

## Contributors:

**William “Milli” Hicks** has spent the last 25 years working in the computer industry as a software engineer. During this time he has also been very active on the side with retro computers and video game consoles. In 2019 he decided to see if he could take his hobby and actually make money at it by starting 8 Bit Milli Games.

**Jeff McFall** is a child of the 70's, who grew up in the 80's. A true collector, not just retro (and current) video games, also stamps, movies, TV shows & music. I am a lifelong Pennsylvania resident, I have a grown son and daughter, and three granddaughters. I live with my very patient wife and psycho dog Cosmo.

**Mike Marcoux** is a Customer Success Manager at a major software company. His hobbies are 3D printing, retro game collecting, watching movies and mentoring military vets as they transition out. He has been an active gamer since the 1980s when he got his ColecoVision and is a cohost of the Techegy Podcast.

**Scott Gul** is an avid ColecoVision collector.

**Michael Dougherty** has played video games since Pong. While his first dedicated system was an Intellivision, he did have an ADAM upon release (briefly) before getting back into the Colecovision in the mid-1990s. He currently has over about 150 CV games – plus a few for the ADAM.

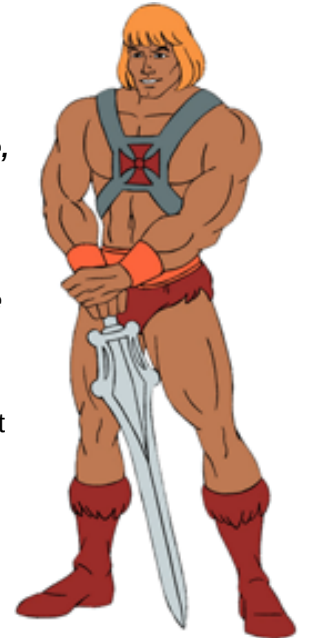
# ALL THINGS COLECO VISION

## Lost in Eternia:

Unraveling the Tale of the Unreleased  
He-Man Video Game for ColecoVision

*In the annals of video game history, there are countless stories of games that never made it to the shelves, becoming lost treasures for enthusiasts and collectors. Among these tales is the captivating narrative of the He-Man video game, a title that was destined for the ColecoVision but tragically never saw the light of day. In this exploration, we embark on a journey through Eternia, the mystic realm of He-Man and the Masters of the Universe, and uncover the mystique surrounding the unreleased game.*

The 1980s were a golden era for action figures, cartoons, and the ensuing video game adaptations that followed. He-Man, the iconic character from Mattel's Masters of the Universe franchise, was a cultural phenomenon, capturing the imaginations of children worldwide. In the realm of video games, developers sought to capitalize on the popularity of these characters, leading to the conception of a He-Man video game for the ColecoVision.



(continued Pg 3)

## Unearthing Hidden Gems

Welcome to another edition of our newsletter, where we embark on a thrilling journey into the world of rare and unusual games for the iconic ColecoVision console. While some titles have become household names, there exists a trove of hidden gems waiting to be discovered by intrepid collectors and enthusiasts. Join us as we delve into the realm of rare ColecoVision games, shedding light on these overlooked treasures.

The ColecoVision, known for its diverse library, houses some rare gems that have become legends among collectors. Games like "The Dukes of Hazzard" and "Mountain King" are sought after for their scarcity and the unique gameplay experiences they offer. The quest for rarity adds an extra layer of excitement to the journey of building a ColecoVision collection.

Some of the most intriguing entries in the world of ColecoVision are games that never officially made it to the market. Prototypes like the unreleased He-Man game tantalize collectors with glimpses of what could have been. These unreleased wonders offer a fascinating insight into the creative process behind game development during the golden age of gaming.

Obscure titles often hide innovation beneath their lesser-known status. "Looping," a unique shoot 'em up game, and "Gateway to Apshai," a dungeon-crawling adventure, showcase the diverse gameplay experiences that might go unnoticed in a sea of more mainstream titles. These games, though rare, contribute significantly to the tapestry of gaming history.

The vibrant retro gaming community plays a crucial role in unearthing rare and unusual ColecoVision games. Online forums, collector meet-ups, and shared discoveries contribute to a collective effort to preserve and celebrate these gems. The community's passion for preserving gaming history ensures that these titles remain part of the conversation.

The world of rare and unusual games for the ColecoVision is a treasure trove waiting to be explored. As collectors, historians, and enthusiasts, let's celebrate the diversity and innovation found in these hidden gems. Whether you're a seasoned collector or a newcomer to the world of ColecoVision, there's always something new and exciting to discover.

The All Things Colecovision Newsletter Team

---

©2024 8 Bit Milli Games - All Rights Reserved.

Please visit [www.AllThingsColecoVision.com](http://www.AllThingsColecoVision.com) if you have any questions, wish to advertise or submit an article.

---

purchases, I probably played and had most coleco made games. Early on we tried to pass on a lot of what we learned that hopefully inspired others. Initially Barry Wallis and Kip Hammond also contributed coding applications and reviews.

As mentioned last month, Jim Notini also became involved with and later took over the newsletter.

I think as interesting as the new stuff hardware and software is, there is a interesting historical perspective to read about, which perhaps is what has kept this alive 40 years

Jim maintains the AdamArchive.org, and under newsletters Adam folder, you can find all the N.I.A.D. as well as, other early newsletters. This is not only interesting reading from a historical perspective of early work done by many of us, but might inspire some others to try some things on their own.

