

# arcade express

THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

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## CALL FOR MR. PAC-MAN

A selection of VCS-compatible cartridges will be just a phonecall away for subscribers to GameLine, an over-the-phone service that expects to be going full blast by mid-1983. A player gets the ball rolling by buying a special "Command Module" cartridge (probable price: \$39.95), plugging it into an Atari VCS and connecting it to a working telephone. Once the new member is duly registered, he or she can down-load one of about 30 games available each month for a play session lasting about 40 minutes for a cost of \$1. The roster of available games will be rotated each month and is scheduled to include pre-release cartridges from major videogame publishers. The two-way system will also make possible the most extensive prize contests ever mounted in the electronic gaming industry in which a healthy percentage of GameLine subscribers will win everything from t-shirts to college scholarships.

GameLine, led by Source-founder Bill von Meister, will start the initial marketing of the system in May. The first "Command Modules" will be made available only to readers of Electronic Games in a charter-member subscription offer, followed by rapid expansion of the service in mid-1983.

## RADIO SHACK TO SUPPORT OUTSIDE SOFTWARE VENDORS

Radio Shack has formed a new program to assist third-party software developers write programs to run on the TRS-80 computers. Phil Kitchen, formerly a software specialist with Tandy, is the manager of the new Outside Software Support Program intended to help provide new options for people who own Radio Shack hardware. OSSP provides technical assistance, customer referrals through a software review program, and product line consideration if desired. The technical assistance includes information to aid the development of software for the TRS-80 family of computers. Information updates on new operating systems, new patches, and new hardware are also offered through this program.

Software authors who want information on OSSP should write Phil Kitchen, 1300 One Tandy Center, Ft. Worth, Texas 76102.

## ROCK MEETS VIDEOGAMING

Data Age is the first videogame software publisher to actually do something to capitalize on the much-discussed pop cultural link between the hobby of electronic gaming and rock music. During the first week of the new year, the West Coast manufacturer will ship "Journey's Escape", the first rock 'n roll videogame. The VCS cartridge makes the player a member of Journey, the real-life band which has notched five straight platinum albums. The play-action involves getting each member of Journey off the stage and into a waiting escape vehicle at the end of a performance in the shortest amount of time as measured by the on-screen countdown clock. Barring the way are such obstacles as groupies, autograph hounds, managers and the ever-greedy promoter. Tie-ins between Journey and the game the group has inspired will be plentiful, most probably involving giveaways of impossible-to-buy tickets to Journey concerts.

## PAC-MAN UBER ALLES

In West Germany, "Pac-Man" is the biggest thing that's happened in gaming since the Olympics. It's estimated by happy burgermeisters that over 230,000 of the Atari cartridges will be sold there in 1982. Atari foresees a gross take-out from Germany of \$50 Million this year, and to increase the gross to about \$70 Million in 1983. Home video cartridges cost from \$40 to \$60 in Germany, where whole families are said to join in the gaming craze.

**ODYSSEY GAME GIVEAWAY  
BOOSTS HARDWARE SALES**

The latest sales campaign for Odyssey is a special offer of five free videogames with the purchase of the Odyssey videogame system. Between October 8 and December 24, customers return the Great Game Giveaway coupon provided by the dealer to receive their selections. Buyers choose one title from the Master Strategy Series, "Quest for the Rings", "The Great Wall Street Fortune Hunt", or "Conquest of the World". They can also pick a title from the Challenger Series, either "K.C.'s Krazy Chase", or "Pick Axe Pete". In addition, buyers receive the 3-in-1 cartridge packed inside the Odyssey box, with "Speedway", "Spin-Out" and "Crypto-Logic". The total value of the five games is over \$82 retail.

This is the first time buyers have received so many titles with the purchase of a videogame system. Usually they get one cartridge packed inside the system's carton. The Great Game Giveaway will be supported by a large-scale ad campaign on tv, in newspapers, magazines, and with point-of-purchase displays.

**YOU'VE GOT TO SAVE A LOT OF  
ATLANTEANS TO GET TO BERMUDA**

"The Defend Atlantis Shoot Off" sponsored by Imagic will take the four finalists to Bermuda for the ultimate showdown on Sunday, November 14. The four contestants are to meet in the luxurious Southampton Princess Hotel to see who is the final victor and the winner of the Lost Treasure of Atlantis - \$10,000 in gold. The three runners-up will receive not only the trip to the island paradise, but \$1000 each for their heroic efforts.

