



CBS
ELECTRONICS

THE SYSTEM EXPANDS



Roller Controller

The new Roller Controller for CBS ColecoVision adds the control and speed of movement essential for some fast moving arcade games. The free-rolling ball gives a 360° full field movement in any direction and the faster the ball spins, the faster the on-screen character action.

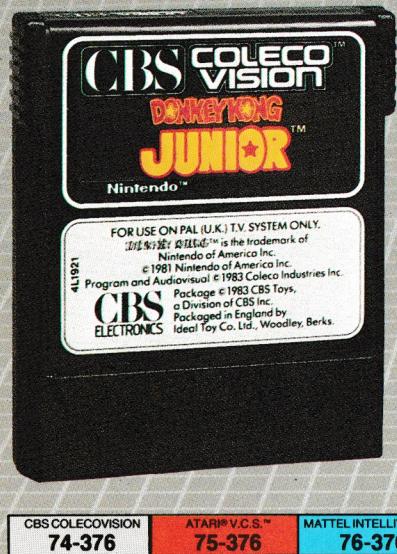
The Roller Controller simply plugs into the controller ports of the CBS ColecoVision console, and the hand controllers clip into the Roller Controller base. The red press buttons on the Roller Controller become the fire buttons. A simple switch activates the Roller Controller mode, and equally simply, you can switch back to conventional joystick operation without disconnecting the Roller Controller.

CBS ColecoVision cartridges currently available for use with the Roller Controller are Slither and Victory (for details see games section).

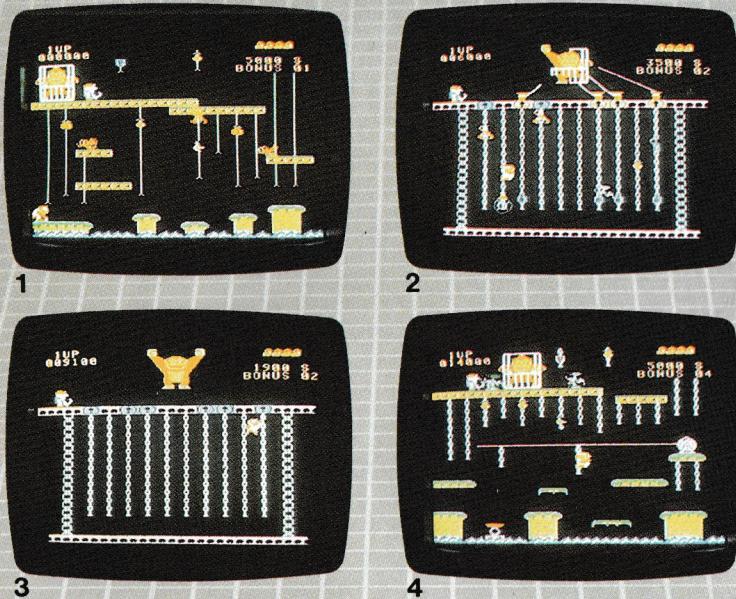


Super Action Controllers

Super Action Controllers for CBS ColecoVision incorporate extra controls for more complex, more challenging on-screen action. Special features include 4 fingertip controlled action buttons located in the 'pistol-grip' of the controller. These buttons can control up to 4 different characters on-screen, or 4 different actions of an on-screen character. The 8-direction joystick is backed up by the unique Speed Roller which helps control character movement. The 12-button keypad is used to select special game-plays and tactics in some games, in addition to game pause and game selection. Super Action controllers can be used with most CBS ColecoVision game cartridges, but has been specially developed for use with Soccer, Rocky and Baseball which are currently available.



CBS COLECOVISION
74-376 ATARI® V.C.S.™ 75-376 MATTEL INTELLIVISION™ 76-376



DONKEY KONG JUNIOR™ (Nintendo)

The tables are turned on the wicked Kong. Mario has captured the great ape and now Kong's son – Donkey Kong Junior – has come to rescue his dad.

The rescue mission involves climbing vines, jumping from moving platforms, collecting keys and avoiding Snap Jaws and Nit Picker birds.

GAME SCREENS

- Junior must climb the vines and jump from platform to platform to rescue his dad.
- Now the wicked Mario has moved to a new hideout. Junior must climb the vines and push keys into the locks.
- Even when Junior has outsmarted the Snap Jaws and put all the keys in the locks, he faces another challenge.
- If you jump at the wrong time you could miss the platform. If you wait too long the Nitpicker birds will pick you off.

