



2600 Connection

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Why I Am an Atarian

by Tim Duarte

Many people ask me why I am so involved and interested in the Atari 2600 videogame system. It's a difficult question to answer. I gave this a lot of thought and came up with a number of reasons. These are in no order of importance.

Everyone has their own personal experiences with videogames. Of the many hours I've spent playing videogames, I can still remember playing the 2600 for the first time. That first game of *Space Invaders* on my friend's 2600 is what sparked my interest in videogames. Years have passed and I've owned other systems and computers, but there's something unique about the 2600 that is special to me. The excitement of that first experience with the 2600 is a vivid memory in my days of youth.

The Atari 2600 holds a high position in the history of videogames. It is considered the grandfather of all home videogame systems. Actually, the Pong-style videogames were the first systems to reach the American households. Instead of just playing the one game that was built-in to the Pong systems, programmable game cartridges could be inserted and removed from the 2600 systems. This advantage created an exciting and abundant selection of games that offered color and variety. Other brands of cartridge-based videogame systems existed, but the 2600 was the most popular and remained a frontrunner in the market for many years.

Playing games on the 2600 is not a difficult task. Pop in the cartridge, turn the power switch on, grab a joystick, and hit RESET. The object behind many games for the 2600 is simple. The general concept of the games can be figured out within minutes of play—without even reading an instruction manual. This does not hold true for every game in the library of 2600 games. **F-14 Tomcat** (by Absolute Entertainment) and

Space Shuttle (by Activision) are two advanced games that come to mind. Many games, such as **Pac-Man**, **Asteroids**, **Defender**, or **Centipede** (all by Atari) can easily and quickly provide hours of challenging gameplay and fun. If you don't believe me, sit down and try a game or two.

I recently played the version of *Super Space Invaders* for the Amiga computer. I had to wait a number of minutes for the program to load from floppy disk into the Amiga's memory. I couldn't believe how long I had to wait. In comparison, the *Space Invaders* game cartridge is immediately present in the 2600's memory as soon as the power switch is turned on.

After playing *Super Space Invaders*, I wasn't very impressed. Sure, there's detailed graphics and sound effects, but it's basically the same game underneath it all. If I want to play *Space Invaders*, I'll take the 2600 version. Did I mention the price difference between these two versions? Atari Corp. sells the 2600 cartridge for \$10 and Accolade/Domark sells the Amiga version for \$40. Is it really worth an extra \$30?

Second-hand cartridges can be bought at even lower prices. I've bought cartridges at flea markets and yard sales for as low as 50 cents each. Today, the average price of a game cartridge is around \$2. How can you go wrong at this price? The inexpensive price of cartridges allows a gamer to build a large library of games at a low cost.

While many people enjoy playing games on the 2600, some enjoy collecting them—just as folks collect baseball cards or comic books. Collecting videogame merchandise is a rather new hobby, and it hasn't really caught on yet. But if it does, I predict that 2600 games—especially the rare items—will be worth money. Look for "A Beginner's Guide to Cartridge Collecting" next issue.

From time to time, I hear various comments from friends and acquaintances. They think it's strange because I'm obsessed with an "obsolete videogame system." I take pride in refusing to follow the crowd of those who are caught up in the latest craze of Super Nintendo, Sega Genesis, Neo Geo, or whatever system that promises to be the latest and greatest.

This newsletter has been a tremendous help in allowing me to share my experiences of being an Atarian. I've corresponded with many other 2600 fans in the United States and all over the world. Not only have I bought, sold, and traded games with fellow Atarians, but I've also made many new friends as well.



PVV Disappears

by Tim Duarte

After last issue's report of supposedly getting things back to normal operation, Jim Redd at Pleasant Valley Video has vanished once again. PVV's phone number has been disconnected with no new phone number given. I have written to Jim requesting a new phone number. As of date, there has been no response.



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Dear Editor: How many different tennis games are there for the 2600?

- Matt Lewandowski
2918 Union St.
East Troy, WI 53120

There are two games: Tennis (by Activision) and RealSports Tennis (by Atari). Look for a detailed, head-to-head comparison of these games in an upcoming issue. If you want to try some tennis "variations," why not give Video Olympics (by Atari) and Racquetball (by Apollo) a try as well.

Dear Editor: During the 1980s, at the height of the Atari age, I seem to remember some companies making X-rated or adult-oriented videogames. Is this true? What companies did this and are they still making them?

