



2600 Connection

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Rare and Collectible Games: Part 3

by Al Backiel

In the final installment of rare games for your 2600, let's take a look at some carts that are rumored to exist. I also provide evidence to show why I believe they do indeed exist.

It is inconceivable to believe Atari had not completed *Swordquest: Airworld*, the fourth and final game of the *Swordquest* series. Since the first three cartridges were released months apart, this one would have had to be ready for release. The box of the game was shown in the January 1983 issue of *Video Games* magazine. The video game market then collapsed, and Atari ran into financial trouble. The whole *Swordquest* contest seems to have been put on hold indefinitely.

Coleco's *Turbo* is another mystery cartridge that seems to have been withheld from the public. It appears in the October 1983 issue of *Electronic Games* magazine and *The 1983 Electronic Games Software Encyclopedia*. The review stated, "The premiere road racing coin-op comes to the Atari 2600 in a version that is surprisingly similar to the full-stroke original. The multi-screen scenarios that you motor through as you attempt to log miles, pass cars, and avoid collisions with the ambulances aren't nearly as good as what you saw in the commercial game parlors from Sega, but a 2600-compatible cartridge has seldom looked better."

Parker Brothers also had a few rumors of their own. *Ewok Adventure*, the fourth game in the *Star Wars* series, was one of 100 third prize giveaways in the Death Star Battle sweepstakes contest in the October/November 1983 issue of *Electronic Fun* magazine. A full-page ad featuring a screen shot of *James Bond: 007 as seen in Octopussy* ran in the August 1983 issue of *Electronic Fun*. A working prototype and box art was shown at the 1983 C.E.S. show

in Chicago (*Video Games*, October 1983 and *Electronic Games*, March 1985). It seems the game was changed entirely, even after ads and reviews of a previous version were published. Boxes and screen shots of three other Parker Brothers games, *The Incredible Hulk*, *The Lord of the Rings*, and *Jaws*, were shown in the April 1983 issue of *Video Gaming Illustrated* magazine. The first two of these three games were also described in a Parker Brothers game catalog. Another Parker game, *McDonald's*, was briefly mentioned in the catalog, but no screen shot or box art was displayed.

A screen shot of M-Network's *Sea Battle* appeared in an M-Network catalog. This game was most likely a translation of the Intellivision game. It should have been no problem to produce, as M-Network, a division of Mattel, converted several of the IntV titles to Atari format. *In Search of the Golden Skull* is another possibility. I actually ordered this game from a Mattel order form, but I never received it. I later heard from a dealer that Telegames might have it soon, since they obtained the licensing to a number of M-Network games.

Spectravision worked with a few other companies. Control Video Corporation's GameLine Master Module offered a Spectravision game called *Save the Whales*. The modem-based module connected to the 2600 and allowed players to play 2600 games over the phone lines. Some subscribers to GameLine have actually played this game on-line. Some games were offered to subscribers prior to their initial release. Another company called Bondwell bought out many of the last few releases from Spectravision. A secretary in their order department told me they did have *Cave-In* in stock at one time.

Bomb, a less popular game company, never seemed to release *Splendour*. The box

and a sample screen shot was shown in the September 1983 issue of *Videogaming Illustrated*. It also appeared in a Bomb catalog as one of their initial cartridge releases.

Wings, the flight simulator from CBS Games, was advertised in the Sunday newspaper coupon inserts years ago. The box of the game was shown with three other CBS games that were released. A screen shot of *Wings* can be found in the January 1984 issue of *Electronic Fun*.

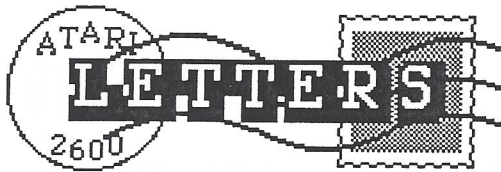
Sweat, an olympic decathlon-style game, is supposedly the last cassette-based game for the Starpath Supercharger. Like *Sword of Saros* and *Survival Island*, it could have been released in a "no frills" way—without packaging.

Why did these companies fail to keep their promises? It is known that the video game crash in 1983-84 created a lot of damage to the industry. This is one possibility, but there could be a number of different reasons. We may never know the truth in these rumors.