DONKEY KONG JUNIOR™ is the trademark of Nintendo of America, Inc. © 1981 Nintendo of America, Inc.

TIME PILOT™ (Konami)

As happens to most Space Travellers, your ship's computer blows and you find yourself moving through time warps. In Time Pilot you face the threats of 1910 biplanes, 1940 fighters, 1970 helicopters and finally 1980's jet planes. Each age presents different challenges to test the best Time Pilot.

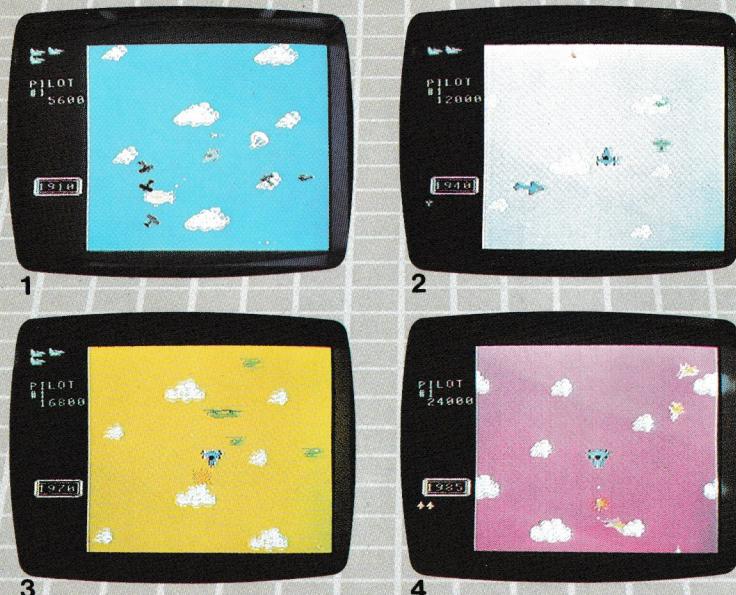
GAME SCREENS

- Steer your spaceship through time and engage the enemies of each era. Firstly, the biplanes of 1910.
- Your next challenge comes in 1940. Hordes of fighters lead by the Blue Bomber.
- In 1970, helicopter gunships test your reactions to the limit. Eliminate the Master Copter to move to the next stage.
- Jet planes of 1985 move at incredible speeds. Knock them out before they get you.

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CBS COLECOVISION
74-289 ATARI® V.C.S.™ — MATTEL INTELLIVISION™ —

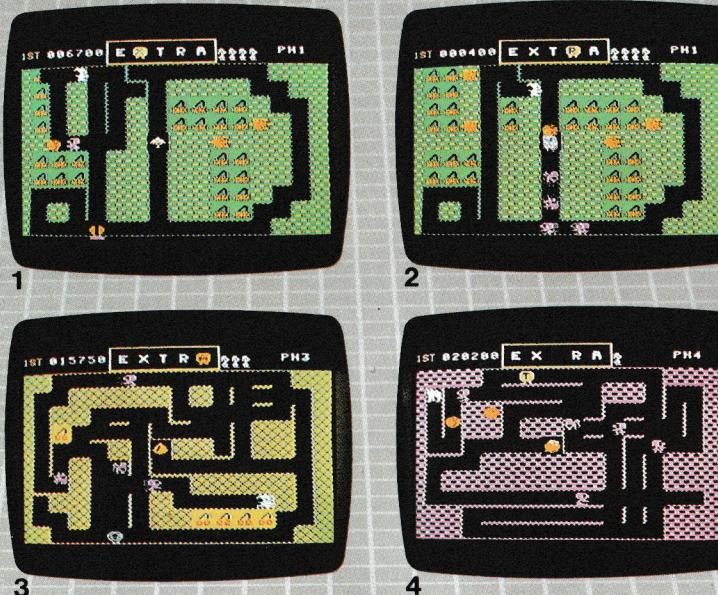


MR. DO!™ (Universal)

Mr. Do has one object in mind; to harvest the cherry orchard, but his enemies have other ideas. Mr. Do is more cunning than most; he can use apples to block pathways, drop apples on his pursuers and use his magic bouncing ball. Moving letters enter the mazes to present extra threats and offer bonuses.