—unsigned

Yes, there were a number of X-rated games available for the 2600. Probably the most popular were **Bachelor Party**, **Beat 'em and eat 'em**, and **Custer's Revenge** (all by Mystique). A company called Playaround released five double-ender games: **Philly Flasher / Cathouse Blues**, **Burning Desire / Bachelorette Party**, **Knight on the Town / Jungle Fever**, **Beat 'em and eat 'em / Lady in Wading**, and **Bachelor Party / Gigolo**. Some of the Playaround games are identical to the Mystique titles. Universal Gamex released a rare X-rated maze game called **X-Man**. Not many people bought the game because it cost \$50. Since many people disapproved of the sale of these games, they were kept out of sight and the customer often had to make a request. Nonetheless, these rare games are collector's items. All three companies are no longer in business.

Subscriptions to The 2600 Connection are available for \$6 (6 bi-monthly issues). Back Issues are \$1.50 each. Cash, check, or money order payable to: Tim Duarte
Questions? Comments? Our address:
**The 2600 Connection, P.O. Box 3993,
Westport, MA 02790**

Dear Editor: I have trouble finding Atari games around where I live. This is why I placed a classified ad in your publication. I'm also looking for a 7800 system. Can you help me find a place that sells 2600 and 7800 games?

—Mike Pries
311 Westgate Ave.
Chicago Heights, IL 60411

Since most stores have cleared out Atari products, an Atari fan is practically forced to turn to mail order in order to find games these days. The Sep/Oct 1992 issue featured a directory of mail order companies that sell games for your 2600. Many of the companies sell games for the 7800 system as well.

Check the classified section on page 8 in this issue. Many people buy, sell, and trade games with the fans and collectors who advertise in the classified section.

Dear Editor: I was just reading "Hardware Parade" in issue 3. The article states that the Romox set-up was never implemented, but I have first-hand information. I used to work as a salesperson for Romox in a K-Mart in Antioch, CA. Romox sold erasable/programmable cartridges that the customer could keep or bring back to get a new game. I sold carts for the 2600, TI-99/4A, XL, Intellivision, and one other. If I knew then what I know now, I would still have all of the freebies I received.

—Marlin Bates
2030 Pacific Ave. #4
Stockton, CA 95204

Thanks for sharing that information with us. It's unfortunate that you no longer own the freebies. Many of us have thrown out or given items away because we simply think they are worthless. Years later, we surprisingly find out the items have value.

Dear Editor: What is the Atari Video Cube?

—Phillip Duquaine
10777 Cherry Ridge Rd.
Sebastopol, CA 95472

Atari's Atari Video Cube (CX2670) is a game cartridge based upon the once-popular puzzle-solving toy called Rubik's Cube. Atari also released Rubik's Cube (CX2698)—the same exact game, but with a different title.

Dear Editor: I have a great tip for owners of the Atari 2600 or 7800: Sega Master System and Sega Genesis controllers work on Atari systems. The B fire button is the only one that works. This also applies to turbo Genesis controllers. The first time I tried **Asteroids** (by Atari) with the turbo controller, I broke my personal best score by 10,000 points—and no more tired fingers!

—Edwin Nelson
4720 N. Racine Ave.
Chicago, IL 60640

Thanks for the tip, Edwin. I'll pass it on.

Dear Editor: I have to take issue with "PVV Resurfaces" in issue 12. I didn't read your earlier negative comments of course, but I believe they must have been warranted. In my case, it's been nine months. My check was cashed, but no merchandise was received. Phone calls to PVV were never answered, a letter inquiring about the order was ignored, and even the Better Business Bureau in Dayton received no response to complaints submitted to PVV. Even the new phone number you gave generates that the number is in error. I think it's a little premature to suggest that everyone's order has been received and business is back to normal.

To me, everything adds up that Jim Redd is indeed not dealing honestly here. I hope you'll correct this misconception for your other readers. I'd also be interested in any suggestions you might have about how I could get the games I ordered, or else a refund from PVV.

—Neil Withers
8040 Vierra Meadows Place
Salinas, CA 93907-1382

I spoke to Jim Redd on the telephone just before issue 12 went to press. I based my article on this conversation and a four-page letter. Since then, Jim has dropped off the face of the earth. If you have still not received your order from PVV, please contact me. I would like to compile a list of "victims." I will then send the list to PVV, the BBB, and the Postal Inspector. I will do everything I can to help. Jim Redd doesn't realize he is breaking the law. If a mail order company does not ship the merchandise within 30 days, they can pay a fine of up to \$10,000.



Cartridge List Part 12: Vidtec and U.S. Games

As the videogame industry boomed in 1982, third-party game developers seemed to be emerging left and right. Even companies that had nothing to do with the videogame industry decided to give Atari 2600 videogame development a try. For example, the Quaker Oats Company formed a small subsidiary called U.S. Games Corporation. To make things even more confusing, U.S. Games also produced games under the subname of Vidtec. The Vidtec games came first, and were very simple and basic games. Garry Kitchen was hired to program **Space Jockey**, the company's first game. The game is a basic, horizontal-scrolling shoot 'em up and probably one of the more popular games in the bunch.