All together, 1254 top-scorers will win prizes. 250 gamers will get snorkling gear (fins, masks, snorkles), and the next 1000 players will receive Atlantis t-shirts.

Players across the country competed by sending photos of their highest scores from their tv screens. But the contest faced an unexpected snafu when close to a hundred contestants rolled the game's digit counter. These high-rollers (including EG staffers Frank Tetro Jr. and Bill Heineman) were sent tournament cartridges of the game that were especially designed for the shoot-off, and the competition on the more difficult version selected the finalists.

**VIDEO CLUB MEMBERS HOST  
HOSPITAL VIDEOGAME DAY**

"The Activision Addicts", a video game club in East Detroit, Mi., sponsored a "Hospital Video Game Day" in the children's ward of Bi-County Hospital, Warren, Mi. The club received cooperation from Atari, Activision, Games by Apollo, and Imagic, who donated prizes. An Atari VCS unit was given to the hospital for the children's play room, and about a dozen kids participated in the event, assisted by six club members. Activision Addicts' President, Ernest Sevensen, reports that the event was so well received, and so appreciated by the children and hospital staff, that the club plans further Video Days during the Christmas Season. Good Going, Gamers!

**COLECO'S PROFITS HAVE  
800% INCREASE**

Coleco's third-quarter earnings jumped to more than eight times the level of the previous year as sales more than tripled, according to Arnold Greenberg, President of the company. Greenberg says that electronic games were responsible for about 70% of sales and almost all of the growth in this company that was once known mainly as a swimming pool manufacturer.

Sales in the first half were bolstered by the introduction of the Coleco mini-arcades "Pac-Man" and "Galaxian", and were further increased by ColecoVision videogame system and cartridges, plus two new mini-arcade games, "Frogger" and "Donkey Kong".

Meanwhile, Coleco Industries was fined \$2000 by the Federal Communications Commission for marketing ColecoVision before receiving FCC clearance. The FCC said that early versions of the system exceeded standards for causing tv interference, although the company says they had received no such complaints. The FCC approval was actually granted Sept. 27, but some units were shipped before that date because of what Coleco deemed a "paperwork snafu".

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**ATARI SUES COMMODORE** Atari has filed suit against Commodore Business Machines, claiming patent infringements relating to the joystick controller. Atari alleges that the Commodore joystick used with the VIC-20 is an "in-the-mold" copy of the Atari joystick. The Warner subsidiary seeks to halt manufacturer of Commodore's joysticks and paddles, and to recover all profits Commodore received from sales of the controllers.

**AVALON HILL CHARTS  
COMPUTER GAME EXPANSION** Holiday shoppers can look forward to six new titles from Avalon Hill that industry sources say emphasize graphic excellence, in what that company deems "a most ambitious publishing undertaking for the Microcomputer Division".

"Legionnaire" is based on warfare in 58 BC between Julius Caesar's 10 legions and up to 14 barbarian tribes. The scrolling battlefield allows instant inspection of the 10-square foot map stored in the computer's memory, in this real-time wargame. "Moon Patrol" is an arcade-style game for one or two players who must destroy alien invaders, circle the lunar surface, and touch down on the landing sight. "Telengard", a 50-level dungeon, allows gamers to choose their character's weapons, intelligence, strength and experiences, then descend into the pit to vanquish monsters and win treasures. "GFS Sorceress" is a science fiction text adventure written by the same story teller who created "Empire of the Overmind". "V.C." pits the player-controlled Army of the Republic of South Vietnam against the computer-controlled Viet Cong; and "Andromeda Conquest" is a strategic simulation of galactic empires, playable by one to four gamers.

All six games are available for the Apple II and Atari 400/800 computers. Additionally, "Telengard", "GFS Sorceress", "VC" and "Andromeda Conquest" can be played on the TRS-80. "Andromeda Conquest" will also be marketed for the Commodore PET and the IBM Personal Computer.

**TV GAME SHOWS  
INSPIRE VIDEOGAMES** The Great Game Company, a new venture, will design and market a line of cartridges for the Atari VCS based on popular television game shows. The first titles will be introduced at Toy Fair in February. The Great Game Company operates as a division of I.J.E. Distributing, owners of the Kid Stuff record label, the second largest children's record company. The first six games are based on "Family Feud", "Jeopardy", "Password", "Tic-Tac-Dough", "Joker's Wild", and "Wheel of Fortune". Mr. H. Michael Sisson, Vice President of Advertising and Marketing, advises that the Great Game Company is even now concluding licensing arrangements with other currently popular gameshows, and these negotiations will result in more titles to be introduced later in 1983.

