



## Rare and Collectible Games: Part 2

by Al Backiel

A number of cartridges came out about the same time as the video game market crash back in 1984. This "shakeout" was the major reason for many rarities. Several game companies filed for bankruptcy and there were too many games—with low quality and low prices—on the market.

Apollo, a game company based out of Texas, was one of the first independent "second-party" producers of games for the Atari. The last few game cartridges from these out-of-business companies never got into full production. Due to the crash, some games were released in small runs, thereby creating rarities. Apollo's last few games are scarce. These were **Kyphus**, **Guardian**, **Final Approach**, and **Wabbit**. Apollo was also forced to change the name of **Lochjaw** to **Shark Attack**. Apparently, there was an infringement with the all-time popular killer shark movie, *Jaws*. If you have an original **Lochjaw**, hold onto it.

Data Age was the next company to go out of business. The first few games were nothing special, but the company was beginning to show promise with their last two efforts, **Bermuda Triangle** and **Frankenstein's Monster**.

### Contest

Our winner for the contest from issue #9 is: Michael Wagnon, from Inglewood, CA. Michael won **Kool Aid Man**, a MNetwork cartridge.

The answer: **Donkey Kong** reaped more than \$100,000,000 in sales for Coleco in a single year.

If you didn't win, try answering this: "Pac" in **Pac-Man** stems from the Japanese word *Paku*. What does it mean?

Prize: **Space Jockey** (by U.S. Games)

US Games, a company which was a subdivision of Quaker Oats, released a few games towards the end of the videogame craze as well. These were **Eggomania**, **Picnic**, **Piece O' Cake**, **Raft Rider**, and **Entombed**.

Imagic, one of the successful companies, barely got out **Subterranea** and **Quick Step**, their last two efforts for the 2600. A lot of small companies were just getting started, such as Venture Vision (**Rescue Terra I**) and Answer (**Malagai**, **Gauntlet**) when the bottom fell out. Many companies never got off the ground and were forced to sell their games at a loss in profits. Zimag managed to release a few—**Tanks But No Tanks**, **Cosmic Corridor**, and **I Want My Mommy** are hard to find. Panda/Sancho rarities include **Stuntman**, **Dice Puzzle**, and **Exocet**. Mythicon released three duds—**Sorcerer**, **Fire Fly**, and **Star Fox**. I saw many of these cartridges on clearance tables in toy stores, supermarkets, drug stores, and liquidation outlets over the years.

A company with the unwise name of Bomb exploded on the scene with **Assault**, **Great Escape**, **Z-Tack**, and **Wall Defender**. All of these Bomb games are scarce today.

Commavid released a handful of games, most of them were not very popular. **Stronghold** and **Cakewalk** are hardest to find from the bunch.

Spectravision's first few games were fairly easy to obtain, but as the market began to fade, the several carts produced afterward were released in small quantities. **Master Builder**, **Galactic Tactic**, **Mangia**, **Gas Hog**, and **Bumper Bash** are such titles. There are possibly other Spectravision carts, but whether they were officially released or not is uncertain.

Parker Brothers stopped making games rather abruptly. **Q\*Bert's Qubes**, **Frogger II: Threedeeep**, and **Mr. Do's Castle** appear to be in short supply.

Some game companies tried gimmicks to hopefully increase sales. Xonox tried double-ended carts—two games, one on each end of the cartridge. They even tried various combinations and released their last few games, **Tomarc the Barbarian** and **Motocross Racer**, as singles. CBS tried making games with larger memory chips, stating "RAM-plus" on the labels of **Tunnel Runner** and **Omega Race**. It didn't help much.

Amiga, the company that developed the computer known today as the Commodore Amiga, made a game called **Off Your Rocker**, which appeared only in prototype form.

Starpath's last two cassette-based games, **Survival Island** and **Sword of Saros**, never made it to the stores, but were available, without packaging, through the mail right before they went out of business.

Atari also dropped out of the market for a few years. They tried a comeback during the Nintendo era and a few more games surfaced. **Sentinel**, **Motorodeo**, **Ikari Warriors**, and **Xenophobe** will go down in history as the last four titles released by Atari.



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**Dear Editor:** Shame on you for letting Aleks ("A Canadian Perspective" Issue #9) get away with stating that the flickering in *Asteroids* was caused by bank switching! It was caused by the machine trying to animate upwards of 20 independent objects on-screen using only two sprites. Also, bank switching is not "fooling" the 2600 by switching between two banks of ROM real fast. The switch is only performed when the program needs something from a different bank.

