

ODYSSEY ADVENTURE

ODYSSEY ADVENTURE CLUB MAGAZINE

SPRING 1983

ONE DOLLAR

KILLER BEES!



MEETING OF

ODYSSEY ADVENTURE

Vol II	Spring 1983	Issue 2
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GRAY MATTER

What does Spyrus the Deathless, Timelord of Chaos, have against you? An armada of deadly Time Ships laden with nucleonic killers...lethal annihilators...anti-matter mines...and the clock. Your only defense is the laser cannon mounted on your Time Machine. And, of course, your own cunning and speed. Destroy one flight of the

Timelord's Ships and another follows, this time with faster, smarter, and deadlier devices to trap you. Wave after wave, with up to 256 levels of increasing challenge. You may get past 10, 20, or even 50 levels—but 256? Attack of the Timelord was released just before Christmas, and it's already becoming a big favorite. Now let's see those tips and high scores!

In the last issue, we promised a reader's poll to determine the highest-rated Odyssey cartridges. You'll find your official Odyssey Adventure Magazine Reader's Poll on the reverse side of the subscription card included in this issue. You can fill out the Reader's Poll whether or not you subscribe or renew your subscription. Send the completed card to: Odyssey Reader's Poll, 190 Monroe NW, Grand Rapids, MI 49503. We'll have the results for you in the next issue of Adventure Magazine. And may the best game win!

In the 1983 Arcade Awards, presented by Electronic Games magazine, The Great Wall Street Fortune Hunt was chosen as the "Most Innovative Videogame" of the year! In addition, Conquest of the World received a Certificate of Merit in the "Best Multi-Player Videogame" category.



ON THE COVER

The newest Odyssey video-game presents a completely original, mind-boggling challenge—save Earth from murderous Beebots and Killer Bees from outer space! There's a complete description in the Coming Up section on page 14. It's Bee-utiful!

FEEDBACK

A BIG FAN

I am a big fan of Odyssey². I have talked 3 people into thinking about an Odyssey² who were going to get Atari. I have also tried out The Voice and we love it. I like UFO, Pick Axe Pete, Crypto-Logic, Baseball, Football, War of Nerves, Soccer, Monkeyshines, K.C.'s Krazy Chase, and Smithereens. All my friends want to see my Odyssey² when they come up to my house. Odyssey², you're the best home video system ever! I spent my money in the arcade until I got an Odyssey². Keep up the good work. My friends and I have a club that meets every week and makes a newsletter about Odyssey².

Tracy Myers
 Boonville, North Carolina

We'd love to see a copy of your newsletter, Tracy! We hope you will make your club a formal chapter of the Odyssey Adventure Club. See page 15 for details. And keep up the good work, too!

BRIDGING THE GENERATION GAP

I've had my Odyssey game about a year now and still enjoy it. My favorites are Logix and Dynasty. I have all the cartridges except four. My game gets more attention than the TV! When my grandson was here he was up at six in the morning playing—mostly Pick Axe Pete. My husband was in the vending business, so I've always had games around. I never got tired of them, but they took up a lot of space. The Odyssey² takes up very little space and has a variety of fun. I took about five months to decide on what game to buy. I think the keyboard and hand controls made me decide on an Odyssey².

Shirley M. Harr
 Dillon, Montana

THE MINDS

Thank you for writing, Mrs. Harr. It's great to know that a grandmother and her grandson can both enjoy playing *Odyssey* games!

MORE GAME LIVES?

I want to congratulate you on your newer games like *Pick Axe Pete* and *K.C.'s Krazy Chase*. I think they are the best you have ever had. And the *Voice* is excellent, also. I wish on your games you would get three game lives like in the arcade games, instead of one. Keep up the good work and keep those great games coming.

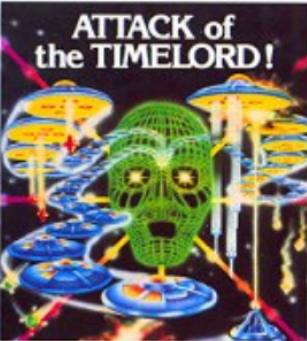
Mike White
Jackson, Michigan

Many *Odyssey* games do offer more than one life, Mike. *New TURTLES* gives you 4 lives! You can lose 9 robots and still win *Alien Invaders*—Plus. The new *P.T. Barnum's Acrobats* gives you ten chances to score. In *Cosmic Conflict* you can keep on going until your power runs out, even if you've gotten zapped. As for some of the other games, here's another way to look at it: The arcade games give you three or more lives because otherwise you wouldn't spend your money. With the *Odyssey*² system, all you have to do to keep playing is push the reset button.

D & D CLUB PLAYS "QUEST"

I have every one of the *Odyssey* cartridges and our entire family plays the games constantly. We really think it is the best on the market. The *Challenger* and *Master Strategy* games are by far the best. All my friends who have "other brands" of video game sets think mine is the best. I run a weekly club meeting where we play *Dungeons and Dragons* for hours on the weekend, and for a break the whole club likes to play *Quest for the Rings*.

Don, P. McCrum Jr.
Maitland, Florida



Great, Don! But how about playing *Quest for the Rings* for hours and then playing *Dungeons and Dragons* for a break? (Just thought we'd ask!)

ODYSSEY AIDS REHABILITATION

We purchased an *Odyssey*² about two years ago for our 27-year-old son who had been severely injured in an automobile accident. Since then, he has spent many hours at the keyboard of his *Odyssey*² and it has not only helped to occupy his time, but has also helped to redevelop the fine motor skills in his right hand. He is also in the process of learning to speak again, and we feel that the *Type & Tell* would aid him in communication. We purchased all of the cartridges available here in Odessa; but unfortunately have a hard time finding the newer ones. If there is some way that we could order directly from the company, we would appreciate the information. Thank you for any help you could give us.

