

Players Guide to Electronic Sports Games

# electronic GAMES

Videogames · Computer Games · Stand-Alone Games · Arcades

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EXCLUSIVE  
PREVIEW

Walt  
Disney's  
Videogame  
Movie—

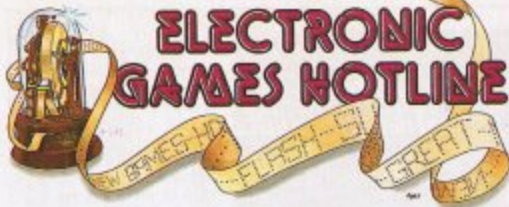
# TRON

**The History  
of Coin-Op  
Arcades**

Strategy Session:  
**Match Racer**  
**K.C. Munchkin**  
**Adventure**

**Gaming  
Goes  
King-size**  
Choosing  
the Right  
Big-Screen TV.





# ELECTRONIC GAMES HOTLINE

## EG Launches Bi-weekly Newsletter

Do you want more news reviews than you can find even in a whole issue of **Electronic Games**? So do many of the gamers who've written to this magazine. In answer to the pleas of thousands of **EG**

readers, the folks who publish the only consumer magazine devoted to electronic games are starting a bi-weekly newsletter about the same exciting topic.

**Arcade Express**, which will make its debut August 1, will contain eight packed pages of the latest information. "There'll be



## Asteroids Keeps Top Spot

Readers of **Electronic Games** may have moved on to other coin-op games in the coin-op arcades, but **Asteroids** is still the overwhelming favorite among the home videogame cartridges. Atari's space battle for the VCS continued to hold down the top position in the popularity ratings for the third consecutive month.

While **Missile Command and Adventure**, both produced by Atari for the VCS, also hung onto the spots they've maintained since the inception of the popularity poll, **Space Invaders** fell from its fourth ranking completely out of the "top 10" this month. Activision's **Kaboom!** moved up in the ranking for the second straight month to cop the fourth spot.

Another Activision title, **Stampede**, holds the honor of making the biggest gain of any game already in the "top 10". Moving up

nearly as much was Intellivision's hot arcade-style entry **Astromash**, and the same company's **Major League Baseball**, which returned to the list after disappearing for a month.

**Star Raiders**, the flagship cartridge in Atari's offerings for its own 400/800 computer systems, is far and away the most popular computer game program among **EG** readers. In the three months it has spent at the top of the list, the space pilot contest has never defeated the runner-up by less than a two-to-one margin in the voting.

**Pac-Man** still reigns as king of the coin-ops, with **Tempest** and **Defender** maintaining the positions they held last month. Compensating for the abrupt decline for coin-op **Asteroids**, two other Atari games, **Centipede** and **Battlezone**, showed increased strength this time out.

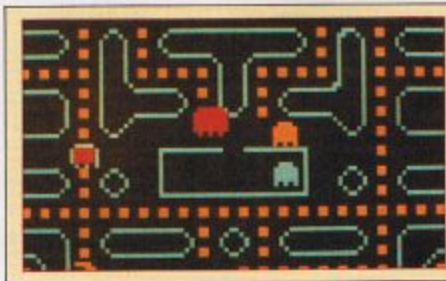


## Sticking with Pac-Man

Fleer, a major manufacturer of novelty bubble gum cards, has begun production on a line of **Pac-Man** stickers and a "rub-off" version of the game itself. The stickers, emblazoned with such illustrated messages as "Pac-Man for President" and "Wacka-wacka-wacka", are cute and colorful with the gobble and the infamous "gang of

four"—Speedy, Bashful, Pokey, and Shadow (aka "Blinky", "Pinky", "Inky" and "Clyde") rendered in all their familiar glory.

Also available are cards featuring a **Pac-Man** rub-off game which features a maze-like playfield filled with gold dots. Starting at the traditional jumping off point (underneath the gobblins' corral), players travel in any direction, rub-



no annoying 'lead time' to keep us from getting all the hottest news of the home and coin-op fields to readers as fast as it happens," says editor Joyce Worley. "We're going to print non-sense evaluations of dozens of new products in every issue, and the newsletter format will get the word into our readers'

hands before the games reach the retail stores or amusement centers in many cases!"

