



# 2600 Connection

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## Steps in the Right Direction?

by Tim Duarte

In the last issue, I mentioned the possibility of a convention for classic videogame owners. I received many letters and phone calls from various readers these past two months. Two of those letters appear in this issue's letters column. After much thought and consideration, I could not come up with a final decision. Having a full-blown convention may increase the awareness of our hobby, but it also may attract money-hungry dealers. These scoundrels will jack up the prices of cartridges just to make a buck. We don't want that to happen to our hobby! Wait a minute—is it too late? We have not yet held a convention and it seems the prices of cartridges are getting higher and higher. \$100 for a **Cubicolor** cartridge? I know it's a rare game, but it costs more than your average 16-bit Nintendo or Sega game—new in the box! Isn't classic videogames supposed to be an inexpensive hobby?

I've also noticed that there are more dealers getting into the business. This is a good sign—there can never be enough sources to get games from.

Getting back to the convention, another question arises: Should we strive for a universal classic videogame convention?

The owner of any classic game system would be welcome. Where do we draw the line? Perhaps the owners of the classic computers, such as the Atari 8-bit, VIC-20, TI-99, etc. would want to be included as well. After all, these computer systems play games, too. If we decide to choose this option, it certainly cannot be organized and planned by a single person. It would require a committee.

If there is a lack of interest in such an event, perhaps a small get-together just for 2600 fans would be a good starting point. After corresponding with many of the readers for almost four years, it would be great to meet many of you in person. Whatever event we decide upon, we will need to choose a time of year and location. Please write or call me with your suggestions.

On a similar subject, I have been exchanging videotapes with some readers. With my camcorder, I have created a videotape of myself and my collection. This way, we can finally see what each of us look like. I also used the tape to prove the existence of **Shooting Arcade**, a very rare game that I own. Steven Averitt of Lima, OH also created a videotape of himself and

two of his rare cartridges. The first cartridge is **Coke Wins!**, a promotional game that the Coca-Cola company must have created. It's basically **Space Invaders**, but the enemy is Pepsi. Steve's other rarity is **Pink Panther** (by Probe 2000). This game was thought to be never released, but Steve apparently found a prototype. The game has decent graphics, multiple screens, and the famous Pink Panther theme. What a find!

Exchanging videotapes is a great means of corresponding with fellow fans. If we meet in person at a convention or gathering, it will be much easier to "place a name with a face." I encourage you to create and exchange videotapes with each other—it's fun!



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ARCADE ARTIST  
by David Allen







**Dear Editor:** Because of the fondness and personal value we 2600 enthusiasts attach to the hobby, I beg you to put any thoughts of advertising in *Toy Shop*, or doing whatever to "gain some attention" to the hobby of collecting classic videogames, completely out of your mind.

Since Jeff Gomez mentioned *Star Wars* in his letter in issue 19, I will use it as an example to show you why our hobby should not be given any more attention to "outsiders." Years ago, I could go anywhere and buy *Star Wars* figures, toys, games, etc. for a couple of dollars. Today, it is virtually impossible to get a bit of *Star Wars* merchandise without spending upwards of \$200-\$300. I even see beat-up, dog-chewed figures at flea markets and toy "shows" for \$8-\$10 each. Why so expensive, you ask? It has a lot to do with the fact that people who have absolutely no interest in *Star Wars* at all, at least know, to some extent, what the merchandise is. They buy the merchandise from unsuspecting victims and try to sell it for "a million bucks," regardless of the item or its condition. These hypocrites are a cancer to those of us who want the *Star Wars* merchandise—those of us who have a genuine love for the trilogy of films.

By attracting more attention to the hobby of classic videogames—a hobby that you, I, and others engage in out of a true heart-felt attachment, you will also attract these aforementioned hypocrites. Do we need to attract attention to gain interest in our moderate hobby? No! I and many other readers discovered the hobby. People who are curious enough to write to the various classic newsletters are probably much like us—they have the integrity for finding out about the games of yesteryear, a genuine interest in the games, and the desire to play them. This is the type of interest and devotion our hobby needs.