Mrs. Norma Norrell
Odessa, Texas

By now, Mrs. Norrell, you have received a *Type & Tell* cartridge, and an order form. You have our best wishes for your son's rehabilitation. Everyone at *Odyssey* is proud to know that our game has made such an important difference.

COLOR TV IS SAFE

We got an *Odyssey*² system last Christmas. My dad took it off the color television because he thinks it will ruin the television. Is this true?

Andy Briggs
Bremerton, Washington

Tell your Dad to hook the *Odyssey*² system back up to the set, Andy. While it's true that there was a danger of video game images being burned into the TV picture tube with some of the early black & white "Pong" type games, this is no longer possible due to highly sophisticated color changing routines built into most video game systems. As long as you follow directions, you have nothing to worry about!

EXPERT VIEW

I have designed and maintained electronic devices for years, and I look for value before I purchase anything. We looked long and hard before purchasing *Odyssey*. The purchase was made at the suggestion of our local appliance dealer whom we have learned to trust and have known for many years. He pointed out everything your unit had that the *Atari* did not have. We were sold on your system because yours had a computer keyboard and a computer programming cartridge that could be purchased to go along with it. I am an engineer and my wife is a special education teacher. She has on occasion taken the *Odyssey* system to school as a teaching tool and a reward for her class.

Karl R. Wolfgang
St. Joseph, Michigan

We're pleased to see that a person with your expert credentials is an *Odyssey* fan. And, as a teacher, your wife should be interested in the article on page six. Thanks for writing!

(more letters on page 4)

MORE FEEDBACK!

ODYSSEY BASEBALL TOURNAMENT

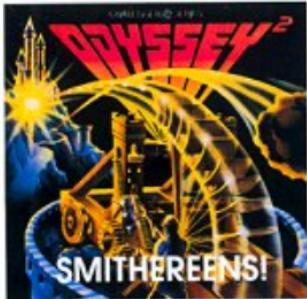
After an unsuccessful attempt to get a number of people together to see who was the better ball player of all of us that owned the *Odyssey²* system, invitations were mailed out to all the people known to play baseball in our area. The invitations gave three weeks advance notice. Eighteen players said they would appear for the tournament. After much anticipation, tournament night finally arrived. All players were agreeable that this tournament should be run by double elimination. One TV and *Odyssey²* unit were already on the premises, and another couple brought their television and mainframe so that two games would be in progress at any given time. Opponents were drawn by means of lottery by drawing names out of a hat. Plans are in the making for another tournament for February or March, and everyone is looking forward to it with much enthusiasm and anticipation. We all thank you for the entertainment that you have made possible.

Neil R. Noyes, Jr.
Laconia, New Hampshire

Thanks for letting us know about the tournament, Neil. It sounds great! Please let us know about any future tournaments. Your enthusiasm for *Odyssey* is greatly appreciated.

THE PHILLIPS G7000

As a dedicated *Odyssey* Adventurer, I greatly enjoy receiving your magazine. It gives a lot of information on *Odyssey*, but it tells nothing about its twin, the Phillips G7000. The Phillips is sold in Europe, and has a separate



line of games. Some games, such as STONE SLING, fit the American version. It would be a good idea if you wrote about this.

Robert D. Kaiser
Winthrop, Massachusetts

We've had a number of letters about the Phillips G7000 and the game Stone Sling. The Phillips G7000 is indeed the European version of the *Odyssey²* system. Most of the games are the same as the *Odyssey²* system games, but have different names, since many of the game titles have different meanings in Europe. In fact, all the Videopacs, as they're called over there, have titles listed in several different languages, such as French, German, Italian, etc. Stone Sling is their name for the new *Odyssey* game called Smitherens. They even have their own club and newsletter, called Phillips G7000 Videogame Club News. *Odyssey* (which is owned by North American Phillips) is truly an international phenomenon!

COMPUTER INTRO STARTS NEW CAREER

I would like to thank you for Computer Intro. I've just recently bought my *Odyssey²* and I've done a lot of thinking about what I want to be when I grow up. I love my *Odyssey²* and just recently I've seen Computer Intro. I bought it and loved it and it helped me understand computers a lot more. So I've decided to

make my career in computer programming. So thanks for getting a computer programmer off to a great start.

Richard Vandy
Cincinnati, Ohio

Congratulations, Richard! Computer programming is definitely one of today's leading career fields for young people. Someday we might even find you designing video games!

MATH-A-MAGIC TEACHES MULTIPLICATION TABLES

I just want to tell you that our *Odyssey²* that we got for Christmas is just great! My 9-year-old daughter was having problems with her multiplication tables. Her teacher started to send flash cards home every night. I got the Math-A-Magic cartridge on a Friday. By Monday she knew every single multiplication fact from 1×1 to 9×9 . Plus she enjoyed doing it! My preschooler is also using the same cartridge for adding. My 17-year-old brother was in a serious car accident two years ago. He had head injuries. The doctors weren't sure he would ever be the same again. After extensive therapy, he came home. My parents got him an *Odyssey²* game. His reflexes changed from terribly slow to normal. I think your *Odyssey²* game helped a great deal. The doctors even noticed the change. Thank you for helping to a speedier recovery. We are hooked on *Odyssey²*. Keep making more good games.

