

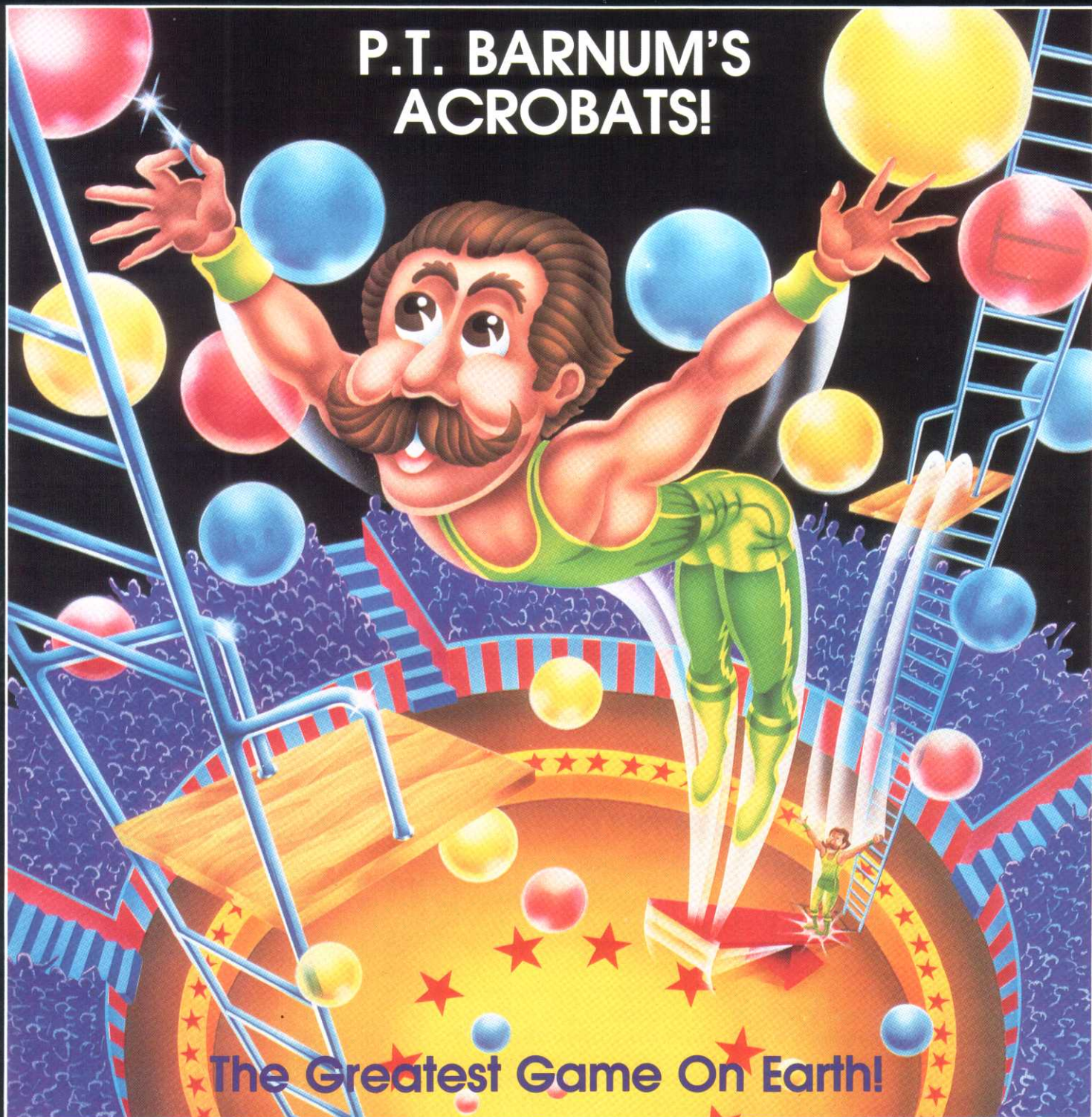
# ODYSSEY ADVENTURE

ODYSSEY ADVENTURE CLUB MAGAZINE

WINTER 1983

ONE DOLLAR

## P.T. BARNUM'S ACROBATS!





# MEETING OF

## ODYSSEY ADVENTURE

Vol. II Winter 1983 Issue 1

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Club members. Your letters are as welcome as ever. We enjoy hearing your comments and answering your questions. We especially enjoy all the expert tips we've been receiving about how to get higher scores on all the Odyssey games. Keep 'em coming!

If you haven't had a chance to renew your subscription to Odyssey Adventure Magazine (or if you've never subscribed before), please accept this complimentary issue. We wanted you to see our expanded format, with all the new features we'll have for you every month. Now that you've seen it, we know you'll want to renew (or begin) your subscription and your membership in the Adventure Club. You'll find a tear-out subscription card inserted on the next page. Fill it out and send it to us, along with your \$3.00, and you'll continue to receive the magazine, and keep in touch with all the exciting things that are happening in the world of Odyssey Adventure. Renew or begin your membership now, so you won't miss a single issue!

.....

Our lead story this month is about the National Finals of the Pick Axe Pete Pick-Off held in October at the World's Fair. Congratulations to Pick-Off winner Tony Scardigno, of Weehawken, New Jersey! And congratulations to all the other finalists, as well. Everybody had a great time at the World's Fair!

### ON THE COVER

That's one of P.T. Barnum's Acrobats, soaring high up in the big top, popping balloons like crazy above the heads of the crowd. He's on his way down—better get that teeter board in place for his partner's jump!

Read all about this new Odyssey game cartridge on page 14 of this issue, along with other surprises for Odyssey Adventurers. Ladies and gentlemen...

## FEEDBACK

### ODYSSEY IS THE BEST!

I have an Odyssey<sup>2</sup> and I am trying to convince everybody to get Odyssey because I think it is the best. Could you tell me if Odyssey is making cartridges that look or play like the real video game, and could you tell me if any other companies are making cartridges that could fit the Odyssey console?

John Gordon  
Independence, MO

We think Odyssey is the best, too, John! But we don't think arcade games are the only "real" video games. They're just different from home games, mostly because they're designed to play only one game, whereas home game units like Odyssey are designed to be able to play dozens and eventually hundreds of different kinds of games. For that reason, there will always be differences between arcade games and home video games. [One of the biggest differences is that you don't have to keep putting quarters into the Odyssey!] But we are making games based on arcade games. You'll find an example in the story on page 6.

As for your second question about other companies making cartridges, John, many other readers have written to ask us the same thing. The answer is yes! See page 14 for news about one new cartridge in particular. Here's another of the many letters we have received on the same subject -

I have been an Odyssey<sup>2</sup> owner for 3 years, and I think it's the best! I feel if you would allow other companies to make cartridges for Odyssey and advertise a lot more, people would know how good Odyssey really is.

Jay KcKee  
Trinity, North Carolina

Odyssey does allow other companies to make cartridges, and as you can see from page 14, it's starting to happen! We will continue to select from those companies who have especially interesting games

## GRAY MATTER

As Odyssey Adventure begins its second year of publication, you might notice a few changes. We have a new crew on board, and a new address, too. Best of all, we've expanded the size of the magazine from twelve to sixteen pages! That gives us more room than ever for exciting features and news for Adventure



# THE MINDS

and give them the secret of the special Odyssey video chip, which is different from all the others. And we do advertise! You've probably seen the magazine and television ads featuring our new spokesperson, the Wizard of Odyssey. Things are really starting to roll!