**COMMUTERS LEAVE THE DRIVING TO  
BUS LINE WHILE PLAYING PAC-MAN** An independent busline in Minneapolis has an exciting new way to compete with other transportation companies. Jefferson Lines, Inc., based in the Minnesota city with routes southward, has pulled out the rear seats on some commuter buses, and replaced them with Pac-Man games. Daniel Prins, President of Jefferson Lines, explains that he will try nearly anything to keep his customers' patronage for this consistently profitable company. "People just love it," said Prins about the game-equipped vehicles. "Right now I'm grappling with the question of whether to continue with Pac-Man on the buses, or take my 6-year-old son's advice and go with Donkey Kong!"

**U.S. GAMES OFFERS REBATE  
FOR PURCHASE OF VIDEOGAMES** In a customer-pleasing marketing plan, U.S. Games is offering the first introductory rebate in the history of videogame cartridges. Home arcaders who buy a U.S. Game cart between Oct. 15 and Dec. 31 can fill out a rebate coupon and send it with proof of purchase to U.S. Games. In return, they'll receive a \$3 rebate on the Atari-compatible cartridge.

U.S. Games is also giving an unqualified money-back guarantee. "We are so confident that videogame players will agree (that our games are the most exciting on the market) that we are offering a money-back guarantee if, for any reason, the customer is not happy," says Jack Dews, Executive Vice President of U.S. Games.

The rebate offer applies to "Space Jockey", "Word Zapper", "Sneak 'n Peek", "Commando Raid" and "Towering Inferno".

**ARCADIA 2001 PLANS BIG  
END OF YEAR CAMPAIGN** Emerson's Arcadia 2001 videogame system will be aggressively advertised during the last quarter of 1982 through a radio campaign running primarily in key city markets. The new programmable videogame system will also be supported by Emerson Radio through national radio network sports. Sweepstakes and point-of-purchase display materials will further promote this game player for the budget-conscious.

Emerson's two sports cartridges will help bring buyers' attention to the system. The new nine-man baseball cartridge allows outfielders to move and throw individually, and a close-up of the outfield appears on screen when a fly ball is hit. Various pitches are available, and regular basic baseball rules apply in the game. If your taste runs toward the gridiron, then Emerson's "American Football" should appeal. It has eleven movable players per team, and is said to play like the real thing.

**MATTEL RERUNS  
REBATE OFFER** The first Intellivision \$50 Cash Rebate was so successful that Mattel decided to do it again. The company is sending a \$50 check to everyone who purchases an Intellivision Master Component between Oct. 18 and Nov. 28, and will send a check for \$25 for all Master Components bought between Nov. 29 and Dec. 19.

"We have planned the second and third rebates to continue the sales momentum established during our first promotion through Christmas," says Peter Pirner, Senior VP of Marketing for Mattel. "The two rebates will also increase the number of Master Components across the country and will ultimately lead to more software sales."

Purchasers must send proofs of purchase with a rebate certificate before the deadlines shown on the certificates.

**PATRIOTS SPIN IN THEIR GRAVES  
AS MASS. TOWN BANS VIDEOGAMES** Lady Liberty took another beating in Marshfield, Mass., the first town in that state to ban videogames. The ordinance passed June 15 and went into effect on October 1. It specifically prohibits the use, operation and possession of commercial video games. Any violators can be fined \$200 for each offense.

But there are still a few people with more reasonable attitudes toward personal freedoms. An appeal has been filed with the State Court of Appeals, claiming the ordinance unconstitutional, and saying the town exceeded its authority in passing the law. Even though Plymouth District Court Judge Joseph Ford refused to grant a temporary restraining order to stop enforcement of the ban, the local police agreed not to act on the new law until the courts rule on the appeal.

**APPEL HAS 4TH QUARTER  
PROFIT SURGE** Apple Computer estimated a 70% profit surge and 80% sales increase in the fourth quarter ended September 26. Earnings in that period were about \$19 million, up from \$11 million the previous year, according to A.C. Markkula, President of Apple. Fiscal 1982 earnings climbed 50% on a 75% boost in sales, raising profits to more than \$59 million, or about \$1.05 per share.