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Dear Editor: Here's the meaning of Paku, as it was once told to me by a great arcade gaming guru: Paku is the name of a character in an old Japanese fairy tale. It was a large yellow creature that went around eating evil spirits, protecting the villagers. It ate the spirits with a *Puk Puk Puk* sound. When Namco approached Bally/Midway about producing the game in the U.S.A., the name of the game had to be changed. The Japanese called it Puk-Man, but it was later changed to Pac-Man because of the similarity to a popular American expletive, "puke." By the way, Namco did release Puk-Man in Japan. I hope they didn't make a version of "Puk-Man Fever" in Japanese.

—Darren Krolewski Utica, MI

That's interesting. To answer the question, Paku means "to gobble" in Japanese. This was the contest question from issue 10 and it must have been too hard because no one got it right. This information can be found in "Mind at Play: The Psychology of Video Games," a book by Jeff Loftus. I went to a nearby college library and took it out on loan for a few weeks. It's a good book—check your local library for a copy.

By the way, Darren produces an informative newsletter called The Shape of Gaming to Come. Send \$1 for a sample to: TSOGTC, 12311 Conservation Trail, Utica, MI 48315.

Dear Editor: I just picked up *Indy 500* (by Atari) at a bookstore. Are there special controllers required for this game? I haven't tried it yet, but can I use my regular paddle controllers?

—Mary Fisher Mesquite, TX

Indy 500 was originally packaged with a set of two special steering controllers. They are identical to the paddle controllers, except the dial can move 360 degrees. Since the paddle controllers cannot do this, they will not work properly with Indy 500. Also, two paddles are connected to one jack, whereas the steering controllers are not connected in pairs and they have individual jacks.

Dear Editor: I am having a problem with *Montezuma's Revenge* (by Parker Brothers). There is a room with a double rope/chain on the right. Panama Joe can enter by the floor or the highest door on the left. How do you get him to and through the highest door on the right? Can you solve this?

—Brian Gilbur Northridge, CA

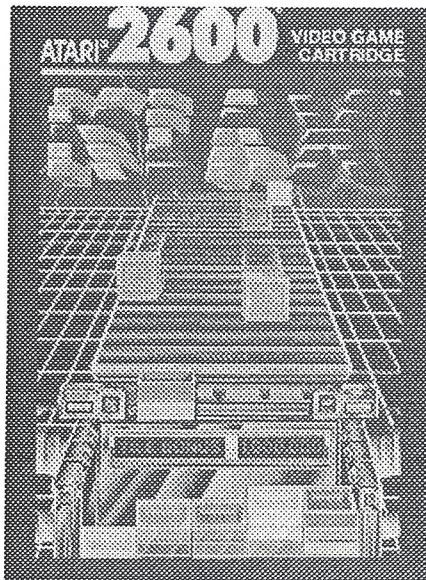
Panama Joe cannot jump to the highest door; it's out of his reach. There is no known way to get there. Since the passage is not blocked off, it could be a secret room. If any readers know of any secrets, please send them in and we'll publish them. Also, look for the solution to Montezuma's Revenge in a future issue.

Dear Editor: I'm really interested in *Texas Chainsaw Massacre* (by Wizard). I know it is an extremely rare cart. Any ideas where I can find one?

—Scott Powers Edgewater, MD

You can try contacting the various mail order companies mentioned in this issue. The Sep/Oct issue will feature "The Third Annual Mail Order Guide," which lists all companies that sell games—new and used—for your Atari 2600.

The Classified ads on page 8 are proving to be quite successful for many people, too. Try posting an ad in the next issue.



Atari has not released *Klax* in the U.S.

Questions? Comments?

2600 Connection Letters
P.O. Box 3993
Westport, MA 02790

News & Notes

Pleasant Valley Video has a new telephone number. It is (513) 787-3682. PVV has a great selection of games, including rare titles, for the 2600. Jim Redd, the owner, has had problems with service in the past, so The 2600 Connection recommends ordering games C.O.D. Be careful and call to see if the game(s) you are looking for is in stock. PVV also bought out the remaining Atari 2600 cartridge inventory from **Play It Again**.

Due to lack of interest, **Clinton Smith** has stopped publishing **The 7800 Update**, a newsletter devoted to the Atari 7800 game system. APE, the newsletter for Atari Lynx owners, will continue to be published. For more information contact: **Clinton Smith**, 2104 North Kostner, Chicago, IL 60639. He may possibly cooperate with someone if they express interest to take over publishing **The 7800 Update**.

