

the
ATARI 2600
ENCYCLOPEDIA



http://www.atarimania.com/game-atari-2600-vcs-artillery-duel-super-kung-fu_8019.html



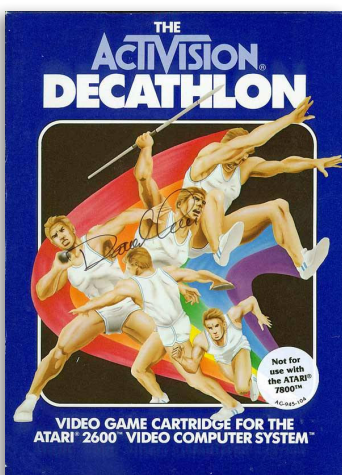
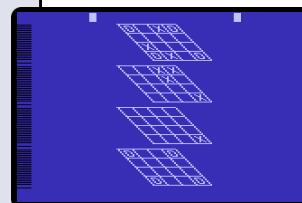
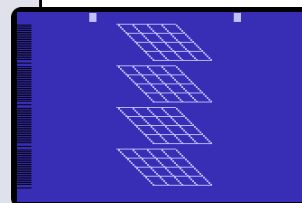
Rarity: 2
Sears: 3

3D Tic-Tac-Toe

Developer Atari
Publisher Atari
Release date 1980
Genre Strategy
Mode 1-2 Players

3-D Tic-Tac-Toe, also known by the trade name Qubic, is a board game. It is similar in concept to traditional Tic-Tac-Toe but is played in a cubical array of cells, usually 4x4x4. Atari released a graphical version of the game for the Atari 2600 console and Atari 8-bit computers in 1979. The program was written by Carol Shaw, who went on to greater fame as the creator of Activision's River Raid. It uses the standard joystick controller.

5.3



Rarity: 3

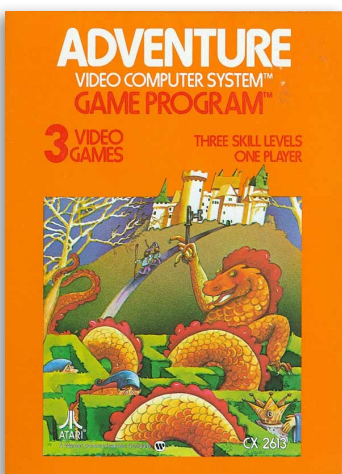
The Activision Decathlon

Developer Activision
Publisher Activision
Release date 1983
Genre Sports
Mode 1-4 Players

The Activision Decathlon is a multiplatform sports game where players compete in the ten different events of a real-life decathlon, either in sequence or individually.

The game became somewhat notorious for the amount of wear or damage inflicted upon console controllers, namely the Atari 2600 version where rapid back-and-forth movement of the joystick propels the athlete down the track.

6.5



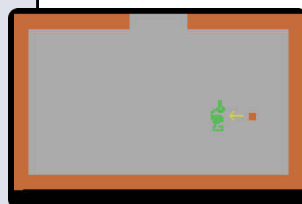
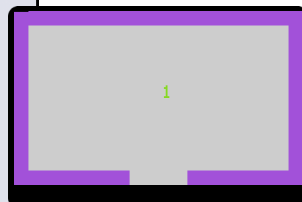
Rarity: 2
Sears Text Label: 3
Sears Picture Label: 4

Adventure

Developer Atari
Publisher Atari
Release date 1979
Genre Adventure
Mode 1 Player

Adventure was conceived as a graphical version of the 1977 text adventure Colossal Cave Adventure. It took developer Warren Robinett approximately one year to design and code the game, during which time he had to overcome a variety of technical limitations in the Atari 2600 console hardware, as well as difficulties with management within Atari. In this game, he introduced the first widely known video game Easter egg, a secret room containing text crediting himself.

7.7



6.5

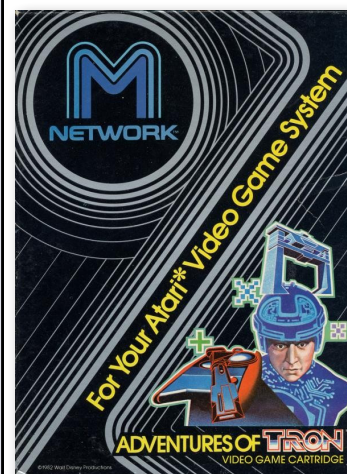
Adventures of Tron

Developer INTV
Publisher INTV
Release date 1982
Genre Action
Mode 1 Player

Adventures of TRON was based on the Walt Disney motion picture TRON, and was programmed by APH for Mattel.

In addition to being sold separately, the game was also packaged with TRON: Deadly Discs and a special blue TRON joystick. Consumers who bought the games separately could also send in proof of purchase and get a free joystick.

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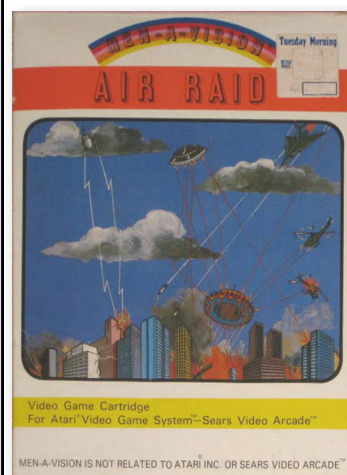
Rarity: 3

6.1

Air Raid

Developer Men-A-Vision
Publisher Men-A-Vision
Release date 1982
Genre Shooter
Mode 1 Player

Air Raid is considered to be the rarest game released for the Atari 2600, only 12 copies known to exist. Its cartridge is a blue T-handle design with a picture of flying saucers attacking a futuristic city. It was the only game released by Men-A-Vision and had an extremely limited distribution, making it highly sought after by video game collectors. It is not uncommon for the game to sell in the thousands of dollars when listed on eBay.



Rarity: 10

6.2

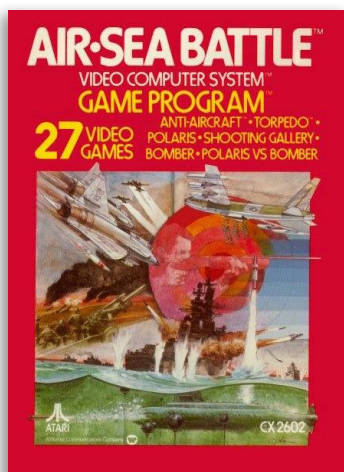
Air Raiders

Developer M-Network
Publisher INTV, M Network
Release date 1982
Genre Action
Mode 1 Player

Air Raiders is an action game released for the Atari 2600 by Mattel in 1982. In the game, players has the view from the cockpit of a jet fighter. A feature of the game includes a horizontal tilt that happens when the jet fighter turns to the left or the right for realistic simulation. The goal is to fire at enemy aircraft. The player also has to worry about not making a quick dive after an enemy craft that would lead to a crash landing.



White Label: 3
 Black Label: 2



Rarity: 2
Alt. Text Label: 3

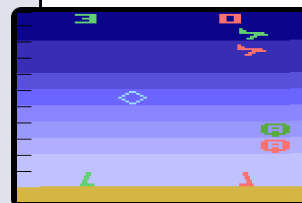
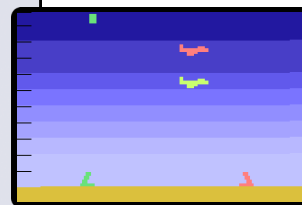
Air-Sea Battle

Developer Atari
Publisher Atari
Release date 1977
Genre Action
Mode 1-2 Players

Designed by Larry Kaplan, it was one of the nine Atari 2600 launch titles. It was also released by Sears as Target Fun and was the pack-in game with the original Sears Tele-Games version of the Atari 2600.

There are six basic types of game available in Air-Sea Battle, and for each type, there are one or two groups of three games, for a total of twenty-seven game variants.

6.4

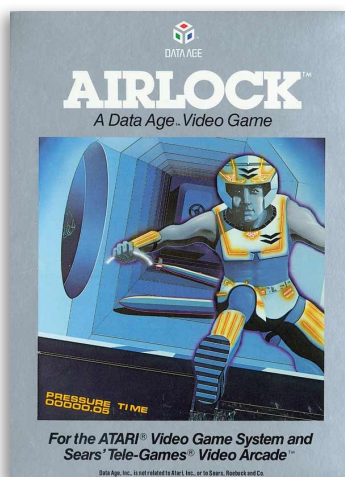


Airlock

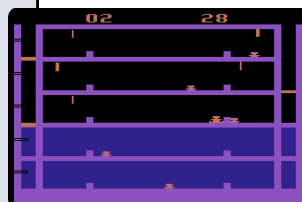
Developer Data Age
Publisher Data Age
Release date 1982
Genre Action
Mode 1-2 Players

Airlock is an action game developed by Data Age in which the player is trapped in a crashed nuclear submarine which has begun taking on water. They need to escape by making their way up the levels of the submarine one at a time. Each floor has two hatch keys that need to be collected in order to unlock the elevator to the next level. There is a time limit, though; if they take too long the floor will flood and they'll be unable to escape.

4.9



Rarity: 3



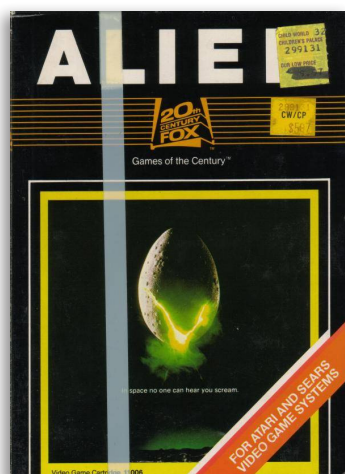
Alien

Developer 20th Century Fox
Publisher 20th Century Fox
Release date 1982
Genre Action
Mode 1 Player

In this game based, loosely, on the movie of the same name, players have to move through a maze (the halls of the ship in the manual), ala Pac-Man, collecting dots (destroying alien eggs).

The game also got a Xante release. Similar to Romox, a customer would select a game from a catalog, and a cartridge would be created on the spot. The game came with a generic box, instruction sheet, and cartridge label.

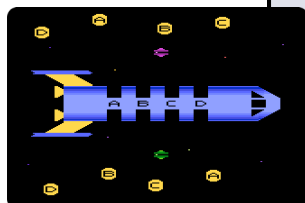
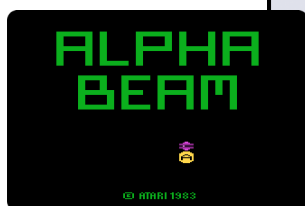
4.4



Rarity: 4
Xante: 10



7.3

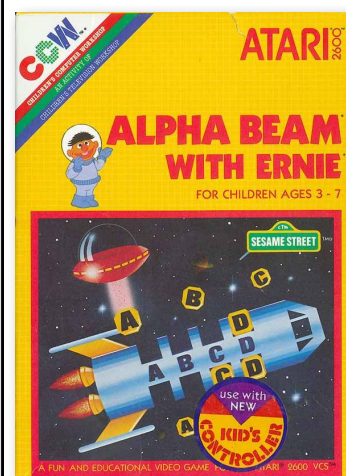


Alpha Beam with Ernie

Developer	Atari, Children's Computer Workshop
Publisher	Atari
Release date	1983
Genre	Edutainment
Mode	1-2 Players

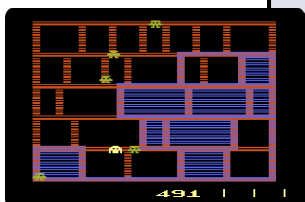
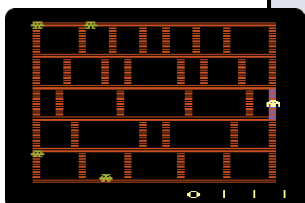
Alpha Beam With Ernie is an edutainment video game developed in conjunction with the Children's Computer Workshop. The object of the game is to help Sesame Street's Ernie pilot a small shuttle, collect fuel tanks (marked by a letter of the alphabet), and return them to his space ship so that he can return to Earth.

The game is compatible with the Atari Kid's Controller, which was sold separately.



Rarity: 4

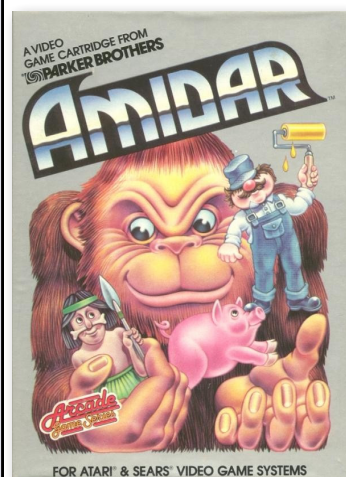
6.8



Amidar

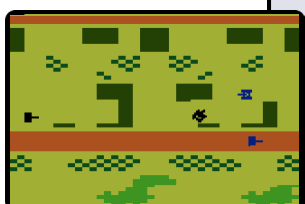
Developer	Parker Brothers
Publisher	Parker Brothers
Release date	1982
Genre	Maze
Mode	1 Player

Amidar is a simplified port of a Konami arcade game. Its basic format is similar to that of Pac-Man: the player moves around a fixed rectilinear lattice, attempting to visit each location on the board while avoiding the enemies. When each spot has been visited, the player moves to the next level.



Rarity: 2

6.3



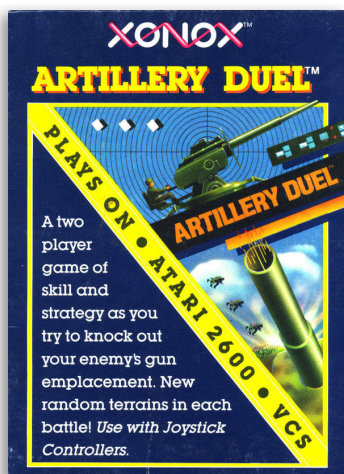
Armor Ambush

Developer	M-Network
Publisher	INTV, M Network
Release date	1982
Genre	Shooter
Mode	1-2 Players

Armor Ambush is the Atari version of the Intellivision Armor Battle cartridge. Armor Ambush expands upon the simple battles available to players of Combat. The field of battle occupies a region greater than the size of the screen. Additionally, players can drop mines on the battlefield by simultaneously pressing the fire button and pulling down on the joystick. Players are able to control two tanks and switch between them on command.