Linda Eagles
Grove City, Pennsylvania

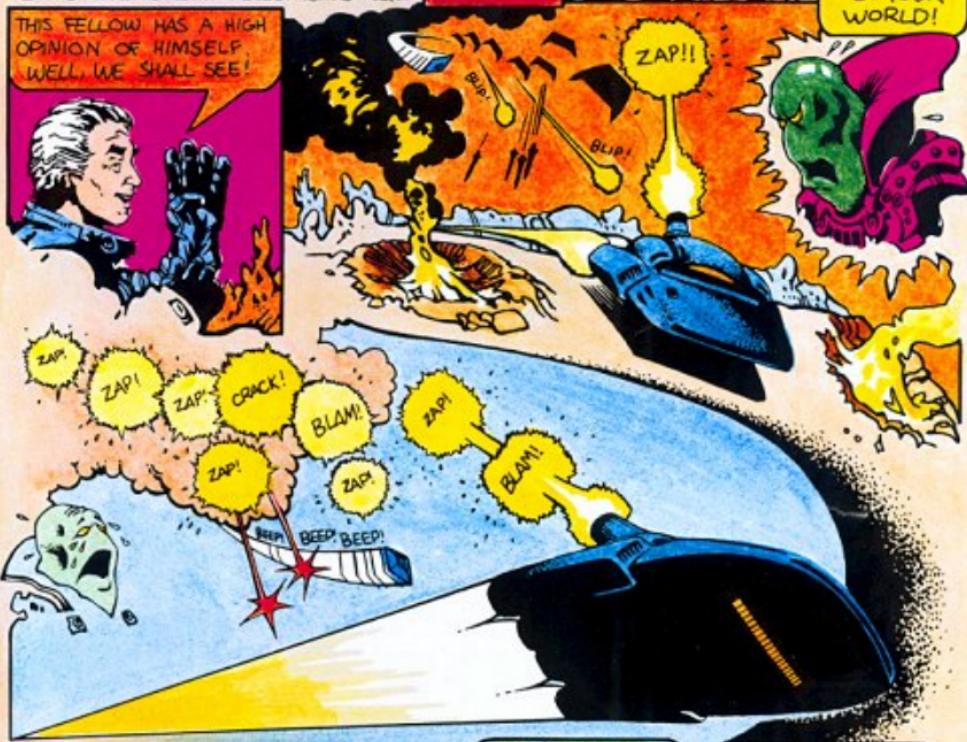
Thank you for the great letter, Linda. As you can see from the letter on page three from Mrs. Norma Norrell, and the article on page six, others have had similar experiences. The *Odyssey²* system is much more than a toy!

the wizard of odyssey!

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WHILE HIS
HELPERS
WORK ON
NEW
GAMES, THE
WIZARD
RECEIVES AN
IMPORTANT
MESSAGE.

I AM
SPYRUS THE
DEATHLESS,
TIMELORD OF
CHAOS! PRE-
PARE TO
MEET YOUR
DOOM,
WIZARD, AND
THE END
OF YOUR
WORLD!



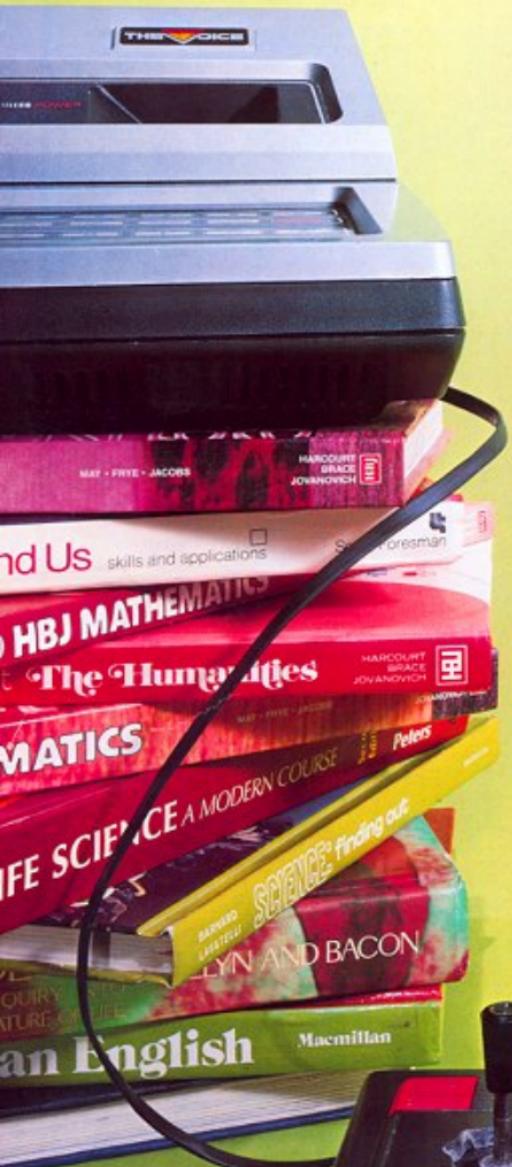
THAT WAS QUITE
A BATTLE.
THE WIZARD NEEDS
A REST!

I AM SPYRUS
THE
DEATHLESS,
TIMELORD....

ALL RIGHT, WHO
PUSHED THE
RESET BUTTON?

OH, WELL,
HERE WE GO
AGAIN!





Every true Odyssey Adventurer knows that video games are more than just toys. Even the simplest games require a great deal of skill and a basic understanding of language and numbers. And now we're discovering that the Odyssey² system is being used in more and more classrooms, to teach math, spelling, and other skills, and to make learning more fun.

