Classic Systems Refuse To Die!

Inside:

Intro To GEOS
Odyessey 1 Reviewed
Software Sources
Classifieds

Meaningless Meanderings

All The Stuff You Just Gotta Know!

OC&GS is published bi-monthly, I hope. All the games, titles, characters, and related items are the property of their respective holders, and are in no way related to or part of OC&GS.

<u>Want another issue?</u>
One issue for $1.00
Three issues for $3.00

If you recieved this issue free, please think about subscribing for three issues for three dollars. The price is fair and as the newletter gets larger and perhaps more expensive, you will not have to shell out more money. Of course if you would like to exchange your 'zine, newsletters, or whatever, go right ahead!

Send well concealed cash, checks or money order payable to Adam Trionfo to:
OC&GS
c/o Adam Trionfo
775 Garnet Drive, NE
Rio Rancho, NM 87124

WISH LIST

Ideas will be listed, hoping that a reader can help find what is being searched for. Not every item submitted will be put on the wish list (although some may be repeated.),but as many as possible will be. The item wanted doesn't even have to exist. For examples just read the following.
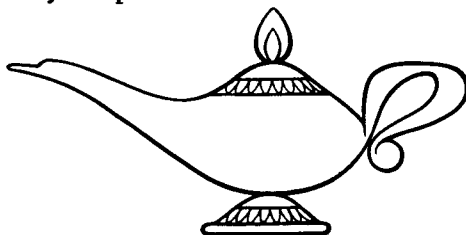I wish that...

.. I knew how to hook up a hard drive to the 8-bit.
... there was a good graphic oporating environment for the 8-Bit.
... I could find PD software to run a BBS using several disk drives on my 8-bit.
... I could hook up a 3½" drive to my computer.
... I could find a EPROM burner for my computer.

... someone would realize that they could put 8-bit PD programs on an IBM CD Rom. Then either use an IBM with a null modem cable to transfer the files from one computer to another, or even better hook a CD Rom drive to the 8-bit.
... I could use regular audio cassettes with my Adam.

Don't be afraid to ask something which seems totally weird, or just not possible. There are some strange going ons in the world and I have been surprised by many of the items that I have seen or read about. Also 8-bit refers to any computer, so if you know how to hook up a hard drive to a TI, write in. If you can hook one up for an Atari, write in. What I am trying to say is use your knowledge for the benift of the communinty.
Without cooperation from readers, this can not exist. So if you can help, Send along your information.

A Contest!
Win a new 5200 Cartridges

Its the first issue and I figured what better way to get people to adore me then to give something away.
Answer this question:

What was the first game that was released for the 5200 by a company other then Atari?

Plus send me the reason why you still use a classic system and you may win. There will be two winners. Each will recieve a new Atari 5200 game. (Either Qix or Star Raiders, my choice... sorry)
You will qualify as long as you follow these simple rules.
- The answer to the question must be correct.
- The reason you use classic systems must be in story form.

That is all there is to it! Submissions must be recieved by July first to win. However you can still send the story of why you use the classic systems. I would like to print a few in upcoming issues.

Getting Started

Welcome to the first issue of *Orphaned Computers & Game Systems*. I have had the idea for a newletter of this type for several months and it seems to finally be falling together. I knew that there would be quite a bit of work involved, even in a publication this small, but I enjoy it and encourage others to try it too if they have ever had even the smallest enticement to do so. The newletter as it now stands however, differs quite a lot from my original vision.

When I was gathering together what has become "Orphaned C&GS" I sent out letters to various people who might want to put a classified ad in this first issue. The first to respond was Lance, from Video 61.

A NICE CHAT

Lance and I spoke for about half an hour. He gave me some excellent advice that truly influenced me. He told me to be professional about what I was attempting to do. That even as a hobby, in order to survive and last, I should conduct this newsletter as a bussiness. Although, I wasn't planning on going about all this with the intention of failing. Until spoke with Lance I didn't realize I was looking at the situation without reason. For instance, I wasn't taking into account all the expenses, even though I had given it quite some thought.

The first thing I did was to make a budget. I hadn't done this, and without a clear idea of how much I could spend, I would be putting my idea into jeaperdy. I also decided to keep any money I recieved completely seperate from my own funds. (I can't believe I wasn't going to do that before!)

While the budget was never actually put down onto paper, staying only in my mind, I understand that I could easily have overexteneded myself with this first issue. So, thank you Lance. I'm taking your advice. Slowly, with the most careful steps, shall I tread the ground before me.

WHAT'S IT ALL ABOUT?

With the first issue of this newsletter I have several goals in mind. The biggest driving force behind this is

to gather people together who have certain similarities, namely being interested in computers and game systems that are no longer widely used. It will also be a place that readers can express what they have learned. Readers are encouraged to send in contributions, such as short programs which they have written, maps of games they have conquered, articles, letters and anything else that you believe would help improve this newsletter.

I am not a writer of any sort, but I know that there is a community of people who could utilize such a publication as this one. I was looking for one of this very sort some months ago, and when finding none, I set about the task of building Orphaned C&GS to fit all of our needs. Of course I don't know what everyone needs, that is why it is so important to communicate your ideas to me.

A SELL OUT?

I searched for several months to find a program for my Atari 8-Bit that was powerful enough to create this newletter. Maybe I didn't look in the right places, but no matter how hard I looked all the programs were far too limited. I also thought about using GEOS for my C64, but that would mean figuring out a way to hook an incompatible printer. Besides I was never very enthusiastic about the quality of print that GEOS delivered.