Other related fiascoes in the world of collecting include baseball cards and comic books. I used to collect both, but too many hypocrites and leeches took all the fun out of what started as an inexpensive, non-commercial, just-for-fun hobby. I quit collecting, not only because of the uninterested dealers who were only in it for

the money, but because the market began to flood with too many new card and comic companies. It destroyed what I felt close to. Please do not allow this to happen in the world of classic videogames. Stay away from the insincere and money-grubbing populace of *Toy Shop* and others like it. Just say no to attending antique/toy shows in order to deal in 2600 games. It will do all of us more harm than good. Think of the leeches who will want \$5, \$10, or \$20 for **Missile Command**, **Pac-Man**, or **Defender**. Let's not allow our hobby to fall into the wrong hands!

If you want to try a convention, I suggest inviting everyone in the classic gaming universe to come to classic game bash in a less flamboyant place—maybe your basement, someone else's, or even mine!

Dave Giarrusso  
4869 Juneway Drive North  
Liverpool, NY 13088

*Thanks for your opinion. It may already be too late, though. Price guides have emerged, there are more dealers, prices seem to be higher, etc. I like the idea of a "private" convention or meeting. Now we need to know how many people would be able to attend such an event. Please write or call me if you are interested so I can start a list. The address and phone number is at the bottom of this page.*

**Dear Editor:** Please start up the [\$1] classified ads in *The 2600 Connection* again.

William Smith  
112 Rice Terrace  
Bristol, VA 24201

*I've considered doing so, but I'd rather reserve the back page for articles and display ads. Display ads are only \$5 each and are available to anyone. Just send your camera-ready ad or supply the text and I will design your ad. If you're looking for classified ads, check out The New Videogame Trader. Contact Jerry Greiner at (503) 629-9064 or write: 14700 NW Bonneville Loop, Beaverton, OR 97006 for more information.*

**Dear Editor:** The Atari 2600 is dead in the modern videogame world—just as dead as wax cylinder players and gramophones are in the audio world. Who would really want to go back to either one? Both are far inferior to their modern contemporaries. Wax cylinder players and gramophones are now only of interest to collectors. This is not true of the 2600—many people out there are still actively playing their 2600s. The reason for this is that game manufacturers have failed to take a cue from the music industry. Can you imagine what would have happened if album and CD manufacturers had only made available music that was created after their respective players were invented? We'd see a lot more wax cylinder players around today, playing classical and ragtime music. This is the position I see 2600 gamers today—we're stuck playing old favorites on an obsolete system while only new games come out for the technologically superior systems.

Who wouldn't rather hear Brahms on a CD system than on a wax cylinder player? We may have lost the player, but the music continues on in another superior format. The current game manufacturers have let the "older" gamers down. I want to play **Miner 2049er** and all I get is *Street Fighter II* and its innumerable clones.

One case of where a manufacturer did give me what I wanted was *Ms. Pac-Man* for the Sega Genesis. Once you see and play this version, you will never want to go back to the 2600, 5200, or 7800 cartridge. This is what older gamers want—their favorite games presented the best they can be. Other manufacturers could take a lesson from Tengen.

Right now the people involved in keeping classic systems around fall into two categories: those that collect videogames as a hobby, and those that can't play their favorite games on any other system. I am a hybrid of both. For me, the situation is bleak. Seldom is a classic game made for a new system. The manufacturers have abandoned my segment of the market and I've returned the favor. Many of us will cling to old systems in order to play our

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favorite games until manufacturers wake up and recognize our wants. Until then, they will lose out on sales to older gamers and the videogame market will continue to be the almost exclusive domain of the adolescent male instead of the continuing hobby it could be. Well, now that I've vented my spleen, I'm going fishin'...**Fishing Derby** that is.

Jayson Hill  
4409 Landon Drive  
Knoxville, TN 37921-3120

*You've made some good points. However, it seems as though more classic games are emerging for the new systems these days. Perhaps the videogame industry is realizing how popular the classic videogames are.*

**Dear Editor:** Would you or any of your readers happen to know where I could find old issues of Atari's original magazine, based on the 2600 and later models? I remember they offered member-only deals on games like **Crazy Climber** and **Rubik's Cube**. I realize that finding these magazines, or even people who remember it, is highly unlikely. I remember, in one issue, an article regarding some town's mayor declaring a "Pac-Man Day," and there were pictures of a parade, too. I'm very curious to find out when this day actually is. I've been wondering this for years. I could cut off my fingers for losing those magazines.