—Clay Halliwell, Clinton, MO

*Yikes! Thanks for the correction. I am glad there are readers out there that can find our errors; we're not perfect and we all make mistakes. We will gladly publish corrections. Jeff Adkins also found an error in "Rare and Collectible Games" from issue #8. Check out News and Notes in this issue.*

**Dear Editor:** I put an ad in *The 2600 Connection* for old videogame memorabilia, Pac-Man stuff, etc. One reader called long distance and left a message on my answering machine on how to get a Pac-Man watch. Then, Nick Thurn, another one of your readers, sent me a huge box of brand new Pac-Man stuff—folders, candy, table cover, pencils, ect.—for a very modest price.

Also, thanks for running the article about Best Electronics. I got some great collectible stuff from them. I'm frustrated that I didn't hear about Best years ago because most of their posters, t-shirts, etc. are sold out.

—James Cooper, Tulsa, OK

*I'm glad to see the classified ads have been successful for you. In fact, I use the classifieds ads as a network to reach many 2600 owners myself. I've talked with a lot of readers and I must say they are very friendly and helpful.*

*Best Electronics is probably the ultimate mail-order house for Atari fans. I'll keep an eye out for collectible merchandise as well.*

**Dear Editor:** I picked up an interesting cartridge called a SuperCharger by Arcadia. It plugs into the 2600 cartridge slot and has a cable which plugs into the earphone jack of a tape recorder. It has RAM inside the cartridge into which games are downloaded from the tape recorder. Do you know of anyone who has the cassette tapes? Is this thing rare enough to be of any value?

—Ken Sumrall

6247 Rainbow Drive  
San Jose, CA 95129

*The SuperCharger is an interesting item that worked with games on cassette. It's a collectible item, for sure. Arcadia was forced to change the company name to Starpath after a legal dispute with Emerson. This resulted in two models—one with an Arcadia label and one with a Starpath label.*

*Perhaps we can help you find some cassettes for your SuperCharger. Starbase Atari (see address below) has a few of the Starpath games, including *Killer Satellites*, *Suicide Mission*, and *Communist Mutants from Outer Space*, in stock. Maybe some readers will also be willing to sell or trade some cassettes, or you may want to try a classified ad.*

**Dear Editor:** I saw your address in *Video Games & Computer Entertainment*. As I am a collector of 2600 cartridges, I am very interested. I'd also like to be in contact with other "2600 freaks" in the USA. Here in Europe, there are not many people left who are interested in these games. I own 346 different games (mostly PAL and some NTSC), and I am still looking for old and new titles.

—Werner Bleys

Plantin Moretuslei 333  
2140 Antwerpen/Borgerhout  
Belgium

*This is so exciting! Atari 2600-mania is all over the world. If anyone writes to Werner, tell him we sent you and said hello. By the way, it costs 50 cents to mail a normal letter to Europe from the USA.*



Send your questions and comments to:

**2600 Connection Letters**  
P.O. Box N 664  
Westport, MA 02790

## News & Notes

**Starbase Atari** has bought out Atari-ville, an Atari dealer in Boerne, TX. Write or call Starbase Atari Computers, 2369 Austin Highway, San Antonio, TX 78218, (512) 590-7122

**2600/7800 Blow-out** Scott Sikes, one of our readers in the St. Louis, MO area, has reported that a Big Lots store in his area just had a huge sale on Atari 2600 and 7800 products. If you don't know by now, Atari discontinued the 2600 and 7800 and this is the inventory that they sold to Consolidated Stores/Big Lots. Scott stated that 7800 systems were selling for \$27 each, and new 2600 systems—the compact version—were priced at \$23. Cartridges were as low as \$1. According to Sikes, the lines of people waiting to check out extended out the door.

**Another VG&CE mention!** Somehow, the same issue (#6) was reviewed again in the Fandango column in the April 1992 *Video Games & Computer Entertainment* magazine. Thanks, guys!

Apparently, Atari did not sell their entire stock. Atari Corp. is still selling some titles, but they are only accepting check, money order, Visa, or MasterCard. Write to **Atari Entertainment, 500 Waters Edge Suite 310, Lombard, IL 60148**, or call (708) 629-1386 for a customer order form.

Jeff Adkins, publisher of **Classic Systems & Games Monthly**, pointed out an error in "Rare and Collectible Games," Issue 8. Jeff states that **Atari Video Cube (CX2670)** was released before **Rubik's Cube (CX2698)**. The article should read: "Another interesting cartridge is Rubik's Cube. Something might have happened to the licensing because most versions of this game, including packaging changes, are of the earlier release known as Atari Video Cube."

If you've written to **James Davis** for information on the **Portable 2600**, please be patient. James recently informed us that he is completing and perfecting a new development. He *will* answer all inquiries.

# Cartridge List Part 9: CBS Games

by Tim Duarte.

