

PHILIPS



G7000

VIDEOGAMES

CLUB NEWS

Issue No 5

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

Never in the history of video games has there been anything like them

'ODYSSEY' Adventure-Packed Video-Boardgames

Exclusive to Philips G7000 owners!



They will be at your dealer any time now – the revolutionary new Odyssey series of games only available from Philips. All the fun and tense excitement of the most spectacular video games ever – plus the absorbing interest you expect from the world's finest board games. That's Philips'

new Odyssey Videopacs! And they come in superb presentation packs.

PHILIPS SUMMER BONANZA

Even better news! Philips is launching not just one – but two Odyssey Videopacs this summer. And they're as different from each other as videogames can get.

Conquest of the World gives you the chance to dominate the Globe in an up-to-the-minute, 1980s situation. Choose any combination of land, sea and air forces to fight your on-screen battles.

The Quest for the Rings takes you straight into a lost, dark world of legend and fantasy, and features its own key-board overlay which allows your G7000's special microcomputer circuitry to generate alternative time frequencies and dimension warps.

As a member of the G7000 Videogames Club – you are among the first to be introduced to them...



MONKEYSHINES

IS AT YOUR
DEALER NOW!



Videopac 37 Monkeyshines price
We are sorry that the last Newsletter incorrectly gave the price of this Pac as £16. In fact, you'll find it at your dealer priced around £20. And a great bargain at that!

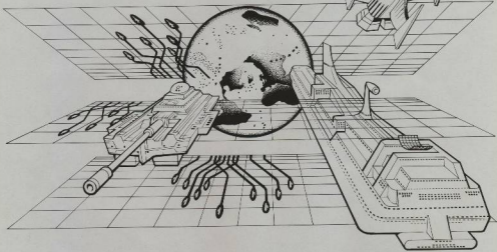
SPECIAL OFFER INSIDE – Stylish Videopac Rack!!

Conquest Of The World

Chillingly realistic – this is the first game of its kind anywhere, so be prepared for some unusual thrills.

The gameboard is a true-to-life model of the countries of the world today. Forty-three nations are divided into eleven geographical and political zones. Each country has been weighted with a power-base figure that reflects its capabilities to

Record on the board. If you ally with (or subsequently conquer) ALL the countries in your zone, you receive 1,000 extra PBU's (Power Base Units) in chips for every country in the zone from the Warchest, which is controlled independently by a



influence other nations – by diplomatic coercion or direct military force. (One of the fascinating variation possibilities of the game is your ability to change this power-base figure depending on future shifts in world power.)

On-screen electronic land, sea and air forces represented by tanks, submarines and fighter aircraft can be deployed against each other in any combination – but these are dependant on supplies represented by energy units shown at the bottom of the screen.

Your Objective

Each of the 2 to 6 players must lead his Homeland to world domination through negotiations, alliances and conquests. Each successful alliance or conquest strengthens the Homeland's power base. The nation with the strongest power base at the end of the game is the winner.

THE NEGOTIATIONS BEGIN . . .

You start by making alliances within your own Homeland Zone, and place *Conquest/Alliance Markers* on the allied space of each chosen country on the gameboard – remembering that alliances with bordering countries protect you from direct enemy attack. Alliances increase your power base, which is indicated on the Power Base

previously-elected player.

The last player to select a Homeland has the *Attack Option*.

WARS BREAK OUT . . .

When you have the *Attack Option*, you may choose to buy with PBU chips an alliance with any unoccupied country not in another player's Homeland Zone. The chips are paid into the Warchest, and you increase your Power Base Record by half the allied country's board PBU strength. OR, if you feel the time is not right for negotiation, you can attack this selected country. You then receive 2,500 on-screen energy units to fight each war, which is decided by the best of three battles.

On-screen battles

Using the G7000 keyboard you select your weapons: tanks for land battles, submarines for action at sea, fighter planes for air strikes. The defending player is the first one on your left. The handsets become the controls of your deadly weapons, and the more fiercely you attack, the more energy units tick away from the bottom of the screen. So you must be deadly accurate – when you run out of energy units you lose the war!

