

Retrogaming Times

Issue #35
July 20th, 2000

Table of Contents - Page One

01.	Combat, Sold Out?
02.	Make INTV Update
03.	The Man Behind the Mystery Science Atari Game
04.	Reviews of the Tim Snider Games!
05.	Whaddya Mean the C-64 version? by Geoff Voigt
06.	Traunstaa's Retrocorner by Reinhard Traunmueller
07.	Sites of the Month
08.	The Many Faces of...Omega Race by Alan Hewston

Combat, Sold Out?



A strange thing happened recently. I was pulling an order and I noticed that this person was buying the last copy of Combat that I had. That's right, for a moment I was sold out of Combat! This is something that is unbelievable in classic game retailing. Imagine a Funcoland without a Super Mario Bros in stock. It is unheard of. There was a time when I had hundreds, literally hundreds of them in stock. I figured I was going to my grave with

these carts. Combat, Pacman and ET seemed destined to be bury alongside me. For the record, I am almost sold out of ET too, a scary thought!

Before you start emailing and offering to sell your extra Combat carts to me, let me say right now that I am not in the market for Combat carts. I know as sure as I have a nose on my face that I will find more and this drought will be very short lived.

MakeINTV Update

Valter Prette let me know that a website has been designed for the MakeINTV project. So now you can go to it and give your vote of confidence. He is still trying to collect enough support to make the project a reality, so if you have not gone over and put your name on the list, then go do it! We need 500 people to make new Intellivision carts a reality, so show your support! The number of people is at 100, so you can see that we still have a ways to go! Here is the URL:

<http://digilander.iol.it/AlternativeThought/makeINTVgame.htm>

The Man Behind the Mystery Science Atari Game - The Tim Snider Interview!

Question #1-You have done three games for the Atari, could you tell us which games they are and why you chose to do them?

Tim-The three games thus far are "Mystery Science Theater 2600," "HozerQuest: Thrift Simulation," and "The Blair Witch Project." I did MST2600 as a lark. I was experimenting with hacking 2600 sprite images with Editgfx when I heard MST3K was going off the air. I always had a special place in my heart for licenced games based on TV shows and movies, so I figured my first experiment would be a game based on MST3K - as a tribute, I guess. I took a BIN of Megamania and altered the ship so it resembled the Satellite of Love and the enemies to resemble characters from some of the hideous movies the cast riffed on. I also designed the label and instructions.

I next did HozerQuest (HQ) as a hack of Venture. I thought Star Trek: SOS was an interesting concept as an arcade "trainer" for Starfleet. So, HQ became a "trainer" for those days when we can't go out thrifting. Turns out a few people had similar ideas, I just happened to be the first to act.

And as for Blair Witch, well, Haunted House is one of my favs, so I wanted to make a game using that gameplay. The end of the movie sort of paralleled the plot of HH, so it was a natural.

Question #2-Did it get easier to do after you got the first one under your belt?

Tim-Hugely. I then knew what I was looking for sprite-wise and how to program the images upside-down and backwards. However, hacking images is harder than you may think because you're trying to build AROUND what's already been created. One wrong line here

or there and the game'll crash completely.

Also, if the sprites are animated, it becomes even harder to match the original's sprite movements.

Question #3-You have taken existing games and remake them with new graphics and themes, why did you choose this over making new games?

Tim-I majored in computer programming back in the 80s when PASCAL, FORTRAN, and COBOL were useful. However, when I switched majors (journalism), all of that programming experience - including any knowledge of 6502 programming - I may have had disappeared. I'm trying to re-learn machine language programming again, but it's an arduous task. So, just to keep my foot in the door, I began twiddling around with existing programs. I've heard that other Atari homebrewers started the same way.

Question #4-Of the three games, which one was the most satisfying for you to make?

