MI 48328
 (313) 683-8555

* request 2600 cart listing
 ** 24 hour info/order line

Pleasant Valley Video
 address withheld; poor business habits



Your ad could be here! Only \$1.00! Just fill out the form below!



Classified Ads



Wanted: F-14 Tomcat, Q*Bert's Qubes, Super Cobra For sale: Starpath Supercharger w/ 1 cassette game Phasor Patrol \$13. Many others for sale/trade, write for list. Tim Duarte, 14 Blackburn St., Fairhaven, MA 02719-4334

Wanted: game instructions for BASIC Programming, Fast Food, Jungle Hunt, Maze Craze, Mountain King, Raft Rider, Skiing, Title Match Pro Wrestling, Warlords. Kevan L. Wharton, Rt. 2 Box 85, Millville, DE 19970

Wanted: Halloween, Texas Chainsaw Massacre. Willie E. Bryant, 235 Hoyt St. Apt. 10-G, Brooklyn, NY 11217, (718) 625-3342.

Send a stamped, self-addressed envelope for a listing of over 100 Atari 2600 cartridges available for trade. Wanted: certain issues of "Electronic Games" and "Electronic Fun" also arcade tokens. Joe Vucenic, 585 Navajo, Los Alamos, NM 87544

Wanted: Atari consoles: Video Music, Sears Video Arcade II. Carts: Submarine Commander, Steeplechase. Edward Villalpando, 13525 Utica St., Whittier, CA 90605

Wanted: Any Atari 2600 games. I will pay up to \$10. Rich Robinson, 6300 Brenda Dr., Cass City, MI 48726.

For Sale: New, unopened games. Atari: Tennis \$14, BASIC Programming \$12, Codebreaker \$14, G.I. Joe \$14, Amidar \$15, Popeye \$14, Tutankham \$14. Activision: Double Dragon \$30, Tennis \$14. Epyx: 2600, 7800 & Sears compatible: Summer Games & California Games \$14 each. All prices postpaid. Abe Wenning, Box 5, Fairfield, WA 99012

Wanted: Old videogame memorabilia, Pac Man clock, Pac Man watch, videogame T-shirts, towels, coffee mugs, Atari Club stuff,

old videogame magazines. Must be in decent condition. James Cooper, 5121 S. Trenton Ave., Tulsa, OK 74105, (918) 743-5411

We buy and sell all used videogames at reasonable prices. Write for free price list or (\$1 donation). Magazines, too. Classic Carts, P.O. Box 9871, Madison, WI 53715

Wanted: Bally Astrocade hardware & software, Rampage for 7800, 2600 keyboard, Indy 500 + controllers. Guy G. Gordon, 320 Washington Blvd., Hoffman Estates, IL 60194-3048, (708) 882-1348.

For trade only: Vidco Copy Cart. Will trade for Crazy Climber, Compumate, Custom Cart, Entex 2000, MagiCard, Personal game programmer, Marjac Romscanner, or Vectrex games. James G. Davis, 405 Barrett Ave., Hartford, KY 42347, (502) 298-7327.

For sale: Carts (over 80!), 2600s, controllers, Starpath games, Amiga joyboard, Exus Footpad-many other items. Also Lynx and 800x1 w/ software. Most items in box, like new. Wanted: Submarine Commander, Rubik's Cube, Fun w/ Numbers, Concentration, Circus Atari, Adventure, Home Run, Pele's C.S., Sorcerer's Apprentice, Snoopy, Gravitar - all must be original release. Also looking for Video Game/Brain/Romscanner, Vectrex, pre-2600 systems. Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643, (717) 388-2824

For sale: 102 Atari 2600 carts for \$50! Sorry, not sold separately! Jeffrey Stewart, 1014 W. Parkway Dr., Cleveland, MS 38732, (601) 843-7385

For sale: Starmaster, Bugs, Encounter at L-5, \$5 each, Brett Quintin, 90 Coggeshall St., Fairhaven, MA 02719

2600 Cartridge list: \$2.25, over 24 pages, Russ Perry Jr., 5970 Scott St., Omro, WI 54963, (414) 685-6187

Back issues are available.
Issues # 1, 2, 3, 4, 5
Only \$1.50 each

Classified Ad form

Rate: \$1.00 per ad. Cash accepted, or make check or money order to: Timothy Duarte.

Name _____

Address _____

City _____


State _____ Zip _____

Tel. #: _____

My ad: _____

(use additional paper if necessary)

THE 2600 CONNECTION
14 BLACKBURN ST
FAIRHAVEN, MA 02719-4334

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