CBS Games jumped in on the Atari videogame market, releasing several games for the Atari 2600. The cartridges are tan, with a black label and yellow lettering. The first four releases, **Wizard of Wor**, **Gorf**, **Solar Fox**, and **Blueprint**, were coin-op translations licensed from Bally/Midway. **Wizard of Wor** is one of my favorite arcade games of all-time, and I still enjoy playing it today. Equipped with a gun, your player, or **Warrior**, roams a maze, destroying various monsters along the way. There's a great simultaneous two-player option—gameplay always seems to be so much more fun when two play at once. A small radar screen at the bottom of the maze helps detect where the invisible monsters are located. Once all the creatures are destroyed, the **Worluk** rages through the maze—shoot him for big points before he escapes. The **Wizard** himself will occasionally appear, and is worth the most points if shot. The coin-op and *The Incredible Wizard*, a version of **Wizard of Wor** for the **Astrocade**, were designed by Bob Ogden. It is unknown if Bob designed the version for the Atari 2600.

**Gorf**, another famous Bally coin-op, also made its way to the 2600. **Gorf** was essentially based on the **Space Invaders** theme and had four levels: **Astro Battles**, **Laser Attack**, **Space Warp**, and **Flag Ship**. CBS also released two other space games entitled **Solar Fox** and **Omega Race**. **Omega Race** came with a booster grip joystick add-on which adds a second fire button.

**Blueprint** is an interesting game in which the player must find the pieces to build a robot and use it to destroy the monster that is chasing your girlfriend. While the 2600 version is fun to play, it has poor graphics compared to the crisp Atari 5200 and 400/800 computer versions. CBS also programmed a secret eight-letter word into the game. After each level, one letter of the word is revealed. CBS planned to offer prizes if you knew the secret word. The only way to get the word is to make it past level 8. **Solar Fox** also had a hidden word in the game.

**Mountain King**, created by E.F. Dryer, is an adventure game in which your player, equipped with a flashlight, must explore the depths of a mountain, collect diamonds along the way, and find a golden crown. There's an evil spider at the bottom of the mountain—watch out for him!

**Tunnel Runner** is a maze game in which you must guide your player through a number of mazes, picking up keys which will access doors to other mazes. The runner is racing against the clock and tries to avoid the enemy **Zots**.

**Wings**, a flight simulator cartridge, and **Maddenness**, a football game endorsed by John Madden, were both advertised, but never seemed to make it to the store shelves. Whether or not these games were actually released remains a mystery.

80000 Wizard Of Wor  
80010 Gorf  
80020 Solar Fox  
80030 Blueprint  
80070 Tunnel Runner  
80080 Mountain King  
80090 Omega Race\*

Kick Man [?]  
Maddenness [NR?]  
Wings\* [NR?]

NR= Never Released

\*= came with Booster Grip joystick add-on



## Tips & Tricks

**Frogger** (by Parker Brothers)

There's a glitch in **Frogger**. Set the difficulty switches so that your frog, while resting on logs and turtles, can travel off the screen. Jump your way onto the slow moving log and let your frog be carried off the screen to the right. The instant you see the frog reappear on the left side of the screen, push the joystick left. Your frog will die after mysteriously being transported to the center of the screen. You must be about two frog lengths from the right of the large log for the transport, otherwise the frog will just die on the log.

The same trick can be done on the fast logs at the very top of the screen, but is much harder because the logs are moving faster. This time, the frog lands safely on another log and does not die. The timing is tricky—I recommend staying one frog length from the right side of the fast log and pushing the joystick to the left as soon as the log reappears on the left side. If you wait until the frog is visible, it won't work.

(Courtesy of Mark Androvich)

**Spider Fighter** (by Activision)

The left difficulty switch is used for making the game easy or hard. In the hard setting (A), you get more points by shooting the bugs. However, I once used it to reach the 900,000 maximum score by flipping it to the hard setting for scoring more points, then flipping it back to the easy mode (B).

(Courtesy of Andy Floyd)

**Ghostbusters** (by Activision)

There's an easy way to get to the last screen. You only have to trap three ghosts before the PK level reaches 4,000. Sit back and relax on the right side of the city map screen. When the PK level reaches 4,000, continue to toggle the difficulty switch until the PK level reaches 9,999. This way, you will never miss battling the marshmallow man—a \$2,000 bonus each time. Eventually, your score will go over the \$10,000 needed to qualify for the jumping marshmallow man screen. This where the game comes to an end for me. I have never gotten two ghostbusters past him. Is there anybody out there who knows exactly how this can be done? I'm sure it's possible and other players would like to know the trick.

