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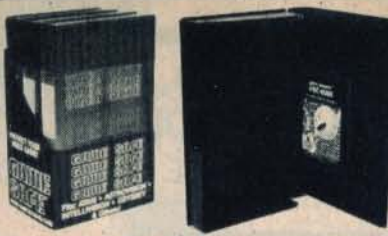
Presenting... The  
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## THE 1983 ARCADE AWARDS

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### THE ASTROBUGS USER'S GROUP

59400 Nine Mile, South Lyon, MI 48178  
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## PROGRAMMABLE PARADE

Continued from page 45

constantly take the movement characteristics of the robots into account. If you can get some of the android attackers to run into walls or each other, there'll be that many you won't have to personally shoot. Evil Otto can also lend some timely, if unintentional, aid. Hover near the exit to the room in which you are currently playing when Otto pays a visit. Let him wipe out all the robots near the center of the play-field before exiting to the next maze section.

Berzerk is a relatively simple game, with a minimal number of elements to consider. Yet it holds up well under repeated play, because there is so much variety from round to round. And this edition of Berzerk will let you explore all of them to your heart's content. A fine job by Atari. ☺

## COMPUTER GAMING

Continued from page 78

before the fuse catches up. If the gamer runs out of time or is caught in the flames, he makes an ash out of himself.

When he escapes the building successfully the program dishes out points in direct relation to how much of an inferno was produced, and how much of the floor was left standing when the fire died out. There are five floors to each building and each floor becomes more difficult as the gamer works down toward the first floor and out the front door.

Bonus points are earned when an entire floor is burned down. A helpful hint, especially when the fuse is set at its longest, is to take a brief look at floor one, the most difficult maze, before starting out since most times there is only one path through to the exit. A quick jaunt in the wrong direction can be fatal and the novice gamer will have to toil hard to get to that first floor.

The top scores are saved on the disk, always a nice feature. Control of the firebug can be with keyboard or joystick. One detraction is that the keyboard has set keys instead of user-defined keys. Another setback is that the keys are clustered on the left side, with the button for dropping the cans being the space bar and the key for picking up the cans the return key.