There are so many choices open to me; IBM, Macs, etc. I however believe that these computers are too expensive, and I would never buy one to start a newsletter. I needed an inexpensive alterantive to the mainstream, and Commodore came through for me. (Even if now they are in deep trouble, they still have excellent products!)

I finally decided to use an Amiga 1200. Using a 24 pin printer and Page Stream 2.2, I have the tools that will help me accomplish the task ahead.

I hope you find this enjoyable and worthwhile. This is your forum, so keep in touch with comments, both negative and positive.

Sincerely,

Adam Trionfo

Odyssey 1: A Glance At The Past

By Adam Trionfo

I've been looking for an inexpensive Odyseey 2 system in working condition for quite some time. The thought of finding an Odyssey 1 was one which I did not find possible, so the thought never actually occurred to me. So let it be said that I was overwhelmed with pleasure when I indeed came across an Odyssey 1 complete in the box and apparently undamaged.

Before I continue, I have to say I have been unable to connect the system to my television. The box contained everything but a switchbox. The cord from the Odussey will not fit into a regular Atari type switchbox. By next issue I am hoping to be able to review how the system plays, but until then I will review what the basic system contains.

Since I have been unable to find any information about this machine all the information included in this article was gathered from the manual and careful examination of the system. In order to keep the facts straight I will be very clear about what I read about the system and what I think about it.

First. My Odyssey was still in the shipping box, with quite a bit of effort I managed to remove the shipping box from the package box. The box measures 17"x17"x6". It is colorful showing several pictures of people playing and enjoying the games. The side of the box display the twelve games that are contained within.

Alright, time to look inside. The box lifts off the styrafoam to reaveal all the system accessories which include 6 cartridges, 3 sets of cards for three differnt games, 20 TV overlay (10 each for both a 19" and 25" TV set), roulette chips, a dice, stickers (for the games Ski, States, and Cat & Mouse. These stickers were never used!). Finally there is a booklet which contains the instructions for each game, plus how to set up the system.

The Odyssey is in the styrafoam case which seperates in half. The console is white with a black top. The two controllers are actually paddles mounted sideways onto a small box frame. It is intersting to note that the system does not include a power supply but does include six batteries to run the system. The manual states, "The external power jack may be used to connect an optional external 9-volt power adaptor." It doesn't get more specific then that.

I find this hard to believe, but the copyright of the system is 1972. I suspect this might just be when the name Odyssey was first copyrighted, not the system itself. The reason is because Atari Pong didn't arrive until 1972. I'm probably wrong (and if so, please someone correct me!) but a cartridge system in 1972?

I wonder if any more cartridges were made for this system that were sold seperately. I never heard of any, but I never heard anything about this system at all except in passing. The real reason I knew it existed was becuase there was an Odyseey 2.

I wish I could give more information, but I am at a loss. When I get this system up and running, hopefully by next issue, we can see what it is made of. By the way, if anyone knows how much the Odyssey cost when it was released I would be interested to know.
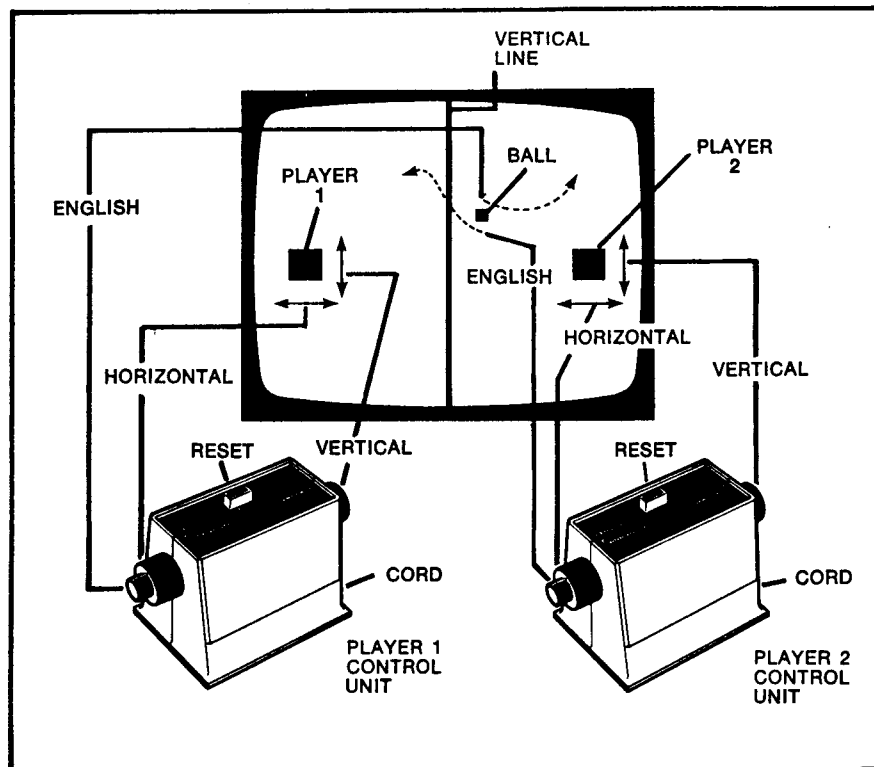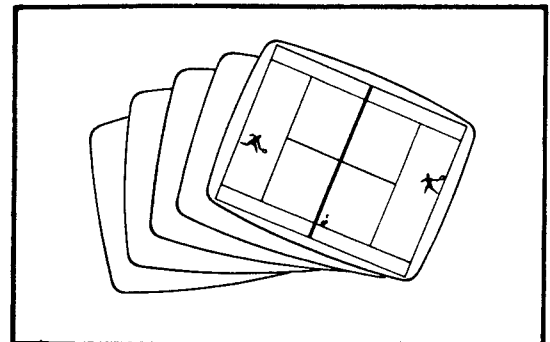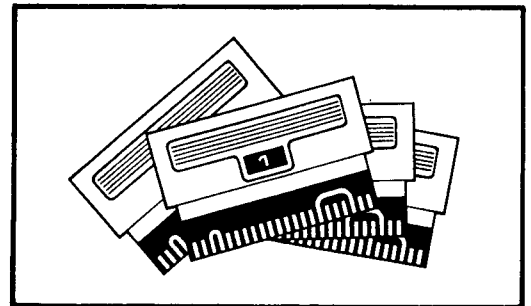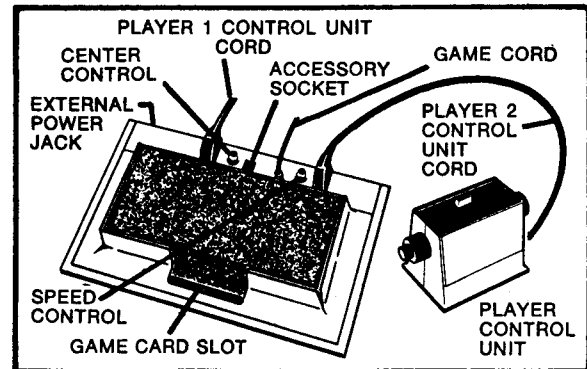
GEOS & Commodore-
Running Alongside The Big Boys
By Harvey Buskirk, NMCUG

