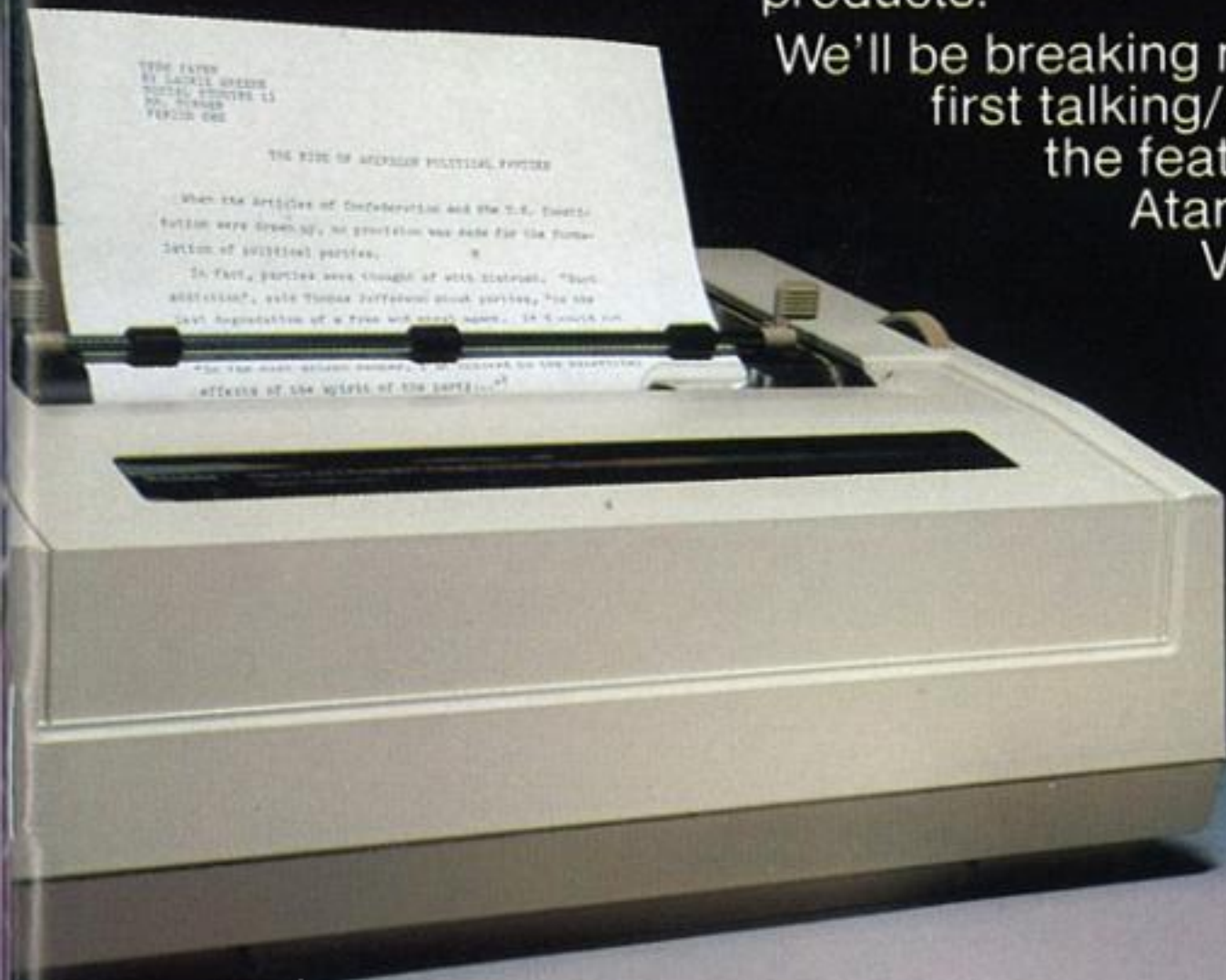# COLECO

ELECTRONICS 1984

COMMAND THE POWERS
OF ADAM™
.... AND THE ENTIRE
COLECO ELECTRONICS LINE!

The revolutionary step of offering a comprehensive *Family* Computer System made ADAM™ one of the most talked-about new products of 1983. And Coleco is adding even more in '84! A selection of *practical* peripherals and important advances in state-of-the-art software will make the system more powerful, more versatile, and more useful!

There'll also be even more in '84 for ColecoVision®! Since everything made for ColecoVision® is *fully compatible* with ADAM™, the hot new arcade games and Family Learning game cartridges we're introducing will provide meaningful sales impact for both products.

We'll be breaking new ground with our new Kid Vid™ Video Game System ... the first talking/educational system designed specifically for kids. It *combines* the features of our successful Gemini™ game console, which plays Atari® 2600 VCS compatible game cartridges and our Kid Vid™ Voice Module, which plays interactive educational Sound Story cassettes and can even be used as a portable tape recorder.
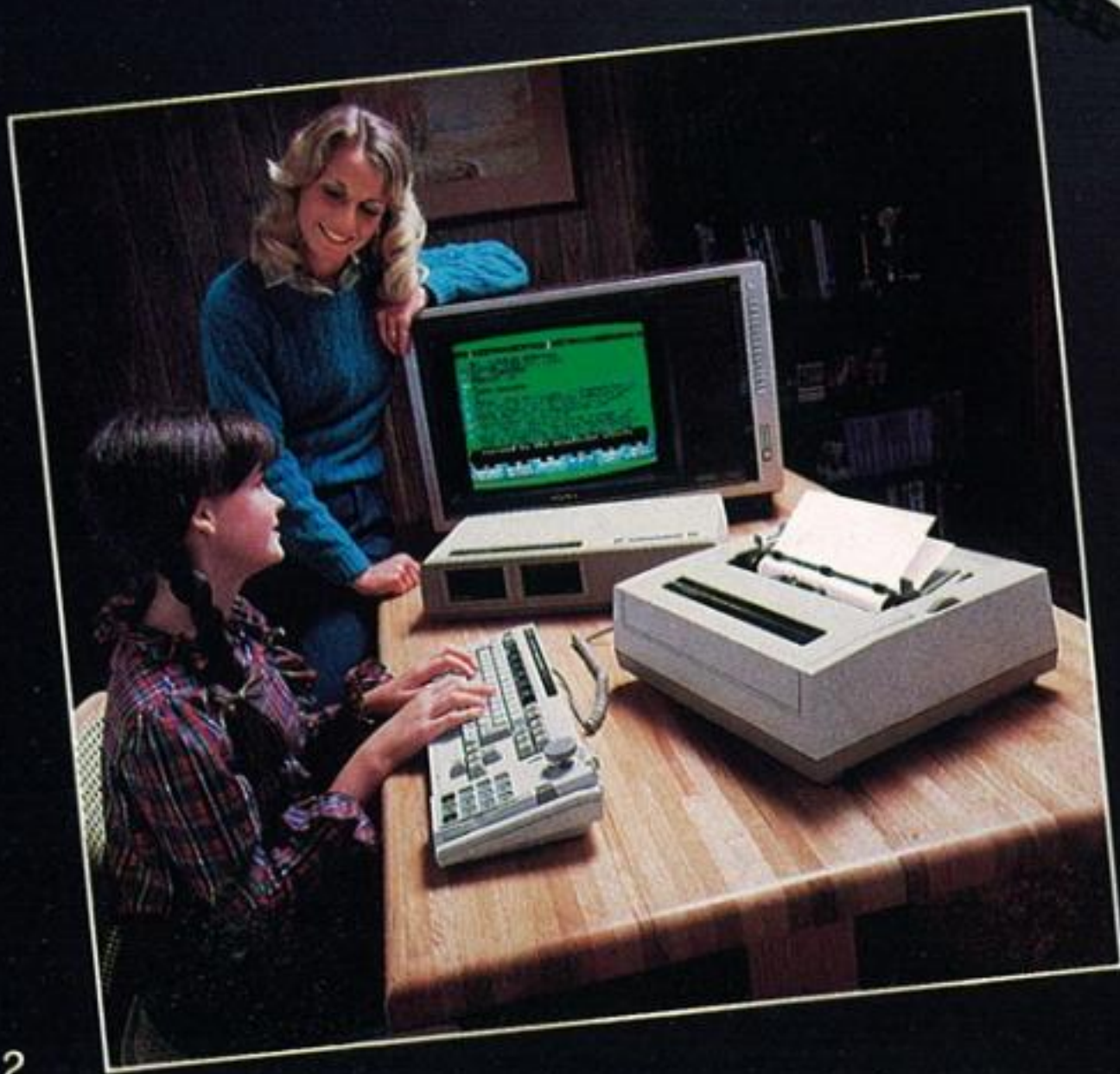
And our selection of new Atari® 2600 VCS compatible game cartridges will include only the biggest arcade winners to assure you high-volume success.

Look ahead to a successful 1984: Command the powers of Coleco Electronics!

1

ADAM™ THE ColecoVision®

ADAM™ Has Changed the Home Computer Market Forever!

As soon as it was announced, ADAM™ permanently changed the strategy of the home computer industry. Before ADAM™ was ever even on a shelf, manufacturers were trying to compete by hastily throwing together their own computer packages.

Now that ADAM™ is going strong, everyone else will be playing catch-up again. Because not only is ADAM™ an advanced concept in *marketing*, it employs some of the most advanced *technology* as well.

No other home computer company has ever offered anything quite like ADAM™ . . . a powerful, *complete* 80K RAM Family Computer System, which incorporates peripherals and software that are usually expensive "extras," like a built-in data drive, a built-in electronic typewriter/word processing program, and a SmartWRITER™ letter-quality printer.

ADAM THE COLECOVISION FAMILY COMPUTER SYSTEM

EVERYTHING YOU NEED IN ONE PACKAGE!

#2410
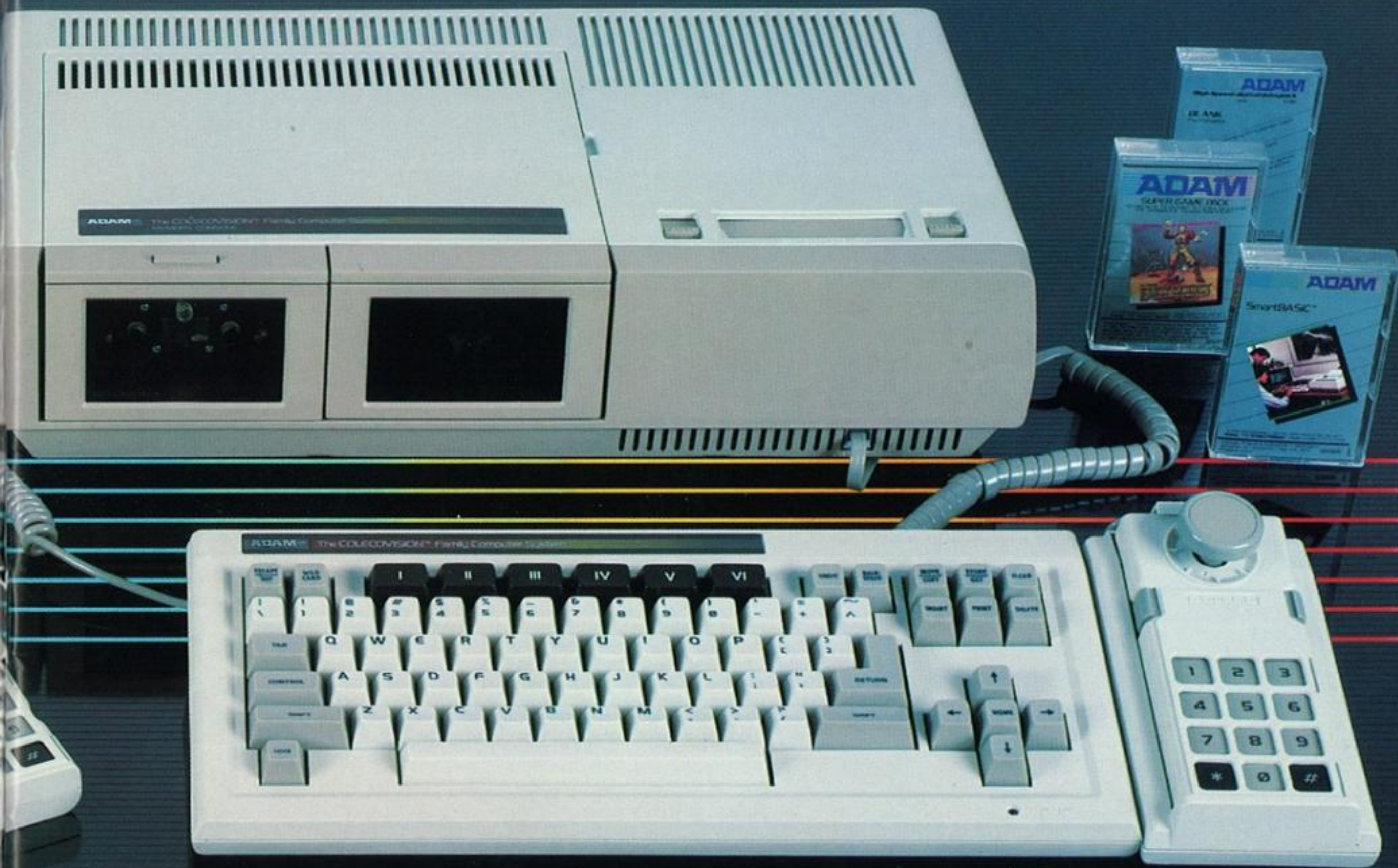
ADAM™ is an Even Better Computer than Anyone Believed!

Besides its well-known abilities as an easy-to-learn word processing system, a powerful family computer, and a state-of-the-art game player, ADAM™ has other capabilities that keep it way ahead of the competition.

For instance, there's ADAM-Net™, our exclusive built-in network interface, which will allow users to connect a total of 12 peripherals, in addition to the Printer and Digital Data Drive. The system also has the potential to perform many multi-tasking (concurrent) operations.

To further expand the powers of ADAM™, we'll be introducing several new peripherals. The low-priced, high-speed ADAMLink™ 1200 Modem to make the home telephone part of the computer network. Two mass memory storage devices . . . a second Digital Data Drive, and a 5¼″ Disk Drive. A 64K Memory Expander. A Tractor Feed for the SmartWRITER™ Printer. And more.

No one else has yet been able to duplicate the amazing price/value relationship of the ADAM™ Family Computer System. Add in a full selection of useful accessories and exciting software for 1984 and that makes it the year that ADAM™ will reach its full potential as the computer of the future.

ADAM™ (EXPANSION MODULE #3) THE ColecoVision®
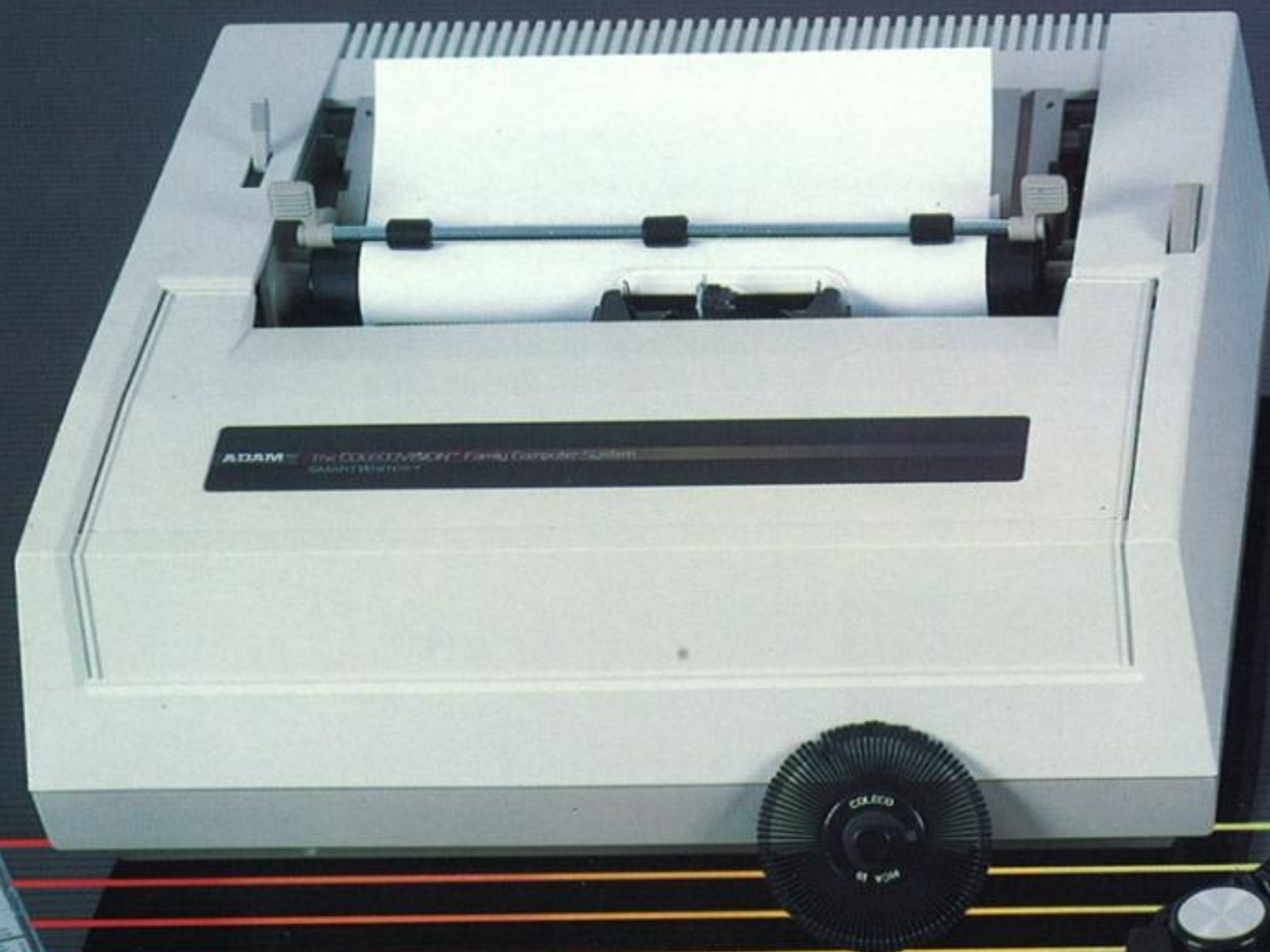
There are two versions of ADAM™. One is an Expansion Module specially designed for ColecoVision® owners.

