

ware pipeline filled for their system. Though their earlier titles were either very well-known coin-op adaptations (**Scramble**, **Rip Off**) or clones of existing games, the last six months have brought a treasury of vector finery for own-

ers of this remarkable unit.

Web Wars is among the finest arcade blast-up contests ever to drive a gamer into paroxysms of excitement. **Hyperchase** is a sort of **Turbo** with elements of high speed vertigo introduced to produce

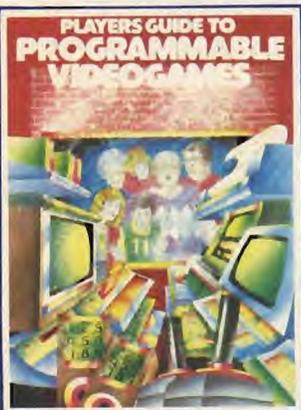
an absolutely dizzying effect. **Fortress of Narzod** is a tank vs tank battle requiring a healthy knowledge of angles and deflection.

Finally, Vectrex is adding even more exciting software, more in line with top-of-the-

line computers. Also available are musical peripherals and a game creation package featuring a light pen that is capable of bending lines like rubber bands and then spinning them in three dimensional simulation.

WHATEVER HAPPENED TO...

CHANNEL F, ULTRAVISION AND THE ARCADIA 2001?



DID SOMEBODY TURN OFF CHANNEL F?

Fairchild's Channel F was one of the earliest programmable machines. This unit was a total of 10 minutes ahead of its time. Utilizing a crude, graphics mapping technique, the system could not stand up under the heavier technological punch of the competing programmables.

Fairchild soon realized this and sold off their entire inventory to the California-based

Zircon, who have released less than five new titles since taking ownership several years ago.

Still, there are some interesting, unduplicated software titles available for the Zircon Channel F, particularly **Whizball**, with its still-uncopied and totally compulsive play-mechanic.

DEMISE OF THE ULTIMATE ARCADE?

It was billed as every arcader's dream machine. Lounging in a chair that would make Captain Kirk's command throne look like a Salvation Army sofa, the subject would don earphones, and armed with the most sophisticated weapons controllers ever conceived by

man, challenge the computer world. The system promised 64K of resident memory, hi-fi audio and its own color monitor.

Oh yes, it was also supposed to be 2600 compatible.

If this all sounds a bit too good to be true, evidently the manufacturers agreed. After the unit was sold at least once, the project remains in limbo, where it will probably stay.

Ultravision's sole legacy, in fact, is a VCS game, **Condor Attack**, a shoddy variation on **Demon Attack**.

WHITHER THE ARCADIA 2001?

So what about Emerson's powerful little system with the terrible joysticks but the memory of a personal computer?

Well, after the price dropped lower than a spider's navel, the Emerson Arcadia 2001 moved into the unique position of becoming a pro-



GALAXIAN FOR THE ARCADIA 2001

motionally priced item. Whether used as a loss leader or given away as a bonus with the purchase of a toaster, the Emerson is still available in department stores across the U.S.

It's doubtful that any further software will be added to the catalog, but it may be a system worth looking at for the price.



ARCADIA 2001 SYSTEM

Whatever Happened to... Channel F, Ultravision and the Arcadia 2001?
Electronic Games
November 1983, Page 82

[Extraction from complete Article]

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EMERSON

A Gamer's Evaluation

By HENRY COHEN

A wise man once said, "Good things come in small packages." Whoever coined this adage certainly wasn't thinking about Emerson's new Arcadia 2001 videogame system, but the phrase sure fits, anyway. This unit, which looks something like the Intellivision's baby brother, has got to be the cutest system around.

The carton in which the Arcadia 2001 comes packed, hardly looks big enough to hold a handful of cartridges. Nonetheless, the console packs the power of a senior programmable videogame machine.

Though it's hard to know if the designers considered it in this light, the Arcadia owns the distinction of being the world's first portable videogame system. Besides its diminutive size, always handy in a take-along, the 2001 is capable of operating off of any 12-volt DC power source. This includes auto batteries of the type used in boats and campers, a video power belt or the battery pack of a portable TV. Just think, once Watchman-size color television becomes a reality, you'll be able to fit a complete fun factory into a briefcase!

Flanking the central cartridge slot on the Arcadia 2001 console are two Intellivision look-alike controllers. Just below the cartridge slot is the on/off switch and buttons for reset, game select, option select and start. A "power on" LED completes the picture.

Along the back panel are found conveniently located jacks for two optional controllers, a 12-volt DC power source, two hard-wired coil cords (for the built-in controllers and a channel 3/channel 4 selector switch.

The big news about the system, however, is its extremely high memory

capacity. The unit contains 28K of RAM, which makes it the second (ColecoVision has 48K) smartest videogame system around. All this power is great if it is used properly, but unfortunately the only six games available for testing at the time of this writing used more than 8K of memory.