The Vidtec name was later dropped. Later games from the company were released under the U.S. Games name and were of a better quality. Players could win \$10,000 in a contest sponsored by U.S. Games. Players who bought **Name This Game** had to enter a title for the game cartridge to register for the contest. The best name would win. In the game, the player is a diver who has found a treasure under the sea. He must fight off a shark and a large octopus. Possible names for the game are Galleon's Gold, Treasure of the Deep, Guardian of the Treasure, and Guardian of the Deep. It is uncertain if the prize was ever awarded, or if the game was officially given a title.

As other third-party companies began to go out of business, U.S. Games was sold to Fisher Price before too much money was lost. Fisher Price did not produce any games for the 2600, but chose to develop computer software for youngsters.

—Intro by Tim Duarte —List by Russ Perry Jr.

CONTEST

The winner of **Demons to Diamonds** (by Atari) is Scott Vanarsdall of Graham, TX. Scott's name was randomly drawn from a hat. Can you answer the following question: *Name the only Atari 2600 game based on a popular rock band of the 1980s.*

Prize: **Congo Bongo** (by Sega)

Send in your answer on a postcard today!

Vidtec

- VC1001 Space Jockey
- VC1002 Sneak 'N Peek
- VC1003 Word Zapper
- VC1004 Commando Raid

US Games

- VC1007 Name This Game
- VC1009 Towering Inferno
- VC1012 MAD
- VC2001 Gopher
- VC2002 Squeeze Box
- VC2003 Eggomania
- VC2004 Picnic
- VC2005 Piece O'Cake
- VC2006 Raft Rider
- VC2007 Entombed



News & Notes

More support for Atari products: **Paradox** is a monthly newsletter that provides pages of coverage of today's game systems as well as some of the classic Atari systems. Reviews of 2600 and 5200 games are featured. Other columns of interest to Atarians are Stardate: 5200, TV to Computer, and Digital Output. For a sample, send \$1 to: *Chris Johnston, Paradox Publishing, 316 E. 11th Ave., Naperville, IL 60563-2708.*

Owners of the discontinued Atari home computers (400, 800, XL, XE) will be glad to hear of **Classic 8-Bit Atari**, a floppy-disk based gaming magazine. There are no reviews or columns; four games are on the floppy disk and it's intended as an entertainment resource. Since software is no longer made for these machines, Classic 8-Bit Atari will allow users to share their programs with other users. For a sample disk, send \$5 to: *James Catalano, Classic 8-Bit Atari, Artacis Publications, 639 W. Grace, Suite 336, Chicago, IL 60613.*

A Look at the Past

The Atari 5200

by Mark Androvich

In January of 1982, Atari introduced what they hoped would be the next generation of videogame systems—the 5200 Supersystem. Until this point in time, the 2600 was doing fine in the market. The 2600's chief rival was the Intellivision system by Mattel. The Colecovision system, which was graphically superior to both the 2600 and Intellivision, was also released during the same year. The 5200 was designed to compete with the Colecovision.

Unfortunately, the 5200 was doomed from the start. The new, much-hyped joysticks were a player's nightmare. They were difficult to control and wore out easily. Many players longed to use a 2600-style joystick, but they were incompatible with the 5200. Worse, the 5200 system could not play the hundreds of 2600 games unless an expensive adaptor unit was purchased. It was the vast library of 2600 games that attracted many people to the 2600 in the first place!

Atari promised many games for the 5200, such as *Tempest* and *Battlezone*, but failed to deliver. Third-party support was limited, thanks to the crash of the videogame market. Aside from Atari, only Activision, Parker Brothers, CBS, and a few others got into the act.

The few games that Atari did produce for the 5200 were identical to their games for the 400 and 800 home computers, but these cartridges were also incompatible. Prices for Atari home computers began to drop. Consumers could buy a home computer for a few dollars more than the price of a 5200. Not only could the computers play the same games, but they could be used for word processing, family finances, and more. Atari seemed to be their own worst enemy.

Meanwhile, Coleco obtained the license for **Donkey Kong**—the big arcade coin-op of the day. Just how Atari lost out on licensing Donkey Kong and what would have happened if the 5200 played this game instead of the Atari coin-op games is uncertain. If Donkey Kong had been released a year or so earlier, history might have run a different course. As it turns out, Atari discontinued the 5200 Supersystem and it seemed to disappear. The 2600, however, did not fizzle out as easily as the 5200.