Generic Mike  
58 Wilson Hill Rd.  
Binghamton, NY 13905

*The magazine you are referring to must be Atari Age. Personally, I do not own the issue which features that particular article. If anyone does, please write in and share the information with us. Perhaps we can celebrate and recognize Pac-Man Day in 1994. Also, try contacting the various advertisers on page 8. Many of them have issues of Atari Age for sale.*

## Trivia Question Winners

Those who correctly answered the trivia questions from last issue received a special *2600 Connection* Christmas card in the mail. The correct answers are:

1. **Seaquest** is the name of the Activision game that is also an NBC TV show.
2. **HERO** is the name of the Activision games that is also the title of a Mariah Carey song.

## Cartridge List: Part 19

Now that most of the major companies have been discussed, we can move on to the various companies that did not release many games.

### Epyx

08519R Summer Games  
08919R Winter Games  
19319R California Games

### Milton Bradley

4362 Survival Run  
4363 Spitfire Attack

### Konami

001 Pooyan  
010 Strategy X  
011 Marine Wars

### Mythicon

MA1001 Sorcerer  
MA1002 Fire Fly  
MA1003 Star Fox



## News & Notes

Terry Laraway of Bremerton, WA reported that a six-page article entitled "Build a Joystick Adapter" appears in the December 1993 issue of *Popular Electronics*. The article describes how to convert a Nintendo controller so it can be used with a 2600. Schematics are included.

Looking for instructions for many of your 2600 games? The Atari Ephemera Exchange may be what you are looking for. This organization offers photocopies of instruction booklets you may be looking for. Send a list of instructions you own, a list of instructions you need, and a S.A.S.E. to: David Melito, 32 Westland Ave., Apt. 17, Boston, MA 02115 or e-mail at LEETO@AOL.COM.

In the Oct/Nov 1993 issue of *The New Videogame Trader*, Jerry Greiner briefly mentioned that he owns a **Pepper II** (by Coleco) for the Atari 2600. The cartridge is just the casing with the label and no game chip is inside the case. The scoop will appear in the Dec/Jan issue.

Video Game Network, a Coon Rapids, MN-based mail order company, recently listed **McDonald's**, **Lord of the Rings**, and **Ewok Adventure** (all by Parker Brothers) in their catalog. I called immediately to order, but the clerk stated they did not have any and asked if I was interested in any other game(s). Don't get too excited—they probably only had one of each and the chance of more coming in stock are pretty slim.

Harry Dodgson has created **The 2600/7800 Monitor Cartridge**. This package allows you to experiment and write games for the Atari 2600 and 7800. A 7800 system and keypad controllers are required. Look for a full review of this package in the next issue of *The 2600 Connection*. For more info, contact Harry at: P.O. Box 19574, Kalamazoo, MI 49019-0574.

Radio Shack stores are now selling Atari 2600 and 7800 games for \$9.99 each. The games are being made available through Radio Shack's new in-store mail order program called Express Order. Check your nearest Radio Shack for more details.

*Electronic Entertainment* is a new magazine which focuses on the computer and videogame industry. Write to: 951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404 or check your local newsstand. The premiere issue (January 1994) features two interesting articles—"The First Time" (pg. 38) by games editor Rusel DeMaria and Nolan Bushnell's "King Pong" (pg.140).

Hats off to Arnie Katz, editor of *Electronic Games* magazine, for yet another fine mention of *The 2600 Connection*. Check out the December 1993 issue, page 150.

Send a S.A.S.E. to our address and you will receive the current *2600 Survivors* listing. These are folks who are eager to buy, sell, and trade 2600 merchandise.





*The Atari 2600 Treasure Chest***SHOOTING ARCADE**

**Shooting Arcade** is probably the most prized 2600 cartridge in my collection. I obtained it a few months ago from Brad Koda, owner of Best Electronics. Put the phone down. Please don't call Brad. As far as we know, there was only one cartridge that was ever made. Actually, it's not even a cartridge—it's a prototype board. It did not come with a casing. The board is slightly larger than a standard Atari cartridge. The idea of opening and using the case of an extra, unwanted **Combat** to protect the board had to be scratched. I am in the process of creating a home-made case.

The game itself was created for Atari by Nolan Bushnell and his company called Axlon. He briefly mentioned it in the very first *Atarian* magazine. Shooting Arcade utilizes a light gun instead of a joystick. Since no such device was ever released for the 2600, I use the light gun that came packaged with the Atari XE game system.

