

arcade express

THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

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PAC-MAN WINS KUDOS FROM
VIDEO SOFTWARE DEALERS ASSN.

The Video Software Dealers Assn. has given its award for the best videogame cartridge to "Pac-Man" by Atari. VSDA claims this award is different from others in the industry since it

represents "what customers are willing to pay for", and plans to present awards annually for the most popular titles in the home video market.

MONOPOLY IS NO
MONOPOLY ANYMORE

In a decision with far-reaching consequences in the game industry, The Ninth Circuit of the U.S. Court of Appeals held that the "Monopoly" trademark is generic. Parker Brothers, the producer of the classic boardgame, had objected to the term "Anti-Monopoly" as a trademark for the game originally sold under the name "Bust The Trust".

Randolph Barton, President of Parker Brothers, announced that an appeal will be filed with the U.S. Supreme Court. Barton says that Parker Brothers' attorneys feel the Ninth Circuit Court has "fundamentally erred" in their findings, and promise a vigorous defense of the famous "Monopoly" trademark.

MEPHISTO OPENS
US BRANCH

Hegener & Glaser, manufacturers of the Mephisto chess unit in Germany, is opening a branch in the USA. Mephisto USA, Inc. has been licensed in New York State, and Christopher Bradford will act as President of the new concern. Mephisto USA will market the beautiful state-of-the-art Mephisto chess computer that wowed the natives at Consumer Electronics Show in June. The \$800 console is ranked among the top chess players in the world. Mephisto will also market a \$300 portable unit using the same program, currently ranked as the most powerful portable chess computer in the world.

Institutional Computer Development Corp. will take the lead in the mail-order segment of marketing plans, and Mephisto is actively seeking dealers to market their products in the US.

COURT GRANTS MATTEL
INJUNCTION STAY

The U.S. District Court in the Northern District of Illinois has granted a temporary stay of enforcement of an injunction issued in July against Mattel, Inc. The injunction would have halted the manufacture and sale of six Intellivision videogame cartridges. The July decision found that Mattel had infringed upon the patent rights owned by North American Philips and marketed under the Odyssey brandname. The affected games are the Intellivision carts of football, baseball, tennis, hockey, basketball, and soccer.

The stay of injunction was granted pending a further hearing, after Mattel announced plans to appeal the federal court decision.

BANDAI PLANS TWO
MORE SOLAR GAMES

Bandai's two solar hand-held games, "Invaders of the Mummy's Tomb" and "Escape From the Devil's Doom", were the world's first electronic games operated solely by sun power. The two games are burning up the marketplace, according to the manufacturer, so Bandai plans two new solar units to be released this fall.

The new games are "Sub Patrol", requiring the player to control a sailor plugging up leaks after the submarine was depth charged, and "Shark Island", with an airline crash survivor making his way through shark infested waters to a deserted island. There he battles sharks while waiting for the rescue vessel.

SEGA DEVELOPS 3-D COIN-OP "Subroc-3D", the new coin-op from Sega, is the world's first 3-dimensional videogame. The coin-op uses a revolutionary optical viewscope allowing the arcader to see a truly 3-dimensional image without 3-D glasses. Special shutters operate at 30 images per second to alternately display the video images in rapid synchronization, producing the 3-D picture. The game is further enhanced by stereo sound, to produce a futuristic air/sea battle adventure.

The game itself is said to be a pace-setter. It features an unusual playfield that offers the player the option of flying his craft into the stratosphere for battles with enemy spaceships and saucers, or skimming the sea to fight ships. The action is set against a background of graphic and color changes depicting dawn, day, dusk and nighttime sequences. At the end of each round of play, the gamer destroys the enemy Command Ship in order to progress to succeeding, more difficult levels.

ULTRAVISION INTRODUCES 32K GAMES FOR ATARI VCS Ultravision enters the videogame software biz this month with two 32K VCS-compatible cartridges. "Karate" was designed by Joseph Amelio, a man who ought to know. Amelio has 25 years experience in martial arts, and holds a black belt. The expertise he has in that field is carried over into this unusual hand-to-hand combat. The referee starts the match, and two fighters courteously bow to each other. Players score points when their on-screen counterparts land kicks or punches to the opponent's head or stomach. Each match has five two-minute rounds. The on-screen fighters wear white robes and belts that go through color changes to indicate their achievements, from white to red, brown, purple, and finally to the coveted black belt. An unusual dimensional approach allows fighters to move around each other rather than being superimposed as they pass next to one another. "Karate" can be played solitaire or by two gamers.

