palcotronic

ET: The Extra Terrible

Commodore 64

Colecovision

Vectrex

Games, Games...

...and more Games!

Christmas Retro-Spective

1982

The Twelve Days of an Atari Christmas
The first day of Christmas my true love sent to me A free token to start off '88.
The second day of Christmas my true love sent to me Two new Trak-Ball controllers and a free token to start off '88
The third day of Christmas my true love sent to me Three Joysticks,
The fourth day of Christmas my true love sent to me Four fail-safe shields,
The fifth day of Christmas my true love sent to me Five PC Boards. . . Two new Trak-Ball controllers and a free token to start off '88.
The sixth day of Christmas my true love sent to me Six Dig Dugs™ a-mazing,
The seventh day of Christmas my true love sent to me Seven Kangaroos™ a-boxing,
The eighth day of Christmas my true love sent to me Eight Gravitars™ a-fueling,
The ninth day of Christmas my true love sent to me Nine Quantums ensnaring,
The tenth day of Christmas my true love sent to me Ten Pole Positions a-racing,
The eleventh day of Christmas my true love sent to me 'Leven Liberators emancipating
The twelfth day of Christmas my true love sent to me Twelve Millipedes a-creeping . . . Two new Trak-Ball controllers and Season's Greetings from Atari.
WHY ATARI IS #1
The most games, the best games are only from Atari
How to make you do
Atari's second-generation Atari 5200 console was almost hardware identical (but not compatible with) its 8-bit computer models and had an analog joystick, but Atari's focus on the 2600 left the 5200 with few original titles, and the combination of the ColecoVision and the video-game crash consigned its fate to the dustbin of history.
ATARI INTRODUCES
A video game series so challenging, you could win up to $150,000 in prizes for solving it.
SWORDQU
IT WAS ALL GOING SO WELL...
ATARI IN TRODUCES THE 5200 SU PERSYSTEM.
AND THEN THIS HAPPENED...
RAIDERS of the LOST ARK
STARRING YOU!
ATARI
E.T.
THE EXTRA-TERRIBLE
paleotronic

The video-game gold rush reached a fever pitch in 1982, with 20 new games released for the Atari 2600 alone.

Unfortunately, Atari's strategy was to place the majority of its efforts into original titles, thinking that games that were part of wider properties such as E.T.: The Extra Terrestrial and Pac-Man could afford to be sub-par. However, what they failed to realize was that many retailers, whose electronics departments were already saturated with existing Atari, Intellivision and now Coleco-vision games, would only order "sure things" -- like E.T. and Pac-Man, and in large quantities -- for the 1982 Christmas season.

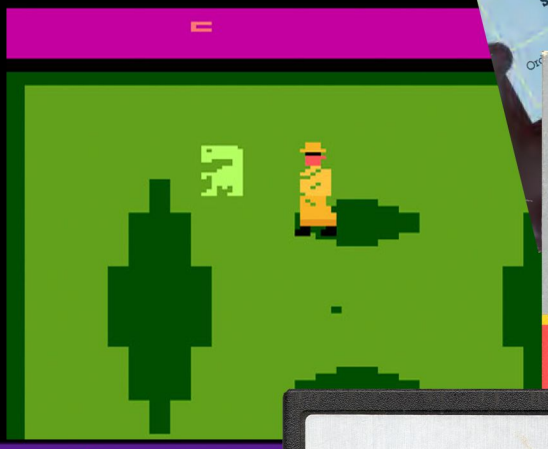
Once word got around that these games were awful, retailers were left with a January hangover of thousands of unsold cartridges that in many cases they couldn't even give away. Many third-party game manufacturers would close, unable to issue refunds or exchange unsold cartridges with ones people actually wanted, including Games by Apollo, US Games and Imagic. Magnavox would discontinue the Odyssey line and exit the business.

Video-game console owners would flock to new, lower-cost home computer options such as the Commodore 64, whose graphics and sound were superior to most of the video-game systems currently on the market, and whose software ecosystem was far more promising. Productivity applic-ations would sell parents on computers their kids wanted for playing games. Consoles ended up in discount bins and would be relegated to second-class citizens, largely up until the NES rekindled the video-game console market in the second-half of the 1980s.