Tim-Definitely MST2600. Several people have commented on it as having good animation and gameplay. Though I had little to do with the gameplay, I take it as a compliment that the animation works so well for folks. I had a MST3K fan contact me once and say, "I think it's great that you did an Atari cart based on the series. The show was always made on the cheap, so it's only natural that a game based on it would also be available only for a discontinued, antiquated system." I got a huge laugh out of that.

Question #5-Which game has been the most popular with gamers?

Tim-Once again MST2600, but HQ had a lot of positive word of mouth when it was released.

Question #6-When you saw the Mystery Science cart sell for over \$200.00, what was your first reaction?

Tim-I thought it originally was some kind of joke bid or that the bidder was trying to teach the auctioneer a lesson. After all, it's available brand-new for \$16 from Hozer. However, after the auction ended, the two traded positive feedback, so I assume the deal went through. Amazing. I have to have the profit margin booted up before that happens again or at least get some sort of kickback.

Question #7-What new games do you have planned?

Tim-Well, I've sworn off hacking other games for a while. It's fun and folks seem to like the effort, but I feel a little odd messing around with another person's works. As a writer (I manage a medical magazine in Cleveland), I understand fully the concept of "ripping off." But since I make no claims to have designed these myself and that they are indeed hacks, I think most folks understand that I'm just trying to put new spins on old classics. (But MST2600 still has a royalty because, darn it, I worked HARD on that sucker!)

I'm now designing an Atari game from the ground up. There used to be a game called

"Zombies" for the C64 that had a great Dawn of the Dead gameplay - long before the Resident Evils and survival horror games became popular. I thought a you-vs.-legions of undead game would be cool and I'm working on that.

Other game ideas I have include a sequel to Adventure, a game based on TV programming and scheduling wars (don't ask), and a racer based on the arcade game "Death Race 2000." I just noticed that my two prime ideas have death as a theme. Perhaps I should be worried.

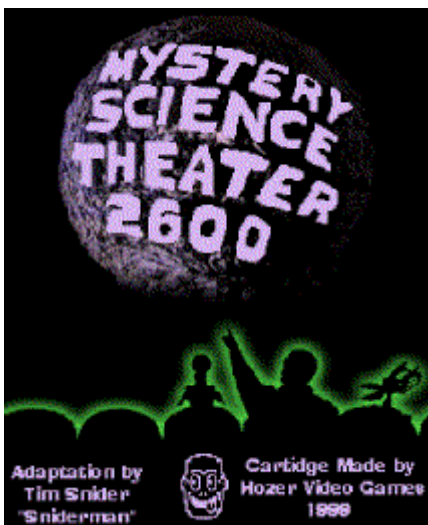
[Question #8-Any possibilities for games for other systems?](#)

Tim-I recently picked up a Lynx and see that folks are programming for that as well. Let's see if I can once again grasp the basics of 6502 again, and we'll talk about other systems!

"You Friendly Neighborhood Snider-man!"

We would like to take this time to thank Tim for taking the time for the interview. We also want to wish him the best of luck with his games!

Reviews of the Tim Snider Games



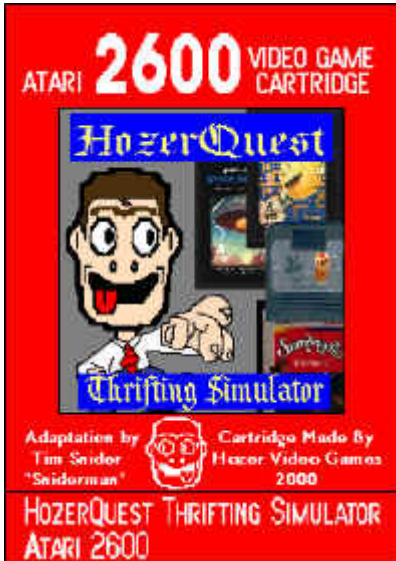
[Mystery Science Theatre](#)

Being a huge fan of the show, I was quite excited to play this game. The game is essentially Megamania, but with different items to kill. No more tires and flying hamburgers, this time you have the following items to contend with:

- Round 1. The Crawling Hand
- Round 2. Ro-man from Robot Monster
- Round 3. Mr. B Natural
- Round 4. Trumpy from Pod People
- Round 5. Kitten With a Whip
- Round 6. Torgo from Manos:Hands of Fate
- Round 7. Mitchell!
- Round 8. The Deep 13 logo.