If you win you receive the defender's energy units still shown on the screen in

the form of PBU chips taken from the Warchest. You also move your C/A Marker onto the losing country on the board, and advance your PBR Marker by the full PBU value of the defeated nation. You retain the *Attack Option* until you lose a war.

If you lose the defending player receives your remaining energy units and gets the country he defended as an ally. The *Attack Option* then passes to him.



Attacking an occupied country is something you do only when you are certain of your strong position, because you have to pay 1,000 times the PBU value of the country you select – and these are non-refundable! To attack an enemy Homeland, you must conquer the countries bordering each side of it first, but if you win, you acquire all the booty of its allied countries, too. After all countries are occupied, each player has the option of

one more attack.

THE FINAL CONFLICT

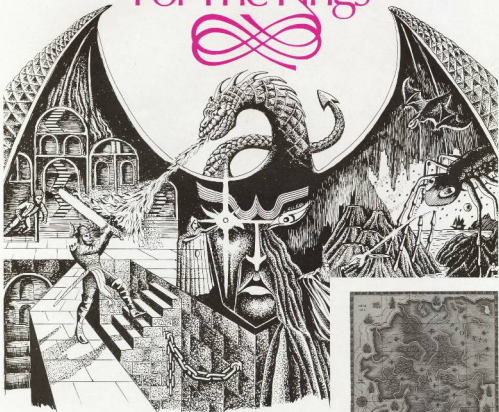
The remaining players fight a series of wars in turn, until all have competed. If your country has the strongest Power Base Record at game's end, **YOU HAVE CONQUERED THE WORLD!**

Variations as limitless as your imagination

Play against the clock, or to a pre-agreed

point on the Power Base Record. Alliances can be formed between players, with both parties sharing all booty. Or create "what if" scenarios, like what if a Middle Eastern War broke out and the USA and USSR took sides? You'll find that keeping up with the rapidly changing aspects of today's world adds a depth to this unique, challenge-filled videospac.

The Quest For The Rings



A legend as old as time

All over the world, throughout history, folktales and legends have told of the mystery of the Rings. King Arthur's Knight, Owein, was given Luned's Ring of Invisibility. Wagner's Ring Cycle is based on legends from Germany, Iceland and

Norway. Solomon's Ring of Power gave him battle victories plus the Secret of the Universe, which transported him to Heaven. Then the gifted linguist, Tolkien, devoted 30 years of his life to deciphering just one of the four ancient writings that led him to write Lord of the Rings. For



thousands of years mankind has sought them. The Quest for the Rings is far from over...

Enter an alternative World Become a Hero of Legend – or a Terrible Tyrant

In this enthralling game for 1 to 5 players, choose to be one of a small band of Heroes who set out on the perilous Quest for the Rings. Be the Warrior with an enchanted sword, the Wizard who can cast amazing spells, the Phantom with the power to walk through walls or the Changeling who can don the Mirrorcloak of Invisibility. Together you must outwit the terrible Ringmaster. Or in games for 3 or more, you can choose to be the Ringmaster – but first be sure you can handle POWER. For it is the Ringmaster who hides the 10 Rings of Power deep in the dark dungeons, crystal caverns, strange shifting halls or blistering infernos of the Castles of the mysterious Dark Lands on the gameboard. It is he who controls the most powerful of the dreaded nightmare monsters who guard the Rings – treacherous Firewraths whose touch is death ... horrible shrunken Orcs who kill for sport ... the unspeakable Spydrotch Tyrantulus which devours living flesh to increase its lifespan ... malevolent Doomwinged Bloodthirsts, thought to be the fore-runners of Vampires ... and, most horrific of all, the Dragons – Scortha, Goldfang and Mythrog – largest of the vile Witchworms which came from the stars.