The second release this month is "Condor Attack", a very fast invasion game described as being for the champs. October brings a strategy action game, "Quest For the Idol", and "Spider Kong", a climbing game. Ultravision expects to market eight games by Christmas, all with superior 32K graphics and arcade-quality sound effects.

"A manufacturer should be responsible for the quality of the games he produces," says Ultravision Vice President Al Orosa. The company backs that philosophy with an unusual customer satisfaction guarantee printed on every game. "If the game doesn't excite you, test your skills or challenge your powers of concentration, return it to the manufacturer directly for credit against the purchase of another cartridge." Can't ask for better than that!

ACTIVISION SET TO ROLL INTELLIVISION CARTRIDGES The first Intellivision-compatible games from Activision will reach the stores in time for the holiday shoppers. They're a couple of dandies — "Pitfall", the jungle adventure that has gained industry-wide kudos for its innovative graphics by Steve Crane, and the calf-roping cowboy hit "Stampede" by Bob Whitehead. Both games have been adapted to Intellivision by their original designer, and both will be shipped from Activision headquarters in November.

COMMAVID ADDS TWO TITLES A pair of new games from CommaVid are nearly ready for release, says Dr. Joseph Biel, Vice President. The Atari VCS-compatible cartridges will be in the stores by Christmas. "Mission Omega" requires the arcader to fly from a dying earth to an artificial world built to rescue the planet's population and supplies. Interceptor ships bedevil the flight that is the planet's last chance of salvation. "Mines of Minos" pilots the last remaining robot through the maze-like mine corridors. He is constantly stalked by aliens as he struggles to find and reassemble pieces of other robots to form his squad of fighters, so that they can battle the aliens and expel them from the mine.

EDITORIAL STAFF: Arnie Katz, Co-Publisher; Joyce Worley, Editor; Bill Kunkel, Editorial Director
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PICK-AXE PETE PLANS PICK-OFF Odyssey's finals in the Pick-Axe Pete competition are scheduled for Saturday, October 9, at the World's Fair in Knoxville, Tennessee. The Pick-Off will be at the Odyssey exhibit, in the pavilion for America's Electrical Energy Exhibit near the U.S. Pavilion on the fairgrounds. Entrants can obtain an official entry blank from local dealers, and the five contestants with the highest scores will win trips for two to the Fair, to compete in the Pick-Off. There's gold in them thar hills of Tennessee, and the best picker will win a whole pound of the bright shiny stuff!

MILTON BRADLEY UNVEILS PLANS FOR GCE/VECTREX A spokesman for Milton Bradley Electronics expresses optimism about his company's latest acquisition, General Consumer Electronics. MB purchased GCE in a late summer sale for \$4 Million plus other considerations. "Vectrex is the primary reason we bought it," said Charles Perrottet, Director of Corporate Development. "It was the unit that really excited us. It offers us a much-needed entry into the video area."

Perrottet explains that GCE will continue to be run as a separate subsidiary under the same management team, and using their own distributors. Vectrex, the stand-alone videogame system with the quadrascan monitor, will test the market in only a few cities this year, and is scheduled to receive a big push in 1983. "It's actually a 1983 product," explained Mr. Perrottet. "We don't perceive any problems in hitting all our current commitments. Vectrex is now in production. We have the first group back in the US, and they're all in good shape."

Some high-tech electronic products now under development at MB may possibly be moved to GCE, but Perrottet stressed that in-house development is going to continue at MB. "We're looking at the possibility of a color Vectrex," Perrottet commented about GCE's future developments, "and MB is looking for non-toy/game diversification, probably in electronics and possibly in the field of home security."

HERE COME THE ADULT VIDEOGAMES "When you score, you score" is the slogan for the Mystique/Swedish Erotica games reaching the market in October. Some of the titles retailing for \$49.95 are "Bachelor Party", "Beat 'Em & Eat 'Em" and "Custer's Revenge" (with a naked general running a desert obstacle course to ravage an Indian maiden). The relatively poor reproduction of body parts on tv screens is said to soften the sexual impact of the games, and the packaging has been subdued in order to make them more suitable for mass retailing. Backers of the venture expect X-rated games to be a huge category, just as live-action movies are a big part of the videocassette industry.