E.T.'s Desert Burial Ground

It reads like a scene out of the X-Files: in the dead of night, a secret operation took place to bury "millions" of E.T. cartr-idges in the New Mexico desert, in an effort to avoid unwanted publicity. Largely thought to be an "urban legend", spread mainly due to the amusing notion there could have been a "literal alien cover-up", documentary filmmakers proved the existence of the site in 2014, although the scope was smaller (around 700,000 cartridges.)

Many of these cartridges would end up on on-line sites such as eBay, where collectors would snap them up, and where many are still listed today.



However, should you really wish to attempt to play E.T., emulation is probably a better solution. There are a number of webpages that provide in-browser emulation of E.T., including:

www.retrogames.cz/play_083-Atari2600.php

Happy, umm, "playing"!

Coleco sure picked a bad time to get into the video-game business! While its second-generation console would initially meet with some success (due in large part to its bundling with a port of Nintendo's wildly-successful arcade game Donkey Kong), by mid-1983 the party would largely be over.

But while the party was going on, it was a pretty good party! Ports of other major arcade games, such as Zaxxon, were available on the platform, along with lesser-known titles such as Venture and Lady Bug. 145 different game cartridges were released between 1982 and 1984, a respectable library.

In addition, Coleco sold "expansion modules" that provided Atari 2600 compatibility (so you could play E.T.!), a steering wheel with a gas pedal, and a third module that provided computer like features such as a keyboard, tape drives and a printer (which would also be released as a full-fledged computer, the Coleco Adam -- more on this later.) There was also a track-ball.

In 2014, AtGames began producing the ColecoVision Flashback, a "plug and play" TV console with 60 built-in titles, including Zaxxon and Venture.

Game Workout:

COLECO VISION

Hot new game of the year

By Marc Weilage

Think that when you've said "Atari, Mattel and Magnavox" you've said it all when it comes to game systems? Think again. Because if the big three are Fords and Chryslers and Chevys, a system called ColecoVision is bucking to become the Rolls Royce of the game world.

The word "unique" gets a special workout when you're talking about ColecoVision. It combines superior graphics, twice as much RAM as its major competitors and the capability to be compatible with other manufacturers' games.

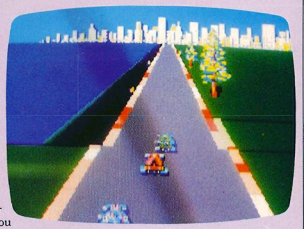
All this adds up to make ColecoVision the system to watch in the months to come. It probably comes closer to resembling the Mattel console and controllers than Atari's VCS and 5200, but on the outside and inside, Coleco's system combines and surpasses many of the features gamers favor in other video game systems.

It's a handsome black and silver unit about 15" x 9½" x 3," with a large well in the top left side for storing the two keypad/joystick controllers. Nearby are two switches: one latching type that turns the console on and off, the other a light-touch recessed button for resetting the game.

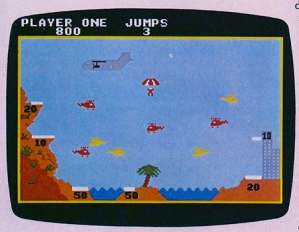
Expansion

What sets the ColecoVision apart from every other game system on the market is a unique sliding door on its front right side which pulls up to reveal a slot for adding accessories and modules.

This Expansion Module Interface slot will ultimately accept an Atari-compatible adapter (designated "Expansion Module #1") available for about $60. It's designed to allow the playing of any VCS game on the ColecoVision system. Also coming up is a driving module that will allow real hands-on steering and acceleration for Coleco's version of Sega's famous *Turbo* arcade game. Already on the drawing board is Expansion Module #3, a keyboard module designed to turn the ColecoVision component into a small, but fully functioning personal computer. (I'm not going



Bug, Smurf—Rescue in Gargamel's Castle, Carnival, Zaxxon, Turbo, Mouse Trap, Spectar, Rip Cord, Side Track, Space Fury, Mr. Turtle, Smurf—Play and Learn, Skiing, Head-to-Head Football, Head-to-Head Baseball, Ken Uston's Blackjack and Poker, Horse Racing, Tunnels and Trolls and *Chess Challenger*. The first nine of these will be available in both VCS and Intellivision versions. All will sell for around $30 except for *Turbo*, which will be about $80 (including the Steering Expansion Module #2).