To be continued in issue #14



Atari 2600 Fact File

by Andy Floyd



- Many people collect the three different 2600 VCS models that Atari released. The original model has six switches on the console and the joystick ports are located near the back of the casing. The second model has four switches on the front of the console. The joystick ports, difficulty switches, and channel select switch are located near the top back of the plastic casing. The third model, also known as the 2600 Jr., has a sleek, compact design and the same switch and joystick configuration as the second model.

- Have you ever wondered how this videogame system got its name? It was originally known as the VCS (Video Computer System). The name 2600 is Atari's model number for the system, CX2600. Games and related products have a number starting with "26xx", hence the 2600. The explanation behind the choice of the name, even though it is just a number, is unknown.

- The 2600 is an 8-bit system. The processor is a 6507, code-compatible with the 6502. This means any 6502 compiler can be used to write games for the 2600 system. It is very possible to write a game on an Atari 8-bit computer along with MAC-65 and an EPROM burner. The difference between the 6507 and 6502 is the amount of memory it can address (4K blocks vs. 64K).

- The 2600 has no additional memory other than the RAM in the RIOT chip, located on the circuit board between the cartridge slot and the 6507.

- The 2600 has a "repeat register" which allows the duplication of an object on the screen any number of times—without an additional drain on memory.

- Some of the detailed sprite graphics are multicolored. This is done by coloring the lines of the sprite. It does not use more sprites. This technique can also be done on the Atari 8-bit computer. The 2600 and the 8-bit have similar display and sound capabilities, although the 8-bit computer is more advanced.



Tales of the 2600

by Mark Androvich

Sometimes you just never know when or where you'll run into a fellow Atari game player. I've been working at a District Attorney's office for nine months now, and the subject of videogames has never come up. Until...

I was reading an issue of *The 2600 Connection* when a fellow worker walked into my office. He saw the newsletter and expressed amazement that Atari was still publishing one. I explained that this newsletter wasn't run by Atari, but had been started by people who were fans of the 2600. My fellow worker said he still had a few games which he played now and then. I told him I collected games for the 2600 and asked if he had any for sale. When I showed him the list of games I owned, his jaw hit the floor. "You have all of these?" he asked, bewildered. "I doubt I have any which you don't already own." He then read my list, calling out his favorites as he got to them. "Boy, this sure takes me back..."

As it turns out, my fellow worker used to work in the videogame section of a major department store. When he went off to college, about the same time as the videogame market crash, he got rid of most of his Atari paraphernalia and cartridges. He held on to a few favorites, such as **Realsports Tennis** (by Atari) and **Seaquest** (by Activision). We talked about classic games, wearing out joysticks, game tricks, and high scores.

When I returned to the office after lunch, I brought an extra **Tennis** (by Activision) cartridge with me. He told me he used to play this game a lot, but it had "burned out" somehow. And he brought me the few remaining Atari goodies he had—an Atari jacket which I remember seeing advertised in *Atari Age*, some instructions, and three cartridges which I didn't already have. All three games were on my "Most Wanted List." I wanted to pay him for the cartridges, but he refused. "It's OK," he said, "I'm just glad they're going to a good home." As he left, he added, "But just remember, if I ever find out that these things become worth a lot of money, I'll be sure to find you!"

*Do you have a tale to tell? If so, please send it in.
If we publish it, you'll receive a prize.*



Cures for "Wobbly" Paddles

by Andy Floyd and William W. Smith Jr.

If your paddles "shake" or "wobble" on the screen, then the inside components of your paddle controllers are dirty. Don't worry! Here are two cures for your paddles:

Andy has had success using some TV Tuner Cleaner Spray (available at Radio Shack, part #64-3320, \$4.99) to solve this problem.

Open up the controller and find the opening on the metal case of the potentiometer—right under where the wires connect to it. Using the thin tube that comes with the can, spray some tuner cleaner into the opening. Turn the knob a few times to get the cleaner into it.

William has discovered another means of fixing the "shakes." First, remove the paddle controller knob. Remove the nut holding the paddle switch in place. A 9/16 open-end wrench or pliers will do just fine. Next, remove both screws holding the paddle base in place.

There are four tabs holding the potentiometer components together. Pry up all four tabs with a flat blade screwdriver or pocket knife and remove the plate. Remove the small PC board and switch stem. Next, with a dry rag or cotton swab, clean off the carbon deposits on the metal contacts and black ring on the PC board. After cleaning, reassemble everything and your paddles should be "wobble-free."