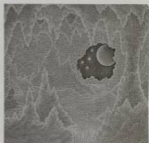
THE QUEST

On the gameboard, the Ringmaster has hidden the Rings in the depths of 10 of the 28 Castles. The Heroes must discover which, and then retrieve the Rings against terrifying odds. The Hourglass token is set at 1 on the gameboard scale, and the Heroes set off through the blood-red fogs of the Dark Lands to the first of the Castles. Now action transfers to the TV screen. Inside each Castle is one of four different kinds of labyrinth, from dungeons to infernos, each enchanted in its own way, which the Heroes must negotiate – and to confuse the players further the labyrinths change every time they come onto the screen.

Together the Heroes, controlled by the players through the handsets, fight Orcs and Firewraths. A Ring is captured when touched by either of them, and counts as a victory for them both.

The perils increase as the game progresses: the Phantom and the Changeling enter the fray. Which Hero is in action depends on information the players feed into the G7000 via the keyboard overlay, and the special powers of each of the Heroes is brought into play by pressing the action button on the hand control set. And when the Heroes encounter the frightful might of the largest Monsters the players need all their concentration and skill to use these powers for survival.

The problems pile up. The Heroes have decided in advance how many turns they will need to capture all 10 Rings: 50, 75 or 100. If they fail as the Hourglass token moves along the gameboard scale to their target number, the Ringmaster claims his victory. And the Ringmaster has another dastardly trick up his sleeve to thwart the

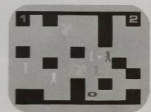


Heroes – the power of POSSESSION. By exercising this he can demand control of either handset at any time, on up to 8 occasions in 100 turns. The other Hero is then not only pitted against the Monsters, but also against his own team mate who is now possessed by the Ringmaster's magic.

The tricks, twists and turns of the Quest for the Rings are never-ending.

You'll find every time you play, either against the computer or a human Ringmaster, it's a different game.

For pulse-quickening excitement, these new Odyssey Videopacs are impossible to beat. Ask your dealer to order them for you now – it's a decision you'll never regret!



Solve your storage problems with this terrific offer

SMOKY ACRYLIC VIDEO PAC RACK

ONLY £3.99



Specially designed for Club members, this exclusive offer is one of the best yet!

It's a smart, smoky-acrylic rack which holds no fewer than 10 Videopacs, and it comes with labels to stick to the spine of your Videopacs so you can see at a glance the one you want. It fits neatly into a corner or looks stylishly modern on a shelf.

Order yours right away - we may not be able to offer the storage racks at this very special price for long. Send your cheque or postal order for £3.99 for each rack you order, made out to G7000 Videogames Club, to "Storage Rack Offer", G7000 Videogames Club, 345a Station Road, Harrow, Middx, quoting your membership number with each order. Please allow 28 days for delivery.

Great Playing, Girls!

Sisters win Competition Number 3

Helen and Fiona Richardson of 41 Brooklands Road, Burnley, Lancs, sent in a joint entry for our 3rd Prize Competition, which matched anagrams of videopac names to illustrations of on-screen action. Of the hundreds of correct entries we received their's was the lucky one out of the hat. Well done, girls! The Videopac of your choice is on its way! How about letting us hear your high scores - just to prove the female sex has quick reactions as well as brains!

The solution that won for Helen and Fiona was as follows:

- A went with 5 (Laser War)
- B went with 3 (Ten Pin Bowling)
- C went with 1 (Gunfighter)
- D went with 6 (Playschool Maths)
- E went with 2 (Stone Sling)
- F went with 4 (Basket Ball)