GAME SCREENS

1. Mr. Do moves around his orchard to gather in the cherry harvest, but the bad guys want to stop him.
2. Mr. Do can use apples to block pathways, or as offensive weapons to foil his pursuers.
3. Sometimes, a falling apple has a diamond centre. Collect the prize to clear the screen.
4. Mr. Do can use his magic bouncing ball to eliminate enemies and to score bonus letters.



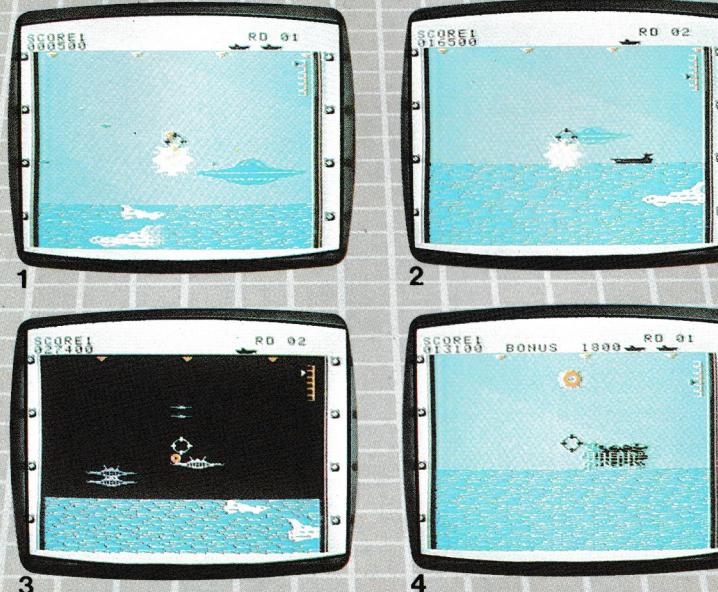
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SUB ROC™ (Sega)

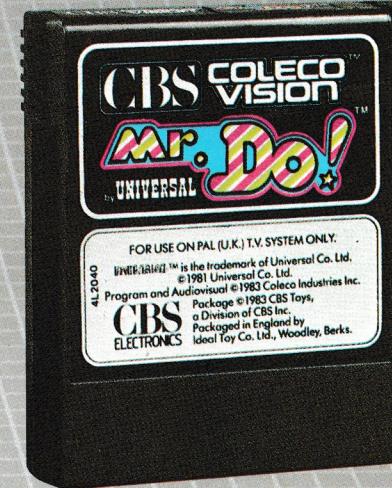
You are the commander of a unique vessel, one which can travel under water or fly above the surface of the waves. In the water you are threatened by battleships and other aqua-alien - use your torpedoes to destroy them. In the air, your opponents include fighter planes and flying saucers. Your weaponry is a laser blaster. Survive long enough and you encounter the deadly command ship.

GAME SCREENS

1. Direct your gun sight to locate your enemies whether in the air or on the sea.
2. Hit the mystery targets to score bonus points, but don't take your eye off the aliens.
3. As night falls, more alien ships sweep in from the distance firing galactic depth charges.
4. Your final opponent, the deadly command ship. Penetrate the ship's force field to eliminate the fleet leader.



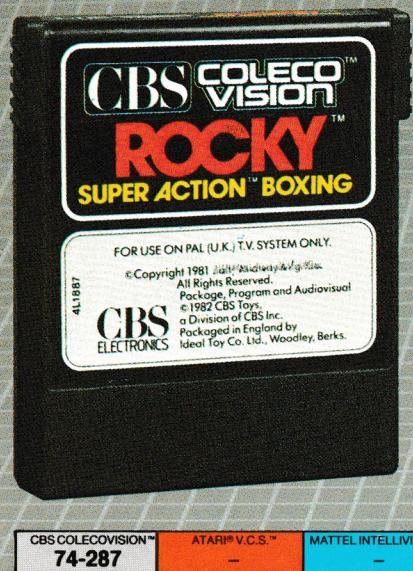
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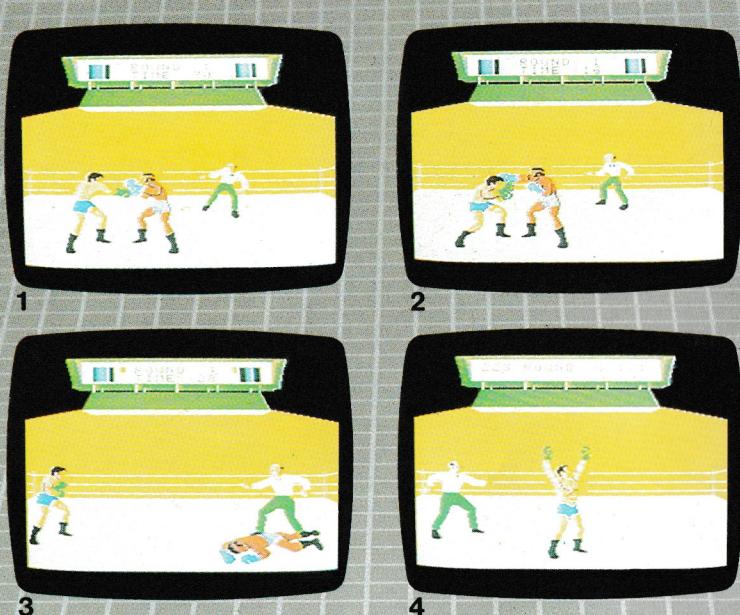
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CBS COLECOVISION™ 74-287 ATARI® V.C.S.™ — MATTEL INTELLIVISION™ —