The controllers are almost virtual twins of those found on Intellivision. There are 12 buttons on the keyboard, two firing buttons (Mattel has four) and a disk controller. The latter features a long-awaited innovation, screw-in joystick. If you like the disks you've got 'em, and if you crave a joystick it's there in the box just waiting for you.

Mylar overlays come with each game, as needed, and both controllers fit neatly into the console when play is completed, though the cords dangle.

One glaring omission is that the system does not contain circuitry to

either blank the picture after two minutes of non-play or to vary the colors or intensity of the on-screen image. When questioned about this lack of TV protection circuitry, Emerson told EG that it is looking into the situation, but that it feels such protection isn't needed. Emerson may be right, but the company is going to have a hard time convincing potential buyers of this.

Let's take a closer look at some of the games:

The great American pastime Baseball is done justice by way of one delightful innovation in the 2001's diamond program. When a ball is hit to the outfield, a second screen appears which shows an outline of the outfield



ARCADIA 2001

and the single player involved. This provides a much better chance for the outfielder to catch and field a ball than other home simulations. After the player gets the ball, the screen reverts to normal and the coach can direct the fielder to throw the ball to any baseman including the catcher.

With a full nine-player team represented and control of pitching, hitting and running, managers can make realistic plays. The game is not quite as detailed as the award-winning Intellivision cartridge but it is close—and an excellent baseball game in its own right.

It is also easy to learn and to master, giving it a leg up on most of its competition. This reviewer liked **2001 Baseball** and looks forward to other sports simulations from this newcomer on the block.

Breakaway, the 2001 approach to wall-bashing is nothing more than adequate. The cartridge is innovative in that it allows varying of the paddle speed and includes a vertical version of the game, but the overall effect was unimpressive. As **EG** tested an early version of the game and we were told later versions would be much improved, it isn't worth detailing the problems. Suffice that paddle speed was much too pokey, the vertical versions had to be played with the joystick moving diagonally, and overall control was anything but smooth. Judging from the other games we previewed, we could only wish for the improved version to come our way.

We have no doubt that Emerson can do a much better job than with this first edition of **Breakaway**. It really shouldn't have broken away from Emerson at all.

Cat Trax conversely, is not a game for pussycats, but more of a clever maze-chase. **Cat Trax** provides three, rather than nine lives, as you maneuver your kitty through a maze dodging a trio of hungry dogs. At the same time, the electronic feline must gobble up pieces of catnip and an occasional bone. The bone flashes periodically in the middle of the screen, and if you snatch it, you turn into a dogcatcher's van that enables you to race through the maze, at a very high speed and capture the offending canines. Once touched, the dogs are placed in the pound for up to 20 seconds of game time. There's a time clock within the doghouse that lets you know just how long you have to grab the catnip before the dogs are released once more. Each time you eat a bone and send the pups to their just reward, less time is awarded to get the

job done. The graphics are clever, and the game is generally a great deal of fun. It is one of the few home maze games that offers almost as much fun as the granddaddy of them all, **Pac-Man**.

Cat Trax is a good game and should keep you purring for hours at a time.

Sticking within the labyrinth category, there is **Jungler**. Played in a maze that closely resembles **Cat Trax**, **Jungler** pits a gamer's controlled serpent against one driven by the computer. Notice we didn't say snake because

Continued on page 105



ARCADIA 2001 SYSTEM

some people just don't like the thought of snakes, much less actually having one in their home, even if it is electronic.

Sticking closely to the arcade version, *Jungler* challenges players to position a serpent so that its lashing tongue can destroy sections of the rural reptile before the same is done to you. Normally, you can only consume sections from the middle and tail of the opposing serpent, but if you pass through the center of the maze when it is flashing, your head turns color and you can shoot head to head. The game is a little slow, and the maze a little broad, but *Jungles* is challenging and fun. It's also unique to the system, so if this *Jungler* is your coin-op fave, here is the only way to the safari. The last of the arcade style games, is *Space Attack*. A combination *Galaxian* and *Space Invaders*, *Space Attack* pits your horizontal cannon against a field of attacking aliens that stays in formation and fires at you relentlessly. An occasional invader comes down one-to-one to keep things interesting. There are no shields and so quick reflexes are key to survival.

One of the problems in *Space Attack* is that each round starts with the cannon somewhere off-screen to the right. Until you get used to beginning a round with the joystick pointed dead left, you may think the designers forgot a key graphic—your cannon. Other than that idiosyncrasy, there is a pronounced slowness to the movement of the cannon we found irksome. Again this condition may be corrected by the time the final versions hit the home market. Other than these two small problems, graphics are good and *Space Attack* may be considered another reasonable version of several very familiar space shoot-em-ups.

Capture, an electronic version of *Reversi* is a delight. In this battle of wits, which can be played against another opponent or the computer, the object of the game is to capture and maintain ownership of the highest number of squares on a grid. You capture a square by placing your piece next to your opponent's piece, on a line or diagonal which also contains another of your pieces. In simpler terms you sandwich your opponents squares with your own pieces. He may then sandwich you in, sort of like putting hands on a baseball bat until no

more room is left, and the game goes back and forth until all squares are captured by someone. The game allows you, through its options, to set time limits, change difficulty levels or simply represent two human players. It also keeps a running score and times of each move.