For millions of ColecoVision® owners, ADAM™ (Expansion Module #3) represents the ultimate fulfillment of a promise. One of the reasons so many people choose ColecoVision® is the system's *expandability*.

Unlike previous home video games, ColecoVision® is keeping up with all advances in technology; or, as we put it, "making obsolescence obsolete." ColecoVision® has consistently been introducing exciting new Expansion Modules and Controllers.

Now comes ADAM™, the ColecoVision® Family Computer *Module*. And its performance will exceed even your most optimistic expectations.

FAMILY COMPUTER MODULE

#2404

In just minutes, with incredible ease, the ColecoVision® game console can be upgraded with Expansion Module #3. This complete package of hardware and software gives ColecoVision® all of the fully networked power of the ADAM™ computer system. It's just what ColecoVision® owners have been waiting for!

As soon as it's plugged into a ColecoVision®, the Module delivers a full 80K of computer power. (64K in the Memory Console, plus the 16K ColecoVision® already contains.) Of course, it's also expandable to 144K.

The Module package includes everything that the stand-alone ADAM™ does (except game controllers, which

ColecoVision® owners already have). And it can perform all of the same functions. The only difference is that the Memory Console in the Module package is specially designed to combine with the ColecoVision® game system.

Expansion Module #3 will be an attractive purchase to previous ColecoVision® customers *and* will enhance the game console's sales appeal to future prospects. Anyone who already owns ColecoVision® will find the Module's low price almost irresistible. And anyone who's thinking about buying a game system will want to get the *expandable* one . . . ColecoVision®!

5
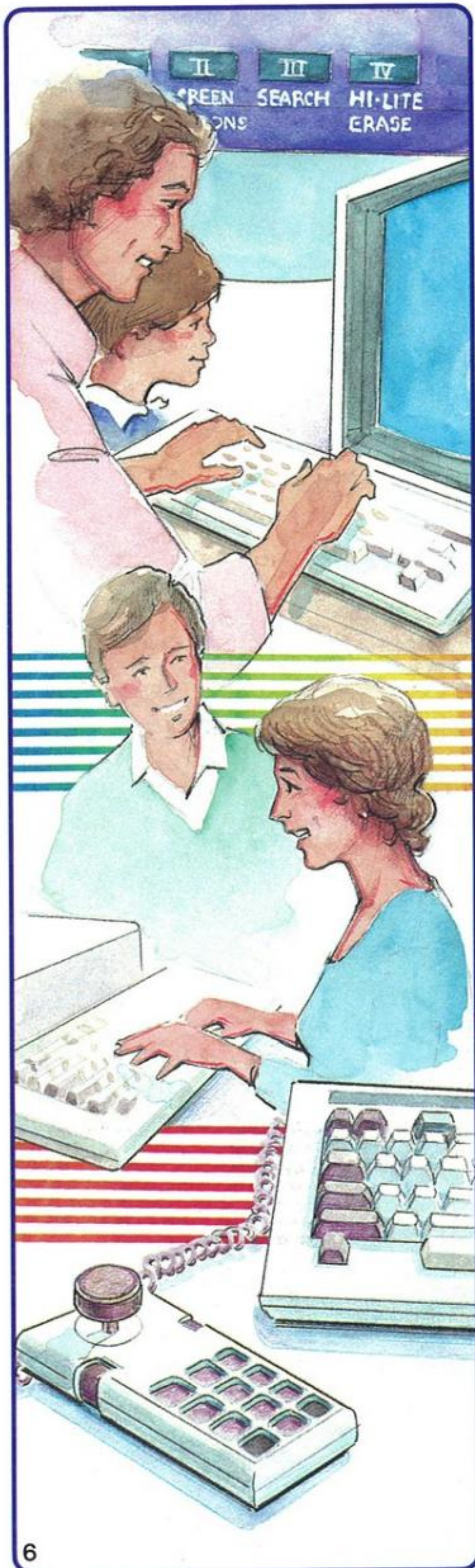
As everyone knows, the ADAM™ package includes all of the hardware a computer customer needs to use the system for word processing, game playing and BASIC programming. But the increasing sophistication of computer users will provide a solid market for accessories that make ADAM™ even more versatile. And that's why we're offering a carefully-planned selection of peripherals to further expand the powers of ADAM™!

ADAM™
Second Digital Data Drive

Offers the ADAM™ owner new convenience and new possibilities. It doubles the system's on-line data storage capacity, allowing up to 500K Bytes of data or program information to be stored on two digital data packs. It allows the user to access, copy or transfer stored information from two separate digital data packs *without* having to stop and change them. For example, while SmartBASIC™ is kept on one data drive, programs can be loaded and stored on another. The Second Digital Data Drive is easily installed in the space provided inside the Memory Console and plugs into connector ports.
#2409

ADAM™
5¼″ Disk Drive Module

A double density disk drive for those who prefer the disk storage medium. Information retrieval is swift and efficient, making it ideal for applications requiring frequent disk access. Most ADAM™ software will be available on 5¼″ disks as well as the standard digital data packs. The 5¼″ Disk Drive will work with all ADAM™ software, including SmartWRITER™ word processing and CP/M®-based programs. The Disk Drive Module fits easily into the Memory Console and can be used in conjunction with the Digital Data Drive. And whenever the user is ready, adding a second Disk Drive will be easy, because it can be mounted directly above the Module.

CP/M® is a registered trademark of Digital Research, Inc.
#7817

ADAM™
Tractor Feed
for SmartWRITER™ Printer

Designed especially for ADAM™! Snaps on to the SmartWRITER™ printer to securely hold continuous-feed fanfold paper in any width up to 9½″. This will make using the printer even quicker and more convenient, since paper will no longer have to be loaded one page at a time.
#7823
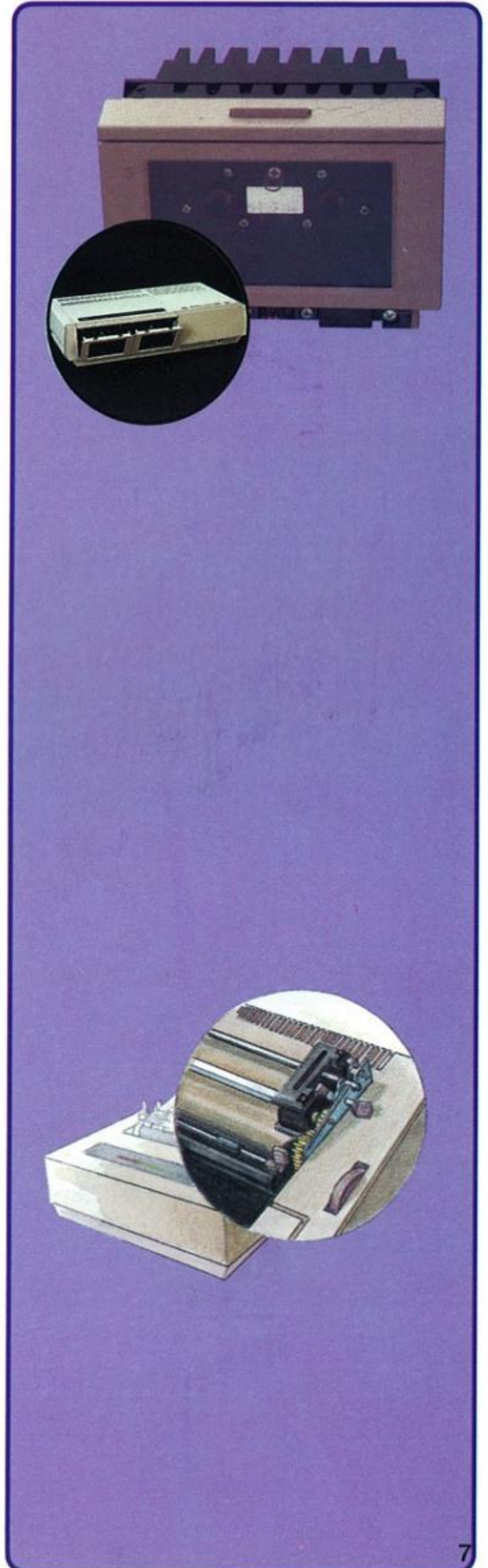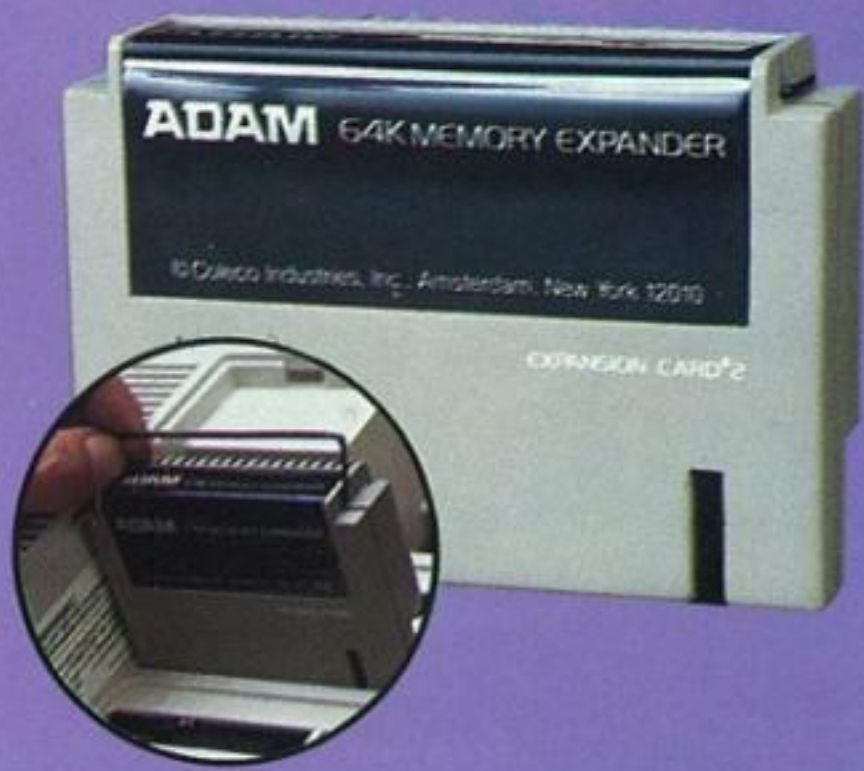
ADAM™
64K Memory Expander

Adds 64K bytes of RAM to give the ADAM™ system a total of 144K Random Access Memory. It increases the workspace capacity of SmartWRITER™ word processing by 64,000 characters . . . a full 32 pages of double-spaced text. It's a "card" that plugs directly into a slot beneath the access door of the Memory Console. Once it's in place, users can run more complex programs. The Memory Expander will increase the impressive power of ADAM™, and add immeasurably to versatility.
#2562

ADAMLink™ 1200
Direct Connect Modem

An advanced 1200/300 baud full duplex modem at an unheard-of low price point! ADAMLink™ 1200 has its own built-in microprocessor. It connects right in to ADAM-Net™ and it couples directly to the phone line, too. No additional interface is necessary and there are no clumsy receiver cups.

The ADAMLink™ Telecommunications software package is included, which incorporates advanced features that will make the Modem easier to use, such as automatic dialing and 1200/300 baud speed selection. Electronic banking can be handled efficiently and electronic mail sent at high speed. With the Modem, ADAM™ also becomes a terminal to access information services such as CompuServe, The Source and Dow Jones. As an added consumer incentive, the package will even include two hours of FREE time on "ADAM On-Line," a special *new* comprehensive information service operated by CompuServe, directed specifically at ADAM™ users.
#7818

ADAM™
Accessory Kit

Includes:
- Daisy wheels in three popular typefaces
  Emphasis – A large, bold type style. Useful for presentations or to help children master reading.
  Courier 72 – A bold, professional typeface, used with many business typewriters.
  Pica 10 – The most popular typeface for home electric typewriters.
- Replacement film ribbon cartridge
- Tape head cleaner
- Blank digital data pack
#7816

ADAM™
Replacement Daisy Wheels

Courier 72 (#7820) – A bold, professional typeface, used with many business typewriters.
Pica 10 (#7821) – The most popular typeface for home electric typewriters.

ADAM™
Replacement Ribbon Cartridges

Multi-strike carbon film ribbon for high-quality impression, maximum ribbon "life." Easy to install in SmartWRITER™ printer. Black only.
#7806

ADAM™
5¼" Blank Disks

High-speed, high-reliability disk for information storage and retrieval. Packaged in protective sleeves.
#7824

ADAM™
Blank Digital Data Packs

High-density, high-quality data packs, specially designed for use with ADAM™. Each stores approximately 250,000 bytes (characters) of data or program. Engineered for high-speed data transfer.
#2564

9

Command the Powers of ADAM™ Software!

As 1984 progresses, more and more software will become available for ADAM™. And as it does, the system's true power and versatility will become even more evident. Most ADAM™ software will be available on 5¼" disks as well as the standard digital data packs.

The selection starts with the most innovative educational products yet — ADAM™ Family Learning software. Each program is designed for children and adults to learn at their own pace. Programs adjust to keep up with the user's level of development. So, as the user masters each skill, the computer provides new challenges at higher levels. And customers will find a wide range of topics for all ages.

There has never been anything quite like the series of Home Information Management System programs created for ADAM™. The user can interchange information between a group of *unified* programs, including data management, word processing and graphics. Data entered for any "Smart" program can be used by any of the others *without* having to re-enter it all over again.

Besides playing *all* of the exciting ColecoVision® game cartridges and accepting *all* its Expansion Modules and game controllers, ADAM™ also will bring a new dimension to home video entertainment . . . the Super Game Pack.

Super Game Packs maximize the system's capabilities to reproduce every subtle nuance of coin-op arcade games, including opening sequences, intermissions and "Hall of Fame" high-score screens. Both graphic detailing and sophistication of play action reach new heights on Arcade Super Game Packs.

Many other leading software developers will be adding to the growing list of ADAM™ programs. Spinnaker Software is designing several innovative educational titles, Continental is planning easy-to-use management programs, and there'll also be top-selling games from Infocom, Sierra On-Line, Broderbund and other important names.

So, whether your customers are looking for education, for help in organizing their lives, or just for fast-paced fun, ADAM™ has them covered. And since they've only just begun to discover the powers of ADAM™, you truly have the program for their future.

$127 + 57$

199×50

$\sqrt{7666}$

Adventures in Learning

Teaches the basics to youngsters from preschool age to the elementary grades with the help of long-time favorite children's authors like Richard Scarry and Dr. Seuss.

Dr. Seuss' Word Factory™

Sentences are brought to cartoon life with Dr. Seuss' charming characters. It's simple for preschoolers, using the joystick, to select from a basic vocabulary, create simple sentences and rhymes, and see them animated. There are five challenging levels to match every stage of a child's development.

Recommended for children ages 4-10.

©1984 Dr. Seuss. All Rights Reserved.
#7657 Digital Data Pack
#9602 5¼" Disk

Richard Scarry's Electronic Word Book™

All aboard! Ride the train for a storyland trip with onscreen friends created by the perennially popular children's author, Richard Scarry. Plenty to see, do, and hear! Kids can go traveling over and over again and still find something new every time! The six skill levels take children from picture matching to a scavenger hunt where their onscreen pals must find objects selected by the computer. Scarry's adorable storybook characters help youngsters strengthen word and image recognition skills, as well as exercising and expanding their reading skills.

Recommended for children ages 5-12.

©1984 Richard Scarry.
#7658 Digital Data Pack
#9603 5¼" Disk

Richard Scarry's Right Thing/Right Place™

Richard Scarry's charming characters will be recognized by children everywhere. RIGHT THING/RIGHT PLACE™ is a pre-reading game that helps children develop the vital sorting and categorization skills so necessary for successful reading experiences. Stimulating, colorful Scarry graphics provide the background in which the child makes an onscreen character sort objects into the right place. The game play is self-explanatory and the detailed onscreen environments will leave kids wanting to see and do more and more and more!

Recommended for children ages 3-7.

©1984 Richard Scarry.
#7656 Digital Data Pack
#9601 5¼" Disk

World Shapers

Now each member of the family can try his hand at shaping the course of world affairs, national politics or big business. Each program puts the user in the decision-maker's role in simulations of real life.

ENTREPRENEUR™

How would you like to become the president of your own company? That's just what happens in this fantasy business game, which realistically simulates the challenge of running a business. Choose any scale of play, from heading a Fortune 100 corporation to a "Mom and Pop" store. Wherever you start, your goal is to succeed in establishing a profitable, well-managed operation. Like anyone in business, you'll be faced with a series of random events, both favorable and unfavorable. How you handle problems and progress is a test of your decision-making abilities. This program makes full use of ADAM'S™ Word Processing and Data Processing capabilities and can help you develop the "business sense" that's so vital for success in the real world.

Recommended for ages 12-Adult.

#7622 Digital Data Pack
#9607 5¼" Disk

WORLD GAME™

This real world simulation, developed by social scientists, puts you in the decision-maker's seat as you assume the role of "head of state" of a major power. You must resolve an immediate crisis, such as an earthquake or oil embargo. To do this, you may employ international relief organizations or your own national resources. The game presents the world as a dynamic, interdependent system, where stress on one area will automatically impact other areas. Success will depend upon your ability to anticipate the effects of various problems and to develop appropriate strategies for dealing with them.

Recommended for ages 12-Adult.

WORLD GAME™ is a trademark of World Game, Inc.
#7621 Digital Data Pack
#9606 5¼" Disk

PRESIDENTIAL CAMPAIGN

You're the campaign manager of a presidential candidate, and your goal is to win the election through clever use of campaign strategy. Players will learn about how our electoral system works and sharpen their strategic thinking, but their main goal will be to pull out all of the stops to win the election.

Recommended for ages 12-Adult.

#7623 Digital Data Pack
#9608 5¼" Disk

TIME TRAVEL

Did you ever wish you could go back in time? Now you can! Travel back, back, back, and become a part of many momentous historical events *in the making*. Choose your era, then travel back in search of the answers to vital historical questions. This innovative program, with its involving text-and-graphic adventure and a unique approach to the subject matter, will be a sure hit with youngsters and adults alike.

Recommended for ages 8-Adult.

#7624 Digital Data Pack
#9609 5¼" Disk

Homework Helpers

These electronic aids to learning transform the daily grind of homework into challenging fun! Now kids can boost their grades, substantially increase their knowledge . . . and still save time!

ELECTRONIC FLASHCARDS

If you have trouble memorizing facts, song lyrics, lines in plays or speeches, this program can help you do something about it. Now you can *improve* your memory, because flashcards have gone electronic! Construct your own flashcards onscreen, and use them to keep track of correct answers to questions or simply as cues . . . it's up to you. Of course, this program is entertaining and educational for students, too. Its special animation features will keep kids playing to learn! Turns studying into a challenging game — alone or with friends!

