ARCADE AWARDS
ANNOUNCED
"Demon Attack" (Videogame of the Year), "David's Midnight Magic" (Computer Game of the Year), "Tron" (Coin-Op Game of the Year) and "Galaxian" (Stand-Alone Game of the Year) lead an impressive list of 1983 Arcade Award winners. The Arkies, originated by Reese Publishing Company's Video magazine and now sponsored by Electronic Games, salute design excellence in all phases of the hobby. The Fourth Annual Arcade Awards cover games introduced into national distribution between October 1, 1981, and October 1, 1982.

This year, for the first time, outstanding games were also eligible for the Arcade Award Certificates of Merit. "We're adding this new slate of honors as our way of acknowledging the tremendous strides game design has made in the last year or so," says Arnie Katz, editor of Electronic Games and Chairman of the Arcade Awards Judging Committee. "Games that might have copped an Arkie as recently as last year would be shut out if we didn't expand the award set-up into less of an all-or-nothing affair."

The Arkies will be presented to the winners at a mid-November ceremony to be held at New York City's Tavern-on-the-Green.

A complete list of winners will be found starting on page four of this Arcade Express.

EDU-WARE SETTLES
SPACE SUIT
Game Designers Workshop, a publisher of non-electronic boardgames, and Edu-Ware have reached a settlement in their dispute over Edu-Ware's "Space" and "Space II" computer games. GDW had alleged that the two programs borrowed more than a little from its Traveler science fiction role-playing system. Under terms of the agreement, Edu-Ware agreed to stop making the game -- something it doubtless intended to do anyway -- and attempt to recall all existing copies. Informed sources report that Game Designers Workshop's concern was aroused as a result of its plan to put out a computer version of "Traveler" sometime in 1983.

ARCADIA HAS NEW NAME
Arcadia Corp., the company producing the Supercharger, has chosen its new name. The firm henceforth will be called Starpath Corp. The Supercharger is a cartridge expanding game-play capabilities of the Atari VCS by adding Random Access Memory. Starpath is also marketing a line of games utilizing the expanded qualities of the Supercharged VCS.

Additional venture capital and bank financing totaling $8 million will enable the firm to double its personnel over the next few months, and to gear up to be "a major competitor in the home video game business," says Alan Bayley, President of Starpath. The change of name resulted from confusion with Emerson's Arcadia 2001 videogame, and "because some people thought the name Arcadia suggested that we make games for arcades," according to Bayley. "We needed a name that will allow us to eventually go beyond our present business of making arcade-quality games for the home."

WILL ATARI LAUNCH
ANOTHER COMPUTER?
Company officials remain mum on the subject, but word is leaking out of Sunnyvale that Atari is hard at work on yet another major hardware project. This time it's something called the Atari 1000, and it is reportedly meant to occupy a niche just upscale from the manufacturer's current 800 machine. The 1000 is said to utilize a 16-bit microprocessor and is expected to have a 64K memory. When this system will make its debut and the question of whether it will be software-compatible with the 400/800 machines are not known at this time.

NEW VIDEOGAME SYSTEM INTRODUCED BY TANDY   Tandyvision One is the name of the new electronic videogame system from Radio Shack, a subsidiary of Tandy Corporation. The system is an Intellivision look/play-alike, and runs all Mattel Intellivision and Sears Super Video Arcade cartridges. The 16-bit microprocessor produces high resolution animated graphics capabilities, and the familiar Intellivision-style controllers use the keypad pushbuttons and rotating disk to maneuver on-screen game components.

Tandyvision One comes packed with "Las Vegas Pocker & Blackjack", and sells for $250. Radio Shack stores are stocking 15 of the most popular Intellivision game cartridges, and are also setting up an "Intellivision Cartridge Hotline" special ordering service for games that are not in the store.