(Courtesy of Al Backiel)

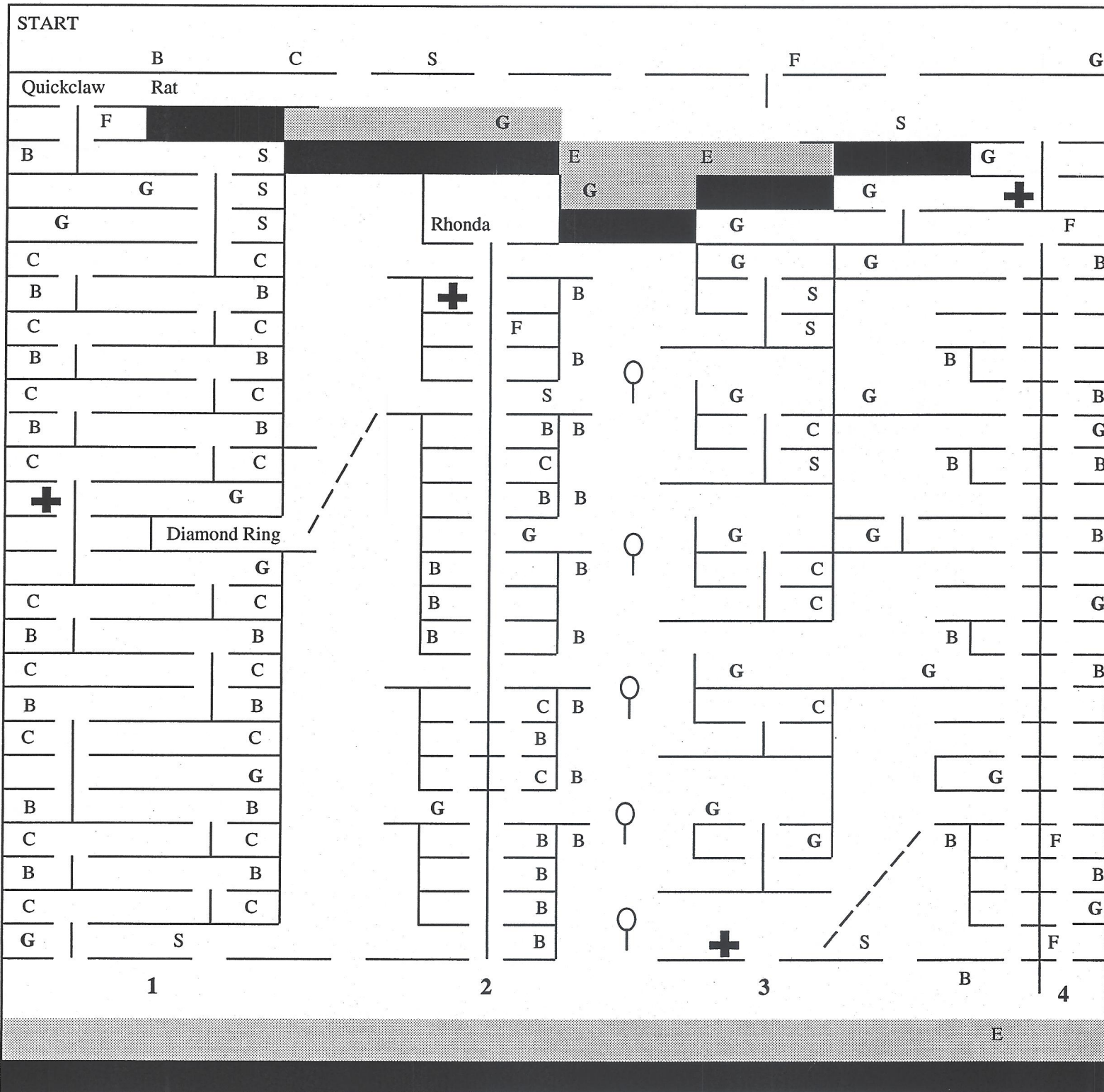


**Wizard of Wor** (by CBS Games)

In the two-player game, align both players so they are back to back. No monsters will be able to get through and you will be a very successful team. It is possible to position the warriors strategically in various parts of the maze. If you cooperate as a team, you can go quite far into the game.

(Courtesy of Russ Perry Jr.)

# Pitfall II: Lost Caverns



B = Bat  
 C = Condor  
 E = Eel  
 F = Frog  
 S = Scorpion

| = ladder  
 + = red cross

○ = balloon

■ = Water

G = Gold

# Pitfall II Solution and Tips

by Al Backiel

This is a terrific sequel to Pitfall. This time most of the action takes place below the ground. Pitfall Harry has his usual jumping ability, but he can also swim. There's also a point in the game where Harry must jump and grab a hot air balloon, so technically, he flies, too. There's a whole cast of characters and many objects and enemies. The primary advantage of Pitfall II is that there is no time limit. The original Pitfall only gives you 20 minutes. You have a good shot at achieving a perfect score of 199,000. I have gotten as high as 195,361, with only three mistakes.