Recommended for ages 5-Adult.

#7662 Digital Data Pack
#9604 5¼" Disk

Self-Improvement

Ambitious users will snap up these programs to improve their skills and learn new ones. This series of programs will help people perfect their abilities in a variety of important areas.

TYPE WRITE™

What a great way to learn typing and sharpen basic word processing skills! A real typing tutorial, not just a game! TYPE WRITE™ creates real typing situations, using sound and visual feedback to encourage continuous typing rhythm and accuracy. This program also develops a constantly updated profile on each user, based on that person's progress. Problems using individual keys are noted and drills are presented to correct these problems. Animation provides added fun for children learning to type.

Recommended for ages 5-Adult.

#7602 Digital Data Pack
#9610 5¼" Disk
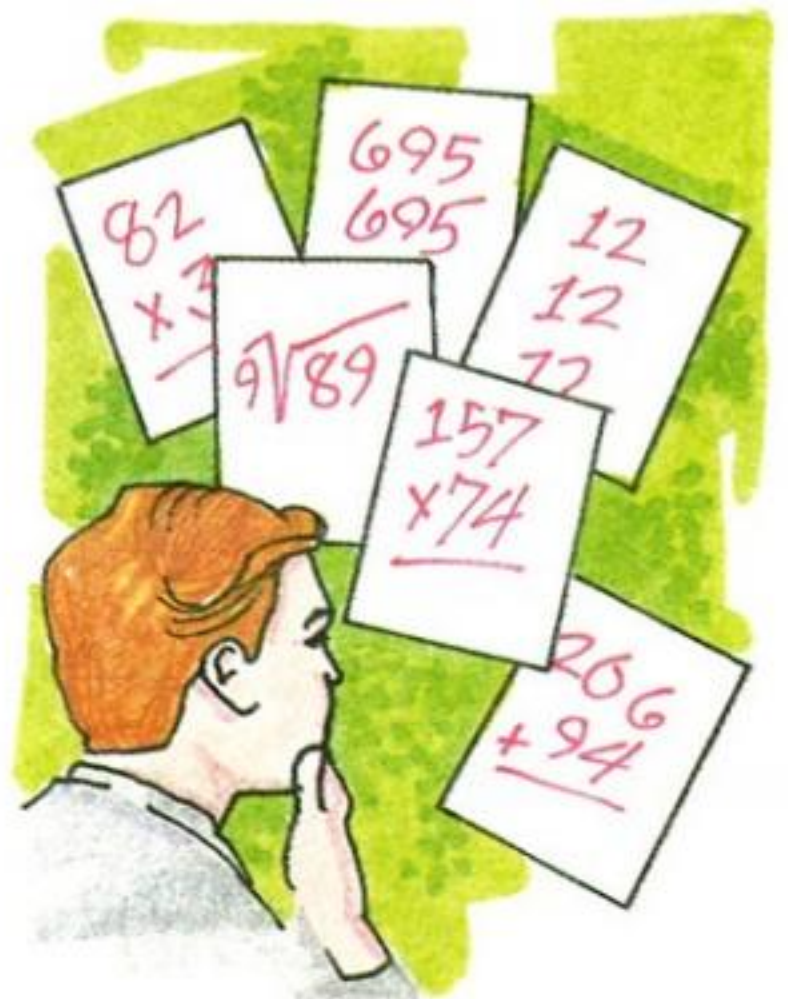
13

A Generation beyond Integration!

Many previous computer programs have claimed to be the solution to helping people organize their personal and financial records. Up until now, they've all had one thing in common: they were usually more trouble to learn than they were worth.

The first generation of these programs required users to know the proper computer language just to address them, and then to follow a set of rigid procedures to use them. Subsequent second generation advances in spreadsheet programs eliminated many of these difficult procedures, but left no easy way for people to use the data from one program in any other.

So-called "multiple" programs enabled people to share elements of information between programs and "integrated" software advanced that concept even further. But even integrated software merely permits data to be *copied* from place to place and still does not allow the full utilization of this input.

The ADAM™ Home Information Management System is the next step beyond integrated software. It's built around SmartFILER™, SmartWRITER™, and the internal graphics system . . . the keystones of the first series of *unified software* ever offered.

"Unified" software lets you manipulate any type of data you've entered at will. You've got the capability to store, categorize and instantly alter any kind of data, whether it's numbers, graphics or text. So all of your important information will be *constantly* available to you. Even more significantly, it'll be easier than ever to use. Switch from data base to word processing to graphics, all at the touch of a button.

Once the SmartFILER™ Data Base/Management System is plugged in, it becomes a part of the system's permanent memory. Information can then be freely interchanged from one "Smart" program to another, *without* the time-consuming inconvenience of having to stop and enter data all over again. Unlike spreadsheet-based systems, SmartFILER™ allows complete communication between programs.

For instance, tax data from the SmartMONEY MANAGER or your personal income tax file can be directly transferred to a spreadsheet and then added onto a letter to an investment counselor created with the SmartLETTERS and FORMS program.

Unified software starts with one of the basic elements built in to every ADAM™ Family Computer . . . SmartWRITER™ word processing. As soon as the system is unpacked, the user can immediately employ ADAM™ to type letters, reports and other documents.

The advanced keyboard features which make SmartWRITER™ word processing so easy to learn . . . the multi-function Smart Keys and convenient Command Keys . . . will work in the same way with any of the Home Information Management programs.

Taking the complications out of getting organized will truly make using a computer the time-saving convenience that consumers have waited for. The flexibility of *unified software* gives this series of programs an efficiency of use that's truly unique.

Word Processing

SmartWRITER™ WORD PROCESSING

Included with ADAM™ Family Computer System

The feature that sets ADAM™ apart from every other home computer — a *built-in* word processing program that's easy to learn and helps produce letter-perfect documents every time.

SmartWRITER™ word processing lets ADAM™ do almost everything that expensive office word processing systems do. "Insert," "delete," "move," "search," "search and replace," even copy words, sentences, or paragraphs. The user can also underline text, change margins and fix any typographical errors right on the screen, *before* printing. Even such functions as super- or sub-scripting and automatic page numbering can be handled quickly and efficiently. Large amounts of text can be edited quickly by "highlighting." The versatile Smart Keys help simplify everything with clear onscreen "messages" and "labels" to guide the user every step of the way.

SmartWORDBASE/SPELLING CHECKER™

The wordbase that integrates with all ADAM™ "Smart" Software! It puts a pre-programmed lexicon of thousands of words right at the user's fingertips! And what's more, because this huge word list is electronically incorporated into the system, it can be accessed many times faster than other similar programs. It can also be used with other ADAM™ educational and information data programs to dramatically increase their power. SPELLING CHECKER scans a document in a flash, and highlights misspelled words!

SmartWORDBASE/SPELLING CHECKER™ is required with SmartWRITING CHECKER. Recommended for ages 6-Adult.
#7801

Graphics Processing

SmartPICTURE PROCESSOR™

SmartPICTURE PROCESSOR™ will make working with graphics as easy and efficient as SmartWRITER™ makes working with text. It's an easy-to-use, comprehensive electronic art kit. Whether child, artist, or video game designer, SmartPICTURE PROCESSOR™ offers challenge and fun for all, with its multiple color and "brush" options. Its unique Smart Frame and Smart Magnet features and three-dimensional effects let the user do things they could never attempt with a pen and paper, such as rotate dimensional objects, automatically color them in, move them or copy them . . . even store, recall and edit pictures or graphs that they've drawn onscreen! Pre-defined shapes can be employed, or the user can draw freehand.

SmartPICTURE PROCESSOR™ is a program that can be many things to many people. For children, it's an electronic arts activity center. And for prospective designers, it's the beginning of a home CAD/CAM (Computer Assisted Design/Computer Automated Machine) system. The only limit is the user's imagination!

Recommended for ages 5-Adult.

#7812 Digital Data Pack
#9618 5¼″ Disk
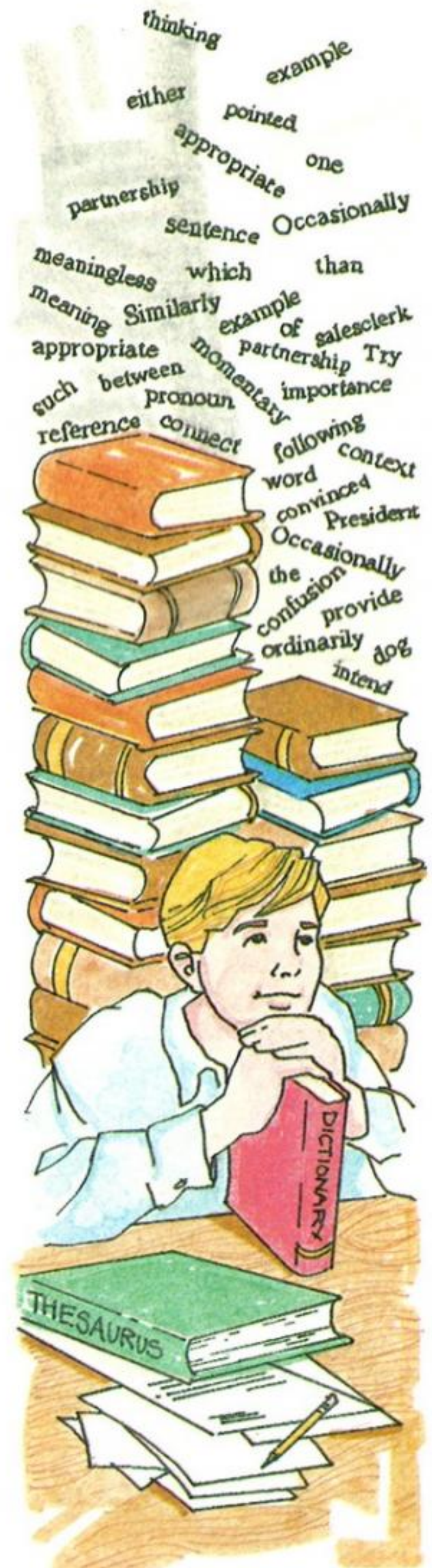
Information Processing

SmartWRITING CHECKER™

It's an adult self-improvement package and a real time-saver! SmartWRITING CHECKER™ is the electronic proofreader that reads compositions, homework exercises, etc., and points our errors for correction. It helps you catch many mistakes in writing and improve your style. Identifies such commonly-made errors as: missing or incorrect capitalization, unbalanced quotes and parentheses, double words, missing or superfluous punctuation marks and many others.

Requires the purchase of SmartWORDBASE/SPELLING CHECKER™ (sold separately). Recommended for ages 8-Adult.

#7809 Digital Data Pack
#9611 5¼" Disk

SmartLETTERS & FORMS™

Now there's a "Smart" way to handle all your correspondence! SmartLETTERS & FORMS™ provides the user with hundreds of useful letters and forms, including invitations, congratulations, condolences, thank-yous, inquiries for business and service contracts, etc. And SmartLETTERS & FORMS™ can print out checklists to prepare for such things as travel abroad, camping, skiing, sending children to camp, and more, all as close as the ADAM™ keyboard.

Use the built-in SmartWRITER™ word processing program to customize and personalize your letters and forms.

Recommended for ages 10-Adult.

#7805 Digital Data Pack
#9613 5¼" Disk

SmartFILER™

SmartFILER™ is an easy-to-operate, yet sophisticated data base management system, designed to make storing and organizing almost any kind of information easier for the entire family.

SmartFILER™ can be installed easily by plugging it directly into the Memory Console, which will make it a part of the system's permanent memory. It then becomes one of the keystones of the *unified software* system, acting as "manager" of a personalized data base.

Unlike other such programs, which require rigidly formatted procedures to input information, data can be entered any way you want! And SmartWRITER™ word processing functions will permit users to *edit* all data as effortlessly as they change the text of a letter. By using the Smart Keys, information can be searched for, categorized, rearranged, and used for whatever applications are desired.

When it comes to *retrieving* data, SmartFILER™ users have an impressive variety of options available. Special electronic "topic names" can be created, allowing many forms of cross-referencing. Data can be organized into graphically-depicted "file folders" that can store volumes of information on full-size "pages." Or, information can be placed in a data base, instantly retrievable by "topic name." Even special lists can be generated in convenient formats for easier access.

The SmartFILER™ series actually permits the use of the same data from program to program, eliminating the need to re-enter the same data each time! So any vital information from any file can be transferred to SmartSHEET™ or any other applications program.

Of course, you can also *print* anything you're working on to create a permanent record. SmartFILER™ even allows you to design screen and print layouts, for special projects like mailing labels or report covers.

Recommended for Teens-Adults.

#7811 Digital Data Pack

SmartSHEET™

A new milestone in spreadsheet programs! It combines a powerful spreadsheet with the versatility of our unified Data Base Management system.

SmartSHEET™ uses simple Smart Key "messages" and "labels," making it extraordinarily simple to work with. It utilizes the concept of electronic "frames" to help you create customized layouts. These frames can be made larger or smaller, and moved anywhere on the screen. This unique flexibility actually enables you to *design* the kind of spreadsheet that best meets your needs.

SmartSHEET™ quickly and easily lets you set up complex tables of numbers, then automatically recalculates them every time a change is made. This will save hours of tedious re-entry, and allow ADAM™ owners to handle financial planning more efficiently.

"What-if" calculations can be performed in a flash. For instance, all factors of a new car purchase can be weighed swiftly, including trade-in value, option costs and all other financial variables.

You can also do "how-come" operations, which will give you the reasoning behind the results of any given financial or mathematical problem. Let's say you knew you wanted to make $10,000 on a bond over a ten-year period. You could then ascertain how much capital you'd have to invest and the exact rate of interest necessary to meet your goal.

Any information on SmartSHEET™ can be effortlessly transferred to other integrated SmartFILER™ programs, for comparison sheets or even to set up proposals. Reports can also be printed, allowing the user to evaluate data anytime.

Requires the purchase of SmartFILER™ (sold separately).
Recommended for Teens-Adults.

#7804 Digital Data Pack
#9614 5¼" Disk

SmartMONEY MANAGER™

A practical aid to help efficiently and completely manage home finances. With SmartMONEY MANAGER™, you can do long-range financial forecasting, set up financial goals, prepare household budgets, track and compare actual income and expenses against expectations or compared to the previous year. You can also store and organize vital tax-related data to help you in the preparation of I.R.S. forms. Obtaining a complete printout of all the statistics needed is now as simple as pressing a few keys.

Requires the purchase of SmartFILER™ (sold separately).
Recommended for Teens-Adults.

#7800 Digital Data Pack
#9616 5¼" Disk
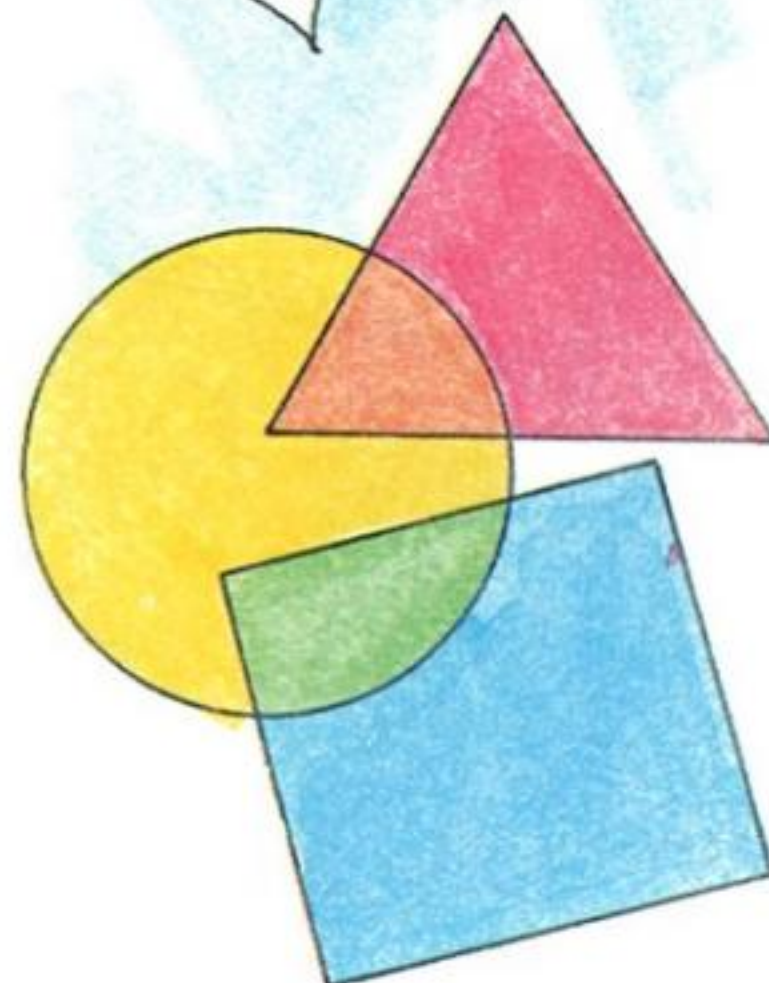
Languages and Programming Aids

Important knowledge for users on every level! Informational programs for those who wish to increase their "computer literacy," or take advantage of a wide range of computer applications, plus useful tools for the ambitious programmer.

SmartBASIC™

(Included with ADAM™ Family Computer System)
A simple programming language that's easy to learn, and easy to use. As an added feature, SmartBASIC™ is source-code compatible with many AppleSoft® BASIC programs. Error messages are in plain, understandable English. It's programming ... it's graphics ... and, most of all, it's fun!

Recommended for all ADAM™ users.

AppleSoft® is a registered trademark of Apple Computer, Inc.
#7605 Digital Data Pack
#9620 5¼" Disk

ELECTRONIC GUIDE TO SmartBASIC™

This program makes learning to program easy for all ages. This program employs game-like elements, as well as real programming tasks to make the learning process more enjoyable. In an era where computer literacy is *essential*, here's a quick way for children ... or adults ... to achieve that vital edge in knowledge. ELECTRONIC GUIDE TO SmartBASIC™ will help users gain the programming ability necessary for success.

Recommended for ages 8 to Adult.

#7601 Digital Data Pack
#9623 5¼" Disk

SmartBASIC™ II

Advanced graphics and sound expand BASIC program capability. Users can control sound and sprites (the onscreen animated objects) from BASIC. And if the 64K Memory Expander is utilized, even larger, more complex programs can be written.

Recommended for ages 8-Adult.