I must say that the opponents are well drawn and with the description, you can easily figure out what they are. The crawling hand is a hand and so forth. Instead of just any ship, you are the Satellite of Love (for non-fans, that is the ship that the Mike or Joel and the robots are stuck on).

As I said before, the gameplay is identical to Megamania, so if you are a fan of the game, you will enjoy it, if not then you won't. Pretty simple. A nice feature is the label and instructions that come with the game. Both are very nice and really add to the overall product.



[Hozerquest: Thrifting Simulator](#)

This is by far my favorite of the three games! While the game is Venture, it is the amount of thought that went into the game. Tim really outdid himself with the game and it was great to have him there to explain to you what each room was and who your opponents were (all is explained in the instructions, but having Tim do it personally was very cool, too bad he couldn't release an audio tape with it).

The idea of the game is to go to different places in search of classic games. You go to thrift stores, garage sales and even your attic, in search of different carts. As the game get harder, the carts become more valuable. You start out looking for Space Invaders and Combat and later you are hunting Swordquest: Waterworld and even a prototype! Each treasure has a symbol from the game and after a quick glance, you can see it. Also, the monsters...errr obstacles in this game are also specially designed for each room. From Sum Guys to Dreamcast Zombies, you have a variety of things to keep you from your treasured games.

While the gameplay is Venture, I was very impressed that Tim not only redesigned the different treasures and some of the opponents, but that he went and named each one as well as each room. This is what really makes the game special and something to show off to your gaming buddies. Now if I could only find a prototype in the real world.



Blair Witch Project

I must refrain from reviewing this game because I really didn't play it enough to give it an accurate review. With the other two games taking the lion's share of my attention, the poor Blair Witch Project didn't get much attention. What I can tell you is that game is a redesigned version of Haunted House and once again puts you in the role of the wandering eyeballs. It takes place at the end of the movie, where you are in the old house. The cart does sport a nice label that is from the very familiar movie poster. I wish I could say more, but I hate to review something that I didn't give enough time playing.

All the carts can be bought at the following address:

<http://www.netway.com/~hozervideo/atari/2600.html>

Tim can be reached at the following email: timchrissnider@bright.net

Whaddya Mean The C64 version?!

By [Geoff Voigt](#)

Castlevania. Bubble Bobble. Bionic Commando. KLAX. Pac-Mania. Indiana Jones and the Temple of Doom. Road Runner.

All well-known (and some rare) ports for the NES.

Empire Strikes Back. Return of the Jedi. Gremlins. Blasteroids.

Atari-made games that never saw a different system other than an Atari one; if at all.

Or did they?

In my collecting travels, I've recently gotten hold of these games; for my cornerstone system the Commodore 64. ('ya know, that computer I'm sometimes blathering about in the pages of this fine webzine?) Most of these games were released in Europe in the mid-to late 80's and the very early 90's, while a few of them.. well, I'd rather not speculate as to

how they got out.. :)

First off, I need to thank Fred "Game Lord" Pierson for a majority of these games. I had been looking for them for a while, and he was able to get the goods. Thanks Fred. :D

Also thanks to Scott Cheshire for image storage and reformatting. Thanks Scott. :D



Castlevania: If you can put up with a persnickety drive, then all I can say is "Wow!" This game was probably the apex of C64 gaming, and most likely it's last hurrah. The levels are exact as with the NES version, and all the little tricks are intact. The sound is as good as ever on this, and the music voices are.. dare I say it? A little funkier than in the NES version. If you can get used to the different control scheme (Point the joystick diagonal to ascend/descend stairs, up makes Simon jump, having to simultaneously press the fire button and the up direction to use the special weapon) it's worth getting. I emphasize using a Fast Load cart on this game, (you have to access the drive roughly every 30 sec.) and getting out your most responsive stick; I recommend the Epyx XJ500