## Tips

1. When you are on a ladder and a condor and bat are approaching together, stay with your waistline even with the opening of the hole. In the few cases where the condor comes in too low, adjust yourself accordingly.
2. There's a way to bypass the frogs. Wait until clear, and move as close as possible. Make your move when the frog has landed and the lower bat is not on a collision course.
3. Always try to reach the next red cross. If you get caught just shy of it, you will lose a lot of points.
4. To avoid the eels, swim close to the surface.
5. To get under a condor, wait until it swings upward.
6. Watch the bat's pattern and notice the highest point of flight. To get past the bat, swing under the bat at the highest point.
7. In hints 5 & 6, if it doesn't look possible, back up and try again.
8. Avoid falling down holes. You lose 100 points each time. Tap the joystick down to descend into the holes.
9. Take your time. There is no rush.

Here's a rundown of the strategy:

- A) Run left all the way across to gold.
- B) Reverse and drop in at 4th or 5th hole.
- C) Pick up two gold bars underwater.
- D) Surface and pick up gold while descending (4).
- E) Rise and jump diagonally to reach the next Red Cross.
- F) Hitch a ride on the balloons and stop at each level of (3), picking up all gold.
- G) At top of (3), quickly move across to (2). The ceiling will pop the balloon.
- H) Touch the Red Cross and pick up Rhonda.
- I) Pick up all the gold in (2) while descending.
- J) Climb back up (2) to leap diagonally across to (1).
- K) Pick up diamond ring and drop to bottom of (1).
- L) Ascend (1), picking up all gold along the way.
- M) Try to make it to the last Red Cross to take a breather.
- N) Now you're in the last part of the game. Go for the rat, then Quickclaw. Congratulations! You've finished the game.



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**\$1.50 each**

Atari 2600 Game Reviews

## CRAZY CLIMBER

Crazy Climber is loads of fun. The idea is simple; climb to the top of the building. You start the game at the bottom. Ascending the building is accomplished by pushing the joystick up and down. It's not that easy, though. Some of the windows close as you climb. If your climber's hands reach for a window that is closed, down he falls. After some playing, you'll begin to notice the windows as they are closing. Your climber can move across—left or right—the rows of the building's window ledges you are hanging onto. When I see a number of closing windows above me, I adjust the climber to a column of windows that appear to be ideal for climbing.

To make things harder, an evil Doctor will stick his head out of a window and drop various items, such as flower pots, on you. Also, an eagle will occasionally fly by the building, laying eggs on you. Get hit by either of these objects, and your climber loses his grip and falls. If you can avoid these dangers, the climber will eventually reach his goal—the top of the building! Once there, a helicopter flies by and carries you off to another, more challenging building. In higher levels, the windows close faster, and there are other dangers, such as out-of-control construction girders, to look out for. There's an electric billboard sign with a live wire dangling in the wind. Don't get zapped by it! There are four different buildings to complete in the game.

The graphics are average for the 2600; super-enhanced graphics are not necessary for this game. The excellent gameplay, cast of characters, and simple, yet entertaining theme make Crazy Climber an enjoyable game. —reviewed by Tim Duarte



*Don't miss the July/August issue!*

- An Interview with Warren Robinett, designer of **Adventure** (by Atari)
- Rare & Collectible Games: Part 3
- **Klax** for the 2600?

## The 2600 Connection Cartridge Hall of Fame

### **Combat** (by Atari)

This is the game that came packaged with the 2600 VCS. Although the game is nothing spectacular, the idea is simple—destroy the enemy and survive. In a variety of options (tanks, planes, etc.), it's you against the computer (or another player) for a few minutes of combat. Maneuver within range of your opponent, without getting shot, aim, and fire. Various versions of the game include barriers, steerable gunfire, clouds, and more.

### **Super Breakout** (by Atari)

By far the most super cartridge with the Pong theme. With the paddle controllers, you knock out the bricks that make up the walls with your ball. Gameplay is fun and addicting. The numerous variations, such as progressive (advancing walls) and cavity (two additional balls trapped within the wall of bricks for a total of three balls on the screen at once), are excellent. Many of today's games, such as *Arkanoid*, have stemmed from the **Breakout/Super Breakout** theme.

### **Defender** (by Atari)

One of the first horizontal shoot 'em ups, many look-a-likes followed. The aliens have planned to kidnap the Earth's humanoids and take over the Earth. It's up to you to rescue them and destroy the attackers with your laser cannons. The famous smart bombs, which eliminate all enemies on-screen, hyperspace, the scanner at the bottom of the screen, and other features make this space game a classic.