Third Generation

I've had a chance to carefully evaluate the ColecoVision versions of *Donkey Kong, Venture, Cosmic Avenger, Lady Bug*, and *Smurf* at press time and enjoyed them all immensely. Because of the ever-changing game screens, the high-quality graphics and the imaginative music and sound effects, I found the games to be always entertaining and rarely boring—no easy feat, with my limited attention span. If anything, my only complaint is that some people might find a few of the ColecoVi-

depending on how competitive you are.

The ColecoVision games put other versions to shame. The VCS *Donkey Kong*, for example, gives you a simplistic "bare bones" display, without any of the subtleties or the arcade-like background music of the ColecoVision game.

The VCS omits the last, most difficult level, the infamous "elevator level." By comparison, the ColecoVision version was a near-perfect duplication of the arcade classic, with all of the sound effects and most of the visuals left virtually intact.

The ColecoVision execs are extremely proud of their system, which they consider to be the first Third-generation programmable on the market, right after the original Atari VCS and Odyssey² (first-generation) and the Mattel Intellivision (second-generation). As one spokesman told me: "The coin-op designers are always worried about keeping the home versions of their games as accurate as possible and so far we've had nothing but praise for our ColecoVision designs." I'd have to agree with his assessment.

Above, TURBO, ZAXXON (opposite page), RIPCORD (below left) and VENTURE (below).

tion that remains is whether or not Coleco will be able to get their system and games on the market fast enough. So far, dealers have been clamoring for the ColecoVision consoles, which have been in extremely short supply since their introduction this fall. My bet is that those consumers who are lucky enough to be first on the block with a ColecoVision will find the wait well worth it. The system is great, but there's one thing Coleco has to fix. Before any game you have to stare at the words "ColecoVision" for 12 seconds. And when your game is over, you have to stare at it for *another* 12 seconds. Maybe Coleco wants to let us run to the refrigerator between hours of *Cosmic Avenger*, but when *I* play, I just want to *play*. □

What would become the highest-selling single computer model of all-time, Commodore released its 64 in August of 1982. Codenamed the "VIC-40" (a reference to its intended place as a successor to the VIC-20), Commodore designed and manufactured many of the computer's chips themselves, including the iconic SID sound synthesizer and the VIC-II video processor, keeping the development and subsequent manufacturing costs low. As a result, the Commodore 64 would dominate the low-end home computer market for much of the 1980s.

However, it had its failings. The C64 shipped with the same BASIC as the VIC-20, which meant there were no C64-specific functions, forcing programmers to POKE values into video and sound registers to accomplish anything. High-speed data storage was also overlooked in the design, meaning its disk-drive used a painfully slow serial interface, and required its own internal CPU, making the drive as expensive as the computer. This led many users to stick to using the C64s "datasette", a tape deck with a proprietary connection that was substantially cheaper.

Clive Sinclair would release his ZX Spectrum, the first Sinclair computer with colour and sound. It did so well in the UK it practically created the British software industry, and earned Sir Clive his knighthood.

Eight different models of Spectrum would be released between 1982 and 1987, selling over 5 million units.

Timex, meanwhile, would release its version of the ZX81 in North America as the Timex Sinclair 1000. Featuring 2KB of RAM instead of the ZX81's 1KB, it was slightly more practical for writing BASIC programs, but remained more suitable for children than adults, given its diminutive size.

SOFTPORN ADVENTURE

On-Line Systems
36575 Mudge Ranch Road
Coarsegold, CA 93614
$29.95 diskette
Reviewed by Davey Saba

When you get tired of shoot 'em up attacks, Softporn Adventures by ON-LINE SYSTEMS could be a refreshing break. Since I am not interested in dragons or wizards (forgive me), Softporn is the way I spent my first adventure game dollars. It has been an unusual and entertaining experience.

The object of the game is to meet and seduce three attractive ladies. This adventure takes place in the distant future at the computer-generated city of Las Vegas. You will have to make money to survive, and to buy the affection of the women. There is only one way to make money here — gamble at the casino. The casino offers blackjack and slot machines. The instructions say the odds are better at the slots, but I have made much more money at the 21 table.

Once you acquire a good-sized sum of money, you are on your way. WARNING! Money goes fast here (a shot of whisky is $100), but don't forget it's the year 2020 A.D. The three main places you can go are the casino, the bar, and the disco. You can travel by taxi, or one other clever way, which you will enjoy finding yourself.