Bubble Bobble: best known for being a "must-have" for anyone's NES collection, the C64 version of the surreally cute game of dinosaurs killing nasties with bubbles and turning their corpses into fruit (It's Japanese in origin; what can you say?) is just as good as any of the other versions out there. The sound facilities of the SID chip are in full play on BB, and I will declare the sound on this version is the best out of any of the others. Boffo graphics, too. Get a C64 loving friend and have some fun.



Bionic Commando: Ahhhhh.... gotta love that single button stick.. not. The game moves okay, and it does its best playwise, but the graphics are confusing and that damn single button often makes you extend your claw when you want to shoot, and vice-versa. Don't get me started on not being able to jump. There's just too many little things that bug me about this BC.

KLAX: Not every C64 port out there can be perfect (BurgerTime, anyone?). C64 KLAX proves that rule. I can forgive it not having the speech, but the fact that only one tile comes down at a time is downright annoying. Where's the frantic pace? Where's that challenge that mixes intellect with reflexes that I love so much from the original arcade? This version is best left alone; play the MAME KLAX or get the NES cart.

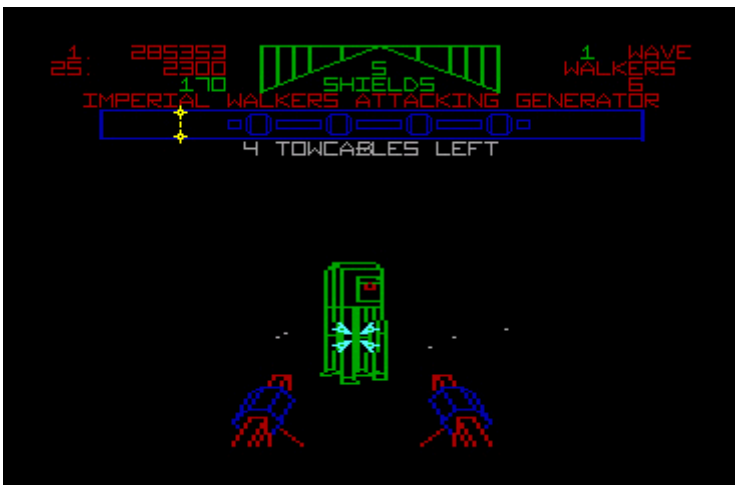


Pac-Mania: One of the European-only games, it has its ups and downs. I like the attempt at the look of the original arcade, and the sound is good, but PM suffers from one of the main hardware flaws the C64 has: really choppy scrolling. The objects on the fringe of the screen jump back and forth, and annoy the living heck out of anyone playing it. Maybe this is a glitch of the PAL->NTSC fix. The ghost intelligence is just plain loopy; one minute they're all over you, the next they all go to the top of the maze and just run around in circles. While it does reasonably look and sound like arcade PM, it sure doesn't play like it. Get Namco's classic collection #5 instead, or luck out and find the Genny or NES version.

Indiana Jones and the Temple of Doom: Not bad, but not terrific, either; but still far better than the travesty known as the NES Tengen Indy. The graphics and music are sufficient, and all the tricks are in the game. There is one problem though. Indy's whip doesn't always connect when it seems as though it would. But still fun.



Road Runner: I'd adore this port if it wasn't for one problem, and that's because of the PAL->NTSC fix: Anytime you need to update the B/G, there's a half-second flash and delay on the screen that's more than just annoying- frustrating; in fact. You can solve this problem by playing RR on a C64 emu in PAL mode, for all those in NTSC-land. The sound and music are first-rate, when the screen isn't getting delayed, but since that happens so often, you rarely get to hear it.