**NEW FACES** The new National Sales Manager for GAMES BY APOLLO is Robert Pfeiffer, who will develop and oversee a national sales organization for Apollo. Pfeiffer formerly was the Central Divisional Sales Manager for Fidelity Electronics. He has also represented Casio and Fairchild Camera, in his continuing association with high-tech companies...GOTTLIEB & CO. recently appointed Gilbert G. Pollack as Vice President of Sales & Merchandising. Pollack was most recently VP and General Manager for the pinball and arcade divisions of Gottlieb, and will fill the gap created by the recent resignation of Marshall Caras... SIERRA ON-LINE LINK just made three executive appointments. Mr. Ken Williams will act as Chief Executive Officer, Mr. Richard Sunderland is the new Chief Operating Officer, and Mr. Eugene Stroud is Vice Pres. of Marketing. The company plans a stronger marketing department and advertising program, and an aggressive policy for the acquisition of the products...Bruce Cherubin has been named the Assistant V.P. of Games Marketing for MALIBU GRAND PRIX CORP. He'll oversee all phases of the Games Division operations.

**STICK STAND PUTS  
NEW JOY IN THE STICK** The "Stick Stand" manufactured by K-Byte has overcome early problems and is now helping gamers ease "joystick cramps", and possibly even increasing their scores. The "Stick Stand" is a molded base that holds a regular joystick firmly, by snapping it into the device. This provides a wide solid base for the controller. Then an easy-grip "fastball knob" pops onto the end of the joystick. Voila! An easy-to-use controller meant to reduce hand and wrist fatigue, and giving better play action to the arcader. There were some reports of joysticks breaking when the device was first introduced. But K-Byte spokesman John Matthias says there's no problem now. Matthias further reports that the inexpensive (under \$10) accessory is selling 7000 units per day.

**GRIDIRON CHAMPS BATTLE  
IN HOSPITAL KIDDY WARD** Four titans of the gridiron met to fight it out over videogames, at Lenox Hill Hospital in New York City on Oct. 26. New York Jets Richard Todd and Marty Lyons battled Phil Simms and Gary Jeter of the New Jersey Giants, as benched kids in the hospital's pediatric unit cheered their favorites. The battle was only slightly less formidable than Monday Night Football. Todd faced Simms in a contest to see who could get "Frogger" across the road most often. Then Lyons and Jeter collided in a race to see who could guard the line against Imperial Walkers from "The Empire Strikes Back". The keen competition was aptly described by Spencer Ross, Voice of the Jets, calling the plays for the onlookers.

The event was a lot of fun for everyone, but the real winners were the kids. Parker Brothers donated the two Atari VCS units and a library of cartridges to the hospital's playroom.

## COMING EVENTS

### *Upcoming Tournaments and Meetings*

**FUTURE COMPUTING HOME COMPUTER MARKET FORUM**, December 6, 7, 1982, Dallas, Texas

Sponsored by Infomart, this seminar is for retailers. It'll be held at Loews Anatole in Dallas, Texas. For information, write Future Computing, 900 Canyon Creek Center, Richardson, Texas 75080.

**THE AMUSEMENT OPERATOR'S EXPO '83**, March 25, 26, 27, Chicago, Illinois

This is the industry event for amusement owners, operators and suppliers. It will be at the O'Hare Exposition Center in Chicago. For information, write Daryl Komar % Conference Management, 17 Washington Street, Norwalk, Ct. 06854.

**EIGHTY/APPLE/PC SHOW**, April 8, 9, 10, 1983, in New York City

This is the third show for Apple, TRS-80 and IBM/PC systems, peripherals and software. It will be in the New York Statler Hotel. Write for information to the Kengore Corp., 3001 Route 27, Franklin Park, NJ 08823.

**NJ-NY-CT MICRO. SHOW & FLEAMARKET**, Secaucus, New Jersey, June 11, 12, 1983

This show is for users of microcomputers. Fleamarketers are welcomed, and they add a whole dimension of excitement to the show. Write the Kengore Corp., 3001 Route 27, Franklin Park, NJ 08823.

**FUTURE WORLD EXPO '83**, Los Angeles, California, May 5, 6, 7, 8, 1983.

This exposition will present the latest developments in electronics, home computers, communications, transportation, energy, space travel, robotics, architecture, astronomy, health and mind science, art and music. Should be a biggie to hold all that! For information write FutureWorld Expo, 5455 Castle Knoll, La Canada, Calif. 91011.

# THE HOTSEAT

## Reviews of New Products

- RATINGS: 1-4 The item has serious flaws.  
 5 An average game that does what it promises.  
 6 Better than average.  
 7 A good game, but maybe not for everyone.  
 8 A very good to excellent game.  
 9 An outstanding, state-of-the-art game.  
 10 Pure gold and about as good as a game could be. A rare rating.