The Graphic Environment Operating System (GEOS) ushers in a whole new world for Commodore 64 and 128 computer users. GEOS brings you the power and ease that icons, windows, and pull-down menus provide. A click of an input device or a simple keyboard command is all that is required to command and control a host of applications developed for this environment by Berkeley Softworks (now GeoWorks) and others. Given the limitations of the C64, C64c, & C128, GEOS compares very favorably with similar systems available on IBM and Apple computers.

Booting GEOS automatically brings the user to a DeskTop display, consisting of menu bars and various icons, by which the user can move around the system; manage files, desk accessories, and applications; and configure and use peripheral devices, such as disk drives, mouse, and printers. The GEOS desktop provides for multiple file selection, file retrieval after deletion, keyboard shortcuts, easy printer and input device default procedures, the ability to add or delete disk notepad pages, the use of a desktop clock, and more.

The basic GEOS package consists of these applications:
*geoWrite, a powerful "what you see is what you get" word processor.
*geoPaint, a color graphics program that enables you to create graphics in a wide variety of ways.
*geoSpell, a spell checking program with provision for personal dictionaries that can be used with geoWrite.
*geoMerge, a mail merge program that enables the user to combine 2 documents to produce customized form letters and mailing labels.
*Text Grabber, an application

that reads non-GEOS files from supported word processors and converts them to geoWrite format.
*Paint Drivers, an application that creates geoPaint graphic documents from a geoWrite document which can then be enhanced using geoPaint graphics tools.
*A variety of device drivers to activate the devices available to the computer system. Also thereare screen/printer fonts to stylize both the screen and printer output.
*Desk Accessories, small applications that perform handy functions while on the desktop or in an application, are also included. These include:
A. Alarm clock, enables the user to set the desktop clock, and trigger an alarm when a specified time has been reached.
B. Calculator, enables the user to doquick arithmetic while working at the desktop or an application level.
C. Notepad, enables the user to take notes about work in progress, for later referral
D. Photo Manager, enables the user to store and manage graphics created with GeoPaint for retrieval and later use.
E. Text Manager, enables the user to store and manage text scraps, small word documents, or portions of documents developed with GeoWrite, for retrieval and later use.
F. Preference Manager, enables the user to set a variety of parameter regarding color of the screen or pointer, speed and shape of the pointer, date and time.

In addition to these basic applications, a large number of applications have been developed both by the GEOS system developer and many other software developers that provide the user with a wide variety of programs that can be used with the GEOS system. Included are database,

spreadsheet, telecommunications, desktop publishing, and many other applications.

GEOS works well with basic peripherals, but can be greatly enhanced with the addition of a Ram Expansion Unit (REU). The REU can be loaded with a large volume of applications and files, which can be swapped in and out of memory at memory transfer speeds, greatly increasing overall operating speed.

Being able to operate this type of enviroment, through which virtually all common computer uses can be accessed, greatly increased the quotient of "user friendliness" for Commodore users.