White Label: 4
Black Label: 3



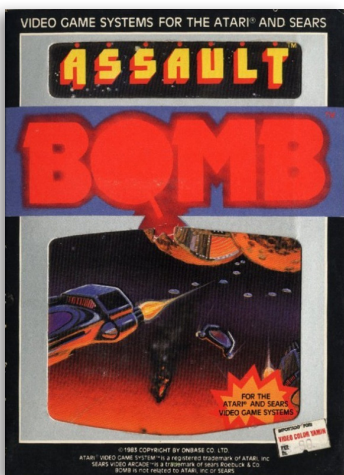
Rarity: 5

Artillery Duel

Developer Xonox
Publisher Xonox
Release date 1983
Genre Strategy
Mode 1-2 Players

Artillery Duel is a strategy game and artillery clone for home console and computer systems developed by Xonox. The game takes gameplay common to many games of the time and adapts it to the limitations of the Atari 2600. The game consists of dueling cannons on either side of a hill or mountain of varying height and shape. Each player has control of the incline and force behind the shell launched, the objective being to score a direct hit on the opposing target.

6.5



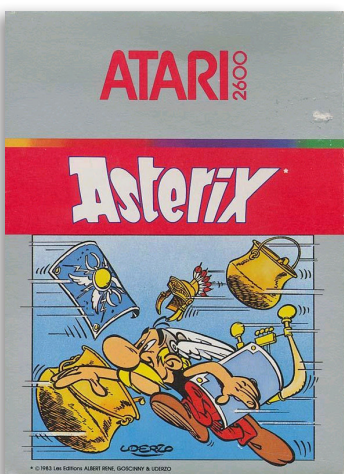
Rarity: 9

Assault

Developer Bomb
Publisher Onbase
Release date 1983
Genre Action
Mode 1 Player

Assault is a shoot 'em up released in 1983. The player is presented with an alien mother ship, which continually deploys three smaller ships during play. The mother ship and the smaller vessels shoot at a weapon the player is in command of, and the player's aim is to eliminate the opposition while preventing the weapon from receiving enough fire to destroy it. The player uses a joystick to operate the game, and only one player at a time can play.

5.4



Rarity: 10

Asterix

Developer Atari
Publisher Atari
Release date 1983
Genre Action
Mode 1-2 Players

Asterix is essentially a European adaptation of the Taz platform game, made by replacing the Taz sprite with a sprite which vaguely resembles Asterix's head.

The game was primarily a PAL release; it had a very limited NTSC release

6.6

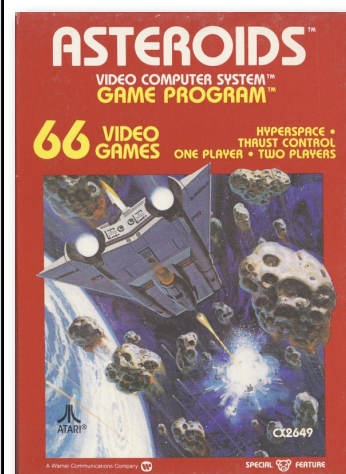


7.2

Asteroids

Developer	Atari
Publisher	Atari
Release date	1981
Genre	Shooter
Mode	1-2 Players

Asteroids, one of the first major hits of the golden age of arcade games, is an arcade space shooter released in 1979. It has been ported to multiple platforms, including much of Atari's hardware. The 2600 port was the first game to use bank switching, a technique developed by Carl Nielsen's group of engineers that increased available ROM space from 4 KB to 8 KB. Brad Stewart, the programmer tasked to work on the port, used bank switching to complete the game.



Rarity: 1
Silver Label: 3
Sears: 2

Lay siege to your competition with



the newest lethal weapon from Atari Games

Equipped with Rapid Roll to dodge enemy shots and Power Wheelies to launch grenades, the Assault tank is the supreme mobile weapon.

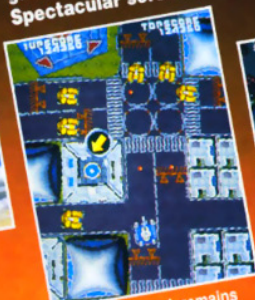


Rapid Roll



Power Wheelie

Assault is armed with the intense game play action that today's players demand. Spectacular screen graphics are captivating.



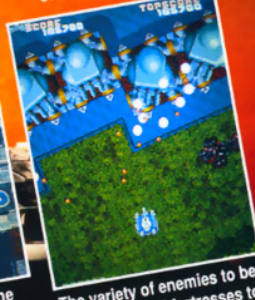
The player's tank remains in the center of the picture as the surrounding screen graphics scroll 360° in response to his movements.



The lift zone jets the player straight up into the air for reconnaissance and bombing of the enemy outposts.



Using a Power Wheelie the player assaults the enemy lines with long range powerful grenades.

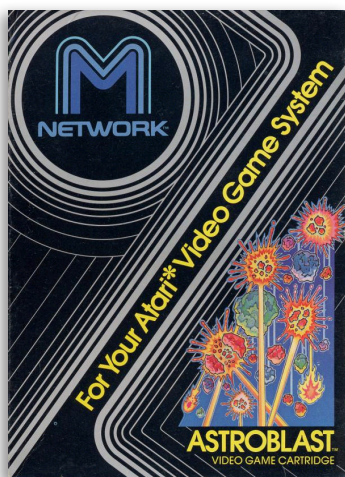


The variety of enemies to be conquered and fortresses to be destroyed gives Assault its long earnings life.

*Assault is engineered and designed by Namco Ltd.
Manufactured by Atari Games. Trademark and © Namco 1988.

Atari Games Corporation 675 Sycamore Drive P. O. Box 361110 Milpitas, California 95035-1110 (408) 434 3700





Black Label: 2
Silver Label: 3

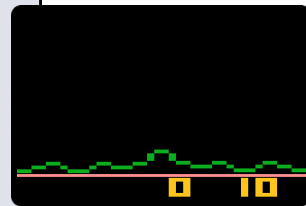
Astroblast

Developer	M-Network
Publisher	M Network, Telegames
Release date	1982
Genre	Shooter
Mode	1 Player

This is a cut-down version of the Intellivision game Astrosmash. It resembles a cross between the early arcade games Space Invaders and Asteroids. The game involves using a laser cannon to destroy falling meteors, bombs, and other targets.

Astrosmash was originally conceived when a game called Meteor!, an Asteroids clone, did not fill up the ROM space of an entire cartridge. The extra space was used to create a variation of the game called Avalanche!

7.3



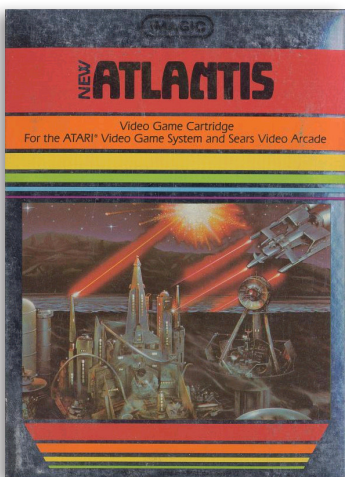
Atlantis

Developer	Imagic
Publisher	Imagic
Release date	1982
Genre	Shooter
Mode	1-2 Players

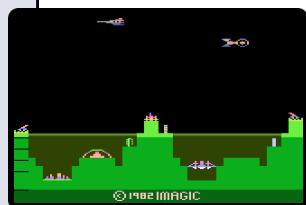
Atlantis is a fixed shooter for the Atari 2600. It was written by Dennis Koble who also wrote Trick Shot, Solar Storm, and Shootin' Gallery' for Imagic. The player controls the last defenses of the City of Atlantis against the Gorgon invaders.

The Atari 2600 version received a Certificate of Merit in the "Video Game of the Year" category at the 4th annual Arkie Awards.

7.0



Rarity: 2
Blue Label: 4

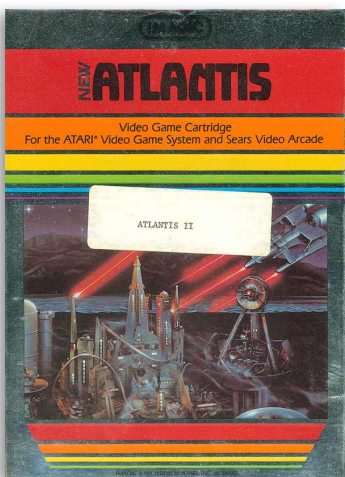


Atlantis II

Developer	Imagic
Publisher	Imagic
Release date	1982
Genre	Shooter
Mode	1-2 Players

This is a special contest version of Atlantis. It was sent to the high scorers of the Defend Atlantis contest so that they could determine the top four scorers. While the game graphics are the same, it is much faster and fewer points are awarded for hits, making the game much more challenging.

Limited to only 10 copies, the value has been rated at \$6,000.00 by a few websites, but has sold for as much as \$18,000.



Rarity: 10



3.3

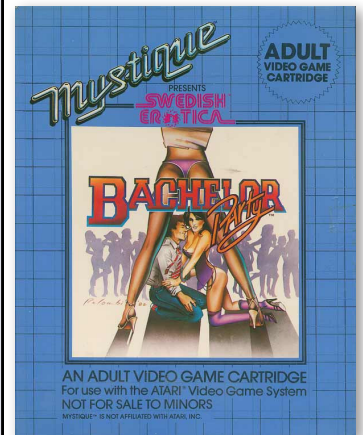


Bachelor Party

Developer	Mystique
Publisher	PlayAround
Release date	1982
Genre	Breakout
Mode	1-2 Players

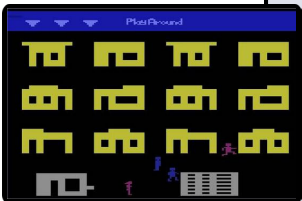
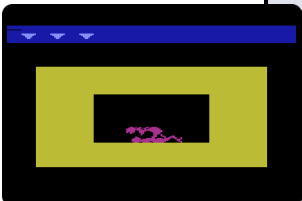
Bachelor Party, an adult-themed video game, is a simplified version of Breakout where the “ball” is made to look like a nude man and the “bricks” are made to look like nude women and the man bounces back and forth horizontally rather than vertically. The paddle is controlled by the player using a paddle controller.

The premise of the game is that of an unnamed bachelor having his final fling with a room full of inexplicably nude women.



Rarity: 5

2.0

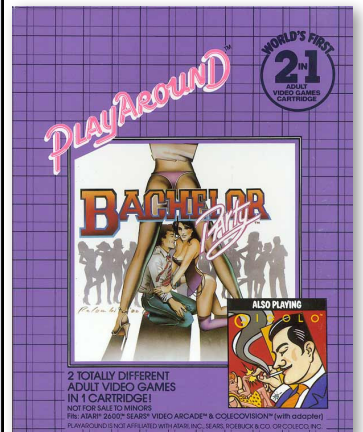


Bachelor Party/Gigolo

Developer	Mystique
Publisher	PlayAround
Release date	1982
Genre	Compilation
Mode	1-2 Players

This was a double-ended cartridge that contained Bachelor Party on one end and a new game, Gigolo, on the other.

In Gigolo, men will leave the jail and head to various houses. The player, controlling a female, must collect some money from the bank and then make their way to the houses for sex she pays these men for. Once the money is in hand, the player has to avoid the thief who is out to rob all that cash.



Rarity: 5

3.0

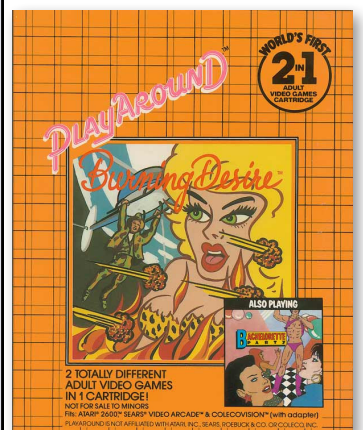


Bachelorette Party/ Burning Desire

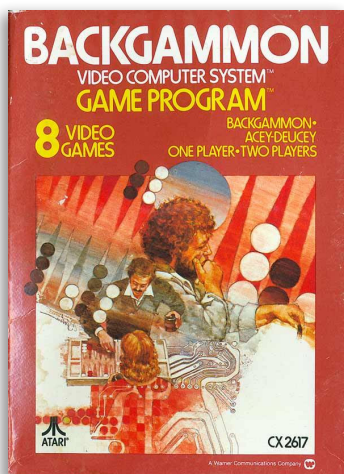
Developer	Mystique
Publisher	PlayAround
Release date	1982
Genre	Compilation
Mode	1-2 Players

Bachelorette Party has no difference in gameplay from Bachelor Party, but has the game sprites reversed.

In Burning Desire, the players girlfriend has been captured by natives and is being burnt as a sacrifice. The player are hanging, naked, from a helicopter and must put the fires out by, it appears, spitting on them.



Rarity: 5



Rarity: 2
Sears: 3

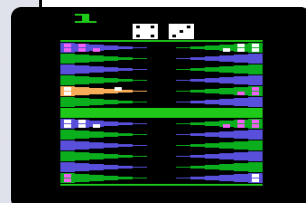
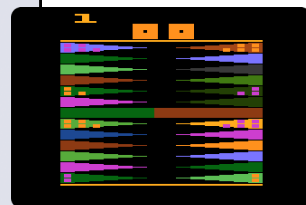
Backgammon

Developer Atari
Publisher Atari
Release date 1979
Genre Board game
Mode 1-2 Players

This is the game backgammon and its variant, acey deucey. For backgammon, the standard rules are used. Acey Deucey was a variation created by sailors in the U. S. Navy. As such, the rules for acey deucey will vary from ship to ship and person to person.

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5.9

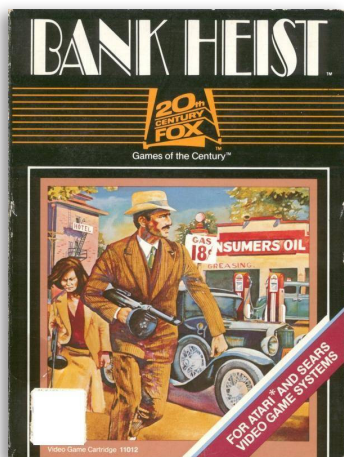


Bank Heist

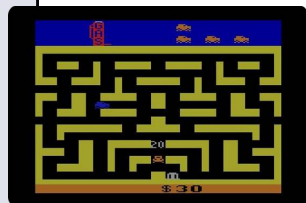
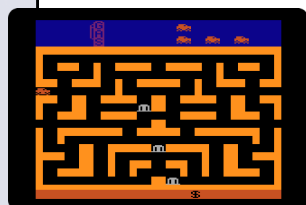
Developer 20th Century Fox
Publisher 20th Century Fox
Release date 1983
Genre Maze
Mode 1 Player

Each level in Bank Heist is a maze-like city (similar to Pac-Man). The objective of the game is to rob as many banks as possible while avoiding the police. The player controls a car called the Getaway Car. The car has a limited amount of fuel, which can be refilled by changing cities. Robbing a bank will cause a cop car to appear, as well as another bank. Cars can be destroyed by dropping dynamite out the tail pipe of the Getaway Car.