In the first level of the game, you must shoot colored tiles which appear on the screen. Successfully shooting a square causes it to disappear. After clearing the squares, the game advances to level two. This level is very similar to **Carnival** (by Coleco). Shoot rows of items—such as bears and bottles of milk—that move from left to right and right to left. The difference between the two games is the way in which the player shoots. In *Carnival*, the player controls a gun which moves horizontally back and forth at the bottom of the screen. When a shot is fired, the player hopes an item is hit by a shot as it travels vertically up the screen. This is OK, but *Shooting Arcade* is much more realistic—just get an item lined up in the sight of the light gun and press the trigger. Blam!—a noise sounds and the entire screen flashes white when a shot is fired.

The game has a number of other levels, too. There's one where about two dozen ducks fly all over the screen and you must shoot them. There's another where a single duck appears randomly on the screen. He's a tough one to shoot down. There's also a strange level featuring a man balancing dishes on a long pole. I haven't got that far (saw it in demo mode), but I suppose the object is to shoot the dishes.

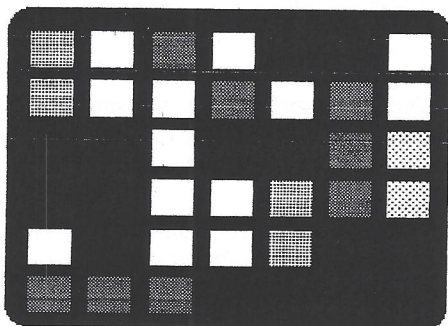
*Shooting Gallery* is a one of a kind game that was never officially released. It's unfortunate that this game—and the light gun, for that matter—never got into the hands of 2600 owners. It's an example of a whole new style of gameplay. I would imagine that it would be possible to create a variety of light gun games that the 2600 could handle. *Hogan's Alley* is a great light gun game that was designed for the Nintendo 8-bit system. It was also a favorite coin-op of mine in the mid 1980s. A set of three characters—one bad guy and two good guys—would randomly appear on the screen. Using the light gun, you would have to quickly determine which one was the bad guy and shoot

him before he shot you. A game such as this could have been produced for the 2600.



*If you would like to see what Shooting Arcade is really like, send a blank videotape and \$1.50 to our address on page 2. You will receive a videotape of me demonstrating the game*

—Tim Duarte



The first level of **Shooting Arcade**

*Atari 2600 Playing Strategies***KANGAROO**

by Scott Stilphen

\* Ignore using the bell for different fruit. It's not worth the effort back-tracking to get it since the 2600 version doesn't add extra fruit at higher levels.

\* When climbing, wait until a monkey descends past the branch before reaching the top of the ladder.

\* The monkey's throwing pattern is always in this order: TOP—MIDDLE—BOTTOM. Keep in mind that the first apple thrown won't always be at the top.

\* On screen two, after climbing a ladder, do an extra jump before trying to jump across a broken branch. If you don't, your kangaroo will "hesitate" before jumping and usually cost you a life. Also on this screen, when you jump from the small branch onto the third "level," sometimes you won't move up—you'll simply jump in place. Move a little to the left or right and try again.

\* It's very easy to establish a pattern after reaching the highest level. The maximum bonus points you can get for each screen are:

screen one: 1500 points  
screen two: 1500 points  
screen three: 1600 points

\* Programming Glitch: The screen will display up to eight extra life indicators. If you earn more than eight, the indicators will become distorted.

\* Secret Warp Short-cuts: This trick is similar to the **Ms. Pac-Man** warp trick where holding down three buttons simultaneously makes it work. You might want to hook up an extra button switch to make it easier to perform. By pressing left, right, and down at the same time, your kangaroo will fall through the bottom of the screen and shortly reappear at the top—though still falling. With timing, if you let go of the buttons, you can appear up on the top branch! Watch for the fruit to start blinking after pressing the buttons—this means your Kangaroo will soon appear. Start pressing all three intermittently so you can catch her on the top. A good short-cut to *Baby Kangaroo* is to move directly under the top ladder nearest baby "K" and time it so you can appear somewhere on the ladder.

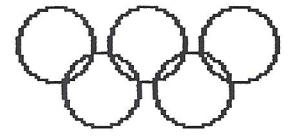
Notice where the top bouncing apple is when trying this trick. If it reaches the vertical spot where the Kangaroo is (or was), you'll lose a life. This still happens, even though you may not be on the screen.







