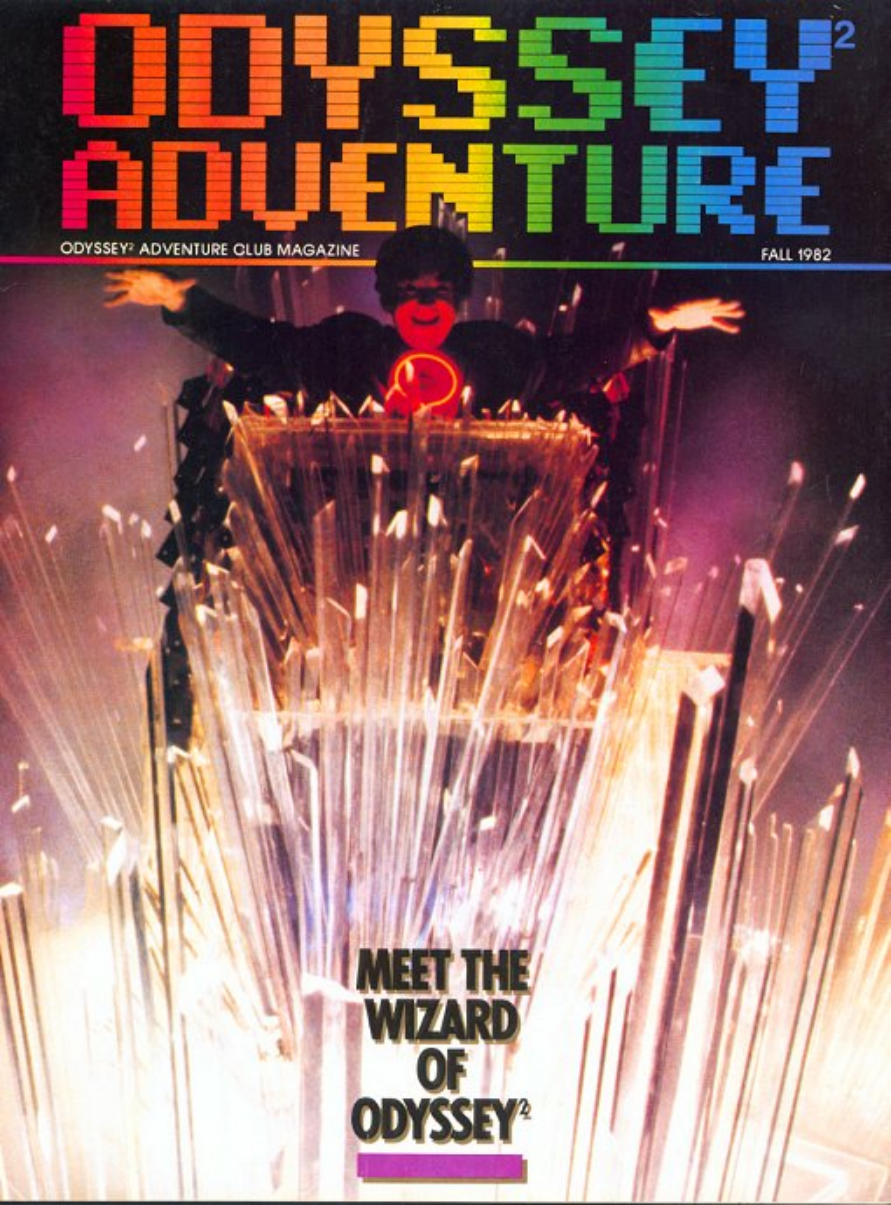


ODYSSEY² ADVENTURE

ODYSSEY² ADVENTURE CLUB MAGAZINE

FALL 1982



**MEET THE
WIZARD
OF
ODYSSEY²**

MEETING OF

ODYSSEY² ADVENTURE

Vol. 1 Fall 1982 Issue 4

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The Wizard speaks... Page 5.

GRAY MATTER

We're overjoyed with the success of this magazine and the amount of response we've been getting. Your involvement with ODYSSEY² runs deep — just like the skills you've shown us during the past months.

And we want to keep you involved.

SUBSCRIBE TODAY

Make ODYSSEY² ADVENTURE your adventure. Subscribe now to the new ODYSSEY² magazine for and about ODYSSEY² fans. You'll get insiders' video game tips; strategies and insights. You'll compete with other ODYSSEY² Adventurers nationwide.