8.0



Rarity: 5



Barnstorming

Developer Activision
Publisher Activision
Release date 1982
Genre Action
Mode 1 Player

Barnstorming is an Atari 2600 video game designed by Steve Cartwright. It was his first game. The idea came to him as he watched a biplane one day while driving home from work. In the game, players must pilot a biplane through a series of barns in the shortest time possible while dodging stuff.

Originally, a player with a time better then 33.4 seconds could send Activision a picture of their screen and receive a Flying Aces patch.

6.6



Rarity: 2

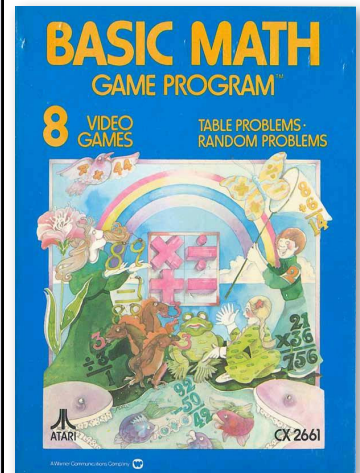


5.0

Basic Math

Developer Atari
Publisher Atari
Release date 1977
Genre Edutainment
Mode 1 Player

Basic Math, also known as Fun With Numbers, was one of the nine launch titles of the Atari 2600. The player's objective is simple: solve basic arithmetic problems. Game variations determine whether the player solves addition, subtraction, multiplication, or division problems, and whether they could select the top number (the console randomly selects the lower number).



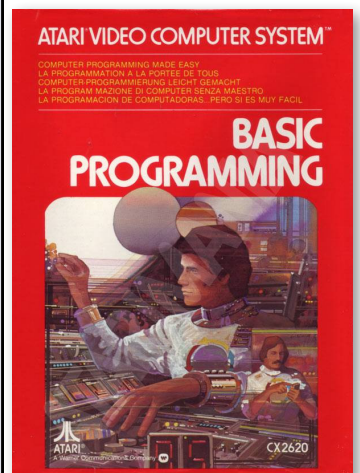
Rarity: 4
 Alt. Label: 3

5.6

Basic Programming

Developer Atari
Publisher Atari
Release date 1979
Genre non-game
Mode 1 Player

BASIC Programming, by Warren Robinett, attempted to teach simple computer programming on the Atari 2600. It was one of only a few non-gaming cartridges ever designed for the 2600. The programming language was superficially similar to dialects of BASIC, but differed in many important aspects. The extremely small RAM size of the Atari 2600, 128 bytes, severely restricted the possibilities of this cartridge for writing programs.



Rarity: 3

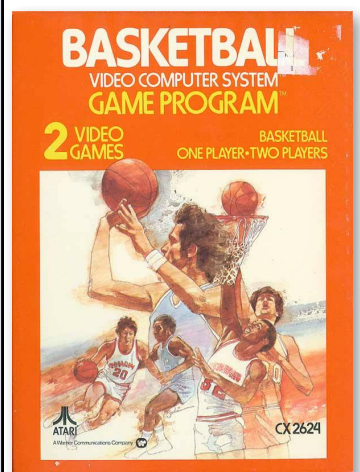
5.6

Basketball

Developer Atari
Publisher Atari
Release date 1978
Genre Sports
Mode 1-2 Players

Basketball is an Atari 2600 game loosely based on the sport of the same name. The game features a simple game of one-on-one basketball playable by one or two players, one of the few early Atari 2600 to have a true single player feature with an AI-controlled opponent.

The game was well received by critics, gaining praise in Video magazine's "Arcade Alley" review column. Reviewers described it as "that rare game that plays well solitaire or with a human opponent".



Rarity: 2
 Sears Picture Label: 3

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Which player is making a tactical error?

You've fought BATTLEZONE™ tanks, flying saucers and fighters in the arcade. Now it's time to protect the home front. Because Atari's BATTLEZONE is now prepared to wage war right in your own living room.

The player on the right will most likely fail in his mission. He should've hit the fighter first. Even though it is worth 3,000 points less than the flying saucer, it is far more dangerous. It can destroy. The saucer can't.

There's another way you can rack up extra points, and you don't even have to fire a shot. By moving your tank to one side, you can often lure one enemy into another's line of fire.

Surviving BATTLEZONE is no easy mission. If you're up for it, climb into your troop transport and make tracks to the nearest store that stocks Atari games.

Only Atari makes BATTLEZONE for the ATARI® 2600™ Game, Sears Video Arcade® systems, and a version exclusively for the ATARI 5200™ SuperSystem.

ATARI



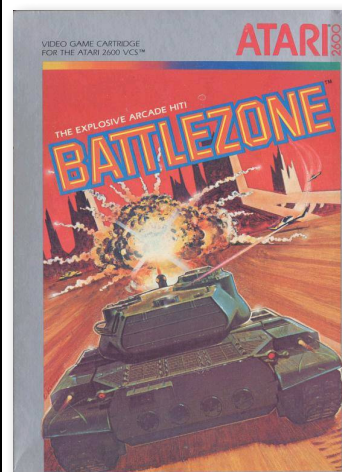
7.0



Battlezone

Developer	Atari
Publisher	Atari
Release date	1983
Genre	Action
Mode	1 Player

Commonly considered the earliest progenitor of first-person shooters, Battlezone is a 3D tank game initially released in the arcades, and later converted officially to many systems. Earth has been invaded, and the players and their tank lead the defensive effort. They drive around the battlefield from a first-person view, targeting and firing at tanks, planes and UFOs. They have a radar to help you see where the enemies are in direction and distance.



Rarity: 2

7.2

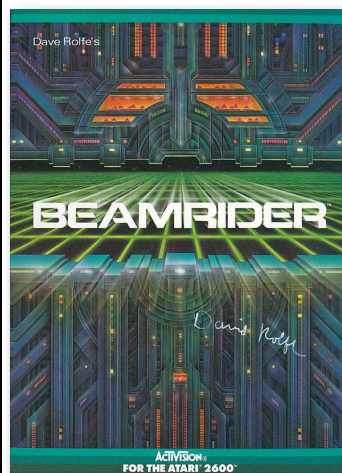


Beamrider

Developer	Activision
Publisher	Activision
Release date	1983
Genre	Shooter
Mode	1 Player

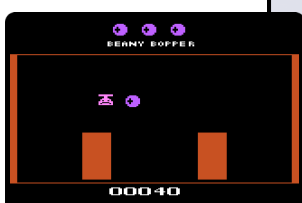
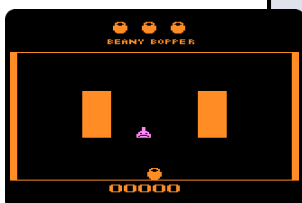
Beamrider is a scrolling shooter designed for the Intelivision by Activision programmer David Rolfe. The game was then ported to the Atari 2600 with a slightly reduced feature set.

The game takes place above Earth's atmosphere, where a large alien shield called the Restrictor Shield surrounds the Earth. The player's objective is to clear the Shield's 99 sectors of alien craft while piloting the Beamrider ship.



Rarity: 5

6.3

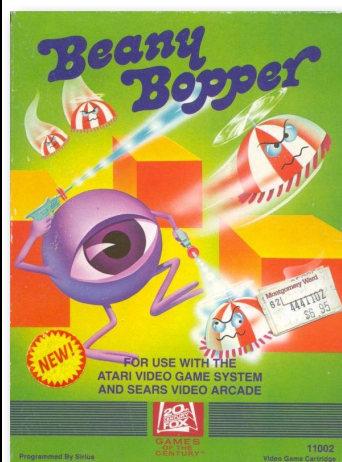


Beany Bopper

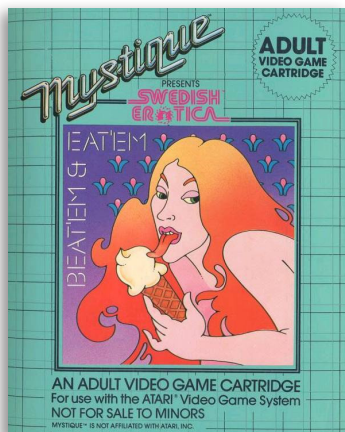
Developer	Sirius Software
Publisher	20th Century Fox
Release date	1982
Genre	Action
Mode	1 Player

The object of Beany Bopper is to stun then capture Beannies. Players can also capture Bouncing Orange Eyeballs and various Falling Objects. If an unstunned Beanny touches them, they lose a life.

There are two game options, one where the Beannies bounce off the walls on screen, the other where they pass through.

Rarity: 4
Xante: 10

"mobygames.com"



Rarity: 5

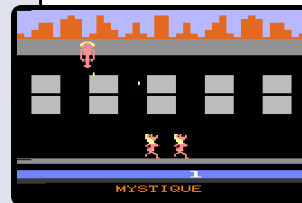
Beat ‘Em & Eat ‘Em

Developer	Mystique
Publisher	Mystique
Release date	1982
Genre	Action
Mode	1 Player

Beat ‘Em and Eat ‘Em is a pornographic game where players control two nude women; the goal is to catch sperm falling from a masturbating man on a rooftop without missing. Its gameplay has been compared to the Atari game Kaboom!.

The game has received negative reception since its release and is an oft-cited example of pornographic Atari 2600 games.

2.4



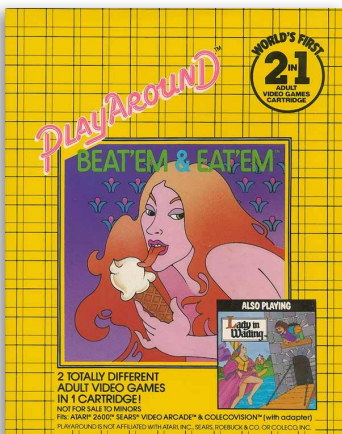
Beat ‘Em & Eat ‘Em/ Lady in Wading

Developer	Mystique
Publisher	Playaround
Release date	1982
Genre	Compilation
Mode	1 Player

This is a double-ended cartridge that contains a re-release of Mystique’s Beat ‘Em & Eat ‘Em on one side and Lady in Wading on the other.

Lady in Wading is a gender reversed version of Knight on the Town in which players are a lady knight trying to get to her prince. The game is otherwise identical, including the sexual ‘reward’ at the end.

1.6



Rarity: 5

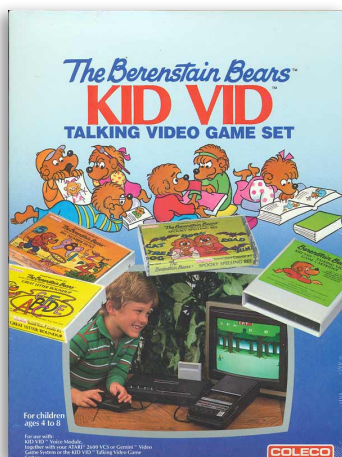


Berenstain Bears

Developer	Coleco
Publisher	Coleco
Release date	1983
Genre	Edutainment
Mode	1 Player

This game is unplayable on an Atari 2600 without the KidVid controller and three accompanying audiotapes. The game takes cues from the tape about when to advance. The KidVid controller came with the game Smurfs Save the Day. Berenstain Bears was the only additional KidVid title Coleco released, and it was sold separately from the KidVid controller.

7.7

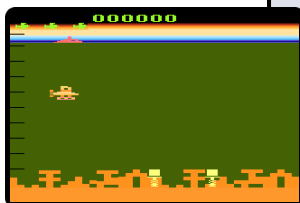


Rarity: 9



“atariage.com”

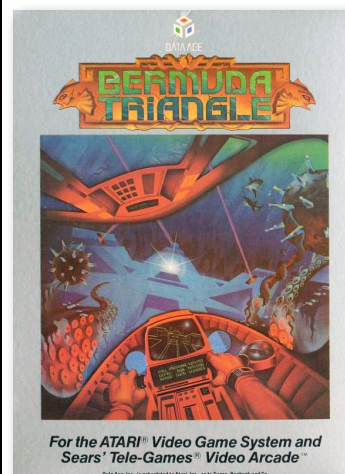
5.2



Bermuda Triangle

Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Action
Mode	1-2 Players

Bermuda Triangle is a side scrolling action game for one or two players. Players is the pilot of a mini-sub exploring the waters in the Bermuda Triangle. The goal is to earn as many points as possible by collecting treasures and destroying the various enemies they'll encounter. The mini-sub is equipped with a tractor beam which can be used to collect treasures and lasers, which can be used to destroy enemies, , including giant squids, man-eating sharks, enemy ships, and more.



Rarity: 4

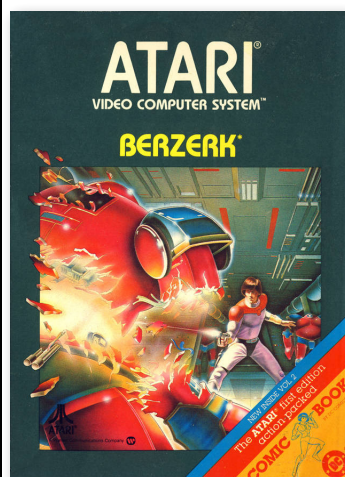
7.4



Berzerk

Developer	Atari
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1 Player

Alan McNeil, an employee of Universal Research Laboratories (a division of Stern Electronics), had a dream one night involving a black-and-white video game in which he had to fight robots. This dream, with heavy borrowing from the BASIC game Robots, was the basis for Berzerk, which was named for Fred Saberhagen's Berserker series of science fiction novels.

Rarity: 1
Sears: 3

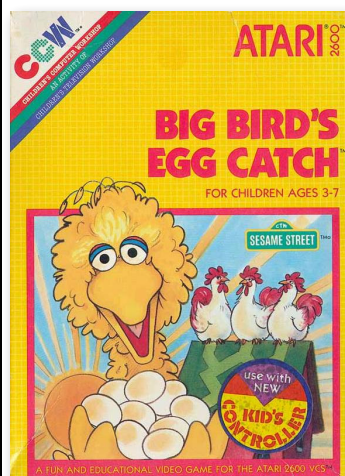
6.6



Big Bird's Egg Catch

Developer	Atari, Children's Computer Workshop
Publisher	Atari
Release date	1983
Genre	Edutainment
Mode	1-2 Players

In Big Bird's Egg Catch, the player controls Big Bird of Sesame Street fame as he saves eggs produced by chickens at the top of the screen. These eggs travel down variously contorted chutes to land safely in the basket perched on Big Bird's head. Most eggs count for a single point, but a golden egg will periodically appear that is worth five points.