## KEEP THE GAMES COMING

Our 10-year-old son Billy feels that Odyssey is not only challenging, but also a lot of fun. He finds it is an excellent way to meet and keep friends by inviting them for a race around the Speedway, or a trip down to the dungeon for a ring, or for an afternoon at the ball park for a game of Baseball. Keep the games coming. The whole family enjoys Odyssey tremendously!

Mrs. Wm. Schmidt  
Camanche, Iowa

We'll put, Mrs. Schmidt, Odyssey is one of the best ways we know for people of all ages to make new friends. We hope Billy will get his new friends together and form a local chapter of the Odyssey Adventure Club. See page 15 for details.

## HAND-EYE COORDINATION IMPROVES

First I would like to tell you about my cousin Shannon. She scored 351 on K.C. on Maze #3. Sounds unimpressive, but she is only 3 years old and makes high scores constantly.

I also have a friend who had problems with his eyes. But when I got him to buy an Odyssey like me, his eyes improved drastically. Now the doctors encourage him to play Odyssey. The hand-eye coordination helps him.

I have enjoyed the first issues of Odyssey Adventure Magazine. As long as you print it, I'll subscribe to it.

Donald Douglas  
San Antonio, Texas

Video games like Odyssey are being used to successfully treat peo-

## K.C.'s KRAZY CHASE!



ple with many different physical handicaps, Donald. We're very pleased that your friend has improved. And your 3-year-old cousin sounds like a real whiz! We know we're going to see her in future Odyssey competitions.

## HIGH SCORE CONTEST

How long does the High Score contest go on? Can we enter more than once with other games we play?

Gregory and Christopher  
Oprondek  
Chicago, IL

Take a look at page 9, fellas. The contest will continue as long as we get photographs of scores higher than the ones listed. You're welcome to send us your scores on any of the Odyssey games listed, as well as on any games that are released, as long as they're higher than the high scores we've found. Every time we think we've seen the highest possible score on a game, along comes somebody to beat it. So keep on trying!

## ANOTHER MASTERPIECE

I've seen K.C.'s Krazy Chase in the store, but am waiting for the voice! I loved the human qualities given to the characters: K.C.'s blinking eye, his cartwheels, his flapping ears, the Dratapillar's smile and

frown, and the Drats' bouncing eyes when white. I also enjoyed how the trees disappear by eating them and then are replenished as if by magic. K.C. is another masterpiece from the Wizard! Can't wait to hear it talk!

As for your magazine, I'd like to see a readers' poll that would allow us to vote on our favorites and tell what we like about them in each issue. This would be interesting and especially helpful to the game designers.

Ken Truchon  
Riverdale, IL 60627

K.C.'s Krazy Chase is quickly becoming everybody's favorite, Ken, especially with the Voice! The Voice unit should be available in your stores by now. The readers' poll is an idea we've been discussing. We'll tell you more about it in the next issue. In the meantime, all the readers' comments that we receive are passed along to Odyssey designers, so keep them coming!

## THANKS, ODYSSEY!

I would like to take this opportunity to thank Magnavox for the excellent quality of the Odyssey<sup>2</sup> Master Unit and the new Voice Module that I have recently purchased. Every time I turn around my Odyssey is becoming more than I ever thought it would be. The Alpha-Numeric keyboard is great, the hand controls are superior to any others on the market. The educational cartridges make the Odyssey<sup>2</sup> the best value. All the video units pale in comparison. I bought the Math-A-Magic/Echo cartridge at a time when my seven year old daughter was earning a failing grade in math. With the help and her interest in the Math-A-Magic game she brought her grade up to a "B" by the end of the school year. She is now maintaining "A's" and "B's" in math. Thank you.

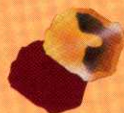
Mr. R. R. Voigt  
2352 South 75th Street  
West Allis, Wisconsin 53219

Thank you, Mr. Voigt.





# Pick-Axe Pete Pick-Axe Pete



It all began back in July, 1982, when the Pick-Axe Pete scores started arriving at contest headquarters. First there was a trickle, and then a torrent, as thousands of scores—confirmed by photographs of the television screens—poured in. When it was all over on August 31, only five contestants out of all the thousands were chosen to compete for a pound of gold at the World's Fair in Knoxville, Tennessee!

All five contestants had registered scores over 9,000, a considerable feat of electronic gaming wizardry. They were notified that they had all won an expense-paid, three-day, two-night trip for two to the World's Fair, and a chance to compete for the pound of gold (worth more than \$6,000) at the Pick-Off National Finals to be held on October 9, 1982.

On Friday, October 8, the contestants began arriving at the Knoxville Hilton Hotel. George Floyd, age 15, had the shortest distance to travel, since he came from Rogersville, Tennessee, only 60 miles from Knoxville. His father Aubrey accompanied him.

Two of the contestants were brother and sister—Bryan Schumacher, age 15, and Jodi Schumacher, age 11 (the only girl in the contest). Because each was allowed to bring a companion, expenses-paid, both their parents came along, for a great family vacation. The Schumachers hail from Trenton, Ohio.

The youngest contestant also had the longest distance to travel. 10-year-old Tony Scardigno (pronounced Scar-dee-no) came all the way from Weehawken, New Jersey, with his

16-year-old brother, Louie.

Rounding out the group was Michael McKim, age 12. His father Mike accompanied him from their home in Alexander, Arkansas.

After unpacking their bags and getting settled, the contestants and their companions were treated to a sumptuous dinner at a local

round would be played on a different arcade center. Each contestant's lowest score would be dropped, with the remaining scores totaled to decide the winner. Each round would be played on a different playing field.

The contest was held at the Odyssey display in the pavilion for



Finalists, from l. to r.—Michael McKim, George Floyd, Jodi Schumacher, Bryan Schumacher, Tony Scardigno

restaurant, accompanied by some folks from Odyssey (and a few editors from Adventure Magazine). The evening also included a magic show at the table and the nightly World's Fair fireworks display.

On the morning of the competition, Jerry Michaelson from Odyssey officially introduced the contestants and their families to the press. He also explained the rules. There would be three rounds of play, each with a 15-minute time limit. (Without the time limit, the contest could have lasted for hours!) Each

America's Electric Energy Exhibit. A bank of Odyssey arcade centers, on exhibit for the duration of the World's Fair, would be used for the contest. The contestants were allowed to warm up while the crowd gathered to witness the historical event.

At 10:15 am the beginning of the contest was announced by the officials. With the words, "On your mark, get set, get picking!" the first round was underway!

The playing field for round one was Maze #2. The contestants had





# Pick Axe Pete Pick-Off!



all achieved their high qualifying scores on Maze #6, however, so the first round was a real challenge. Adding to the challenge was the noise of the crowd, the lights of the TV cameras, the voices of the commentators and the Odyssey Robot, and the knowledge of what was at stake.

The first round scores were not high, with all five contestants conked by boulders before the time limit had expired. George came out on top with a score of 235, but our Pickers were just warming up.

The second round took place on Maze #4. Again the scores were lower than any of the five contestants were accustomed to. Bryan won round two with a score of 185.

The third and final round would use Maze #6. This was the playing field all five contestants were most accustomed to. The tension mounted as the announcer prepared to get the last leg of the contest underway. All five gamers knew that their previous scores were really just warmups for this big round!

The lead changed hands minute by minute, as a new and exciting level of Pick Axe Pete playing was witnessed by the crowd. Scores of over 100, then 200 were tallied, with all five pickers still in the contest. The first to go was Jodi Schumacher, with a score of 246. As the only girl in the Pick-Off, she had many supporters in the crowd, who were disappointed when she stepped back from the machine.