Helen



Fiona

DEALER UPDATE

New Dealers in county order

- | | |
|---|---|
| Telemach Audio Video
Espreans Limited
23-29 Myrtle Street
ABERDEEN | Typs TV Limited
91 Lower Skoane Street
LONDON SW1 |
| Abertonsire ABI 2AD
Robert Sayle
TV Department
Saint Andrew's Street
CAMBRIDGE | Tale On The Blek
65-67 Tommalurch
Street
INVERNESS |
| Agri Electrics Limited
Saplund Road
CHES-TEL Cheshire | Budget Discour
Electrical
575 Mansfield Road
Sheffield |
| Agri Electrics Limited
Toon Lane
MOBBERLEY Chesire | NOTTINGHAM
Nottinghamshire |
| Bonder General Electrical
Services Limited
14 High Street
Solihay | Agri Electrics Limited
Kwiksave Pictoria
Woodchurch Road
Preston |
| CHESTER Chesire
Agri Electrics Limited
Bridge Corner
SAINT ASAPH Chayd | BIRKENHEAD
Merseyside |
| Agri Electrics Limited
Maid Road
Gwersyl
NORTH WREGHAM
Chayd | Agri Electrics Limited
30 Church Street
OSWESTRY Salop |
| Walsley
Aker Mill Works
Aker Road
KINGSKERSWELL
Dartun | Agri Electrics Limited
1 London Road
SARSWORTH Leysop |
| A C L Radio Services
Limited
Unit 1, Toon Square
SOUTHWOODHAM
Essex | Wgala Video
14 Exchange Street
SHEFFIELD |
| Agri Electrics Limited
Caernarvon Road
BANGOR Gwynedd | South Yorkshire
Agri Electrics Limited
Waknall Lane
CANNOCK
Staffordshire |
| Hamborn Electronics
Sturton Road L1
35 London Road
SOUTHAMPTON
Hampshire | W Dale
144 High Street
Clweftown |
| Portsea Island Mutual
Co-op
Electrical Department
New Street
BASINGSTOKE
Hampshire | NORTH WALSLEY
Staffordshire WS7 8NG |
| Rosecot
42 West Road
HOLDSWICK
Hertfordshire EN11 9DU | Agri Electrics Limited
Congre Industrial Estate
Tipton |
| Leytonia-Trapp Services
20 Church End Hill
LONDON NW8 8AB | NORTH DUDLEY
West Midlands |
| Typs TV Limited
113 Fulham Road
LONDON SW3 | L W Cole
Chaston Road
Aber
BIRMINGHAM
West Midlands |

Names to be deleted in county order

- | | |
|---|--|
| Horn and Russell Limited
50-70 Basin Road
READING Berkshire | Brics Limited
Blackpool
Lancashire |
| Brics Limited
Victoria Road
HARTFPOOK
Cleveland | Let's Tape Recorder
Centre
72 Churchgate
LEICESTER |
| Brics Limited
37 Linforth Road
MIDDLESBROUGH
Cleveland | Harris and Russell
Limited
124-130 East Road
ISLINGTON London |
| Heavtree Radio
Fox Street
Hove
EXETER Devon | Baskils
Limo Street
SUTTON IN ASHFIELD
Nottinghamshire |
| Lowell and Ward
24 School Lane
Copford Essex | Brics Limited
5 Market Street
NEWCASTLE
Tyne and Wear |
| Takrac Services
Huddersfield
GLoucester | |
| SETS Limited
22 Carlton Parade
ORPINGTON Kent | |

Dealers who have changed address

- | | |
|---|---|
| Green TV Rentals
97 Main Street
LARGES Ayrshire | Using Visions
24 Commercial Street
LEWISWICK
Shetland Island |
|---|---|

We apologise to the dealers whose names were wrongly entered on our last list. If you need a copy of the full list, write to Sharon at the Club address.

TOP SCORERS TOPPLE D!

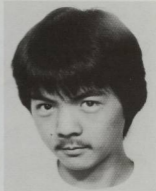
Well, it had to happen! As we predicted, our first Champions were knocked for six as soon as the last Newsletter was in print. So here you see the new Victors, together with their names and scores.



Paul Etherington



Graham Shimmin



Gary Lee



Jarrod Frost

Cosmic Conflict
Gary Lee. Score: 875

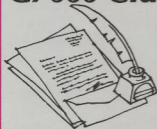
Jumping Acrobats
Paul Etherington. Score: 2770

Satellite Attack
Graham Shimmin. Score: 3861

We also welcome to the Top Scorers team our first Munchkin Champ – Jarrod Frost, with a score of 3289. If you're a Munchkin owner (lucky you!) you probably think you can do better, so have a go and maybe your face will fit this spot next time!