When you are killed (and you will be, often), you go to a black purgatory. There you find three doors. One will take you back to the game unharmed, another takes the game to hell (where it's system reset time), and the third leaves you in purgatory. One easy way to get to purgatory is to run out of money, so be careful on that account! There are many other ways to go to purgatory, some unbelievably hilarious! Softporn uses the standard two-word command situation, and sometimes your language will get you into trouble.

A small instruction folder accompanies the diskette, and gives minimal directions to get started. From there you are on your own. Even though my favorite game is still Centipede, Softporn is a welcome addition to my software library. May Lady Luck be with you!

"Softporn Adventure", the "inspiration" for the later Sierra On-Line game "Leisure Suit Larry" would titillate text-adventurers with "adult" themes quite pedestrian by today's standards.

Ooh-la-la!

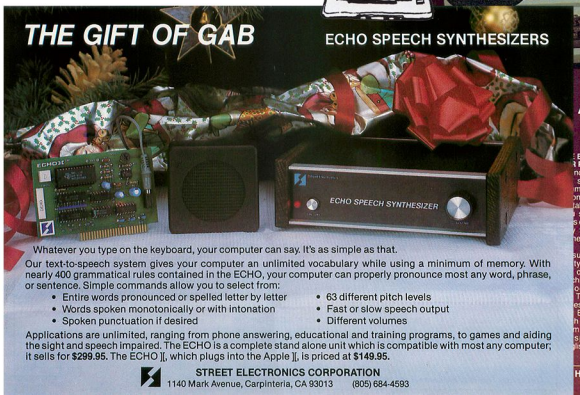
As home computer adoption increased, so did computer art, both drawn using graphical "paint" programs, and created programmatically.

These "demos" (short for demonstration programs) would become a mainstay of bulletin-board system (BBS) file areas.

The widespread acclaim of Texas Instrument's TI99/4A computer's speech synthesizer led to a number of hardware and sofware solutions for other platforms including Apple and Atari.

Far from being a cheap novelty, these early text-to-speech devices would finally allow blind students access to their school's computers, and help young children and ESL students learn English spelling and pronunciation.

The evolution of this technology, combined with speech recognition, has given us the Siri of today.



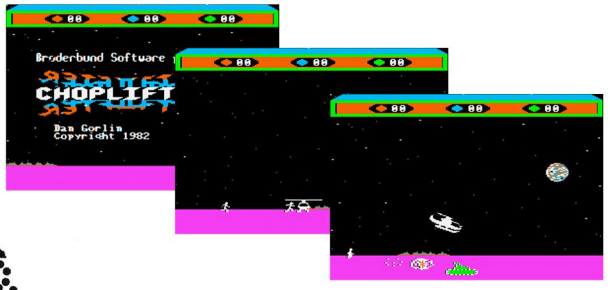
Amid the sounds of explosions and the sight of burning buildings, you must manuever your helicopter and rescue the 64 kidnapped delegates to the United Nations Conference on Peace and Child Rearing. Watch out for jet fighters and air mines and try to get as many of the hysterical hostages back to safety as you can. It's great fun manipulating the helicopter with a joystick acting as the throttle; and the little folks on the ground really wave to you! **Choplifter!** by Dan Gorlin for the Apple II or II Plus, $34.95 (disk), from Broderbund Software, 1938 Fourth St., San Rafael, CA 94901. (Requires joystick with two buttons; also available for the Atari 400/800.)

You can play a 3D version of Choplifter on Paleotronic's microM8 emulator.

IBM-Compatible Portable from Compaq

Compaq Computer Corporation's Compaq portable computer is IBM PC-compatible. According to the manufacturer, it is able to run all the major business and applications programs written for the PC. The unit is housed in a 20-by 8½-by 15⅝-inch plastic enclosure and weighs in at 28 pounds. Its 9-inch (diagonal) high-resolution screen displays 25 lines by 80 characters. Characters are formed by a 7 by 9 dot matrix in a 9 by 14 cell. The monitor is also capable of displaying IBM PC-compatible high-resolution graphics, and provision is made for driving an external red/green/blue monitor for full-color graphics. The display also has adjustable viewing angles. Compaq's keyboard is detachable from the main unit and is connected by a 6-foot retractable coiled cable. The keyboard layout is identical to that of the IBM PC, with a 10-key numeric pad and 10 function keys, as well as cursor-control keys and an adjustable typing angle.