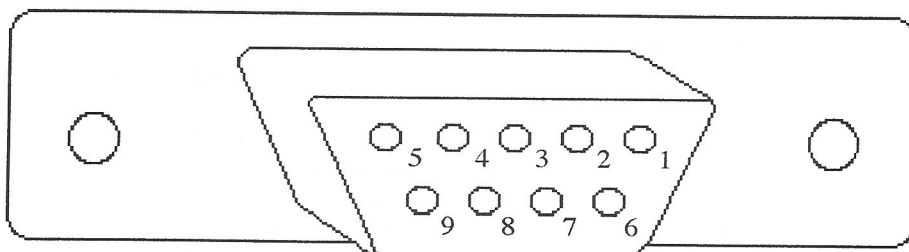


How to Build Your Own Paddle Controllers

by Richard E. Toy

For months, I went from garage sale to garage sale. I was trying to find those elusive Paddle controllers so I could play **Super Breakout**, an old Atari 2600 favorite of mine. After a few more weeks of looking, I finally gave up. Since I hadn't seen them in local area stores for the past five or six years, I decided to build my own set of Atari Paddle controllers. I'm not a very technical-minded person, but I figured out how the paddles work and built a pair in the same day. All of the parts for this project were purchased at a Radio Shack store.

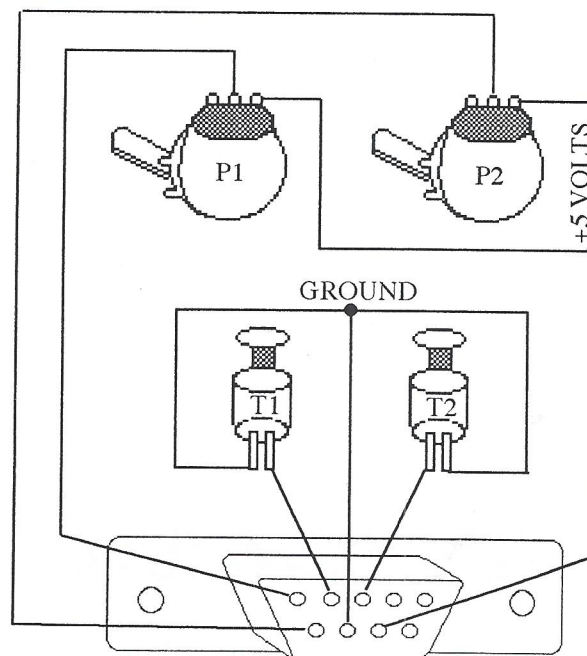
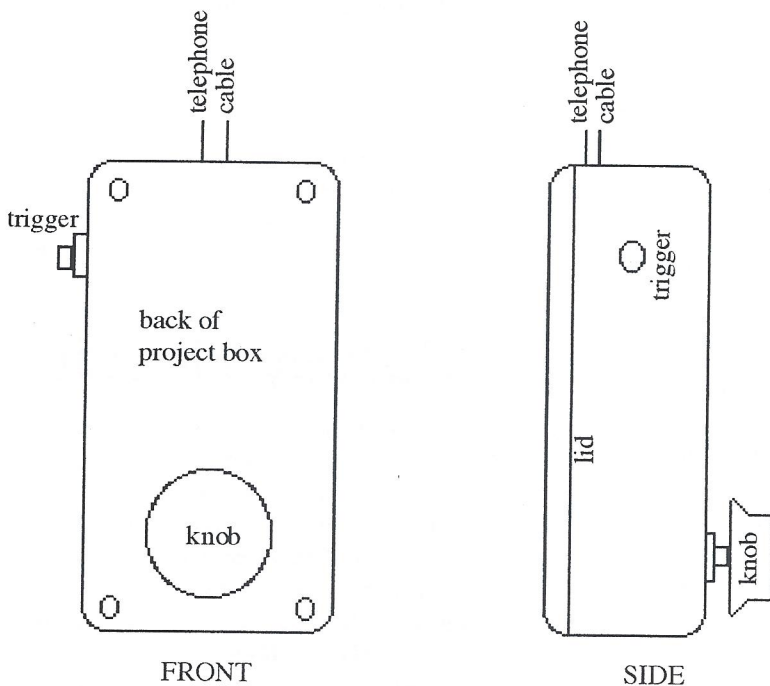
Each of the two paddles has a switch (for the trigger), and a 1 meg potentiometer, along with a knob. I used five feet (5') of 4-conductor telephone cable for each paddle, and joined them in the joystick plug shield. Three holes must be drilled in each project box. They are for the potentiometer, the switch, and the telephone cable. Also, a length of the shaft on the potentiometer will have to be cut, depending on the type of knob used. One last note: The "free" terminal on the potentiometer can be grounded, but doing so makes the paddle "hyper-sensitive."