The picking continued at a furious pace, until Michael McKim was "boulderized" at 528, followed

by Bryan Schumacher at 562.

This left only Tony and George, who looked like they were going to reach the 15-minute time limit! Since George's highest score for the first two rounds was 235, and Tony's was 133, Tony would have to score over 100 points more than George in the final round in order to win. The tension mounted as both contestants made it



National Pick-Off Champ  
Tony Scardigno

through the dangerous "blind maze" section.

Suddenly there was a cry from the crowd, as George stepped back from his console, his score stopped at 690. With only a few minutes remaining in the round, Tony was furiously picking, trying to exceed the magic number of 792 to score a win! His score continued

to mount—720, then 750. He scored a big chunk of points with a desperate dive through a door. When he finally stepped back from the console, with only seconds remaining on the clock, his score stood at 805. The final totals: Tony Scardigno—938. George Floyd—925. Tony had won the Pick Axe Pete Pick-Off by only 13 points!

The other final scores were: Bryan Schumacher - 747, Michael McKim - 589, and Jodi Schumacher - 374.

All five contestants displayed excellent sportsmanship. Tony was congratulated by the other four after his pound of gold had been presented. They were good friends when the competition was over, and all vowed that they would be back for the next contest, whatever it might be.

An official stated that the National Finals of the Pick Axe Pete Pick-Off was a well-run competition, one of the best he had ever seen. The organizers are already at work planning the next contest. Watch for an announcement in the pages of this magazine. You might be the next person to join Tony Scardigno as an Odyssey National Champion! In the meantime, a word of advice... Practice!



# Yes! I want to be a member of the Odyssey Adventure Club,

and receive Odyssey Adventure Magazine, with insiders' video game tips, strategies, and insights, plus news about all the exciting things happening at Odyssey. I am enclosing \$3 in check or money order for a one-year membership (including 4 issues of Odyssey Adventure Magazine).

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# What's New At "Odyssey West"?

## The Wizard's Helpers Are Hard at Work in the Hills of Tennessee

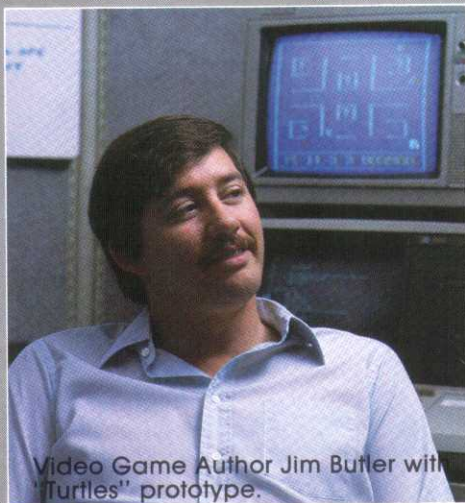
If you look long enough and hard enough, you might find, hidden away in a low brick building in the hills of Tennessee, the secret location of the Odyssey Software Development Group, also known as Odyssey West (because it's located west of the main Odyssey headquarters). There a group which now numbers six is hard at work developing new software for Odyssey mainframes.

We recently visited Odyssey West in order to find out what kinds of diabolically challenging games are being developed by this hard-working group of Video Game Authors, as they're called in the trade. Much of what we saw is still in the experimental stage, and too secret to give you all the details about. But here's what we can tell you—

Video Game Author Jim Butler is putting the finishing touches on an arcade adaptation, something that many of you have written to ask about. It's a game called "Turtles" (from Stern Electronics). If you've never run across the game before, here's how it works: Mama Turtle has lost her kid turtles in a maze full of little rooms. She must go and find them and carry them on her back to a house where they'll be safe. Giant bugs are running all over the place. If Mama doesn't hurry fast enough, the bugs turn red and start chasing her with increasing ferocity.

Mama's only defense against the bugs are a few bug bombs which she drops in their path. The bug bombs stun the bugs momentarily, allowing Mama Turtle to escape. Of course, once she has carried all her kids to safety, she has to start all over again. More lost kids, more bugs, and a different maze full of rooms.

"Turtles" looks like it's going to be a big hit. It's a challenging



game, with excellent graphics, music and sound effects. Jim says the game is scheduled for introduction sometime in early 1983.

Another Odyssey game that's due to be introduced soon is called "Killer Bees." It's the brainchild of Video Game Author Bob Harris. You, as the player, control a swarm of friendly honey bees, who are fighting three swarms of killer bees and a group of Beebots (robot beekeepers?) from outer space. You've got to sting all the Beebots and zap the killer bees before they take over the earth. It's a fast-moving, extremely challenging game—with some of the best graphics we've ever seen. And it's an original concept, unlike anything on the market today.

Video Game Authors Rex Battenberg and Bob Cheezem are working on games that are both in the early stages of development. Right now, Rex's game consists of a good guy robot zapping a bunch of crazed little robots whose touch is deadly and who attack from all sides, eating up space as they go. One of the most interesting features of the game is the possible use of both joysticks at the same time. Sound in-

teresting? Keep your eyes open; we'll tell you more about it as soon as we know.

Bob Cheezem is working on a fourth Master Strategy Series game. It's Sherlock Holmes against the evil Doctor Moriarty, in a battle of wits in which the famous detective must determine whodunnit, where, and with what. Like all Master Strategy Series games, Bob's creation utilizes both on-screen and gameboard action in a game for one or two players.

The manager of this creative group of software designers is Sam Overton, who has been mentioned previously in the pages of Odyssey Adventure Magazine (see Winter, 1982). Sam told us something about software applications for the new Odyssey<sup>3</sup> mainframe being developed. It features greatly enhanced background graphics for current and future Odyssey games. We've seen some of the graphics, and we can tell you that they're going to make Odyssey games even more fun to play. The good news is that you'll be able to play any of your current Odyssey games on the new Odyssey<sup>3</sup>, and all the future Odyssey games can be played on the Odyssey<sup>2</sup>. However, the enhanced graphics will show up only on the Odyssey<sup>3</sup>.

We discussed many things with the Video Game Authors at Odyssey West—including character generation, software development computers, and the secret Odyssey video chip—which we'll be telling you about in future issues. For now, we can report that the joysticks are really humming at the Odyssey Software Development Group headquarters. The groundwork is being laid today for tomorrow's most challenging video games from Odyssey.

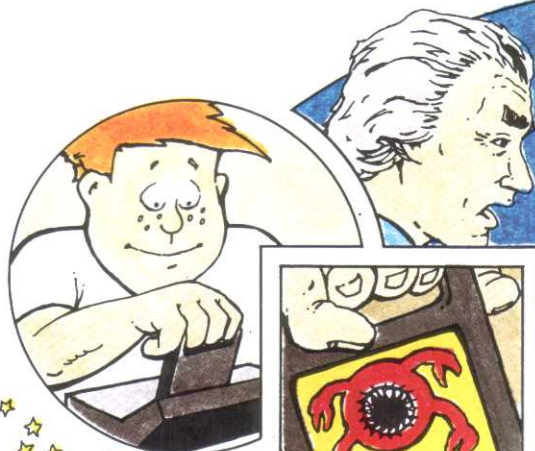


# THE WIZARD OF ODYSSEY!

© 1982 N.A.P. Consumer Electronics Corp.



Hello!  
I'm the Wizard of Odyssey.  
I'd like you to meet  
Andy. He's about to  
play "Alien Invaders-Plus!"  
but this time on a level  
Andy has never played  
before...