APPLE SLATES NEW PRODUCTS FOR '83   Apple Computer, Inc. will release several new products during the next year, according to A.C.Markkula, Apple's President. A high-end personal business computer code-named "Lisa" will debut in January. Later, a less expensive more limited business machine called "Mackintosh" will be unveiled. A new version of the Apple II, called the "Super II", will be shown during the first quarter of '83, and an improved version of the Apple III is slated for later in the year.

Mr. Markkula stressed that Apple is "firmly committed to strengthening the integrity of its authorized dealer network". It is believed that Apple plans action to halt sales by unauthorized retail outlets that usually undersell the authorized dealers.

PICK AXE PETE PICK-OFF PICKS CHAMPION PICKER   Tony Scardigno won the gold, proving himself the world's champion picker in the Pick Axe Pete Pick-Off on October 9. The Pick-Off was sponsored by Odyssey to locate the champion picker in the popular climbing game, "Pick Axe Pete". Five finalists won trips for themselves and guests to the World's Fair in Knoxville, Tn., where the crowd-pleasing event helped swell Fair attendance to its single day record of over 110,000. Tony's prize was a pound of gold, worth between $6000 and $7000, depending on market value. He said he wasn't sure what he'd do with the cash, but hoped to take "about an ounce" to buy videogames, and put the rest away for college.

Over 10,000 Odyssey players participated in the National Pick-Off by sending in photos of their top scores, hoping to qualify for the two-night trip to the World's Fair and the chance to play for a pound of gold, the prize for the best picker. The country's top players, each qualifying with over 9,000 points, were: Jodi Schumacher, the only woman in the group, and her brother Bryan, from Trenton, Ohio. The Schumachers are the only known family with two champion videogamers. George Floyd, Rogersville, Tn., a lefty who's so used to his right-hand controller that he says he wouldn't change. Mike McKim, a 12-year-old from Alexander, Arkansas, and Tony Scardigno, 10, from Weehawken, NJ, pint-sized, but a champion athelete when you put a joystick in his hand.

The Pick-Off was judged by Electronic Games editors Arnie Katz, Bill Kunkel, and yours truly, Joyce Worley. Katz MC'ed the event, giving play-by-play descriptions of the action to the crowds, with Kunkel adding color commentary and strategy hints as the on-screen contest battled to its exciting conclusion, in 3 rounds of timed play on mazes numbers 2, 4 and 6.

After the competition, Odyssey hosted a barbeque luncheon. The players relaxed and discussed strategy (they all agree it's better to go up the left side, then wait until the key shows up), tried to learn what new games are coming, and expressed hope they'd meet at a similar event next year. Then it was off to the Fair. And a very fine time was had by all.

MATTEL IS GOING TO THE BIRDS   Mattel has purchased the exclusive home videogame rights from Walter Lantz Productions for Woody Woodpecker, the red-headed cartoon character. No word yet on the specifics planned for the videogame.

APPLE SUES PINEAPPLE   Apple Computer has filed suit against Formula International for
                         copyright, patent and trademark infringement. Apple says Formula
has been selling copies of the Apple II in kit form, under the brand name "Pineapple".
Apple seeks to halt sales of the kits, which are imported from the Far East.

ENVIRO GRAPHICS   Wico Corp. is offering a unique new product to the amusement industry.
BEAUTIFY ARCADES   Enviro-Graphics kits, designed by Willis and marketed exclusively by Wico,
                     contain decorative material for dressing up an arcade to provide a visual-
ly stimulating environment. Each kit has a selection of wall hangings and signs screen-printed
on durable foam board. They're easy to mount on walls, ceilings or windows. The art is
spectacular, reminiscent of the magnificent drawings found on pinballs, and the kit comes with
everything an arcade needs, including scoreboards, announcements, and special supplies for
tournaments and special events. The line will continually be updated with new sets of graphics
introduced every six months. Arcades availing themselves of Enviro Graphics will be much
prettier places to play, that's for sure!