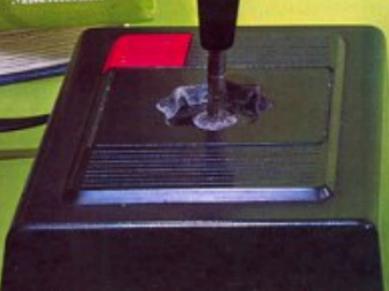
A growing number of teachers are finding out that video games can do a lot more than make loud noises and simulate space battles! In classrooms across the country, video games are becoming a part of the everyday curriculum. Odyssey has always been the leader in this field. Two years ago, a program was started to offer games and cartridges to schools, and the response has been enthusiastic.

"The games are great motivators, because kids would much rather play them than read a book," says Allan Keenan, a fifth-grade teacher at the Widmyer Elementary School in Berkeley Springs, West Virginia. "They're definitely a monotony breaker, and the students...are learning basic skills."

"I had little luck motivating one of my students to do math work until I started using Odyssey," says Alan Cheatham, a teacher at South Middle School in Knoxville, Tennessee. "Frankly, I was astonished at the results."

The success of the Odyssey² system in the classroom is due to a number of things. The most important is the keyboard, which makes games easier to play, and helps develop what people in the computer field call "keyboard literacy." What this means is that the Odyssey² keyboard helps people get used to computer keyboards, which are becoming more and more common in every area of our daily lives. "The games are serving as an introduction to microcomputers," says George Shannon, principal at Scarlet Oak School in suburban Chicago. "They give children the chance to manipulate while they learn, and this 'hands-on' experience helps carry their interest."

Another reason for the popularity of the Odyssey² system as a learning tool is the large number of educationally-oriented game car-



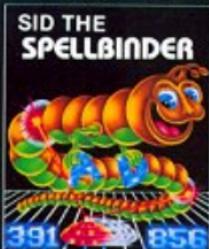
Odyss

MEET "SID" AND "NED"...

THEY COULD BE IMPORTANT PEOPLE IN YOUR LIFE!

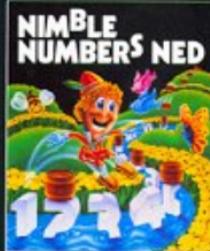
SID the Spellbinder and Nimble Numbers NED are two new videogame cartridges from Odyssey that will test your math and spelling skills while providing hours of pure fun when used with the Voice of Odyssey. They make learning more fun than ever!

SID the Spellbinder is a fast-moving arcade-style game combined with the excitement of a talking spelling game. The Voice of Odyssey says the words, and the player types in the letters to spell them correctly. Good spelling earns you the ammunition you need to foil SID in an exciting shoot-'em-up competition for championship scores. For ages 6-10.



Nimble Numbers NED is three talking math games that will give first through ninth graders a challenging test of their math skills. The Voice asks questions and displays them on the screen. Correct answers give the player a chance to score points by jumpling the row of moving barrels.

Beginners start with Name the Shape. Intermediates go to Multiplication Run Through, and graduate to Function Machine (an introduction to algebra). Each game has 5 different skill levels. Nimble Numbers NED was developed with the cooperation of the College of Education at the University of Tennessee.



tridges, such as Math-A-Magic & Echo, Computer Intro, I've got Your Number, and the new Nimble Numbers NED and SID the Spellbinder (both with Voice capability). According to Jerry Michaelson, vice president of marketing for Odyssey, "Odyssey has always felt a strong commitment to the educational potential of video games. That's why many of our cartridges

Students in Mrs. Stob's second grade class at Shawnee Park School in Grand Rapids, Michigan discover the wonders of Type & Tell.



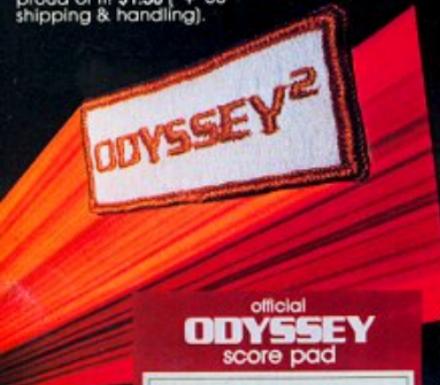
are either educational or strategy games." For the kids in the classroom, however, the best thing about the Odyssey² game is that it's fun! For many schools, video games are just the first step towards a new approach to teaching and learning—one that makes the whole thing a lot more fun. The future of education is here today with Odyssey²!

If you've had an experience with the Odyssey² system in your schoolroom, Adventure Magazine would like to hear from you. Write and tell us about it—how you got the game in the classroom in the first place, what games you played, and what kinds of comments you heard. Show this article to your teacher and ask if you can bring your game to school. We'd like to hear your teacher's comments, too.

ey goes to school

GOOD STUFF

Sew this handsome *Odyssey* patch on your jacket to let all your friends know that you're an *Odyssey* Adventurer and proud of it! \$1.50 (+ 50¢ shipping & handling).



official
ODYSSEY
score pad



This adorable plush Hatchling Dragon is a foot tall, bright green and yellow, and wears an Odyssey t-shirt. He'll make a great gift for any Odyssey fan! He's cute and cuddly, but watch out for his fire-breathing mommymyl \$9.95 (plus \$1.00 shipping & handling).



Pick Axe Pete t-shirt

is just like the one worn by the Pick Axe Pete Pick-Off National Champs. White with blue trim and full color picture of Pete working his way through the Misty Mountain Mine. Adult sizes: small, medium, large, and extra large. \$3.95 (+ \$1.00 shipping & handling).