GAMING PARLORS COOPERATE IN OKLAHOMA CITY TOURNAMENT Eight arcades gotttogether in Oklahoma City to stage the KATT All-Star Video Tournament which kept that town gaming through the summer. Radio Station KATT-FM and Bill Freeman of Video Zones set up the 7-week tourney. Six games were played, one per week, with makeups during the last week. Games were "Ms. Pac-Man", "Tempest", "Centipede", "Robotron", "Donkey Kong" and "Stargate". Each game's high-scorer went to the finals at Kirkpatrick Art Foundation on August 14. Grand prizes were awarded in under- and over-16 categories, to players doing best on all games combined, and individual trophies were given to high scorers on each machine. First prize in the over-16 group was a Catamaran sailboat, and first prize for under-16's was an Asteroids Deluxe videogame. Other prizes included a Tornado Foos-Ball table, car stereos, Puch Moped, and Atari home computers.

Arcades cooperating in this all-city tournament were the Video Zones 1 & 2, Encounters, Cactus Jacks, Cinematron, Pad 39A, Odyssey, and Goodtimes game rooms.

CREATIVE SOFTWARE HAS GAMES FOR THE VIC-20 Creative Software has published two new action games for the VIC-20, both by Tom Griner. Griner previously programmed "Black Hole" and "Astroblitz", current titles from this manufacturer. "Videomania" pits the arcader against various nasties and a constantly increasing difficulty factor. "Terraguard" is a multi-level arcade-style hi-resolution reflex game. The player guns down strange enemies and tries to avoid hostile tractor beams. Both games will be shipped in Oct.

**ELECTRONIC GAMES ANNOUNCES
CATEGORIES FOR ARCADE AWARDS**

Electronic Games has released a listing of the categories for the Fourth Annual Arcade Awards for design excellence in the electronic gaming field. This year, in recognition of the electronic gaming boom, Reese Publishing Co. (the sponsor of the awards) has increased the number of Arkies and instituted Certificates of Merit to honor outstanding games in the following categories:

VIDEOGAME AWARDS: Videogame of the Year; Best Science Fiction/Fantasy Videogame; Most Innovative Videogame; Best Solitaire Videogame; Best Multi-Player Videogame; Best Videogame Audio/Visual Effects; Best Arcade-to-Home Videogame Translation; Best Action Videogame; Best Videogame Adventure; Best Sports Videogame.

COMPUTER AWARDS: Computer Game of the Year; Best Computer Adventure; Best Science Fiction/Fantasy Computer Game; Best Arcade/Action Computer Game; Best Audio/Visual Effects; Best Sports Computer Game; Best Solitaire Computer Game; Most Innovative Computer Game.

COIN-OP AWARDS: Arcade Game of the Year; Best Science Fiction/Fantasy Arcade Game; Best Arcade Audio-Visual Effects; Best Arcade Action Game; Most Innovative Arcade Game.

STAND-ALONE AWARDS: Stand-Alone Game of the Year; Electronic Boardgame of the Year; Best Mini-Arcade Cartridge of the Year.

**HAYDEN GOES TO SPACE
WITH SHUTTLE INTERCEPT**

"Shuttle Intercept", the second Hayden arcade-style game for the Apple II, is a rescue mission in deep space. Players direct a craft through four levels of play. In each sector, retrieve data-bearing satellites while avoiding enemy assaults, then travel through hyperspace to the next level and even more enemy crafts. Score 5,000 points and enemy missiles fly faster while being worth more points. After 10,000 points, things speed up even more.

"Shuttle Intercept", created by John Van Ryzin who also designed "Kamikaze" for Hayden Software Co., should be in the stores this fall.

**ATARI INTRODUCES 4-PART
SWORD & SORCERY EPIC**

Atari is breaking new videogaming ground with "SwordQuest", a four-part epic adventure with cartridges scheduled for release starting this fall and continuing to the fall of 1983. The linked games create a noble quest for the Sword of Ultimate Sorcery. Each game will be accompanied by a book created by DC Comics and the SwordQuest design team, giving the characters, props and treasures, and important clues to solving the puzzles. Players of "Earthworld", the first game in the 4-part saga, must traverse a 12-room maze to locate useful magical objects, such as a lamp, dagger, leather armor, cloak of invisibility, and other items needed to find the sword. By selecting the right combination of objects, the player gets clues to solve the "EarthWorld" puzzle. Some are false and others valid, and the storybook gives hints to help determine which is which.