Video 61 is a new mail-order company that specializes in Atari games. Owner Lance Rindquist informs us that he has many 2600 and 7800 games—new and still in the box. Please see their display ad on page 8.

Good news and bad news. The good news is that **Klax**, the popular puzzle-solving game, is available for the Atari 2600. The bad news is that it's not available in the U.S. Werner Bleys, our correspondent from Belgium, has informed me that he has **Klax** and sent a copy of the game to our headquarters. For the record, **Klax** is product number CX26192 and this version is in PAL format. Since **Klax** is a top-seller for the Lynx in the U.S., Atari was foolish to withhold the 2600 version in the states. Werner also mentioned **Fatal Run** and a special **32-in-1** game are available in Belgium. Look here for more details.

Cartridge List Part 10: 20th Century Fox

Many people do not know that some major entertainment companies were also involved in the video game industry. For example, Warner Communications owned Atari from 1976-1984. 20th Century Fox, another entertainment company, joined the videogame bandwagon by becoming a third-party game manufacturer. This is the same company that recently entered the network television business, and currently airs many popular television shows. Fox and Warner knew the videogame market was profitable, and safely bailed out when the market began to decline.

Nonetheless, many of the Fox games are entertaining and a worthwhile addition to your collection. Some of the games are based on Fox movies, such as "Alien," "Fantastic Voyage," and "Porky's." This became a popular theme for videogames; anyone that saw the movie could identify with the characters or the general theme of the videogame. **Porky's** is a game based on the hilarious comedy film about teenagers of the 1950s. **Fantastic Voyage**, a vertical scrolling shoot 'em up, is based on the 1966 science fiction movie. The player must guide a miniaturized submarine through the bloodstream of a human body. **Alien** is another Pac-Man clone, but a fairly decent one at that. In **Revenge of the Beefsteak Tomatoes**, which is also a bizarre B-movie, giant tomatoes have invaded the Earth and are squashing citizens! What a plot! This one is worth obtaining because it is so strange. **Megaforce**, a horizontal scrolling shoot 'em up, features a motorcycle which easily transforms into a flying rocket cycle and vice-versa.

Another title that stands out is **Turmoil**, a fast-paced game that tests your hand-eye coordination and requires you to shoot attacking enemies quickly approaching on your left and right.

Fox also had an agreement with Sirius Software, who developed four early titles in association with Fox. Like Activision, Fox also gave credit to the game designers. Some of the designers were Dallas North, Mark Turmell, David Lubar, John W.S. Marvin, Bill Aspromonte, John Russell, and Dan Thompson.

—intro by Tim Duarte
—list by Russ Perry Jr.

20th Century Fox Games Of The Century

- 11005 Megaforce
- 11006 Alien
- 11007 Turmoil
- 11008 Fantastic Voyage
- 11009 Crypts Of Chaos
- 11011 M*A*S*H
- 11012 Bank Heist
- 11013 Porky's
- 11015 Flash Gordon
- 11016 Revenge Of The Beefsteak Tomatoes
- 11020 The Earth Dies Screaming
- 11022 Spacemaster X-7
- 11031 Crash Dive

Sirius/Fox

- 11001 Worm War I
- 11002 Beany Bopper
- 11003 Fast Eddie
- 11004 Deadly Duck

Unconfirmed / Never Released

- 11018 The Fall Guy
- 11029 Meltdown
The Challenge Of Nexar
(Spectravision)

Contest

No one could answer the last contest. Perhaps it was too hard. Unless you speak Japanese, it is not to obvious that *Paku* means "to gobble."

So no one wins **Space Jockey**, the prize for last issue's contest. It will be awarded with some other goodies if you win this month's contest. To enter, answer the following easy question:

In 1978, Toshihiro Nishikado created an arcade coin-op video game for Taito. Soon afterwards, Atari licensed this game for a home version for the 2600 VCS and it helped Atari's sales. What is this all-time popular game ?

Write your answer on a postcard and mail it to:

2600 Contest
P.O. Box 3993
Westport, MA 02790

Games based on Movies

by Tim Duarte

20th Century Fox wasn't the only company to release games based on movies. There were other game companies doing the same, too. Fox just happened to release the most. Licensing videogame versions of movies is very common today, but it all began with the Atari 2600.