A subscription to **Arcade Express** will be \$25 per year (26 bi-weekly issues), with a half-year available for \$15. Order from: Arcade Express, 235 Park Avenue South, Sixth Floor, New York, N.Y.



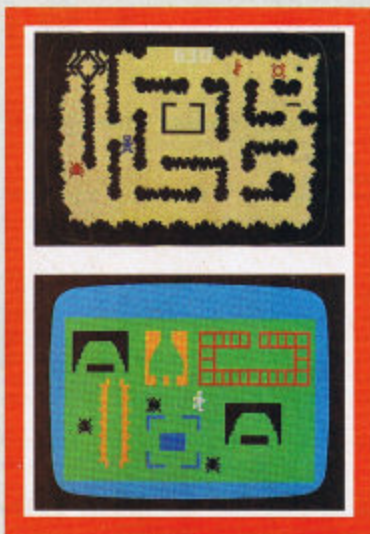
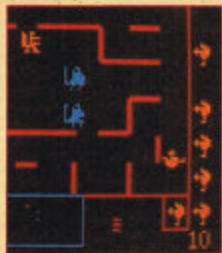
bing off the gold dots and uncovering what lies beneath it—dot or ghostie. Get three goblins—not counting blue ones—and you're out. White dots are good for a point, blue monsters get ten points for the player and, should a cherry be uncovered in the

race through the maze, 50 points are collected. The game can be played using one card—alternating turns—or two, with simultaneous action.

## Astro Update

Here are the new titles scheduled for release in '82 from Astrovision for the former Bally Professional Arcade: **Munchie**, a gobbler game that may or may not be released, pending talks with Atari (see Atari story elsewhere in Hot-line); **The Wizard**, a home version of **Wizard of War** from the coin-op version's

creator, Bob Ogdon; **Solar Conqueror**, an exciting **Asteroids**-inspired contest with a number of its own unique features; **Cosmic Raiders**, a sideways-scrolling shootout; **Quest for the Orb**, a high adventure program; **Pirate's Chase**, **Coloring Book with Light Pen**; and **Music Maker**.



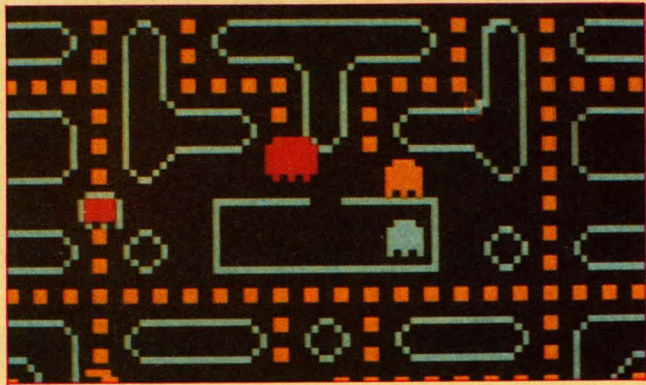
## Inside Mattel

\* Mattel has evidently conquered its product problems at last. The log-jam that caused a scarcity of new Intellivision games during most of the last year has been broken. And judging by the high quality of Mattel's newest titles, Intellivisionaries will have plenty of reasons for dancing in the streets.

\* The biggest news at Mattel is the pair of Tron cartridges which the company will publish shortly. Based on the upcoming Walt Disney animated film, **Tron 1** pits an electronic warrior against a bunch of

nasties that fling deadly, frisbee-like disks. **Tron II**, also drawn from the movie, mirrors the film's main theme, an odyssey through the innards of a computer. The closer the gamer gets to the CPU, the more resistance the computer generates to stop your progress.

\* There's more than the Tron series, too. **Night Stalker** is a fascinating dungeon/maze contest with excellent graphics and movement. **Star Strike** will further enlarge the science fiction section of the Intellivision game library, while **Frog Bog** is a strong candidate for the novelty hit of the year. Arcaders control a pair of frogs lolling on lily-pads, which must leap into the air to snare flies with their long, snapping tongues. When a frog overshoots the target, he ends up in the drink and has to swim back to his floating perch. The game can be played with a variety of background settings corresponding to times of the day ranging from sunrise to midnight.



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