KEY: The information which heads each review follows the same simple format. First comes the name of the item, then its classification and if it is a home arcade software program, the system or systems with which it is compatible. Finally, the manufacturer's name.

### ZAXXON/Videogame Cartridge (for ColecoVision)/Coleco

Some skeptics have been wondering what this would look like as a home game ever since Coleco announced it had purchased the license from Sega-Gremlin. The big question was whether the superb three-dimensional graphics that had bowled over players in the nation's family amusement centers could retain the same impact in its videogame cartridge form. The answer: yes, it can -- and does! This solitaire piloting and shooting contest straps the gamer into the command chair of a speedy fighter which must attack two sky fortresses before having a head-to-head showdown with Zaxxon the super-robot. Coleco's design team has done players a kindness by including a relatively easy version of the game along with three more challenging difficulty settings so that the novice "Zaxxon" player can learn the rudiments of steering before going up against the various menaces. Rating: 9

### BUGS/Videogame Cartridge (for Atari VCS)/Data Age

This is not so much a bad game per se as much as one which is perceptibly behind the current state of the art for VCS-compatible cartridges. The idea is to blast the giant bugs as they emerge from their cocoons and grow across the playfield. Most players will not find this play-action very challenging, and the utilitarian graphics do not provide much in the way of compensation. This cartridge might have done well had it been released 12-18 months ago, but now it's just one out of many titles competing for the attention of consumers. Rating: 5

### THE ARCADE MACHINE/Computer Game (for Apple II)/Broderbund

Just about every dyed-in-the-wool electronic gamer who ever picked up joystick harbors a secret -- or perhaps not so secret -- yen to produce a genuine arcade-style game. This ingenious program allows even someone who is totally ignorant of the intricacies of computer programming to create a professional-quality invasion contest of their very own. By following the step-by-step instructions contained in the extremely lucid and well-prepared manual, a computerist can create a game complete with animated characters, fancy explosions and all the other stuff players love. "The Arcade Machine" can be, for some, the bridge between just playing electronic games and actually designing them. Let's hope that Broderbund can extend this fascinating concept to other systems and even other types of games. Rating: 10

### MONOPOLY PLAYMASTER/Boardgame Accessory/Parker Brothers

The Monopoly Playmaster is an electronic accessory for Parker's classic boardgame that updates the family-favorite to the 21st Century. It sits in the middle of the regulation Monopoly board and handles dice rolls, property sales and buy-backs, auctions, and bank loans. The resulting faster pace, flashing lights and musical signals are something no Monopoly fan should miss! Rating: 9

## JIGSAW/Computer Game (for Atari 400-800)/EMI Thorn

It may be hard to imagine a less likely combination than the leisurely pursuit of putting together puzzles and the super-speed hobby of electronic gaming, but EMI gets kudos for pulling off the wedding in fine style. As the instructions for this cassette admit, the puzzle isn't exactly one of those 500-piece wonders, but it is lots of fun to assemble -- and it looks pretty fine in its hi-res glory when you see it all together. It's obviously something of a special interest item, but it should really please puzzle-lovers who also own an Atari computer. Rating: 9

## WIZARD OF WOR/Videogame Cartridge (for Atari VCS)/CBS Video

While this isn't quite as good as the Arcade Award-winning Astrocade game, "The Incredible Wizard", it is nonetheless an outstanding piece of design work in its own right. If anything, the play-action is even more similar to the Midway coin-op than the Astrocade edition. One or two players attempt to stay alive in a labyrinth that's positively crawling with monsters, including some invisible nasties which can only be tracked using the secondary "radar" display located just beneath the main maze. Rating: 9

## THAROLIAN TUNNELS/Computer Game (for Apple II)/Data Most

Evidence in the instruction book suggests that this game, designed by Rod Nelson, was originally to be published under the aegis of the Software Farm and was hastily added to the Data Most line. Possibly, it should have gone back to the lab for a little fine-tuning. Though this multi-scenario game features an attractive blend of invasion and scrolling action, little imperfections mar the overall effect. For instance, the scoring system penalizes players who fight their way into the narrow tunnel of the second scenario by exacting a 10,000 point penalty whenever a ship crashes into a wall. Another unfortunate aspect is that each of the gamer's three ships does not start with a full supply of fuel. If your first ship dies in the tunnel, it is quite possible that you'll lack enough fuel to get your second or third one through this part of the game. On the other hand, "Tharolian Tunnels" should prove a bracing challenge for the true arcade aces. Rating: 6