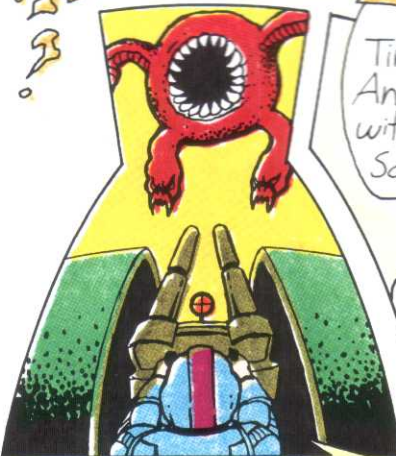


JEEPERS, it's  
the Wizard of Odyssey!

you are now Captain  
Andy of the Earth  
Space Forces. Only  
you can repel  
the Alien  
Invaders!



Gosh!  
Here they come!



Time for bed,  
Andy. You can play  
with your Odyssey  
Some more Tomorrow.

WHAT HAPPENED!?

This is it. It's Captain Andy  
vs. Merciless Monstroth.  
TIME TO GET DOWN!

But Mom, I  
was just about  
to destroy all the  
alien invaders.  
Without me, EARTH  
IS DOOMED!

I know, but you'll  
have to finish  
the Battle to-  
morrow. Good  
Night, Andy.

BUT  
MOM...



B. LANG/E. RUTAS



## Garbled Games

In a recent order for new game cartridge boxes, our printer got the titles all mixed up! Can you straighten them out? (You Crypto-Logic experts should find this one a snap!)

TECKOP LARDLBIS \_\_\_\_\_

CHAINPOK \_\_\_\_\_

MOREFED SHIRTFEG \_\_\_\_\_

HONKEMSNISEY \_\_\_\_\_

CROPMUTE FLOG \_\_\_\_\_

BLOATOLF \_\_\_\_\_

SADNYTY \_\_\_\_\_

MISOCC \_\_\_\_\_

SA \_\_\_\_\_

BREAKDC \_\_\_\_\_

BLUNDER \_\_\_\_\_

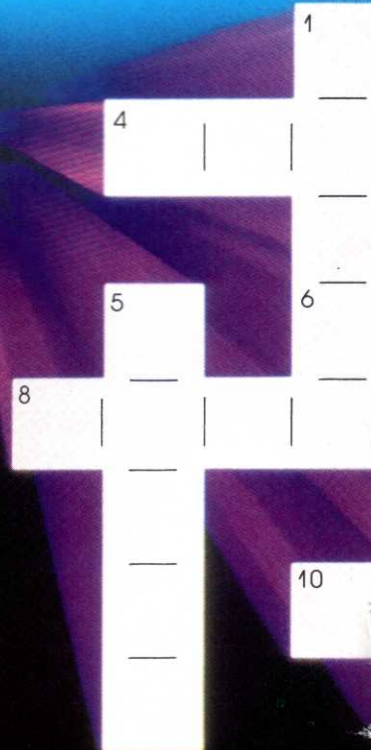
PROCTUME TRO \_\_\_\_\_

# The Wizard's Pencil Game Pa

## The Wizard's Word Search

F B O R C I D S T G H Z P  
O G H R V N K L E E Y V X L T X R  
G F L O R C S R C T Y U T X I G O L U  
P E D O R H O C K E Y U U C H B L O C K O U T  
S Z V O L R D T R W Q E M E U I I R Y U P M C  
C I P E T B F Y O A L U F O Q N W E R T Y U O I X  
S D O P E A S D S F S G H J N K D Y N A S T Y N L S Y  
B N Z X C E V B S N L M Q W S E E R T Y U I O K P C S  
G H A S D F D G E H U J K L T Z R E C C O S X E C F H  
N M V B N M Q W Y E P R T Y R U B I O P K A S Y D E I  
B F G H I N V A D E R S J O K A L L I Z X C S V H  
T B N M Q W E R Y A Z W S T X L E I D C R F H V I  
T G B Y H N U J M I K O H A L N L P Z S E I X  
D R T O K N I H C A P C B F G T Y G V U H N B  
I O J K L M H R E D R E T S A M G N I R I E A  
E K G H D C M G H S I O O A S R E T Y U S  
T K C A J K C A L B Y U B N M D E F A  
L N M L L A B Y Y L L O V W O T U R Z  
G H R V N K L E E Y V X L T X R U  
O R C S R C T Y U T X I G O L

K.C.



All the words listed at the right are hidden somewhere in the puzzle. They might read forwards, backwards, up, down, or diagonally, but always in a straight line. Your job is to find and circle them. One example is shown—the word "ODYSSEY." There are 19 more. How quickly can you find them all? Ready, set, go!

ODYSSEY  
BLOCKOUT  
MONKEYSHINES  
SPEEDWAY  
ORCS  
SKIING

THUNDERBALL  
BASEBALL  
LOGIX  
UFO  
PULSAR  
HOCKEY  
GOLF

PACHINKO  
INVADERS  
DYNASTY  
MONSTROTH  
RINGMASTER  
SOCCER  
BLACKJACK

### Across

4. A game of yards and inches
6. K.C.'s Krazy \_ \_ \_ \_ \_!
8. Take the \_ \_ \_ \_ \_ and R
9. Computer \_ \_ \_ \_ \_ is mor
10. \_ \_ \_ \_ \_ space confineme
11. \_ \_ \_ \_ \_ way is a race



CLICFONT \_\_\_\_\_

ALEBLAB \_\_\_\_\_

Y CARTONIES \_\_\_\_\_

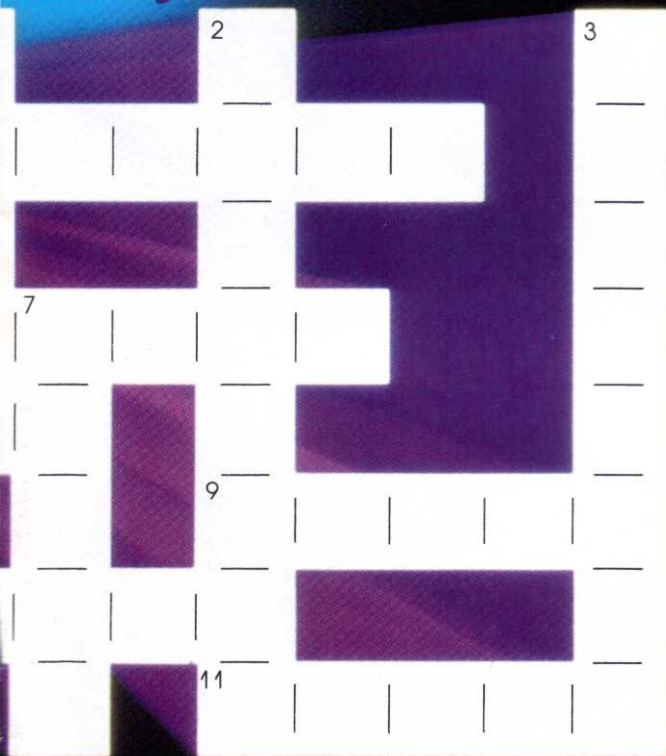
HALT \_\_\_\_\_

IN \_\_\_\_\_

\_\_\_\_\_

ge

's Krazy Krossword



**Down**

1. The \_\_\_\_\_ of Odyssey.
2. Pulsar \_\_\_\_\_ guard the confinement crystals.
3. Secret word guessing game.
5. Out Of This \_\_\_\_\_ !
7. Invaders from \_\_\_\_\_ space!