#7611 Digital Data Pack
#9627 5¼" Disk

PERSONAL CP/M®

A customized, enhanced version of Digital Research's popular CP/M® Operating System, specially designed for ADAM™. Its special features will permit the user to control CP/M® with the multi-function ADAM™ Smart Keys. Allows the ADAM™ owner to use the many popular CP/M® programs that will become available for the system during the course of 1984. Expands the powers of ADAM™ to encompass many new program applications.

#7609 Digital Data Pack
#9624 5¼" Disk
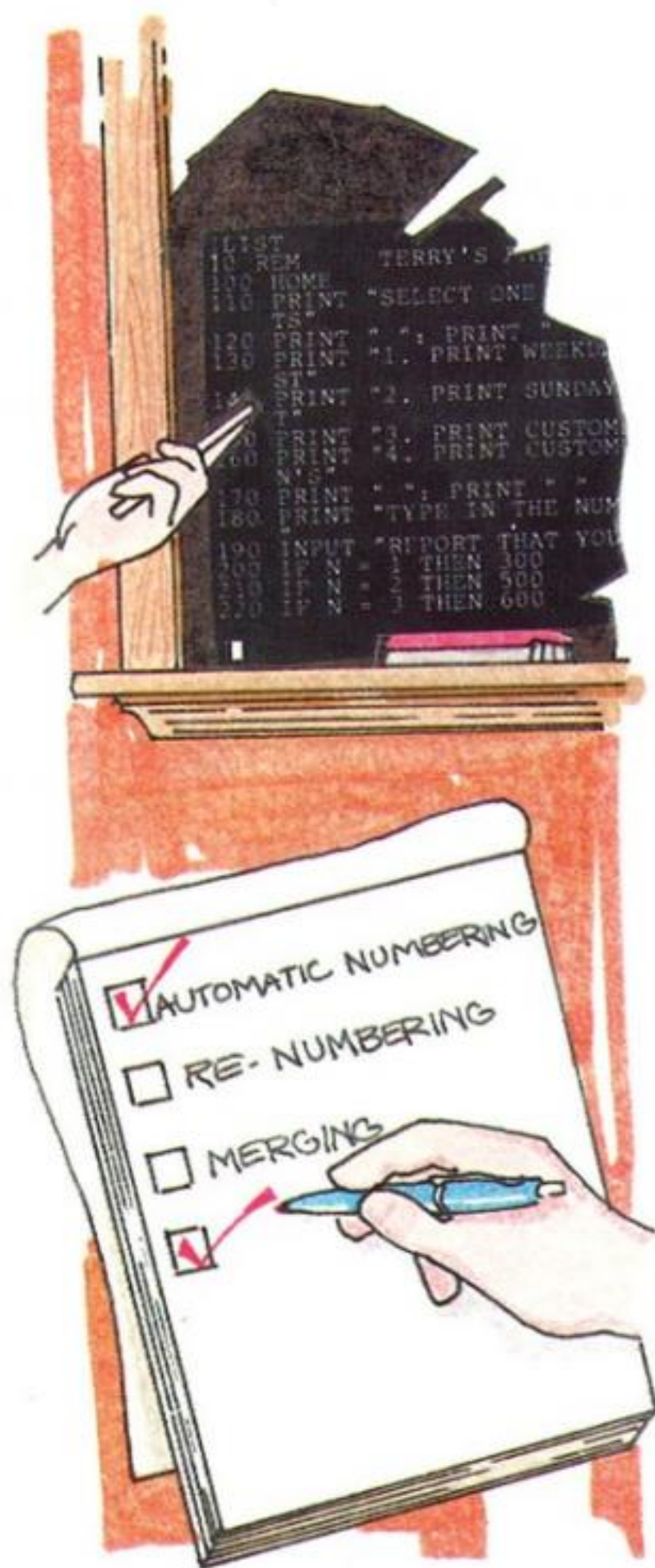
CP/M® PROGRAMMER'S TOOL KIT

Makes programming with the CP/M® Operating System simpler than ever! Advanced ADAM™ programmers can now gain complete control over all of the system's vast capabilities, because the CP/M® PROGRAMMER'S TOOL KIT includes everything they'll need. A powerful Z80 macro-assembler allows the writing of sophisticated programs in ASSEMBLY language, and a symbolic debugger allows them to debug easily. Also includes Linker and cross-reference utilities to ease program development.

Requires purchase of PERSONAL CP/M® (sold separately).

©CP/M® is a registered trademark of Digital Research, Inc.
#7606 Digital Data Pack
#9625 5¼" Disk

SmartLOGO™ STEP BY STEP

SmartLOGO™ STEP BY STEP is a program that can help you master SmartLOGO. With new and unique SmartLOGO activities created especially for this program, you can actually teach yourself. Beginners learn programming skills by issuing commands that cause a "turtle" to draw on the screen; as the user grows into a more advanced programmer, the program will still provide plenty of challenge. As the name "STEP BY STEP" implies, once a particular activity is mastered, the programmer can move on to a more sophisticated level!

Recommended for ages 4-Adult.

#7608 Digital Data Pack
#9619 5¼" Disk Drive

SmartLOGO™

LOGO is a simple yet versatile computer language. Children as young as pre-schoolers use LOGO as an introduction to computers and programming; yet it provides the challenge and depth needed to allow college level students to use it to help them understand the principles of physics. SmartLOGO™ is an *enhanced* version of LOGO, created exclusively for ADAM™ by the inventors of LOGO. It was specially designed to encourage clear thinking through readable programs in many areas.

Recommended for ages 5-Adult.

#7600 Digital Data Pack
#9621 5¼" Disk

ADAMLink™ Telecommunications Package

Works with the ADAMLink™ 1200 Modem. It's a program that's amazingly simple to use to communicate via modem with other computers and information services, such as the Source, Dow Jones and the new ADAM On-Line service, operated by CompuServe. Its sophisticated error detection/correction programming techniques allow rapid, error-free transmission and reception of information. And it will even store numbers for automatic dialing. The versatile ADAM™ Smart Keys will help guide the user every step of the way.

This software package is included with ADAMLink™ 1200 Modem. Recommended for Teens-Adults.

#7610 Digital Data Pack
#9626 5¼" Disk
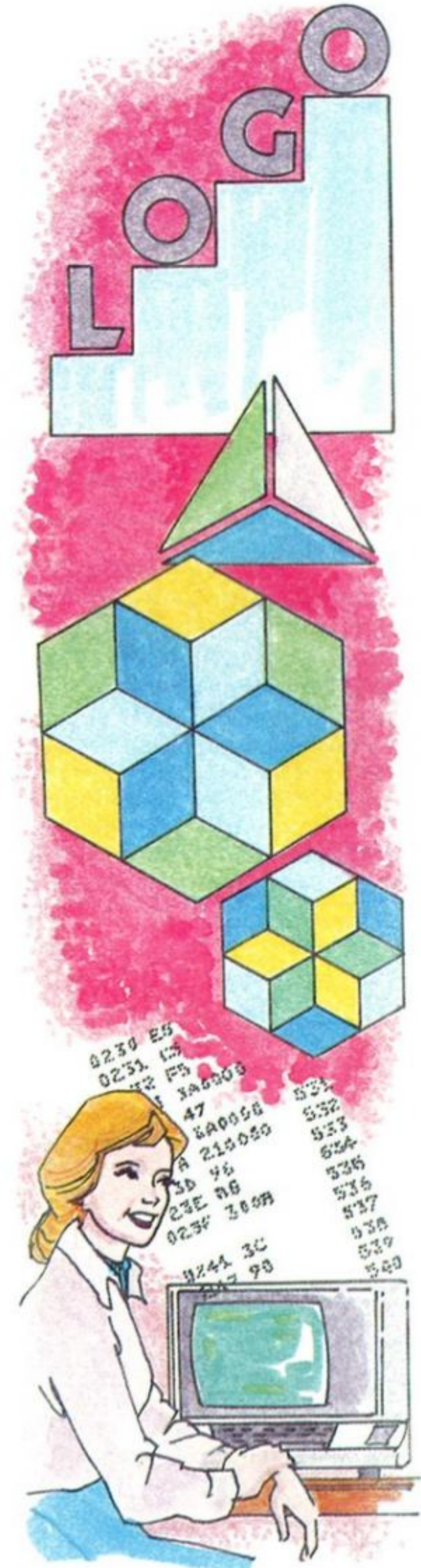
Now your customers can take home all the fun and excitement of full-play "ARCADE" SUPER GAME PACKS to play on ADAM™. SUPER GAME PACKS have up to 16 times more memory capacity than standard game cartridges, which means they come closest to the real thing . . . arcade games you can play at home. They include introduction screens, intermissions, a "Hall of Fame" screen to record high scorers' names and totals . . . and other game features never seen on home video games before.

There'll also be a series of the "BEST OF TV GAME SHOWS," which will duplicate the challenging fun of some of the most popular quiz games and let you play them right on your home screen! The ADVENTURE series will take you on explorations of strange lands.

We'll be introducing a new concept in videogaming . . . the computer "album!" These will contain two or more proven favorites on one SUPER GAME PACK. We've chosen the most challenging, popular games from some of the top names in software to broaden the appeal of these breakthrough products.

Each SUPER GAME PACK is a unqiue experience in videogaming. And *only* ADAM™ plays SUPER GAME PACKS.

DRAGON'S LAIR™

ADAM™ SUPER GAME PACK
Dirk makes his debut in the home with this all-new computer game based on the runaway arcade hit. As Dirk the Daring, you must overcome many obstacles to rescue Princess Daphne from the dark depths of the dragon's dungeon. Ride a magical mechanical flying horse at high speed, dodging stone pillars and walls of flame. Then battle hordes of snapping skulls and giant skeletal hands . . . The flames rise higher and higher as you swing from rope to rope across a fiery chasm . . . jump to safety before falling into the bottomless pit . . . escape from the maze of the mad lizard king . . . and finally fight a fierce battle with the fire-breathing dragon to rescue the princess.

DRAGON'S LAIR™ owned by MAGICOM, INC. and used by permission.
COPYRIGHT ©1983 MAGICOM, INC. All Rights Reserved.
#2683 Digital Data Pack
#9638 5¼" Disk
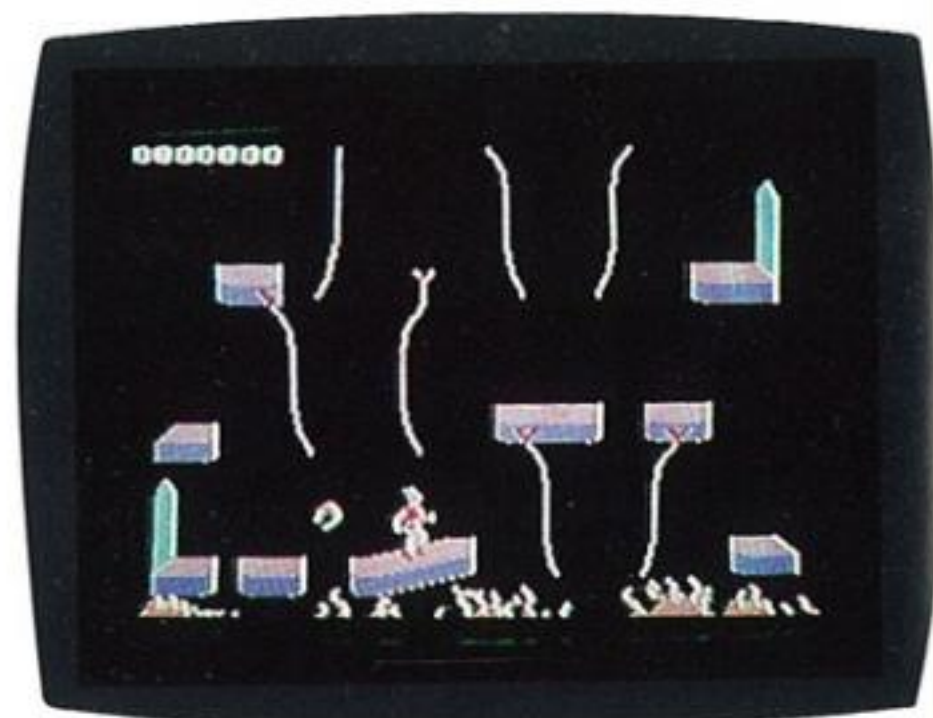
STAR TREK™
STRATEGIC OPERATIONS SIMULATOR

ADAM™ SUPER GAME PACK
You're Captain Kirk, in command of Starship Enterprise . . . and ADAM™ has become your on-board computer for your deadly space battles with the Klingons! Select your defenses and weapons . . . put your shields up, charge phasers and photon torpedoes. Then, use your joystick controllers to fire at will! But it'll take all your skill and daring, for the Klingons attack without mercy. If the Enterprise is damaged, dock at a Starbase to replenish your shields and photon torpedoes, and refuel the warp engines. You come face to face with NOMAD, who lays deadly space mines, then quickly moves out of range. Close in and attack NOMAD with your phaser before the mines explode. Sector after sector, the endless battle continues in this strategy and action game based on the hit coin-op version.

STAR TREK™ is a trademark of Paramount Pictures Corp.
©1983 SEGA ENTERPRISES, INC.
#2684 Digital Data Pack
#9639 5¼" Disk

TUNNELS & TROLLS™ ADAM™ SUPER GAME PACK

You use the ADAM™ keyboard to CREATE the character you want to play . . . mighty Warrior, powerful Wizard, or cunning Rogue. (Two players can assume different roles and join forces to defeat the evil denizens of the dungeon.) Capture the fantasy! Escape into this role-playing game of monsters and heroes. Enter the mysterious dungeon full of uncharted hallways and hidden chambers in search of treasure. You'll have to fight an assortment of underground uglies by using your wits, your weapons, and your magic spells to win the treasure.

TUNNELS AND TROLLS™ is a trademark of Flying Buffalo, Inc.
©1979 Flying Buffalo, Inc. All Rights Reserved.
#7700 Digital Data Pack
#9642 5¼" Disk

The Official
ZAXXON™ by SEGA®

ADAM™ SUPER GAME PACK
The ZAXXON™ SUPER GAME PACK opens with a sensational simulated spacewalk scene plus more screens than the cartridge game . . . and head-to-head action! Choose from any of *eight* challenging skill levels, from beginner's level "Space Warrior" to "Space Lord," a challenge to thrill the most experienced arcade wizard. You'll be met by more enemy drone planes in the Outer Space Sequences, plus new Asteroid Fortresses with fearsome weapons and tricky barriers. Your ultimate goal is to destroy the heavily fortified ZAXXON GALACTIC HEADQUARTERS! Then . . . challenge a friend to HEAD-TO-HEAD™ ZAXXON. Follow behind each other, exchanging point positions, and see who can get the farthest!

ZAXXON™ and SEGA® are the trademarks of SEGA ENTERPRISES, INC.
©1982 SEGA ENTERPRISES, INC.
#2623 Digital Data Pack
#9633 5¼" Disk

Taito Front Line™

ADAM™ SUPER GAME PACK
USE THE COLECOVISION® SUPER ACTION™
CONTROLLERS WITH THIS CARTRIDGE!

You're a lone infantryman, fighting through treacherous terrain. The enemy comes at you from all sides; counterattack with your pistol and grenades before it's too late! The battleground changes constantly, but you have a wide choice of weapons systems at your command. When enemy tanks close in, leap into your own tank and fight back! Use your bazooka, or hunt for your helicopter! You are faced with alternate missions and different battlefields, all with superb Super Game graphics! The four triggers on the Super Action™ controllers are used to fire your weapons, throw a grenade, rotate your weapon clockwise or counter-clockwise and more! You can also use the ADAM™ Keyboard to strategically maneuver! Either way, it's the most realistic combat game ever!

FRONT LINE™ is a trademark of The Taito America Corp.
©1982 Taito America Corp.
#2651 Digital Data Pack
#9637 5¼" Disk

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The Official

SUBROC™ by SEGA®

ADAM™ SUPER GAME PACK
You're in command of a futuristic vessel that glides over the ocean, swoops through the air, and dives below water. Look through the cross hair sights and you see a host of battleships, submarines, missiles, torpedoes, and fireballs coming at you! Dodge right, dodge left, up or down; but the enemy just keeps on coming. Blast them with your arsenal of missiles and torpedoes. But, just when you think you've gained the upper hand, the mysterious force who controls your enemies lures you into the ocean depths for the final challenge!

SUBROC™ and SEGA® are trademarks of SEGA ENTERPRISES, INC.
©1982 SEGA ENTERPRISES, INC.
#2630 Digital Data Pack
#9636 5¼" Disk

BUCK ROGERS PLANET OF ZOOM™ SEGA®

ADAM™ SUPER GAME PACK
INCLUDED with ADAM™ FAMILY COMPUTER SYSTEM

You pilot the BUCK ROGERS™ ship at high speed through 3-D space, dodging flying saucers that try to collide with your craft. If you reach the Planet of Zoom™ intact, enemy space fighters attack from all sides. Finally you face the deadly Command Ship. Knock out its engines, blast the central reactor gates, and eliminate this foe to save the Planet of Zoom!

BUCK ROGERS™ is a trademark of The Dille Family Trust.
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PLANET OF ZOOM™ and SEGA® are trademarks of SEGA ENTERPRISES, INC.
©1982 SEGA ENTERPRISES, INC.
#2645 Digital Data Pack (Replacement)
#9634 5¼" Disk

DONKEY KONG™ by Nintendo™

ADAM™ SUPER GAME PACK
All the action, challenge and screens of the arcade game! In the DONKEY KONG™ SUPER GAME PACK, you'll see the opening cartoon sequence of the arcade game, when the mighty ape carries MARIO'S™ girl friend to the top of the girder structure. There's also the arcade game's most difficult screen, the challenging "Conveyors," in which MARIO™ jumps onto moving platforms to save his lady.

DONKEY KONG, DONKEY KONG JUNIOR, and MARIO are trademarks of Nintendo of America, Inc.
©1981, 1982 Nintendo of America, Inc.
#2628 Digital Data Pack

ADAM™ SUPER GAME PACK

MARIO™ made life plenty tough for DONKEY KONG JUNIOR™ *before*, but wait 'til you see what he's got up his sleeve now! 1-player or 2-player games with four skill levels start with MARIO™ and his brother taking the ape to the top of the girders. In this SUPER GAME PACK, skilled players can reach the difficult MARIO'S™ HIDEOUT screen with its deadly drops and electric sparks.

