

Issue No. 10

Philips Video Division · City House · 420-430 London Road · Croydon CR9 3QR

A swarm of stinging challenges comes with Videopac 52

KILLER BEES

Videopac 51
Action-packed Sci-Fi thrills Now at your dealer!

from the famous Gerry Anderson and Christopher Burr stable is on your ITV channel now



KILLER BEES

Even the most accomplished game-player can expect to be tested to the limit with Killer Bees' many fast and furious challenges. But there's a lot of excitement for beginners, too, as they guide their swarm of white bees to sting to death an invading band of vicious beelings.

Green Guardians, Blue Bodyguards and Red Devils

The crafty beelings are protected by three swarms of protector bees, which have the weird ability to evolve as they fly, from randomly moving Green Guardians through the more belligerent Blue Bodyguards to the deadly aggressive Red Devils. But the White Swarm, guided by you through the handset, has a highly effective line of defence – a powerful Sting Ray that deals instant death to all coloured bees. Each round ends when all the Beelings are dead; the game then restarts on a higher level at faster speed, and continues until all the valiant white bees perish.

Challenge-level bonus points

Points are awarded for Beelings and coloured swarms destroyed, with bonus scores based on challenge level and number of white bees surviving each round.

For high speed thrills Killer Bees is a honey of a game! Ask your dealer for it soon, for only £27.95.



READ THIS!

In the next issue we'll be publishing names and photos of the top scorers for Videopacs 38, Munchkin; 43, Pick Axe Pete and 39, Freedom Fighters. If you think you could be the Champ in any one, write to Sharon, Club Secretary, G7000 Videogames Club, 345a Station Road, Harrow, Middx HA1 2XP, giving your score, witnessed by the signature of a parent or other club member, and of course your address and membership number. Get



JOHN CHAPPELL PRIZE COMPETITION NUMBER 9 WINNER

John is the winner of the *first* version of our Video Crossword – in spite of two missing clues (our fault!). Except for the missing clues John's entry was all correct, and was first out of the hat that contained a surprising number of similarly correct entries.

Obviously it takes more than just a missing clue or two to put club 'Sherlocks' off the scent! So it's full marks to John, of 493 Lowedge Crescent, Sheffield, who is already in possession of his prize – the videopac of his choice.

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	11	E	A	R		R	A	R	E	M	A	T
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快	E	15	1	D	E	100	16	17	R	N	1	P
A	M	0	No.			16A		N				E
19_	1-1	R	0	20	1	C		21	M	20	S	
T		E		0		R		F		0		200
24	G	L	0	0		25	P	0	S	5	U	M
C	EV	E		25		S		R		E		L
3E	A	6	L	E	100	25	A	M	U	R	A	1

Supernatural superthrills NIGHTMARE, are lurking in ...

So you don't believe in ghosts? Wait till you tackle Videopac 53 - Nightmare - it's the chilliest nerve-tingler yet. If you don't jump clean out of your skin several times every game - our name's not the G7000 Videogames Club!

The front door slams. You're alone in

the haunted house.

Eerie stories abound about ghostly presences in this creepy house, and you're on the verge of panic. Then you remember - legend has it there's a hatch in the attic that a lucky few have escaped through.

But your worst fears are realised as you make your way up through the house. Each of the floors has its own shrieking ghost, and if any one of them catches up with you, you die of fright and the game's over. The spooks are invisible as they approach you – which is fine in one way because invisible means harmless, but when they materialise run for your life! One more thing - in case your nerves can withstand ghosts, Nightmare has another horror in store. A thunderstorm breaks out, and amid deafening crashes bolts of lightning hit the old mansion. Now falling rubble is a further hazard in your desperate race to the attic ...

Screech your way through Nightmare's many variations. At around £27.95, the price is the only thing about this Videopac that won't make you jump.

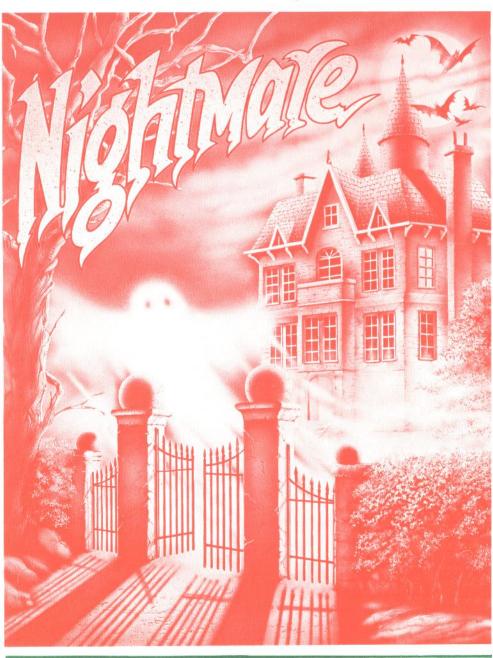
SPOTLIGHT ON A **GREAT GAME**

Odyssey Video Boardgame



One of the world's most ancient legends comes to vivid life in this uniquely exciting video boardgame, in which one to five players choose to become either the Warrior with an enchanted sword, the Wizard who casts amazing spells, the Phantom who can walk through walls or the Changeling with the power to don a Mirrorcloak of Invisibility.

Together they must outwit the terrible Ringmaster as they embark on their great adventure - the quest for the 10 Rings of Power, buried deep in the dark dungeons, crystal caverns, weird



shifting halls and searing infernos of the Dark Lands. Guarding the rings are the Ringmaster's minions – Firewraths whose touch is death, wizened Orcs who kill for sport, Spydroth Tyrantulus - devourer of living flesh, Doomwinged Bloodthirsts - the forerunners of Vampires and, most terrible of all, the Goldfang and Dragons Scortha, Mythrog.