### **Adventure** (by Atari)

This gem created by Warren Robinett is considered to be the first adventure-type videogame ever created. Many of the fantasy role playing games stem from *Adventure*. An evil magician has stolen a chalice and has hidden it somewhere. The goal is to explore the kingdom and return the chalice to its rightful place. Along the way, there are three dragons to kill, a bat that will steal your belongings, and more. Your character, represented by a square, can find a magnet, a sword, and a bridge to make the task a bit

easier. There are three levels to choose from, and it's just a downright great game that is still entertaining to play today. Finding Warren's message with the secret dot is lots of fun, too. In fact, *Adventure* was the first game to ever have an "easter egg."

### **Space Invaders** (by Atari)

One of the most popular coin-op games, many people bought the Atari VCS because they wanted to play this game at home. The objective is simple: shoot the alien invaders out of the sky before they reach the bottom of the screen. They drop laser bombs on you as well, so you must do some clever dodging. There's 112 game variations to choose from—from two-player simultaneous action, moving shields, invisible invaders, and more. It's another classic space game for your collection.

### **Missile Command** (by Atari)

An onslaught of missiles have been launched to destroy the planet. Protect and defend six cities—three on your left and three on your right—by firing your missiles before they reach the cities. A classic game that is furious and fun.

### **Pac-Man** (by Atari)

Although this version lacks in quality, it still sold in large numbers. After all, it was still *Pac-Man*. The self-contained, dot-filled maze in which this little yellow hungry character played in was a lot of fun. There was nothing like this type of game and *Pac-Man* fever took the country by storm. Atari may have rushed *Pac-Man* on the 2600 to get it on the market as soon as possible, but nonetheless, it's still the original.

### **Ms. Pac-Man** (by Atari)

Atari got a second chance with *Ms. Pac-Man*, the second "Pac" game. They took their time with this one, and it shows. It's much closer to the coin-op version than the disappointing *Pac-Man* for the VCS. Actually, it's about ten times better than *Pac-Man* and gameplay is more pleasing. There's floating fruit, all four ghosts—Inky, Blinky, Pinky, and Sue, and a small "show" at the end of the game.

### **Asteroids** (by Atari)

One of Atari's own popular coin-ops, the home version for the 2600 had an appealing advantage over the arcade version—color. The coin-op consisted of white vector graphics on a black screen. The objective here is to destroy the asteroid boulders that are moving all over the screen. You must also be careful to avoid colliding with the asteroids, satellites, and UFOs. Other interesting features of the game are hyperspace, shields, and a 180-degree spaceship flip. There's even a version for youngsters. This is one game that is fun to spend hours trying to "clock" the game to the max score, and return to a score of 0.

### **Centipede** (by Atari)

*Centipede* stemmed from the *Space Invaders* theme; but with a new twist. The environment here is not space, but a garden. Shoot the moving, multi-pieced centipedes and avoid the attacking fleas and spiders as well. Throughout the screen are scattered mushrooms as well. When the centipede hits a mushroom, he travels in the opposite direction. Atari also released a trak-ball controller, which makes gameplay very similar to the coin-op. *Millipede*, a take-off on *Centipede*, appeared soon afterward.

### **Donkey Kong** (by Coleco)

Garry Kitchen's translation of this Nintendo coin-op to the 2600 VCS was a smash. Like *Pac-Man*, it had a non-violent theme: Mario climbs the girders, avoids the rolling barrels, and rescues the girl, who is kidnapped by the big ape at the top of the screen. The game also has the second level in which Mario removes the rivets and avoids the fireballs. This version does not have the third and fourth levels—elevators and conveyor belts—of the coin-op, but it's still a great game. A sequel, *Donkey Kong Jr.*, followed and Mario and his brother later appeared in *Mario Bros.*

### **Mario Bros.** (by Atari)

In this Nintendo creation, Mario and his brother Luigi team up to rid their plumbing work free of turtles, crabs, and other creatures. Two players can play

simultaneously or one can play alone. There are also some secret coin levels, which rack up extra points. Avoid the critters and cooperate to move on to the next level.

#### **Pitfall** (by Activision)

David Crane's adventure through the jungle was groundbreaking when it first came out. There is so much to it: Vines to swing across, quicksand to avoid, crocodiles to jump over, underground passageways to explore, rolling logs to dodge, and treasures to discover along the way are packed into this cartridge. All of these potential pitfalls, with the addition of the simple objective—collect all 32 treasures in under 20 minutes—make Pitfall a great game.

#### **River Raid** (by Activision)

A classic vertical-scrolling shooter in which you must maneuver your jet down a river, destroying tankers, helicopters, jets, and bridges along the way. Extra points are awarded for flying over a fuel depot. Carol Shaw, one of the few female game designers, designed this gem which also led to the sequel, **River Raid II**.

#### **Enduro** (by Activision)

This is probably the best racing game for the 2600. The idea behind the race is to see how long you can race. Enduro requires the racer to pass 300 cars in a "day." (200 on the first day) While travelling across the country, experience sunrise, sunset, snow, fog, and ice. Pass the required number of cars and challenge another day of racing. The game can go on forever, but how much racing can you endure?