Rarity: 4



Rarity: 10

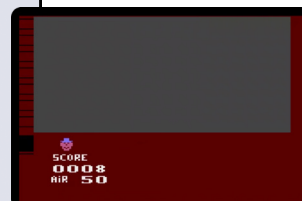
Birthday Mania

Developer	Tokar, Robert Anthony
Publisher	Personal Games Company
Release date	1984
Genre	Action
Mode	1 Player

This extremely rare game was sold somewhere in the mid-north part of the U.S. by Personal Games Company. The company marketed it as a great birthday gift. About ten copies of the game were sold. The cartridge was sold with a three folded manual sheet.

Each game was personalized to the boy or girl celebrating his or her birthday. When the game loads up it shows their name on the opening screen.

"atarimania.com"

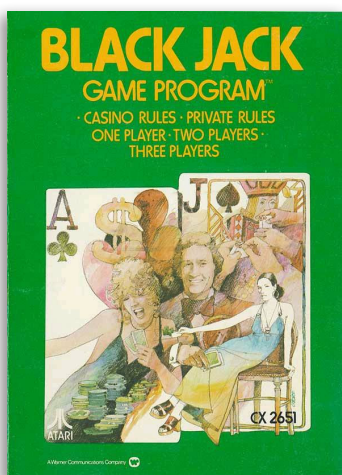


Blackjack

Developer	Atari
Publisher	Atari
Release date	1977
Genre	Cards
Mode	1-3 Players

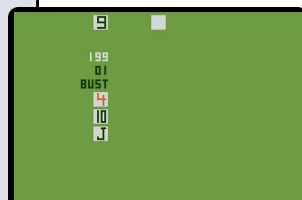
Blackjack, one of the nine launch titles, is a video simulation of blackjack. The objective is identical to the card game: to beat the dealer's card total, without going over 21, to win a bet. One to three players played the computer dealer in the game.

It was reviewed favorably in Video magazine as part of a general review of the Atari VCS. It was described as "a good game for adults with several variations for single or double players", and was scored a perfect 10.



Rarity: 2
51 blackjack Label: 3
Sears Picture Label: 4

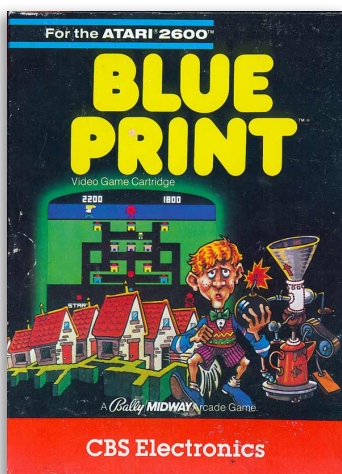
5.2



Blueprint

Developer	Bally Midway
Publisher	CBS Electronics
Release date	1983
Genre	Maze
Mode	1-2 Players

Blue Print, is a port of the arcade maze game released in 1982. The player controls J.J., a man whose girl-friend Daisy is being chased by Ollie Ogre. To defeat him, J.J. must find the pieces of a machine based on a blueprint.



Rarity: 3

5.5



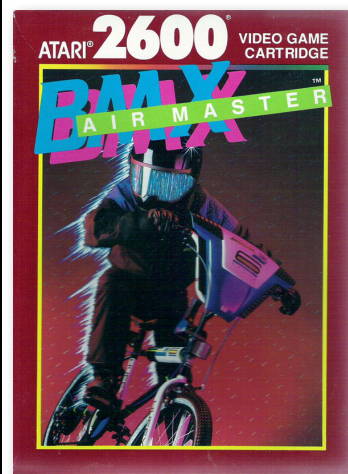
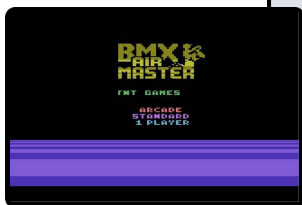
8.5

BMX Airmaster

Developer	Sculptured Software
Publisher	Atari, TNT Games
Release date	1989
Genre	Sports
Mode	1-2 Players

In this game, players ride their BMX doing various tricks. The tricks are done in events of half-pipe, quarter pipe and ramps.

Atari purchased the rights to this game from TNT at one point, and released a small quantity under their own label. Very hard to find, as not many were produced and even fewer were ever sold.



Rarity: 10
White Label: 4

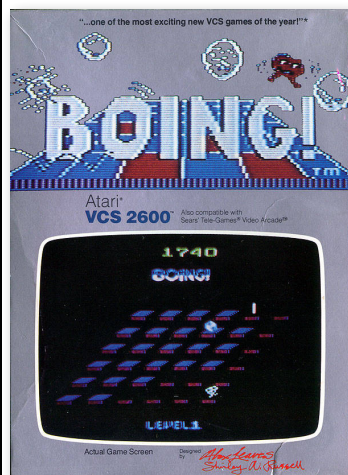
8.5

Boing!

Developer	First Star Software
Publisher	First Star Software
Release date	1983
Genre	Action
Mode	1 Player

In Boing!, reminiscent of Q*bert, players are a bubble named Bubble. The object here is to bounce on each of the thirty-six squares and turn them all on. They start at the bottom left. On the bottom right starts the Bubble Eater. He will chase them around the play field and if he catches Bubble, the players lose one of their five lives. Pin starts at the top of a row and moves down. If they are hit by Pin, they pop and a life is lost.

"mobygames.com"



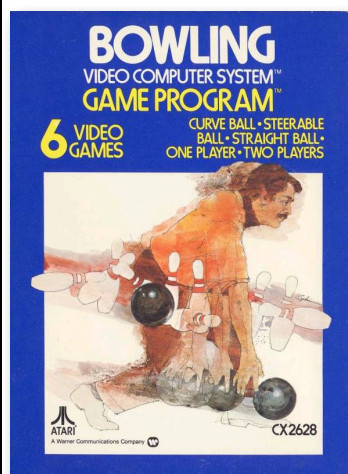
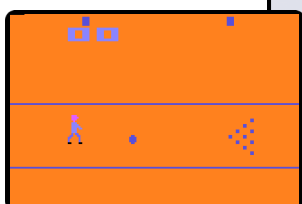
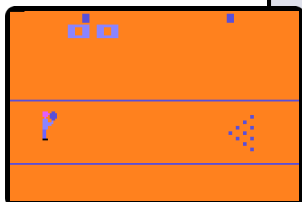
Rarity: 8

6.2

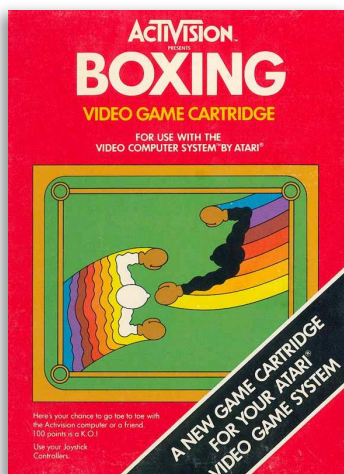
Bowling

Developer	Atari
Publisher	Atari
Release date	1979
Genre	Sports
Mode	1 Player

Bowling, designed by Atari programmer Larry Kaplan, is based on the game of bowling. Games last for 10 frames, or turns. At the start of each frame, the current player is given two chances to roll a bowling ball down an alley in an attempt to knock down as many of the ten bowling pins as possible. The bowler may move up and down his end of the alley to aim before releasing the ball.



Rarity: 2



Rarity: 2
Blue Label: 3

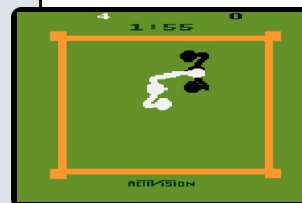
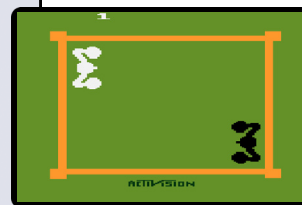
Boxing

Developer Activision
Publisher Activision
Release date 1980
Genre Sports
Mode 1-2 Players

Boxing is an Atari 2600 video game interpretation of the sport of boxing developed by Activision programmer Bob Whitehead. The game is based on Boxer, an unreleased 1978 arcade game from Whitehead's previous employer, Atari.

The game shows a top-down view of two boxers, one white and one black. When close enough, a boxer can hit his opponent with a punch (executed by pressing the fire button on the Atari joystick).

6.1



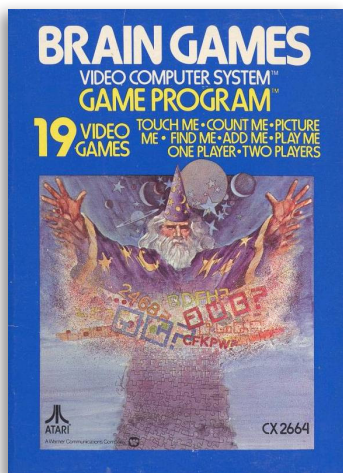
Brain Games

Developer Atari
Publisher Atari
Release date 1978
Genre Edutainment
Mode 1-2 Players

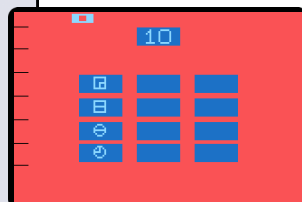
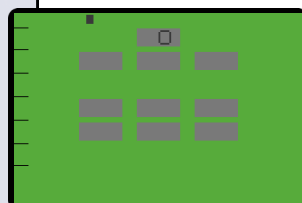
Brain Games, programmed by Larry Kaplan, feature a series of memory-related games, most of which required players to repeat from memory certain sequences or patterns.

The game received an “F” from The Video Game Critic, saying that it was reminiscent of “those cognitive learning tests given to first graders”. The reviewer went on to say that Brain Games was “not my idea of a good time”.

3.8



Rarity: 3

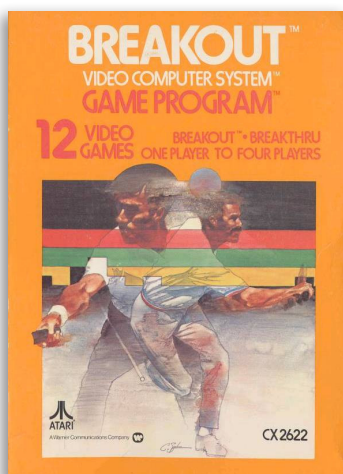


Breakout

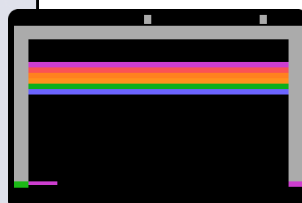
Developer Atari
Publisher Atari
Release date 1978
Genre Breakout
Mode 1-4 Players

Breakout is an arcade game developed and published by Atari. It was conceptualized by Nolan Bushnell and Steve Bristow, influenced by the 1972 Atari arcade game Pong, and built by Steve Wozniak “aided” by Steve Jobs. The original arcade version of Breakout has been officially ported to several systems, such as the Atari 2600. The Atari 2600 port was programmed by Brad Stewart.

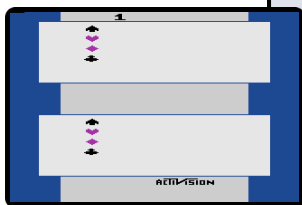
7.1



Rarity: 2
Orange Label: 4
Sears Label: 3



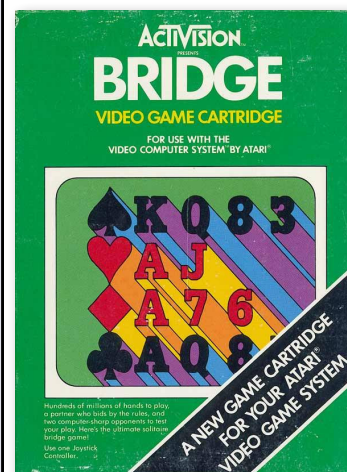
4.4



Bridge

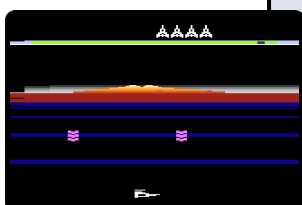
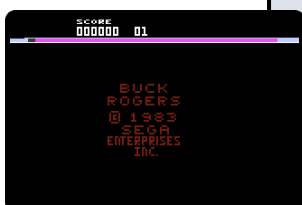
Developer	Activision
Publisher	Activision
Release date	1981
Genre	Cards
Mode	1 Player

Bridge is a computerized bridge game. Interestingly, the instructions do not teach players how to play bridge, only how to operate the game on the 2600. Programmer Larry Kaplan estimates that the 2600 is capable of dealing 500 million different hands, and while the game was being play-tested, the same hand was never seen twice. This is a one-player game in which the computer controls the actions of the other three players.



Rarity: 4

6.5



Buck Rogers: Planet of Zoom

Developer	Sega
Publisher	Sega
Release date	1983
Genre	Action
Mode	1 Player

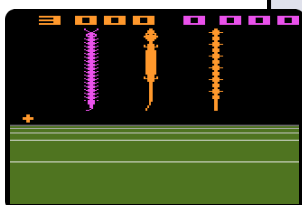
Loosely based on the Buck Rogers comic strips, Buck Rogers: Planet of Zoom is a fast-paced arcade racing game taking place on a futuristic racetrack. Players guide their spaceship between pylons and shoot down other enemy racers.

Buck is never seen in the game, and its only real connections to Buck Rogers are the use of the name and the outer space setting.