Capture is not a speed and reflex game but rather an intellectual challenge. As such, it's first rate and highly

enjoyable. We can only wonder what **Space Chess** will be like since Emerson is obviously quite clever, judging by *Capture*, at producing electronic board-games.

That's the story of the little videogame system that could. At a list price of \$200.00, but with an actual selling price of only half that amount, Arcadia 2001 packs quite a wallop for the buck.

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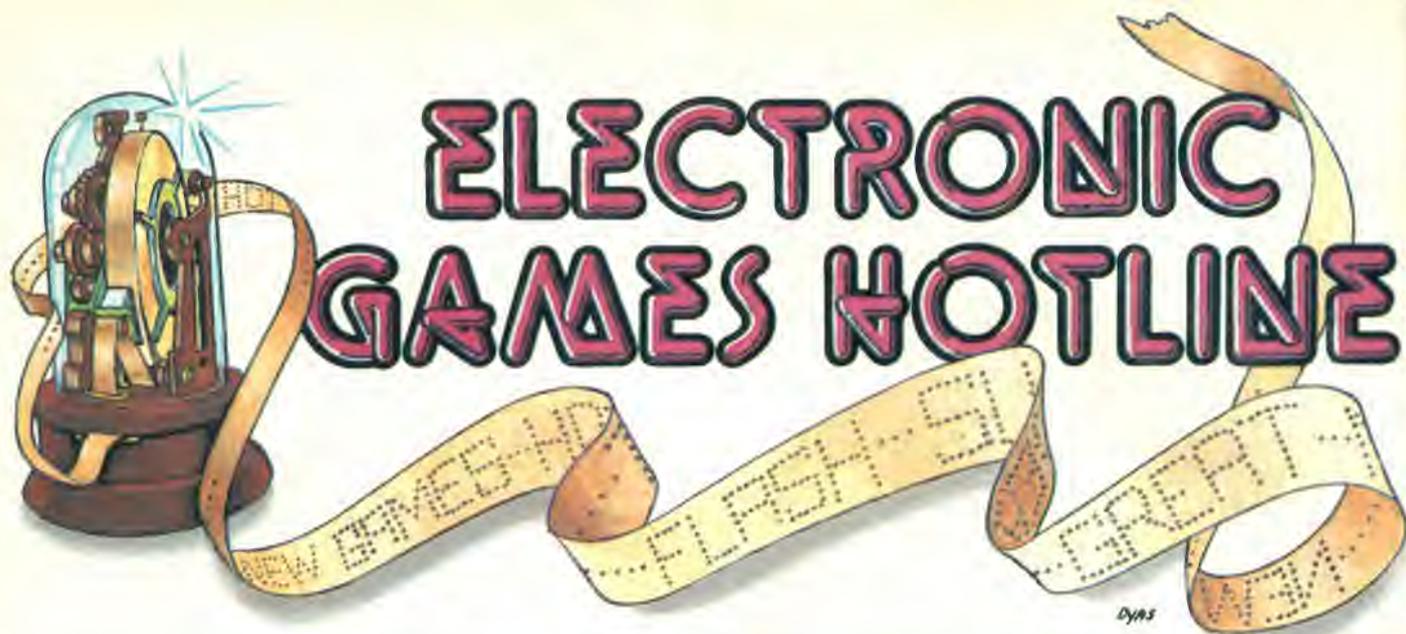
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EMERSON UNVEILS ARCADIA 2001

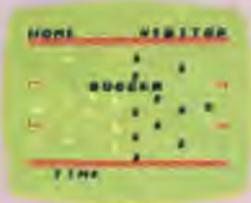
Emerson Radio expects to have a new videogame system, along with 20 game cartridges, in the stores in time for the holiday gift-giving season this year. Dubbed *Arcadia 2001*, the new machine has a number of desirable features including a 12-volt system to make it usable in trailers, campers, cars and boats, cable-ready connections and a controller that easily switches from an Intellivision-style direction disk to the more traditional joystick. Another nice touch is a power on-off light, to prevent home arcaders from accidentally leaving the system going after a play-session.

Arcadia 2001 will get heavy software support from the company, promises Emerson's senior vice president of marketing Sonny Knazick. There will be 30 cartridges for the system by the end of this year, with another 20 scheduled to appear in 1983. Also planned

for next year is an even more advanced version of the *Arcadia 2001*, though no details of this second generation unit are available at the present time.



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MARAUDE (VCS)

ARCADIA UNVEILS VCS UPGRADE

This isn't your garden-variety ROM cartridge. A new company called Arcadia has made what it believes is a significant breakthrough for

the VCS. It's a RAM cartridge which, when plugged into the regular slot in the VCS console, increases screen ROM from the standard 128 bytes to over 6,000.

Dubbed the Super-

charger, this device will markedly upgrade the graphic capabilities of the VCS, providing greater resolution and the ability to move more objects around on the playfield.

Arcadia will shortly release

