

color when the player's ship is not onscreen to shoot it, but the game nevertheless offers some fairly engaging two-player action.

I've Got Your Number!

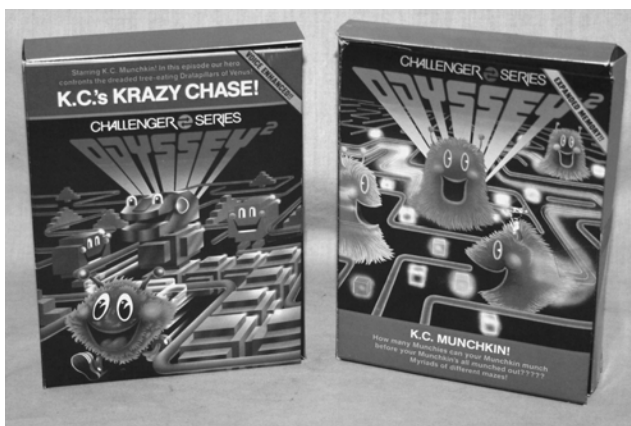
PUBLISHER: NAP. DEVELOPER: NAP. Educational/Math/Action, 2 players (simultaneous). 1979.

This simple, yet fun educational title depicts trees, boats, balls, numbers, and other symbols, most of which move around the playfield in circular motions. At the bottom of the screen, equations appear, and players must decipher the problems by getting their character to run and touch the correct symbols. The equations are a combination of numbers and objects, meaning gamers learn object recognition as well as addition and subtraction. The first player to solve 10 problems correctly is the winner. *I've Got Your Number!* does a nice job incorporating arcade-like action (race for the object) into a learning program for younger children. The game has personality as well. When a player guesses incorrectly, his or her character shamefully ducks his head and turns to the wall.

K.C. Munchkin!

PUBLISHER: NAP. DEVELOPER: NAP. Maze, 1 player. 1981.

One of the best *Pac-Man* copycats for any system of any era, *K.C. Munchkin!* brings some new things to the dot-munching table, including moving dots, multiple mazes, invisible mazes, and the ability for players to generate their own playfields. The title character, which was named after NAP president K.C. Mencken, is a likable little fellow who grins and has antennae, and his archenemy trio of pursuing Munchers is flicker free. The game will appeal to those who were disappointed by the anemic Atari 2600 *Pac-Man*, and to those who got burned out on the original *Pac-Man* arcade game. Atari, miffed at



Two boxed Odyssey2 games: *K.C.'s Krazy Chase!* and *K.C. Munchkin!* The former was released to take the place of the latter, which was pulled from the shelves after a lawsuit won by Atari deemed that *K.C. Munchkin!* was too similar to *Pac-Man*.

the resemblance of *K.C. Munchkin!* to *Pac-Man*, sued NAP and eventually won, resulting in retail stores pulling the game from their shelves. Luckily, plenty of units sold before the court order took effect, meaning this great game is relatively common in today's collector's market.

K.C.'s Krazy Chase!

PUBLISHER: NAP. DEVELOPER: NAP. Maze, 1 player. 1982.

After being forced to take *K.C. Munchkin!* off the market (thanks to an Atari lawsuit), NAP released *K.C.'s Krazy Chase!*, which, amazingly enough, is even better than its progenitor. Players once again maneuver the hungry title character around a variety of *Pac-Man* like mazes (including playfields generated by the player), but instead of munching dots, K.C. eats little trees (which slow K.C.'s progress) and segments of a colorful Dratapillar (while avoiding the creature's face). One must presume that the inclusion of the centipede-like character made the game different enough from *Pac-Man* to keep Atari's attack dogs at bay. What the character also did was help make *K.C.'s Krazy Chase!* hands down the most enjoyable game in the entire Odyssey2 library.