#### **Kaboom** (by Activision)

This great game really tests your hand/eye coordination. The Mad Bomber drops bombs relentlessly. Using the paddle controllers, catch and douse the bombs in your water buckets. It's not as easy as it sounds. Larry Kaplan's non-destructive Kaboom will always be a classic.

#### **Frogger** (by Parker Brothers)

Sega's fantastic coin-op made it to the 2600. Hop your frog safely across the highway and river to his home. A Starpath SuperCharger version, much closer to the coin-op, was also made. The sequel, **Frogger II: Threedeeep**, followed, but was not as successful.

#### **Q\*Bert** (by Parker Brothers)

Q\*Bert led the way to a number of color-changing games. On a pyramid of colored cubes, Q\*Bert hops from cube to cube, changing the color along the way. Other characters, such as Coily, Ugg, and Sam, appear from time to time. Avoid them because they are out to get you.

#### **Solaris** (by Atari)

Douglas Neubauer's sequel to **Star Raiders** for the 2600. This is one fantastic game that really makes the 2600 shine as a video game system. The graphics are

outstanding and probably the best ever produced on a 2600 VCS. The goal is to make it to the planet Solaris, but there's a lot in your way. Solaris is one of the most challenging and demanding 2600 games ever programmed.

#### **Honorable Mention:**

Dragonfire (by Imagic)  
 Demon Attack (by Imagic)  
 Megamania (by Activision)  
 H.E.R.O. (by Activision)  
 Rampage (by Activision)  
 Miner 2049er (by Tigervision)  
 Skateboardin' (by Absolute Entertainment)



## Tales of the 2600

by Mark Androvich

Almost every collector, whether the objects are baseball cards, comic books, or even Atari 2600 games, is searching for their own treasure—a particular item which they spend much of their life trying to obtain. It might be a Mickey Mantle rookie card, issue #327 of Detective Comics. For me, it was **Frankenstein's Monster** (by Data Age).

Even though I had more 2600 games than anyone I knew, I realized collecting every single game ever produced would be an impossible task. Instead, I made a list of ten games which I planned to acquire—my 10 Most Wanted List, if you will. Topping the list was Frankenstein's Monster, a game I had only played once or twice.

My cousin had owned the game, and I remember playing it at his house back in 1983 during a family celebration. He let me borrow it for a week, and I eagerly took it home. My Dad and I both enjoyed the game, as simple as it was. When it came time to return it, I told my cousin that I wanted to buy it from him. He didn't want to sell it just then. Without my knowledge, he did get rid of it. Actually, he lost it. My father and I combed the stores looking for it, but to no avail. By this time, the game market had crashed, and people were quickly snapping up games at bargain prices. I vowed to find it. I placed a want ad in this newsletter and tried to purchase it from every used game retailer I came across. It was always out of stock.

I moved to Ventura, CA about eight months ago, but never bothered to wander the downtown area much. I decided to check out a flea market as well as several thrift stores. A few of them had beat-up Asteroids and Space Invaders, as well as some Intellivision cartridges. The last store I entered was a haven for collectors of all types. There were empty soft drink cans, stamps, coins, comic books, and lots of worthless junk. I was about to leave the store when I noticed a small area filled with old furniture. I noticed a cabinet that was filled with electronic equipment. On the second shelf was a box of common Atari cartridges, including unusual titles such as **Miniature Golf**. As I looked through the glass into the cabinet, I suddenly saw it...

Frankenstein's Monster, unlike the other games, was in its original box with instructions. It was the only cartridge in such a condition. I grabbed the game immediately and practically threw the five dollars at the store clerk. For some strange reason, he seemed oblivious to my excitement. He did look at me strangely, however, seeing that I had several games and catalogs in my hands. From the look of things, I suppose no one had bought Atari games there in quite some time.

I now own the game which had eluded me for so long. Perhaps it isn't that big of a deal. But Atari 2600 collectors will agree with me when I say that the thrill of acquiring a certain game is one to savor for a long time. The only problem is finding my most-wanted game has left a void in my mundane life. Now I'm after the second most-wanted game on my list. Has anyone out there seen **Crazy Climber**?



# Classified Ads rate: \$1

For sale: Atari Lynx with 3 games \$100, Intellivision system \$30, Odyssey<sup>2</sup> (no power supply), Tim Duarte, P.O. Box 3993, Westport, MA 02790, (508) 636-3674

Newly formed Collectors Club. Write to: J.S.S. & Co., 35 S. Hampton Rd., Amesbury, MA 01913. Attn: C-C

Buy, sell, trade cartridges for Coleco, All Atari, Intv, Nintendo. Currently have over 1000 carts. Send list of carts wanted to buy/sell/trade w/ SAE & phone to: Sam Twiford III, 526 Grandin Ave., Cincinnati, OH 45246, (513) 825-8072

Wanted: Star Wars: The Arcade Game (2600 & 5200), Star Wars: Jedi Arena, Berzerk, Montezuma's Revenge, Mountain King, Gyruus, River Raid, River Raid II, Spy Hunter, and a new-model 2600. Jonathan Folkers, 46 Marion West, Princeton, NJ 08540.