Compaq uses the Intel 8088 microprocessor, and a socket is provided for the addition of an 8087 mathematics coprocessor in the future. Microsoft MS-DOS version 1.1 and GW-BASIC are included. The system comes with 128K bytes of 9-bit parity RAM (random-access read/write memory), expandable to 256K bytes on the main-system board, and 16K bytes of video-display RAM. The main-system board also

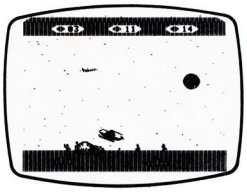


The Bungelers have taken 64 hostages from the U.N. Conference on Peace and Child Rearing and crammed them into four barracks near the eastern border.

You, the leader of the Sanguinistas, have a helicopter with enough parts for three missions. It is loaded with unlimited fuel, bombs, and rockets.

From your command post (a U.S. Postal Service distribution center) just east of the boundary line, you receive word that one of the barracks has exploded and caught fire. The hostages are running free temporarily, looking for help. This may be your chance.

Lifting off in your helicopter, you hit one of the buttons—the movement button—on your joystick. This spins the chopper around to face west. Push the second button and you fire in the direction you are facing to test your guns.



Pressing the movement again and holding it, you swing all the way east. A short jab at it turns you halfway back, perpendicular to the sentry moon.

Tilt the chopper in the direction you want to go, and you flutter across the border. A Bungeling tank, green against the pink sand below, fires helplessly at you. (It might sound like odd camouflage, but in black and white, the tank is almost invisible.)

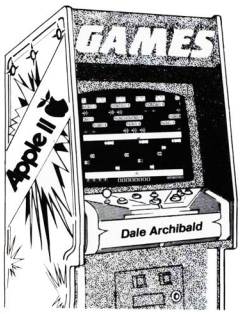
You see a hostage waving at you, and another. An enemy tank outraces them as you start to set down. Pull the joystick back, and you lift up again.

You are perpendicular to the tank, so you can drop bombs while it moves back and forth firing. Ease the stick over and push the fire button as fast as you can. The bombs fall and explode with noise and flare on the surface until you hit the tank. All is quiet again for a while.

You land, level the chopper carefully, and watch the hostages come running to your craft.

The animation in this game is amazing. The helicopter lifts and tilts, the 1/4"-tall hostages wave and run, jets come in and turn to fire two rockets, fires and explosions rage...the American flag on the distribution center even appears to wave in the electronic breeze.

Once you have landed the first 16 hostages, you must decide how to free the remaining groups so that you can load and save them.



Choplifter

The Bungeling Empire is Broderbund's favorite adversary. In *Starblazer* the player attacked it with a WWIII jet. The scenario has changed for *Choplifter*, and I'll let you select which country might best represent the Bungelers today.

creative computing
SOFTWARE PROFILE

Name: Choplifter
Type: Arcade helicopter action
System: 48K Apple II or II+, DOS 3.2 or 3.3 disk drive; joystick optional; soon available for the 32K Atari 400/800
Format: Disk
Language: Assembly
Summary: Unending, realistic action.
Price: $34.95
Manufacturer:
Broderbund Software
1938 Fourth St.
San Rafael, CA 94901

1982 would see the release of one of the Apple II's most popular games, Choplifter. Influenced by Defender and the failed 1980 attempt to rescue US hostages held in Iran, Choplifter was one of the biggest hits of 1982, and would become a staple in many North American schools.

Compaq would release its "luggable" IBM portable (the story of which was the inspiration for the AMC TV series "Halt and Catch Fire"), while Epson's offering was more of a true "laptop" with a full-sized keyboard but a small 4-line LCD text display.

to fit inside your briefcase);
2) It'll run on its own internal power supply for 50-plus hours, and fully recharge in less than eight;
3) It gives you up to 10 program functions at the punch of a button;
4) It lets you interface with peripherals like the MX Series printers for correspondence quality output, the CX-20 Acoustic Coupler for remote communications, a barcode reader for inventory control, and an audio cassette for loading and saving programs;
5) It lets you shut the whole unit off while preserving all programs in RAM; and, last, but far from least;
6) It costs less than $800. That's right—less.

The perfect traveling companion.
With the Epson HX-20 and the optional RAM expansion, you'll be able to compute just about anywhere. Because its nickel-cadmium batteries and a low-power, all-CMOS memory keep the HX-20 running for over 50 hours. And even if you shut the HX-20 off, a low-voltage system maintains all programs you have in RAM.