THE RETURN OF TRON   First it was a movie, then a game. And now because the coin-op is such
                       a hit, "Tron" the movie will be re-released for the Christmas season.
Disney officials cited the popularity of the game as the reason for this unprecedentedly early
return of the movie to the theaters.

KEYBOARD FOR THE   Screen Sonics, Inc. has developed a modular keyboard that can be added to
ATARI COMPUTERS   the Atari 400 or 800 computers. When installed on the 400, the resident
                     keyboard is left intact to be used for games and/or learning, and the new
keyboard, dubbed the "Sidewriter", is used for lengthy programming. Used with the Atari 800,
the Sidewriter operates as an extension keyboard or provides a secondary operative location.
The full typewriter keyboard is perfect for jobs requiring input of lengthy data, since its
ease of use can improve accuracy and speed for most programmers. The Sidewriter sells for
$169 for do-it-yourselfers. If Screen Sonics does the installation, it costs $249 plus postage.
     Screen Sonics can also upgrade Atari 400 computers by expanding the Random Access Memory.
For information, contact them at 314-434-0433.

PANASONIC TO OFFER COMPUTER   Panasonic is jumping on the personal computer bandwagon. The
                                company will debut the "JR-200" in January. The new personal
computer will be introduced along with approximately 50 software packs.

SIMULTANEOUS MOVEMENT IS   The gamer controls NATO armored forces against Soviet columns
FEATURE OF EPYX WARGAME   rolling across Northern Germany. The successful player can lead
                             his forces to victory and shape the post-World War III world.
"Armor Attack", from Epyx/Automated Simulations, is a tactical simulation of tank warfare with
12 scenarios and a variety of terrains. Eleven maps are provided, or the gamer can create his
own. Each side has six tanks with guided missiles and guns. Simultaneous movement and combat
resolution take place in full color, and damage statistics keep the players updated on their
armies' conditions. Playable by one person against the computer, or head-to-head, "Armor
Attack" allows each player to plot maneuvers without the opponent's knowledge. The game is
available for the Atari 400/800 computers, on disk.

FOOD IS A FACTOR IN   You don't have to quit thinking about games even while you eat, at
VIDEOGAME PROMOTIONS   least if you adhere to a balanced gamer's diet. Several companies
                         currently have promotions that tie in with foods. There's Nabisco's
Junior Mints/Ms. Pac-Man Sweepstakes. McDonald's has a well-publicised Asteroids game going
through the burger chain. Odyssey is the focal point in Kellogg's Instant Win Video Game
Sweepstakes. Even Jiffy Popcorn has a videogame tie-in campaign. I doubt that you could com-
plete a full diet with companies running videogame promotions, but at least there's enough of
them to give you plenty to read on the boxes while you munch.