Subscription rate \$3 annually. ODYSSEY² ADVENTURE is a quarterly publication.

Send check or money order to: Subscriptions, ODYSSEY² ADVENTURE, 2000 Burton St. S.E., Grand Rapids, Michigan 49506. Or call toll-free 1-800-828-3659 (in Alaska, Hawaii or Michigan, call 1-616-243-6000, collect). You can charge your order to your MasterCard or VISA account.

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If you haven't already, it's getting to be time you thought about renewing your subscription to the magazine. To make that simple, you'll find a coupon attached below that you should fill out and return with \$3 for a year's subscription.

Don't let yours run out.

ADVENTURE promises to be packed with the kind of information you'll be looking for to stay on top of the fantastic array of cartridges and innovations ODYSSEY² will be introducing in the coming months.

This is your magazine. It always has been. Keep it fun by continuing to be an active member of the ODYSSEY² ADVENTURE Club. And subscribe now so your subscription will remain active.

Meanwhile, don't miss the exciting interview with the ODYSSEY² spokesman — The Wizard of ODYSSEY² — whom you've probably seen on television and may be seeing on his personal tour of the country. The interview appears on page 5. ■

FEEDBACK

9,999 AND COUNTING

I'd like to know what happens when you reach 9,999 on K.C. Munchkin.

Jyothi Singh
 Lansing, Mich.

That's simple, Jyothi. Write down your score, then click over to "0." When you've finished playing, just add your scores together for the grand total.

TAKE STOCK IN ODYSSEY²

I was wondering, does ODYSSEY² produce any kind of investment stock that the public may purchase?

Jim Slusser
 Dover, Ohio

Yes, Jim, if you're interested, ODYSSEY² is a division of North American Philips Company and its stock is listed on the New York Stock Exchange. By the way, with your interest in the stock market, you'd probably enjoy the challenge of our Wall Street games. Have you tried any of them yet?

THE MINDS

KIDS AT HEART

Two and a half years ago, I made a critical choice among the video TV games then available. I chose the ODYSSEY² format and Christmas '79 was a success. Otherwise sophisticated Wall Street lawyers, cynical freelance writers and superspecialist physicians (like myself, an epidemiologist) spend the better time of our holidays playing your "basic" games. One last thing... do you plan a more "adult" game series for someone who likes The (New York) Times crossword puzzle, double acrostics, Go and chess?

John S. Marr, M.D., M.P.H.
New York, N.Y.

Dr. Marr — thank you for your vote of confidence and approval. The people at ODYSSEY² are always trying out new ideas, and there are a lot of things being considered or in the works. We're sure, however, you understand that we can't divulge future plans. But keep an eye out for the next issue for innovations which are in the works. One thing you can be sure of — keep those enthusiastic letters coming, and we'll keep on making ODYSSEY² even better.

COMING UP

Is there a possibility that another company will be making video game cartridges for ODYSSEY², like some of the other video game makers?

Keith Ny
Toronto, Ontario, Can.

Yes, Keith. A company called Imagic will be producing ODYSSEY² compatible software next year.

IT'S A PACKAGE

I was wondering if you could tell me how to join the ODYSSEY² ADVENTURE Club? I would really like to join.

Richard O'Hara
Elizabeth, N.J.

A one-year subscription to the ODYSSEY² ADVENTURE Magazine automatically enrolls you in the club, Richard. If you would like to join, send \$3 to Odyssey Coordinator, J.L. Scott Inc., 2000 Burton St. S.E., Grand Rapids, Michigan 49506.



K.C. on the run.

FIRST WITH THE NEWS

Will you please update me on any new cartridges?

Craig Alberino
New Haven, Conn.

Craig, watch out for K.C.'s Crazy Chase to be coming out soon. Also, the ODYSSEY² ADVENTURE Magazine is the best place to find out about any new cartridges that are being introduced.

A FAMILY AFFAIR

I am 11 years old and have had ODYSSEY² for seven months. I made 2,569 on K.C. Munchkin. My whole family loves ODYSSEY².

Marc Boudry
Bedford, Mass.

Keep up the good work, Marc! The best way to get those high scores is through practice, practice and more practice... and a little luck.

HOME SPECIALISTS

Why doesn't ODYSSEY² make arcade games?

Susie Haddas
Grosse Pointe, Mich.