If you can beat any of these scores, for Pacc 11 – Cosmic Conflict, 33 – Jumping Acrobats, 34 – Satellite Attack or 38 – Munchkin, then send them to Sharon, Club Secretary, with your name, membership number and the name and membership number of your witness if this is not a parent. Please state which game variation your score relates to.

Like to be a G7000 Club Pen-Pal?



address. Thereafter members are free to contact each other as and when they please – and perhaps arrange "Home" and "Away" competitions between themselves. Let us know as soon as possible if you're interested – and if the response is sufficient we'll start the column in a forthcoming Newsletter.

Please note: If you're under 18 don't forget to ask your parents' or guardians' permission before applying to become a "Pen-Pal".

NEWSLETTER BACK COPIES AVAILABLE

Write to Debbie, Assistant Club Secretary, for yours if you're a new member.

Here at the Club we're working on an idea which will put members in touch with each other – especially useful if you want to find other members in your area to compete against.

The plan is to feature a "Pen-Pal" column regularly in Newsletters. If you'd like to participate, you write to the Club and we'll publish in the column your name and

Last Chance for Musician Composers

Don't forget our competition for the best tune composed on the fantastic "Musician" pac closes soon.

If you're an owner, you still have time to tune up – you will know by now how easy it is. It really is true that the simpler you tune the better – and you don't need to draw it on a staff, just quote the sequence of notes referring to the keyboard numbers. Don't send a tape, please!

Remember, we're having a musical celebrity as a judge, and an exciting award ceremony. So get out that keyboard now, and send your tune to "Musician Contest", G7000 Videogames Club, 345a Station Road, Harrow, Middx, quoting your membership number. The prize is the fabulous Odyssey Videopac – Conquest of the World.

SPOTLIGHT ON A GREAT GAME

No **36**

**ELECTRONIC
SOCCER**

**ELECTRONIC
ICE~HOCKEY**

Stage your own World Cup!

One of the most exciting of all the team-game videopacs, this one is strictly for lovers of fast, vicious action. On the TV screen – a choice of soccer or ice hockey, both games with five players a side. The challenge – in the game-time allotted (two five-minute periods for soccer, three for ice hockey) you score as many goals as possible against your opponent's team. You'll need to be speedy and accurate

**MOVING?
DON'T MOVE WITHOUT US!**

If you're changing your address, if you'll want to make sure you receive your Newsletters in your new house. So write to Sharon, Club Secretary, in plenty of time, giving her your name, membership number and new address.

with that joystick – and you won't dare to take your eyes off the screen!

Wear something cool when you play this one – you're sure to end up in a lather!



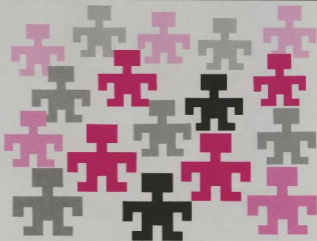
**WHAT
DO YOU
THINK OF
US SO
FAR?**

Not the Eric Morecambe response we hope!

Seriously – the G7000 Videogames Club is YOUR Club, formed in August 1981 – and it's important we know that you're getting what YOU want from it.

This is Newsletter Number 5, and we'd like to hear from you if there's any kind of feature you'd like to see regularly in these pages, or any activity you think the Club could organise.

Any interesting letters we get on this subject we'll publish – and remember this means £5 for the writer. So let's be hearing from you!



GOT SOME FRIENDS TO JOIN UP?

Lots of you are receiving our super Shaeffer Club pens for introducing a new member to the Club – in fact Mr. E Arnold of Redhill Drive, Bournemouth has rounded up no fewer than four of his friends! He has received so far a pen, T-shirt (for two new members) and a sweatshirt (for four new members). Another two will bring his total to six, and he'll then qualify for our stylish Club bomber jacket! You could be doing exactly the same thing – and help

the Club to continue to grow in size and fun-potential at the same time.

