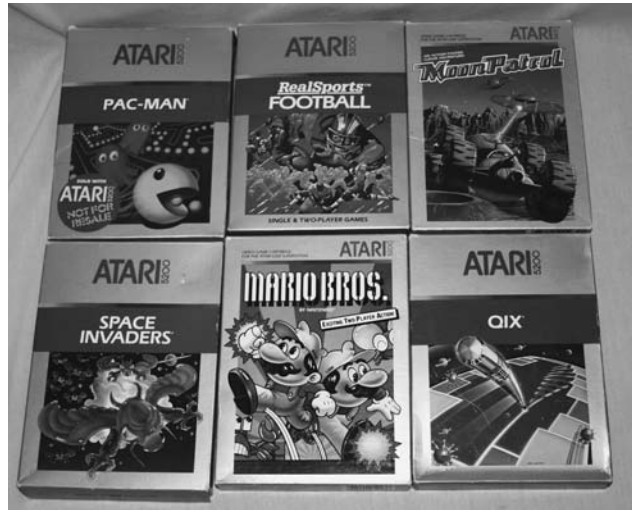




*Above:* Atari 5200 Controller Holder with two Controller Holder compatible games: *Robotron: 2084* and *Space Dungeon*. The Controller Holder allowed for dual-joystick action to better emulate the arcade experience. *Right:* Six boxed Atari-brand Atari 5200 games: *Pac-Man*, *RealSports Football*, *Moon Patrol*, *Space Invaders*, *Mario Bros.*, and *Qix*. With the exception of *Qix*, each of these games was also available for the Atari 2600, but the 5200 versions had better graphics and sounds.



precise aiming skills. Purists may scoff at the modifications, and they may also object to the missing bunker and the fact that there are fewer invaders per wave (48 instead of 55). These types of players should simply view the game as a generic shooter and have a blast.

### Space Shuttle: A Journey into Space

PUBLISHER: Activision. DEVELOPER: Activision. Flight Simulator, 1 player. 1983.

Viewed from a first-person perspective, *Space Shuttle: A Journey into Space* puts players in the cockpit of the Discovery. The mission is to launch the ship from Cape Ca-

naval, assume a stable orbit around Earth, rendezvous with and repair a satellite, reenter the atmosphere, get ready for final approach, and then land back on Earth. The less fuel players use, the better their score. The 2600 version of *Space Shuttle* was innovative in its use of the various switches on the console, but the 5200 keypad controls make the game a little more user friendly (which is a good thing, considering how complicated it is).

### Star Raiders

PUBLISHER: Atari. DEVELOPER: Atari. First-Person Shooter, 1 player. 1982.