From the colourful gameboard to dramatic on-screen battles, the action never stops. Quest for the Rings also features its own unique keyboard overlay which lets your G7000's special microcomputer circuitry generate alternative time frequencies and dimension warps. It's unquestionably one of the world's great games.



TELL US IF YOU'RE MOVING HOUSE Our usual reminder to all members - if you re on the move let Sharon know so she can keep the Club info

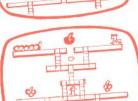
CLUB PIN BOARI

The Prism of Time

A game idea from Timothy Gibson. of 11 Harrison Crescent, Bishop Auckland. Co. Durham:

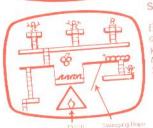


On the screen you stand in the top right hand corner Dratapillar stands at the top left – various fruits and jewels are around the screen. Two monsters stand down at the fourth level.



Sheet 2

To collect everything and move on to the next screen. The arrows show the monsters range of movement.



Sheet 3

Enter the prism of time but don't forget the cherry. When you have done this you return to a faster - more difficult 1st

From Harvey Gibson, 58 Arcadian Gardens, Hadleigh, Benfleet, Essex: Last Christmas I was hoping to get a TV game, and I was intending to ask for Atari. However, while visiting a large local store I noticed the Philips G7000 was attracting a lot of attention. After I tried it out I was impressed by the easy control. The colours were excellent and the pictures far more lifelike than anything I had seen on

Now I am the proud owner of a G7000, as well as five cartridges. I am saving hard for number 38 which looks really

Well, here's another £5 towards it, Harvey!

Newsletter back numbers still available

New members can write to Sharon, Club Secretary, at the Club Address, 345a Station Road, Harrow, Middlesex HA1 2XP

A fine poetic effort from Diana Chambers, 1 Meadow View Low Road, Whitehaven, Cumbria:

The holidays were nearly over And I was getting bored "What would I do today?"

I'd asked myself this before.

Then plop! went the letterbox "Another bill" groaned Dad

"Electricity or Gas, they're both just as bad"

I went to have a look "Neither" I said

The post was for me

What a surprise!

G7000 Videogames Club

I had a peep inside It looked good fun!

All about Videopac games and lots, lots more And a crossword to finish with my hot spot.

No longer was I bored Now I did not feel glum What a good idea! Something for everyone.

PIP CARTOON

This terrific Pip Cartoon was drawn by Dean King.





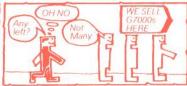






Later that same de





We'll pin £5 on you if you send a letter, game suggestion, playing tip, joke or riddle that we pin on the Club board!



Direct to you from Philips -

the fastest, zappiest videogame craze that's already conquered America!



NUTTY BUT TRUE - TURTLES™ WILL TAKE YOU OVER!

Turtles are well-known to be slow, ponderous creatures. Or are they? In Philips videogame land the laws of nature have a habit of doing crazy flips! Here turtles are the fastest things on four flippers and deadly bomb-blasters to boot! Videopac 49 tests your reactive speeds and perceptual powers.

In the multi-storey Turtles Tower Hotel, a family of baby turtles are trapped and at the mercy of a horde of deadly beetles so cunning they can see round corners, and even disguise themselves as harmless baby turtles.

You must help four turtles, working one at a time, to rescue their helpless babies. On each new floor the hazards increase, so every one of the turtle's supply of bombs for blasting the beetles must be made to count...

You win points each time you rescue a baby or bomb a beetle, and the game ends when all four turtles have been used. Your score is there for all to see on the screen. Now all you have to do is beat it!

We've all caught the Turtles bug at the Club – it's a wonder this Newsletter is out on time! You can catch it too - from your stockist – for around £27.95.



You've seen it on ITV – the Terrahawks fighter-plane that patrols the skies of earth striking fear into the hearts of Zelda's minions.

Its futuristic delta shape features variable wing geometry, with moving flaps at the tips so that the Terrahawks' pilot can guide his aircraft with maximum speed and efficiency.

Fold-out landing gear is specially designed to land on the most difficult terrain and overwing cannon have fingertip controls for firing deadly missiles with spot-on accuracy.

This great action model comes with colour transfers so you can choose your own squadron markings.

It will sell in the shops for up to £11 – so snap up this amazing club offer while stocks last!

Send your postal order or cheque made out to G7000 Videogames Club, to the G7000 Videogames Club, 345a Station Road, Harrow, Middlesex HA1 2XP including your name, address and membership number. Mark the envelope Terrahawks offer and please allow 28 days for delivery.

PRIZE COMPETITION NUMBER 10

This time our competition is in two parts – and you have to get both right to be in with a chance of winning the prize – which is, of course, any videopac you like out of the whole Philips range of over 50! (excluding Chess)

First, look at the picture of on-screen action from that super game Satellite Attack. Missing from it is the enemy satellite that has just scored a direct hit on the Space Cruiser. (Therein lies a clue!) You must guess exactly where the enemy satellite is on the screen, and mark that position with a cross.

Now on to part 2! Just answer the following questions:

- 1) Name the ancestors of Vampires who appear in "Quest for the Rings"?
- 2) What do the circus stars jump off in "Jumping Acrobats"?
- 3) Who tries to keep the dam intact in "Dam Busters", as players do their best to destroy it?
- 4) Which Philips Videopacs have their own keyboard overlays?
- 5) Which Videopac has many variations on the boardgame "Othello?"

Cut out or photocopy your entry, and send it to "Prize Competition No. 10," G7000 Videogames Club, 345a Station Road, Harrow, Middx HA1 2XP to reach us no later than 31 December 1983. Don't forget to add your name, address and membership number.

DOUBLE TROUBLE!