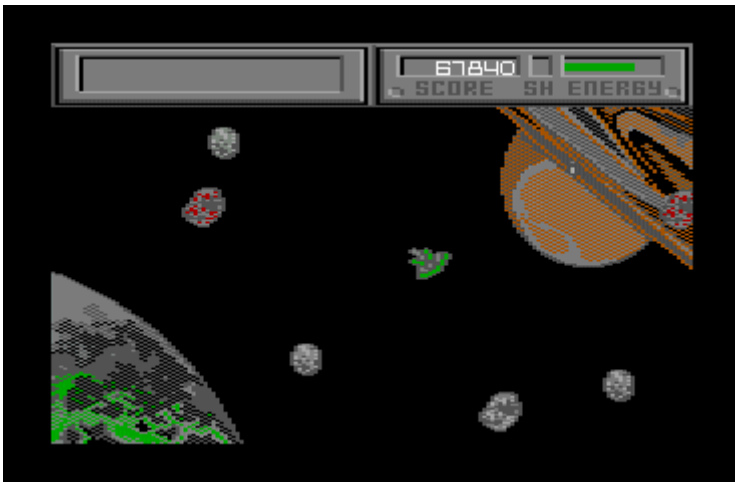


Empire Strikes Back: I was floored when I found out that there was a C64 port of the arcade game, and to my knowledge, this is the only port of ESB out there (we have since learned that there was also an Amiga version). The graphics are faithful to the original arcade, and it has good sound/music. The speed should be faster to be completely faithful to the original game, but even the C64 has its limits.

Return of the Jedi: another Euro import and NTSC fixed game; the graphics are fair and it has all the little things the original had: Ewoks, Death Star difficulty select, etc. The scrolling on this is actually quite good and doesn't jump, but it's too easy to bump the Scoutroopers off the trail. Most likely will be added to a disk with ESB as a companion piece.



Gremlins: As good as the 5200 version. Great graphics and sound, and with the C64, there's no irritating 5200 stick to have to deal with. A definite plus. the Flash control isn't as easy to access on this version, though, but that's the only flaw.



Blasteroids: A good version of the only home port I know of for this game. You can have Head-to-Head 2-players, transforming ships, get all the goodies, etc. There are some graphical glitches, (The immobile Blue rocks cover up the b/g in blocks, and Moldorm sometimes gets these horizontal blackouts; could just be glitches in my own copy) but the gameplay is solid, and and addictive over time.

To my knowledge, these games aren't on the ftp.Arnold.hiof.no (or: www.arnold.c64.org) archive, but I'm taking steps to make sure they are. I should note that there is a "Gremlins" game on Arnold, but it's a text adventure with graphics, and not the Atarisoft version I've written about above. If these games aren't on there by Aug. or Sept., please give me a poke with a sharp E-mail, and I'll get onto it. Thanks.

(Geoff Voigt's still under the sad delusion that there's an Atarisoft C64 Donkey Kong Jr. out there somewhere. If you have one, or know for a fact that it was never made, contact him at <gvoigt@ridgecrest.ca.us>, even though if you tell him it wasn't made, he probably won't listen, but it's still worth trying, because you might, just might, get through to him, short of using blunt instruments to help in your persuasion)

Hi fellow RetroGames, first I want to thank Tom big time for giving me the opportunity to contribute to his fantastic magazine.

Ok, done. A few words about my person: Name is Reinhard, 31 years of age, born and living in Europe, a Retrogamer and collector by heart nearly since the beginning of Arcade games and Home video games (nice word). First time I saw and played a videogame was in the mid/late 70s. We got invited by a working-colleague of my mother. Game was Pong (tough guess) on some clone-video console.

Interacting live on the TV-screen fascinated me. I begged to get this new stuff. Time passed. Needless to say I didn't get one for myself.