## ALL TIME HIGH SCORES!

Listed below are the all-time high scores reported for a group of selected Odyssey games. We've included only those games in which no Adventurer has yet reached the top score possible or the top score which will register on the screen. For example, we've left out Alien Invaders Plus, since we've received hundreds of letters indicating that a 10 to 0 score was reached. We can't list 2-player games like football, since it's impossible to verify the fact that the score was competitively achieved. We've also stopped taking high scores for K.C. Munchkin, since many gamers have reached 9,999, and no higher score will register. But there is still lots of room for competition. If you can show proof (a photograph of the screen) that you have beaten one of these high scores, send it to us and we'll publish your name and score and send you a free **Quest For The Rings** t-shirt. We'll continue to publish this listing, adding new games as they are released, so that all Odyssey Adventurers will know the kind of score they must achieve to be truly worthy of the title of "Adventurer." We'll also print the names of some high-scorers who didn't quite score high enough to win a t-shirt, but who deserve an "honorable mention."

PICK AXE PETE		UFO	
George Floyd	9,999	Kenny Jordan	7,510
Rogersville, TN		Southgate, MI	
Mike McKim	9,996	Scott Lukas	6,701
Alexander, AR		Valparaiso, IN	
Wes Hartman	9,934	Jamie Heyer	4,448
Bellevue, KY		Sioux City, IA	
(Score received too late to be included in Pick Axe Pete Pick-Off)		SPEEDWAY	
Jodi Schumacher	9,913	Scott Polek	9,979
Trenton, OH		W. Seneca, NY	
Bryan Schumacher	9,906	Joshua Nultemeier	9,612
Trenton, OH		Forestville, CA 95436	
Tony Scardigno	9,363	MONKEYSHINES	
Weehawken, NJ		Jim Vogel	261
COSMIC CONFLICT		Ft. Thomas, KY	
George Floyd	834	Dave Dahlin	173
Rogersville, TN		Sumner, WA	
David Wittmer	834	Mark Ferguson	124
Morton, IL		Houston, TX	
Therese Jilek	834	David Ormerod	108
La Grange, IL		Middleton, OH	
(There were many others who achieved scores of 832.)		BLOCKOUT	
FREEDOM FIGHTERS		Chris Holt	8
Richard Latchau	9,996	Reading, PA	
Buena Vista, CO		Dan Lambert	8
Scott Lukas	4,829	Mechanicsburg, PA	
Valparaiso, IN		John Sabaliauskas Jr.	8
Kevin Lohr	905	Omaha, NE	
Johnstown, PA		HELICOPTER RESCUE	
SPIN-OUT		Jared Jordan	11
Steve (Weef) Shapiro	11 sec.	Southgate, MI	
(Many others have reached 12 seconds, but only one has exceeded that mark.)		Gene Gaskill	10
		Fisher Heights, PA	
		(There were dozens of others who achieved scores of 8.)	



# The Final Quest

The sands of the Hourglass are running out, and the Warrior and the Changeling have only one more chance to capture the Final Ring!

The Warrior tensed, his enchanted sword Bloodeater gleaming in the darkness of the foul-smelling Dungeon. Even before his eyes adjusted to the gloom, he sensed the presence of the Orc, and heard his shuffling footsteps. Quickly he spun around, his sword flashing, and the evil Orc fell, mortally wounded. Then another materialized, and another, their eyes gleaming with hatred and blood-lust. Again and again Bloodeater spoke, without mercy, as the Warrior fought his way down the corridor toward the waiting prize—the last Ring of Power!

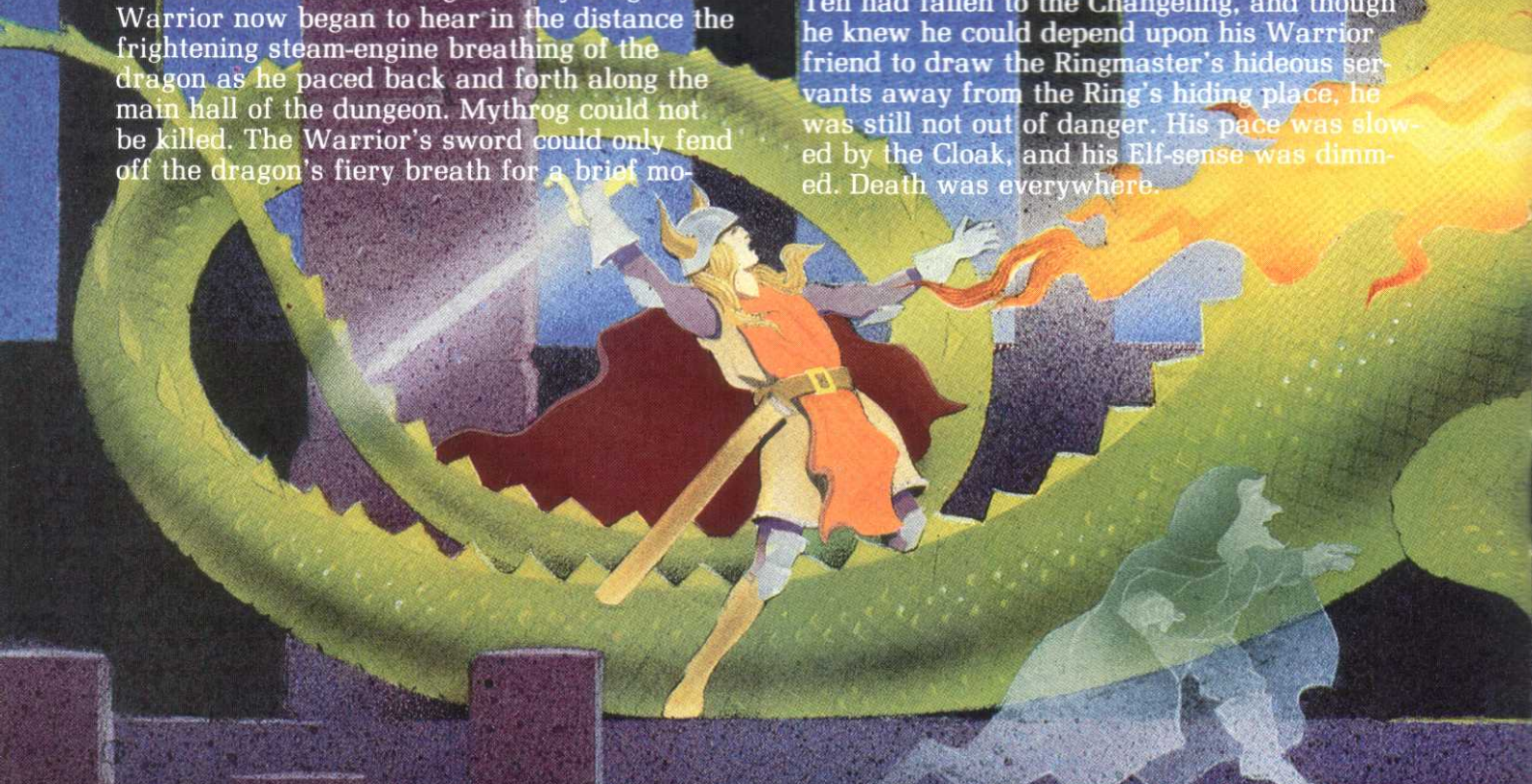
For many days now the Warrior and his Changeling companion had endured unspeakable horrors in their quest for the Ten Rings. Despite Orcs, Firewraths, Dragons, Doomwinged Bloodthirsts, and the unspeakable Spydroth Tyrantulus, the heroes now held nine of the rings. Only one remained.