DONKEY KONG, DONKEY KONG JUNIOR, and MARIO are trademarks of Nintendo of America, Inc.
©1981, 1982 Nintendo of America, Inc.
#2629 Digital Data Pack
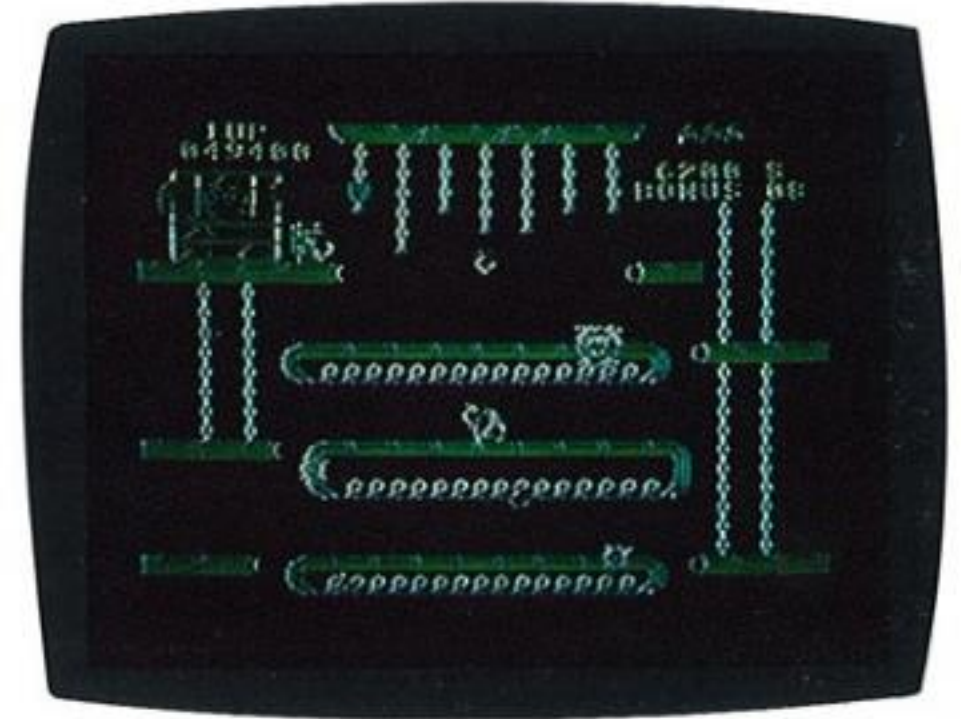
ADAM™ SUPER GAME PACK
Based on the Hit MGM/UA Movie!

You've tapped into "Joshua," the WOPR computer, which challenges you to defend the U.S.A. from all-out thermonuclear war! It's World War III, and you are the commander at NORAD. You must monitor sector maps and conduct the country's defense using submarines, anti-ballistic missiles, interceptor jet patrols, and super secret killer satellites. Use your ADAM™ Keyboard and hand controller to view the various sector screens and direct your defense for each zone.

©1983 United Artists Corporation. All Rights Reserved.
#7707 Digital Data Pack
#9640 5¼" Disk

Rescue in Gargamel's™ Castle

A dazzling new edition of the popular ColecoVision® cartridge! More colorful graphics that bring the fantastic world of SMURFS™ even closer! Your SMURF™ sets out for GARGAMEL™'s foreboding castle on an even trickier rescue mission. On this SUPER GAME PACK, SMURF™ must contend with steeper jumps, and more dangerous obstacles. He'll still be pursued by birds, bats and spiders; but now even more nasty critters are on his trail, including GARGAMEL™'S cat, AZRAEL™. It's more challenging and more fun than ever, for kids of all ages!

SMURF™, GARGAMEL™, and AZRAEL™ are trademarks of *Peyo*
©1983 Licensed by Wallace Berrie and Co., Van Nuys, CA.
#2627 Digital Data Pack
#9641 5¼" Disk
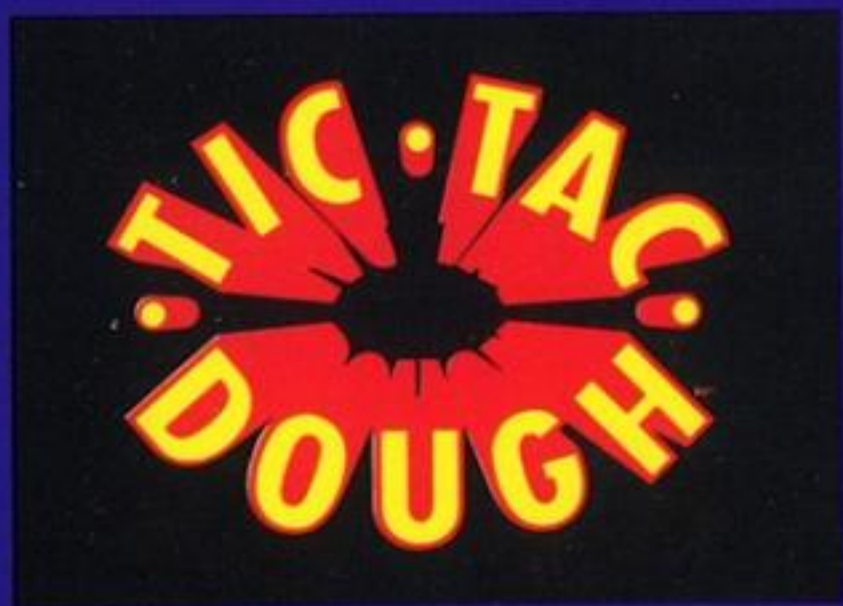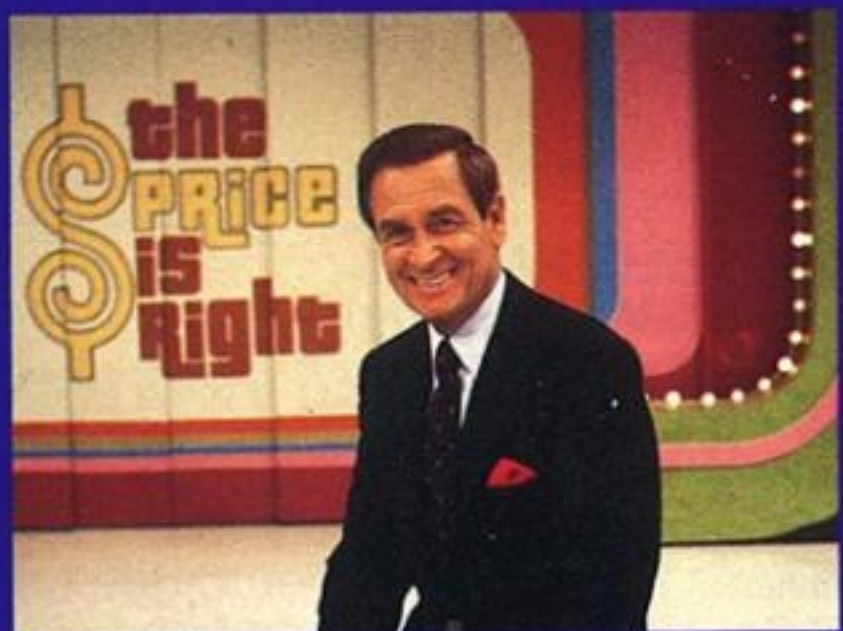
Ever dreamed of being on a TV Game Show? How many times have you thought you could do better than some of the contestants you've seen? Then the new ADAM™ "TV Game Shows" SUPER GAME PACKS coming in 1984 were created just for you! Here's the opportunity to experience the excitement of participating in hit TV show with family and friends, right in your own homes.

FAMILY FEUD™
Two or more teams compete with one another to guess the most popular answers. Questions are done by survey.
©1984 The Family Company.
#7710 Digital Data Pack
#9648 5¼" Disk

PASSWORD PLUS™
Two 2-player teams compete with one another. Each side is trying to get one partner to say the key word by giving alternating one-word clues.
©1984 The LaRosa Company.
#7712 Digital Data Pack
#9650 5¼" Disk

JEOPARDY™
Gives the players all the answers; they use their wits to supply the right questions in various categories.
©1984 Califon Productions, Inc.
#7716 Digital Data Pack
#9654 5¼" Disk

THE PRICE IS RIGHT™
Try your hand at guessing the closest prices! Another TV classic.
©1984 Price Productions, Inc.
#7711 Digital Data Pack
#9649 5¼" Disk

THE JOKER'S WILD®
A quiz game with a twist! Based on the syndicated TV favorite.
©1984 Jack Barry Productions, Inc.
*THE JOKER'S WILD® A trademark of Jack Barry Productions, Inc.
#7713 Digital Data Pack
#9651 5¼" Disk

TIC-TAC-DOUGH™*
The TV variation of the popular classic with fascinating questions to answer as you plot X's and O's across the board.
©1984 Barry & Enright Productions, Inc.
TIC-TAC-DOUGH™* A trademark of NBC and licensed by Barry Enright Productions.
#7714 Digital Data Pack
#9652 5¼" Disk

WHEEL OF FORTUNE™
Spin the electronic roulette wheel, and try to guess the right letters. Point values double halfway through.
©1984 Califon Productions, Inc.
#7715 Digital Data Pack
#9653 5¼" Disk

$25,000 PYRAMID™
Work your way through the pyramid, correctly completing topics. Can you make it to the Bonus Round?
©1984 Basada Inc.
#7717 Digital Data Pack
#9655 5¼" Disk
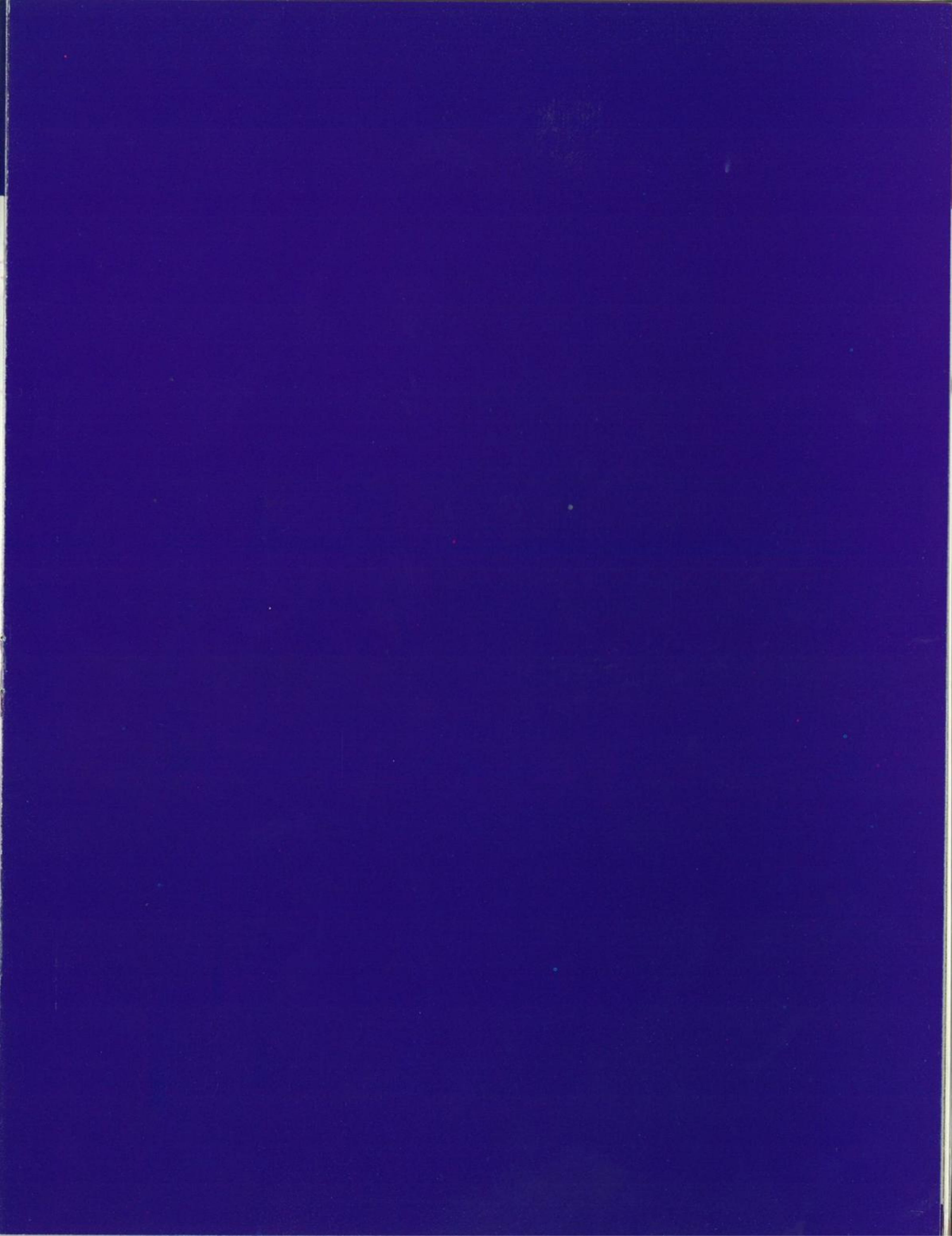
COLECOVISION

ColecoVision® Video Game System Includes:

- ColecoVision® Game Console
- Pair of Responsive Joystick/Keypad Controllers
- DONKEY KONG™ by Nintendo® Game Cartridge
- Expansion Port for Connecting Expansion Modules
- Power Source
- Video Game/TV Switch

When your customers take home ColecoVision®, they're getting much more than just another video game system. The "heart" of the system is a sophisticated microprocessor with 16K of RAM memory that produces outstanding graphics and arcade-quality game play.

No video game system gives your customers more power than a ColecoVision®. By adding on the new ADAM™ Family Computer Module, with its 64K of memory, they'll have a complete, easy-to-use computer system with a total of 80K RAM, expandable to 144K.

THE ADAM™ GAME MODULE

ColecoVision® takes advantage of the latest technological advances to give your customers:

High-Resolution Graphics – Superior quality and detail of the images seen on the screen, with graphic resolution comparable to arcade game quality.

Color Quality – 16 brilliant colors for startlingly realistic backgrounds.

Sound Effects – Three channels of audio produce authentic explosions and crashes. Game music created by professional musicians.

Game Play – A sophisticated operating system that handles over 32 separate moving objects on the screen at a time.

Game Control – Hand controllers feature an eight-direction joystick, side-mounted fire/action buttons and 12-button keypad.

Wide Selection – The system includes a BONUS Donkey Kong™ by Nintendo® game cartridge, a top arcade game. And many other cartridges based on popular arcade games are available, plus new Super Action™ sports games, ColecoVision™ Family Learning Cartridges and more!

Expansion Module #3, the ADAM™ Family Computer Module, will be an attractive purchase to previous ColecoVision® customers . . . *and* will enhance the game console's sales appeal to *future* prospects.

Anyone who already owns ColecoVision® will find the ADAM™ Module's low price almost irresistible. But we'll also be promoting ColecoVision® as the game-playing portion of the ADAM™ system. So anyone who's thinking about buying a game system will want to get the *expandable* one . . . ColecoVision®!

This future growth is a key element of the ColecoVision® sale. You'll be able to continuously upgrade each customer's unit by *increasing* its capabilities! Add ColecoVision®'s selection of Expansion Modules and versatile new controllers, and you've truly got the system of the '80s . . . and beyond!

#2400

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ColecoVision®

#2405

EXPANSION MODULE #1

Gives your customers access to one of the Largest Combined Libraries of Video Game Cartridges Available!

A Coleco first! Now customers can play hundreds of Atari® 2600 VCS compatible game cartridges on their ColecoVision® system. Not only that, EXPANSION MODULE #1 allows Atari® 2600 VCS owners to upgrade to ColecoVision® without having to discard their collection of VCS compatible cartridges by Atari®, ActiVision™, Imagic™, Parker Brothers™, M-Network® by Mattel . . . and many others.

So easy to use! Simply slide EXPANSION MODULE #1 into the expansion port of the ColecoVision® console, or the ADAM™ Family Computer System. EXPANSION MODULE #1 . . . it's the first giant step in the process of *expandability* that makes ColecoVision® the system of the future!

Atari® is a registered trademark of Atari, Inc.
ActiVision™ is the trademark of ActiVision, Inc.
Parker Brothers™ is the trademark of Parker Brothers, Inc.
Imagic™ is a trademark of Imagic.
M-Network® is a registered trademark of Mattel, Inc.

EXPANSION MODULE #2

#2413

Now your customers can play Arcade-Quality Driving and Racing Games on their ColecoVision® Game Systems!

BONUS!
The Official TURBO™ by SEGA® CARTRIDGE included FREE!

Turns the ColecoVision® Game System or the ADAM™ Family Computer system into the driver's seat of a high-performance race car! EXPANSION MODULE #2 comes with a tabletop console that includes an arcade-style steering wheel and floor-operated accelerator foot pedal. The regular ColecoVision® controller mounts in the console and becomes the gear shift.

Included is a video cartridge of the arcade favorite, TURBO™ by SEGA®. Vividly detailed, three-dimensional roadway scenes change every few seconds as you try to pass cars in a race against time.

Requires 4 "C" cell batteries or Coleco #2298 Perma-Power™ Battery Eliminator/AC Adapter.

TURBO™ and SEGA® are trademarks of SEGA ENTERPRISES, INC. ©1981 SEGA ENTERPRISES, INC. PERMA POWER™ is a trademark of Perma-Power Electronics, Inc.

ColecoVision® ROLLER CONTROLLER

Gives Players Full 360° Game Command... Like an Arcade Trackball! The Roller Controller is compatible with all Coleco video games and the ADAM™ Family Computer System.

The fastest fun in home video enjoyment is just a spin away with the ColecoVision® ROLLER BALL! Now you can offer the kind of lightning-fast game control and speed that could previously be found only in arcades. In games specially designed for the ROLLER CONTROLLER, this free-rolling control ball gives 360° field of movement directly linked to the onscreen character. The faster the spin, the faster the movement... anywhere on the screen! Dual *FIRE-ACTION BUTTONS* are conveniently located on each side of the console.

The *MODE SWITCH* lets players select the appropriate play mode to suit the cartridge, either ROLLER or JOYSTICK. *Hand Controller Wells* for ColecoVision® joystick controllers are located on each side of the Roller Controller Console. The ROLLER CONTROLLER can also be used with most ColecoVision® cartridges that can be played with a standard hand controller.

#2492

BONUS!
SLITHER™ by CENTURY II Game Cartridge Included FREE!

Enjoy a fast-paced battle with deadly snakes and other creatures on a colorful desert landscape. ©1981, Century II.