# The Atari 2600 Winter Olympics



by Tim Duarte

Soon, the 1994 Winter Olympics will be under way in Lillehammer, Norway. I've always enjoyed viewing the winter games on the television. It's a good way to spend those cold, snowy nights here in Massachusetts. I wondered if there was a way to "have my own" Olympics with some help from my 2600. I began to scan the titles in my collection. Here are some games that make it easy to have your own Olympics:

## **Skiing** (by Activision)

Despite its simpleness, Bob Whitehead's *Skiing* is a favorite of mine. It's fun to see who can ski in the fastest time. This cartridge offers two main variations—games one through five are slalom runs and games six through ten are downhill runs. In slalom, you must make your player ski between the sets of poles. Five seconds is added to your time for every set of poles missed. In downhill, you must ski to the bottom of the hill in the fastest time possible. There are no poles, but the player must dodge trees and jump moguls—the grey patches in the snow. Warm up with game 1 (20 poles) and game 6 (200 meters). Then, when you are ready to compete, select game 4 (50 gates, Olympic Run) and game 9 (900 meters, Olympic Hill).

## **Mogul Maniac** (by Amiga)

This cartridge was manufactured by the same company that designed the Commodore Amiga computer. It begins with the traditional Olympic theme music. **Mogul Maniac** offers a "skier's eye" perspective—completely different than Activision's *Skiing*. By moving the joystick back and forth from the left to the right, the skier begins to move. When the cartridge was originally sold in 1983, it came packaged with a controller called the joyboard. It is a platform that you stand on which has the components of a joystick underneath it. It's a unique way to play the game. In my opinion, I found playing with the joyboard controller to be frustrating and awkward. It's a nice collector's item, but I'd rather play with a standard joystick. *Mogul Maniac* is also a rare game, and it cannot be found as easily as the other cartridges mentioned in this article.

## **Ice Hockey** (by Activision)

Do you remember the 1980 Winter Olympics? The USA hockey team won the gold medal. It was fantastic watching the team win—they have not won the gold medal since. **Ice Hockey**, designed by Alan Miller, isn't based on the Olympics, but that's OK. It still captures the look and feel of the game of hockey.

It's basically a "two on two" game. Each team consists of a goalie and a forward. This is a limitation of the game, but it is the only version of hockey available for the 2600. The game does include body-checking, 32 different shot angles, and two different playing speeds. If you can't find a friend to play against, you may play against the computer.

## **Winter Games** (by Epyx)

This cartridge is a must for having your own Winter Olympics on the 2600. After computer software versions were created for the Apple II, Commodore 64, Atari ST, Apple Macintosh, and Commodore Amiga, **Winter Games** was released for the 2600 in 1987. Not as full-fledged as the computer versions, the 2600 cartridge features seven different events associated with the Olympics. The seven events are:

*Slalom*: This part of the game is very similar to *Skiing* (by Activision). There are only 36 sets of poles that your player must ski through. Miss one and three seconds are deducted from your time. There are also other skiers to avoid on the slope as well. They are not moving, though. The skiers and trees basically serve as obstacles for your player to avoid. The graphics are a bit more detailed than Activision's *Skiing*, but there are no downhill runs.

*Bobsled*: Race down the course as fast as you can. A bar at the bottom of the screen indicates the speed of the bobsled. The larger the bar is, the faster the sled is travelling. Controlling the bobsled by moving the joystick left or right can be tricky. Moving the joystick up and down increases the speed of the sled. Don't go too fast, though. The bobsled has no brakes and it's very easy to lose control.


*Ski Jump*: Ski down the slope and fly as far as you can. It's not easy, though. Pressing the fire button just as your skier reaches the take-off run will launch him/her. The position of the ski tips (raised or lowered) and the body position of the skier can also be controlled while he/she is flying through the air. You must also successfully land on the ground as well. My skier took some disastrous falls before I got accustomed to this section.

*Biathlon*: This section combines cross country skiing and a shooting event. Ski down until you reach a rifle range. There, your skier must attempt to shoot five targets (without missing). Then, ski back up the hill to another range and shoot again. Ski down to the bottom of the hill for a third and final attempt at the range. The skier with the least amount of misses at the range wins the event.

*Speed Skating*: In appearance, this event is very similar to the 100m dash in **Decathlon** (by Activision). Repeatedly moving the joystick left and right gives the skater speed. Reach the finish line before the computer (or your competitor) to win.