But the Warrior knew that this last and most precious Ring was guarded, not only by Orcs and Firewraths, but by the most hideous and feared of all the dragons—Mythrog. The Warrior now began to hear in the distance the frightening steam-engine breathing of the dragon as he paced back and forth along the main hall of the dungeon. Mythrog could not be killed. The Warrior's sword could only fend off the dragon's fiery breath for a brief mo-

ment as he ran for safety. His only hope would be to distract the dragon long enough for the Changeling to dash across the main corridor to the hiding place of the final ring. But what of the Changeling? Where was the Warrior's Elfin companion? With his Mirrorcloak of Invisibility, even the Warrior could not see him. Hoping for the best, the Warrior fought on.

The Changeling shivered in the corner of the dank and musty Dungeon. A filthy Orc shuffled past, only inches away. Though his Mirrorcloak of Invisibility prevented him from being seen, the Changeling knew that the Orc's very touch still meant instant death. He moved forward cautiously, not entirely sure of his location. Upon entering the Dungeon, he had been transported to this far corner by the touch of the Warrior's sword. But where was the Ring? His Elf-sense told him it was near, but the emanations were not strong enough yet for him to pinpoint the exact location.

The task of capturing the last Ring of the Ten had fallen to the Changeling, and though he knew he could depend upon his Warrior friend to draw the Ringmaster's hideous servants away from the Ring's hiding place, he was still not out of danger. His pace was slowed by the Cloak, and his Elf-sense was dimmed. Death was everywhere.





The sound of Mythrog's heavy breathing told him that he was near the main corridor of the Dungeon. His Elf-sense tingled. The Ring was near! Its hiding place was on the other side of the corridor. He longed to lift the Cloak, if only briefly, to get a stronger impression. But he knew that even a brief glimpse would be enough to send a deadly fireball of dragon's breath down upon him. And so he moved forward at a snail's pace, alert for the slightest hint of danger.

**T**he Warrior's right arm ached from wielding his enchanted sword. He had long ago lost count of the number of Orcs and Firewraths he had dispatched. And still they came at him, with no end in sight. He knew that the time had come to challenge Mythrog, or else all was lost. The Ring must be captured this time, as the last sands were even now falling through the Hourglass.

With a mighty battle roar, the Warrior leapt into the main corridor and faced the dragon! With incredible speed for a creature of its size, Mythrog

dragon and heard the Warrior's cry. Mythrog turned his head and made ready to let loose his fiery breath upon the Changeling, but at that very moment, the Warrior roared in triumph and threw himself at the Dragon!

The Changeling paused only a moment to see his friend engulfed in the dragon's breath, borne aloft in his claws. Then he continued running, the lure of the Ring almost overpowering to his fully awakened Elf-sense. There! He saw it, just ahead. A pair of Orcs pursued him. With all his strength, he covered the last few feet in an instant, grasped the Ring and held it aloft triumphantly. The trumpets sounded, the walls crumbled, and the power of the Ringmaster was broken forever!

spun and immediately sent a ball of fire toward the Warrior. Blooddeater flashed, and the fireball went careening off into the darkness of the Dungeon. The dragon breathed again, and again the magic sword flashed. "Now, Changeling!" the Warrior cried, hoping his companion was within ear-shot. "Now is your chance! The Ring! The Ring!"

The Changeling heard the dragon's roar and saw the Warrior's sword flash. It was now or never. He lifted his Cloak of Invisibility and ran across the corridor as fast as his short Elfin legs would carry him. He saw the

Can you write a good story revolving around one of the Odyssey games? We'd like to see it. We're looking for stories like the one you just read, that bring the fantasies behind the games to life. In Pick Axe Pete, for example—who is he? Where did he come from? Why is he a prospector? Give it a try. We'll publish the best stories in an upcoming issue of Odyssey Adventure Magazine. And if your story is chosen, not only will you have the excitement of seeing your name in print, but we'll

also send you a Quest For The Rings t-shirt. Send your story to: Odyssey Story Editor, 2000 Burton S.E., Grand Rapids, MI 49506.

Your story must be original, and unpublished. Length must be between 400 and 800 words, double-spaced and preferably typewritten. Stories may be edited for length or grammar. Send a self-addressed, stamped envelope if you want your story returned.

Now let's see some good yarns, Adventurers!



# GOOD STUFF



This adorable plush Hatchling Dragon is a foot tall, bright green and yellow, and wears an Odyssey t-shirt. He'll make a great gift for any Odyssey fan! He's cute and cuddly, but watch out for his fire-breathing mommy!  
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Sew this handsome Odyssey patch on your jacket to let all your friends know that you're an Odyssey Adventurer and proud of it! **\$1.50 + 50¢ Shipping & Handling**

Keep your Odyssey mainframe free of dust and dirt with this durable canvas dustcover. Tan with Odyssey logo. **\$3.95 + \$1.00 Shipping & Handling**

Here are some of the gift items and accessories available to you from Odyssey, to make the playing of Odyssey games even more fun! To order, use the form inserted next to this page. If the form is missing, just list the items you desire, enclose check or money order payable to Odyssey Adventure, and mail to:

**Odyssey Good Stuff**  
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**Grand Rapids, MI 49506**

You may also use your Visa or Mastercard. Be sure to give your card number and expiration date. Michigan residents add 4 percent sales tax. Be sure to indicate t-shirt size when ordering The Quest For The Rings or Pick Axe Pete t-shirt. Credit card customers may also order by calling toll-free 1-800-828-3659. Residents of Alaska, Hawaii and Michigan call collect 1-616-243-6000.

Quest For The Rings Dragon Slayer t-shirt has full color Dragon Slayer artwork on the front and "Quest For The Rings" and Odyssey logo on the back. Blue. Adult sizes: small, medium, large, and extra-large. **\$3.95 + \$1.00 Shipping & Handling**

Pick Axe Pete t-shirt is just like the one worn by the Pick Axe Pete Pick-Off National Champs (See page 4). White with red trim and full-color picture of Pete working his way through the Misty Mountain Mine. Adult sizes: small, medium, large, and extra-large. **\$3.95 + \$1.00 Shipping & Handling**





# GOOD STUFF

(Premium order form)

# GOOD STUFF

(Premium order form)

Quantity	Item	Price Each	Shipping & Handling per item	Total
	Hatchling Dragon	\$ 9.95	\$1	
	Odyssey Organizer	\$19.95	\$1	
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	Quest For The Rings Poster	\$ 2.95	\$1	
	Quest For The Rings t-shirt	\$ 3.95	\$1	
	Pick Axe Pete t-shirt	\$ 3.95	\$1	
	Odyssey Patch	\$ 1.50	50¢	
	Odyssey Score Pad	\$ 1.50	50¢	
	Michigan Residents add 4% sales tax			
Total Amount Enclosed				

A Freedom Fighters iron-on transfer will be included free with all orders postmarked before February 15, 1983.



# GOOD STUFF

premium order form

Please send me the items indicated on the reverse. I have enclosed check or money order in the amount of \$ \_\_\_\_\_. I understand I may also use my Visa or MasterCard.

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VISA NUMBER \_\_\_\_\_ EXPIRATION DATE \_\_\_\_\_

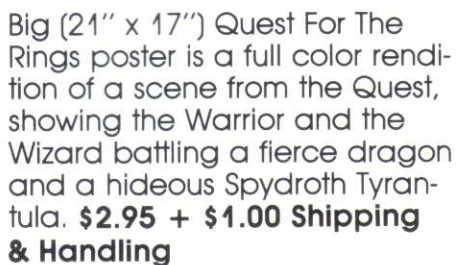
MASTERCARD NUMBER \_\_\_\_\_ EXPIRATION DATE \_\_\_\_\_

NAME ON CREDIT CARD (PLEASE PRINT) \_\_\_\_\_

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For even faster service, credit card customers may phone in order. Call toll-free 1-800-828-3659. Residents of Alaska, Hawaii, and Michigan call collect 1-616-243-6000.