Little screen, big picture.
The HX-20's unique scrollable LCD screen is the ultimate answer to the question, "How do you get a big screen in a small space?" You just show part of it at a time.

So with the HX-20, you can do programming, word processing and data entry just like you've got a big screen, up to 255 characters wide, with easy-to-read upper and lower case letters, numbers and punctuation and any 20 column by four line part of it visible by user command.

Built in hardcopies.
The HX-20's built-in 24 column dot matrix impact microprinter hands hardcopies to you at 42 LPM, in a crisp, precise 5x7 matrix. It even has bit addressable graphics to give you a pint-sized sales chart, and enough international symbols to print most Western languages.

Epson makes more and better printers than anyone else in the world. Need we say more?

The best is yet to come.
When you hold an HX-20 in your hand, you're not only holding a lot of capacity, you're holding a lot of expansion.

There's a standard cassette interface, a cartridge interface, the RS-232C and serial interfaces, and a system bus that lets you expand RAM and ROM capabilities. There's even a floppy disk drive for maxi capacity in a mini package.

The Epson edge.
Surprised that a computer like the HX-20 should come from Epson? You shouldn't be. Because we've been building computers in Japan since 1978. And we've been practicing ultra-high-quality precision manufacturing for a lot longer than that.

We didn't jump right into the American microcomputer market. We could afford to bide our time; to wait for the product that was going to stand America on its ear.

This is it.
The Epson HX-20.

Circle 507 on inquiry card.

EPSON
EPSON AMERICA, INC.
COMPUTER PRODUCTS DIVISION
3415 Kashiwa Street
Torrance, California 90505
(213) 539-9140

The Compact Disc (or CD) would change the music business forever. Desperately seeking a use for the technology behind its struggling laserdisc video format, Philips teamed with Sony to develop the CD. Holding up to 74 minutes of digital audio that never degraded (unless you scratched the disc!) CDs instantly became successful, with over 400,000 CD players sold in the United States by the end of 1984.

The first commercial CD, produced on the 17th of August, 1982, was a recording of Chopin waltzes. Classical music was extremely popular on the platform initially (probably because of its low cost of licensing and CD's low signal-to-noise ratio) but record companies would quickly begin to release their catalogues on CD.

Sony's line of portable TVs began with the FD-210. Its five centimeter grayscale display probably wasn't much to look at, but it was something!

Sony would manufacture over 65 models of the Watchman between 1982 and 2000, some with colour screens, CRT and LCD displays, built-in radio, water-resistance and other features.

These days, we watch TV on our phones.

Released in January, 1982, Midway Manufacturing would sell 115,000 Ms. Pac-Man arcade cabinets, quickly establishing it as one of the most popular arcade games of all time. The game improved on Pac-Man in a number of ways, providing varied level layouts and colours, and new sounds.

"Tabletop" home versions similar to Coleco's 1981s Pac-Man appeared by Christmas of ~~1982~~.

1983. Oops!

MS. PAC-MAN

Vectrex

The Vectrex Arcade System

A VECTOR-DISPLAY GAME SYSTEM FOR $200 BRINGS TRUE ARCADE ADVENTURES INTO THE HOME.

Pamela Clark
Technical Editor

Here is one of the greatest game machines we have seen this year. With superb *vector* graphics, excellent sound, cartridges for some of the best coin-operated arcade games, and a suggested retail price of $200, the Vectrex Arcade System is a good bet to score big with the consumer. Developed and distributed by General Consumer Electronics (GCE), a subsidiary of the Milton Bradley Company, the Vectrex comes closer to duplicating a real arcade game than any other game system on the market.

Because the Vectrex is a stand-alone system, you won't have to fight other people for use of the television set. Just take your Vectrex and plug it in wherever you have an electrical outlet. The system uses a Motorola 68A09 microprocessor chip in order to offer more speed and power than is available in most video games. You have a detachable control panel with a self-centering joystick and four buttons to play the games. You can plug in an additional optional control panel if you want to play