Wayne Motel

---

If you have something you would like to contribute send an email to the All Things ColecoVision newsletter at [allthingscolecovision@gmail.com](mailto:allthingscolecovision@gmail.com)

---

Of ColecoVision's glory I shall sing,  
A wondrous realm of pixels, bright and fair,  
Where sprites and sound in harmony do bring  
A joyous realm beyond compare.

With Z80's might, its heart beats true,  
In every chip and circuit intertwined,  
It casts its spell, a magic to imbue,  
In every gamer's heart and mind.

Oh, ColecoVision, jewel of yore,  
Thy colors vivid, thy sounds divine,  
In worlds of wonder we doth explore,  
With every game, a tale to enshrine.

So let us raise our voices high and cheer,  
For ColecoVision's reign, forever near.

# Email to The Editor:

In our February 2024 issue we printed an interview that was conducted with James Notini of NIAD fame. After this was published we received this email:

Dear ATC,

In my 70s now, my “game childhood” started as a just married young adult with the Magnavox Odyssey with its light gun and tv screen overlays along with the Sears version of Atari Pong. We progressed thru the various game systems of the time.

In my 30s, along came the Colecovision. Not only arcade games, but you could play 2600 games with the expansion. Then, of course, had to get the whole ADAM computer to go along with it. Even it had worthwhile programs, ADAMcalc for spreadsheet, ADAMfile for database, etc. Being a computer programmer and teacher, of course, had to keep up with technology, much to my wifes dismay. I remember when I first got the ADAM, it didn't work, so I think it was Honeywell who was a authorized repair place, and I drove to the north suburbs of Chicago to drop it off. It was returned and worked great. I somehow finagled a copy of their internal programming documentation from them and was able to decipher its inner workings and code.

I worked with Lyle Marschand, who was opening up a store specializing in coleco adam stuff. I had helped him get it set up and he also decided to do the NIAD newsletter. Lyle asked if I would help with the newsletter, so I did reviews, did articles on what I found regarding the internal coding, and wrote utility, printing, graphics programs and applications. Between working with Lyle and my own

GOING ALL OUT – THE ADAM Vol. 1.2 / February 2024 Pg 1



40 Years Ago

*In September of 1983 Coleco announced The Coleco Adam. An expansion module for the ColecoVision and a stand alone computer. After 40 years lets see how their announcement held up:*

ADAM will change forever the relationship that currently exists between humans and computers. Up until now, people have had to adapt to computers and spend a long time learning their language. But with ADAM, the user does not have to think like a computer. This is because ADAM interacts with the user and adjusts to the way the user thinks, using graphics and words the user can understand. ADAM has been designed so that anyone can operate it immediately with little or no training.

*This is true if all you want to do is type which to be honest was still a going thing when the Adam was released. Anything beyond that you needed a little training or at least needed to read the manual.*

(continued Pg 3)



# Lost in Eternia

(continued from Pg1)

The development of the He-Man game for ColecoVision was undertaken by a team of talented programmers and designers eager to translate the excitement of Eternia into a captivating gaming experience. Working within the constraints of the ColecoVision hardware, the team faced challenges in bringing the vibrant characters, magical landscapes, and epic battles of Masters of the Universe to life.

While detailed information about the exact concept and gameplay of the unreleased He-Man game remains elusive, snippets from development documents and interviews with those involved suggest a game that aimed to blend action, adventure, and platforming elements. Players were likely to control He-Man, the heroic defender of Castle Grayskull, as he faced off against iconic villains like Skeletor and navigated treacherous terrains inspired by the rich lore of Masters of the Universe.

Tragically, the promising journey into Eternia was cut short by the decline of the video game industry in the mid-1980s. Coleco, facing financial difficulties, was forced to abandon several projects, including the He-Man game. The unreleased gem fell victim to the industry-wide upheaval known as the video game crash of 1983, consigning the game to the realm of lost opportunities.

While the He-Man game for ColecoVision never made it into the hands of eager players, its legacy endures through the memories of those who caught wind of its development. The allure of the unreleased game has made it a sought-after item among collectors and enthusiasts, with rumors circulating about the existence of prototype copies held by individuals fortunate enough to have witnessed the game in its early stages.

The tale of the unreleased He-Man video game for ColecoVision remains a poignant reminder of the highs and lows of the video game industry during the 1980s. Though the game itself never graced our screens, the spirit of He-Man and the Masters of the Universe lives on in the hearts of fans who continue to cherish the enduring legacy of Eternia and the adventures that might have been.