ColecoVision® SUPER ACTION™ CONTROLLER SET

The First Video Game Controllers that Give Individual Control of Four or More Onscreen Players. SUPER ACTION™ Controllers are compatible with the ADAM™ Family Computer System.

Here's the new standard in game control... designed to First, each features an extra-responsive, 8-directional for full-field movement. The special SPEED ROLLER onscreen characters, and the four multiple-use PLAY-

be better five different ways! ARCADE QUALITY JOYSTICK lets players actually *speed up* ER-SELECT TRIGGERS give control over four or more *different* characters or objects. The 12-BUTTON KEYPAD gives more game play options, plus improved control. And each controller has a CUSTOM-DESIGNED GRIP for easy handling. The joysticks only can be used with other ColecoVision® game cartridges, except those requiring the Roller Controller or Driving Module. Customers can enjoy precision control of their entire library without switching controllers.

#2491

BONUS!
A COLECOVISION® SUPER ACTION™ BASEBALL Cartridge is included FREE with each set of SUPER ACTION™ CONTROLLERS. Its unique multiple split-screen effect and changing perspective make everyone else's sports games seem strictly minor league!
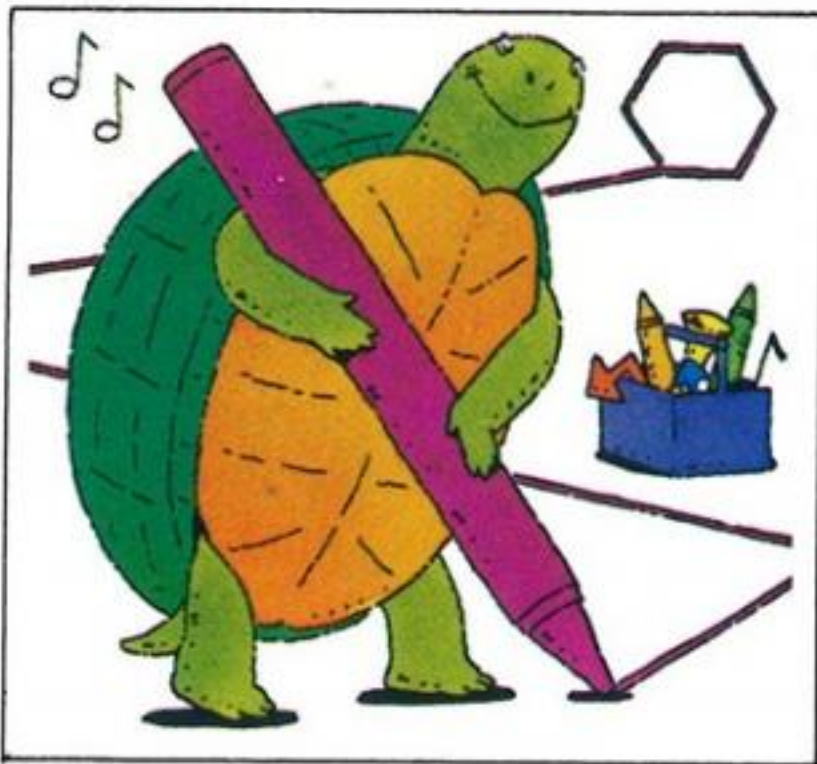
29

Now the best *game* machine in town has become a *learning* machine, too! These innovative ColecoVision® cartridges feature activities like electronic painting, problem-solving, puzzles and musical games, which make education fun for the entire family.

TELLY TURTLE™

A fun and easy introduction to programming, featuring Turtle graphics, sound and LOGO-style commands. Using the joystick, and beginning at the most elementary level, a child can actually work his way up to writing challenging graphic and sound programs. An exciting, educational cartridge program that works with either ColecoVision® or ADAM™.

Recommended for children ages 5-15.

TELLY TURTLE™ is a trademark of Carousel Software, Inc.
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#2698

SMURF™ PAINT N' PLAY THEATRE

Children can move their good friends, the SMURFS™ in and around different indoor and outdoor settings to create their own little shows. They can select from a menu of objects or add their own joystick "drawings" to decorate the stage. And, to add to the fun, they can record and play their SMURF™ shows back as many times as they like! It's a colorful, creative cartridge program for ColecoVision® or ADAM™.

Recommended for children ages 3-12.

SMURF™ is a trademark of *Peyo*
©1983 Licensed by Wallace Berrie & Co., Van Nuys, CA.
#2697

Dr. Seuss FIX-UP THE MIX-UP

Here's an electronic memory-testing puzzle program that turns colorful Dr. Seuss drawings into educational game puzzles of varying degrees of difficulty. Use the joystick to re-arrange the pieces in the correct positions. Race against the clock or not, it's up to the player. And when the puzzle is solved correctly, the picture comes to animated life! It's a challenging, fun game cartridge for ColecoVision® or ADAM™.

Recommended for children ages 5-10.

©1984 Dr. Seuss. All Rights Reserved.
#2699

BRAIN STRAINERS™

Two exciting learning games in a single package! BRAIN STRAINERS™ provides an environment which exercises the key learning skills of pattern recognition, auditory and visual discrimination, and memorization. Music games, facts, and all-new graphics games sharpen the player's wits in this broad-appeal, family program. It's a mind-bending multi-game cartridge for ColecoVision® or ADAM™.

Recommended for ages 10-Adult.

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#2696

Congo Bongo by SEGA®

LICENSED ARCADE GAME
Sam wants to get back at Congo, the gorilla, for bonking him with coconuts. But it won't be easy! At Waterfall Pass you help Sam climb dangerous cliffs and rickety bridges. Get too close to Congo and he takes off for Snake Lake, where he is protected by a maze of moats and pet scorpions. Then it's on to Rhino Ridge, and finally the capering ape's last hideout, Lazy Lagoon. You'll have to be skillful to avoid all the hazards in this fast-paced game!

CONGO BONGO™ and SEGA® are trademarks of SEGA ENTERPRISES, INC.
©1983 SEGA ENTERPRISES, INC.
#2669

Roc'n Rope

* **LICENSED ARCADE GAME**
You're an explorer searching for the Bird of Fortune on the cliffs and ledges of a land that time forgot. You must climb the cliff, ledge by ledge, avoiding dinosaurs and cavemen who threaten you from caves. Shoot a rope from the ledge you're standing on to a higher ledge, and climb up. The Roc, a legendary giant bird, flies across the top of the cliff, dropping boulders down on you. You must avoid the boulders, shine your flashlight on threatening dinosaurs and cavemen to stun them, and keep climbing until you reach the Bird of Fortune.

*©1983 Konami Industry Co., Ltd.
#2668

The Official BUCK ROGERS PLANET OF ZOOM® SEGA

LICENSED ARCADE GAME
Guide the Buck Rogers™ ship through a galactic trench, dodging the flying saucers that try to run into it. Fire before they crash into you! Then head for deep space, maneuvering around onrushing alien ships and asteroids. If you reach the Planet of Zoom™ intact, you must dodge enemy space fighters attacking from all sides. Your ultimate goal is to destroy the formidable Command Ship.

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PLANET OF ZOOM™ and SEGA® are trademarks of SEGA ENTERPRISES, INC.
©1982 SEGA ENTERPRISES, INC.
#2615
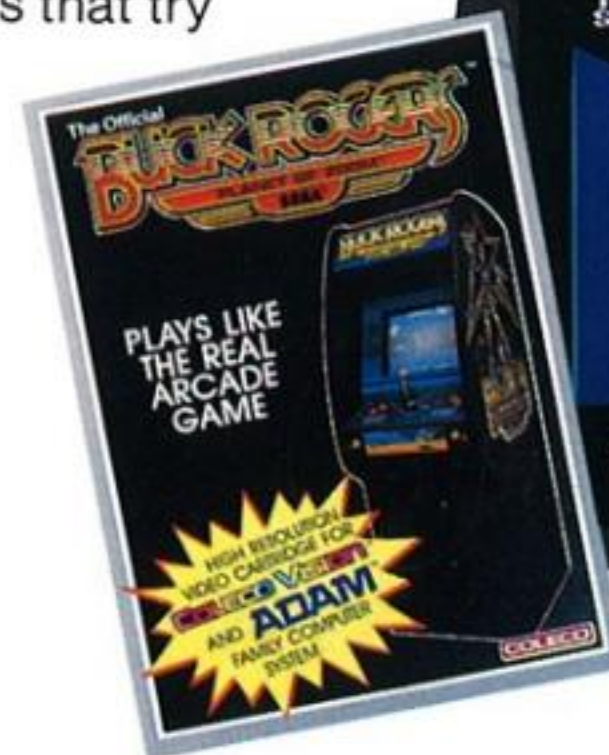
STAR TREK STRATEGIC OPERATIONS SIMULATOR

LICENSED ARCADE GAME
You're Captain Kirk, in command of Starship Enterprise. Use your wits, cunning, and quick reflexes to battle the Klingons! Shields are up, phasers and photon torpedoes charged and warp engines ready. The Klingons attack without mercy! Move in closer to fire your phasers, or hold position to release deadly photon torpedoes. If the Enterprise is damaged, dock at a Starbase to replenish your shields and photon torpedoes, and refuel. Come face to face with NOMAD, who lays deadly space mines, then quickly moves out of range. Close in and attack NOMAD with your phaser before the mines explode. Sector after sector, the endless battle continues.

STAR TREK™ is a trademark of Paramount Pictures Corp.
©1983 SEGA ENTERPRISES, INC.
#2684

STERN's™ FRENZY™

LICENSED ARCADE GAME

Your humanoid must shoot as many robots as possible . . . but be careful, they shoot back. Then, maneuver your humanoid through an infinitely variable maze to keep ahead of Evil Otto™. Shoot one Evil Otto™ and another pursues your humanoid even faster than before! You'll find several types of walls: some let you shoot right through; others send your own shots richocheting back to zap you!

STERN®, FRENZY™ and EVIL OTTO™ are trademarks of Stern Electronics, Inc.
©1982 Stern Electronics, Inc.
#2613

DONKEY KONG™ by Nintendo™

LICENSED ARCADE GAME
BONUS! DONKEY KONG™ CARTRIDGE INCLUDED WITH COLECOVISION® GAME SYSTEM

It's the first cartridge in every ColecoVision® owner's collection . . . and still the favorite game of many! In this critically acclaimed home version of the arcade game, mighty DONKEY KONG™ has taken Mario's™ girl friend to the top of a steel fortress! Can you help Mario™ scale the heights to save her? Maneuver Mario™ across the girders and up the ladders. The tricky part is avoiding the barrels that Donkey Kong™ throws in his path. Use a side button to jump Mario™ over them. If you make it to the top, there are two tougher challenges ahead . . . the "Rivets" screen and the hard-to-master "Elevators" screen.

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#2411
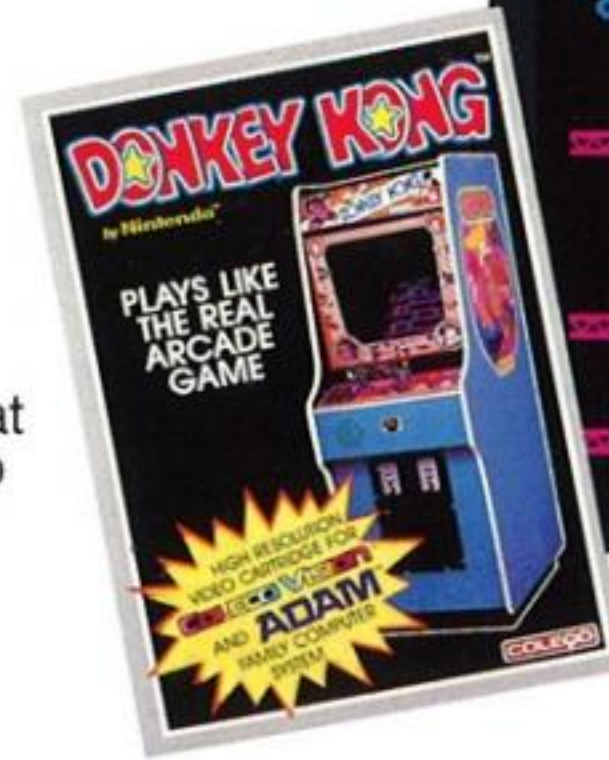
DONKEY KONG JUNIOR™ by Nintendo®

LICENSED ARCADE GAME
The tables have turned! Now Mario™ is the villain who's locked Papa Donkey Kong™ in a cage. Surrounded by snapping creatures, Donkey Kong Junior™ climbs and swings across vines to reach a key to save Papa. If successful, he advances to another screen where he must push keys to the top of long chains. The ultimate test is the difficult "Jump Board" screen. Along the way, Junior can earn extra points by plucking fruit and dropping it to bonk his opponents.

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#2601

The Official

ZAXXON by SEGA

LICENSED ARCADE GAME
Here's the state-of-the-art 3-dimensional space battle game . . . one of the hottest best-sellers from the beginning!
Zoom your futuristic spaceship over the treacherous walls on an alien asteroid; then dive down to attack enemy fuel tanks and gun turrets. Dodge enemy fire, avoid missiles and deadly force fields, and survive to face a final showdown with the mighty Zaxxon™ robot warrior!

ZAXXON™ and SEGA® are trademarks of SEGA ENTERPRISES, INC.
©1982 SEGA ENTERPRISES, INC.
#2435

Time Pilot

The barriers of time are at your fingertips . . . but you'll have to earn your wings first! You'll battle it out with aircraft from every era since the dawn of aviation. Every time you successfully attack the mother ship of one time period, you move on to aerial combat in the next. First, a wave of ancient biplanes pick away at your sleek jet. Destroy them, and face faster World War II fighters and bombers. Your next dogfight is with modern-day helicopters, armed with deadly heat-seeking missiles. If you defeat them, you'll go up against sophisticated jet planes! Will time be on your side?

*©Konami Industry Co., Ltd.
#2633

Mr. Do! by UNIVERSAL

LICENSED ARCADE GAME
Mr. Do!™ needs your help to harvest the goodies in his orchard. Sounds easy, right? Wrong!
Evil Badguys chase him every step of the way. Mow a path to the cherries and start picking . . . have Mr. Do!™ throw his Power Ball to eliminate some of his pursuers. More Badguys just keep right on coming, though, so push apples down to squash them flat. It takes skill, strategy, speed and planning to clear out the orchard, get special bonuses and advance to an even more challenging orchard screen.

Mr. Do!™ is a trademark of Universal Co., Ltd.
©1983 Universal Co., Ltd.
#2622

Mr. DO!™ returns to do battle against even meaner Badguys in an all-new adventure, inside his castle. You race him around the castle, climbing ladders, jumping through holes, and looking for keys. If you're quick enough, you can use Mr. DO!'s™ hammer to knock out blocks onto unsuspecting Badguys below. Watch out, your enemy can multiply! But if you can get the keys, maybe you can win an extra Mr. DO!™

Mr. DO!™ is a trademark of Universal Co., Ltd.
©1982 Universal Co., Ltd.
#2685

LICENSED ARCADE GAME
For use with ColecoVision®
SUPER ACTION™ CONTROLLERS

You're an infantryman, fighting through treacherous terrain. The enemy comes at you from all sides; counterattack with your pistol and grenades before it's too late! The "trigger action" Super Action™ controllers make it the most realistic combat game ever! The four triggers let you fire weapons, throw a grenade, and rotate your weapon clockwise or counter-clockwise! The battleground changes constantly. When enemy tanks close in, use a trigger to leap into your own tank and fight back! Your ultimate goal is to reach and destroy enemy headquarters.

FRONT LINE™ is a trademark of The Taito America Corp.
©1982 Taito America Corp.
#2650

The Official
SUBROC™ by SEGA® LICENSED ARCADE GAME

You're at the helm of a fantastic battlecraft, which glides over the ocean, then soars into the air. Through the day, twilight, and into the night you fight it out with the invaders. Look through the cross hair sight at the battleships, mines, missiles and fireballs heading straight for YOU! Dodge right and left, up or down; but they keep coming. Blast them with your arsenal of missiles and torpedoes. But, just when you think you've gained the upper hand, a command plane zeroes in with devastating power.

SUBROC™ and SEGA® are trademarks of SEGA ENTERPRISES, INC.
©1982 SEGA ENTERPRISES, INC.
#2614

Victory™

LICENSED ARCADE GAME
For Use With ColecoVision® ROLLER CONTROLLER

You're in command of a Battlestar! Spin and fire in any direction to defend your planet against alien ships. Fire your lasers, put up your shields, or use your Doomsday Device, but be careful . . . your weapon supply is limited! As your skills grow, the challenges grow. Use the Roller Controller to maneuver swiftly all over the screen!

VICTORY™ is the trademark of Exidy Incorporated
©1982 Exidy Incorporated
#2446

OMEGA RACE™

LICENSED ARCADE GAME
A Home Version of the Bally Midway™ Arcade Game

Recommended for use with the ColecoVision® ROLLER CONTROLLER

Your spacecraft engages fleets of android ships on a galactic training battleground with features that can be changed by using the keypad. Bounce your ship off walls; select FAST BOUNCE for high-speed excitement! Whirl around and blast the androids, then dodge around corners. Create a TUNNEL or ASTRO GATE to zoom across the combat zone, but watch out for deadly photon and vapor mines! Or, test your skill against a friend in HEAD-TO-HEAD™ OMEGA RACE™ as you lead opposing fleets. Two-player options also include REFLECTIVE WALLS, which make every shot fired ricochet all over the screen, and LONG GAME for extended play.