Quest For The Rings Dragon Slayer t-shirt has full color Dragon Slayer artwork on the front and "Quest For The Rings" and Odyssey logo on the back. Blue. Adult sizes: small, medium, large, and extra-large. \$3.95 (+ \$1.00 shipping & handling).

Keep track of your highest scores with this handy Official Odyssey Score Pad. With a place for your name, the date, the game, level, and your score! Use a different page for everybody who plays the game. Keep each page as a record so that you can chart your improvement. **\$1.50** (+ 50¢ shipping & handling).

Here are some of the gift items and accessories available to you from Odyssey, to make the playing of Odyssey games even more fun! To order, use the form inserted next to this page. If the form is inserted, just list the items you desire, enclose check or money order (in U.S. currency) payable to Odyssey Adventure, and mail to:

Odyssey Good Stuff
190 Monroe NW
Grand Rapids, MI 49503

You may also use your Visa or MasterCard. Be sure to give your card number and expiration date. Michigan residents add 4 percent sales tax. Be sure to indicate t-shirt size when ordering. The Quest For The Rings or Pick Axe Pete t-shirt. Credit card customers may also order by calling toll-free 1-800-828-3659. Residents of Alaska, Hawaii, and Michigan call collect 1-(616)243-6000. Call between 8-5 pm (Eastern Standard Time) Monday-Friday.

New! Put the Timelord of Chaos in orbit with this official Odyssey Attack of the Timelord flyer! Bright colors on gloss-black. Sturdy, high impact polyethylene. \$1.95 (+ \$1.00 shipping & handling).



Big (24" x 17") Quest For The Rings poster is a full color rendition of a scene from the Quest, showing the Warrior and the Wizard battling a fierce dragon and a hideous Spydroth Tyran-tula. \$2.95 (+ \$1.00 shipping & handling).



Keep your Odyssey mainframe free of dust and dirt with this durable canvas dustcover. Tan with Odyssey logo. \$3.95 (+ \$1.00 shipping & handling) (Not designed for Voice Module.)



Heavy, clear plastic Odyssey organizer is the perfect way to keep all your Odyssey gear in one place, ready for playing. Holds mainframe securely, with special slots for both joysticks and a dozen of your favorite cartridges. \$19.95 (+ \$1.00 shipping & handling).



Mainframe and cartridges not included.

THE VOICE OF ODYSSEY

SPEAKS



The voice of Odyssey Speech and Sound Effects Module, combined with the Type & Tell cartridge, can produce an incredible range of speech and sounds. You'll discover all the things you can do by simply typing letters, numbers, and words on the screen.

The Voice "speaks" by using **allophones**, or parts of speech. Allophones are not the same thing as letters. A letter can have a different sound depending on how it is used in a word. If you type in a "b" by itself, for example, it will sound very different from the "b" in the word "bat". Allophones help us to break down speech into all its various sounds. The Type & Tell cartridge gives the Voice an unlimited vocabulary using allophones.

Of course, the Voice module also has stored within it certain standard words and sound effects, as well as two musical instruments (an electric piano and a calliope). Those are the words and sounds you hear when you play many of the Voice-enhanced games, and that is why they sound very different from the voice you hear when you use the Type & Tell cartridge.

What's in a name? Your name is one of your most important possessions. The Voice of Odyssey will speak almost any name exactly as it is normally spelled. There are a few exceptions, however. For example, if your name begins with a short "a" as in Alison, Adam, or Ann, you may want to type in a double "a" in order to get the sound exactly right. A long "e" sound as in Elizabeth or Steven requires a double "e". A long "a" as in David or Amy comes out better if you type in "ay". Names with "uh" sounds, such as Christopher or Johnathan, sound better if you use a "u" instead of the "o" or "a". Here are a few more suggestions:

George—Jorge
Michael—Mikel
Brian—Bri Un
Nicholas—Nik O
Sean—Shawn
William—Wil Yur

Jennifer—Jenehfer
Daniel—Daan Yul
Danielle—Daan Yelle
Carol—Carole
Cindy—Cihndy
Matthew—Mathu

The mixed-up message game Here's a game for two or more people that will cause howls of laughter. Turn down the brightness control on your TV until all you can see on the screen is the little white square, (known as the "cursor"). Then take turns typing in one word at a time until the message board is filled. Push the "enter" button and the Voice will repeat a very strange message! Repeat the message several times and see who can be the first to figure out what the Voice is trying to say.

Impersonating Sounds The Voice of Odyssey can do more than just reproduce human speech. It will also impersonate various common sounds. A few examples are given below. See if you can guess what they are. First try to guess without typing them in. The answers are upside down at the bottom of this page. Try to come up with more ideas. We'd like to see the best ones. If they're really good, we'll print them in a future issue of Adventure Magazine!

1.) ~~QQQQQQQQQQQPT~~ ~~QQQQQQQQQQQPT~~

(Submitted by Jim Gatlin Jr., Paducah, Kentucky)

2.) TSHTSHTSHTSHT
SHSHSHSHSHSH
SHSHSHTSHTSH

3.1 三維圖形

4.) www.wwww.wwww.ww www.wwww.wwww.ww

5.) SCS (spaces) SCS (spaces)
SCS (spaces) SCS (spaces)

high scores

Listed below are the all-time high scores reported for a group of selected Odyssey games. We've included only those games in which no Adventurer has yet reached the top score possible or the top score which will register on the screen. For example, we've left out Alien Invaders Plus, since we've received hundreds of letters indicating that a 10 to 0 score was reached. We've also stopped taking high scores for K.C. Munchkin, since many gamers have reached 9,999, and no higher score will register. But there is still lots of room for competition.