Article by: William 'Milli' Hicks

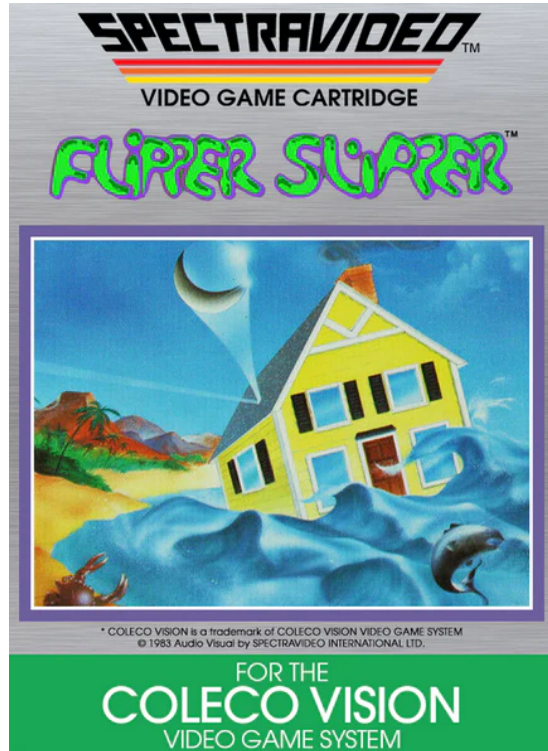
Note: Recently a bug ridden early prototype was sold by online. This caused controversy as the person who owned the final prototype had not given permission. This person has since released the final prototype free of charge.

## Flipper Slipper

One of the more bizarre games in my opinion released for Colecovision was *Flipper Slipper*. It was released by SpectraVideo in 1983. The cover hypes the game as video pinball. Me, being a huge fan of Atari's *Video Pinball* growing up, I was really looking forward to this title. At first, I was extremely disappointed to find out it was more like *Breakout* than pinball. The more I played it, however, the more it grew on me.

The game has a set of two flippers which are curved and can be flipped to change the trajectory of the ball. There are bonus targets (fish, turtles, crabs) to give the game an underwater feel. There are two breakout-like fields on both top corners and a caged dog in the top middle. The dog is released when each brick in the front is hit three times. There is a lot going on in this game with basically three sets of targets, it is more complex than *Breakout*.

In reading the instruction manual, the story really doesn't translate through the graphics. I would have never guessed that it was a beach house and the two fields were forests. I don't think the story aspect has any impact on the game play at all and shouldn't influence the players overall opinion of the game.



challenges and puzzle-solving elements, the game captured the hearts of gamers in the early 1980s and continues to captivate collectors today.

The significance of this historic sale extends beyond the realm of gaming nostalgia. It underscores the growing recognition of vintage video games as valuable cultural artifacts worthy of preservation and appreciation. As interest in retro gaming continues to surge, rare titles like "The Smurfs: Rescue in Gargamel's Castle" are commanding attention from investors, collectors, and enthusiasts alike.

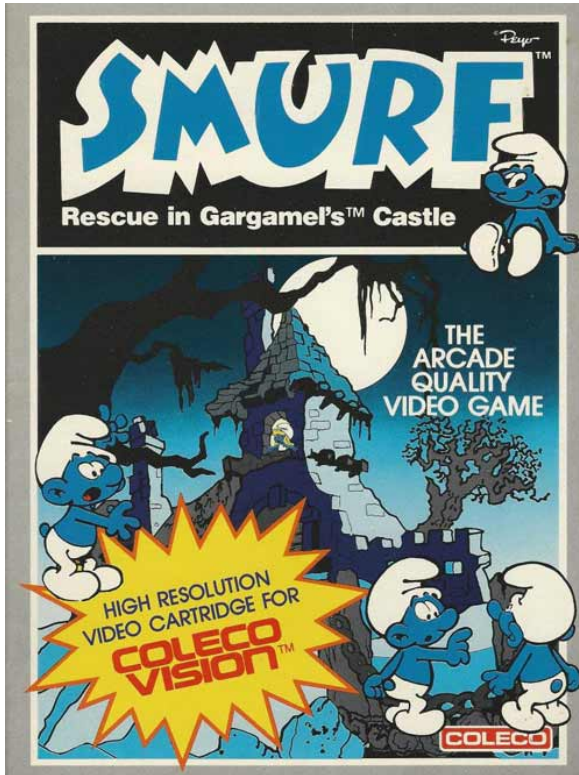
For those of us who grew up with the ColecoVision, this milestone serves as a poignant reminder of the joy and wonder that classic games brought into our lives. As we celebrate this momentous occasion, let us honor the legacy of "The Smurfs: Rescue in Gargamel's Castle" and the countless other treasures that continue to define the golden age of gaming.

Article by: William 'Milli' Hicks



## The Smurfs: Rescue in Gargamel's Castle

In the world of vintage gaming, there are hidden treasures that transcend nostalgia and become legendary artifacts sought after by collectors worldwide. Today, we're thrilled to unveil the crown jewel of ColecoVision gaming: "The Smurfs: Rescue in Gargamel's Castle," now crowned as the most expensive game ever designed for the iconic console.



Released in 1982 by Coleco, "The Smurfs: Rescue in Gargamel's Castle" has long been revered for its blend of charming gameplay and nostalgic appeal.

However, its scarcity has elevated it to mythical status among collectors, making it a true Holy Grail for enthusiasts of retro gaming.

This coveted title made headlines when a pristine copy, complete in box, went under the hammer at auction in July of 2012, sparking a frenzied bidding war that culminated in a record-breaking sale. The final price of \$800.00, a jaw-dropping sum that exceeded all expectations, serves as a testament to the enduring allure of classic video games.

What sets "The Smurfs: Rescue in Gargamel's Castle" apart is not just its rarity but also its timeless gameplay. Players assume the role of the beloved blue characters as they embark on a daring quest to rescue Smurfette from the clutches of the nefarious Gargamel. With its engaging blend of platforming

One of the interesting aspects of this game is the game gets harder automatically as your score gets higher. At 10,000, 20,000 & 30,000 points there are new challenges, however the boards do not reset like games with different levels. The most interesting challenge is at 30,000 points you must match the color of the flipper with the ball or else it travels right through the flipper.