Solving the puzzle sets players on the right path to win the SwordQuest Challenge sponsored by Atari. Each cartridge package contains the contest entry forms. Fill in five correct clues, and all entrants who get at least one clue correct will receive an Official Atari SwordQuest Challenge Certificate of Merit. Fifty gamers identifying all five clues correctly will win a trip to Sunnyvale, Ca., to compete in a playoff of the EarthWorld Contest. (If more than 50 entrants get all clues correct, an essay contest will determine 50 winners.) The prize is a gold talisman medallion studded with 12 diamonds and other precious stones.

Each of the four VCS cartridges will have its own contest and prize. When the epic saga is completed, the four winners of the individual competitions will return to the Atari headquarters in Sunnyvale for the Grand Finale Contest. There they will battle for the ownership of a \$50,000 jewel-encrusted gold sword designed for Atari by Franklin Mint.

**THORN EMI
HAS NEW VIP**

Thorn EMI, the London-based conglomerate that plans to conquer America, has appointed John Smuda as Director of Marketing/Sales for their US Home Computer Game Software. Smuda was formerly National Sales Manager in charge of Marketing for Fidelity Electronics. Prior to that, he was Eastern Regional Manager for Atari, and established the Atari Personal Computer in eastern markets in the US.

SUPERCHARGER IS A HIT The Supercharger for the Atari VCS went on sale in 40 Broadway Department Stores in Southern California at the end of August, and the company describes early consumer reaction as "exceptional". The \$70 Supercharger, which increases graphic resolution capabilities of the VCS, comes with one game, "Phaser Patrol". Three additional games, "Communist Mutants From Space", "Fireball", and "Suicide Mission" will be marketed this fall for \$15 each.

"Consumers came in, took a look, then came back and bought," reports Ken Hall, a spokesman for Arcadia. The Supercharger next goes on sale in Northern California, then Chicago, New York City, and Detroit. It should be in 10 major markets before Christmas.

Meanwhile the company is still seeking a new name, since Arcadia was previously tagged by Emerson for the Arcadia 2001 videogame system. The new moniker should be chosen soon.

THE GAME PEDDLER CONQUERS THE USA The Game Peddler, a Texas-based chain of retail stores, continues to expand rapidly. The 18th store in the chain opened Sept. 1, and there will be 12 more stores opened before Dec. 1. The Game Peddler opened its first out-of-state store in Bossier City, La., and one of the dozen stores to be opened this fall will be in Las Cruces, N.M.

Each 2000 sq.ft. store is housed in a shopping mall, and places emphasis on the adult gamer. The opening of the new stores marks not only the conquering of the SouthWest, but makes the Game Peddler the largest chain of game stores in the US.

SCOTT HELPS GAMERS TALK TO THE APPLE II Now you can play games on your Apple II by voice command, using the Shadow/VET from Scott Instruments. Instead of pressing various commands, gamers can speak orders such as "Up", "Down", "Left", "Right", "Fire", "Stop", etc. Shadow/VET works with all games and has a large variety of other applications, ranging from business, educational, industrial, and help for the handicapped. Virtually any command normally entered by keyboard can be verbal. The Shadow/VET can dial phones, turn on lights, and control security systems, all with a 98% accuracy rate, instant response, and a 40-word vocabulary, with overlays for access to additional sets of 40-word vocabularies. Retailing for \$995, this 3-lb. chatterbox requires an Apple II with disk, and is compatible with most computer languages.

WILLIAMS OPTIMISTIC ABOUT FOURTH QUARTER Williams Electronics told stockholders that results for the third quarter of the fiscal year were the best in that company's history, despite adverse economic conditions and recent decreases in operator revenues that are described as "more than normal for this time of year". Williams views the situation as temporary and reports some increase in revenues, but says it's still too early to predict how long the slowdown will last. However, fourth quarter operating results seem certain to be boosted by revenues from Atari on the licensed version of "Defender" for the VCS.

Revenues for the quarter ended 6/30/82 were \$50,803, up from \$48,976 for the same period last year.

TRACK-BALL HUGE SUCCESS IN FIRST MARKET TEST The Wico Track-ball is right on track, says Wico President Gordon Goranson. The trackball faced its first test in the marketplace over the Labor Day Weekend, when it was introduced in 21 Macy's stores in California. Buyer acceptance of the gourmet controller was overwhelming, and the first shipment was sold out before the week passed. Goranson reports that most stores actually sold out of the trackballs just from the ads, even before point-of-purchase sales began.