Rarity: 4

3.6



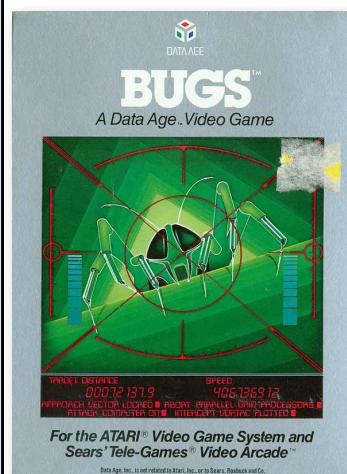
Bugs

Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Action
Mode	1-2 Players

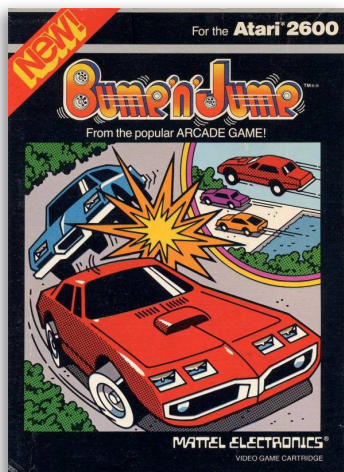
The player character have been sent to a long-dead planet to investigate life sign readings. When players get there, giant bugs are there and will harm them as well as a mysterious Phylanx.

As the bugs come out of the ground, players must place their crosshair below them and fire. If a bug gets all the way out of its nest or the crosshair is touched by a red Phylanx, players lose a life.

"mobygames.com"



Rarity: 3



Rarity: 5
M Network: 4

Bump 'n' Jump

Developer Data East
Publisher INTV, M Network, Telegames
Release date 1983
Genre Racing
Mode 1 Player

Bump 'N' Jump is an action racing game played from a top down point of view. As players race through the treacherous and ever changing roadways, the numerous enemy cars will be trying to bump them off the road. They need to make sure they bump the cars out of the way before they get bumped and crash into the sides themselves. The car also has the ability to jump quite high if they have enough speed.

"mobygames.com"

7.1



Bumper Bash

Developer Sirius Software
Publisher Spectravision
Release date 1983
Genre Pinball
Mode 1 Player

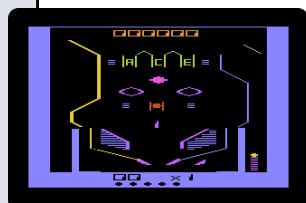
This is a pinball game for the Atari 2600. Players use the buttons on a paddle controller.

This game seems to have been sold predominately in Canada, as were some of the other Spectravision games.

6.8



Rarity: 9



Burgertime

Developer M Network
Publisher INTV, M Network
Release date 1982
Genre Puzzle
Mode 1-2 Players

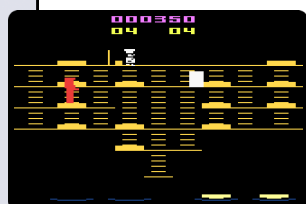
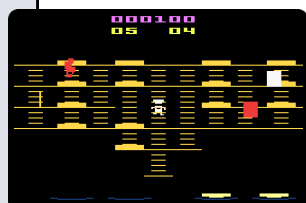
BurgerTime is a 1982 arcade game created by Data East for its DECO Cassette System. It was very successful and later ported to several home computers and consoles.

The player is chef Peter Pepper, who must walk over hamburger ingredients located across a maze of platforms while avoiding pursuing characters.

6.6



Rarity: 4
Black Label: 3



BUMP'N'JUMP.™* THE VIDEO GAME FOR PEOPLE WHO SHOULDN'T BE ALLOWED TO DRIVE.



For those of you who spend more time crashing than you do driving, we'd like to introduce Bump'N'Jump. The home video game where it's not just okay to hit the other cars, it's required.



Shown on Intellivision. Game varies by system.

Your job is to crash as many cars as you can without crashing yourself. And to help you do it, you're given some unusual options. Not only can you bump them off the road, you can jump over what you can't bump.

But even with these advantages, you're not on easy street. Because waiting somewhere down the road might be the deadly dump trucks. Or the treacherous tanks. Or the sinister death car.

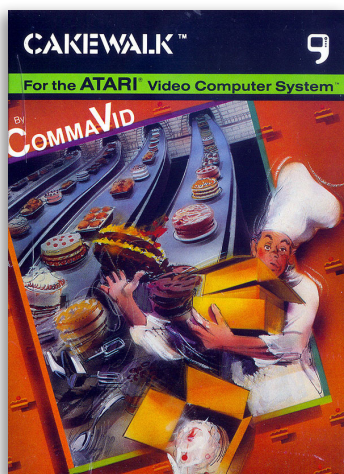
When you play Bump'N'Jump, you just never know who you'll run into.

Coming soon for Intellivision® and Atari® 2600.

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Bump'N'Jump™*
FROM **MATTEL ELECTRONICS**®



Rarity: 9

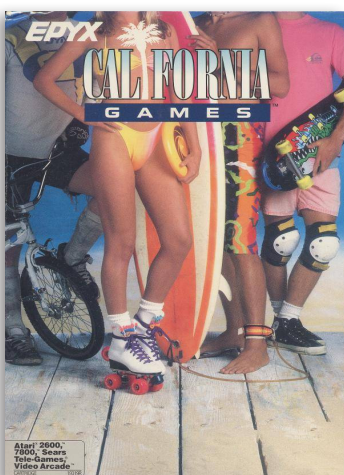
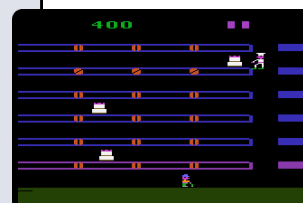
Cakewalk

Developer	CommaVid
Publisher	CommaVid
Release date	1983
Genre	Action
Mode	1 Player

In this game, players must catch pastries from six conveyor belts before they fall on the floor. Each pastry caught is boxed and put behind them. Sometimes, a knife and fork come down the conveyor belt. If they are hit by the utensils or miss a pastry, the janitor has to clean it up.

As with all CommaVid games, this one is very hard to find. It's slightly easier to find in PAL format. Early references to this game called it "Baker".

6.8



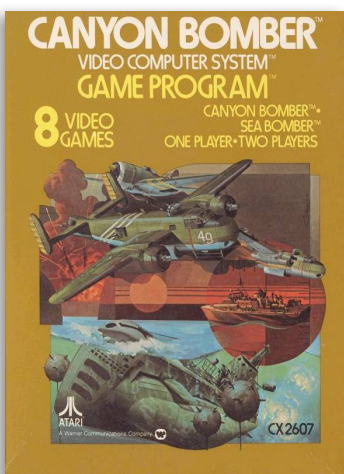
Rarity: 4

California Games

Developer	Epyx
Publisher	Epyx
Release date	1987
Genre	Sports
Mode	1-8 Players

California Games is a 1987 Epyx sports video game for many home computers and video game consoles. Branching from their popular Summer Games and Winter Games series, this game consisted of some sports purportedly popular in California including skateboarding, freestyle footbag, surfing, roller skating, flying disc and BMX. The Atari 2600 version of the game omit the flying disc and roller skating events.

6.9

Rarity: 2
Sears Picture Label: 6

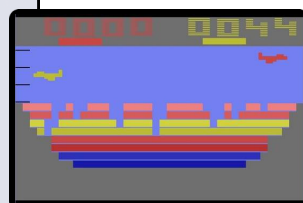
Canyon Bomber

Developer	Atari
Publisher	Atari
Release date	1979
Genre	Action
Mode	1-2 Players

Canyon Bomber is a black-and-white 1978 arcade game, developed and published by Atari. The game was rewritten in color and with a different visual style for the Atari 2600.

The player and an opponent fly a blimp or biplane over a canyon full of numbered, circular rocks, arranged in layers. The player does not control the flight of vehicles, but only presses a button to drop bombs which destroy rocks and give points.

6.2



6.9

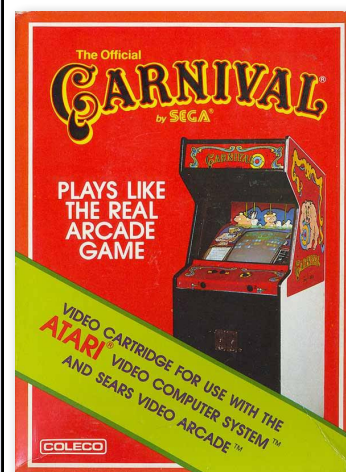


Carnival

Developer	Woodside Design
Publisher	Coleco
Release date	1982
Genre	Shooter
Mode	1-2 Players

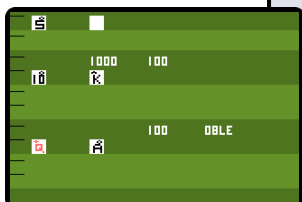
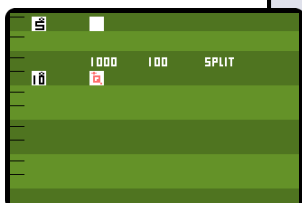
Carnival is a fixed shooter arcade game created by Sega in 1980. It has the distinction of being the first video game with a bonus round. The game was ported to the Atari 2600, ColecoVision, and Intellivision.

The goal of the game is to shoot at targets, while carefully avoiding running out of bullets. Three rows of targets scroll across the screen in alternating directions; these include rabbits, ducks, owls, and extra-bullet targets, with higher rows awarding more points.



Rarity: 2

5.1

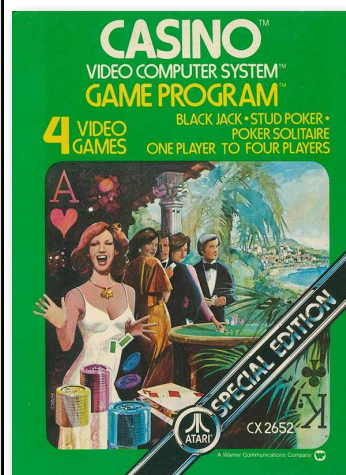


Casino

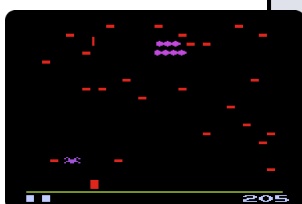
Developer	Atari
Publisher	Atari
Release date	1978
Genre	Cards
Mode	1-4 Players

Casino is an Atari 2600 game programmed by Bob Whitehead. Displayed from an overhead perspective, there are three card games to choose from: blackjack, five-card stud poker, and poker solitaire. Except for poker solitaire, each game always has the computer as the dealer, and bets are made by rotating the wheel on the controller and then pressing the button.

It was later released by Sears as Poker Plus.

Rarity: 1
Sears: 3

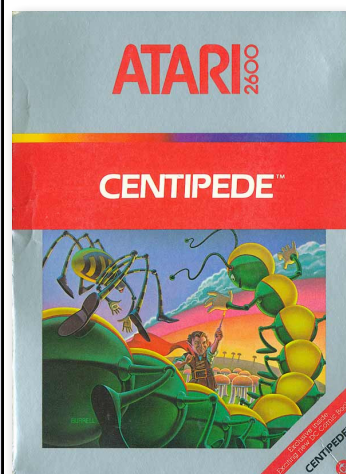
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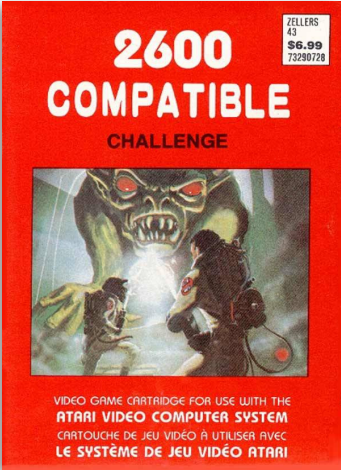
Centipede

Developer	Atari
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1 Player

Centipede was designed by Ed Logg and Dona Bailey. Bailey was one of the few female game programmers in the industry; Logg stated that the game was intended to attract women players, and Bailey said "I really like pastels ... I really wanted it to look different, to be visually arresting". Bailey and Logg succeeded in their goal; Centipede was one of the first arcade coin-operated games to have a significant female player base after Pac-Man.



Rarity: 2



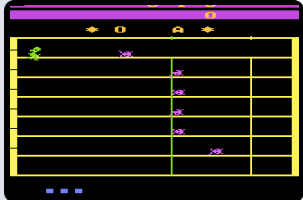
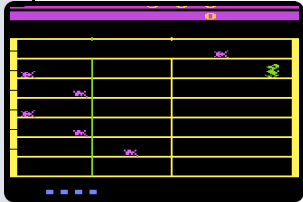
Rarity: 4

Challenge

Developer Funvision
Publisher Funvision, (us) Zellers
Release date 1980
Genre Action
Mode 1 Player

Challenge was a PAL original title that got converted to NTSC by Zellers. The game feature the Ghostbusters fighting a demon on the cover and cart artwork, but the game has nothing to do with the Ghostbusters.