It is a relatively fun game. I would almost call it a precursor to *Arkanoid*. The music can get a little annoying. The gameplay is smooth and quite inventive. As in *Breakout* it can be a challenge to get the correct angles and there can be several bounces that seem to take the same path. The capability of flipping the flipper can help with that issue, but it can be hard to master. Overall, I would say it was a good game for 1983, but with games like *Arkanoid*, released just three years later, it just doesn't hold up. That said, I am glad I got to play it then, and now.

Reviewer: Jeff McFall

**Graphics:** Average (68%)  
**Hookability:** Good (74%)  
**Availability:** Average (55%)

**Sound:** Acceptable (35%)  
**Lastibility:** Acceptable (44%)

**Overall:** Average (55.2%)

## Easter Eggs

While it's challenging to provide an exhaustive list of all Easter eggs found in ColecoVision games due to the sheer number of games and the evolving nature of game discoveries, I can share a few notable examples. Keep in mind that new Easter eggs may be discovered over time, and this list might not be exhaustive:

### Donkey Kong

In the ColecoVision version of Donkey Kong, entering the initials "CON" and then pressing the \*1\* key at the title screen enables a hidden level select feature.

### Venture

In this game, if you wait at the title screen for about two minutes without pressing any buttons, a hidden message will appear.

### Pitfall!

In Pitfall!, jumping into a particular area in the second level reveals a hidden treasure.

### Zaxxon

Holding down the \*1\* and \*2\* buttons on the second controller while resetting the game will give you access to a hidden options menu.

### Montezuma's Revenge

In this game, entering the room labeled "685" and jumping at a specific spot reveals a hidden corridor.

Remember that Easter eggs were often included by developers without documentation, and some may remain undiscovered to this day. Enthusiasts and collectors occasionally make new discoveries as they delve into the games and their codes. If you're interested in more up-to-date information, consider checking dedicated retro gaming forums and communities where users share their findings and experiences.

Article by: William 'Milli' Hicks



Spectar is a maze shooter released by Exidy in 1980. It is a sequel to Targ and adds collecting elements to the combat driving game. Getting all the stars are needed to gain a bonus and move to the next level. The game looks and plays like the arcade original – though it might be a bit easier as the momentum-impacted tank (called a Wummel) seems a bit easier to control on the CV.



Huggins appears to have had some help in development as the game start-up thanks Daniel Bienvenu (who had done an earlier version of this game entitled "Spectank") and Kollar for their assistance.

This game never had an official home conversion, though it was rumored for ColecoVision release during the consoles release lifetime. Interestingly, the arcade ROM images were released into the public domain by the president of Exidy in 2008, so it can be played in arcade emulators without any question of legal issues.

Unfortunately, with the withdrawal of these games from the Atari Age store, there is no other way at present to get these games. They are not for sale elsewhere and do not appear to be part of the ROM packages commonly-used for multi-carts.

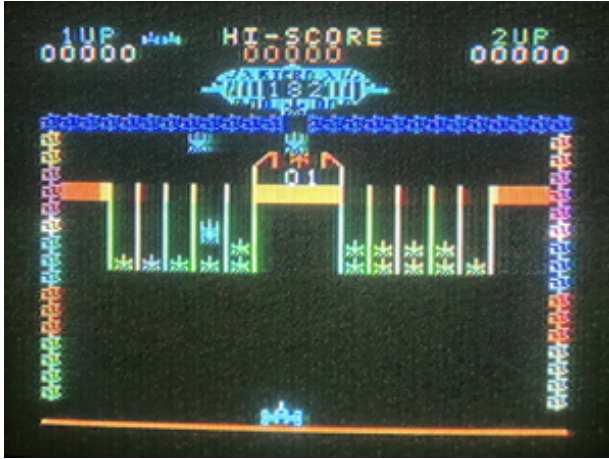
But for those who were able to get these games during the many years they were on sale, these are hidden games for any collection.

(Information from Wikipedia, the Games Database, and KLOV were used to provide historical information. Information from the archived Atari Age sale page provided background on the cartridges.)

Article by: Michael Dougherty

One interesting characteristic of both games is that you have to “insert a coin” before playing them. Rather than have the standard 13-second start-up followed by eight game options (based on number of players and speed), acknowledgments appear, followed by a screen based on the actual coin-op start-up. Once coins are inserted (by pressing 5), the player gets to pick a one or two player game – and the fun begins.

Astro Invader was released by Stern in North America. It is the region’s version of Kamikaze (Devine Wind) which was developed by Konami and published by Leijac the previous year. It is like Space Invaders in that you shoot at ships as vertical targets. But these ships fill columns and once the column is filled with four ships – future



ships start coming down and explode when they reach the ground. Progress to the next round is based on surviving until the time period (which is counted down by the mother ship which is dropping the target ships -- or special saucer ships which descend immediately -- into the columns).

The game is fast-paced and fun. The ColecoVision conversion is almost perfect with the only difference being the CV version is formatted for a horizontal CRT (television) while the original arcade game had a more vertical screen. The propensity to hit the walls of the columns rather than the ships within them. The speed is something that you must get used to as the columns can fill up quickly with ships, even in the first round.