ATARI CONNECTOR (9-PIN DB9 FEMALE)

This project involves the use of a soldering gun to secure the wires to the soldering pins on the back side of the 9-pin DB9 female connector. If you do not have experience with a soldering gun, see if you can get someone with experience to do it for you

For more information, write to:
 Richard E. Toy
 217 S. Pennsylvania Ave.
 Fremont, OH 43420



KEY:

P = Potentiometer (1 Meg)
 T = Trigger

Quantity and Description

Quantity and Description	Part #	Price
1) 9-pin DB9 Female Connector	276-1538	\$1.29
1) DB9 Sub Hood Shield	276-1539	.79
2) Mini SPST Momentary Switches	275-1547	\$2.69 (pack of 4)
2) 1 meg Potentiometers	271-211	\$1.19 each
2) Control Knobs	274-402	\$1.19 (pack of 2)
2) Plastic Project Boxes (4" x 2" x 1 3/16")	270-220	\$1.99 each
10' (feet) of 4-conductor "telephone" cable	278-1310	\$1.30 (.13 per foot)

Note: Any 4-conductor-type cable will be fine; you may use cable other than part #278-1310

More New Games from England

by Tim Duarte and William W. Smith Jr.

Ghostbusters II (by Salu)

In *Ghostbusters II*, you control a Ghostbuster through the old Van Home pneumatic transit line underneath the city. The goal is to successfully journey down a shaft to obtain a slime sample. Along the shaft are bonus items and the three pieces of the slime scooper for the Ghostbuster to pick up. Then, it's off to Broadway. The Statue of Liberty unleashes fireballs from her torch, shooting ghosts out of the sky. Your job is to mop up the globs of slime that appear once a ghost is hit. Salu Ltd. must have obtained the rights to produce the 2600 version of this game from Activision.

Acid Drop (by Salu)

Designed by Dennis Kiss, *Acid Drop* is a bit similar to *Tetris* and *Klax*. Instead of different shapes, a set of three different colored blocks drop from the top of the screen. The object of *Acid Drop* is to create rows and columns of three or more blocks of the same color. Pressing the fire button rotates the colors. Pushing the joystick up makes a set of vertical blocks horizontal and vice versa. Pushing down on the joystick makes the blocks fall faster and pushing the joystick right or left makes the set of blocks fall in the respectful direction. After 50 blocks drop, a set of three white blocks—known as the acid drop—can be used to “eat away” at any dense patches of blocks. Other features include 30 skill levels and classical background music—“Für Elise” by Beethoven!

32 in 1 (by Atari)

Atari released a multi-game cart in Europe called *32 in 1*. It has 32 games and turning the 2600 on and off is how you choose the different games. Most of them are simple games that were available during the early stages of the 2600's life. Here is a list of the 32 games that the cartridge offers:

1. Fun With Numbers / Basic Math
2. 3-D Tic Tac Toe
3. Flag Capture
4. Othello
5. Golf
6. Surround
7. Checkers (by Activision)
8. Blackjack
9. Freeway (by Activision) *
10. Miniature Golf
11. Football
12. Slot Racers
13. Fishing Derby (by Activision) **
14. Space War
15. Boxing (by Activision)
16. Air-Sea Battle
17. Freeway (by Activision)
18. Tennis (by Activision)
19. Combat
20. Slot Machine
21. Skiing (by Activision)
22. Stampede (by Activision)
23. Outlaw
24. Fishing Derby (by Activision)
25. Sky Diver
26. Laser Blast
27. Basketball
28. Cosmic Swarm (by Commaid)
29. Bowling
30. Home Run
31. Space Jockey (by U.S. Games)
32. Human Cannonball

* has rabbits instead of chickens

** has crabs instead of fish

Also, all on-screen Activision copyrights have been removed, except **Stampede**.

32 in 1 is product number CX26163

Pick 'n Pile (by Salu)

Pick 'n Pile is another variation of the *Tetris* theme. A number of different objects are falling from the sky. The player's job is to make them disappear by stacking, or piling, objects of similar shape in the same column. Points are awarded and the column disappears if the objects are identical. At first, you only have to stack two similar objects in order to make the column disappear. This changes in higher levels. Other bonus items that fall include an hourglass which gives extra time to complete the screen, a bomb which destroys surrounding objects when piled, blocks, death-heads, diamonds, and flower pots. This 2600 version is also in PAL format and was licensed from a computer entertainment software company called UBI Soft.

For more information on these games, write to:

Thomas Holzer
22 Barkham Rd.
Wokingham, Berks, RG11 2XP
England.