[GEOS print quaility never looked too good to me. There is a program available from Creative Micro Desighns (listed elsewhere) that gives near letter quality printout. The program is called "Perfect Print LQ". Write them about it today!]
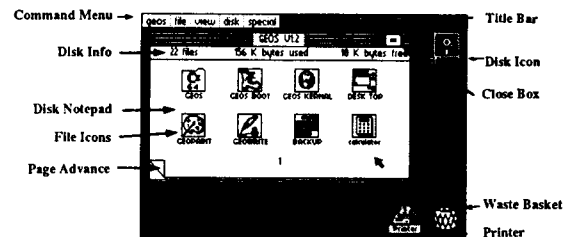
GEOS deskTop
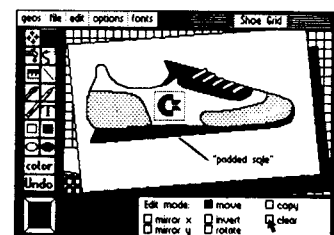
Selecting a rectangular area
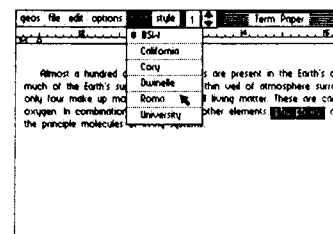
Changing Fonts

Focus Part I: Graphic Role Playing Games
Temple Of Apshai: A Classic Graphic Adventure

I was first introduced to role playing games when I was eleven. I was in the sixth grade and everyone passed the time by reading and playing *Dungeons & Dragons*. I was soon caught up in the game, and played whenever I could find the time.

I had been saving my money for over a year so that I could buy a Vic-20. My parents however decided to help me and together we purchased a Commodore 64. It didn't take me long to learn that this computer had better graphics then my Atari 2600 (Which I had sold for twenty dollars which I used toward the 64) I wasn't playing adventure games, in fact we didn't own any games, so I played games that friends had. (Or I rented them, which was of course before that was illegal!) Most of the time however I just played games which I typed in.

However back then I longed for a game called *The Temple Of Apshai*. Unfortunetely I was unable to play this game for several years, at which time I purchased the game as a trilogy.

Here are a few maps to get you going. I made them myself, and thus they are as complete as I could construct them. If you notice something that leaves them incomplete, let me know.
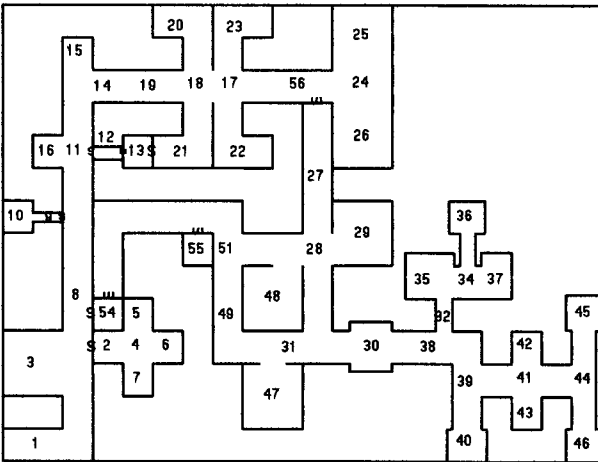
Level I
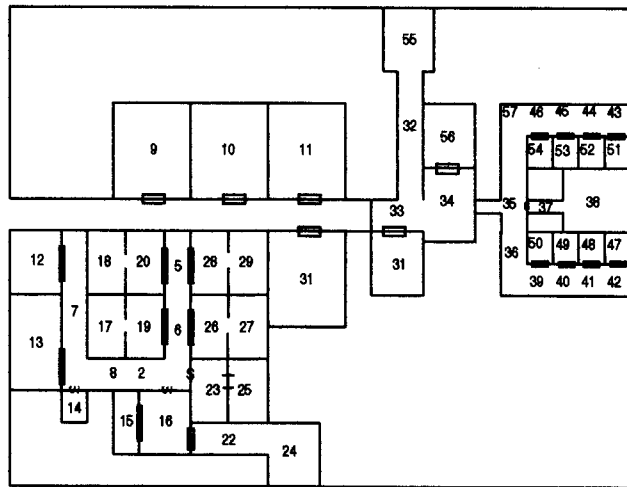
Level II
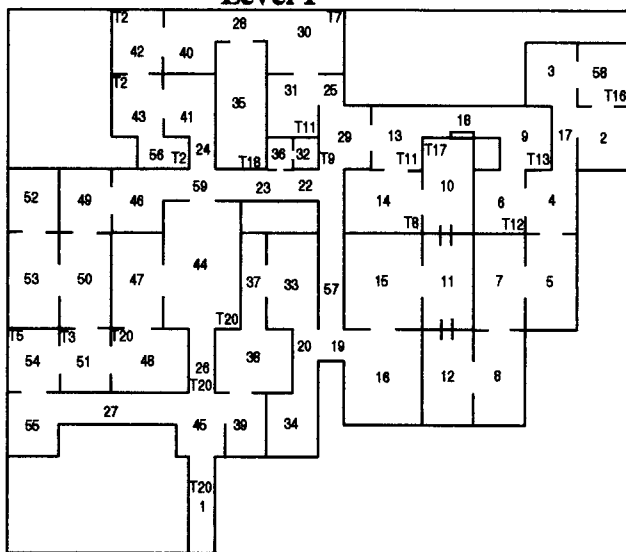
Level III

Yes, the map for level 4 should be here, but after spending several hours entering it into my computer I somehow, through my infinite wisdom, managed to misplace, loose, or erase it. I felt the article was still quite complete though, because this gives budding adventurers something to search through and map on their own.

In retrospect, The Temple Of *Apshai* seems quite limited and somewhat monotonous, but in it's time it pushed computer graphics into places they had never been on a home computer. Also, the spirit of this game shows clearly through the very extensive manual. There are few Role Playing adventures that have the spirit of the *The Temple Of Apshai*. What this game did for Graphic adventures, *Zork I* did for all us Text game fans.