Big (21" x 17") Quest For The Rings poster is a full color rendition of a scene from the Quest, showing the Warrior and the Wizard battling a fierce dragon and a hideous Spydroth Tyrantula. **\$2.95 + \$1.00 Shipping & Handling**

Heavy, clear plastic Odyssey organizer is the perfect way to keep all your Odyssey gear in one place, ready for playing. Holds mainframe securely, with special slots for both joysticks and a dozen of your favorite cartridges. **\$19.95 + \$1.00 Shipping & Handling**

Keep track of your highest scores with this handy Official Odyssey Score Pad. With a place for your name, the date, the game, level, and your score! Use a different page for everybody who plays the game. Keep each page as a record so that you can chart your improvement.

**\$1.50 + 50¢ Shipping & Handling**

A Freedom Fighters iron-on transfer will be included free with all orders postmarked before February 15, 1983.

[illegible]

Main frame and cartridge not included.



# COMING UP

## Attack of the Timelord!

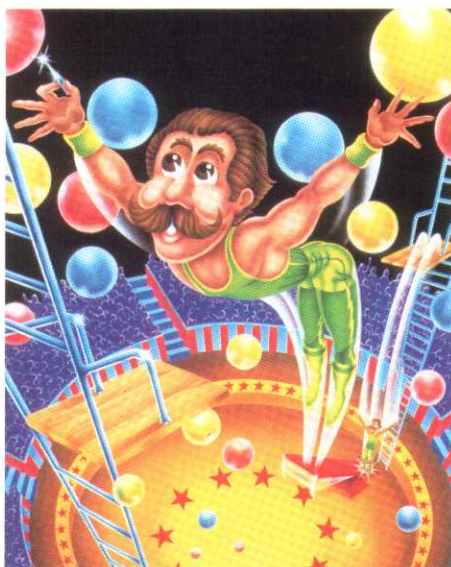
An unexpected power surge plunges your time machine into the forbidden dimension of Spyrus the Deathless, Timelord of Chaos! The Timelord's awesome armadas pursue you through a newly created warp in eternity. His fleet attacks in different formations every time. His Time Ships fire four different kinds of weapons—missiles, antimatter mines, annihilators, and the dreaded Nucleonic Time Killers. At first only the missiles are fired, but with each succeeding attack more weapons are arrayed against you, until finally you face them all at once, in greater and greater quantities. 256 different challenge levels! Advanced digital scoring with memory for high player's name and score. Full sync-sound action—with taunts and threats from the Timelord himself if played through the Voice of Odyssey! For one or more players. Scheduled release in early December. Cartridge Number AC 9445.



tions—including both one and two-player versions—provide a game with almost unlimited challenges. When played through the Voice of Odyssey, you'll hear timing cues, and both good and bad advice from the ring announcer. Scheduled for release in November. Cartridge Number AC 9443.

## Demon Attack

For the first time, an independent software company, in cooperation with Odyssey, has produced a game cartridge for the Odyssey system. Available after January, 1983, it's called Demon Attack, from Imagic, in which you maneuver your laser cannon to



protect your scientific colony from hordes of cunning demons. (Look for more details in the next issue of Adventure Magazine.)

All Odyssey Adventurers are pleased to see more games available for the Odyssey main-frame!

## EXTRA, EXTRA!

There are always new games being developed by the Odyssey Software Development Group. Two of them are scheduled for release early in 1983. They're entitled "Turtles" and "Killer Bees." "Turtles" is an adaptation of a popular arcade game (something many Adventure Club members have written to us to ask about), while "Killer Bees" is an exciting and totally different kind of game featuring Beebots and swarms of "killer" bees. You'll find more details in the story on page 6 of this issue.

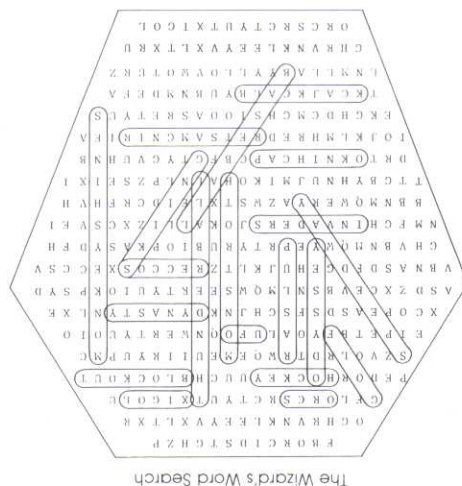
## P.T. Barnum's Acrobats!

It's the Greatest Game on Earth—straight from the Ringling Brothers Barnum & Bailey Circus! Your acrobats soar high up in the Big Top, popping balloons above the heads of the crowd. One of the acrobats stands on a platform at the left side of the screen. His partner is on the teeter board at the center. You move the teeter board into position with the joystick. Press the action button and the acrobat on the platform jumps onto the board. If he lands on the high end of the teeter board, his partner will fly into the air and begin popping balloons. When all of the balloons in a row have been popped, a full row of new balloons will appear automatically. A complete game is a series of ten jumps. The more balloons that are popped, the higher the score! Eighteen varia-

## Answers to Wizard's Pencil Game Page

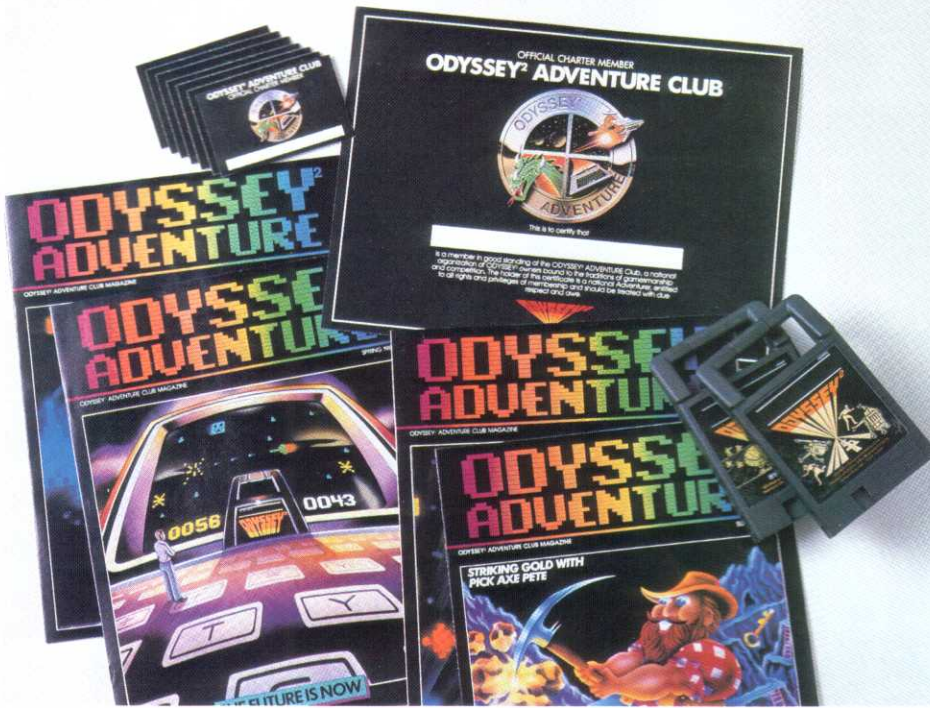
Garbled Games  
TECKOP LARPLBIS—POCKET BILLIARDS  
CHANIPOK—PACHINKO  
MORREFED SHIRTFEG—FREEDOM  
FIGHTERS  
HONKEMSNISEY—MONKEYSHINES  
CROMPUTE FLOGS—COMPUTER GOLF  
BLATOLF—FOOTBALL  
MISOCOC CLICFONT—COSMIC CON-  
FLICT  
SALEBLAB—BASEBALL  
BREAKDOY CARTONIES—KEYBOARD  
CREATIONS  
BLUNDERHALT—THUNDERBALL  
PROCTOME TROIN—COMPUTER INTRO  
SADNVTY—DYNASTY

