

Players Guide To Electronic Wargames

electronic GAMES

Videogames • Computer Games • Stand-Alone Games • Arcades

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Move Over Guys,
Here Come the Gals
**Women Join
the Arcade
Revolution**

Strategy Session:

**Auto Racing
Skiing
Baseball
Tempest**

**Preview--
Videogames
1982**

**Stalking the
Lefthanded
Joystick**





PROGRAMMABLE PARADE

By Arnie Katz and Bill Kunkel



Fly High—and Low—with Barnstorming

Barnstorming/Activision/for VCS

Activision, always known for its original game ideas and super graphics, obviously found yet another designer to carry on the tradition. **Barnstorming** is the creation of newcomer Steve Cartwright, and his work shows that he clearly understands the elements that make Activision games work.

If at first, *Barnstorming* seems like a visually-impressive bit of fluff, stick with it a bit, learn the tricks and nuances of play and you'll be well rewarded for your time. The game begins with a vintage, air circus bi-plane, parked on a runway. In the foreground is a continuous span of fence which helps create the program's sense of movement.

Gamers "take off" by hitting the action button after choosing one of four flying options. The novice level, "Hedge Hopper" is a fixed course with 10 barns; "Crop Duster" and "Stunt Pilot" are both fixed courses (though different from one another) with 15 barns; and the "Flying Ace" level requires the player to deal with 25 barns on a randomly generated course.

The goal of *Barnstorming* is to fly a bucket of bolts over windmills and through the barns that dot the landscape (with the difficulty switch "A", video aces must get their craft nearly to the ground

before it can get through a barn). Skipping a barn just adds another down the road. The idea, of course, is to accomplish the goal in the shortest time possible.

Tyro Barnstormers are advised to play their first few games like so: hit the action button to start the engine, but immediately thereafter remove pressure from that button, which acts as an accelerator. This provides an opportunity to get the feel of the game without being harassed by the ubiquitous flocks of geese that show up just as soon as the bi-plane picks up speed. The geese are more of an annoyance than a true danger, but prove to be frustrating obstacles nonetheless.

Bally Pin/Astrovision/ Astro Professional Arcade

Imagine a videogame version of pinball with all the color, action, and excitement of the real thing. It would offer two distinctive playfields, two sets of flippers, reset spin-paddle, thumper and back bumpers.

Sound like a pipe dream? It's not. Bob Ogdon's design for this pinball simulation is so skillfully constructed that even those staunch videogame chauvinists who wouldn't be caught dead near a flipper machine will soon find themselves

transfixed by the realistic play, vivid colors and inspired play mechanics. Arcaders hold two of the Astro Arcade pistol-grip controllers. Using the right thumb, the ball awaiting ejection from the chamber is sent gyrating onto the playfield through a special, spinning-reset paddle. The trigger on the right-hand controller operates the two flippers on the right side of the center gutter; the left controller's trigger operates the pair of flippers on the left. This "two gun" effect is the first successful use of programmable videogame controllers in a pinball simulation, effectively recreating the sense of smashing away at flipper buttons on the real thing.

Spacechase/Games by Apollo/ Atari VCS

This is the second release from one of the new independent software suppliers catering to the Atari VCS system. The Richardson, Tex.-based outfit bought its first game, titled

