

PLAYER'S GUIDE TO PROGRAMMABLE VIDEOGAMES

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# electronic GAMES

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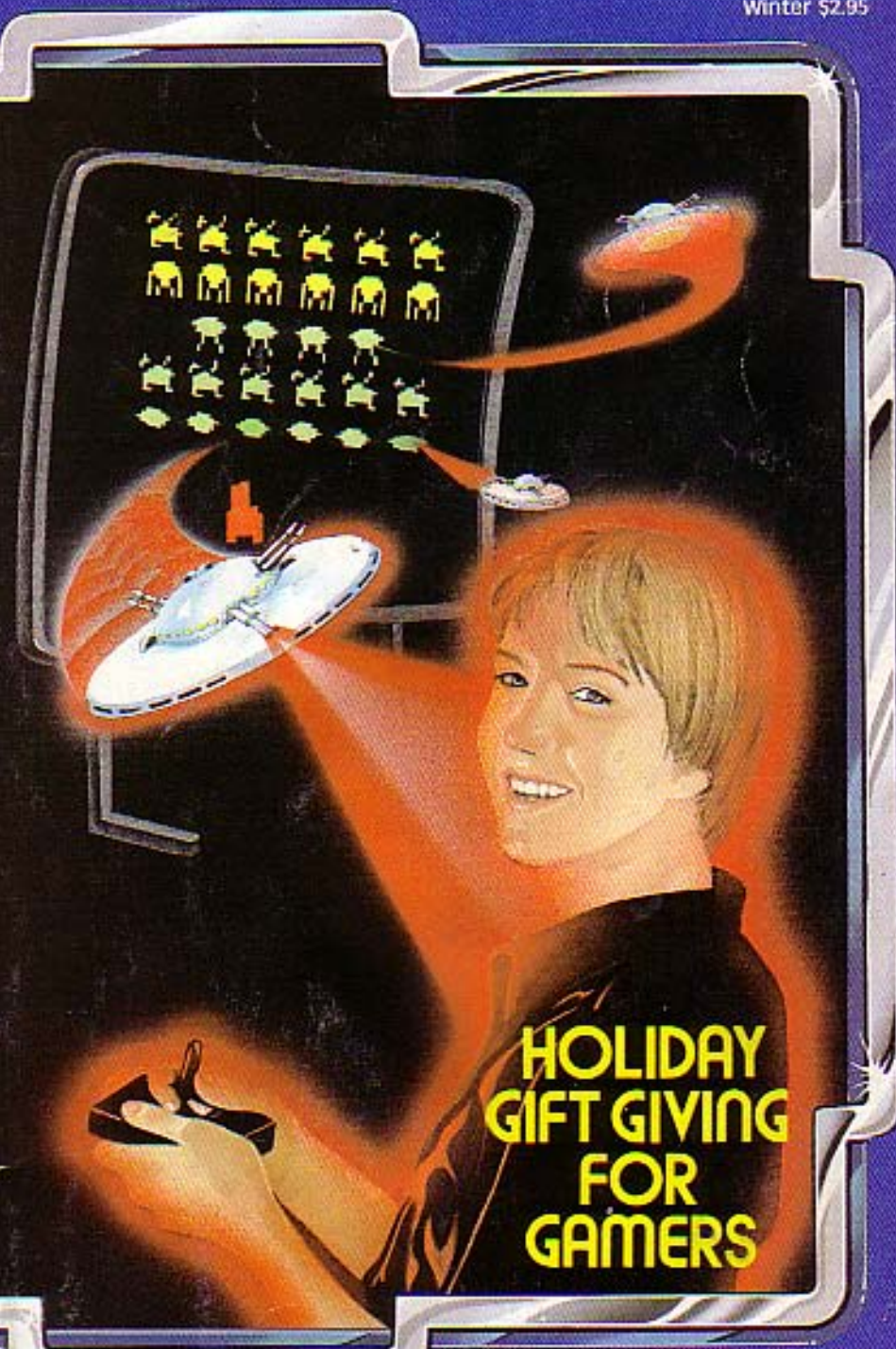
## CAN ASTEROIDS CONQUER SPACE INVADERS?