K.C.'s Krazy  
Krossword  
Down  
1. VOICE  
2. WARSHIPS  
3. BUZZWORD  
5. WORLD  
7. HYPER  
Across  
4. FOOTBALL  
6. CHASE  
8. MONEY  
9. INTRO  
10. DEEP  
11. SPEED





# ADVENTURE CLUB



## Form your own Adventure Club Chapter

Now you can form your own local chapter of the Odyssey Adventure Club! Here's how it works: Write to us at the address below and we'll send you an application form. Then get together at least five members of the Adventure Club in your local area. They can be current members or new members. Send \$3.00 for each new member along with your application form. You'll receive a certificate certifying your group as an official chapter of the Odyssey Adventure Club. Each member will receive a membership card, and a one-year subscription to Odyssey Adventure Magazine, and will be eligible for all kinds of special offers which will be coming up in the future. In addition, your Adventure Club chapter will be able to participate in Odyssey activities

which may take place in your area.

This is only the beginning for the Odyssey Adventure Club. After enough local Club chapters have been formed, we will be able to begin planning regional club meetings, in which members from other towns and cities can get together to compete and compare notes on Odyssey games. You can get in on the ground floor by writing for a club application. Write to Odyssey Adventure Club, 2000 Burton S.E., Grand Rapids, MI 49506. Just send your name and address and we'll mail you the application and tell you how to submit it. And if you have any suggestions for things the Adventure Club can do, send them along, too. It's your club, so you tell us what you want!

## Odyssey Pen Pals

The Odyssey Adventure Club has members from all over the United States—from Hawaii to Florida, from Maine to Texas. Now here's your chance to write to other Odyssey Adventurers from other parts of the country. It's called Odyssey Pen Pals, and it works like this:

Send us your name, address and age (along with a self-addressed, stamped envelope), and tell us you would like to be an Odyssey Pen Pal. We'll send you the names of other gamers your age who've written to us, and we'll send your name to them. You can write to one or several in various parts of the country that sound interesting to you. Tell them about yourself. Tell them what games you like to play, and what scores you've achieved. Ask them to write back to you. Before long you'll be corresponding with lots of other people who have similar interests. And here's the best part: Before long you'll start getting surprise letters from people who've found your name on the list! You'll discover how exciting it can be waiting to see what the mailman will bring each day. And you'll see how easy it is to make new friends when you have something in common with them: You're both Odyssey Adventurers and proud of it!

Write to:

Odyssey Pen Pals  
2000 Burton S.E.  
Grand Rapids, MI 49506



## Striking More Gold With Pick Axe Pete!

(Reprinted, with permission, from Videogaming Illustrated, 32 Oak Ridge Road, Bethel, CT 06801. With added comments from the Editors.)

Your approach to Pick Axe Pete depends entirely on the difficulty level you select. However, except where noted, the following rules apply to every screen:

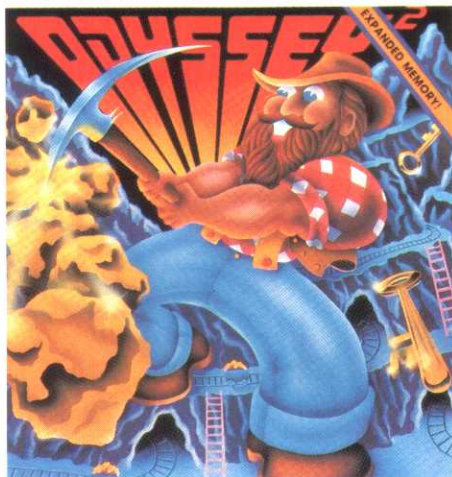
1. There is no rush! The trick is to stay alive and garner points. Don't rush after a key at the expense, for example, of having to leap over a door at the top. You may land on a boulder coming out of the other side. Jump boulders until a key comes to where you're standing. Be sure to keep Pete's arms raised before you jump, or he might duck instead!

2. The pick with which you start the game disappears after fifteen seconds, Pete being so mighty that the poor tool just goes to pieces. Don't bother going after another one. You automatically get a new pick when you pass through a door, so make the higher-point key your objective. Once you get the key and you're heading for a door, try jumping the final distance. You'll probably miss any boulders that appear—and even if you get hit, your momentum will usually carry you through the door! Watch out for the grey door. It leads to the dark maze!

3. While waiting in the top shaft for the key, earn points by jumping whatever boulders appear. The exception is when the mine has pitfalls which plunge straight to the bottom. If the pick appears and you can drop directly to it within five seconds - before it vaporizes - by all means do so. Though you'll have to fight your way back to the top, you can't be hurt (unless you land on a boulder) and you'll be earning

# TIPS

## FROM THE EXPERTS



points all the while.

4. Don't chase a ladder which descends more than half the screen away. You'll never reach it before it retracts. A ladder appears somewhere along each shaft every five-to-ten seconds.

5. Don't limit your pickaxing to the shaft you happen to be in. Jumping up will enable you to poke your pick through the floor of the level above, allowing you to smash boulders overhead - unless they happen to be bouncing, in which case you've got to time your jump carefully. Similarly, crawling allows you to hack at rocks in the shaft below, if they're bouncing high enough.

6. You can climb the ladder below a door without getting stuck in the latter: go halfway up the ladder, then jump the rest of the way left or right.

7. Ladders can be climbed even if they're nearly retracted. Jump at it; making contact with any part will allow you to ascend. As long as you're in contact with a ladder, it won't disappear.

8. If you find yourself on the bottom without a pick, stay there un-

til one appears. There is no sense trying to ascend unarmed, since it will take longer than if you had waited.

9. When you're holding out for a pick or key, watch the boulders on the level above you. Those are the ones with which you'll be contending any moment. Watch the direction they're rolling, and how many are in tandem. This will determine the direction you must jump and the kind of jump you make. For example, if two rocks are headed your way don't jump straight up or you'll land on the second. Take a vaulting leap toward them. (Don't bother jumping away: you won't score any points, and the rocks will roll after you in any case.)

10. Keep an eye on gold rocks formed in collisions. They're the ones that produce the pick and key.

11. Though you can catch a key while standing in any shaft, only the top level gives you time to run from one side to the other before the key arrives.

12. Lastly, stay on the move as long as you have your pick. Hop or drop to reach any and all boulders, trying to stay in the upper third of the mine. As soon as the pick crumbles, head for the top level and await the key. Incidentally, you have four seconds from the time the pick begins to chime and scintillate until it vaporizes!

**EDITOR'S NOTE:** If you want to send us your expert tip or strategy, please address your letter to:  
TIPS Dept.

**ODYSSEY ADVENTURE**  
2000 Burton S.E.  
Grand Rapids, MI 49506