## KANGAROO/Coin-Op Videogame/Atari

Climbing and jumping games are all the rage these days, thanks to the success of titles like "Donkey Kong" and "Crazy Climber", so this latest example of the genre is likely to get a warm reception from coin-oppers. After all, what could be a more logical choice to star in a jumping game than a kangaroo? The game itself requires the player to guide the on-screen marsupial's attempt to rescue a baby kangaroo from a band of roquish monkeys. The chimps shower your kangaroo with apple cores, but she can take out a sinian with one swipe of a boxing gloved hand if a monkey strays too close. The contest is composed of three scenarios. The kangaroo must scale ladders in the first, hop up staircase-like platforms in the second, and then scamper up some more ladders in the third. Good graphics enhance the presentation, making a strong machine even better. Rating: 8

## STAR MAZE/Computer Game (for Apple II)/Sir-Tech

The company that gave us the best-selling adventure program, "Wizardry", proves that it's not a one-dimensional publisher with this magnificent science fiction game. The player must steer a series of three ships around a maze, only part of which is visible on the screen at any one time, in an effort to collect power crystals and eliminate a variety of enemy ships and careening meteors. A player moves a ship by pushing the thrust button to send it forward, and then applying additional power as needed to correct its course. Each ship has a limited power supply, so it is necessary to dock with the mother ship periodically to refuel. The steering system -- similar to that used in "Asteroids" -- can be frustrating, but "Star Maze" is so fascinating and varied in its play-action that it overcomes any such learning difficulties with ease. "Star Maze" is a unique, exciting game that ought to be on every Apple-gamers list of "must buy" titles. Rating: 10

# HONOR ROLL

## The Nation's Highest Scores

**ELECTRONIC GAMES TOP SCORERS** Here are the current top scores from the editors of Electronic Games and Arcade Express. To compete, send a photo of the game screen showing the final score clearly enough for the judges to read the numbers. All photos become the property of EG and none will be returned. Include your name and address and send to Electronic Games, 235 Park Avenue South, New York, NY 10003. Your scores will be tabulated by both Electronic Games and Arcade Express.

### ARCADE GAMES:

Battlezone/Atari - Larry Stonebrink, Newberg, Or. - 7,007,000  
 Missile Command/Atari - Joe Fernandes, Artesia, Ca. - 52,246,260  
 Centipede/Atari - Rijanto Joesoef, Los Angeles, Ca. - 4,421,232  
 Star Castle/Cinematronics - Bob Mines, Jim Prucey, Cortland, Oh. - 9,833,940  
 Crazy Climber/Taito - Jim Wright/Lake Orion, Mi. - 487,150  
 Defender/Williams - Marvin Norton, Safford, Az. - 49,367,750  
 Pac-Man/Midway - David Marsden/Santo, Tx. - 14,880,210  
 Armor Attack/Cinematronics - John Hooper, Lakewood, Ca. - 319,670  
 Scramble/Stern - Jason Itzler, Cliffside Park, NJ - 8,410,500  
 Phoenix/Centuri - Orlando Funderburk, Charlotte, NC - 466,462  
 Astro Blaster/Sega-Gremlin - Bobby Hinds, Laredo, Tx. - 72,850  
 Gorf/Midway - John Chandler, Hobbs, NM - 225,100  
 Dig Dug/Atari - Mark Hunt, Seattle, Wa. - 2,360,000  
 Donkey Kong/Nintendo - Steve Sanders, Clinton, Mo. - 863,500  
 Frenzy/Stern - Tracy Parish, Millington, Tn. - 145,427  
 Frogger/Sega-Gremlin - David McPhee, Muncie, In. - 507,230  
 Galaga/Midway - David Marcotte, Seminole, Fl. - 4,314,000  
 Omega Race/Midway - Rick Klin, Lorvallis, Mt. - 1,215,200  
 Stargate/Williams - Joe Startz, Kenosha, Wi. - 20,449,975  
 Robotron/Williams - Dennis Felland, Madison, Wi. - 76,223,720  
 Tempest/Atari - Eric Click, Houston, Tx. - 1,311,290  
 Vanguard/Centuri - Paul Baggett, Mesquite, Tx. - 259,250  
 Wizard of Wor/Midway - James Hussiere, Poland Springs, Me. - 150,900

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