This is also the only of the two games that received a home release during the classic era – for the Arcadia 2001 (released by numerous companies but most often associated with Emerson in the United States and Leisure Vision in Canada). That version suffers the same fate as many arcade conversions on less-than-ample hardware. While it is still fun, it has shorter rounds, less frenetic action (at least initially), and a color palette reminiscent of PC GCA graphics. (Entex made a handheld game by the same name but it is not the same game).

## ColecoVision Chameleon

Do you wish you could play games from different systems on your ColecoVision? Then you might be interested in the ColecoVision Chameleon cartridge by Digital Fluff. This not to be confused with the failed ColecoVision Chameleon game system by Retro VGS from a few years ago.

The Chameleon cartridge is a retro gaming cartridge that lets you play games from various classic systems on your ColecoVision console. It builds upon the technology they used in their excellent SG-1000 cartridge but expands it by adding more systems and the ability to add games. It comes with a micro-SD card that contains a number of public domain games for the SG-1000, PV-2000, Creativision, and ColecoVision+ systems. Adding games is simple and you can easily find more game roms online and load them onto the cartridge. Digital Fluff even gives links to these on their page.

It plays like a typical CV cartridge, you just plug it in, turn it on, and select the system you want to play from the menu. The games run smoothly and faithfully on the ColecoVision hardware, thanks to the special emulation software and extra processor hardware inside the cartridge. Other than the ability to run games from previously incompatible systems, the cartridge has an entry for ColecoVision+ games. These would be games that would usually require a Super Game Module. In my testing, the SGM roms I tried worked perfectly without the SGM hardware attached. So, it appears that the Chameleon's board has more RAM and sound capabilities in addition to the added processor. Pretty impressive.

So if you are a retro gamer who has a ColecoVision (or Phoenix) and wants to play games from these other systems on it, the ColecoVision Chameleon cartridge is a must-have. It is a fun device that offers a lot of bang for your buck. It came with the cartridge, manual and original CV style box. These are being released in small batches, so you might want to grab one before they are gone. As of this writing, they retail for around \$150.

Article by: Michael Marcoux

<https://www.digitalfluff.net/ColecoChameleon/>

# The Quest to Complete the Colecovision Collection

I received my Colecovision Xmas 1982(along with my 2 brothers). At 11 yrs old having grown up with a 2600 , I did not know what this was. After hooking it up and putting Donkey Kong in I was instantly hooked. It would take the next 42 yrs to amass the entire 143 (debatable) game original collection.

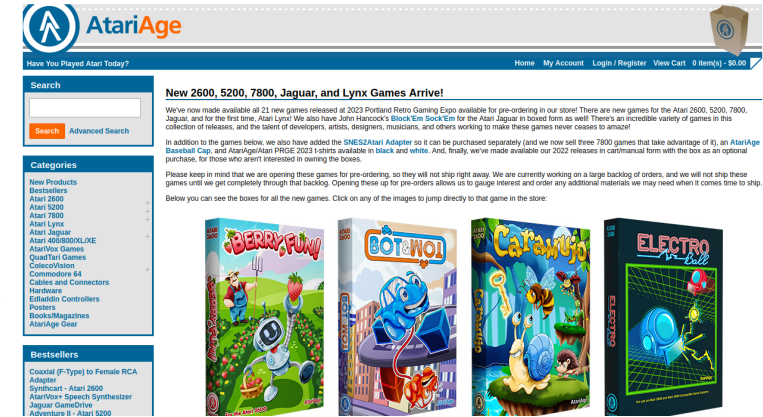


The system would get heavy play into the late 80's before making way for many fancier consoles. Yet, every few years I would hook it back up to play Pepper II, Popeye, Miner 2049er and more. The new Millennium saw my Colecovision (and Adam) packed away until 2017 when I decided to turn my entire basement into a mancave. All gaming systems were taken out of storage to play again. I found a free 27" Sony Trinitron to play on.

I inventoried everything I own into lists on my phone so if I saw things at garage sales, resale shops , eBay or other online sites I wouldn't buy duplicates by accident. And cool there's a site called Pricecharting.com that shows "approximate" values so I don't get ripped off or don't over spend on a game. At

# Discontinued Gems

The Atari Age website is known as a place with information about Atari games and systems and active forums for Atari, video games systems in general, and many other topics. There is also a store that sells games.



As part of the acquisition of the website by Atari last year, that store discontinued sale of unlicensed arcade ports and conversions. To ensure that no one was caught without a chance to get their favorite games, a month-long "Last Chance" sale occurred on those soon-to-be-unavailable games – and they were even discounted 10 percent.

Almost all the attention focused on games for Atari systems – as would be expected for a site named "Atari Age" – especially since the discontinued titles included many games that had been released at the 2022 Portland Retro Gaming Expo.