Survey Results

Favorite Game: There wasn't a distinct winner. The following games received multiple votes: **Adventure** (by Atari), **Asteroids** (by Atari), **Boxing** (by Activision), **Starmaster** (by Activision), **Solaris** (by Atari), **Pitfall** (by Activision), **Pitfall II** (by Activision), **Super Breakout** (Atari), **River Raid** (by Activision), **Defender** (by Atari). Games are not listed in any order.

The average number of games owned by participants of the survey: 159

I would like to thank everyone who participated in the survey. Your feedback is important to me. Many of you provided me with ideas and suggestions for improvement. A decision regarding an increase in pages or a switch to monthly publication has not yet been made.



COMING JANUARY 1993

THE VIDEOGAME TRADER

The classified ad source for videogames, computer games, hardware, and various videogaming-related items as well.

VIDEOGAME TRADER
P.O. BOX N 664
WESTPORT, MA 02790

Tips and Tricks

Canyon Bomber (by Atari)

This game requires paddle controllers, but it's possible to play the land bomber games with only a joystick. In fact, you can play a two-player game all by yourself. To fire the red plane, press the joystick to the right. To fire the yellow plane, press the joystick to the left. *(Courtesy of Mike Littau)*

Omega Race (by CBS Games)

If you don't have the power booster joystick that came packaged with the game, you can still play the game if you have a Colecovision joystick. The button on both sides of the controller will substitute for the fire button and the thrust button.

You can also play the game rather clumsily if you use the paddle controllers. Pressing the left paddle button turns the ship counter-clockwise and the right paddle button turns the ship clockwise. Twisting the left paddle to the right fires the ship's guns. You'll have to turn it back and forth repeatedly in order to fire. Twisting the right paddle to the right activates the thrust. If you leave it to the right, the ship will keep thrusting. Be careful! *(Courtesy of Mike Littau)*

Indy 500 (by Atari)

In the race variations, there's a trick to get real fast times. There's an invisible vertical line in the middle of the screen that counts the number of laps your car races. Drive the car in small circles in the center of the screen and watch the laps tally up! The computer actually thinks you are driving full laps around the course even though you are not! *(Courtesy of Russ Perry Jr.)*

You can still play the game if you don't have the special driving controllers that come with the game. Indy 500 can be played with the keypad controllers. For the gas, press the 0 and # keys at the same time. In order to rotate the car 90 degrees, press and hold 5, press and hold 2, depress 5, and then depress 2. Reversing these steps makes the car steer in a counter-clockwise direction. This should be done in a fluid, rocking motion. *(Courtesy of Mike Littau)*

Breakout (by Atari)

If you play one of the catch variations, you can play the game with no scoring in the color-shifting attract mode by catching your last ball, pressing select, and letting the ball go. A new ball will be released if you miss. This will go on until you turn the game off. *(Courtesy of Russ Perry Jr.)*

Skiing (by Activision)

To make skiing easier, flick the left difficulty switch from B to A to B to re-enter your skier on the screen. This trick allows your skier to ski some awfully quick runs. *(Courtesy of Russ Perry Jr.)*

Laser Blast (by Activision)

Try to fire so quickly that your ship never leaves the aim mode. You can prevent being pushed higher after you've destroyed the three tanks. *(Courtesy of Russ Perry Jr.)*

Steeplechase (by Sears)

Play the game with joysticks instead of the paddles. Pressing the joystick left and right controls two horses. *(Courtesy of Russ Perry Jr.)*

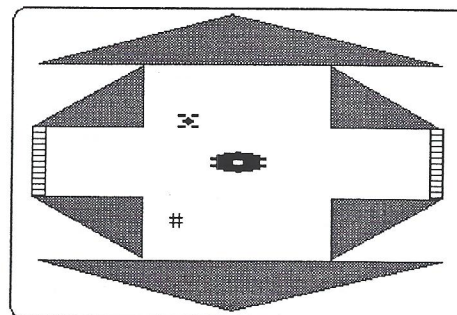
River Raid (by Activision)

For a real challenge, try playing this game with the paddles. A score of 2000 (four bridges) is a perfect score. *(Courtesy of Russ Perry Jr.)*



The Atari 2600 Treasure Chest

QUADRUN



Quadrun is a rare game that Atari advertised in *Atari Age* magazine and sold exclusively to members of the Atari Club. Some cartridges were eventually sold at stores afterwards.