***ROCKY:™ (United Artists)**

The classic Rocky vs. Clubber contest is captured in this game, but each fight is different and you control the result. Move your fighter around the ring; throw body punches, head punches, bring up your gloves or duck to protect yourself. Watch the indicators at the top to see how dazed, or tired, you are. At the end of each round the computer shows your score.

Select which boxer you want to be and play against the computer, or a friend.

GAME SCREENS

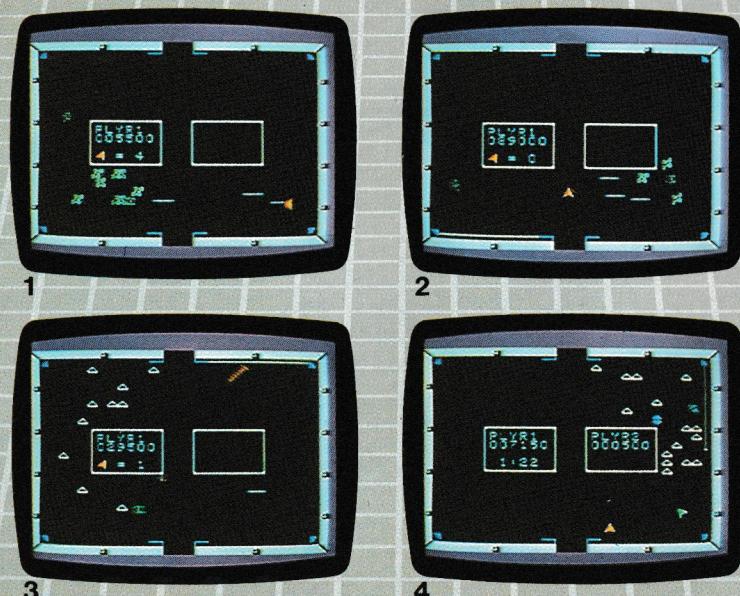
1. Round 1. Rocky throws a body punch. Clubber blocks the punch with his gloves.
2. Clubber throws a head punch, but Rocky ducks in time.
3. Round 4. Constant pressure by Rocky pays off, and Clubber is down for an 8 count.
4. After a gruelling contest, Clubber can't beat the count and Rocky wins in Round 6.

*For use with Super Action Controller

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CBS COLECOVISION™ 74-377 ATARI® V.C.S.™ — MATTEL INTELLIVISION™ 76-377



OMEGA RACE:™

As a starship commander you enter the deep space training field to be confronted by the evil Droid fleet. Steer your command ship to out-maneuvre the alien forces and fire laser blasts to eliminate your opponents. Take too long and the aliens become mine-firing deathships. If you find yourself in a difficult situation you can bounce off the tunnel walls and warp to another section of the space field.

Omega Race can be played in a head to head version, and you can choose from 3 options – Fast Bounce, Tunnel or Astrogates.

GAME SCREENS

1. Steer your Omega fighter around the maze and fire laser beams to destroy the alien force.
2. Use the escape gates to move from one side of the maze to the other.
3. If you collide with an outer barrier you bounce, and your speed increases.
4. In the Head to Head option, you face opponents and each other.

OMEGA RACE™ is the trademark of Bally Midway Mfg. Co. © 1983 Bally Midway Mfg. Co. All Rights Reserved.