If you can show proof (a photograph of the screen) that you have beaten one of these high scores, send it to us and we'll publish your name and score and send you a free *Quest for the Rings* t-shirt. We'll continue to publish this listing, adding new games as they are released, so that all Odyssey Adventurers will know the kind of score they must achieve to be truly worthy of the title of "Adventurer." We'll also print the names of some high-scorers who didn't quite score high enough to win a t-shirt, but who deserve an "honorable mention."

PICK AXE PETE		BLOCKOUT		COSMIC CONFLICT	
George Floyd	9,999	Chris Holt		8	George Floyd
Rogersville, TN		Reading, PA			Rogersville, TN
Mike McKim	9,996	John Sabaliauskas, Jr.		8	Therese Jilek
Alexander, AR		Omaha, NE			LaGrange, IL
Wes Hartman	9,934	Dan Lambert		8	David Wittmer
Bellevue, KY		Mechanicsburg, PA			Morton, IL
Jodi Schumacher	9,913	UFO		(There are many others who achieved scores of 832.)	
Trenton, OH		Kenny Jordan	7,510		
Bryan Schumacher	9,906	Southgate, MI		SPEEDWAY	
Trenton, OH		Scott Lukas	6,701		
Tony Scardigno	9,363	Valparaiso, IN			Jeff Wenger
Weehawken, NJ		Jamie Heyer	4,448		Goshen, IN
Rory Arens	9,049	Sioux City, IA			Scott Polek
Chicago, IL		FREEDOM FIGHTERS			W. Seneca, NY
HELICOPTER RESCUE		Richard Latchau	9,996		Joshua Nuttemeier
Jared Jordan	11	Buena Vista, CO			Forestville, CA
Southgate, MI		Scott Lukas	4,829	P.T. BARNUM'S ACROBATS	
Gene Gaskill	10	Valparaiso, IN		(1999 is the highest score which can be verified on this game by a photo of the television screen, and many Adventurers have already reached this level and beyond. Therefore we can't include it in the High Score competition.)	
Fisher Heights, PA		SPIN-OUT			
(There were dozens of others who achieved scores of 8.)		Sean Conner	10 sec.		
K.C.'S KRAZY CHASE		Summit, NJ			
Mark Griggs	727	ATTACK OF THE TIMELORD			
St. Louis, MO		Lester Barr	1502		
		Conshohocken, PA			

ALBERT IN ODYSSEY



Albert was beginning to get very tired. His big brother was playing Pick Axe Pete, and doing very well, indeed. His score was up to 3,000 already and he was still going strong. Albert's eyes began to close.



Suddenly, Pick Axe Pete jumped right off the TV screen and went running across the living room! Albert hesitated only a moment to wonder about it, and then he jumped up and hurried after the prospector, just in time to see him pop through the door into the hall closet. Albert followed him without a second thought.

The moment Albert entered the closet he began to fall, very slowly, so that he had time to look about him. He was falling through a dark mineshaft, with boulders bouncing all around him. Just when he was afraid that one might strike him, his fall ended and he came thumping to the bottom of the shaft.

Albert gingerly felt his head to make sure he wasn't hurt, then jumped to his feet and looked around. There was Pick Axe Pete furiously picking away at the boulders that came bouncing towards him. Albert called out, but Pete just kept picking.

Suddenly Albert saw a giant boulder bouncing towards him! At the last moment he jumped, and the boulder bounced harmlessly by. Albert started running toward Pete, and almost tripped over a large golden key lying

in his path. Albert grabbed for it, but Pete was quicker. The prospector snatched the key, fitted it into a heavy wooden door, and disappeared through the opening.

Well, Albert knew how this game was played. He quickly grabbed the axe that Pete had dropped and began smashing the boulders that continued to bounce crazily down the mineshaft. Suddenly a huge boulder came crashing towards him, but as he prepared to swing his discovered that his axe had disappeared! Albert tried to leap out of the way, but it was too late. The boulder smashed into him, rolling him over and over. His head was spinning, he was losing consciousness...



Slowly Albert sat up. Amazingly, he wasn't hurt, but where was he? As his eyes adjusted to his new surroundings, he realized he was in a thick forest, sitting beneath a giant mushroom. He stretched himself up on his tiptoes and peered over the edge of the mushroom. His eyes immediately met those of a large caterpillar sitting on top of the mushroom!

The caterpillar and Albert looked at each other. Finally the caterpillar asked, "Who are you?"

"I'm Albert," said Albert. "I mean, I think am. At least, I was when I woke up this morning. Now I don't know."

"Well, I don't know, either," said the caterpillar, who then took a big bite of the mushroom.

"I know who you are," cried Albert. "You're the Dratapillar!"

"At your service," said the Dratapillar. "Have you seen my Drats?"

"No," said Albert, who was looking off into the forest. "But you'd better get out of here, think K.C. is coming!"

The Dratapillar jumped up from the mushroom and, with a very worried look on his face, went slithering off through the trees. Right behind him came the shaggy Munchkin, grinning broadly as he raced by.

Albert an-
chased the

YLAND

Dratapillar off into the woods. "Hurry!" said a voice from the trees.

"Who said that?" Albert called out.

"I'm the Voice of Odyssey," came the thundering reply.

"Where are you?" Albert asked.

"Everywhere and nowhere," said the Voice. "It depends on what game you're playing."

"I'm not playing any game," said Albert. "I fell down a mineshaft chasing Pick Axe Pete, but now I want to go home."