OMEGA RACE™ is a trademark of Bally Midway Mfg. Co.
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Manufactured under license from CBS Toys A Division of CBS Inc.
#2448
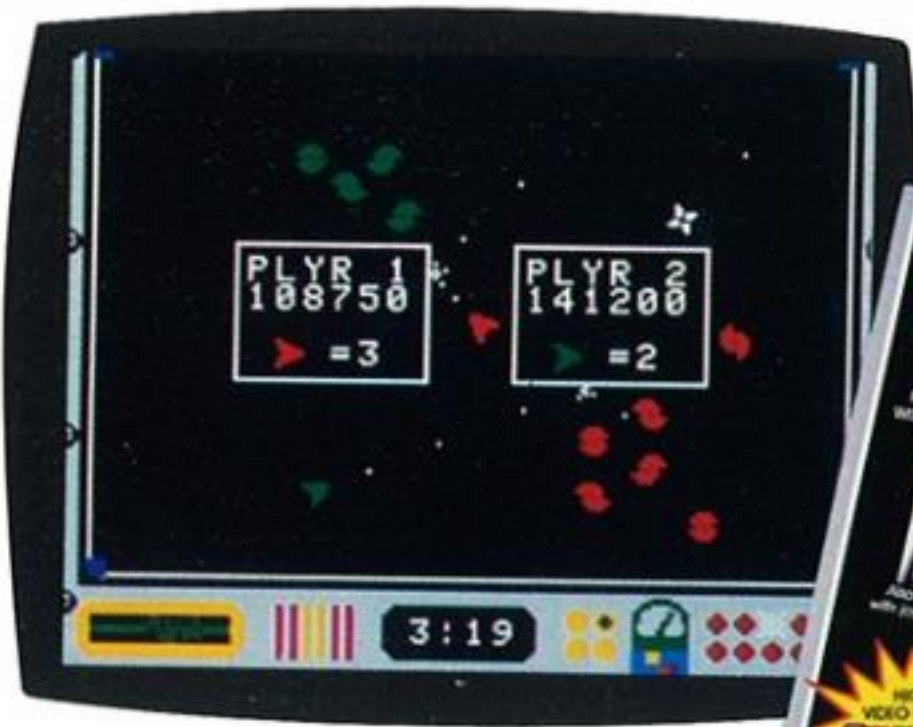
Pepper II™

LICENSED ARCADE GAME
Have a maze-crazy time guiding Pepper™, the fast-moving angel, around a track, zipping rooms shut to earn points and treasure. Keep a close watch for vicious Roaming Eyes and a Zipper Ripper. Enclose a room containing a pitchfork and temporarily turn Pepper™ into an eye-catching devil that eliminates opponents and stuns the Zipper Ripper for a few seconds. Lead Pepper™ through four mazes to earn a super bonus! It's zipping good fun for the fleet-fingered!

PEPPER II™ and PEPPER™ are trademarks of Exidy Incorporated.
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#2605

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FLIGHT #1
3040   2300

Looping™
VENTURE LINE, INC.

PLAYS LIKE THE REAL ARCADE GAME

The sky's the limit! Get ready to loop, climb and dive your way on a dangerous airborne mission unlike any other! While dodging rising air balloons, you must release the gate controls secured inside a flight terminal. Once you've opened the gates, test your flying accuracy through an unearthly maze. If you make it, you'll have to navigate your way out of a place where the air is thick with menacing enemies. It takes a real pro to reach "The End!"

LOOPING™ is a trademark of Venture Line, Inc.
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#2603

GORF™

LICENSED ARCADE GAME
A Home Version of the Bally Midway™ Arcade Game

Prevent the evil robot Gorf™ from conquering the entire galaxy! Defeat one fleet, and Gorf™ sends another! First, wipe out the Astro-Invaders™. Succeed, and you'll battle a laser-firing fleet. Then track and destroy expanding invaders which materialize out of a Space Warp™. Defeat them and go on to the ultimate challenge . . . a duel against the Gorfian™ flagship! It's four different games on one cartridge.

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#2449

PLAYS LIKE THE REAL ARCADE GAME

00500
30

The Official

PLAYS LIKE THE REAL ARCADE GAME

SPACE FURY™
by SEGA®

LICENSED ARCADE GAME
Meet the dreaded Alien Commander, who challenges you to battle! Maneuver your fighter to blast his scouts before they combine into a larger ship and shoot deadly fireballs. Then, dock with a mother ship to add firepower. Will you be a worthy opponent for the Alien Commander's furious forces?

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©1981 SEGA ENTERPRISES, INC.
#2415

COLECOVISION SPACE FURY

SPACE PANIC

LICENSED ARCADE GAME

Your Spaceman is stranded on a giant girder structure, with deadly Space Monsters hot on his trail! Climb up or down ladders; then dig holes in the girder floors to trap the Monsters. When you catch one, refill the hole quickly so it doesn't escape! And if you eliminate the "Creature," "Boss" and "Don," the next Space Monsters will attack even more ferociously! How long can you hold out before your oxygen supply is depleted?

SPACE PANIC™ is the trademark of Universal Co., Ltd.
©1980 Universal Co., Ltd.
#2447

Lady Bug

LICENSED ARCADE GAME

You're in control of a hungry Lady Bug. Using the control stick, help her traverse a tricky maze, gobbling up dots and letters. But watch out — also in her path are poisonous skulls and creepy bugs that chase her! Help her dodge these insidious insects by passing through turnstile-like doors; but hurry up or they'll sneak right through to continue the chase! It's up to you — will Lady Bug gobble up all the dots and move to another maze, or will she become a crazy insect's breakfast?

LADY BUG™ is the trademark of Universal Co., Ltd.
©1981 Universal Co., Ltd.
#2433

VENTURE

LICENSED ARCADE GAME

Lead Winky™, the spunky little explorer, into a dungeon of treasure-filled rooms protected by nasty monsters. To claim the booty, Winky™ must outrun them or shoot them with his bow and arrows. If he is successful, the treasure hunt moves on to yet another room, with more treasure and scary monsters. The more Winky™ ventures, the more he gains!

VENTURE ™ and WINKY™ are the trademarks of Exidy Incorporated.
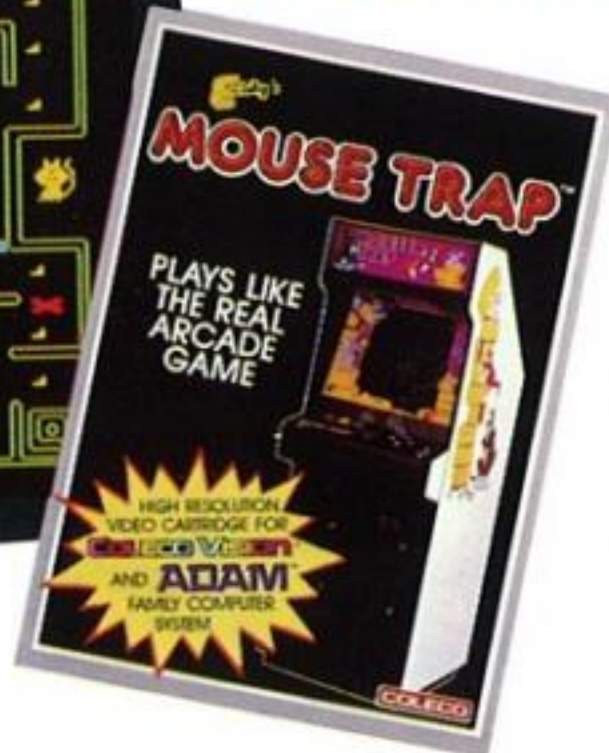©1981 Exidy Incorporated
#2417

Exidy's MOUSE TRAP™

LICENSED ARCADE GAME
You're the brains behind a speedy mouse, zipping his way along a tricky maze, eating cheese bits. But he has to eat and run, thanks to a posse of hungry cats. By eating bones and then pushing a special button on the keypad, our rodent-on-the-run can temporarily change into a dog, turning the tables on the cats to score extra points. You can also open and close doors to change the maze and protect your little friend, but watch out for the hawk! It's up to you — will the mouse make it through, or become a snack for a cat or the hawk?

Exidy's MOUSE TRAP™ is the trademark of Exidy Incorporated.
©1981 Exidy Incorporated.
#2419

The Official CARNIVAL by SEGA

LICENSED ARCADE GAME
It's the closest thing to an old-fashioned shooting gallery. Ready . . . aim . . . fire! Test your marksmanship on a colorful promenade of moving targets, including rabbits, dancing bears, clay pipes and sitting ducks. But keep an eye on the ducks on the bottom row; they sometimes swoop down to eat from your limited ammunition supply! Your object is to shoot out all the targets before you run out of ammo.

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©1980 SEGA ENTERPRISES, INC.
#2445

COSMIC AVENGER™ by UNIVERSAL

LICENSED ARCADE GAME
This futuristic battle game is fought between your ship and an advanced alien civilization. Maneuver your ship over complex, ever-changing enemy territory, firing as you go. Your goal? Destroy the enemy's installations while avoiding the relentless return fire! A dazzling challenge for lovers of space drama!

COSMIC AVENGER™ is the trademark of Universal Co., Ltd.
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#2434

COLECO VISION® Driving Games

(For use with ColecoVision® Expansion Module #2)
Action so real, you'll feel like the king of the road!

DESTRUCTOR

Somewhere in the vast Betelgeuse star system is the city of Araknid, ruled by savage Insektoids. You're marooned, and their ruthless leader, Skorpion is trying to catch you. But you're behind the wheel of DESTRUCTOR™, the powerful armored ram car. Zoom through Araknid's twisting corridors, dodging Insektoids™ and smashing Crystaloids™, converting them into energy crystals for your Starcruiser. Push the crystals back to the ship to fuel your liftoff from this deadly world.

COLECO VISION® Super Action™ Sports Games

(For use with ColecoVision® Super Action™ Controllers)
So close to the real thing, they actually help you develop dexterity and skill. The more you play, the better you get!

SUPER ACTION football

Go head-to-head against an opponent or play against the ColecoVision® computer. Super Action™ Controllers help you control your players during the action! Captain your team on offense: use the four player-select triggers to control your backfield. Pass, kick and run for first downs; the Speed Roller lets you accelerate to gain big yardage. On defense, you can maneuver your backfield for a "sack" or an interception! It's video football at its finest!
#2422

ROCKY SUPER ACTION® BOXING

Step into the ring, and come out fighting! Every match is a heavyweight championship bout between Rocky™ and "Clubber" Lang. The ColecoVision® Super Action™ Controllers let you direct every move. Have your fighter bob and weave . . . cover up with his gloves; then throw sharp jabs, devastating body punches, and combinations that'll send your opponent to the canvas. The referee moves in to count on knockdowns and each round is automatically scored. Compete against another player or battle it out one-on-one against the computer. Whichever way the decision goes, it's a knockout every time.
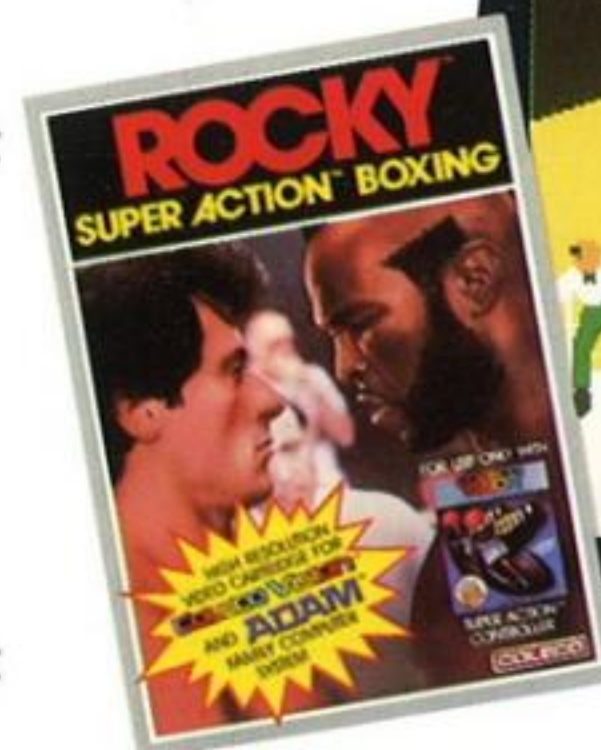
WARGAMES
by COLECO

Based on the Hit MGM/UA Movie!
You've tapped into "Joshua," the WOPR computer, which challenges you to defend the U.S.A. in an all-out thermonuclear war! It's World War III, and you are the commander at NORAD. You must monitor six sector maps and conduct the country's defense using submarines, anti-ballistic missiles, interceptor jet patrols, and super-secret killer satellites. Use your keypad to switch to the various sector screens and direct your defense for each battle zone.

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#2637

Tarzan™

Practice up on your Tarzan™ yell, because it's your turn to help the famous Ape-man save his ape friends! Evil hunters have invaded Tarzan's™ jungle and the great apes are in a state of panic. While dodging shots from the intruders' weapons, Tarzan™ must free the frightened creatures from traps. Tarzan™ can complete his mission only by preventing the hunters from leaving the jungle with his captive friends.

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#2632

THE DUKES OF HAZZARD®

DRIVE THE "GENERAL LEE*" ON A CHASE FOR JUSTICE!

For use with ColecoVision® Expansion Module #2

The most exciting driving game you've ever encountered! Scheming Jeremiah Stinge, head of the Hazzard Loan Association, has teamed up with evil Boss Hogg* in a plot to take away the Dukes' farm. Clever Daisy* has found out, so Stinge ties her up and throws her into his blue Lincoln. But as he hightails it out of town she manages to signal the Duke boys. You help them take off in hot pursuit in the "General Lee*," but Boss Hogg has spotted you and is right on your tail.

Keep one eye on Jeremiah Stinge ahead of you and the other on Boss Hogg in the "rearview mirror." Hang on tight to the steering wheel and keep your foot ready for split-second braking. The action never slows down as you try to catch Stinge before he escapes. It's the first driving game that lets you see both the road ahead and the car behind in a rearview mirror, adding a unique dual perspective to the fun.

*Indicates trademark of Warner Bros., Inc.
©1983
#2607

Yes . . . Coleco will be presenting a Cabbage Patch Kids™ video cartridge in 1984! You will have the opportunity to take advantage of this fantastically successful license, with its pre-sold market of millions of Cabbage Patch Kids™ "parents" and their friends. Count on Coleco to help you capture this audience as soon as possible with another winner!

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#2682

SMURF™

Rescue in Gargamel's™ Castle
The true-blue Smurf™ attempts to rescue Smurfette™ from the dank depths of Gargamel's™ castle. Walk him along the countryside, through stalagmite-ridden caves and other treacherous terrain on his way. Help him avoid low-flying birds and nasty insects — jump him over scary obstacles to save Smurfette™. It's not as easy as it looks. Good luck!

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#2443

Strategy Games

KEN USTON
BLACKJACK/POKER

These two games bring home the high-stakes excitement of professional casinos! In Blackjack, a fresh deck is opened and "Max," the dealer, distributes the cards for one to four players. Will you "hit" or "stand?" Or, maybe you'd like to challenge "Max" to a showdown at 5-card stud Poker?
#2439

41
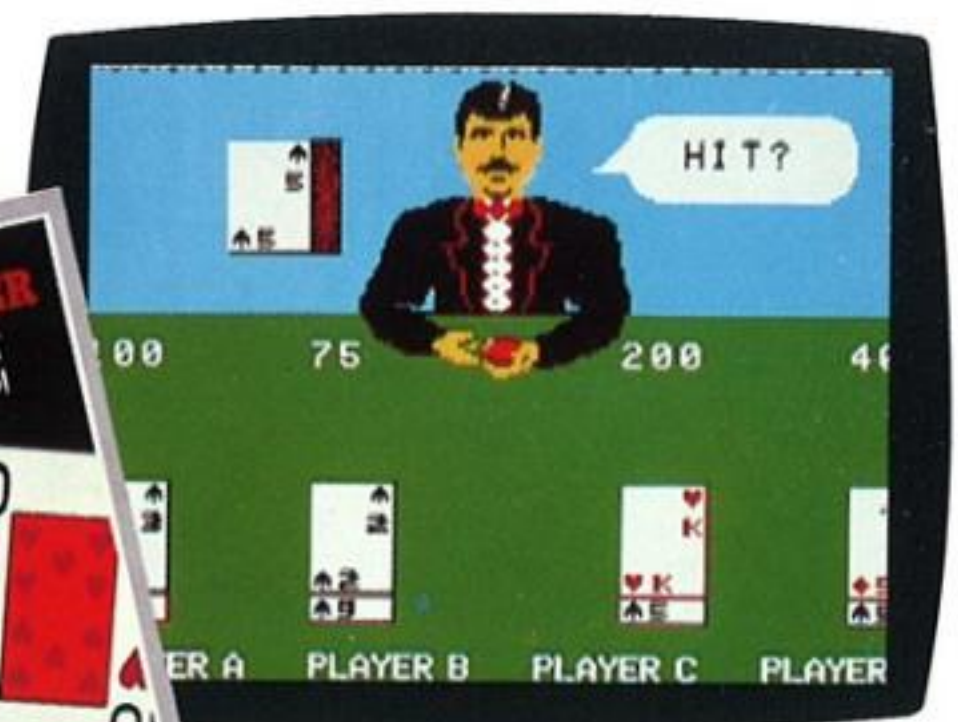
KID VID™ SYSTEM

Talking Video Game System for Kids!

THE FIRST EDUCATIONAL VIDEO SYSTEM OF
ITS KIND . . . YOU CAN EXPECT IT TO REALLY
CATCH ON AND TAKE OFF IN '84!

It's a TALKING EDUCATIONAL SYSTEM! New Play 'N Lea
video game cartridges interact with coordinated Sound Story
Cassettes, using voices, music and sound effects to teach
children their ABC's, numbers, colors, music and more!

It's an ATARI® 2600 VCS COMPATIBLE GAME SYSTEM!
Plays hundreds of compatible Atari® 2600 VCS games.
Includes a set of advanced combination joystick/paddle
controllers, for playing most games with just one set of
controllers.

It's even a PORTABLE TAPE RECORDER! Your customer
can also use the KID VID™ Voice Module as a portable ta
recorder/player with any standard audio cassette.

#2512

KID VID™ GAME SYSTEM Includes all of this:

- KID VID™ Video Game System Console
- Set of Advanced Joystick/Paddle Controllers
- KID VID™ Voice Module/Portable Tape Recorder/Player
- Instruction Manuals
- Ear Plug
- And Much, much more!

BONUS!

SMURFS™ SAVE THE DAY CARTRIDGE with 3 Sound Story CASSETTES

Sound Story Cassette #1
HARMONY SMURF™
Teaches a child musical relationships.

Sound Story Cassette #2
HANDY SMURF™
Teaches a child to recognize shapes.

Sound Story Cassette #3
GREEDY SMURF™
Teaches a child color formulation.

SMURF™ is a trademark of *Peyo*
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KID VID™

Voice Module

Transforms your Coleco Gemini,™ Atari® 2600 VCS, or ColecoVision™ Expansion Module #1 into a Talking Educational System!