Get your friends to pick up a Club Application Form from your Dealer, complete it and send it to the Club with a cheque or postal order for £2 made out to the G7000 Videogames Club. This is to cover the family membership fee, of course. Remind your friends to give your name and membership number, and your size if you qualify for a Club garment.

YOU WRITE

"The Making of a Videopac"

Sorry, but due to lack of space in this issue, our article on how a Videopac is made will appear in a later Newsletter.



Our picture shows Stephen Jones of 3 Station Cottages, Loftus, Saltburn, modelling a sweater which depicts Videopac number 22 - Space Monster. It was designed and knitted by his mother. Congratulations on a fantastic idea skilfully executed, Mrs Jones!

Paul Kendall of 4 Greenacres Road, Shotley Bridge, Consett, Co. Durham, has sent this poetic tribute to Munchkin:

*There's an animal known as Munchkin
He's a very great friend of mine*

*He's helped me get my highest score
Of nine hundred and ninety nine.*

*His enemies are the Munchers
They would eat him if they could
But Munchkin doesn't like that
He doesn't think they should.*

*Munchkin eats the Munchies
They are his favourite food
And if he eats a coloured one
It saves him from being chewed!*

*When he eats a coloured Munchie
The Munchers go on the run
They go purple with horror
And Munchkin has some fun.*

*As the game gets faster
You need a lot more skill
As the Munchers chase you
It nearly makes you ill.*

*When Munchkin's cleared the deck of
Munchies*

*He begins to gloat
The Munchers are in hot pursuit
Because Munchkin gets their goat.*

*Alas in the end Munchkin gets eaten
And the highest score you record
But Munchkin will be back
To make sure you never get bored.*

R F Baker, of 15 Mill Gate, Harrogate, Yorks, is an entrant (along with his twin

YOU WRITE

sons!) in our competition to compose a tune on Musician videopac. He writes: "May I say we all think Videopac 31 (Musician) an excellent idea. As an amateur composer (I have never managed to get anything published) I think it is extremely useful. It enables you to pitch and time themes accurately and helps to lay a foundation for the addition of counter-themes and accompanying instrumental parts by 'playback'. Congratulations to Philips for a unique idea."

Thank you Mr Baker, it's nice to know it's helping the twins with their piano lessons, too.

A novel idea for a videopac comes from Dave Bell of 7 Common Close, Horsell, Woking, Surrey:

"We've come up with an idea for a new cartridge - Diving Competition. The computer could select which dive each competitor must try to perform using the hand controller. Points would then be awarded by the G7000 dependent on the execution of the dive. Dives could vary from backward somersaults to pike dives, etc."

If it's different, Dave! We'll have to give it some thought . . .

PRIZE COMPETITION NUMBER 5

Lee's "Find-a-Videopac" Game

There's something special about our Prize Competition this time - it was sent in by a member! We thought it was so good that we're printing it and sending £5 and a Club pen to Lee Beaumont of 7 Eastfield Close, Staincross, Bamsley. Thank you for your super contribution to the Club, Lee.

How you enter

In the grid are hidden the names of the 22 Videopac games listed alongside. They read horizontally, vertically or diagonally. Be careful in your search, because there are a couple of near-misses to fool you! As you find them, draw a line around the whole name until all 22 are outlined on the grid. Cut it out and send it to "Prize Competition No 5", G7000 Videogames Club, 345a Station Road, Harrow, Middx, to reach us no later than **30th September 1982**. And don't forget to include your Membership Number.

- | | |
|--------------------|-------------------|
| 1 Jumping | 11 Space Monster |
| 2 Acrobats | 12 Stone Sling |
| 3 Battlefield | 13 Catch the Ball |
| 4 Satellite Attack | 14 Laser War |
| 5 Slalom | 15 Marksman |
| 6 Labyrinth | 16 Golf |
| 7 Musician | 17 Computer |
| 8 Dambuster | 18 Echo |
| 9 Football | 19 Blackjack |
| 10 Flipper | 20 Battle |
| 11 Las Vegas | 21 Pairs |
| Gambling | 22 Logic |