Quadrun is an original game in which the player must rescue captured prisoners called Runts. The Runts have been captured by the Captors, the enemy. The player controls a character (represented by the #) who can shoot phasor balls at the Captors by pressing the fire button on the joystick. Gameplay takes place in four "sectors" on the screen—two vertical sectors (top, bottom) and two horizontal sectors (left, right). Captors randomly attack from top to bottom or bottom to top, so you've got to be alert. Avoid a collision with the attacking Captor and hit it with a phasor ball. If you miss the Captor, a tap of the joystick causes your character to appear in the opposite sector. Since you are only equipped with three phasor balls in the game, catch the ball before it travels off the screen.

Runts escape from the center cage from time to time. They only move horizontally in the left and right sector. The player is awarded 100 points if the Runt is caught before it runs into a side wall. Then, get back to the vertical sectors and shoot more Captors. There are five different waves, each with its own type of Captor—Goons, Snags, Yo-Yos, Nods, and Brats. After destroying five Captors, a new wave begins. A Crazy Wave begins after five waves are completed. This involves a random attack of all five types of Captors.

Quadrun also features synthesized speech—a voice says "Quadrun Quadrun Quadrun" before each wave. This feature requires no additional hardware and exemplifies the power of the 2600. Although this is not a fantastic game, Quadrun will be a welcome addition to anyone's library of 2600 games. —reviewed by Tim Duarte



The 2600 Connection wishes you a safe and Happy Holiday Season

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Wanted: Game carts for 2600, 5200, 7800, and 400. Also want game instructions or photocopies. Send list and prices to: Rick Zunck, 558 Mitchell St., Falls City, OR 97344

Wanted: Jawbreaker, King Kong, Picnic, Chase the Chuckwagon, Tooth Protectors, Frogger II. For trade: Eggomania, Entombed, Target Fun, Seaquest, Sentinel (new). Instructions wanted: 2600—Alien, Infiltrate, Entombed, Desert Falcon, James Bond, Blueprint, Crypts of Chaos. Colecovision—Looping, The Heist, Illusions, Space Panic. Photocopies OK. William W. Smith Jr., 112 Rice Terrace, Bristol, VA 24201

Wanted: Atari Age magazines, Atari 2600 catalogs. Will pay any reasonable price. Will also trade for any 2600/5200/7800 carts you need. Looking for 2600/5200/7800 carts. Send your want/sale lists to: Marlin Bates, 2030 Pacific Ave. 34, Stockton, CA 95204-5333

For sale: 2600 carts, many are unopened. Also selling Odyssey 2 games. Write for price list. Available through Digital Press Products: Complete classic system Game List \$1.50, Cheater's Guide \$1.50, and Game Demos on videotape. Wanted: 2600, 5200, Intellivision, Colecovision, Odyssey 2 game boxes. Digital Press, 44 Hunter Place, Pompton Lakes, NJ 07442

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Looking for Coleco, 2600, 5200, 7800, Intellivision, Bally Astrocade, and Atari 800 titles. Would like to trade, buy, and sell. Let's exchange lists. Bill Zandrew, 631 S. Home, Oak Park, IL 60304, (708) 386-2308

Wanted: Atari Age and Atarian magazines, Atari catalogs dated 1984-86, later release 7800 games, 2600: Road Runner, Seaquest, Oink, Kool Aid Man, Tunnel Runner, Spy Hunter, Tapper, any adult or prototypes. For Sale: 5200: Wizard of Wor, Jungle Hunt. 2600: Riddle of the Sphinx, Dark Cavern (w/ demo label). Intellivision: D&D, Slapshot, Baseball, Super Pro Decathlon. NES: Tecmo Bowl, Kings of the Beach, others. Mark Androvich, 936 Weber Circle #104, Ventura, CA 93003

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Attention J.S.S. & Co. Collector's Club Members: If you have not as yet received your refund check as well as the "Closeout Sale Notice," contact us immediately! John J. Marcin (C.E.O.), J.S.S. & Co., 35 South Hampton Road, Amesbury, MA 01913, (508) 388-5798

Wanted: Manuals for Activision Skiing, Mattel Super Challenge Football, Mattel International Soccer, Atari Realsports Tennis. Wanted: Realsports Boxing (cart). Also looking for paddle controllers in good condition. Bob Novak, 21509 Watson Rd., Maple Hts., OH 44137

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Wanted: 2600: Halloween, Quadrun, Exocet, Earth Dies Screaming, Tanks but No Tanks, Gremlins, Chase the Chuckwagon, Tape Worm, others. Instruction booklets needed (original or photocopy): Mash, Crazy Climber, Robin Hood, Tapper, Survival Run. Colecovision carts needed: Gust Buster, Sammy Lightfoot, Evolution, Mr. Do's Castle. Ron Milford, 64 B St., Avenel, NJ 07001, (908) 636-6809

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