*Hot Dog Ski Jumping*: The goal in this event is to rack up as many points as possible by performing tricks in mid-air. The four different tricks that can be done are a forward flip, a backward flip, a "swan," and a "daffy." As in the ski jump event, it's also important to successfully land your skier. My skier landed on his head and back a few times.

*Luge*: This final event is very similar to the bobsled event. The difference is that the luge has brakes. Access them by pressing the fire button on your joystick. This makes it easier to control the speed of your luge. Go as quick as you can to make it down the chute in the fastest time possible.

Up to eight players can play *Winter Games*. If you have at least three players competing, bronze, silver, and gold medals are awarded at the end of each event. *Winter Games* is a good example of a cartridge that shows the power of the Atari 2600. 



## Confessions of a Videogame Pirate

by Russ Perry Jr.

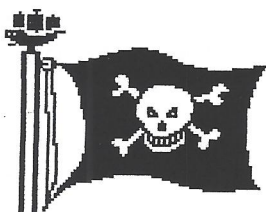
*Note: The character in the following article is fictional. It was written for entertainment and educational purposes only. Russ Perry Jr. is not the character in the story, nor is he a pirate in real life.*

Pirate, huh? Well, it's got a nice ring to it, anyhow.

Why? C'mon...you know why—to have games I can borrow but can't find to buy.

Sell? Well, OK, yeah, I've sold a few games.

Wrong? Oh, I don't know. I mean, what's a copy here or there going to do to a big company? And it's not like it matters these days—most of the companies are out of business. The ones that are still around really don't care about the 2600. It's not like they're making money off the games, anyway.



Difficult? Oh, no. Not really—not if you have the right equipment. For starters, Vidco made a cartridge-copying device called the Copy Cart. It saved games to a battery-backed RAM chip. If you had one of Vidco's blank cartridges, you could keep a copy of a game as long as the battery lasted, or until you copied it over with another game. We're not talking high-seas piracy here, but it's kinda the same thing, isn't it?

Maybe you've heard of the Promblaster? Similar device, only it put the games onto EPROMs. Lasted forever, practically. Pretty neat, huh? This is basically what I do. So what's the big deal?

How? Well, I have an EPROM burner with a "read ROM" option. I just open a game cartridge, slap a chip clip onto the ROM chip, and like that [add finger snap] — I've got the code! Next, I put an EPROM in the burner and let it do its thing. Then, I have a copy. Another EPROM, another copy. Ten EPROMS, ten copies, and so on. And, I can save the code! I can put the original cartridge back together and make copies later—without it.



It's not much harder to make an adaptor to read the chip via the cartridge connector—that way you don't even have to open up the casing of the cart. If you don't have a "read ROM" option, it can still be done. Some code will have to be written on a computer so it can do the reading of the chip. Not that it's that hard—you just gotta know how to use a computer's parallel port. You can even build a little board to do it, and then send it to the serial port of your computer. From the computer, the code goes to the EPROM burner. Like before—no sweat!

Y'know, back in '84, say December, *Radio Electronics* magazine had an article on how to make a device to copy cartridges onto an audio cassette tape. It gives you an idea how anybody might go about copying the things.

I've even heard of someone who discovered by snipping a certain wire inside the Supercharger, it would play *any* 2600 game that was loaded from tape. I'm not sure how he did that, but I heard he sent a tape full of games to Starpath to prove it. Who knows—it's probably true.



## The Atari 2600 Video Catalog

If you are interested in seeing all of the games Atari has created for the 2600 system over the years, then this may be the product for you. Big-time fan and contributing writer Scott Stilphen has created *The 2600 Video Catalog*. Volume One features the games made by Atari. Perhaps Scott will create additional volumes in the future. The concept of this videotape is similar to Digital Press' *Atari 2600 Video Review*, which was reviewed last issue.

Beginning with **Combat** (cx2601), the title and product number of each Atari game is displayed for a few seconds. Then, gameplay footage follows. The cycle repeats with the next chronological game.

I did notice that **Xenophobe** did not have any game footage. One interesting highlight was the **Pengo** comparison of the release and prototype version. I bet you didn't know there were two versions, did you? The tape uses up the entire 120 minutes on the videotape. Scott also videotaped the PAL games, and showed a demo cartridge that was created by Harry Dodgson and Sean Kelly. I supplied Scott with footage for **Shooting Arcade**. It should be included if you order the tape. In my opinion, I would have liked to have seen a maximum of 10-15 seconds of game footage. I found myself using the fast forward feature on my VCR quite a bit. Scott may have to decrease the footage if new discoveries are found in the future.