Atari cashed in on **Raiders of the Lost Ark**. The movie was very popular and made a wonderful plot for a adventure-type videogame. Hoping for a similar success, Atari released **ET: The Extra Terrestrial**. Atari was selling ET for around \$32 when many stores were selling games at discount and bargain prices. Atari was practically forced to drop the price, and lost alot of money. Atari later released **Krull**, based on a sword-and-sorcery film.

Parker Brothers were fortunate to obtain the license to create a number of videogames based on the "Star Wars" movies. The games are **The Empire Strikes Back**, **Jedi Arena**, and **Death Star Battle**. Parker Brothers' **James Bond 007** features the famous superspy from the movies.

Ghostbusters (by Activision) was a big success for Atari 8-bit home computers, and a version was created for the 2600. It's not as detailed as the computer version, but is still fun.

Wizard Video offered **Halloween** and **Texas Chainsaw Massacre**, two violent games that were based on horror movies. Parents disapproved and considered the games distasteful and too violent.

There are a bunch of other games that contain characters that appeared in movies. For example, **Sorcerer's Apprentice** is based on a popular scene from Disney's classic, "Fantasia." Speaking of Disney movies, two games from M-Network, **Adventures of Tron** and **Deadly Discs**, are based on the movie "Tron." Others include **Star Trek** and **Buck Rogers** (both by Sega).



Frying the 2600

More tricks to make your games have strange effects

Quick Step (by Imagic)

Fry the game until it begins automatically. The computer's squirrel won't jump around as much, plus the waves will either be 3 or 4 trampolines across and none will be missing. The exit path will always be the third row from the left. The fourth row will always be gold mats, but there won't be any magic mats.

(Courtesy of Scott Stilphen)

Carnival (by Coleco)

Frying the game until the screen is blank except for one duck can have the following effects: Pipes stay the same color, invisible pipes, and game play at a high speed. You can also get the secret dot by frying the game. Many gamers know that by holding down the fire button as you turn on the game, a secret dot is revealed. Shooting the dot displays the programmer's name. Since this trick does not work on the original 2600 VCS model, frying the game is the only way to reveal the secret dot.

(Courtesy of Scott Stilphen)

Stampede (by Activision)

A super slow version can be played if you fry the game until your horse is moving slowly. The speed will take a few minutes to come up to normal, but you can get a good jump on the points.

(Courtesy of Scott Stilphen)

Sky Jinks (by Activision)

Frying this game sometimes makes a row of trees appear on the left side of the screen. If you press RESET and start playing, you'll find the entire course only spans one-third the width of the screen. The course can be finished under the 33-second mark every time.

(Courtesy of Scott Stilphen)

Burgertime (by M Network)

100 free chefs! Start frying until your chef appears to the left of the top ledge. The rest of the ledges will all be the same length. You won't be able to move and you'll get killed, but where the next 99 chefs move is up to you. The only bad part about this trick is you can't make any hamburgers.

(Courtesy of Scott Stilphen)

Pitfall (by Activision)

You can make Pitfall Harry turn into a Ninja. Fry the game until you see Pitfall Harry all dressed in black. Press the fire button to drop him from the trees. A neat effect, but there's only one screen.

(Courtesy of Terence Micharoni)

Crossbow (by Atari)

Fry the game until you see a lot of dots on the map. In the desert, vultures and snakes don't appear, and ants only exit from the left. In the caverns, bats don't appear, but stalactites always fall on you. At the volcano, rocks only fall in two spots. Only one monkey appears in the jungle. Vultures can't kill you at the drawbridge. The Evil Master's eye does not appear in the game.

(Courtesy of Scott Stilphen)



Frying is accomplished by rapidly switching your ON/OFF switch back and forth. The 2600 Connection cannot be responsible for any damages to your system.

Atari 2600 Game Review ... and solution!

CROSSBOW

This is a great translation of the Exidy coin-op for the Atari 2600. The object is to use your crossbow—the sight of which is a small dot on the screen—to shoot whatever objects threaten the well-being of your friends. The friend must cross the screen without any harm coming to them. It's pretty easy to do on the easy level.

I have played the actual Exidy coin-op in the arcade a couple of times and this 2600 version captures the essence of the coin-op machine. Sound effects and graphics are well done—in particular, the scenes for each section in which your friends must make it through. There are six scenes: Desert, Caverns, Volcano, Jungle, Drawbridge, and the Castle Hall. These scenes are works of artful design!