Then there was this local pub in my hometown. A small pub. One arcade game. Space Invaders. I saw it. I played it. I brought a friend. We challenged each other. My mother noticed the mass-disappearance of 5 Schilling coins. My mother challenged me. Not on Space-Invaders.

Actually we had no arcade in our vicinity. Just an arcade-game here and there. I got hooked on playing Mariner, I played Satan of Saturn, Pac Man, Moon Patrol, Phoenix, Asteroids, Moon Cresta. Ok, you got the idea.

In the beginning 80s on some christmas-eve there was this wrapped package under the christmas-tree. Unpacking it revealed a box. Atari VCS 2600 was printed on it in large letters. 2 smaller boxes. Asteroids and Space Invaders. Wow, arcade-games (sort of) to play in the living-room. The fun started at home. My game-collection grew. Defender, Demon Attack, Ms Pac Man, Vanguard, Pitfall, Moon Patrol, Spider Fighter, Cross Force, Ghost Manor/Spike's Peak. Very familiar language for us Retrogamers.

Then the age of home computers began. Of course I had the Atari 600XL with tape-player. Of course I swapped it for a 800XL with floppy-drive. Of course I couldn't turn away when I saw the Commodore 64 with it's fantastic sound. Of course I swapped it for a Commodore Amiga 500. We copied and collected games like crazy. Yeah, we actually also played some of them. We had the fun of our lifetime. Then came girls. We put the hardware and software aside, sold it (only thing I kept was the Amiga). Some time passed. There was this idea that girls and computer could co-exist. My friends and I tried it. Hell, it really worked for some of us, ok, for a few of us.

Present time. My girlfriend is VERY understanding. She has to be. My collection of video-consoles, videogames and arcade games is not small. In my possession is nearly every video console ever made. Plus games for them. In my arcade-room stands an original Lunar Lander from Atari. 2 cabinets with many conversion-plugs. I'm just about to buy a Ridge Racer II with two seats, a House Of The Dead 2 stand-up and a Terminator 2 cabinet. That's why we bought a house recently (September the 1st is moving-date).

Ok, this about my person. What I want to contribute to Tom's magazine is writing game-reviews. For video-consoles, home computers and arcade-games.

(Reinhard Traunmueller, InternetNic: TraunStaa Some say he could challenge Videogame Stores and Arcades with his collection. Moves to new house to give the carts, consoles, and arcade cabs a new home also ;-). Yeah, and his girlfriend is VERY understanding. Still looks for some common carts for Atari 2600 and other systems. He can be reached at traunstaa@aon.at).

Sites of the Month

This month, we decided to focus on some obscure systems and the sites that give them the utmost attentions. So if you are a fan of the "other" systems, then these are for you!

[Arcadia 2001](#)

Anyone who has ever had an Emerson Arcadia, knows that they had something pretty rare. I had a stack of games for the system that I traded away quite awhile ago. If a site like this existed back then (I mentioned them in issue #13 of Retrotimes to give you an idea how long ago it was), then I would have known right away what I had!

Ward Shrake's site that is dedicated to this often overlooked system system that tried to compete with the likes of Atari and Intellivision and never had a chance. The site has a ton of information about this system, including an exhaustive cart list with more information about the carts than you would find anywhere else!

You can also download an emulator and see what the games were like. The site is really impressive and for someone to put this much work into such an obscure game system is a blessing for all the fans! Check it out at the following URL:

<http://classicgaming.com/arcadia/>

[The TI 99/4A Home Computer Page](#)

Since I am featuring the TI computer this month, I thought this would be a good time to feature a TI site. As I look around at all the different sites, this one really caught my attention! It was one of the biggest and most informative sites out there! This site has so much to offer, I didn't know where to start?

Since we have to start somewhere, one of the first things I noticed is that the site had a cartridge rarity list. Not only did I not know there were so many games made for the TI computer, but now I see which are common and which are harder to find. Good to see the ones I still want are pretty easy to find!