ATTACK OF  
THE CHESS ROBOTS

INSIDE THE TRS-80  
COLOR COMPUTER

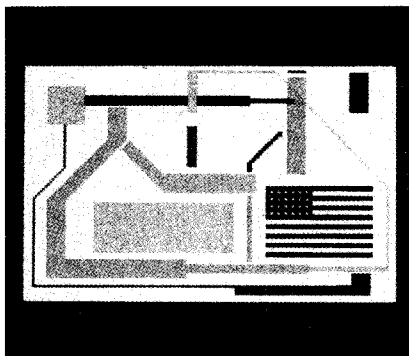
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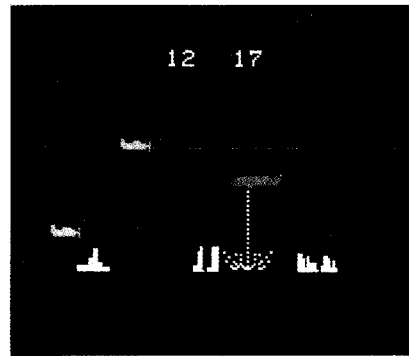


HOLIDAY  
GIFT GIVING  
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GAMERS

# PROFESSIONAL ARCADE UPGRADES TO A COMPUTER



SCRIBING



SEAWOLF/MISSILE

## Astrovision Plans Revival

Astrovision has gladdened the hearts of the many fans of the Professional Arcade with the announcement that it intends to revive and develop the system pioneered by Bally. It hopes to succeed where the original manufacturer failed, and many see considerable cause for optimism.

For one thing, the Professional Arcade is still one of the most advanced and powerful programmable videogames ever produced. In fact, the concept of a modular hardware system that could be upgraded to a complete home computer may simply have been ahead of its time.

Astrovision is keeping quiet about its plans at this time, so it's difficult to know whether the new ownership will put the entire Bally game catalog back into

distribution or just selected titles. Likewise, Astrovision has revealed no information concerning the development of new games for the system. One thing the company has already promised is a ZGRASS keyboard with 24K of memory, but even in this case no firm delivery date is specified.

## The Professional Arcade System

The Professional Arcade is a modular system that attempts to bridge the gap between videogames and home computers. At its heart is a compact console that features a keypad, a pair of Bally's unique controllers and a covered rack for storing game cartridges and cassettes. The keypad is used with the built-in calculator and can also reset screen colors. Perhaps future games will make use of

the pad as an input device.

Surprisingly, the Professional Arcade comes pre-programmed to play three games, **Gunfight**, **Checkmate** and **Scrining**. Even more surprisingly, they're all very much worth playing.

Another big plus: the Professional Arcade is the only programmable videogame that allows players to attach up to four joystick-style controllers at the same time. (Actually, Bally designers combined the functions of a joystick and a paddle in a single device.)

## Game Software

**Gunfight.** This two-player game is as good as anything you'll find in a coin-op parlor. Players move on-screen buckeroos using the joystick, aim with the paddle and fire by pressing the trigger. Each gunslinger gets six shots, after which a re-load cycle begins.

**Checkmate.** Up to four players simultaneously steer their symbols across the screen, creating serpentine lines. The object is to be the last one to crash into a line or one of the playfield boundaries.

**Scrining.** Not really a game, but most arcaders will probably have at least some interest in what may well be the best drawing program available for a programmable videogame. Using the keypad and the controller, it is possible to alter the color, brightness and hue—and create some electrifying visual effects.

**Seawolf/Missile.** This cartridge contains two highly playable games. **Seawolf**, a visual stunner, casts two players as submarine commanders, while **Missile** has arcaders trying to bring down airborne targets with horizontally mobile guns.★