Meanwhile, the Wico factory is busy producing more model 9714 sticks. Wico technicians are working hard to keep up with the demand for the super high-quality joystick that is establishing new standards of excellence in the controller field.

ATARI COMPUTERS GO TO SCHOOL More than \$3 Million worth of Atari computers were ordered by Dept. of Defense Dependents Schools (DoDDS) to be used in the education of minor dependents of U.S. military and civilian personnel stationed overseas.

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.

COSMIC ARK/Videogame Cartridge (Atari VCS)/Imagic

Command a space ark on a rescue mission to the doomed solar system to save its inhabitants. First the ark must travel through a meteor shower, shooting every meteorite that threatens the mission. This is a fast battle. The weapon fires with every move of the joystick, blasting the rain of rocks flying toward the ship. When the meteor shower passes, the ark goes to the nearest planet. Launch a shuttlecraft to the surface, then use tractor beams to capture the world's creatures. Try to catch them and get back to the ark before meteor activity resumes. This is a very attractive game with good action. Pretty to look at and fun to play; another solid hit from Imagic. Rating: 9

PAC-MAN WATCH/Wristwatch/Nelsonic

The official Pac-Man wristwatch is a natural for gobble-game fans. The watch has continuous readout of hours and minutes, with a musical alarm to let you know when it's time to wake up and play another round. Play it silent or with sound. The game features the muncher, ghost monsters, energy dots, and magic fruit prizes. High scores are automatically recorded, and the game grows progressively more difficult as you advance. This might not keep you away from the Midway arcade classic, but it's a cute device that helps while away the hours as you wait your turn at the real thing. The black plastic case and band are sporty rather than beautiful, but after all, the play's the thing. Rating: 6

FROGGER/Stand-Alone Game/Coleco

Coleco's newest mini-arcade game is very much like its big-brother version, and an excellent translation within the limitations of its size. The multi-colored display is beautiful and bright, with three rows of highway traffic, a safety strip, then four rows of turtles and logs on the river that must be crossed before froggie gets to his home on the other side. In upper skill levels, the safety strip is the home of a sinister serpent. Frogger lacks some of the arcade niceties. There's no warning when the turtles are about to dive, and this seems unfair. Also missing are the crocodiles and the lady toad. Still, this is an exquisite game, housed in a cute replica of the arcade version, and another winner in the mini-arcade series from Coleco. Rating: 9

EARTHWORLD/Videogame Cartridge (Atari VCS)/Atari

This is the first cartridge in the four-part electronic quest that will be keeping VCS adventurers mighty busy over the next year or so. The graphics are clever and the play-action is very challenging. "EarthWorld" calls for some virtuosity at steering with the joystick. An excellent start on a major project. Rating: 8

SHARK ATTACK/Videogame Cartridge (Atari VCS)/Games by Apollo

You're a deepsea diver gathering diamonds that have littered the ocean from a sunken treasure ship. When you leave the safety of the shark cage, maneuver through the kelp-clogged underwater maze, gathering prizes. But all is not sparkle and wealth; sharks infest these dangerous waters. These man-eaters crisscross the screen and there's no way to fight them. They swim faster than the diver so it's no good to try and outrun them. Mysterious caves are transporters that cause the diver to reappear from random corners. A Loch Ness monster living in one of the caves will chase you when awakened. This unusual maze-gobble game is a toughie. The kelp hinders the diver's movements, and the underwater denizens are quite deadly. Not an easy game to conquer, but worth the effort. Rating: 7

SPACE SPARTANS/Videogame Cartridge (Intellivision)/Mattel

This is basically a reworking of "Space Battle", the excellent cartridge that has been in the Intellivision game catalog almost since the beginning, for the new Intellivoice-compatible line. The voice plays an authentic role in the play of the game, and it is crisp and easy to understand. The only hitch with the Intellivoice is that the sound changes from male to female and back again at random during the course of a game. Too bad there's no way to choose one or the other and then stick with it. Rating: 8

JUGGLER/Computer Game (Apple II)/Innovative Design

Once again IDSI has broken away from the pack to choose a truly offbeat theme for its latest release. And once again, the company's designers have done a fine job of creating a skill-oriented contest with a circus of fun. The arcader controls the juggler at the bottom of the screen, who automatically tosses objects into the air which hit the items to be juggled and push them toward the top of the playfield. Using the tossed objects to nudge the clubs, balls and hatchets into the lefthand chute or righthand maze earns bonus points. "Juggler" has seven levels of skill. The player can start at any level, and the game automatically increases in difficulty when the on-screen clock shows you've kept the items juggled for a set number of seconds. Graphics are tolerable, if not mindblowing. Rating: 8