Videogame systems for sale! Lots of cartridges included. Atari 2600, 5200, INTV, Odyssey<sup>2</sup>. Make me an offer I can't refuse. Jonathan Folkers, 46 Marion West, Princeton, NJ 08540.

Apple II manuals, software originals, computer and videogame magazines. Atari 2600, 5200, 7800, 65XE, Colecovision, Intellivision, Commodore, IBM, & more. D&D, si-fi, adventure & fantasy accessories. Send \$1 for catalog today. Frank Polosky, P.O. Box 9542, Pittsburgh, PA 15223.

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. Please add \$3 for shipping. Send for complete catalog. Computer/Electronics Source, 41-30 70th St., Woodside, NY 11377

Quadrun - Atari lab Label - with photocopied instructions. Will trade for laser disc - The Beatles "Let it be," John Cougar Melloncamp CDV "Check it Out," or Bounty Bob Strikes Back for Atari 5200. For trade: 2600: Espial, Tax Avoiders, Video Chess, Condor Attack, Asterix (PAL prototype) 5200: Gremlins, Buck Rogers. Colecovision: Heist, Spy Hunter, Montezuma's Revenge. Many Intv games. Peter Perpetua III, 42 W Noblestown Rd., Carnegie, PA 15106, (412) 269-4562

Wanted: Video Olympics, Basic Math, Street Racer, Star Ship (must have numbers on side label). Original releases of Sorcerer's Apprentice, Rubik's Cube, Fun with Numbers, Concentration, Snoopy. Manuals, foreign catalogs, R.C. joysticks, Atari Pong, XEGS, Atari XMM801 printer. Top price paid for prototypes with Atari Lab labels, Realsports Basketball, Pengo. For sale: 2600 systems \$20-25, carts \$3, manuals/boxes \$1, controllers \$2-4, catalogs \$2, other systems, too. Scott Stilphen, RD#1 Box 177-A, Harding, PA 18643, (717) 388-2824

Wanted: Atari XE carts (no disks), 2600: Custer's Revenge, Texas Chainsaw Massacre, Halloween, Montezuma's Revenge, Krull, 20th Century Fox games, Write: Brad Weber, P.O. Box 871216, Wasilla, AK 99687

Wanted: Frogger II, James Bond 007, Q\*Bert's Qubes, Star Wars-The Arcade Game, Montezuma's Revenge, Mr. Do's Castle, Kyphus, Pompeii, Lochjaw, Squoosh, Tapper, Game Line Master Module, many others. Send list of available games to: Russ Perry Jr., 5970 Scott St., Omro, WI 54963, (414) 685-6187

Wanted: cartridges and hardware for 2600, 7800, Vectrex, & Colecovision. For sale: cartridges for 2600, 5200, 7800, Colecovision, INTV, Odyssey<sup>2</sup>, and Vectrex. James G. Davis, 102 Barrett Ave., Hartford, KY 42347. (502) 298-7327 after 6 pm

Wanted: 5200 carts: Star Wars: The Arcade Game, Zaxxon, Frogger II, Death Star Battle. Also: Entex Adventurevision and Atari Stunt Cycle. Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450

## More High Scores

by John J. Marcin

<u>Imagic</u>	
Atlantis	125,000
Cosmic Ark	30,000
Demon Attack	100,000
Fire Fighter	2:38
Moonsweeper	Max out game
Riddle of the Sphinx	12,000
Star Voyager	35
Solar Storm	5,000
Trick Shot	37

Parker Brothers  
G.I. Joe: Cobra Strike 16th Level

Atari  
Battlezone 75,000  
Gravitar 15,000  
Quadrun 25,000

These three Atari scores were published in the now defunct Atari Age magazine. If you reached the specific score, you are considered a "video game master."

## Cartridge List Gaps Incorrect

by Russ Perry Jr.

Okay, in case you haven't caught on yet, my article "Cartridge List Gaps Filled!" was an April Fool's joke. For the people wondering who Ami Rail is, read each name backwards—Ima Liar.

I apologize to all, especially to Tim, who I fooled unintentionally. I didn't make it clear enough to him that it was a gag. If anyone is offended, send the hate mail to me, not our fearless editor.


To make it up to you, partly, I will point out that CX26100 was probably left black (unused) as not to be confused with CX2600; this is common when manufacturers number their product line.

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