The only thing that is missing is the colored paths that lead to and from the sections you must go through. I found myself repeating scenes time and again, something I hated to do. I finally found out where each one went, and have devised the following path chart to help you get through.

—reviewed by Andy Floyd

Start

Red	Green
Volcano	Desert

Volcano

Red	Green	Blue
Caverns	Desert	Jungle

Desert

Red	Green
Volcano	Caverns

Caverns

Red	Green	Blue
Desert	Jungle	Drawbridge

Jungle

Red	Green	Blue
Drawbridge	Desert	Caverns

Drawbridge

Red	Green	Blue
Castle Hall	Volcano	Jungle

An Interview with Warren Robinett

by Russ Perry Jr.

Q. What games did you design for Atari?

WR: *In order, Slot Racers, Adventure, and BASIC Programming.*

Q. Did Atari assign the games to you or did you have your own ideas?

WR: *They didn't assign games. When I worked there, what they told me was, "your job is to design games." And that was it.*

Q. Where did you get the idea for Adventure?

WR: *I started working on Adventure in 1978. The original computer text adventure had sort of come on the scene at that time. It's the original from which all subsequent adventures are derived. It's on a disk by Electronic Arts called Golden Oldies. You should check it out. The idea for Adventure for the 2600 came from this text adventure.*

After finishing Slot Racers, my first game, I was thinking about what to do next. I wanted to do a video game version of the text adventure game. There's an interesting story behind Adventure. George Simcock, my boss at the time, said that it was impossible to compress a 100K text adventure game into a game for the 2600. He also thought all creative ideas should come down from the top of the company, and that's how Atari worked. He told me not to do it, but I did it anyway.

Adventure's multiple rooms was a pretty big innovation. Up until then, video games operated in one screen, in one plane. Having the game go room to room gave the player a much bigger space to have action in.

Q. How did you get the idea for the secret room?

WR: *There was a group of about a dozen of us that were game designers/programmers at Atari. We were all getting paid salaries with no royalties from our games. Atari was making hundreds of millions of dollars from the games. It was neat to get paid to make*

video games, but we were anonymous. Once Atari started making an incredible amount of money, we had to get something out of it. I thought of it as putting my signature on the game, just as a painter would sign his name on the corner of a painting.

I also thought of it as a secret message. There was a time when people were listening to songs by The Beatles for secret messages. It was like The Beatles had written this message in the record, which you could only hear if you played the record backwards! I thought I was doing a secret message in a video game.

Q. Are there secret messages in any other of your games?

WR: *No, just in Adventure. These programs are pretty obscure, so nobody's going to go through your program with a fine tooth comb to look for secret messages. I think it wasn't obvious when people could play the game and not figure it out. When it was a prototype, I thought that if I told anyone, rumors would spread that there was something in the game. I kept it to myself for a whole year, and believe me, it wasn't easy. I didn't even tell my office mates at Atari. If I couldn't keep a secret like that to myself, how could I expect it of them?*

Q. I heard a rumor that there was a purple dragon and a Wizard in Adventure. Is there any truth to that?

WR: *No, none whatsoever.*

Q. How was the Secret Message discovered?

WR: *Once I completed the game and handed it over to them, Atari replicated it into a couple hundred thousand cartridges and distributed it all over the country. I left Atari not too long after I finished that game, and it took a while for it to get marketed. I returned to California a year later, and Adventure was already out there. Atari had sold approximately 100,000 Adventure cartridges and it was played by kids all over*

the place. Some kid in Salt Lake City, Utah, discovered the room. He wrote a letter to Atari, explaining exactly how to uncover it. That was the first anybody at Atari knew about it.

Q. Did you inspire other designers to do it?

WR: *I didn't work at Atari anymore, so they couldn't fire me. I went out with some of the game designers and I told them the story. I looked around the table and I can remember seeing a little gleam in all their eyes. They were thinking of how they were going to do it in their games.*

Q. Why did you leave Atari?

WR: *I didn't get along very well with George Simcock. George did not understand what was going on at Atari at all. He didn't like me and gave me bad reviews on my employee evaluations.*

The company wanted a Superman game and I didn't want to do it. After about a month or two, John Dunn, another programmer at Atari, volunteered to take my code—my Adventure code—and turn it into Superman. But, for a year and a half, I really worked hard making games.