ODYSSEY² has decided to specialize in home video games only, Susie. That way it can give ODYSSEY² ADVENTURERS the best in video entertainment.

LOOK WHO'S TALKING

According to the magazine Electronic Games (Issue #3), you previewed a voice synthesis unit. When will it be available?

Scott Pievly
Warwick, R.I.

Scott, the unit should be available now at your local dealer.

LUCKY WINNER HARVESTS ODYSSEY² BUMPER CROP

Fred B. McGillivray is a Pennsylvania farmer who had never won anything before in his life. That situation changed dramatically a few weeks ago when he became the first of two grand prize winners in Kellogg's Instant Win Video Game Sweepstakes.

Mr. McGillivray, of Newville, Pennsylvania, won an ODYSSEY² Electronic Game Center, including a Magnavox large-screen projection TV and an ODYSSEY² Video Game with 35 game cartridges.

And how did he do it? Simply by opening up a specially marked box of Kellogg's cereal and finding a game piece in the package. He then looked on the bottom of the base piece and saw he'd won. Mr. McGillivray, his wife and two grandchildren won't have to leave the cozy comfort of their living room this winter to play Hockey or Alpine Skiing.

A reminder: As of September 9, there was still another grand prize-winning game piece out there in a box of Kellogg's Sugar Corn Pops®, Kellogg's Sugar Frosted Flakes®, Frost Loops®, or Sugar Smacks®. Also, there were 943 second prizes of ODYSSEY² Video Games still unclaimed. (ODYSSEY² Adventurers can take an equivalent value in game cartridges.)

If you find a specially marked game piece in your package of cereal, you've got until April 30, 1983, to claim your prize.

You can even play without making a purchase by sending a self-addressed envelope to:

Kellogg's Video Game Piece Request
P.O. Box 2222
Libertyville, IL 60048

Limit: one game per request.
Good Luck, Adventurers!



THE WIZARD

After a long and hazardous quest, we found him in the throne room of his crystal lair — the Wizard of ODYSSEY². With fog swirling about his robes, he was deeply absorbed in a game of *Pick Axe Pete*.

EDITOR: Excuse me, um, your Wizardness, but ...

WIZARD: One moment! Up the ladder, yes! Swing the axe and, there — the key — Eureka!

Pardon me; even a wizard can get carried away. What can I do for you?

EDITOR: Well, I have some questions, and ...

WIZARD: Marvelous! Answering questions is a wizard's specialty.

EDITOR: Well ... okay. To start with, what's it like to be a wizard — especially the Wizard of ODYSSEY²?

WIZARD: Wizards are supposed to be very conservative, but I must admit that being the Wizard of ODYSSEY² has always been fun for me. Look around you — ODYSSEY² excitement is everywhere! It's in the laboratory, where engineers and designers are inventing astounding new ODYSSEY² adventures. It's in each of the exciting games that ODYSSEY² has introduced over the years, and it's in homes all over the country, where people of all ages are competing and becoming Adventurers in their own right.

EDITOR: Yes, it certainly boggles the mind.

WIZARD: Nothing boggles a wizard's mind. But there are many aspects of ODYSSEY² that can send shivers down even a wizardly spine.

EDITOR: Such as?

WIZARD: Such as the introduction of The Voice of ODYSSEY². Just imagine — voice synthesis as part of the complete entertainment package from ODYSSEY². Now, in addition to having better on-screen graphics and cartridges that are more complex and interesting, ODYSSEY² can respond in a remarkably humanlike voice to things that happen as an Adventurer plays.

This means that educational games like *Type & Tell* are adventurously interesting and very realistic. A machine that talks back! Why, if I weren't a wizard, I'd swear it was magic!

EDITOR: The ODYSSEY² ADVENTURE Club is relatively new, but growing quickly. As the Wizard of ODYSSEY², can you think of anything Adventurers can do to increase the fun of being a member of the club?

WIZARD: They can share the challenge of ODYSSEY². Adventurers from all over are banding together with club members from their neighborhoods or towns

to have tournaments, competitions, marathons, or just to meet and share strategies and tips on playing.

EDITOR: Are there other ways

for Adventurers to develop their skills and playing techniques?

Other ways to have fun?

WIZARD: Certainly. One wizardly way is to invent new games from existing cartridges, such

as combining a number of ODYSSEY² sports games into your own ODYSSEY² Olympics.