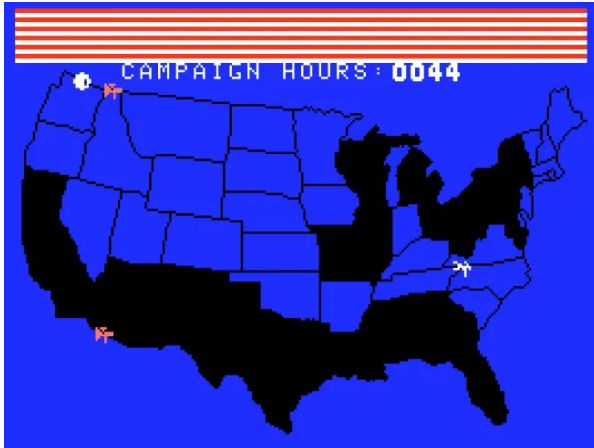
However, what may have gone unnoticed to many was that a couple of ColecoVision titles were also included in the "Last Chance" sale and are no longer readily available: Astro Invader and Spectar. Both are ports of lesser-known arcade games from 1980 by Scott Huggins with Joe Kollar doing the manual and label.





people in the candidate's path, the campaigning in that state ends and the state is blacked out on the map. It is important to get above 50% popularity so the state can be won. The process is then repeated for every state that can be campaigned in during the allotted time. When the timer has expired the electoral votes are counted and a winner declared.

I believe the potential for this game to be good was there, however, it did not deliver. They should have concentrated on making it a true simulation or added more whimsy and comedy. Knowing to concentrate on high electoral states like New York, Pennsylvania, California and Texas is the key to winning every time. The game has different difficulties which make it somewhat harder, but it needs more variables to be more realistic. The omission of Alaska and Hawaii is another definite problem with the game.



The graphics are OK on both play screens. The sound isn't anything to get you excited and can get quite annoying with the time that you spend campaigning. The game can teach the unformed the basic idea behind the electoral college, but it does not give much incentive for repeated gameplay. Even though it was quite a novelty when it was released in 1983, I wouldn't recommend it then or now.

Reviewer: Jeff McFall

**Graphics:** Average (42%)  
**Hookability:** Poor (12%)  
**Availability:** Acceptable (22%)

**Sound:** Poor (16%)  
**Lastibility:** Poor (6%)

**Overall:** Poor (19%)

this point I really began thinking I'm going to begin trying to get more games for my retro systems starting with my favorite, Colecovision.

I believe at that time I had 34 games and both expansion modules. I was really just trying to "collect" at this point I just started buying all the cheapest carts I could find for a few bucks on eBay. After a few weeks of this with \$3-5 games arriving weekly I searched and found the original release list, dang.....135 games! I never knew we there were that many. At least 15-20 I'd never heard of and immediately went to YouTube to watch videos of these game most of which came out close to the end of the system.

In the months that followed I joined several Colecovision and retro gaming FB groups, made some great contacts, and started having people sending me alerts when games I needed popped up somewhere. Looking at what needed to be bought, I still mostly bought loose carts to keep costs down. On to \$20-25 games.....It seemed there were a few games that never popped up for sale over the next few years. Or when one of the top 5 or 10 rare ones did it was a feeding frenzy! Look Skiing \$600, Dance Fantasy \$300, Super Sketch \$2100....Theres no way I could ever afford those!

Yet from time to time people would still post garage sale finds or local steals. I knew if I kept my eyes & ears open and my network of friends helping maybe I would eventually find some of these rare gems a little more reasonable.

I began working my way into more expensive loose titles finding Jumpman Jr(\$23), Qberts Qubes(\$75), Zenji(\$20), It's Only Rock n Roll(\$25), Slurpy(\$37), Up n Down(\$33), Dance Fantasy (\$60),Sammy Lightfoot(\$55) and more in that middle tier. Finally a big break, a German seller was willing to part with CIB copies of Alcazar, Tank Wars, Rolloverture, Gust Buster, Flipper Slipper, Skiing(manual), Wizard Of Id's Wiz Math(manual/inserts), all for about \$600. Ludicrous money for me at the time....with Wife's permission I bought the lot and promised her I'd sell some of my rarer PS1/2 games to cover it.

Just after this I saw a Super Sketch listing for \$15 complete (WTF!!!??), I messaged him, even though 75 minutes away I told him I could come right over! He told me he hadn't gotten a response on the listing in a year(listed as Calico Vision Superskatch) and gave it to Goodwill the week before(!!!?) I jumped into the car (this was May 2020) and drove straight to the Goodwill and scoured their shelves, no luck. I asked for the manager and he said since Covid the past 3 months they were not allowed to take any merchandise into the stores and anything that had been donated was sent to Central distribution center. It could be anywhere in the entire United States.failure again....eventually I would get a Super Sketch a few months later for \$150 complete (but no box top).

I was down to just a few games at this point. Boulder Dash and Amazing Bumpman would still elude me....finally I won a Boulder Dash on eBay loose for a steal \$90....down to one. Amazing Bumpman had only come up once a few years ago in terrible shape entire label 90% destroyed and still sold for \$110. Finally a good friend alerted me 2 weeks ago a CIB Bumpman was up for sale on eBay. CIB?? Geez that will go \$600-1500 depending if collectors find out about it. Another talk with the wife and a few well known collectors to make sure it looked legit. I would wait until last 10 seconds and put my snipe bid in at \$627. The 4 days counted down and I kept envisioning it going \$1000+. A CIB Amazing Bumpman is a grail piece for sure....the seconds ticked down and I made my bid. \$405 it was mine, only 12 people were watching it , it flew under the radar after all!