Q. What did you do after leaving Atari?

WR: *I got a backpack and went to Europe. About a year later, I returned to California and met a woman named Anne Piestrup. Anne received a grant from the National Science Foundation to make computer games to teach math to grade school children. Anne, another woman, and I created some programs on an Apple Computer for about a year and then we started a company called Learning Company. When I was part of Learning Company, I did a program called Rocky's Boots—it's well-known in some circles.*

Q. Now you're doing virtual reality research. Can you explain what that is?

WR: Experimentally, virtual reality is like a big video game you can get inside of. From the hardware point of view, there's a helmet you put on that has two displays to generate the stereoscopic, 3-D image. A little position and orientation ranging device called a tracker determines when you turn your head or turn around. This allows a sensation that surrounds the player in a computer-generated world. When you turn your head, the computer knows and regenerates the graphics in that direction.

Q. Do you think virtual reality will be very important to the video game industry in the future?

WR: Yes. I have a feeling that kids who like videogames will go berserk for a 3-D game they can get inside of.

Q. Can you make a prediction on when they'll be coming to the home?

WR: It's hard to be accurate when making predictions, but I'm thinking it could happen in 10 years. The question is whether or not it can be done cheaply. If a system costs \$10,000, not many will sell. A system that costs \$500 is something that people will have the money to buy.

Q: Do you still own an Atari 2600?

WR: Yes, but I don't play it very often. Every now and then I take it out to show people what games I created.

Q. What games do you enjoy playing?

WR: To tell the truth, I never played video games much. It was more fun to design them.



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The 2600 Connection!**

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Tales of the 2600

by Mark Androvich

"There's a secret message in *Adventure*!"

"What is it and how do you find it?" my cousin asked.

"I have no idea."

I had just found issue #1 of *Electronic Games* at a bookstore. No longer would I have to be content with the now-and-then game reviews or home videogame guides in *Games* magazine. Here, at last, was a magazine devoted entirely to video games! One article in particular caught my eye: "Sources at Atari confirm: Secret Message Exists!" Next to the title was a picture of *Adventure*, my all-time favorite Atari game.

The article didn't mention exactly what the message was, nor how to find it, only the fact that it existed. I had never heard the rumors of a message in the first place, but now that the rumors were confirmed, I was determined to find it. How could I consider myself an *Adventure* fan if I let this mystery go unsolved? Here was a worthy challenge.

One thing in *Adventure* always bothered me. Whenever three or more objects were brought into a room, the room would flicker. Yet, there was a room in the Black Castle which always flickered, even when there was just a single object in the room. I had previously explored the room, only to find nothing. All objects mentioned in the instruction book were accounted for. So, I dismissed the flickering as a programming mistake. I told my cousin about the flickering room, suspecting that it had something to do with the mystery.

"I found a dot," my cousin later reported.

"A what? What is it for?"

"I have no idea," he replied.

I took the bridge to the flickering room. Sure enough, in a small corner, I found a dot, just as my cousin had said. I could pick it up and drop it, just like any other object. The dot was the same color as the grey background, however, and therefore disappeared upon entering the rooms. I didn't know what to do with it! I tried to connect it to keys, the chalice, and everything else. I tried to feed it to the dragons. I put it in my castle and carried it into every room. The line wall in the rightmost room below my castle momentarily disappeared, but I could not walk past it. Nothing else happened.

I decided to examine the leftmost room below my castle. It also had a black line for a wall—something I always found odd, considering that most other rooms had solid walls. This line wall even blinked if several objects were taken into the room. I brought the dot into the room and tried to walk through the line wall with it. The wall stopped me. As I pushed in vain against the wall, I tried to think of another use for the dot. Suddenly, the bat flew past me, carrying the most powerful of my foes—the red dragon. There I was, without my sword. Before I could react, the line flickered, I fell through the wall, and the screen suddenly changed! The bat and dragon were nowhere to be seen. I was in a purple room with some strange glowing symbols in the center. It took me a few minutes to realize that those symbols were actually letters, and that I had found the secret message of *Adventure*.

I phoned my cousin immediately, ready to brag about my achievement, but my triumph was short-lived. He told me that he found the secret message as well. Later, the first issue of *Atari Age* came out with step-by-step instructions on finding *Adventure*'s secret message. Now everybody was in on it. Having succeeded in my quest, I returned to my mundane life devoid of any challenges. A few months later, my cousin called me again.

"There's a secret message in *Yar's Revenge*," he said.

"I know," I replied, "I've already found it."

"How about the one in *Defender*?"