7.8



xxx

Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

x.x



Rarity: x

xxx

Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

x.x



Rarity: x

X.X

XXX

Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

Rarity: x

X.X

XXX

Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

Rarity: x

X.X

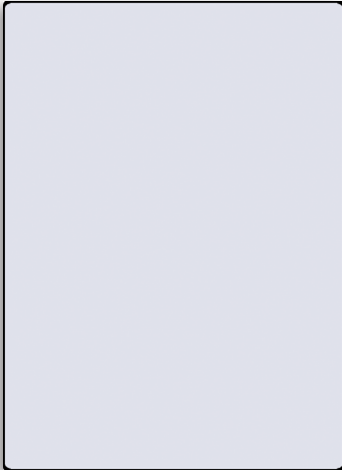
XXX

Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

Rarity: x



Rarity: x

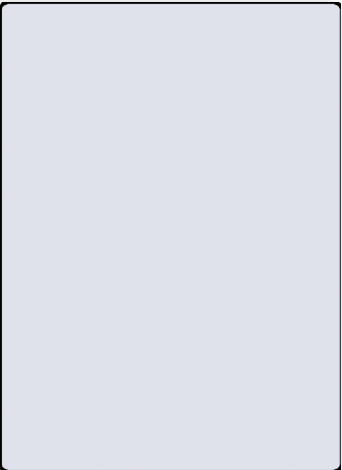
XXX

Developer	XXX
Publisher	XXX
Release date	XXX
Genre	XXX
Mode	XXX

XXX

XXX

X.X



Rarity: x

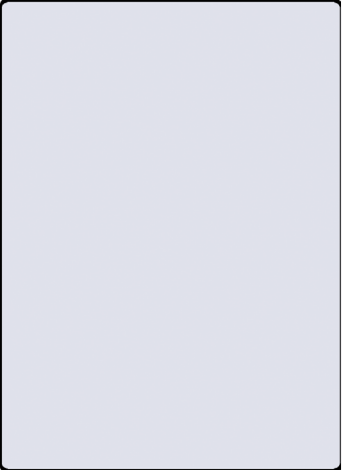
XXX

Developer	XXX
Publisher	XXX
Release date	XXX
Genre	XXX
Mode	XXX

XXX

XXX

X.X



Rarity: x

XXX

Developer	XXX
Publisher	XXX
Release date	XXX
Genre	XXX
Mode	XXX

XXX

XXX

X.X



X.X

xxx

Developer

xxx

Publisher

xxx

Release date

xxx

Genre

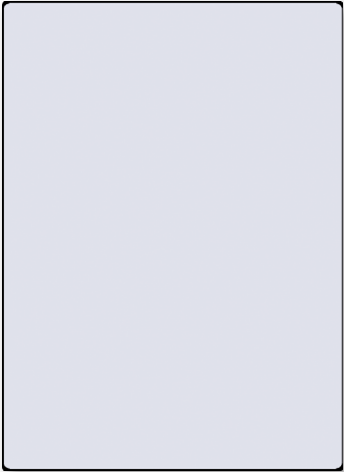
xxx

Mode

xxx

xxx

xxx



Rarity: x

X.X

xxx

Developer

xxx

Publisher

xxx

Release date

xxx

Genre

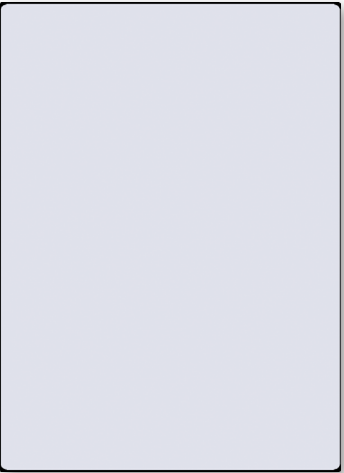
xxx

Mode

xxx

xxx

xxx



Rarity: x

X.X

xxx

Developer

xxx

Publisher

xxx

Release date

xxx

Genre

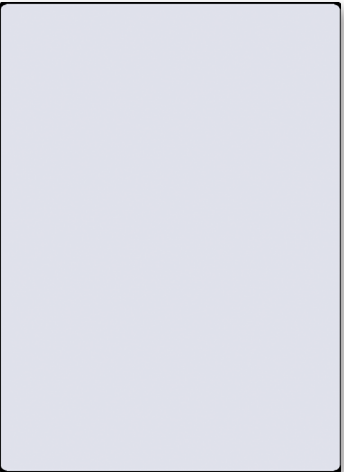
xxx

Mode

xxx

xxx

xxx



Rarity: x

PAL Exclusive



Rarity: 4

Acid Drop

Developer Salu
Publisher Salu
Release date 1992
Genre Puzzle
Mode 1 Player

Acid Drop is a falling block game similar to Columns. The object of the game is to create a horizontal or vertical line of three or more blocks of the same color, which will then disappear. The remaining blocks will fall down, but won't disappear if they form another line. Every 10,000 points a special block will appear (the Acid Drop) which removes three columns of blocks and marks the beginning of the next level.

4.0



Rarity: 3

Bobby Geht Heim

Developer Bit Corp
Publisher CCE
Release date 1983
Genre Action-platformer
Mode 1 Player

The player controls a boy named Bobby who has to pass through seven screens, jump over animals like butterflies, ducks and other hazards. The game play resembles Pitfall!. At the end of the game all the player has to do is get Bobby into the house, and there the next level will show. Hitting reset and select change the style of flowers that show at the bottom of the screen.

5.2



7.2

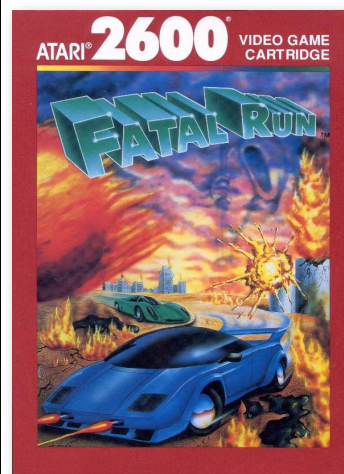


Fatal Run

Developer	Sculptured Software
Publisher	Atari
Release date	1990
Genre	Action
Mode	1 Player

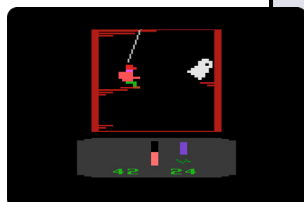
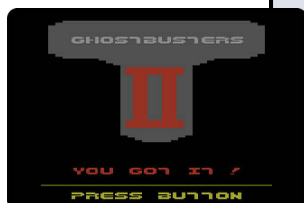
In this post-apocalyptic driving/racing game players must travel to various towns delivering medicine, while on their way to a missile base which houses a rocket that can save the world. While driving through the 32 levels, they'll meet countless enemies who want to stop them from achieving their goal. The car boasts many weapons to help them out, including dynamite, rockets, oil slicks, smoke screens, and machine guns.

"mobygames.com"



Rarity: 4

3.6

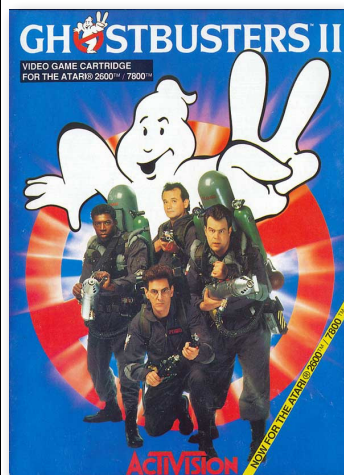


Ghostbusters II

Developer	Activision
Publisher	Salu
Release date	1992
Genre	Action
Mode	1 Player

Ghostbusters II was only released in Europe. Activision originally programmed it, but it was decided that the US market for 2600 games was dying, so they only sold it overseas where the 2600 still had a reasonably strong presence. Salu distributed it overseas.

"atariage.com"



Rarity: 3

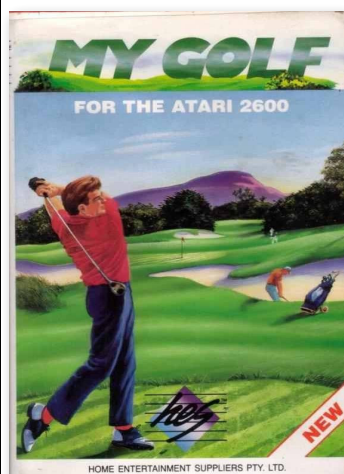
6.0



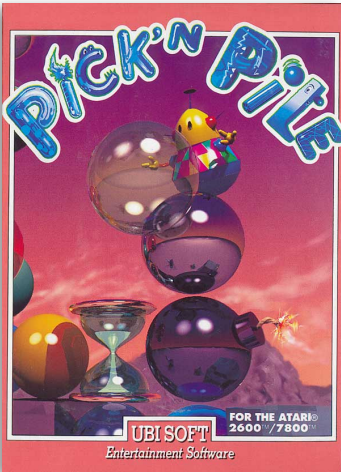
My Golf

Developer	Imagineering
Publisher	HES
Release date	1990
Genre	Sports
Mode	1 Player

My Golf is a Sports game, developed by Imagineering Inc and published by HES Interactive, which was only released in Europe in 1990.



Rarity: 4



Rarity: 4

Pick n Pile

Developer	Ubisoft
Publisher	Salu
Release date	1990
Genre	Puzzle
Mode	1 Player

Pick ‘n Pile is a Tetris-style puzzle game. On each level there are a variety of symbols arranged in columns on the screen. By moving the symbols around, players need to create columns which contain identical symbols; once all the symbols in a column are the same, that column disappears. The goal is to earn points and complete the levels by making all of the symbols on the screen disappear.

“mobygames.com”

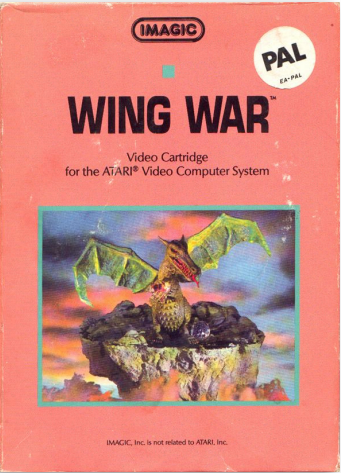
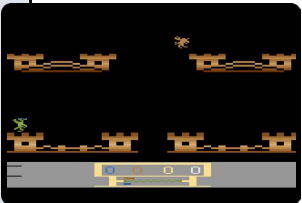
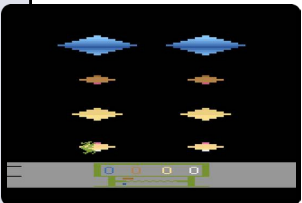


Wing War

Developer	Imagic
Publisher	Imagic
Release date	1983
Genre	Action
Mode	1 Player

Wing War is a rather unique game that was only available in Europe, even though it was announced for the US market. The gameplay is a little like the classic arcade game Joust, except it’s a bit more complex and involves a lot of exploration. In the game, players control a dragon. Beginning in a underground cave, the goal is to capture a sparkling diamond. To do this, it will first need to unlock the secret passage by bringing a fire, water and air crystal back to the cave.

9.0



Rarity: 7

XXX

Developer	xxx
Publisher	xxx
Release date	xxx
Genre	xxx
Mode	xxx

xxx

xxx

X.X



Rarity: x

X.X

XXX

Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

Rarity: x

X.X

XXX

Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

Rarity: x

X.X

XXX

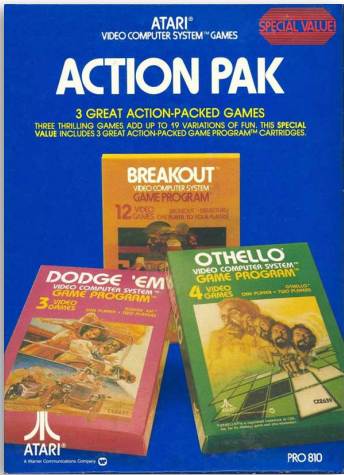
Developer xxx
Publisher xxx
Release date xxx
Genre xxx
Mode xxx

xxx

xxx

Rarity: x

Compilation



Rarity: 6

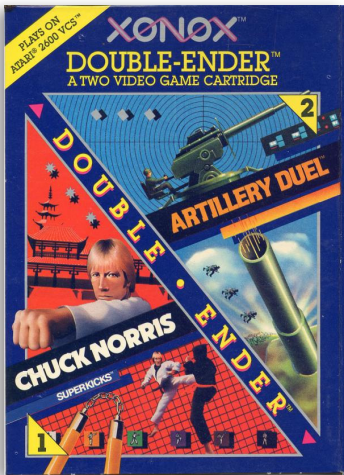
Action Pak

Developer Atari
Publisher Atari
Release date 1981
Mode 1-4 Players

This package contains Breakout, Othello, and Dodge ‘Em, originally sold at a value price. There is a large blue outer box that contains the three games inside, each in their own generic white box. Some of these white boxes also showed up at Federated Electronics, an electronics outlet store that Atari purchased in the 1980’s.

“atariage.com”

X.X



Rarity: 5

Double Ender: Artillery Duel/ Chuck Norris Superkicks

Developer Xonox
Publisher Xonox
Release date 1983
Mode 1-2 Players

XXX

XXX

6.3



4.6

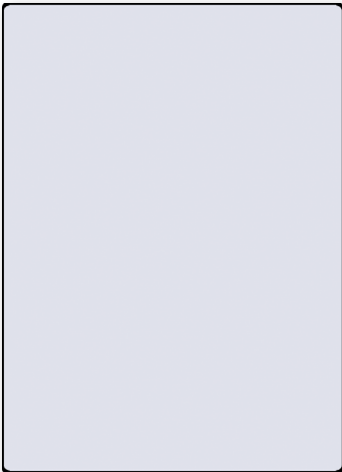


Double Enders: Artillery Duel/ Ghost Manor

Developer Xonox
Publisher Xonox
Release date 1983
Mode 1-2 Players

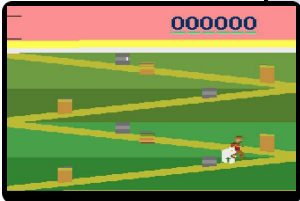
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XXX



Rarity: 5

5.8

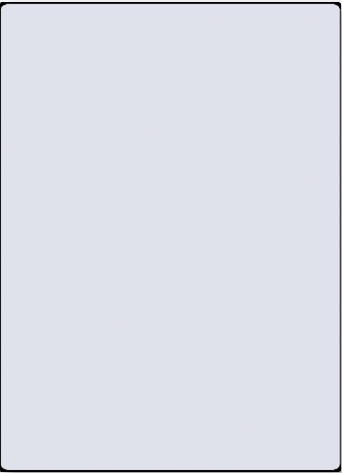


Double Enders: Artillery Duel/ Spike's Peak

Developer Xonox
Publisher Xonox
Release date 1983
Mode 1-2 Players

XXX

XXX



Rarity: 6

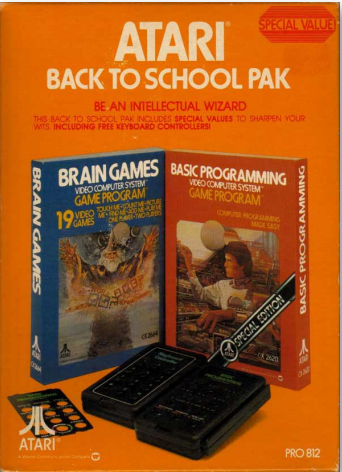
X.X



Back to School Pak

Developer Atari
Publisher Atari
Release date 1978
Mode 1 Player

This package contains Basic Programming, Brain Games, and a set of Keyboard Controllers, originally sold at a value price. There is a large yellow outer box that contains the two games and controllers inside, each in their own generic white box. Some of these white boxes also showed up at Federated Electronics, an electronics outlet store that Atari purchased in the 1980's.