"There's only one way to go home," said the Voice. "You'll have to fight Mythrog the Dragon, and capture the Ring."

"I can do that," said Albert, who had played Quest for the Rings many times. "But how do I get to the Dungeon?"

"Simple," said the Voice. "Just push the right button."

"What button?" said Albert, but even as he spoke, a giant Odyssey keyboard, with a Quest for the Rings overlay on it, came floating out of the air. He reached up and pressed the Reset button, then the Dungeon button, and suddenly found himself standing in a cold, dark, musty Dungeon, with a glowing sword in his hand.

"I don't know about this," said Albert, somewhat frightened. Suddenly he heard a shuffling sound behind him. He whirled around and discovered a whole group of evil Orcs coming at him! "GET AWAY FROM ME!" Albert cried. Then he remembered the sword. He raised the weapon over his head, and brought it down on the nearest Orc, who disappeared without a trace!

"This is easy," Albert said to himself, and he began hacking away at the Orcs, until there were none left. Then he set off down the corridor in search of the Ring.

After a few moments, Albert rounded a bend in the Dungeon and there, bigger than life, was the most horrible Dragon he had ever seen! It was Mythrog. The Dragon turned and, upon spying Albert, roared thunderously, large flames spouting from his nostrils.

Albert jumped behind a pillar just in time to avoid the Dragon's fire breath. He stood there shivering for a moment, until he remembered that his only way out of this situation was to capture the Ring. He peeked around the corner, and saw that Mythrog was at the other end of the main corridor. Albert took a deep breath, and began running as fast as he could.

The Dragon turned and saw Albert. Whoosh! Another ball of fire came sizzling toward him. Albert raised his sword and the fireball bounced off it. The Dragon roared and lunged toward him, but again he raised his sword. The Dragon was momentarily stunned, but attacked once more. This time the sword failed him, and Albert was borne aloft in the Dragon's claws!

"Help!" Albert screamed. "Help me!" The Dragon shook him until he dropped the sword!

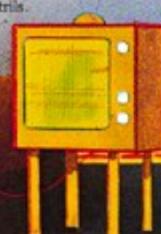
"Wake up, Albert!" a voice was calling. "What's the matter with you?"

Albert opened his eyes. His brother was shaking him, looking very worried. Albert looked around and saw that he was sitting on the couch in his own living room!

"I chased Pick Axe Pete into a mine," Albert said. "But a boulder got me, then I landed in a forest, but the Dratapillar was there, and K.C. chased him, and then the Voice told me I had to fight the Dragon and..."

"You were dreaming," his brother said. He pointed to the TV screen. "Look, I got 5,166 points!"

"Wow!" said Albert. "Is it my turn?" His brother nodded. Albert held the joystick, took a deep breath, and began to play.



COMING UP



KILLER BEES

Beebots from an alien insect civilization invade a flowering green planet called Earth. Their warriors and bodyguards are swarms of killer bees which are impervious to all nuclear and conventional weapons. The Beebots themselves are susceptible only to the sting of Earth bees. You control the hive mind of these bees on Earth who are fiercely loyal to their home planet. They can kill Beebots, but the Beebots become faster and the Killer Bees get smarter as they grow accustomed to Earth's atmosphere. Your only hope is the mind zapping RoShu Ray that destroys the ferocious alien swarms. Killer Bees features advanced digital scoring, with memory for the high player's score, and full sync-sound action with ominous buzzing sounds when played through the Voice of Odyssey. It is scheduled for release in March. Cartridge number 9447.

TURTLES*

Mama turtle needs your help to find her baby turtles and carry them safely home on her back. But you never know when Mama turtle is going to be bugged by a giant turtle-eating beetle. Several of them are running through the hall-

DEMON ATTACK AND ATLANTIS

The first two Odyssey-compatible games from Imagic should be arriving at the stores any day now. They are the popular Demon Attack and Atlantis. If what we have been hearing is true, these are only the first of many more exciting games to come in the near future!

Demon Attack has won the celebrated Game of the Year award from Electronic Games Magazine. The object of the game is shoot as many demons as possible without getting destroyed, in a valiant attempt to save your scientific colony. Demons split in half and multiply and dance across the screen to avoid your laser cannon. Vibrant colors combine with exceptional graphics to challenge one or two players on two difficulty settings. Allowed four lives at the start of the game, the player loses one life whenever he is hit by a diving demon or by the demon fire. He scores points for each demon he downs, but as the game progresses, they become harder and harder to hit.

Atlantis has been described by the editors of Electronic



Games Magazine as "a magnificent videogame." The object of the game is to defend the city of Atlantis from attack by enemy aircraft, using three batteries of anti-aircraft cannon. Three waves of bombers attack at various speeds, and at increasingly lower heights until the plane or the city is destroyed. The mechanics of play are simple. Moving the joystick to the right and pushing the action button will fire the cannon on the right. Moving the joystick up fires the center cannon, and moving it left fires the left-hand cannon. Both Atlantis and Demon Attack are excellent games, and will prove to be two more good reasons for purchasing Odyssey video-game systems.

ways of the tall building where the baby turtles are stranded. More are hidden in the secret rooms! You can temporarily de-bug a beetle with bug



*Trademark licensed by Konami

bombs—but you've got to get them to use them. When you've rescued all of the baby turtles on one floor of the building, you climb to a higher floor and begin again, with a new bunch of even hungrier beetles. Two alternating tunes accompany the rescue efforts when the game is played through the Voice of Odyssey. And the TURTLES* videogame gives you extra lives, just like the popular arcade game of the same name! TURTLES features advanced digital memory for high score in a series of games. It is scheduled for an April release. Cartridge number 9446.