Product & Information Sources

Using computers and game systems that are no longer supported by commercial companies can be quite a challenge. Finding the software and hardware you need can be very difficult. Also you will need to invest quite a bit of time just searching for places that still carry items for your computer.

If you are having trouble locating a program or hardware contact a BBS, or information service. I have limited experience on-line, having only been using modems for a few months, but I have learned how important they are to classic computer owners.

I advise anyone who can get hold of a modem, no matter what baud rate, to do so and get themselves on-line. I have only used GEnie myself, and I recommend it. I have heard however that Compuserve is also good. (Plus they just had quite a rate decrease!).

In the next issue, I'll get together, as much information that I can gather on different computer systems. But until then, look into the subject, becuase going on-line helps form communities that give support for your system which would otherwise never exist. The prices are probably much more reasonable then you imagined. Give it a try!

BBS systems will usually help you find a private seller who has an item you need. Of course this isn't the only way to find what you are looking for. There are still many companies that suppport many 8-bit computers and also game systems, you just need to know where they are. So what follows is a list of companies, newsletters, magazines and private people that support orphans. This list is far from complete, and is lacking any information on some systems, like the Texas Instruments. Please send lists of companies that you are aware of that I have not listed.

Please note that places that carry game system cartridges have been lumpded together under the heading of Atari. This includes the following systems, Intellivision, Colecovision, Vectrex, and any other systems not mentioned. You will notice that I have not included any addresses for Apple merchendise. That is becuase I find that Apple II stuff ids very easy to find already.

Atari Merchendise:

2600 Connection: (Newsletter, Bi-monthly, 4pgsF&B) Covers many topics of the Atari 2600 game system, including interviews with 2600 game programmers, hints on games, letters, tips on the 2600, and variuos articles. March/April 1994 #21 reviewed. Cost is one dollar for a sample issue and 6 dollars for a year subscription (6 issues). 2600 Connection, Tim Duarte, Editor, P.O. Box N664, Westport, MA 02790

American Techna-Vision: (Distributor) This company still carries many items for the Atari 8-bits. They have reasonable prices and everything is new. They carry books, hardware, software and other items. American Techna-Vision, 15338 Inverness St., San Leandro, CA. 94579. Phone-1(800)-551-9995

Atari Corp.: (Direct Distributor) Atari still has software and hardware for the 2600 and 7800 game systems. They do not carry any material for the 8-bit computers or 5200 system though. Everything is of course new. Atari Corp., 1196 Borregas Ave., Sunnyville, CA., 94089-1302. Phone- 1-(408)-745-2000

Atari User: (Magazine, Bi-monthly(ha!), 14 pgsF&B) The last issue of this magazine was October 1993. They still haven't released a new issue. I just called them and there is a message which states that due to the January earthquake an already late issue will not be out until late February. Of course today is April 8, so who knows... This magazine has limited coverage of the Atari 8-bit. It is a good source of information though. Atari User Magazine, 249 North Brand Boulevard, Suite 332, Glendale, CA., 91203. Phone- 1-(818)-246-6277.

The Atari Zone: ('zine, 6pgsF&B) The November 1993 issue I have has reviews of games, a review of the Jaguar, letters and classifieds. This is a 'zine with spirit. For some odd reason it reminds me of a punk 'zine. (Don't ask me why, it just does!) Current issues are free, and back issues cost $1.60

(odd.). Dan Ianovelli, 1411 N. 26th, Melrose Park, IL., 60610-2726.

B&C Computervisions: (Distributor) This company has many items for the Atari 8-Bits, including hardware, software (commercial and PD), manuals, books and other great stuff. They also carry items for the Lynx and ST. B&C Computervisions, 2730 Scott Boulevard, Santa Clara, CA. 95050. Phone- 1-(408)986-9960.

Best Electronics: (Distributor) They have many items for the Atari that you will find nowhere else. This includes 2600, 5200, 7800 and the 8-bit computer systems. They have original manuals for many hardware items too. At the moment the Rev. 9 catalog is out of print while they ready a new one, but you can still call them to see if they have an items you are looking for. Best Electronics, 2021 The Alameda, Suite 290, San Jose, CA., 95126. Phone- 1-(408)-243-6950.

Classic Systems & Games Monthly: ('zine, 9pgsF&B) This is a great little zine that covers most of the classic systems. It has reviews and classifieds. A good read. Cost is two bucks and issue. A subcription costs 16.50 for ten issues. Adkins Publishing, 6142 Hoover Road, Ravenna, OH., 44266. Phone (It states, "Need help with a game?") 1-(716)-591-1519.

Computer/ Electronics Source: (Catalog, 6pgsF&B) This catalog contains items for many of the classic systems including Adam, Atari, C64, Vic-20, 2600, 5200, 7800 as well as many others. They have fairly reasonable prices on some items. Computer/ Electronics Source, 41-30 70th Street, Woodside, NY., 11377-3952. Phone (24 Hours)- 1-(718)426-9614.

Current Notes: (Magazine, monthly, 64pgsF&B) This is the Atari magazine to have. Most coverage concerns the ST but there is some coverage of the 8-bit each issue. They have recently had articles on the Jaguar and other new items. This is full of useful information. I recommend it highly!