The KID VID™ Voice Module gives voice to a world of learning and entertainment for video game fans of all ages. It connects easily through the game controller port to the Atari® 2600 VCS, to produce realistic human voices, music and enhanced sound effects for specially-designed action games. Players can actually hear the voices of on-screen characters as they offer instructions and comments on the game. As an added Bonus Feature . . . it also functions as a quality portable cassette recorder/ player!
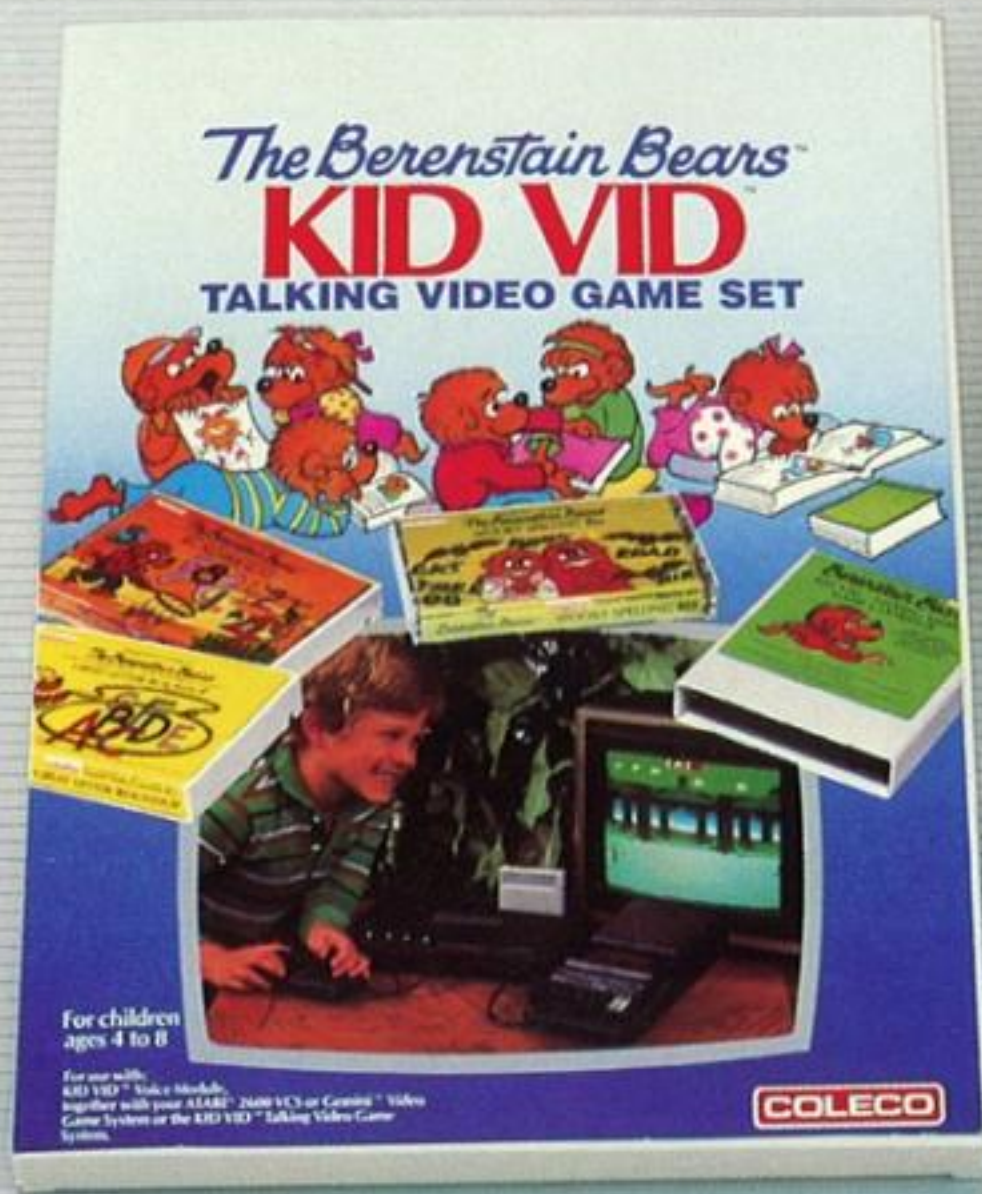
#2511

BONUS
Includes SMURFS™ SAVE THE DAY Play 'N LEARN Cartridge with 3 coordinated Sound Story Cassettes
The first in a series of revolutionary educational games! It's actually three games in one cartridge, each game with its own Sound Story Cassette.

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The Berenstain Bears™

Interactive Play 'N Learn Video Game Cartridge with 3 coordinated Sound Story Cassettes

#2658

FOR USE WITH KID VID™ System . . . the KID VID™ Module in combination with Gemini,™ Atari® 2600 VCS . . . or any other Atari® 2600 VCS compatible system.

The Berenstain Bears come alive on this appealing new Play 'n Learn cartridge by Coleco. Three coordinated Sound Story Cassettes interact with the cartridge, combining songs and easy-to-follow instructions with colorful onscreen action.

Sound Story Cassette #1
THE BERENSTAIN BEARS™ BIG NUMBER HUNT
Teaches a child number recognition skills.

Sound Story Cassette #2
THE BERENSTAIN BEARS™ GREAT LETTER ROUNDUP
Teaches a child the alphabet, and the proper sequence of its letters.

Sound Story Cassette #3
THE BERENSTAIN BEARS™ SPOOKY SPELLING BEE
Helps teach a child to spell simple words.

Berenstain Bears™
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GEMINI™

#2510

VIDEO GAME SYSTEM

HERE'S ONE OF THE "SLEEPER" SALES SUCCESS STORIES OF '83 . . . WITH HUNDREDS OF THOUSANDS SOLD . . . AND INTEREST BUILDING FOR '84!

Uses Game Cartridges Made for the ATARI® 2600 VCS as well as VCS compatible cartridges by Coleco, Activision™, Parker Brothers™, Imagic™, M-Network® by Mattel, and many more.

A set of DUAL COMMAND™ advanced controllers, each with a built-in joystick and rotary paddle, is included with the GEMINI™ so all joystick and paddle games can be played with one set of controllers.

BONUS! DONKEY KONG™ – Included with the GEMINI™ VIDEO GAME SYSTEM is one of America's favorite Atari® 2600 VCS game compatible cartridges.

DUAL COMMAND™

#2590

Advanced Controller Set with Built-in Joystick & Paddle

Now your customers can play all Atari® 2600 VCS compatible games requiring joystick or paddle with one set of controllers. The DUAL COMMAND™ controllers were designed with a responsive, omni-directional joystick and side-mounted fire buttons, plus a rotary paddle control. These inexpensive high-quality controllers plug right into the control ports of the Atari® 2600 VCS, or ColecoVision® Expansion Module #1. They're also original equipment replacements for Coleco's Gemini™ Video Game System. To switch from joystick to paddle, just use the included Wye connector. The DUAL COMMAND™ controllers offer improved control at a price that's right!

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There are hundreds of Atari® 2600 VCS-compatible game cartridges on the market, but only a few break away from the pack to become hits. Coleco's VCS-compatible version of Nintendo®'s DONKEY KONG™ was one of the hottest sellers in 1982 and still a standout performer for '83. For '84, we're featuring big names like ROC 'n ROPE™, FRONT LINE™, TARZAN™ and MR. DO'S CASTLE™*. Our strategy is to focus on only the strongest arcade and action licenses to produce high-volume sales.

ROC'N ROPE™

A Coleco Video Game Cartridge for use with ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

You're an explorer searching for the Bird of Fortune on the cliffs and ledges of a land that time forgot. You must climb the cliff, ledge by ledge, avoiding dinosaurs and cavemen who threaten you from caves. Shoot a rope from the ledge you're standing on to a higher ledge, and climb up. The Roc, a legendary giant bird, flies across the top of the cliff, dropping boulders down on you. You must avoid the boulders, shine your flashlight on threatening dinosaurs and cavemen to stun them, and keep climbing until you reach the Bird of Fortune.
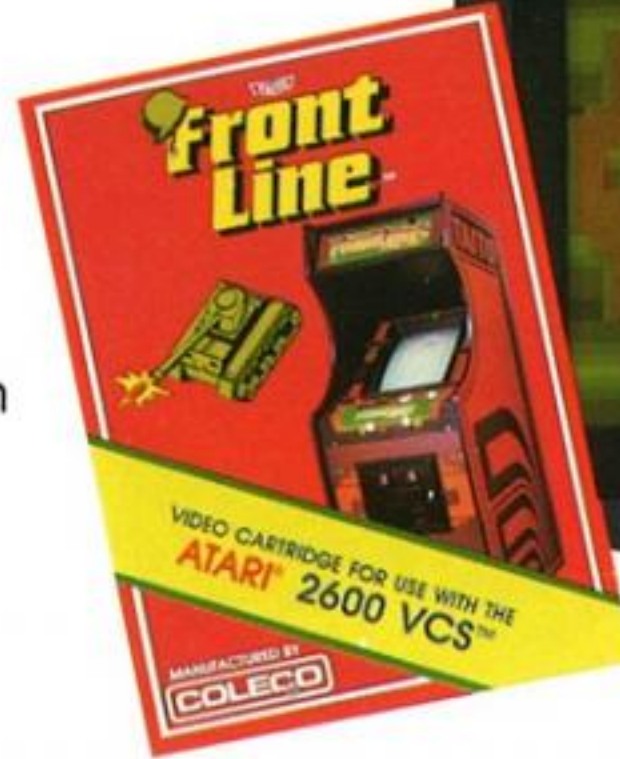
*©1983 Konami Industry Co., Ltd.
#2667

Front Line

A Coleco Video Game Cartridge for use with ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

You're a lone infantryman, fighting along every step of a fierce battlefield! The enemy comes at you from all sides. Counterattack with your pistol and hand grenades. The terrain changes as you advance; watch out for deadly land mines! When enemy tanks attack, jump into your own tank and fight back. You may win some battles . . . but can you win the war?

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#2665

Mr. Do!'s Castle

A Coleco Video Game Cartridge for use with ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

MR. DO!™ returns to do battle against meaner Badguys in an all-new adventure, inside his castle. You race him around the castle, climbing ladders, jumping through holes, and looking for keys. If you're quick enough, you can use MR. DO!'S™ hammer to knock out blocks onto unsuspecting Badguys below. Watch out, your enemy can multiply! But if you can get the keys, maybe you can win an extra MR. DO!™
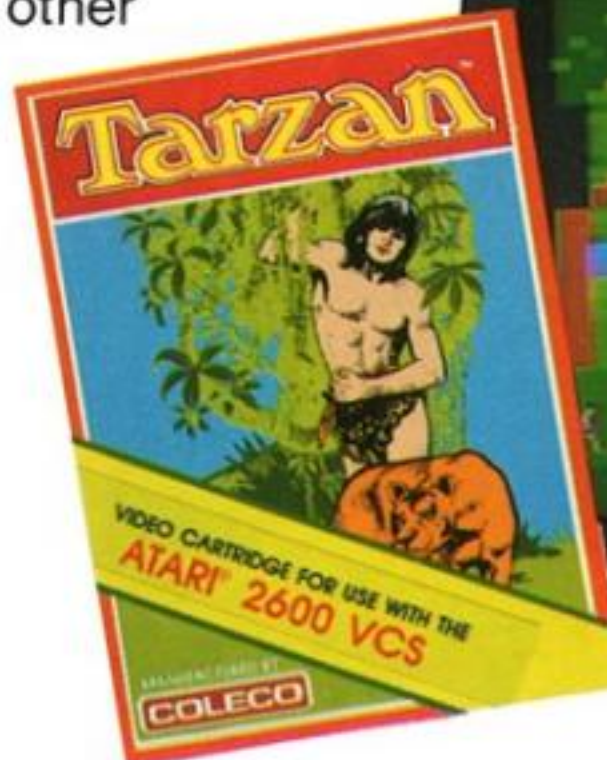
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#2695

Tarzan

™ A Coleco Video Game Cartridge for use with ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

Evil hunters have invaded the jungle to carry Tarzan's tribe of apes off to a zoo. You race through the jungle, leaping from vine to branch; running along the jungle floor . . . all the time looking out for the hunters' traps. You reach a clearing and have to fight your way through the captors to liberate your ape friends. If they get away again, you'll have to catch up and free the apes before they leave the jungle forever.

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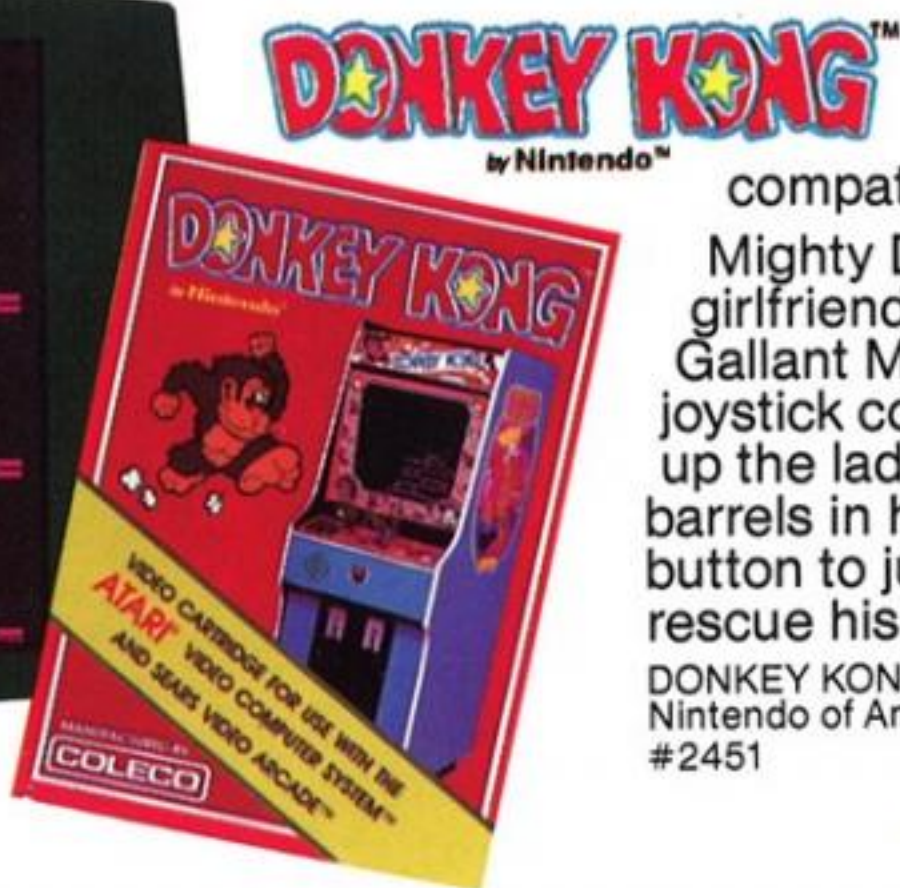
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DONKEY KONG
by Nintendo™

A Coleco Video Game Cartridge for use with the ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

Mighty Donkey Kong™ the ape has stolen Mario™'s girlfriend and taken her to the top of a steel fortress! Gallant Mario™ must get to the top to save her. You use the joystick control to maneuver Mario™ across the girders and up the ladders. On his way up, though, the ape throws barrels in his path to halt his progress, so use the action button to jump Mario™ over them. Can you help Mario™ rescue his damsel in distress?

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#2451

DONKEY KONG JUNIOR
by Nintendo®

A Coleco Video Game Cartridge for use with ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

It's a different kind of rescue game! Mario™'s the villain who's got Papa Donkey Kong™ locked in a cage. Surrounded by snapping creatures, Donkey Kong Junior™ climbs and swings across vines to reach a special key. If successful, he advances to another screen, where he must push the keys to the top of long, hanging chains. And finally, he is challenged by Mario™'s Hideout screen.

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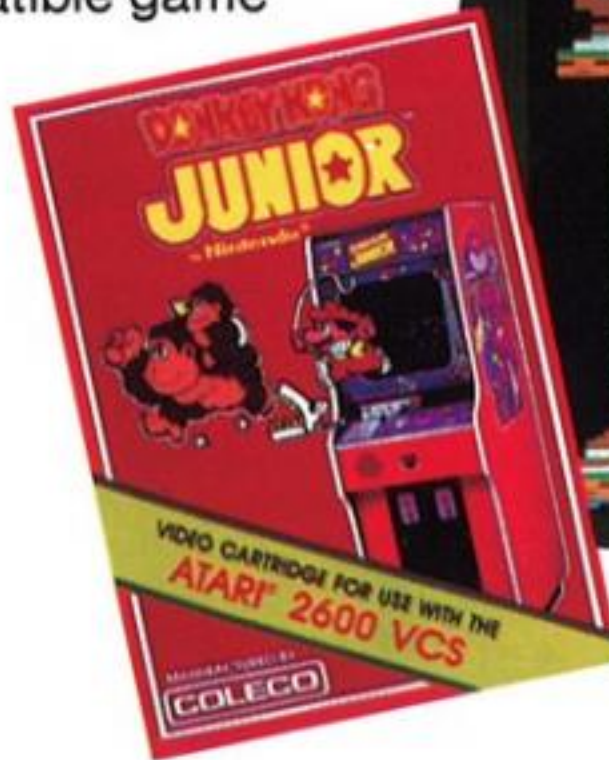
The Official
ZAXXON
by SEGA®

A Coleco Video Game Cartridge for use with the ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

This breathtaking 3-dimensional space battle game is light years ahead of the others! Your futuristic spaceship zooms over alien asteroids and dives down to attack enemy installations. Navigate over treacherous walls, dodge enemy fire, avoid other space dangers and survive to face a final showdown with the mighty robot Zaxxon™!

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TimePilot

A Coleco Video Game Cartridge for use with the ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

Prepare for fierce aerial combat with aircraft that span the years since the dawn of aviation. Your timeship's first encounter is with ancient 1910 biplanes; you're outnumbered, but your weapons are superior. Eliminate the entire air fleet; then knock out a mighty zeppelin and you'll progress to the next stage: 1940 monoplanes. These World War II fighters present a tougher challenge, and if you can defeat them, you'll move on to 1970 helicopters. Down the choppers and warp ahead to meet 1983 super jets. If you find a way to beat them, you'll cross the final barrier and head to the future for a deep-space duel with deadly flying saucers from the year 2001!

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Mr. Do! by UNIVERSAL

A Coleco Video Game Cartridge for use with the ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

Mr. Do!™ needs your help to harvest the goodies in his orchard. Sounds easy, right? Wrong! Evil Badguys chase him every step of the way. Mow a path to the cherries and start picking . . . have Mr. Do!™ throw his Power Ball to eliminate some of his pursuers. More Badguys just keep right on coming, though, so push apples down to squash them flat. It takes skill, strategy, speed and planning to clear out the orchard, get special bonuses and advance to an even more challenging orchard screen.

Mr. Do!™ is a trademark of Universal Co., Ltd.
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