KING OF THE STAND-ALONES

GCE's Vectrex Has Its Own Vector Graphics Monitor

By STEVE DAVIDSON

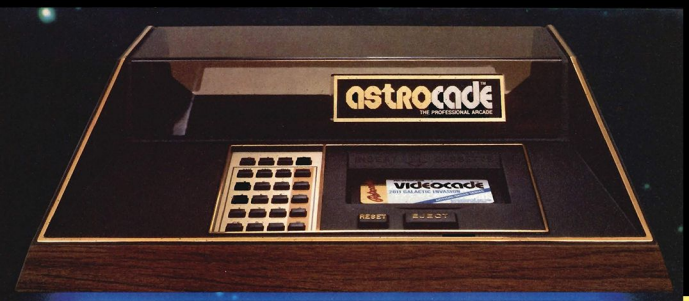
General Consumer Electronics has issued an Emancipation Proclamation for home videogames. The West Coast-based company, best known until now for its line of game-playing wristwatches, has introduced a new programmable videogame system, Vectrex, which is totally liberated from such units' traditional dependence on the availability of the family television set.

There's no more fighting over whether to play a gobble game or watch a rerun of "Gomer Pyle"; because the Vectrex is designed around its own 9-in. diagonal monitor. It won't exactly slide into your hip pocket, but the Vectrex is small and light

The monochrome Vectrex used its integrated monitor to display vector graphics, making it the only home video-game system capable of accurately depicting arcade games such as Asteroids and Space Wars. Screen overlays provided colour tinting to the graphics, and additional artwork.

Board-game manufacturer Milton Bradley bought out the company that developed the Vectrex based on early success, but it would prove to be a costly mistake as after the video-game crash sales plummeted.

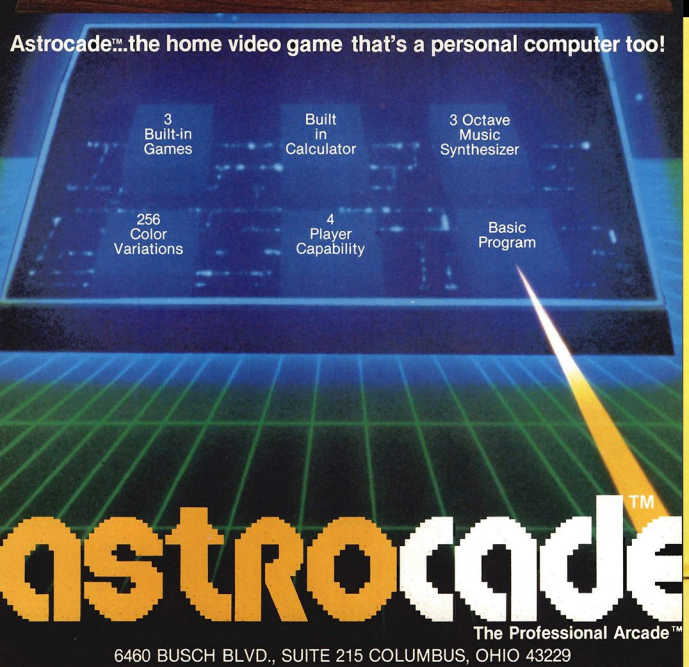
While the "gun" on a typical CRT display scans horizontally and moves vertically, row by row, vector video-games move the gun to draw the game objects directly, giving much higher comparative resolution to contemporary "raster"-based graphics systems.