Dayton Discount: (Catalog, 6pgsF&B) This is a bit hard to read. The pages are not even the same size, and mine arrived out of order and as bad photocopies (quite bad on one page). They do however make up for this with the wide assortment of items that they supply. This includes Atari 8-bit, 2600, 5200, 7800, Intellivision, Colecovision, and newer popular systems. I think all the games are new, but I can't be sure. They don't get too specific about much of anything. Dayton Discount, Highway 92 west, Belleville, WI., 53508. Phone (Tues.-Sat. 1pm-5pm)- 1-(608)-424-6111.

FMH I.S. Games: (Catalog, 5pgsF&B) Carries New and used 2600, 7800 and Adam/Colecovision carts. (Also limited 5200 stuff). Has a good selection of Adam PD merchendise available on cassette or disk. FMH I.S. Games, P.O. Box 493, Chesterfield, OH., 44026. Phone- 1-(216)-729-0761.

G.A.G: (Newsletter & PD Catalog, 20pgsF&B) This the newsletter of the Genesee Atari Group. It is quite long and informative. My issue issue is January 1, 1994. It was a monthly publication, but as of this issue it is going to be bi-monthly. The PD catalog is quite large, and each disk costs $3.00 for non-memebers. There are two catalogs, one for the 8-bit, the other for the ST. GAG, P.O. Box E, Flint, MI., 48507. Phone (Jerry Cross, President)- 1(313)-736-4544.

Game Force: (Newsletter) This newsletter covers all systems with primary focus upon the SNES and Sega Genesis systems. (Or so it seems.) There are also comic reveiwsand arcade reviews. A sample issue is $1.00. Game Force, P.O. Box 1610, Belen, NM 87002-1610

Jeff Cooper: (Games List, 6pgs, Printout) Jeff has a moderate sized list of Atari and Coleco carts for sale. He has very reasonable prices. I've dealt with him and he sent my stuff quite promptly. He has several rare carts for sale too. He sometimes will do trades. Jeff Cooper, 6407 S. 28th W. Pl., Tulsa, OK., 74132. Phone- 1(918)-445-1013

Jerry G. Visionaries: (Catalog, 4pgsF&B) This catalog has so many items I've never seen or even heard of. It has obscure systems for sale (Most of them on bid). If you are looking for anything odd, let Jerry help you out. He published "The Video Game Trader" but that is no longer in print. He sometimes will make trades for items that are on his very large want list. The catalog costs a buck and is worth it. Jerry Greiner, JerryG. Visionaries, 14700 NW Bonneville Loop, Beaverton, OR., 97006. Phone/Fax- 1-(503)-629-9064.

L.A.P.D. (PD Catalog) Although this may seem to have something to do with The Los Angeles Police Department, it doesn't. This is a disk based catalog. It is fantastic. This is my favorite PD suppier. The catalog costs $1. Get it, and get it now. The updated catalog should be out by now. L.A.P.D., c/o Stefanee Hoffee, 333 Peninsula Drive, Lake Almanor, CA., 96137. GEnie: S.Hoffee2

The Lazer: ('Zine, Bi-monthly, 10pgsF&B) The look and feel of this is very professional, well except for the comics which are just way strange! My issue, December 1993, has little coverage of the classic systems, but covers general ideas that sweep over all systems. This 'zine costs $1.75 for one issue. The Lazer, 2 Rock Ridge Dr., Norwalk, CT., 06854. Phone- 1-(203)-866-5946

M.W.P.D.S.: (PD for Atari 8-bits) The catalog has many disks, each have programs on both sides. The cost of the disks are $2.50 each, and there are volume discounts for ten or more. I have had good dealings with them. I think I paid a dollar for the catalog. M.W.P.D.S., 890 N. Huntington St., Medina, OH., 44256

Mars Merchandising: (Catalog, 2pgsF&B): Has commercial software for Atari 8-bit and the Lynx. Most prices are about twenty dollars. (Lynx prices are higher about, $35) It says that all software except starred items are half off. (Why then, didn't they just get marked with that price?) The catalog is dated 3-18-93. I recieved mine in the first week of February, so it is almost a year old. The catalog states that software for other systems is available, among which include Atari, C64, IBM, ST, Amiga, NES, Sega, and Atari. Mars Merchandising, 1041 E. St. Charles RD., Lombard, IL 60158. Phone- 1-(718)-Mars-Inc

Matrix: ('zine, Bimonthly, 6pgsF&B) This 'zine is great! It is so funny... Favorite line, "Now safe for trees! This fanzine printed on 100% baby seal pelts". It covers the new systems only, but is worth the read, if only to get a good laugh. Issue 6 cost me a $1.25. Jeremy Statz, N6146 170. St., Elmwood, WI., 54740 Phone- 1-(715)-639-3205

More Than Games: (Catalog, 3pgsF&B) This place carries used software, hardware, books, everything for the Atari 8-bit and ST. They can write software for small applications. They fix hardware and can usually fix corrupted data. I've dealt with them, they were fast! Write them now! More Than Games, 8207 Briarwood Lane, Austin, Texas 78757-7642 No phone listed.

