

such tasks as climbing vines, dropping fruit on birds, leaping on platforms, and rescuing Donkey Kong from Mario.

### Dragonfire

PUBLISHER: Imagic. DEVELOPER: Imagic. Action/Adventure, 1 or 2 players (alternating). 1984.

*Dragonfire* for the ColecoVision is a significant upgrade over the already impressive Atari 2600 and Intellivision versions of the game. Just about everything, from the castle to the dragon to the backgrounds, has been embellished with enhanced graphical detail. Surprisingly, however, the ornate treasures that glimmered so beautifully on the 2600 are now flat and monochromatic. Gameplay remains about the same. In the first screen, players guide the prince over a castle bridge while ducking under and jumping over fireballs. During the second stage, the prince must dodge dragon fire while running around gathering treasures. Like the Intellivision game, this rendition features the addition of an archer positioned on a tower, shooting arrows at the valiant prince as he runs across the bridge. Later levels add a ColecoVision-exclusive troll to the treasure room.

### The Dukes of Hazzard

PUBLISHER: Coleco. DEVELOPER: Coleco. Mission-Based Racing, 1 or 2 players (alternating). 1984.

Based on the CBS television series that aired from 1979 to 1985, *The Dukes of Hazzard* puts players behind the wheel of the General Lee, cruising through the streets of Hazzard County, trying to rescue Daisy Duke from the clutches of Jeremiah Stinge. Boss Hogg, who is visible in the rearview mirror, gives chase, and there are oil slicks and oncoming cars to avoid and dilapidated bridges to jump over. Designed exclusively for Coleco's steering wheel controller, the game benefits from an unusual (for the time) in-the-car perspective.

### Evolution

PUBLISHER: Sydney. DEVELOPER: Sydney.

Action/Life Development Simulator, 1 player. 1983.

*Evolution* has players evolving through six progressive stages: Amoeba, Tadpole, Rodent, Beaver, Gorilla, and Human. Gameplay involves fighting off spores, eating flies, avoiding snakes, collecting twigs to build a dam, tossing coconuts at gorillas, and fighting with mutants. Essentially, the cartridge is comprised of a series of fairly derivative mini-games consisting primarily of sidestepping (and sometimes shooting) enemies and collecting items.

### Facemaker

PUBLISHER: Spinnaker. DEVELOPER: Spinnaker. Educational/ Memory/Art, 1 player. 1983.

Just as the title suggests, this curious little game has players making faces. Not their own faces, of course, but onscreen faces comprised of five categories (mouth, hair, nose, eyes, and ears), with each category containing six choices. Standard human faces are included, but the game also has alien and other strange facial parts. Completed faces can stick out their tongues, wink, cry, frown, and perform other sequential functions, which players are encouraged to memorize via a mini-game.

### Fathom

PUBLISHER: Imagic. DEVELOPER: Imagic. Action/Adventure, 1 player. 1983.

*Fathom* is divided into two sections, with the overall goal being to rescue Neptune's daughter, who is trapped in a cage at the bottom of the ocean. Players must avoid jellyfish and eat seahorses while controlling a dolphin, and avoid blackbirds and grab clouds while flying through the air as a seagull. Prior to the big rescue, players must first collect three pieces of a trident. Predictably, this rendition of the game has better graphics (the sunken ship looks especially cool) than the Atari 2600 and Intellivision versions. All three are fun to play.