And by studying the various rules and exploring the games during play, Adventurers can try to outwit the engineers and designers who create the games. In *Speedway*, for instance, many Adventurers have learned exactly when they should change traffic lanes and hug the walls for maximum scoring.

Or, using the *Crypto-Logic* cartridge, some people have found that scrambling the numbers from one through six is a perfect substitute for dice when playing a simple board game.

These are for more than games of chance. It takes skill, dexterity, and lots of wizardly planning to become a master Adventurer.

EDITOR: Do Wizards know a lot?

WIZARD: Wizards know everything.

EDITOR: How do you become a Wizard of ODYSSEY²?

WIZARD: You don't become a wizard, my friend. You're born that way.

EDITOR: Oh ...

WIZARD: But some people get very close.

EDITOR: Who are they?

WIZARD: The engineers in the ODYSSEY² laboratories. When I was last there, they were hard at work putting the finishing touches on several of the new Voice of ODYSSEY² cartridges. Why, even I was impressed!

EDITOR: I notice that you keep glancing at your ODYSSEY² keyboard.

WIZARD: Of course I do! That keyboard is my key to ODYSSEY² Adventures — it gives me a dimension beyond the joystick and the action button. I can play word games, build my own *Monkeyshines* mazes ... Why, I can express my joys and frustrations in electronic print — and even a wizard finds it hard to resist that.

As a matter of fact, I think it's time for another journey into *Quest For The Rings*. Dragons, beware! You have a wizard to reckon with now ...

And, as the all-knowing Wizard of ODYSSEY² descended into the video dungeons, we made our way back along the arduous path from the crystal lair. To save fellow Adventurers from that hazardous journey, we invite them to

send their tips, strategies, or questions for the Wizard to ODYSSEY² ADVENTURE, in care of the Editor. ■

OF ODYSSEY²

You've seen him on television, sitting on his throne, leaning eagerly over the keyboard, pondering the wonders of ODYSSEY². Here's your chance to get to know the Wizard of ODYSSEY².

We're always trying to keep you informed about the kinds of tips and strategies it takes to be a high scorer on all ODYSSEY² cartridges.

So, besides the regular "TIPS" feature that appears on the last page of the magazine, we've talked to some of you who have scored highest in the latest ADVENTURE high-score competition.

You are the experts. It's your advice that aids others in increasing their scores and improving the kinds of techniques that make winners out of average players.

Following are some of the comments made by the last issue's high-score winners:

Richard Altomare III: Brigantine, New Jersey — Richard, who is 14, received his ODYSSEY² mainframe last Christmas. Since then, he has collected 19 cartridges and has distinguished himself in the high-score competition (with a score of 2,537,853 in Las Vegas Blackjack) that was published in the summer issue of ADVENTURE.

"I play a couple of times a day for a few hours," says Richard. "My brother and I play. It's fun trying to beat other people's scores, so my brother and I compete."

Richard says it took him about an hour and a half to rack up his score of 2,537,853 in Las Vegas Blackjack. "I'd never done that well before. I got to a million once."

"I just started out by betting \$100 and kept right on going. I was pretty tired by the time I finished."

Ben Goldberg: Woodbridge, Connecticut — Ben, who is 13, has been playing ODYSSEY² for two years. He rids his own mainframe and 12 cartridges, as well. He enjoys competition with his friends and his family.

FROM THE TOP

Ben scored an 8 on Helicopter Rescue to be one of the five best players nationally who sent in a score for the summer issue of ODYSSEY² ADVENTURE.

"It helps a lot to compete," he says. "I play more in the winter than the summer, but I do play all year. The Quest For The Ring is my favorite game."

Ben says to make his high score on Helicopter Rescue, he went down and up as fast as he could on the screen at an angle. "It cut the time in half."

Greg Tubbe: Katy, Texas — Greg is an all-around sportsman who likes competition. He's 12 years old and has been playing ODYSSEY² for nearly two years, practicing three or four hours every day. "I've gotten pretty good," he says.

Greg competes with his friends and enjoys the challenges of new games. He says he uses the high scores published in ADVENTURE as a guide for the kinds of scores he'd like to reach.

For his high score in Spin-Out, Greg says his method was to "just hug the wall." That, he says, works best for him. Jim Hartman: San Pablo, California — Jim is an old pro at ODYSSEY². At age 14, this champ has been playing ODYSSEY² for the past four years and has collected 20 ODYSSEY² cartridges. Freedom Fighters is his favorite.