As you look over the list of stuff on the site, you will find all the documentation you need! There is also a chat room, classified section and even a webcam on the site owner's TI system. Plus, you can find downloads for TI emulators, links to other TI related pages, scans of 99er magazine and can even get a 99er email address! This is one site that will have any TI fan coming back for more!

Another nice thing is that it is updated quite often! So there will always be more and more great stuff for you to see and enjoy! The website can be found at the following URL:

The Many Faces of . . . Omega Race

By [Alan Hewston](#)

This month I will NOT review Commando as I planned. After significant research for all potential games to review here, mostly reading Tom's "Arcade Conversion List", I see that I do not yet have the Atari 8 bit version of Commando, and somehow overlooked the fairly rare Intellivision version - which I do not own. Thank you for last month's feedback, as it will help to make this column improve. Once again, apologies to the TI crowd, as their word is that the TI version of Q*bert is the best.

I'll try to add more info, such as the game's original designer/programmer, and listing ALL of the classic platforms having an official release. Finally, I forgot to mention last month that I only plan to review the home versions on their native systems. Including emulators will make for too much work for me and I've already got 3500 plus game/versions available.

Thanks go out to fellow video gamer Steven Knox for trading many of his better Atari 8 bit disks. He now has many of my best C64 games, and we'll be trading again, later this Summer. Some bad news I learned is that there is no longer a Colecovision multi-cart available. I should have bought one in the first release - as now the copy righters say "we still have the copyrights on some of those games" . . . bummer.



[Omega Race](#)

Creator/Designer: Ron Haliburton [founder of Arcade Engineering, later sold to Midway]

Classic Platforms: Atari 2600, CV, C64, and Vic 20.

Categories: Gameplay, Addictiveness, Graphics, Sound & Controls

The Omegans await you in their arena of cosmic death. You and your reserve of fighters must prove the Terran race worthy of the Omega Race. Waves (Racks) of Omegans come at you either as Command, Droid, or Death ships, along with an endless supply of Photon and Vapor Mines. It's a fight to the death, and would be a lot more fun if both humans

plays could play simultaneously - but that option is only available on the Colecovision.

Omega Race plays much like Asteroids, where thrusting and firing weapons on your ship works the same, and the ships are vector style graphics. Move and shoot the enemy or die. But, now you are pitted against an intelligent foe, trapped in an arena that bounces you off of the inner and outer walls . . . there is no escape . . . no hyperspace . . . no shields.

Learning to play Omega Race on the home systems is initially a fairly frustrating task due to nature of the Controls, or a lack of the proper controller. The Atari 2600 & CV versions do not use the straightforward approach of Asteroids. Instead, 2 controller buttons are used, one to fire weapons and the other for spacecraft thrust. I scored the Controls based upon having the optimum controller type. Your mileage will vary, and likely be less if you do not have as good a controller, or selection of controllers to get the one that works well for you. All four versions tend to move you around too fast at the top speed, but this can really save you once you learn to master the controls.

Omega Race is not really a race, but then maybe you can get a better score by playing as if it were. If you have not played your version (s) much, maybe you need to give it a try and really learn how to play with the best controller. Not a game quick to master, it took me quite some time to score 100,000+ points on all 4 versions. Each version varies somewhat in number of starting ships, the score at which bonus ships are given, points scored per enemy type, and which enemy types are present, and how frequently mines are laid.

[The Have Nots: Colecovision \(32\)](#)

This game was probably a real disappointment for Colecovision fans back in the day. This port could have been soo much better than it is. Most of the superior CV capabilities were not used. The Graphics are overdone and to me, just plain bad - not even close to vector graphics. The Sound is Good, but seemed to be the least likely that you'd want to hear over and over of the 4 ports. The CV Gameplay is really good, and nearly perfect with many typical CV added features, such as a pause and the menu driven system to select the various options - "Tunnel", "Astro Gates", "Fast Bounce", "Reflective Walls" and varying difficulty levels, not to mention one or two player, and the ultimate two-player simultaneous Gameplay.