MP Games: (Catalog, 2pgsF&B) This is by the guy who does The Lazer (uh, I think so) Very reasonable prices on used 2600, 5200, 7800, Intellivision, and Colecovision. Carries used hardware and some magazines too. MP Games, 2 Rock Ridge Dr., Norwalk, CT 06854. Phone- 1-(203)-866-5946

New Atari User: (Magazine) I've never seen this magazine but have seen it advertised several places and read about it in Current Notes. It is mostly an Atari 8-bit magazine with type in programs, programming articles, reviews, hints, etc. It has various prices, depending on how you want it shipped, and if you want the disk too. This is published by Page 6 Publishing, Page 6, P.O. Box 54, Stafford, ST16 1DR, England.

Page 6 Publishing: (Catalog) This catalog is great, but since the prices are in British Pounds, I have no idea how much anything actually costs. They have a great selection of PD and commercial software. Be weary though. You may want to ask if what you order only works in PAL mode. Note: I sent them a S.A.S.E. and they sent it back to me. Page 6 publishing, P.O. Box 54, Stafford, ST16 1DR, England

Scottith's Games: (Catalog, 2pgsF&B) Most games for 2600, limited selection of 5200 and 7800. Rare items too. Reasonable priced. Has some hardware too, some hard to find. Scottith's Games, Rd#1 Box 177-A, Harding, PA., 18643. Phone 1(717) 288-2824

Video 61: (Catalog, 4PgsF&B) Contains new carts for 2600, 5200, 7800 and Atari 8-bits. Prices range from twenty to thirty dollars. He carries used carts which are more reasonably priced. He also has disk based games for the 8-bit. Video 61, 22735, Congo St. NE, Stacey, Mn, 55079. Phone 1-(612)-462-2500.

The Videogame Trader- (Newsletter) Although Jerry Greiner stopped producing The New Video Game Trader, someone anmed Fred Horvat has taken over the publication. I haven't seen an issue, as it isn't complete yet, but a letter I recieved said it would be simlpied and more consise. there is no one isssue price, but three issues will cost three dollars. It will be a monthly publication with the first issue becoming available June 15. The Videogame trader, P.O. Box 493, chesterfield, Ohio 44026.

Video Magic: ('Zine/Catalog, 10pgsF&B) First off, although this Video magic has but ten pages, it is a half sized affair and thus gets twice as punch punch for the buck. They have stuff for just about every game stystem and classic computer. They have reasonable prices and interesting articles. You need this, really you do! The first issue is free I think, and then you need to surscibe. (Something I need to do!) Video Magic, C/O Frank M. Polosky, P.O. Box 9542, PGH, PA 15233.

Commodore Merchendise:

Commodore World: (Magazine) I've never seen this magazine published by Creative Micro Designs, just advertisemnets for it. I have heard that they are pretty slow getting their magazine to subscribers though. A one year subsciption (8 issues) costs $29.95. Send subsciptions to: Creative Micro Designs, Inc., P.O. Box 646, East Longmeadow, MA 01028. Creadit card holders can call toll free at 1-800-638-3263

Creative Micro Designs: (Catalog, 4PgsF&B) New commercial software, avarageing about $25.00. They have some intersting items for GEOS. They also carry hardware, like hard drives and Ramlink.

Software Support: (Catalog, 104pgs) This catalog has many commercial software items for the 64. All are new,

many are bargains! They have bundles which contain about 6 games each for only 14.97! A steal! This is a thick catalog. Software Support International, 2700 NE Andersen Road, Suite A-10, Vancouver, WA., 98661. Orderline- 1-800-356-1397

Tenex: (Color Catalog, 46pgs) This catalog carries mostly Amiga items but they have a section of commercial software and hardware too. The catalog sells for $3.50 at most newsstands, but they will send you one at the asking. Tenex Computer Express, 56800 Magnetic Drive, Mishawaka, In 46545. Phone- 1-(219)-259-7051

Colecovision Adam Merchendise:

Adam's House: (Catalog, 6pgsF&B) I never knew that the Adam ever had much support until I saw this catalog! They claim to have most every cartridge new that was ever made for the Adam and Colecovision. They have commercial and PD software as well as hardware. They have fairly reasonable prices too. I never even knew there was an Adam disk drive. They also can install and fix hardware. This is probably the last catalog, so order soon. Adam's House, Route 2 Box 2756, 1829 Country Road #130, Pearland, Texas 77581-9503. Phone 1-(713)-482-5040

FMH I.S. Games: (Catalog, 2PgsF&B) Carries Adam Pd software. Did you know that many items that were once commercial are now PD for the Adam. All is available on disk or tape. They can also convert various computer graphic formats to Adam format. FMH I.S. Games, P.O. Box 493, Chesterland, OH 44026. Phone- 1-(216)-729-0761

TI-99/4A Merchendise

Competition Computers: (Distributor, Catalog 3Pgs F&B) Carries new and used merchendise, including hardware and software. They have reasonable prices on most items. They also carry items that I have not been able to find anywhere else, like disk drives, modems, geuine TI monitors, and other intersting items. The catalog costs 42.00. Competition Computer, 2219 South Muskege, Milwaukee, Wisconsin, 53215: Phone- 1-800-471-1600, or 1-414-672-1600

—Classified Ads—

Classified Ads for the next issue will not cost you a dime! That's right any classified ad with fifty words or less will be absolutely free! (However this offer is on a first come first served basis and is limited to space available.) Starting with issue 2 the cost will be one dollar for fifty words or less with each additional word costing a nickel. But for now, send in an ad for an item that you have always been looking for! You might just find what you need or never even new you wanted!