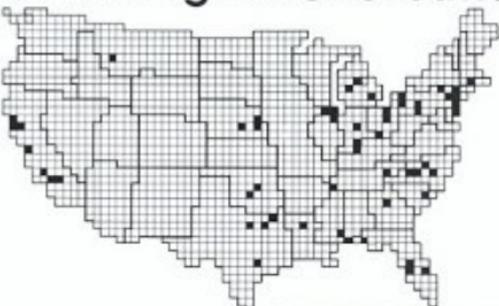
ADVENTURE CLUB

In our last issue we explained how you could go about forming your own local chapter of the Odyssey Adventure Club. Since then many Adventurers have written to request applications, and the map on this page shows many of the locations where club chapters are being formed. If you would like to form a club chapter and you haven't written for an application form, you can still do so. It's easy!

Write to Odyssey Adventure Club, 190 Monroe NW, Grand Rapids, MI 49503. We'll send you an official application form. Then get together at least five members of the Adventure Club in your local area. They can be current members or new members. Send \$3.00 for each new member along with your application form. You'll receive a certificate certifying your group as an official chapter of the Odyssey Adventure Club. Each member will receive a membership card, and a one-year subscription to *Odyssey Adventure Magazine* (if they don't already have one). Your Adventure Club chapter will be able to participate in *Odyssey* activities which may take place in your area.

Many Adventurers have informal clubs already, and we invite them to become official chapters by sending for an application. Chris Howard, of Cowpens, South Carolina, for example, recently wrote to us and said, "I'm really excited about my *Odyssey*². I had several friends who wanted to buy other home video games. I told them before they buy,

New Adventure Club Chapters Are Forming All Over America!



come to my house and just try my *Odyssey*². Once they looked at it they became quite interested. After I showed them the interesting features and new things they were coming out with, their minds were made up. They wanted *Odyssey*² at any price. I've got all my friends and family together and we have our own *Odyssey*² club where we can play. I spend many hours a day playing my *Odyssey*²."

That's the kind of spirit we're looking for to make the Adventure Clubs successful. And this is only the beginning. After enough local chapters have been formed, we will be able to begin planning regional club meetings, in which members from different clubs can get together and compete and compare notes on *Odyssey* games. Get in on the ground floor today by sending for an official application form. If you have any suggestions for things

the Adventure Club can do, send them along. It's your club, so you tell us what you want!

Odyssey Pen Pals

In the last issue we also announced the beginning of the *Odyssey Pen Pals*. Many Adventurers have joined and have received the names of other members from around the country, who they can then write to and exchange information about the games they like to play, the scores they've achieved, and anything else they're interested in. There's still time for you to join! Here's all you do:

Send us your name, address, and age (along with a self-addressed, stamped envelope), and tell us you would like to be an *Odyssey Pen Pal*. We'll send you the names of other Adventurers in your age group who've written to us, and we'll send your name to others. Before long you'll be corresponding with people all over the country who have similar interests. And here's the best part: Before long you'll start getting surprise letters from people who've found your name on their lists. You'll discover how exciting it can be waiting to see what the mailman will bring each day!

Write to:
Odyssey Pen Pals
190 Monroe NW
Grand Rapids, MI 49503



TIPS FROM THE EXPERTS

Conquest of the World



but you'll also get 60 fuel points.

Darren Benfer
Millville, NJ

TAKE THE MONEY AND RUN - If you flatten your man against the wall next to the scoring box, the robots will usually go right past you. Keep pushing the joystick.

Thom Durisek Derek Buckley
Harrisburg, PA Lytton, IA

THUNDERBALL - In either mode, fast or slow, if you hold the flipper upright and release the ball, it's certain that you will hit one of the Backfield Bonus Bumpers worth 4,000 points.

Chip Schug
Columbus, IN

MONKEYSHINES - In game 0, clear MB, OB, NB, KB, EB, and YB. Climb to the top and make a line from M4 to M7. When two or more monkeys are against the right hand wall, jump to the right with the joystick pushed to the right and the action button held down. You can score up to 200 points as you slide down the wall!

Brian Satinover
Buffalo Grove, IL

WAR OF NERVES - Keep pressing the Reset button until it says "Select Game" on a white screen with a black strip across the bottom half. Press 1, and it will be a totally different game!

Alan Lunde
Des Plaines, IL

QUEST FOR THE RINGS - When the Orcs are blocking the dragon, it is a good time to get the Ring. If the dragon breathes fire, the Orcs will block the fireball.

David Wright
Batavia, IL

Try designing your own game board with more castles, using pennies for markers. You can also put in places where you have to change heroes, so you have to be good with all the heroes to win.

Kevin Walburg
Pella, IA

FREEDOM FIGHTERS - When you are in conventional space drive, pushing the joystick left or right causes you to drift. To stop the ship, push slightly up or down.

Mike Dewsnup
Braintree, MA

INVADERS FROM HYPERSPACE - This is what I call the Observation Mode. Start by moving the Red Ship just out of sight on the left edge of the screen. Then take the Yellow Ship and begin destroying the planets (by crashing into them). When only the two center planets are left, the aliens will never fire at you unless you fly into their line of fire as they fight each other to control the planets (unless one ship gains control over both planets). Use the fire from the Red Ship to turn a planet yellow if your Yellow Ship is destroyed. You can now observe the aliens' war and score points at will.

John Loch
Galion, OH

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

TIPS Dept.
ODYSSEY ADVENTURE
190 Monroe NW
Grand Rapids, MI 49503