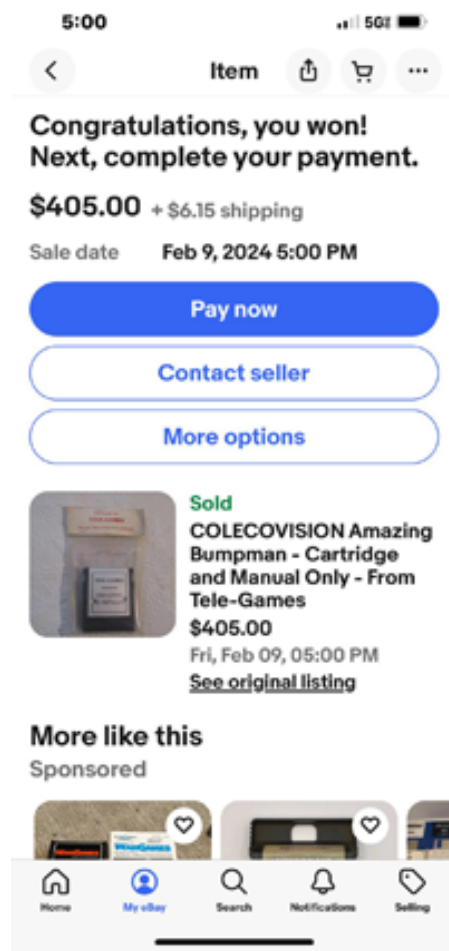
I never ever thought it was possible for me. Collection Complete

Favorite games- Bump n Jump, Beamrider, Burgertime, Pepper II, Q\*Bert, Tank Wars, Tarzan

Worst Games- Amazing Bumpman, Dance Fantasy, Tomarc the Barbarian , Frogger II

Hidden Gems- Strike It, Flipper Slipper, It's Only Rock n Roll, Rock n Bolt

Article by: Scott Gul



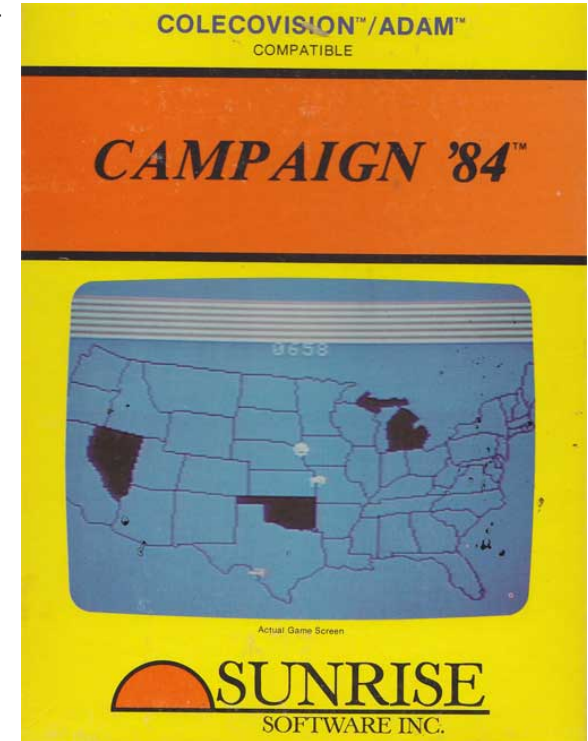
## Campaign '84

One of the strangest games for the Colecovision, in my opinion, is *Campaign '84*. The game was released in 1983 by Sunrise Software. Though it is branded with the year it has no representation of the actual candidates, Ronald Reagan and Walter Mondale. Anyone could be the candidates, i can imagine anyone popping in the cartridge today might not even know who ran against Reagan.

The game starts off with the candidate selecting what issues are important to them. The list is rather bizarre, such as banning pink cars and making dogs the national pet, to show this is not a straight simulation. After the selection of the issues, the party is selected and the campaign begins.

The countdown timer begins, and the map of the United States appears. At this point the candidate can only travel around the border of each state. The borders can present somewhat of a challenge to traverse on their own with the scale of the map. There are bonus avatars going around the borders that can either give positive or negative feedback, even though I am not sure if these contribute to the result of the game. The candidate then must select what states they would like to campaign in. The entrance to each state is not marked, so it is important to keep pressing the button as you are traversing the border.

Once in the state a different screen appears. Each state is comprised of people dressed and lined up to resemble the American flag. The most important part of each state, their number of electoral votes, is displayed at the top. The candidate dashes through the people trying to meet as many as possible to increase their popularity. There are numbers floating around as well that can either give the candidate a boost or decrease their popularity. Once there are not any more



"The Dukes of Hazzard" features a mix of racing and action gameplay, allowing players to take part in daring chases and stunts reminiscent of the TV series. The game is divided into different episodes, each presenting a set of challenges and obstacles that players must overcome to progress. From evading Sheriff Rosco P. Coltrane to outsmarting Boss Hogg, the game aims to capture the spirit of the Dukes' adventures.

The controls are relatively straightforward, with players maneuvering the General Lee through various landscapes, including dirt roads and city streets. The racing aspect is complemented by action sequences, where players must strategically use ramps and other elements to perform stunts and avoid hazards.

Considering the limitations of the ColecoVision hardware, the graphics of "The Dukes of Hazzard" are surprisingly decent. The characters and vehicles are recognizable, and the game attempts to recreate the atmosphere of Hazzard County. The sound effects, while basic, contribute to the overall experience, featuring familiar engine roars and honks from the General Lee.