It's no surprise, then, that Jim scored highest in the summer high-score competition on his favorite game. He practices regularly, he says.

Jim, who moved into the ninth grade this year, works with animals in his free time. He raises chickens and ducks. He still finds lots of time to compete with other members of his family and with neighborhood friends.

He says he scored high on Freedom Fighters by "just moving into hyperspace and dodging." ■



S.L.D. The Spellbinder



Nimble Numbers N.E.D.



Type & Tell



Take The Money And Run



Smithereens



K.C.'s Crazy Chase



Aboard With Vance



Armored Encounter



Invasions From Hyperspace



Thunderball



Out Of This World



Blackout



Cosmic Conflict



Breakdown



Speedway



Subchase



C.T.E.R. SECRET



Hockey



Soccer



Math-A-Magic



Pick-A-Play



Freedom Fighters



Spin-Out



Crypto-Logic



Volleyball



Pocket Billiards



Echo



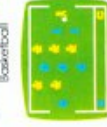
Las Vegas Blackjack



Baseball



Monkeyshines



Basketball



Slax



Pachinko



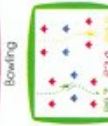
Casino Slot Machine



Football



Computer Golf



Bowling



Electronic Table Soccer



Buzzword



War Of Nerves



The Great Wall Street Fortune Hunt



The Quest For The Rings



I've Got Your Number



Alpine Sliding



Logic



Keyboard Creations



Dynasty



Conquest Of The World



LFO

Helicopter Rescue

Matchmaker

Computer Intro

Shuttle Launch

Shuttle Launch

Shuttle Launch

Shuttle Launch

ODYSSEY²

OVER 50 GAMES AVAILABLE

The Keyboard is the key to Greater Game Challenge

Plus

Shuttle Launch

Shuttle Launch

Shuttle Launch

Shuttle Launch

Shuttle Launch

Shuttle Launch

C R O S S W O R D



P U Z Z L E

Here's a super ODYSSEY® crossword puzzle to test your knowledge of the array of cartridges available from ODYSSEY®. Most of the answers are about ODYSSEY® games and the kinds of fun you have playing them. See answers on page 11.

ACROSS

1. The star of Misty Mountain Mine.
12. This game is grand-slam fun. A real hit!

22. Winner.
34. _____ of Nerves.
38. Take the Money and _____

46. Dive! Dive! Here's an ODYSSEY® game that will take you underwater.
67. The Quest For the _____

81. You'll be behind the 8-ball if you don't get this one.
100. Casino _____ Machine

104. The kind of skiing featured in an ODYSSEY® cartridge.
120. ODYSSEY's pinball cartridge.

135. What you are having when you laugh and smile.
143. You have 60 seconds to destroy the blocks in this game.

DOWN

3. An educational cartridge to get you familiar with computer technology.
7. Newsboys used to shout this on street corners.

11. Test your memory skills with this ODYSSEY® number game.
12. Hoop ball.
13. The opposite of p.m.
14. The Wizard puts you under his _____
16. You're up the right alley if you can score 330 on this game.
30. The minimum number of players you need for ODYSSEY®.
36. Helicopter _____
39. Baseball is the national pastime of the _____
71. Very special. Much better than average.

74. A succession of rulers of the same family.
81. A fun-packed electronic guessing game of words.
89. You're in the driver's seat in this ODYSSEY® game.
111. _____ shines.
113. Hole in one is the best you can do in this game.
121. You'll call for this if you're in trouble.
130. ODYSSEY® is a game of skill and _____



'Back on the Playing Field'

His friends in Columbus, Ohio, will tell you that Steven Bee has always been a competitor. In junior high, he was a tight end on the football team. During high school, he excelled at baseball. A bright athletic future awaited him, and he kept in training during the summers by taking a job as a lifeguard at a small neighborhood pool.

Two years ago, Steven dove into the pool to rescue a child, and he hit bottom, breaking his neck. As a result of that accident, he is now a quadriplegic — totally paralyzed from the neck down.

Unable to move his arms or legs, he admits that he "just moped around" for several months.

"Then one day," Steven recalls, "my next-door neighbor asked if I'd like to try playing on his ODYSSEY[®] Video Game. I'd played video games in arcades, but that was before the accident. I said I'd like to play, but the next question was, 'How?'"