Rarity: 6

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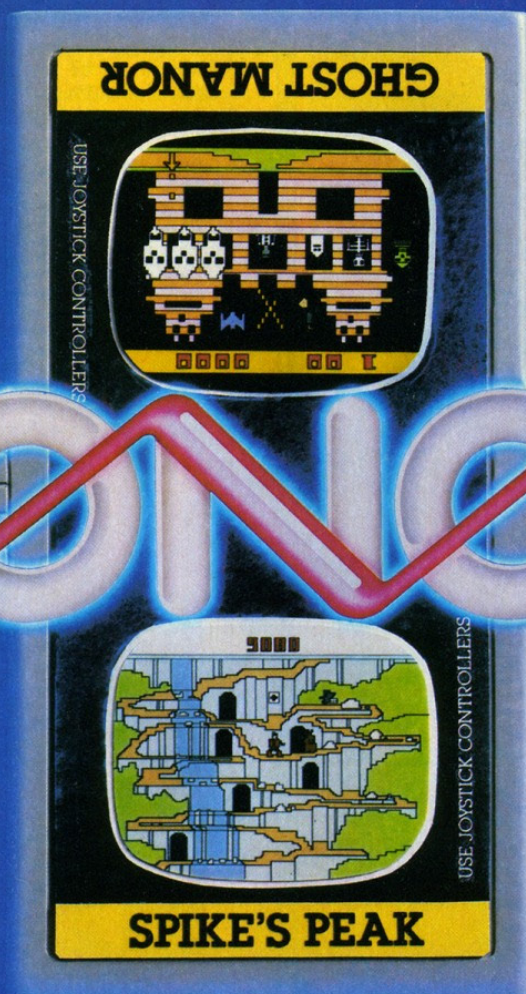
GHOST MANOR

You stand in the fog-shrouded graveyard outside Ghost Manor. You must knock over tombstones to find the key, lantern, and tools it will take to rescue your friend who's trapped inside. But what else lies beneath those tombstones? Inside, ghosts attack and a witch blows out your lantern as you search for the casket that magically transports you to the second floor. Once you find your friend, how do you get out before the house collapses? Ghosts have bad manners.

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XONOX®

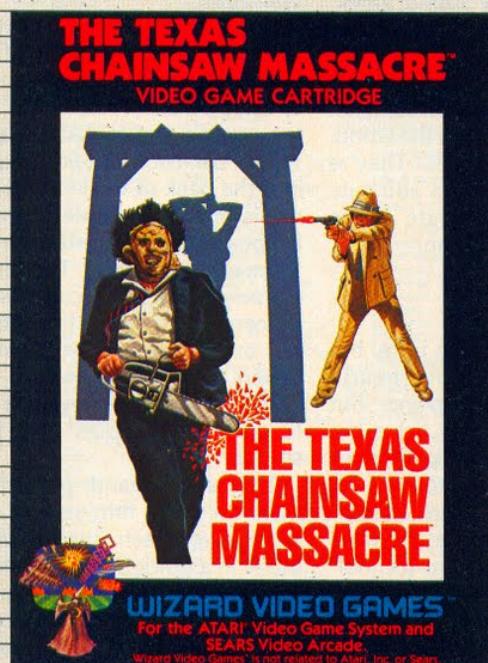
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Homebrew

An Atari 2600 homebrew is a video game designed for the Atari 2600 by an independent developer following the discontinuation of the console in 1992.

The Atari 2600 game console was introduced to the market by Atari, Inc. in 1977 as the Atari VCS, or Video Computer System. Since the console's release, hundreds of different game titles, by dozens of game manufacturers, have been released for the console, with the most popular titles, such as Pac-Man, Pitfall! and Missile Command, selling millions of copies each. Atari 2600 consoles continued to be manufactured throughout the 1980s, but by 1992 production had ceased. The last new Atari 2600 game title to be commercially released that year was Acid Drop – a puzzle game sold by Salu Ltd.

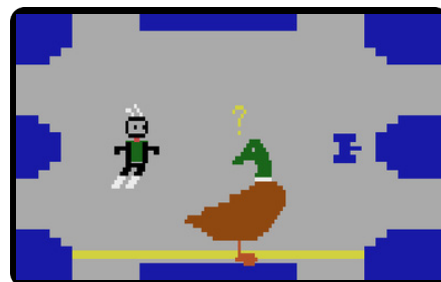
The next year, hobbyist Harry Dodgson released the first homebrew cartridge, titled 7800/2600 Monitor Cartridge. The cartridge was not a game, but rather a diagnostic tool that Dodgson hoped to persuade Atari Corp to market to customers interested in programming their own Atari 7800 games. As Atari no longer manufactured the keyboard controller required by the cartridge, they declined, so Dodgson decided to manufacture and market the cartridge on his own.

Dodgson purchased a batch of Atari 7800 Hat Trick games at Big Lots for a dollar or less each, and cannibalized the parts to create the new monitor cartridge. He then advertised the cartridge on Usenet and in a catalog for video game store Video 61, ultimately selling around 25 cartridges. With the relatively small number of hand-made cartridges, the title is considered a rarity among homebrews. The rights to the cartridge were later purchased by Video 61.

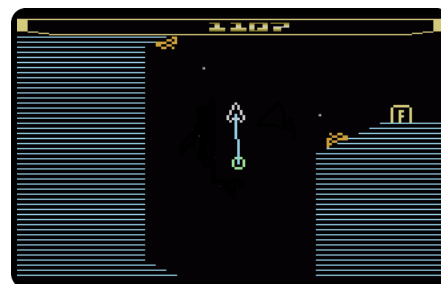
In 1995 – three years after Atari's withdrawal of the 2600 from the marketplace – independent developer Ed Federmeyer released another Atari 2600 homebrew project, titled SoundX, a cartridge that demonstrated the sound capabilities of the Atari 2600. Federmeyer used the term “homebrew” to describe this type of hobbyist-driven development, inspired by the California Homebrew Computer Club of early computer enthusiasts that included Apple founders Steve Jobs and Steve Wozniak. Originally designing the cartridge for his own use, Federmeyer decided to gauge interest among fellow retro game enthusiasts; like Dodgson, Federmeyer advertised his creation on Usenet, ultimately receiving over 50 responses. Following SoundX, Federmeyer created an unlicensed port of the game Tetris, titled Edtris 2600.

Since then, over 100 homebrew games for the Atari 2600 have been released, many by AtariAge, a website that features “information on game cartridges, consoles, Atari artwork and all other topics Atari”. Many 2600 homebrews feature original concepts. SCSIdice, released by Joe Grand in 2001, is a paddle-based game (the first among homebrews) in which the player acts as a hard drive read head picking up color-coded data bits as they fly past. Oysteron, released by Piero Cavina in 1997, is an action game in which “space oysters” are opened and pearls collected to earn ammunition. Duck Attack! allows the player to battle giant, fire-breathing ducks in a quest to save the world from a mad scientist.

Many 2600 homebrews are unofficial ports of arcade and PC games that were popular during the 1980s but not ported to the 2600 at the time. Lady Bug, released by John W. Champeau in 2006, is a port of Universal Games' 1981 arcade game of the same name. Juno First, released by Chris Walton in 2009, is a port of a 1983 Konami arcade game; and Thrust, released by Thomas Jentzsch in 2000, is a port of a 1986 computer game originally designed for the BBC Micro and later ported to the Atari 8-bit family and the Commodore 64.



Screenshot from the 2010 Atari 2600 homebrew Duck Attack!



Screenshot from Thrust by Thomas Jentzsch (2000)



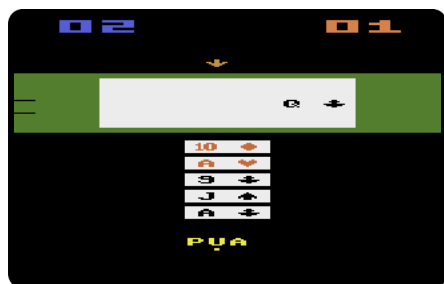
Screenshot of the Atari 2600 homebrew Medieval Mayhem by Darrell Spice Jr.

A popular activity among Atari 2600 enthusiasts is hacking existing ROM images. Modifications typically include new graphics and game colors, but may also include more complex changes such as gameplay modifications and the ability to use a different controller (e.g. joystick or paddle) than the controller for which the game was originally designed. A popular hack target is the 2600 version of Pac-Man, in which ROM hackers re-work the graphic elements to more closely resemble the arcade version.

Several homebrew games have taken the basic concepts of earlier games, and expanded them with improved graphics or additional gameplay options. Examples include Warring Worms by Billy Eno (2002), which took the basic premise of Surround and added new gameplay modes, such as the ability to fire shots at the opponent; and Medieval Mayhem by Darrell Spice Jr., a re-imagining of the game Warlords with enhanced graphics and additional gameplay options.

Another type of 2600 homebrew is the “demake”, a port from a more powerful system. Recent demakes include Halo 2600, a 4 KB game inspired by the Halo series of games. Halo 2600 was written by former Microsoft vice president Ed Fries, who was involved in Microsoft’s acquisition of Halo creators Bungie Studios. Other 2600 demakes include a Portal-inspired game titled Super 3D Portals 6 and a demo based on the Mega Man franchise.

The Atari 2600 is generally considered to be a very demanding programming environment, with a mere 128 bytes of RAM available without additional hardware, and no video frame buffer at all. The programmer must prepare each line of video output one at a time as it is being sent to the television. The only sprite capabilities the 2600 offers are one-dimensional 1-bit and 8-bit patterns; creating a two-dimensional object requires changing the pattern between each line of video.



Screenshot of Euchre (aka Video Euchre) by Erik Eid, one of the Atari 2600 homebrews featured in the 2003 Activision Anthology

Creating a homebrew Atari 2600 game involves many steps: learning the system specifications, designing, writing, and testing the game, and creating the physical cartridge. Atari 2600 emulators such as Stella and z26 are often used by homebrewers to test their games as they are being developed. Unlike later consoles, the Atari 2600 does not require a modchip to run homebrew cartridges; it will run any properly written program without checking for a digital signature or performing any

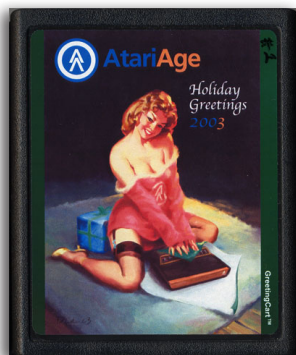
other type of authentication. It was this aspect of the hardware design that enabled third-party companies such as Activision and Imagic to develop Atari 2600 games without Atari's consent in the 1980s. This led Atari to incorporate authentication features in its later console, the Atari 7800, to prevent other companies from creating and selling their own 7800 titles without Atari's permission.

As the 2600 uses the 6507, a variant of the MOS Technology 6502 chip, as its CPU, most homebrews released are written in 6502 assembly language. However, in 2007, developer Fred X. Quimby released a compiler, “batari Basic,” which allows developers to create 2600 games in BASIC, a high-level programming language. Game designer and Georgia Institute of Technology associate professor Ian Bogost has used batari Basic in his classes to teach students video game concepts and history. An integrated development environment (IDE), Visual batari Basic, is also available. Written by Jeff Wierer and released in 2008, it runs on Microsoft Windows and requires .NET Framework 3.0.

Notable homebrews

In 2003, Activision selected several homebrew 2600 titles for inclusion in the Game Boy Advance version of their Activision Anthology: Climber 5 by Dennis Debro, Okie Dokie by Bob Colbert, Skeleton+ by Eric Ball, Space Treat Deluxe by Fabrizio Zavagli, Vault Assault by Brian Prescott, Video Euchre by Erik Eid, and Oystron.

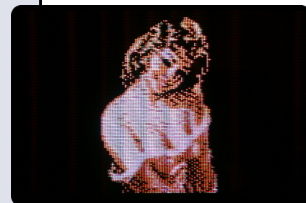
Medieval Mayhem by Darrell Spice Jr. has been featured in several retro-gaming tournaments. Other 2600 homebrews that have received attention outside the homebrew community include Halo 2600, Duck Attack!, and A-VCS-tec Challenge by Simon Quernhorst, an unofficial port of the Atari 8-bit game Aztec Challenge.



2003 AtariAge Holiday Cart

Developer	AtariAge
Publisher	AtariAge
Release date	2003
Genre	non-game
Mode	1 Player

The Holiday GreetingCart is an Atari 2600 cartridge with a unique, holiday-themed label created by artist Dave Exton. When plugged into an Atari 2600, the cartridge displays a rendition of the same image, courtesy of Interleaved ChronoColourtechnology. These carts were individually numbered and there were only two ways of getting one: By placing an order of \$50 or more in the AtariAge Store, or by winning the 2003 AtariAge Holiday GreetingCart Contest.

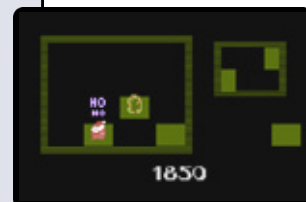


2004 AtariAge Holiday Cart: Holiday Qb

Developer	AtariAge
Publisher	AtariAge
Release date	2004
Genre	non-game
Mode	1 Player

Following in the footsteps of 2003 Holiday GreetingCart, for 2004 we released the 2004 Holiday Qb Cart, a collaboration between AtariAge, Andrew Davie, and Dave Exton. Qb is an original game written by Andrew Davie for the Atari 8-bit computers (back in 1984) and later ported to the Atari 2600 where it was released in 2001.

"atarigage.com"



2005 AtariAge Holiday Cart: Reindeer Rescue

Developer	AtariAge
Publisher	AtariAge
Release date	2003
Genre	non-game
Mode	1 Player

The 2005 Holiday Reindeer Rescue Cart, was a collaboration between AtariAge, Bob Montgomery, Nathan Strum, and Dave Exton. Reindeer Rescue is an original homebrew game written by Bob Montgomery, author of the captivating homebrew game Go Fish! In Reindeer Rescue players must help Santa rescue his lost reindeer.

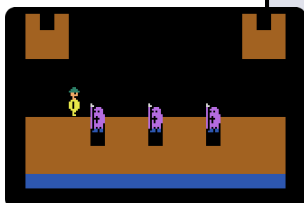
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2005 Minigame Multicart

Developer	Matley, Montgomery, Quimby, Walton
Publisher	AtariAge
Release date	2005
Genre	Compilation
Mode	1 Player

Atari 2600 fans Chris Walton (cd-w), Fred Quimby (batari), Bob Montgomery (vdub_bobby), and Zach Matley (Zach) submitted several 1K entries for the 2005 Minigame Competition. They teamed up to release their seven 1K games in a single 2005 Minigame Multicart, complete with an on-screen menu that allows easy selection of the games as well as instructions.

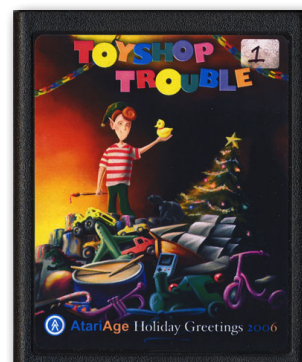


2006 AtariAge Holiday Cart: Toyshop Trouble

Developer	Payson, Matley, Montgomery, Jentzsch, Strum
Publisher	AtariAge
Release date	2006
Genre	Compilation
Mode	1 Player

For the fourth year in a row, AtariAge created an annual holiday cartridge as part of our annual holiday sale. The cartridge for 2006, Toyshop Trouble, was a collaboration between several homebrew authors and artists, including John Payson, Zach Matley, Bob Montgomery, Nathan Strum, Dave Exton, Fred Quimby, Thomas Jentzsch, and others.