THE 1983 ARCADE AWARDS

VIDEOGAME AWARDS

VIDEOGAME OF THE YEAR: Demon Attack (Imagic, for Atari VCS)
                    Certificates of Merit: Star Master (Activision, for Atari VCS)
                                        Atlantis (Imagic, for Atari VCS)
BEST SCIENCE FICTION/FANTASY VIDEOGAME: Defender (Atari, for Atari VCS)
                    Certificates of Merit: Space Jockey (US Games, for Atari VCS)
                                        Encounter at L-5 (Data Age, for Atari VCS)
                                        Threshold (Tigervision, for Atari VCS)
MOST INNOVATIVE VIDEOGAME: Great Wall Street Fortune Hunt (Odyssey, for the Odyssey^2)
                    Certificates of Merit: Nexar (Spectravision, for Atari VCS)
                                        Word Zapper (US Games, for Atari VCS)
BEST SOLITAIRE VIDEOGAME: Donkey Kong (Coleco, for ColecoVision)
                    Certificates of Merit: Berzerk (Atari, for the Atari VCS)
                                        Infiltrate (Apollo, for Atari VCS)
                                        Gorf (CBS, for Atari VCS)
BEST MULTI-PLAYER VIDEOGAME: The Incredible Wizard (Astrocade, for the Astrocade)
                    Certificates of Merit: Conquest of the World (Odyssey, for the Odyssey)
                                        Bowling (Mattel, for Intellivision
BEST VIDEOGAME AUDIO-VISUAL EFFECTS: Smurfs (Coleco for ColecoVision)
                    Certificates of Merit: Phaser Patrol (Starpath, for the Atari VCS)
                                        Triple Action (Mattel, for the Intellivision)
BEST ARCADE-TO-HOME VIDEOGAME TRANSLATION: Frogger (Parker Brothers, for the Atari VCS)
                    Certificates of Merit: Galactic Invasion (Astrocade, for the Astrocade)
                                        Venture (Coleco, for the ColecoVision)
BEST ACTION VIDEOGAME: Chopper Command (Activision, for the Atari VCS)
                    Certificates of Merit: Space Cavern (Apollo, for the Atari VCS)
                                        Room of Doom (CommaVid, for the Atari VCS)
BEST ADVENTURE VIDEOGAME: Pitfall (Activision, for the Atari VCS)
                    Certificates of Merit: Earthworld (Atari, for the Atari VCS)
                                        Riddle of the Sphinx(Imagic, for the Atari VCS)
BEST SPORTS VIDEOGAME: Hockey (Activision, for the Atari VCS)
                    Certificates of Merit: Football (Mattel M Network, for the Atari VCS)
                                        Baseball (Mattel M Network, for the Atari VCS)
MOST HUMOROUS HOME ARCADE GAME: Megamania (Activision, for the Atari VCS)
                    Certificates of Merit: Fast Food (Telesys, for the Atari VCS)
                                        Sneakers (Sirius Software, for the Apple II)

COMPUTER GAME DIVISION

COMPUTER GAME OF THE YEAR: David's Midnight Magic (Broderbund, for the Apple II)
                    Certificates of Merit: Bandits (Sirius Software, for the Apple II)
                                        Castle Wolfenstein (Muse Software, for the Apple)
BEST COMPUTER ADVENTURE: Deadline (Infocom, for the Apple II)
                    Certificates of Merit: Time Zone (On-Line Systems, for the Apple II)
                                        Kabul Spy (Sirius Software, for the Apple II)
BEST SCIENCE FICTION/FANTASY COMPUTER GAME: Star Warrior (Automated Simulations, for the Atari)
                    Certificates of Merit: Empire I (Edu-Ware, for the Apple II)
                                        Caverns of Mars (Atari, for the Atari 400/800)
BEST ARCADE/ACTION COMPUTER GAME: K-razy Shoot-Out (K-byte, for the Atari 400/800)
                    Certificates of Merit: Crossfire (On-Line Systems, for the Atari 400/800)
                                        Star Blazer (Broderbund, for the Apple II)

COMPUTER GAME DIVISION (CONTINUED)

BEST COMPUTER AUDIO/VISUAL EFFECTS: Night Mission (SubLogic, for the Apple II)
                  Certificates of Merit: Choplifter (Broderbund, for the Apple II)
                                     Preppie (Scot Adams International, most systems)
BEST COMPUTER SPORTS GAME: Cypher Bowl (Artsci, for the Atari 400/800)
                  Certificates of Merit: Football Strategy (Avalon Hill, several systems)
                                     Juggler (IDSI, for the Apple II)
BEST SOLITAIRE COMPUTER GAME: Snack Attack (Data Most, for the Apple II)
                  Certificates of Merit: Omega Race (Commodore, for the Vic-20)
                                     Neptune (Gebelli Software, for the Apple II)
MOST INNOVATIVE COMPUTER GAME: Moonbase Io (PDI, for the Atari 400/800)
                  Certificates of Merit: Nautilus (Synapse Software, for the Atari 400/800)
                                     Arcade Machine (Broderbund, for the Apple II)