Since Steven could not control the joystick and action button with his hands, it took a bit of experimenting before he could find a way to play. Finally, he discovered that, by holding one of his mother's long-handled wooden spoons between his teeth, he could move the joystick and tap the action button.

"There were problems," Steven recalls. "The control tended to slide around the table, so we fastened it down. Then the spoon would slip off the top of the joystick, so we put a rubber thimble on top of the stick. It was frustrating at first, but within a couple of hours I was playing."

Steven has piloted the character of

K.C. Munchkin to a score of 2,300, and he soon hopes to pass that. And in *Computer Golf*, he reports that he's down to 28 strokes "without cheating by rolling past zero."

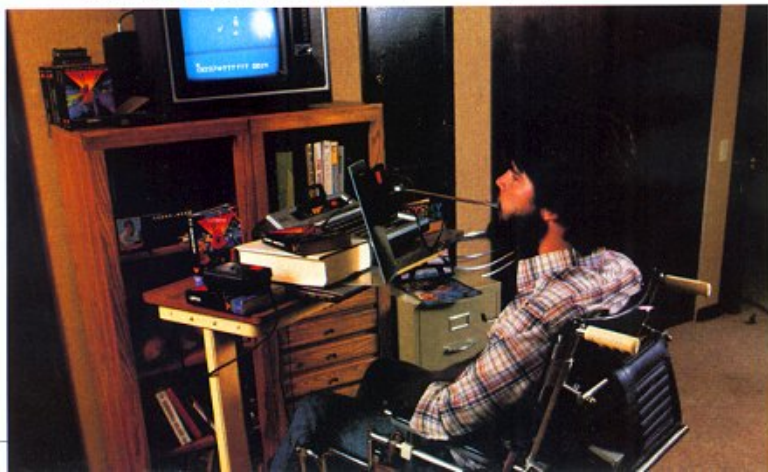
A relative of Steve's neighbor is Richard S. Fawbush, an industrial relations director for the parent company of ODYSSEY. While visiting in Columbus, Mr. Fawbush had the chance to meet Steve.

"It was really something," Mr. Fawbush recalls, "watching Steve play the games despite his condition. And then, just before I left, he turned to me and said, 'Mr. Fawbush, I'd like to thank the people who created ODYSSEY; you've put me back on the playing field.' I don't mind telling you — it put a lump in my throat."

Mr. Fawbush carried word of Steven back to the ODYSSEY[®] engineers. They developed and then gave him a mouth-held, breath-activated controller which helps him to do the one thing he couldn't do with a joystick or spoon — operate both control functions simultaneously.

Steven is now 19 years old and a sophomore at Ohio State University. He has high hopes of pursuing a career in computer sciences, possibly as a designer of video games.

"I'd like to encourage more people with handicaps, particularly quadriplegics, to try playing the games," he says. "As a matter of fact, I'd like to challenge other 'quads' at *Computer Golf* or one of the other games. When you're in this condition, something like ODYSSEY[®] can give you new horizons. It can show you what you can do if you try." ■



PREMIUMS

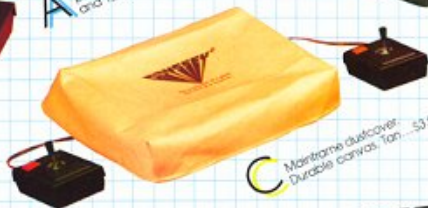


A Odyssey² organizer. Heavy, clear plastic. Holds martrame, joystick and 12 cartridges...\$9.95



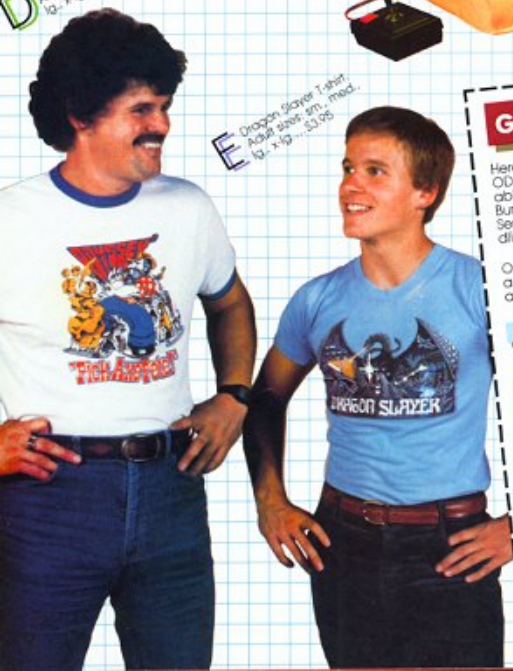
B Plush, green Hatching Dragon. 12" tall...\$9.95

