

ATARI GAME REVIEWS

by George Dakota

HOME VIDEO COMPUTER SYSTEM™ GAME: **MISSILE COMMAND™**

RED ALERT! Incoming missiles picked up by our radar. Your hands clutch the joystick anxiously. The long-awaited Krytollan attack has begun.

missiles. There's the last missile of the first wave... aim... fire... got it! But don't relax, because the next wave is just seconds away.

You wipe out the second wave of Krytollan missiles, and the third, without sustaining damage to the cities you protect. But now the missiles come faster and faster, and you reach the first dreaded moment of decision... save a city, or save your missile base?

It's a complex decision. You have 30 ABMs per Krytollan assault. Ten at a time are stored in your missile base, vulnerable to an enemy hit. Two more groups of ten are safe in underground bunkers, called up automatically when needed. You can afford a hit on your missile base if you have enough extra ABMs in the bunkers. But run out of ABMs and your cities are sitting ducks.

Did you study missile warfare tactics at the Academy?

Back to the battle... The Krytollans have taken their gloves off. Now they are throwing cruise missiles at you—sometimes even "smart" cruise missiles that can detect and avoid your ABMs. So you fire a bigger salvo of ABMs and pray that you don't use up your arsenal before the next wave of the attack is finished off.

Whew! I break into a sweat just writing about MISSILE COMMAND. Beyond a doubt, this is one of the greatest video games ever invented. ATARI has even included beginners' and children's versions—so the game is challenging for all skill levels. Even for an ace like you or me.

Get the best of both worlds!

While you're mastering MISSILE COMMAND at home on your Video Computer System, be sure to check out the coin-operated version at your favorite family game center. It's got special features you won't find on any other video game—a really spectacular play experience. Good shooting!



Protect your cities against the Krytollan assault

The missiles are now in range. Quick, efficiently, you release your ABMs into the paths of the alien

COIN-OP VIDEO GAME: **ASTEROIDS DELUXE™**

NEW!

If you thought that ASTEROIDS™ was the greatest coin-operated video game ever, just wait until you try ASTEROIDS DELUXE™ by ATARI.

Pump in a quarter and get ready for something incredible. The same drama and excitement is there—now accompanied by a full-color universe, three-dimensional action, and more options than ever.

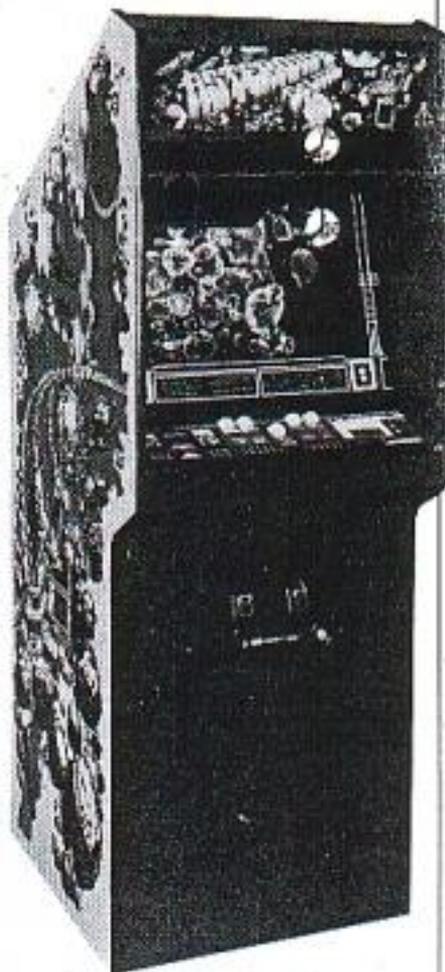
The game begins with a storm of colorful, dimensional asteroids tumbling toward your lifelike fighter ship. You blast them apart as quickly as you can. If a collision seems inevitable, hit the "shield" for temporary protection. But use it sparingly, because shield power reserve is limited.

The next wave of asteroids thunders

towards you, and with them comes a killer satellite. Hit the jets and attempt to evade the attack, but the satellite chases with determination. Spin and shoot, but a direct hit just blows your assailant into three smaller craft... and they begin to chase you.

As if you haven't got enough trouble on your hands, here comes the enemy saucer. Not only does the saucer attack you, it also takes on the asteroids and the killer satellites as well. It's a jungle out there in outer space!

So for all of you who asked what ATARI could do for an encore after ASTEROIDS, here's the answer—ASTEROIDS DELUXE.



It's a jungle in outer space!