COIN-OP VIDEOGAME AWARDS

COIN-OP GAME OF THE YEAR: Tron (Midway)
                           Certificates of Merit: Ms. Pac-Man (Midway)
                                     Donkey Kong (Nintendo)
BEST SCIENCE FICTION/FANTASY COIN-OP GAME: Bosconian (Midway)
                  Certificates of Merit: Zaxxon (Sega-Gremlin)
                                     Gravitar (Atari)
BEST ACTION COIN-OP GAME: Robotron (Williams)
                  Certificate of Merit: Frenzy (Stern)
BEST COIN-OP GAME AUDIO/VISUAL EFFECTS: Turbo (Sega-Gremlin)
                  Certificates of Merit: Thief (Pacific Novelty)
                                     Kick-Man (Midway)
MOST INNOVATIVE COIN-OP GAME: Tempest (Atari)
                  Certificates of Merit: Lady Bug (Universal)
                                     Qix (Taito)

STAND-ALONE GAME AWARDS

STAND-ALONE GAME OF THE YEAR: Galaxian (Coleco)
                  Certificates of Merit: Scramble (Tomytronics)
                                     Super Cobra (Entex)
BEST ELECTRONIC BOARDGAME: Stratego (MB Electronics)
                  Certificates of Merit: Fidelity Reversi Challenger (Fidelity Electronics)
                                   Monopoly Playmaster (Parker Brothers)
BEST MINI-ARCADE GAME CARTRIDGE: Scramble (GCE, for the Vectrex)
                  Certificate of Merit: Hyperchase (GCE, for the Vectrex)

HONORABLE MENTIONS

VIDEOGAME CARTRIDGES: Planet Patrol (Spectravision); Towering Inferno (US Games); Demon Attack (Imagic for Intellivision); Stampede (Activision for Intellivision); Donkey Kong (Coleco for Atari VCS); Wizard of Wor (CBS for Atari VCS); Missile Command (Atari for the 5200); Super Breakout (Atari for VCS); Super Breakout (Atari for the 5200); Commando Raid (US Games for VCS).

COMPUTER GAMES: Protector (Synapse, for Atari 400/800); GFS Sorceress (Avalon Hill, most systems) Night of Diamond (Sir-Tech for Apple II); The Prisoner 2 (Edu-Ware for Apple II; Star Blaster (Picadilly); Shuffleboard (IDSI for Apple); Kamikaze (Hayden Software for Apple); Air Strike (London Software for Atari 400/800); Darts (Thorn EMI for Atari 400/800): Galactic Gladiator (SSI for Apple II); Swashbuckler (Datamost, for Apple); Dark Forest (Sirius for Apple).

THE HOTSEAT
Reviews of New Products

RATINGS: 1-4   The item has serious flaws.
              5   An average game that does what it promises.
              6   Better than average.
              7   A good game, but maybe not for everyone.
              8   A very good to excellent game.
              9   An outstanding, state-of-the-art game.
             10   Pure gold and about as good as a game could be. A rare rating.

KEY: The information which heads each review follows the same simple format. First comes the
      name of the item, then its classification and if it is a home arcade software program,
      the system or systems with which it is compatible. Finally, the manufacturer's name.

VENTURE/Videogame Cartridge (for Atari VCS)/Coleco
     This is a credible translation of Exidy's overlooked coin-op classic, for the VCS. Of
course, it is stripped down to the essentials -- no music, no converging walls and no monsters
that disappear. It's also a little annoying that rooms don't fill in completely (as in the
ColecoVision version) after Winky has snatched the treasure inside. These lacks should not
obscure the fact that, compared to other game programs for the VCS, "Venture" is a solid entry
with a good variety of action. Rating: 8