I like the concept of these videotapes. If no one beats me to it, I'd like to create a video catalog of the games made by Activision, my favorite company. I'd also include footage of the game boxes. I think the Activision games had great artwork and were designed very professionally.

Speaking of taking things a step further, Scott has also created two trick videotapes in addition. These tapes show footage of the various tricks that have appeared in issues of *The 2600 Connection*. I was going to review these tapes as well, but have decided to create an index for the tapes. Look here next issue for more details. —Tim Duarte

To order the Video Catalog, send \$10 to:

**Scott Stilphen**  
RD #1 Box 177-A  
Harding, PA 18643





# A Collector's Guide to Atari's Catalogs

by Scott Stilphen

*Scott Stilphen, our staff Atari specialist, has compiled a list of catalogs by Atari. The descriptions are provided to help verify the catalog(s) you may have, or are looking for. Scott also has an international listing, which we did not publish. Simply send a S.A.S.E. and you will receive one. Or, if you'd like to contact Scott, his address is on page 8.*

- 1977 Brownish-colored cover (8 carts)  
The first nine original carts made have the last two numbers of their product code printed on the side label. **Combat** is not listed.
- 1978 REV 7/78 (20 carts)  
Features include a better intro with a picture of **Outlaw**, and colored borders on the bottom of pages (purple=older games, green=newer games). A checklist is on the back cover.
- 1979 REV 1/79 (30 carts)  
**Video Chess** and **Backgammon** are listed as "available soon." Along with **Casino**, these were the first "Special Edition" cartridges (with 4K).
- 1979 REV C (32 carts)  
"Available soon carts denoted with red borders—**Superman** and **BASIC Programming**.
- 1980 REV D (38 carts)  
There's a picture of **Sky Diver** in the intro. The first cart advertised is **Space Invaders**, Atari's giant hit on the 2600. **Combat** was also advertised for the first time. Two carts (**Basic Math** and **Hunt & Score**) were renamed. All pages now have the same colored borders (on top) as the cover.
- 1980 REV E (40 carts)  
**Slot Machine** and **Starship** were dropped, but four games were added. One of these was **Pele's Championship Soccer**. This was the first game to include "celebration" or victory code, and the first to feature a scrolling playfield.
- 1981 REV A (42 carts)  
This catalog has a new intro with an older prototype(?) screen of **Space Invaders** on the inside cover. It has a larger, overall size and **Miniature Golf** and **Space War** were dropped.  
Some of the first carts to be released with the new label style (color pictures) were: **Asteroids** (the first 8K game), **Video Pinball**, and **Warlords**. **Othello** was one of the last carts released in the older style label. All of the letters on the cart are capitalized. An ad for the game library storage unit (ORG300) is featured.
- 1981 REV B (43 carts)  
**Missile Command** is added, and **Pele's Championship Soccer** is now called **Pele's Soccer**. Also included is an ad for the Atari Game Club, which was founded by George Dakota. For \$1, you could receive four issues of *Atari Age*, special offers, an official membership certificate and wallet pass, and even some mystery gifts. I don't recall getting a certificate or wallet pass, or any gifts, but it was the best buck I ever spent.
- 1981 REV C (43 carts)  
**Asteroids** is depicted on the inside front cover, and the game program bookshelf (ORG400) near the back is shown.
- 1981 REV D (45 carts)  
Sporting a redesigned cover and layout, **Pac-Man** is shown in the intro. Games were now put into one of eight categories. The Modular Library (ORG500) and Game Center (ORG700) are shown. A few older carts are dropped and some newer ones are added, plus one older title—**Space War**. Look on the inside cover and you will notice there is a box for a game called *Hot Rox* near the lower left of the TV.
- 1982 REV E (49 carts)  
The intro and accessory ads were changed and the checklist was dropped. A small article noted the coming releases of the first three **Realsports** titles, the first two **Swordquest** titles, a new educational game, and a new version of **Combat** (which was never released).
- 1982 Poster/catalog (version 1)  
The poster "side" features 42 carts, including prototype pictures of **Haunted House**, **Super Breakout**, and **Pac-Man**. The **Pac-Man** screen looks better than the release! The other "side" is the intro. The checklist includes 42 titles, plus **Defender** and **Yar's Revenge**.
- 1982 Poster/catalog (version 2)  
The difference here is that the checklist is for 13 to be released titles. The new **Combat** and **Frog Pond** are listed, but **Yar's Revenge** is not.
- 1983 REV A 2600/5200 Poster/catalog  
This catalog lists 61 carts—with pictures for most. Sneak previews of upcoming games include *Miss Piggy's Wedding*, *Good Luck Charlie Brown*, *Realsports Basketball* (with picture), **Donald Duck's Speedboat Race** (with picture), and **Dumbo's Flying Circus**. Only the last two games are known to exist (and are in PAL). A 5200 cart list, hardware, and controllers are also featured. More 2600 controllers are shown, along with drawings of the Voice Commander and Keyboard add-ons.
- 1983 Coupon Calendar/catalog  
Each month features a game or series of games. The **Realsports** month also mentions **Realsports Basketball**. Pictures of the 2600A (with black wood), 5200, and five \$5 coupons for 2600 and 5200 games are also included.
- 1987 REV A 2600/7800/XEGS  
The redesigned 2600 JR, pictures of 16 carts (mostly newer titles), and five accessory controllers are shown. **Stargate** is now known as **Defender II**. The **Galaxian** screen shot is actually the 5200 version.
- 1989 2600 Atari Advantage Poster/Catalog  
On one side, there is a colorful poster. On the flip side, there are pictures of 40 games and a contest entry form. **Realsports Baseball** and **Super Baseball** are listed, and a picture of **Realsports Basketball** is listed under **Basketball** (CX2624).