One of the defining aspects of "The Dukes of Hazzard" on ColecoVision is its rarity. Released late in the console's lifecycle, the game had a limited production run, making it a sought-after item among collectors. Finding a complete, boxed copy in good condition can be a challenging task, adding to the allure for enthusiasts and collectors alike.

"The Dukes of Hazzard" video game on ColecoVision is a nostalgic journey back to the days of Hazzard County, where the Duke boys and their iconic car ruled the screen. While the game may not have achieved the same level of recognition as some other titles of its era, its rarity and connection to a beloved TV series make it a fascinating piece of gaming history. For those with a penchant for retro gaming and a love for the Dukes, this title is undoubtedly worth exploring to experience a slice of 1980s gaming culture.

Article by: William 'Milli' Hicks

## Knock Knock

Knock, knock. Who's there? Cole. Cole who? Cole-coVision, open up and let the fun begin!

Knock, knock. Who's there? Adam. Adam who? Adam gonna play some ColecoVision games with me?

Knock, knock. Who's there? Luke. Luke who? Look, it's time to fire up the ColecoVision for some retro gaming!

Knock, knock. Who's there? Stella. Stella who? Stella-rious fun awaits on the ColecoVision!

Knock, knock. Who's there? Olive. Olive who? Olive for ColecoVision, and ColecoVision for all!

Knock, knock. Who's there? Ken. Ken who? Ken you believe how awesome ColecoVision games are?

Knock, knock. Who's there? Ivan. Ivan who? Ivan-a play ColecoVision all night long!

Knock, knock. Who's there? Heidi. Heidi who? Heidi-ho, let's play some ColecoVision!

Knock, knock. Who's there? Alma. Alma who? Alma-ghty fun awaits on the ColecoVision!

Knock, knock. Who's there? Owen. Owen who? Owen up the ColecoVision and let's get gaming!

I hope these bring a smile to your face!

## Rolloverture

Determining the "most unusual" game is subjective, and opinions may vary, but one game often considered unusual and unique for the ColecoVision is "Rolloverture." Created by independent developer John Dondzila, "Rolloverture" is known for its distinctive gameplay and design.

"Rolloverture" is an action-adventure game that combines elements of puzzle-solving and exploration. The game's protagonist, Rollo, must navigate through a series of interconnected rooms and solve puzzles to progress. What makes it unusual is the game's abstract and non-linear design, with players having to decipher cryptic symbols and patterns to advance.

The visual style of "Rolloverture" is minimalistic, featuring simple geometric shapes and symbols. The game lacks traditional enemies, focusing more on the challenge of understanding and manipulating the game's mechanics to progress. It's an unconventional and experimental title that stands out in the ColecoVision library.

Keep in mind that opinions on what is considered "unusual" can vary, and there may be other unique and experimental games in the ColecoVision library that some players find equally unusual or distinctive. Exploring the diverse range of homebrew and independent games developed for the ColecoVision may reveal more hidden gems with unconventional gameplay and design.

Article by: William 'Milli' Hicks

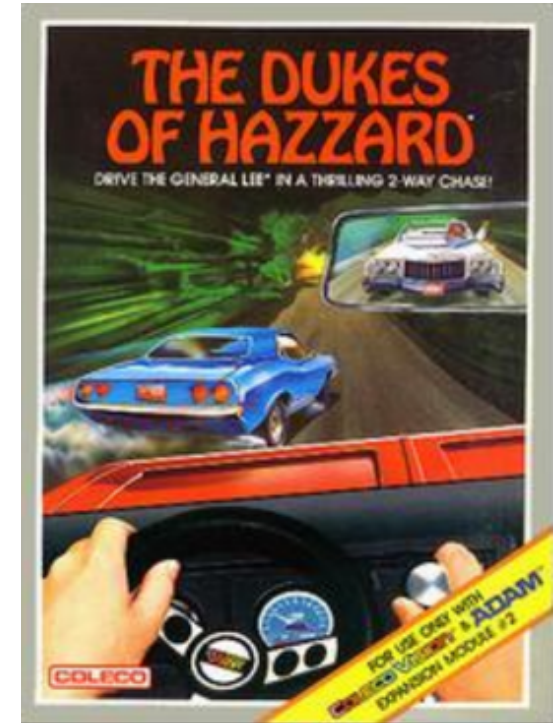


## A Journey Through Hazzard County

In the early 1980s, the ColecoVision console brought the joy of gaming into countless households, offering a variety of titles spanning different genres. One such game that often stands out in conversations about rare and unique ColecoVision titles is "The Dukes of Hazzard." Released in 1984 by Coleco, this game attempts to capture the essence of the popular TV series, providing players with an opportunity to join the Duke boys in their high-speed adventures in Hazzard County.

"The Dukes of Hazzard" video game was launched during a challenging time for the video game industry. The mid-1980s saw a decline in the market, marked by the video game crash of 1983. Despite these challenges, Coleco continued to release games for their console, and "The Dukes of Hazzard" was one such late addition to their library.

Inspired by the iconic television show that aired from 1979 to 1985, the game attempts to bring the excitement of the Dukes' escapades to the gaming screen. As players, you step into the shoes of Bo and Luke Duke, navigating Hazzard County in their signature orange Dodge Charger, the General Lee.



COLECOVISION™

PRESENTS WARNER BROS.™  
THE DUKES OF HAZZARD™

© 1984 COLECO