K.C.'s KRAZY CHASE/Videogame Cartridge (for Odyssey^2)/Odyssey
     This is the first game which can be enhanced through use of Odyssey's new Voice speech
synthesizer module. If it's a fair sample of things to come, then voice games are certainly
headed right down the success track. This maze-chase would be fun even without the Voice, but
its addition permits the designer to endow K.C. with a roguish, fun-loving personality that's
just plain irresistable. K.C. must roam the labyrinth eating trees and segments of the Venusian
Dratapillar while dodging this huge beast's head as well as a quartet of lesser nasties called
Drats. Chomping a Dratapillar segment puts the Drats temporarily at K.C.'s mercy. And oh, the
joy of hearing K.C. chuckle contentedly after you've guided him to triumph! Rating: 9

SUPER COBRA/Stand-Alone Game/Entex
     "Super Cobra" by Entex is based on the Konami coin-op classic, and can challenge even an
experienced arcader. Pilot a copter through four screens, blasting enemy missiles and fuel
tanks, avoiding meteors, then steering your craft through tortuous caverns. After the fourth
screen, try to take out the enemy base with your own missiles and bombs. The fluorescent dis-
play uses square blocks to create the terrain and buildings, and a speed control knob allows
the gamer to increase the action to a very sophisticated pace. Then the joystick and firing
buttons are all that stand between you and the alien forces. "Super Cobra" takes real skill
to master, and represents the state-of-the-art of scrolling shoot-outs for stand-alones.
Rating: 9

GALAXIAN/Videogame Cartridge (for Atari 5200)/Atari
     This is the only cartridge in the initial group of releases for Atari's "third wave" pro-
grammable videogame system that has not previously appeared in substantially the same form for
some other Atari system. It is easy to see why. Though "Galaxian" isn't really a bad game,
movement of objects on the screen is somewhat uneven, robbing this edition of the design's
most powerful visual image, the smoothly swooping alien gliding toward the player's cannon at
the bottom of the screen with lethal intent. "Galaxian" plays fairly well, but it just seems
to lack some of the intensity of the Midway play-for-pay machine. Rating: 7

ENCOUNTER AT L-5/Videogame Cartridge (for Atari VCS)/Data Age
      The colonists of L-5, a settlement just beyond the rim of Earth's atmosphere, come under
the attack of the Megalytes, and it is up to the arcader to use the anti-matter launcher to
shoot the invaders as they approach. Difficulty is highly adjustable in this solitaire
invasion game, and it escalates automatically every time the player scores 800 points. The
graphic treatment is highly stylized and, with its striking screen colors, is quite attrac-
tive. To aim, the defender lines up the antimatter weapon at the bottom of the screen with
the aiming cursor that travels along the top of the field. Anti-matter packets travel between
these two points, destroying any enemy craft that gets in the way. Rating: 8

GORF/Videogame Cartridge (for Atari VCS)/CBS
      This is a home translation of a coin-op invasion game that was mighty popular in the
commercial amusement centers about a year ago. You are a space cadet of Earth's far future,
and your multi-phase mission is to defeat the forces of the aggressive Gorfian Empire which
will otherwise overrun the Earth. In order to triumph, you must first defeat a horde of ships
and droids in the lower atmosphere, then eliminate the Gorfian laser ship and its kamikaze
escort, next brave the attack issuing from the Gorfian space warp and, finally, shoot it out
with the flagship controlling the vast interstellar armada. This is a very creditable home
edition, the limitations imposed by VCS hardware not withstanding, because it provides a lot
more variety of play-action than the standard, march-down-the-screen style of invasion
contest. Rating: 8

BASEBALL/Videogame Cartridge (for Atari VCS)/Mattel M-Network
      Though this isn't quite as outstanding as the same company's "Super-Challenge Football",
it is certainly the best baseball game available for this programmable videogame system.
Critics may carp that there are only eight men on the field -- no shortstop -- but that's
still five more than any other rival cartridge. Individual controls of each fielder are
handled through an ingenius joystick control system that may cause some players a few diffi-
culties until it is thoroughly memorized. Once again, the Mattel design team has demonstrated
a sure touch with sports simulations. Rating: 8