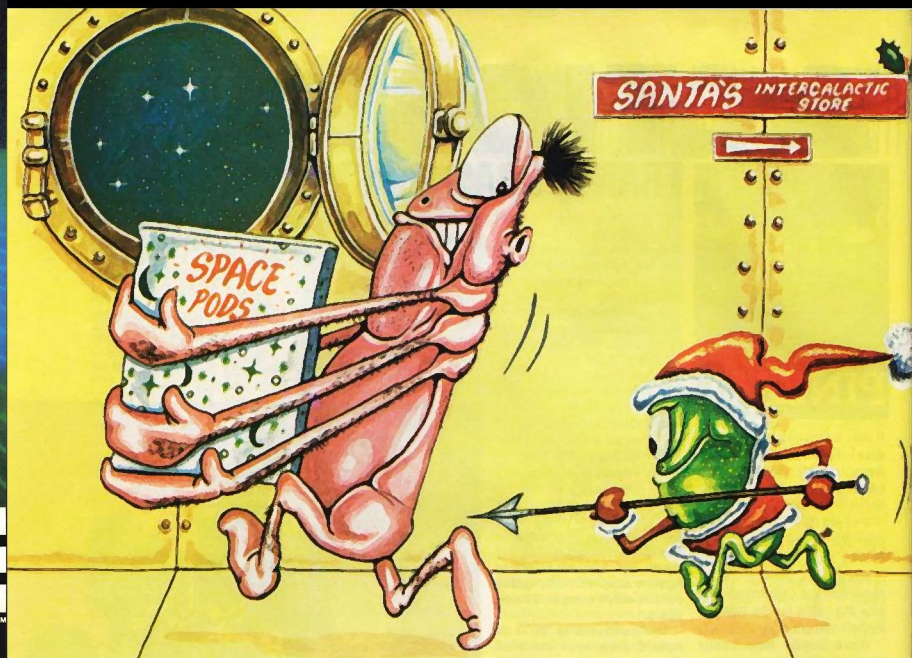


The Bally Astrocade was a re-badging of the "Bally Home Library Computer", originally released in 1977. Quite technically advanced for its time, it could still hold its own even five years later. However, only 28 titles were ever released for it, and the Astrocade would succumb to the video-game crash like so many others.

An unusual trait of the Astrocade was its built-in BASIC; users entered program statements using the 24-key calculator-style keypad on the top of the unit.

And you thought the ZX81 was bad!





Datamost produced and published a number of software titles in the early 1980s for the Apple II, Atari and Commodore home computers including the popular Mr. Robot and his Robot Factory.

It also published a number of books on computer programming, and type-in BASIC games.

Video-games were big business, and full-page colour advertisements for even the most banal games filled computer magazines to the point of bursting. Issues of Compute! during 1982 could range between 300 and 400 pages, most of which was ads!

The artwork was seemingly more fantastic the worse the game.

Sega's Frogger became available on a number of different home computer and video-game consoles. It's simplicity was addicting!

Donkey Kong, another arcade game, would launch the ColecoVision and appear on a number of other platforms as well. Both Donkey Kong and Mario would survive as video game characters into the present day.

Strategic Simulations Inc. (SSI) was a prolific publisher of strategy games based on historic conflicts.

The Hobbit was a text adventure that allowed complex commands.

Miner 2049er had ten different screens, a large number for 1982, when most games had four.

Castle Wolfenstein would inspire Wolfenstein 3D, arguably the first successful "first-person shooter".

Pitfall and Star Raiders were popular Atari 2600 games.

Tron's "Light Cycles" game would spawn dozens of "clones" for almost every computer platform.

E.T. wasn't the only movie to get the video-game treatment, with Raiders of the Lost Ark and The Empire Strikes Back both getting questionable games, and contributing to the consumer distaste that led to the video-game crash.

However, this wouldn't deter movie studios looking to extract every dollar they could from their movies.

They would move their focus to home computer games in later years, with the Star Wars franchise in particular eventually producing some decent games (in the late 1990s.)

THE BUGS
SEE! I TOLD YOU!
ITS CHRISTMAS EVE AND NOTHING IS STIRRING... NOT EVEN A BUG!
ULP!
TAP!
SOB!!
A COMMODORE PET! I KNEW HE WAS THINKING OF GETTING A NEW MICRO BUT I NEVER THOUGHT HED LET OUR ONE GO SO SOON.
COMMODORE PET
WE'RE GOING TO BE ON THE SCRAP HEAP BEFORE YOU KNOW IT!
THIS CALLS FOR ACTION! GET SCREAMING FOUL-UP.
YOU UNDERSTAND NOW. I WANT YOU TO CLIMB IN THERE AND WRECK IT UTTERLY.....
..MAKE IT UNUSABLE!
GRAHH!
SNARL!
GNASH!
PUNCH!
THE NEXT MORNING...
YEEK!
COLLIE DOG PET SHOP
!

Thanks to you,

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is coming...

Content for this special mini-issue came from the following formally copyrighted sources:

BYTE December 1982
Antic December 1982
Atari Age November-December 1982
Atari Coin Connection December 1982
CLOAD Magazine December 1982
Compute! December 1982
Creative Computing December 1982
Computers and Video Games December 1982
Electronic Fun with Computers and Games December 1982
Electronic Games Winter 1982
Hardcore December 1982
Microcomputing December 1982
Portable Companion December 1982
Rainbow Magazine December 1982
Softalk December 1982
Video Games December 1982
Your Computer December 1982

Thank You!

Other sources include Wikipedia, Flickr, eBay and Google Images.

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NEXT UP: 1983

THE SPIRIT OF CHRISTMAS TO COME