The Controls leave much to be desired. I tried all of my controllers - standard CV, Roller Controller, Amiga, Super Action, Wico, 7800 standard, and even Sega. The Roller Controller is recommended, as you can get pin-point and quick rotations of the ship, but then it is not easy to press its buttons for thrusting and shooting. Regardless of controller used, the CV Controls are very annoying in how they were actually programmed. Instead of moving (thrusting) right away, as in the other 3 versions, there is about a 0.5 second delay before you actually accelerate. You frequently become dead meat whenever the Omegans home in on you. Not the case in the other version, where you can quickly accelerate out of harms way.

Although finishing just out of the medal count, the CV version should have

been programmed much better and earned a Gold.

Bronze Medal: Atari 2600 (33)

Just ahead of the Colecovision is the Atari 2600. It is fun and Addictive to play, provided . . . you have Control. I do not have a CBS pack-in Booster-Grip controller, but you can get by without one, and it cannot be used to enhance any other game - that I know of. The 2600 Booster-Grip has a standard 2600 cable with both Male and Female ended plug that goes in series ahead of the standard 2600 stick. With its 2 extra fire buttons, the cylindrical sleeve slides down over the standard 2600 controller. My suggested best alternative is that of a standard Colecovision controller. It will take a bit of time to get used to, but unfortunately you never quite get the exacting control to master this game. The 2600 version is the most challenging to play, because you only get 2 shots instead of 3 or 4, and then the Sprite overlaps are horrible. That is, the object to object collisions occur before you hit an object (sprite or missile) overlap. I think that the CV version also was a bit crude in this respect as well. You only have to be "in the neighborhood" [baseball term] to get wasted. Fortunately, this works both ways, so you kill the Omegans easier as well. Finally, the outer boundary of the arena is not shown, which takes at least one more point away from the Gameplay.

The Sound is very good, and the Graphics are second only to the C64. The Addictiveness score could be higher with better Control.

Silver Medal: Vic 20 (35)

A surprise even to me to see the Vic win a Medal. The Vic 20 Omega Race may be one of the best Vic 20 games out there. The excellent Controls that both Commodore versions support give you that Addictiveness to come back for more. Just like in Asteroids, "What you do is what you get". Each tap of the joystick can line you up exactly where you want to turn or thrust. And, you do not need a special controller to learn this game quickly.

The Graphics are Sound are the worst of the 4, but more like the arcade than the botched up CV version. The Gameplay is pretty much all there, and you get 4 shots on the screen at once, making this port much more Addictive than the previous 2. Have trigger, be happy.

Gold Medal: Commodore 64 (41)

Another victory for the Commodore 64, as this Omega Race version is the best, or tied for the best in Sound, Graphics, Controls, and Addictiveness. Finishing 2nd only to the CV in Gameplay. Not a whole lot needs to be said about the winner - as each of the other ports had some trouble in one or more categories. The C64 provides options for Keyboard, Paddle, and Joystick Controls, and allows you to select the color combinations for the background and objects. This permits a game of invisible Omega Race, if you think that you are really good. Oh yes, both Commodore ports may appear to be missing the outer boundary, but there are the guides along the boundary. Essentially small lights in the positions of the 6 pockets on a billiard table. You can still tell exactly where you are, and then the outer boundary section (between pockets) does light up when you hit, or shoot it.

Come back next time when I plan to review Demon Attack for the Atari 2600, Atari 8 bit, Vic 20, Intellivision and Odyssey 2. No chance for a C64 victory there.

(Alan Hewston is hoping to increase his collection of C64, Vic 20, or Atari 8 bit floppy disk games. Let me know if you want to trade any disks. Alan can be reached at Hewston95@stratos.net.)

[Click Here to Go to Page Two](#)

(Full of more great reading and lots of pretty pictures, so hurry up and get over there!)