GFS SORCERESS/Computer Game (Atari 400-800, Apple, TRS-80)/Avalon Hill

This text adventure is the first in a series following the exploits of Lt. Joe Justin and Captain Selena Sacharov. This time, Joe's accused of a murder he didn't commit and must find the evidence to clear himself. This doesn't have quite the snap and crackle of "Empire of the Over-Mind" and may have, in the bargain, lain on the shelf too long before release. It's a decent adventure, but not the blockbuster it might've been had AH published it 12-18 months ago. Still, adventure fans will have a fine time unraveling the intricate puzzle as they hop from planet to planet in search of the truth. Rating: 7

DONKEY KONG/Videogame Cartridge (Atari VCS)/Coleco

Donkey Kong has kidnapped Mario's girlfriend and taken her to the top of a building. In order to save her, Mario must climb the steel girders and ladders. But the ape sees him coming and throws barrels which Mario must leap or avoid. When Mario reaches the top, the screen switches to the next scene, and he must ascend the new framework. Everyone who loved this in the arcades will be pleased with the adaptation Coleco has brought to the VCS. Graphics are nice, animation is smooth and pleasing, and the sounds are delightful. The limitations of the VCS made it impossible to reproduce the elevator sequences, but the two screens in the cart are very good. If you like climbing games, this is a good one! Rating: 8

AIR LOCK/Videogame Cartridge (Atari VCS)/Data Age

This science fiction-themed climbing contest is a solid cartridge from one of the newer independent producers of VCS-compatible software. The player must get the keys to each airlock and, jumping various on-coming obstacles, reach the safety of the pressurized compartments that line the left and right edges of the playfield. The play-mechanic is entertaining, through the graphics may be a little rough even by VCS standards. Rating: 8

HONOR ROLL

The Nation's Highest Scores

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

ARCADE GAMES:

Battlezone/Atari - Larry Stonebrink, Newberg, Or. - 7,007,000
 Missile Command/Atari - Joe Fernandes, Artesia, Ca. - 52,246,260
 Centipede/Atari - Rijanto Joesoef, Los Angeles, Ca. - 4,421,232
 Star Castle/Cinematronics - Bob Mines, Jim Prucey, Cortland, Oh. - 9,833,940
 Crazy Climber/Taito - Jim Wright, Lake Orion, Mi. - 487,150
 Defender/Williams - Marvin Norton, Safford, Az. - 49,367,750
 Pac-Man/Midway - David Marsden, Santo, Tx. - 14,880,210
 Armor Attack/Cinematronics - John Hooper, Lakewood, Ca. - 319,670
 Scramble/Stern - Jason Itzler, Cliffside Park, NJ - 8,410,500
 Phoenix/Centuri - Orlando Funderburk, Charlotte, NC - 466,462
 Astro Blaster/Sega-Gremlin - Bobby Hinds, Laredo, Tx. - 72,850
 Gorf/Midway - John Chandler, Hobbs, N.M. - 225,100
 Dig Dug/Atari - Mark Hunt, Seattle, Wa. - 2,360,000
 Donkey Kong/Nintendo - Steve Sanders, Clinton, Mo. - 863,500
 Frenzy/Stern - Tracy Parish, Millington, Tn. - 145,427
 Frogger/Sega-Gremlin - David McPhee, Muncie, In. - 507,230
 Galaga/Midway - David Marcotte, Seminole, Fl. - 4,314,000
 Omega Race/Midway - Rick Klin, Corvallis, Mt. - 1,215,200
 Stargate/Williams - Joe Startz, Kenosha, Wi. - 20,449,975
 Robotron/Williams - Dennis Felland, Madison, Wi. - 76,223,720
 Tempest/Atari - Eric Click, Houston, Tx. - 1,311,290
 Vanguard/Centuri - Paul Baggett, Mesquite, Tx. - 259,250
 Wizard of Wor/Midway - James Hussiere, Poland Springs, Me. - 150,900
 Zaxxon/Sega-Gremlin - Allen Rager, Millington, Tn. - 772,500
 Tron/Midway - Pieter Kreyns, Bethel Park, Pa. - 118,651

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