†VICTORY:™ (Exidy)

Your planet has been over-run by an alien force. They've installed radar, rockets and quark silos. Their deadly ships drop paratroopers to release the quarks.

You must guide your spaceship to eliminate attacking forces and prevent release of the deadly quarks.

During each flight you have a limited number of shields to defend you against opponents. You also have to watch your fuel supply. To refuel land on the planet's surface at a refueling depot, or you may land sooner than expected!

GAME SCREENS

1. Launch your spaceship high into the stratosphere to fight off alien invaders.
2. Use your shields for defence or the devastating domesday device to blow all enemies in the area.
3. Paratroopers must be destroyed before they reach the planet surface and release the deadly quarks.
4. Watch your fuel supply. Negotiate a safe landing on the earth's surface to refuel and finish your mission.

†For use with Roller Controller

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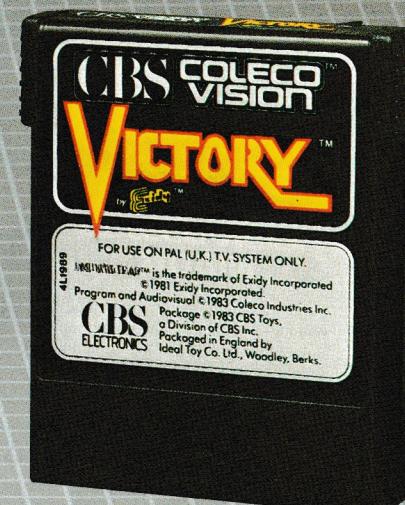
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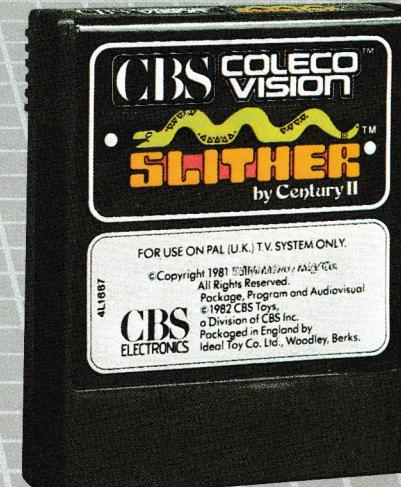
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CBS COLECOVISION™
74-359

ATARI® V.C.S.™

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Avail. with Roller Controller

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†SLITHER:™ (Century II)

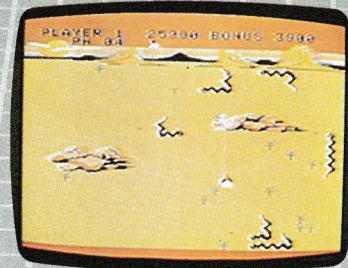
Your ship is surrounded by deadly snakes and dinosaurs. Fire at your wriggling attackers, but one shot rarely does the trick; snakes can split when your laser blast hits them. Pterodactyls menace from the air and Tyrannosaurs lay walls of brush to block your way. And after a few rounds of play invisible snakes join them all to chase your ship.

GAME SCREENS

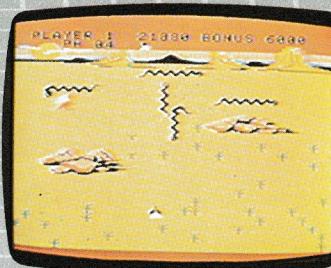
1. Move your ship around the desert and blast at the deadly snakes.
2. Here comes the pterodactyl. He lays more obstacles to block your laser blasts.
3. Snakes move all around. They even sneak up behind you.
4. Just when you think you're winning, the winged blue pterosaur arrives to threaten you.

†For use with Roller Controller

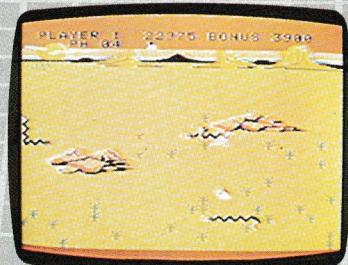
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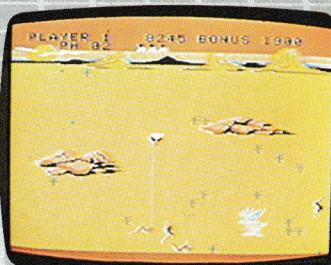
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