D Pick Axe Pete T-shirt. Adult sizes: sm., med., lg., x-lg...\$3.95



C Martrame dustcover. Durable canvas. Tan...\$3.95

E Dragon Slayer T-shirt. Adult sizes: sm., med., lg., x-lg...\$3.95



GIFTS FROM ODYSSEY²

Here are some of the gift items available to you from ODYSSEY². To order, send a check or money order, payable to ODYSSEY² to: ODYSSEY² ADVENTURE, 2000 Burton St. S.E., Grand Rapids, MI 49506. Send \$1 per item ordered to cover shipping and handling. Michigan residents add 4 percent sales tax.

EXTRA BONUS

Orders received prior to November 15, 1982, will include a free 21" x 17" full-color The Guest For The Rings poster—a \$2.95 value.

- ☐ **A** Odyssey² Organizer
- ☐ **B** Hatching Dragon
- ☐ **C** Dustcover
- ☐ **D** Pick Axe Pete
- ☐ **E** Dragon Slayer
- ☐ **F** Free Poster

Be sure to indicate T-shirt size when ordering the Dragon Slayer or Pick Axe Pete T-shirt.

SIZE _____

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

COMING UP

Last issue, we announced the arrival of the Voice of ODYSSEY² — the astounding innovation that adds an exciting dimension of speech and enhanced sound to home video entertainment.

The Voice of ODYSSEY² is a new piece of equipment available for use with your ODYSSEY² mainframe. With the Voice module and the Type & Tell cartridge you can type words and sentences on your keyboard and have the Voice of ODYSSEY² talk to you. Or you can get encouragement and a lot of amazing new game sounds.

The Voice module is a natural extension that fits the ODYSSEY² mainframe (where you currently insert your cartridges). It's fully self-contained with its own speaker and volume control. You just plug it into the console.

Once you've installed your Voice module, there is never a need to remove it. The Voice becomes an integral part of the ODYSSEY² unit and will accept all of your ODYSSEY² cartridges — whether or not they're voice-enhanced.

The new generation of Voice of ODYSSEY² cartridges will include an entire array of arcade, sports, educational and Master Strategy Series games that will really speak your language. You'll want to experience them all.

We'll keep you informed about each new cartridge as it arrives. In the meantime, let's take a look at some of the innovative things you can do with the Voice of ODYSSEY² right now.

TYPE & TELL This is probably the most popular of the new Voice cartridges. It talks what you type. It plays great games! Type & Tell is a talking word processor that plays games with you. It will actually say anything you type into the keyboard — and that's only the beginning. Computerized text editing features are the basis for adult and child talking word games that you play with hilarious results — War of Words, Garble, Sound Waves and Superstar. It's designed for one or more players and it's terrific for parties.

S.I.D. THE SPELLBINDER So you think you're a good speller? Test your skills in this electronic spelling bee.



A real spellbinder.

Pretend you're the captain of a blaster gun. Your objective is to destroy the attacking caterpillar, segment by segment. You must, however, earn your power by correctly spelling the words spoken by the Voice of ODYSSEY². Can you do it?

S.I.D. the Spellbinder is a truly educational game for ages 6-10. It was designed in part by one of America's leading universities. It includes two skill levels.

ADVANCED DIGITAL SCORING! This game is for one or two players.

It's important to note that sound effects are enhanced and speech heard only when played through the Voice module. Although the game can be played when the cartridge is inserted directly into the console, speech and enhanced sounds will not be heard.

K.C.'S KRAZY CHASE In this episode, K.C. Munchkin returns to confront the

dreaded tree-eating Dratapillars of Venus!

This chase is really crazy because while K.C. Munchkin is chasing one end of the dreaded Dratapillar, the other end is chasing him. And so are the dreaded Dratapillars' dreadful Drats! Skill levels automatically increase as you play. Choose from five different mazes, or use the keyboard to make up your own. Advanced digital scoring with memory displays high score. Fully sync-sound action, plus speech if you play K.C. through the Voice of ODYSSEY² console.

NIMBLE NUMBERS N.E.D. The correct math answers provide the key to winning this game.