Send ads to *Orphaned C&GS*, c/o Adam Trionfo, 775 Garnet Drive, NE., Rio Rancho, NM 87124. Phone: 505-896-0241. GEnie: A.Trionfo.

I would like this newsletter to become a source for everyone's needs. I'll add catagories as needed. By the way, your encouraged to use these ads as a place for pen pals. Communication is the key if we want to get the most from our systems and hobby.

NOTE: Ads for counterfit games will not be published. Piracy is a crime, no matter if the company that released the software exists any longer or not!

Atari 8-Bit

Wanted: Public Domain software on disk or cassette. Some Commercial software, especially cartridges (Games or not). Magazines, books, modem (2400 baud or faster), 3 ½" drives, BBS software, hard drive, Just about anything that I can get my filthy, grubby hands on. The Atari is my favorite 8-bit. Send info to *Orphaned C&GS*.

Atari 2600

WANTED: Early magazines, Pitfall II, and schematics. Send info to *Orphaned C&GS*

FOR SALE: Bowling, Warlords, Donkey Kong, Star Raiders (No Touch Pad), Realsports Baseball, Space Invaders, Combat, and Air/Sea Battle. $5.00 each plus $1.00 S/H. Will trade for new or rare 2600 or 7800 games. Write to: Dan Iacovelli, 1411 North 36th, Melrose Park, IL. 60160-2726

Atari 5200

WANTED: Ideas on how to make an IBM joystick and 2600 keypad for use instead of 5200 controllers, which always break! (As if you didn't know!), I'm not really interested in games unless I can get my controllers to work! Send info to *Orphaned C&GS*.

Atari 7800

Wanted: Proline Joystick and games (Common or not). Send info to Orphaned C&GS.

Colecovision/ Adam

WANTED: Address for the ADAM user group in England. Also I need a version on of SMARTBASIC (The latest version, but

any version will do), Microsoft BASIC, any PD software that is available, ideas on how to hook up a 5 ¼" or 3 ½" disk drive. Manuals, carts, magazines, card to hook up a dot matrix printer. Send info to *Orphaned C&GS*.

Need software or hardware? Just can't seem to find what your looking for? Try us, we carry many new products for your ADAM system. Did you know there is a program to convert ADAM files to IBM or vice versa? We've got it! Give us a try! Write us at, Adam's House, Route 2 box 2756, 1829 Country Road #130, Pearland, Texas 77581-9505. Or call for orders and inquiries 1-713-482-5040.

Clubs

The Atari Video Club is looking for new members! If you own an Atari game system (2600-Jaguar) then the Atari Video club is for you. For a free sample issue of the clubs fanzine ("The Atari Zone") mail a S.A.S. business sized envelope to: AVC/Dan Iancovelli, 1411 North 36th, Melrose Park, IL. 60160-2726 (Live near Chicago? Ask about local meetings.)

I would like to form a classic video game club here in Albuquerque, NM. If you play any of the classic systems listed in this newsletter, please contact *Orphaned C&GS*.

Commodore

WANTED: For the 64, a 1200 baud or faster modem with a Telecommunications Program. PD software on disk. Cartridges (Games or not). Send info to *Orphaned C&GS*.

Bally Astrocade

WANTED: A photocopy of the BASIC book. Can this system be hooked up to a monitor? Send info to *Orphaned C&GS*.

Intellivision

WANTED: A working Intellivision III, keypads are not neccesary. Power Supply for Intellivision II. Magazines, newsletters, or whatever from the period when this system was popular would be good too. Send info to *Orphaned C&GS*.

Odyssey 2

Put Your Odyssey 2 ad here! It's fun, and it's free! You know you want to. So don't hesitate a single second...

TI/4A

WANTED: Info on connecting a disk drive to my TI. Also I need a modem(preferably at least 1200baud). I need a telecommunications program. Also, I would like any PD software on cassette. I need an adaptor to use my Atari joysticks instead of the TI Remote Controllers. Send info to *Orphaned C&GS*.

Vectrex

Put Your Vectrex ad here! It's fun, and it's free! You know you want to. So don't hesitate a single second...

Miscellaneous

WANTED: Books, newsletters, catalogs, magazines, flyers, pamphlets, that concern early game systems, computers and electronic tinkering. I am especially intersted in *Family Computing* magazine. Send info to *Orphaned C&GS*.

WOW!

You managed to find your way to the end of this rag, I hope that you found it to be worth the time!

I hope that the next issue will be an improvement over this one. I learned a lot of what it takes to put one of these newsletters together. I'm hoping that readers will send letters explaining what they liked or disliked.

One thing about this issue that I hope I can improve upon in the next issue is graphics. I don't have any real pictures to speak of, except for Paul's great cover! If I had a scanner for my computer it would all be easier, but I don't so I end up doing the old cut & paste thing! I'm not really into screen shots, but if I get plenty 'O mail saying to include a few then I'll think about it.

I would like to recieve game reviews, espeacially for games that are hard to find. I would like to have a percentage scale. If I were to rate say, Pacman on the 2600 I would rate the graphics a 65% (Functional, but barely), gameplay would score higher though with say an 80%. For comparision I would rate Jr. Pac Man with graphics of 80% and play at 85%. Is this a confusing system? It works better for me because one rating doesn't tell all. The best example I could give would be Warlords which I would rate a 70% for graphics graphics but gameplay at 90% or even 95% in four player mode. Stsring to get the picture? Is it a bad picture? Try me, let's see!