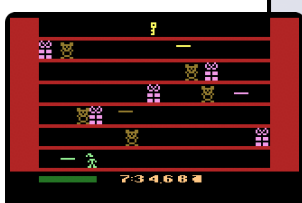
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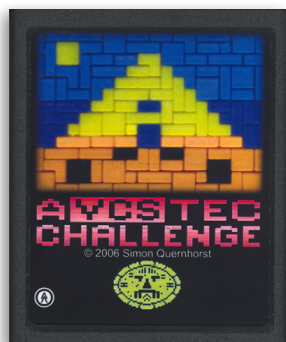


2007 AtariAge Holiday Cart: Stella's Stocking

Developer	AtariAge
Publisher	AtariAge
Release date	2007
Genre	Compilation
Mode	1-2 Players

The 2007 cartridge, Stella's Stocking, was a collaboration between several homebrew authors and artists, including John Payson, Darrell Spice Jr., Fred Quimby, David Weavil, Robert Mundschau, Chris Read, Nathan Strum, David Vazquez, Dave Exton, and others. Stella's Stocking features in-game artwork by Nathan Strum and David Vazquez, and included a illustrated label and eight-page manual by Dave Exton.



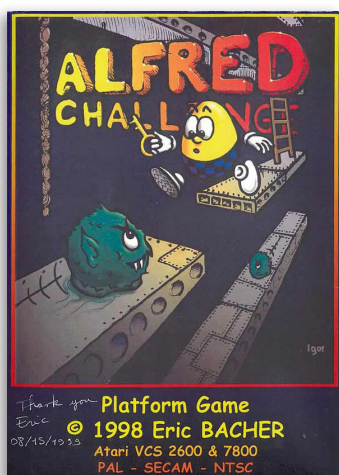


A-VCS-tec Challenge

Developer	Quernhorst, (music) Slocum
Publisher	AtariAge
Release date	2006
Genre	Action
Mode	1 Player

A-VCS-tec Challenge is a video game developed for the Atari 2600 video game console. The game was inspired by the 1980s Commodore 64 game Aztec Challenge. A-VCS-tec Challenge was written by Atari 2600 homebrew developer Simon Quernhorst, with music by Paul Slocum.

The game was first released as a limited run of 55 boxed, numbered and signed copies. Following the run of the limited edition, the game was sold unboxed.

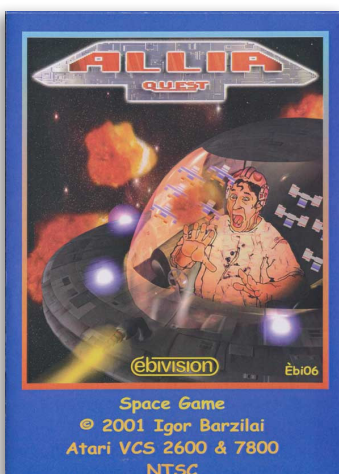
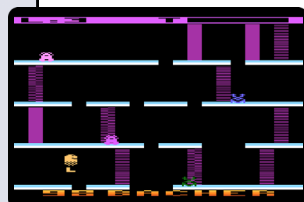


Alfred Challenge

Developer	Eric Bacher
Publisher	Ebivision
Release date	1998
Genre	Action
Mode	1 Player

Alfred Challenge was sold in a limited edition of 100 copies that included a box and full color manual. It quickly sold out, but players may still purchase the standard edition from Best Electronics (no box included). Ebivision also held a contest involving this game, in which the first person to discover the secret room would win a mystery game from Ebivision.

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Allia Quest

Developer	Igor Barzilai
Publisher	Ebivision
Release date	2001
Genre	Shooter
Mode	1 Player

Allia Quest, programmed by Igor Barzilai, is a classic shooter style game in the same vein as Megamania. It's a fast-paced game that seems easy at first but quickly gets more difficult, challenging even the most seasoned 2600 veterans.

The game was released in limited quantities at Classic Gaming Expo 2001 and included a box, manual, and limited edition label.

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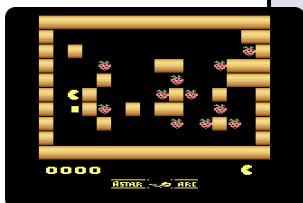
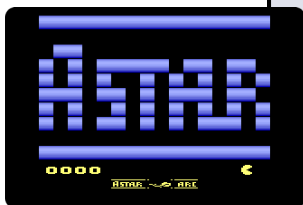


AStar

Developer Aaron Curtis
Publisher AtariAge
Release date 2006
Genre Puzzle
Mode 1 Player

AStar is a puzzle game for the Atari 2600 by Aaron Curtis, whose first homebrew endeavor was the highly popular Fall Down. AStar is inspired by an old calculator game called DStar. The basic idea is to collect all the items, but it's not as easy as it may seem at first. Players can only move in a straight line until they hit something. They can then change their direction and again move forward until they hit a wall.

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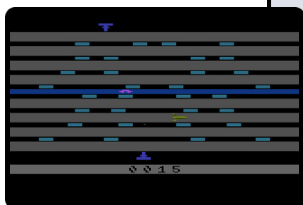


Backfire

Developer Chad Lare
Publisher AtariAge
Release date 2003
Genre Shooter
Mode 1 Player

Backfire is a homebrew by Chad Lare. In Backfire players have two guns, one on the top of the screen and one on the bottom. To control the gun on the top of the screen, press up, to switch to the other gun, press down. Once players are controlling a gun, they can move horizontally and shoot. If they have a clear shot all the way across the screen, they can accidentally blow up their own gun.

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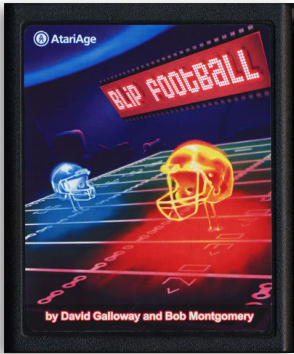


Bee-Ball

Developer Ivan Machado
Publisher AtariAge
Release date 2007
Genre Sports
Mode 1-2 Players

In the competitive sport of Bee-Ball, players must score 10 points against their opponent to win a match. They can swing at the ball to send it flying over to the net or block when the opponent is trying to get the ball past them. If the ball is about to fly over their head, they can head butt the ball in an attempt to prevent a point from being scored against them. Points are scored if the ball touches the floor or the ball flies out of bounds, but in order to score they must first successfully serve.



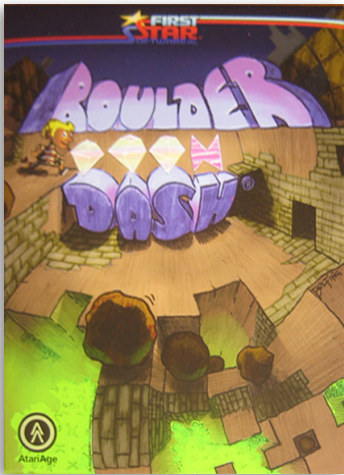


BLiP Football

Developer	Galloway, Montgomery x2, Hirschberg
Publisher	AtariAge
Release date	2006
Genre	Sports
Mode	2 Players

In BLiP Football players control a running back and must get by the defenders trying to stop his progress. Players can see nine yards of the playing field at any time--when they go beyond one edge of the field, the player wraps around to the opposite edge, showing another nine yard segment of the field. The game is comprised of four 15-second quarters. On the fourth down they can optionally kick the ball instead of running it.

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Boulder Dash

Developer	Thomas Jentzsch, Andrew Davie
Publisher	AtariAge
Release date	2011
Genre	Action
Mode	1 Player

Boulder Dash is a 2600 port of the classic Atari 8-bit game originally published by First Star Software in 1984. In Boulder Dash players take on the role of Rockford, who must collect a set number of diamonds in each level before progressing to the next. To do so, Rockford must dig through caves while avoiding falling boulders, contact with creatures that inhabit the caves, and other dangers.

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XXX

Developer	xxx
Publisher	xxx
Release date	xxx
Genre	xxx
Mode	xxx

xxx

xxx

X.X

Rarity: x

X.X

XXX

Developer

Publisher

Release date

Genre

Mode

xxx

xxx

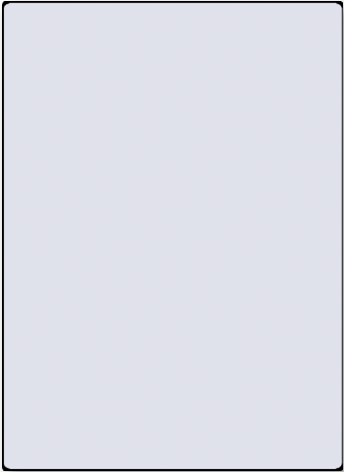
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Rarity: x

X.X

XXX

Developer

Publisher

Release date

Genre

Mode

xxx

xxx

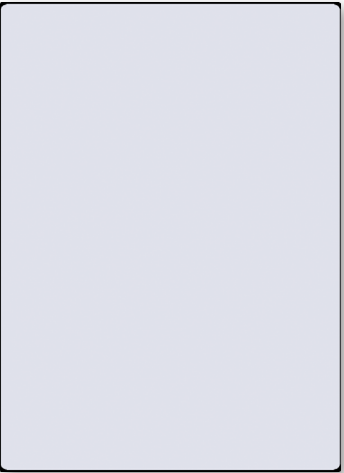
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Rarity: x

X.X

XXX

Developer

Publisher

Release date

Genre

Mode

xxx

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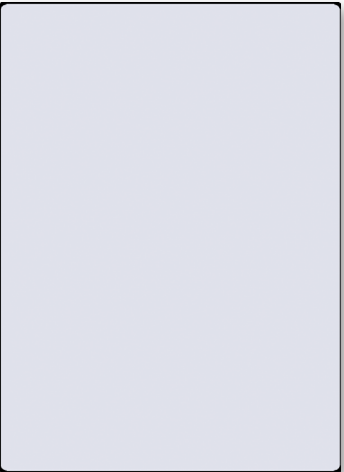
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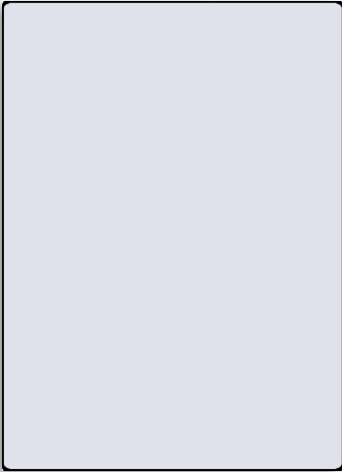
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Rarity: x



Rarity: x

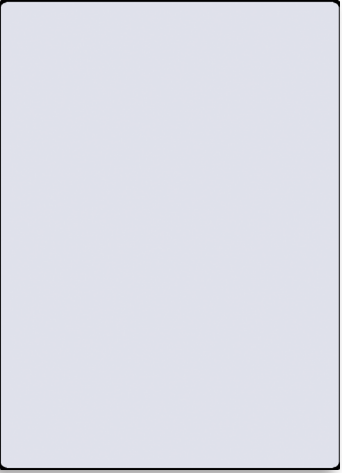
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Developer	xxx
Publisher	xxx
Release date	xxx
Genre	xxx
Mode	xxx

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x.x



Rarity: x

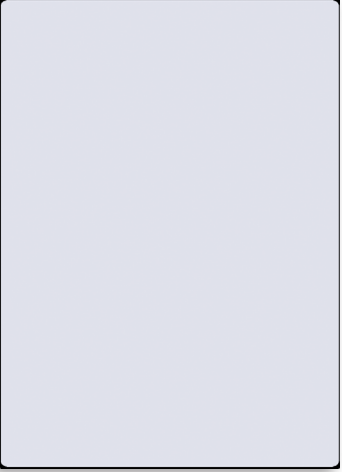
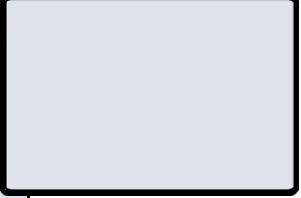
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Developer	xxx
Publisher	xxx
Release date	xxx
Genre	xxx
Mode	xxx

xxx

xxx

x.x



Rarity: x

xxx

Developer	xxx
Publisher	xxx
Release date	xxx
Genre	xxx
Mode	xxx

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x.x



X.X

XXX

Developer

Publisher

Release date

Genre

Mode

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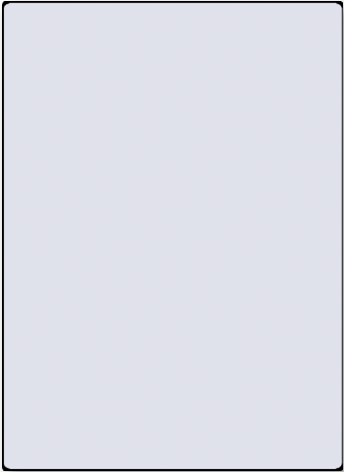
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Rarity: x

X.X

XXX

Developer

Publisher

Release date

Genre

Mode

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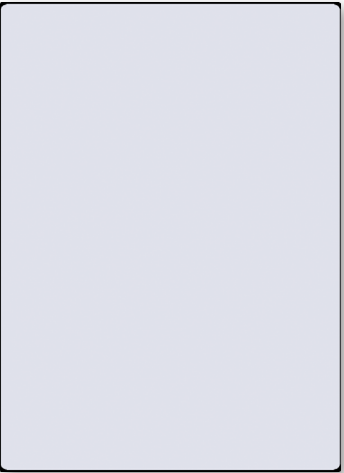
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Rarity: x

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Developer

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Mode

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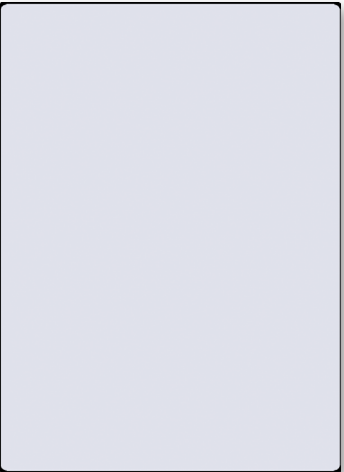
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Rarity: x