As a world-champion barrel jumper, your goal is to jump 100 barrels in the least amount of time. But wait a moment. It's not all reflexes, for you must correctly answer math questions posed by the Voice of ODYSSEY² to determine how many barrels you may attempt to jump in any one round. Any number of people can play. Ready, math wizards? Let's go.

Parents should note that this game has been designed as a superb educational tool in conjunction with leading educators.

SMITHEREENS Castles crumble and trumpets blare in this medieval artillery duel!

This melee of the Middle Ages celebrates the emergence of heavy artillery as a fearsome tool of warfare. You and your opponent each command huge engines of destruction. You'll hear the shouts of the soldiers and the terrifying thunder of gigantic boulders catapulting into fortress walls! Three different catapult settings for varying reaction times!

EXTRA!

Soon to come is a game of jumping acrobats. Our test groups have raved about this one. It has Voice, too. Also at the labs this week, we previewed a new space game with twists and turns that will bring a new level of excitement to this new dimension in video games. Both are being rushed for delivery before the end of the year.

ANSWERS TO CROSSWORD PUZZLE



TIPS

FROM THE EXPERTS

QUEST FOR THE RINGS/If the ring is close to the right side of the screen, a Warrior can slice another hero, and the hero might appear close to the ring.

*K. Martin
Granite City, Ill.*

UFO/Because the light-speed ship only shoots diagonally, stay parallel with it and smash it with your force field.

*Chris Baten
Westogue, Conn.*

ALIEN INVADERS-PLUS/When there are no men behind a cannon it can still shoot — so be careful!

*Billy Santmyer
Macedon, N.Y.*

WAR OF NERVES/As long as your general is in contact with one of his men, he cannot be captured by the other army.

*Walter Smagalski
North Bergen, N.J.*

SHOWDOWN IN 2100 AD/When you are the player at the right of the screen, shoot at the opponent's feet. That way he cannot hit you.

*Steve Simpson
Petaluma, Calif.*

FOOTBALL/Use play number four a lot when on offense, because the defensive man cannot stop it if you throw the ball as soon as your receiver breaks.

*Chris Lopez
New Orleans, La.*

BOWLING/Keep your finger on the action button all the time and the ball will release right down the middle. Then all you have to do is curve it a little at the same place each time, and you will always get a strike! With a little practice, you can get a score of 300 almost every time.

*Larry Floyd
Elk Grove, Calif.*

BASKETBALL/When the opponent has the ball and is beginning to shoot, you can steal the ball by running up by him when he shoots.

*Joseph Quednau
Carleton, Mich.*



FREEDOM FIGHTERS/In either mode, use left-hand controller to move the ship to extreme right side and go left using hyperspace control or vice versa, depending on which way you like to go. Then you have longer to shoot or evade ships and rescue comrades.

*Jon Loschke
Gainesville, Fla.*

VOLLEYBALL/Get your opponent up high on the screen. Then spike! Works every time. Good luck to you!

*James M. Hoffman
Philadelphia, Pa.*

BASEBALL/When there is a man on first base and a ball is hit to the outfield, just push the action button and the ball will go to second base. This saves time.

*Stephen M. Collins, Jr.
New Cumberland, Pa.*

BASEBALL/For a quicker throw to second base, just press the button instead of pushing the joystick up and then pressing the button.

*Chad R. Roedemeier
Paducah, Ky.*

ECHO/Players can create a different variation of the game by turning the sound off and playing by sight alone. This can prove to be a little harder than using sight and sound.

*Jonathan Stanley
Anthony, Fla.*

HELICOPTER RESCUE/The helicopter moves fastest vertically, second fastest diagonally, and slowest horizontally. So to rescue more men in less time, try moving horizontally as little as possible.

*Jim Slusser
Dover, Ohio*

PICK AXE PETE/If you stay near the bottom, you can pick up new picks and score more points, but after two or three boards, you should move to the top.

*Julie Lesnick
Jeannette, Pa.*

COSMIC CONFLICT/After mastering *Cosmic Conflict*, fellow *Adventures* might enjoy a more challenging version. By pressing the action button throughout the entire game, energy is used up much faster. Also, every ship has to be destroyed as it appears on the screen instead of dodging the hard ones.

*Jim Pearsall
Raleigh, N.C.*

EDITOR'S NOTE: If you want to send us your expert tip or strategy, please address your letter to:

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