DEFENDER/Videogame Cartridge (for Atari VCS)/Atari
      They said it couldn't be done, but Atari has done it! This is an excellent arcade-to-
home translation of Williams' superb -- and very difficult -- scrolling shoot-out. Apart
from the fact that the defender ship disappears from the screen when it fires its nose-mounted
gun, the graphics are convincingly faithful to the original. A great action game with plenty
happening on the screen. Rating: 9

SEA FOX/Computer Game (for Apple II)/Broderbund
      Ed Hobbs' hi-res arcade-style wargame pits an attack submarine against a series of con-
voys and their escorts. The player can fire torpedoes toward the surface or horizontally, but
only one metal fish of each type can be on the screen at a time. This, along with limited
fuel capacity that requires periodic replenishment, introduces some stimulating elements of
strategy into what would otherwise be a straightforward shoot-'em-up. There's still plenty
of blasting, but "Sea Fox" has the subtlety to keep home arcaders at the joystick (or keyboard,
for those who favor that control method) for hours on end. Rating: 9

FREE FALL/Computer Game (for Apple II)/Sirius Software
      Mark Turmell, who gave us "Sneakers", is back with a novel switch on the climbing contests
which are currently so popular. This time, the on-screen hero is falling from the top of the
playfield and must exit the bottom edge through one of the four colored pits. The arcader uses
the paddle to gently steer the character toward the goal during the descent, while avoiding
the needles which rise toward the upper playfield boundary and the sizzling bombs that sail
across the screen on girders. This has all the charm of Turmell's celebrated Certificate of
Merit winner, while offering a brand of action duplicated by no other computer contest.
Rating: 8

HONORABLE MENTIONS (CONTINUED)

STAND-ALONE GAMES: Electronic Battleship (MB Electronics); Tron (Tomytronics); Solar-
Powered Games (Bandai); Arcade Time Watch (GCE); Taro (Fidelity Electronics); Othello
(Gabriel).

COIN-OPS: Galaga (Midway): Space Dungeon (Taito); Tunnel Hunter (Centuri); The Pit (Century);
Dig-Dug (Atari); Stargate (Williams); Reactor (Gottlieb); Jungler (Stern); Red Alert
(GDI); Omega Race (Midway); Tutenkham (Stern): Fantasy (Rock-Ola).

HONOR ROLL
The Nation's Highest Scores

ELECTRONIC GAMES   Here are the current top scores from the editors of Electronic Games and
TOP SCORERS   Arcade Express. To compete, send a photo of the game screen showing the
                       final score clearly enough for judges to read the numbers. All photos
become property of EG and none will be returned. Include your name and address, and send to
Electronic Games, 235 Park Ave. South, New York, NY 10003.

<u>HOME VIDEOGAMES:</u>
UFO/Odyssey - Lee Raymond, no address given - 1,636
Asteroids/Atari VCS/Game #6 - Edward Semrad, Waukesha, Wi. - 199,930
Grand Prix/Activision for Atari/Course #4 - Mike Ratledge, Charleston, SC - 1:14:39
USAC Auto Racing/Mattel for Intellivision/Course #1 - John Bunk, Johnstown, Pa - 2:58
Galactic Invasion/Astrocade/Difficulty #1 - Steve Sabolich, no address given - 99,999
Spacechase/Apollo for Atari VCS/Game #1 - John Opiela, Philadelphia, Pa. - 42,600

<u>ARCADE GAMES:</u>
Tron/Midway - Pieter Kreynx, Bethel Park, Pa. - 118,651
Zaxxon/Sega-Gremlin - Allen Rager, Millington, Tn. - 772,500
Wizard of Wor/Midway - James Hussiere, Poland Springs, Me. - 150,900
Vanguard/Centuri - Paul Baggett, Mesquite, Tx. - 259,250
Tempest/Atari - Eric Click, Houston, Tx. - 1,311,290
Robotron/Williams - Dennis Felland, Madison, Wi. - 76,223,720
Stargate/Williams - Joe Startz, Kenosha, Wi. - 20,449,975