# Tales of the 2600

by Fred Horvat

Want to advertise in the pages of *The 2600 Connection*? It's only \$5 per ad.

Two months before leaving for Europe, I contacted my cousin in Austria and asked him to scope out the 2600 scene. When I arrived, he regretted to inform me that he could not find any 2600 games or equipment. After hearing about all the neat 2600 PAL titles that were available in Europe, I was a little disappointed—but not discouraged. When it comes to videogaming, the Commodore Amiga computer, Nintendo, and Sega are popular. Austria is not as westernized as Germany, even though they are neighbors.


On my first adventure into Graz, the second largest city in Austria, I combed all toy and electronic stores in search of 2600 equipment. After about a half of a day walking through town, I saw the sacred Fuji symbol sticker on a shelf in a dark corner of an electronics store. I looked through the shelves and racks, but couldn't find anything. After a few minutes, a salesperson came over and asked if he could help me. He was speaking German (Austria's native language.) I responded in English, due to my excitement for finally finding a place that carried Atari products. The salesperson didn't speak English. It didn't matter because the universal word "Atari" needs no translation. The salesperson opened up a drawer and low and behold—a half dozen 2600 JR packages and a number of games! I examined the packages and discovered the JR was packaged three different ways. The first consisted of a 2600 JR, two 2600 Proline controllers, and a **28 in 1** cart. The second consisted of a 2600 JR, two different Proline controllers, and a **30 in 1** cart. The third consisted of a 2600 JR, two 7800 joypads, and a **32 in 1** cart. I chose the last package and it came out to costing the equivalent of \$90 in U.S. currency. Yes, \$90 for a 2600—Austria has a 20 percent sales tax on consumer goods. Unfortunately, the only games that the store sold separately were **Defender** and **Realsports Tennis**.

That evening, I tried out the unit and was quite impressed with the joypads. Too bad they were never released in the U.S. They probably would have sold well—especially to the younger, left-minded, Nintendo-trained game players.

My aunt remembered that a Toys R Us had opened outside of town. My cousin and I went there and found about a dozen 2600 games, mostly sports games and Defender. I bought a few of the sports games, which were priced at \$18 in U.S. currency. The other games were priced between \$13 to \$24. That about sums it up—not much Atari equipment. None of the rare games you read about in *The 2600 Connection* and *Digital Press Price Guide* were to be found. I did visit Vienna, but I couldn't find the Atari dealer. Maybe next time.

When I returned home, I tried my new 2600 JR with a PAL game to see if the screen display would roll or not. It happily rolled away. Maybe on my next visit, I will bring home a PAL TV.

Write to Fred at: P.O. Box 493, Chesterland, OH 44026-0493



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