"*Defender*?"

And the challenge was on once again...

Read more about
Adventure
in Issue #3.



CLASSIFIEDS

Wanted: Q*Bert's Qubes, Waterworld. For sale: Intellivision w/games \$30. Tim Duarte, P.O. Box 3993, Westport, MA 02790

For sale: 2600 system, accessories, and over 120 different carts. Also Colecovision systems and carts, INTV, Vectrex, and Odyssey2 carts. Willing to trade. Ron Milford, 64 B St., Avenel, NJ 07001, (908) 636-6809

Wanted: Colecovision and Atari 2600 game carts. Please send list of what you'd like to sell and asking price. Also looking for miscellaneous video game memorabilia, and software and hardware for the Atari 8-bit computers. Ray Wilmott, 10 S. Rhoda St., Spotswood, NJ 08884

Will trade: Parker Brothers Popeye 5200 manual for 2600 manual of Popeye. Will trade following manuals: Double Dragon, Desert Falcon, Dark Caverns, Flash Gordon, Fire Fighter, Illusions (Colecovision), Kangaroo, Krull, Montezuma's Revenge, Maze Craze, Night Driver, Pitfall I & II, Q*Bert, Superman, Slot Machine, or Turmoil. Mary Fisher, 116 Bowles Lane, Mesquite, TX 75181, (214) 222-8018

Wanted: Game instructions or photocopies for Outlaw, Dig Dug, Skateboardin', Haunted House, Riddle of the Sphinx, Fantastic Voyage. Also selling comic books. Send S.A.S.E. for list. Kevan L. Wharton, Route 2, Box 85, Millville, DE 19970

Wanted: Checkers, Deadly Duck, Double Dragon, Ghost Manor, Jawbreaker, Kid Vid, Motocross Racer, Cakewalk, Pete Rose Baseball, Polaris, Snoopy & the Red Baron, Spitfire Attack, Sub Scan, Threshold, Spike's Peak, Raft Rider, Ram It, Springer, Strategy X, Tomarc, He-Man, Marauder, Subterranea, Marine Wars, Mines of Minos, Plaque Attack, Mr. Do's Castle, Q*Bert's Qubes, Rampage, Rescue Terra I, River Patrol, Sea Battle, Shootin' Gallery, Sir Lancelot, Robin Hood, Room of Doom, Spacemaster X-7, Star Wars-The Arcade Game. Russ Perry Jr., 5970 Scott St., Omro, WI 54963, (414) 685-6187

Wanted: 2600: Double Dragon, Slot Machine, Fire, Wall Ball, Lady Bug, Shootin' Gallery, Pogoman, Demolition Herby, rare Spectravision, any Bomb, Dimax, or Playaround carts. 5200: Beamrider, Crystal Castles, Return of the Jedi, Zaxxon. C-64: New York City. For sale: Over 50 Atari 2600 carts and C-64 software. For trade: handhelds 1978-80. Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ 07456, (201) 835-8156, after 7pm EST, anytime on weekends.

Will trade Colecovision, Vectrex, Fairchild, Bally Videocade, 5200, and 2600 games. Send for list. Wanted: XE games: Crossbow, Crime Busters, Rescue of Fractalus, Choplifter, Necromancer, Into the Eagles Nest. Will trade Bug Hunt, Hardball, Midnight Magic, One on One, Gato, Gorf. Earl Carsner, 509 N. Fraser Dr., Mesa, AZ 85203

Special offer! \$10 value. Everyone that sends my wife a birthday card with a silver dollar included will receive an Activision patch of their choice for their efforts. Please list alternates - limited supply. If none of your choices are left, I'll select from what's left. Judy just turned 40 and is sort-of in the dumps. The more humorous the card, the better! She only has one silver dollar that she won in Las Vegas a few years ago and she cherishes it dearly. Maybe a few more will cheer her up. Thanks, John J. Marcin. Send to: Judy Marcin, c/o JSS & Co., 35 S. Hampton Rd., Amesbury, MA 01913

For Sale: 2600: Pitfall w/original manual, Strawberry Shortcake with photocopied manual. \$7 each, postage and handling included. Also have list of photocopied manuals for sale. Money orders only. Include SASE with every order or inquiry. Make money order payable to: Lizette Roman. Write: Dominick Roman, Calle Haiti, BL-7, Santa Juanita, Bayamon, Puerto Rico, 00956

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