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ELECTRONICS 1984

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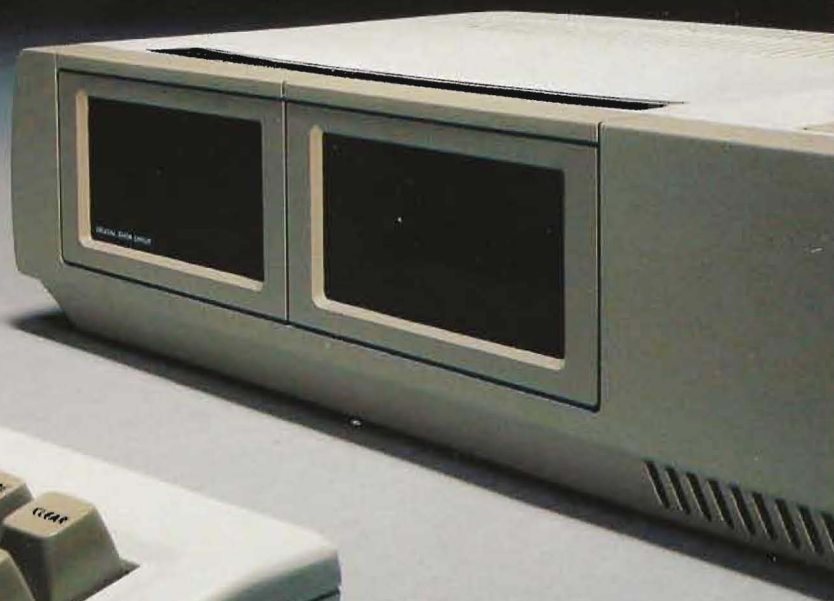
COMMAND THE POWERS OF ADAM™ AND THE ENTIRE COLECO ELECTRONICS LINE!

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 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. The entire Kid Vid™ is, of course, completely compatible with ColecoVision™ and ADAM™.

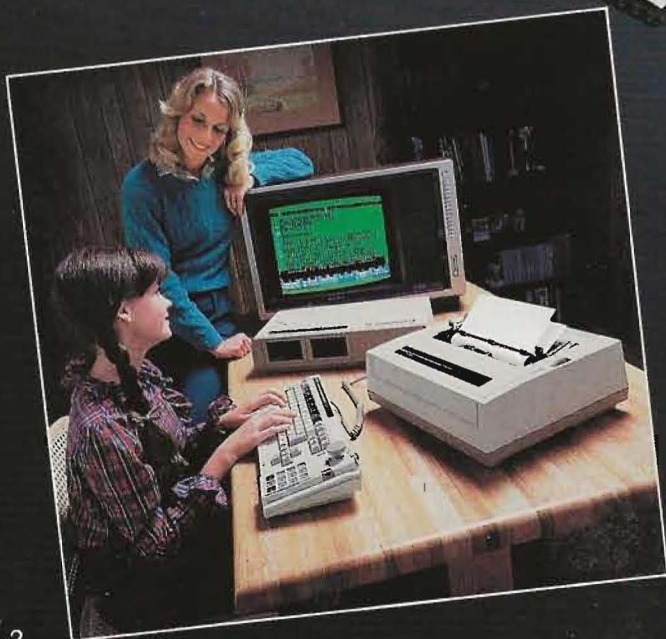
And our selection of new Atari™ 2600 VCS compatible game cartridges will include only the biggest arcade winners to assure you high-volume success.



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

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.

FAMILY COMPUTER SYSTEM



#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-

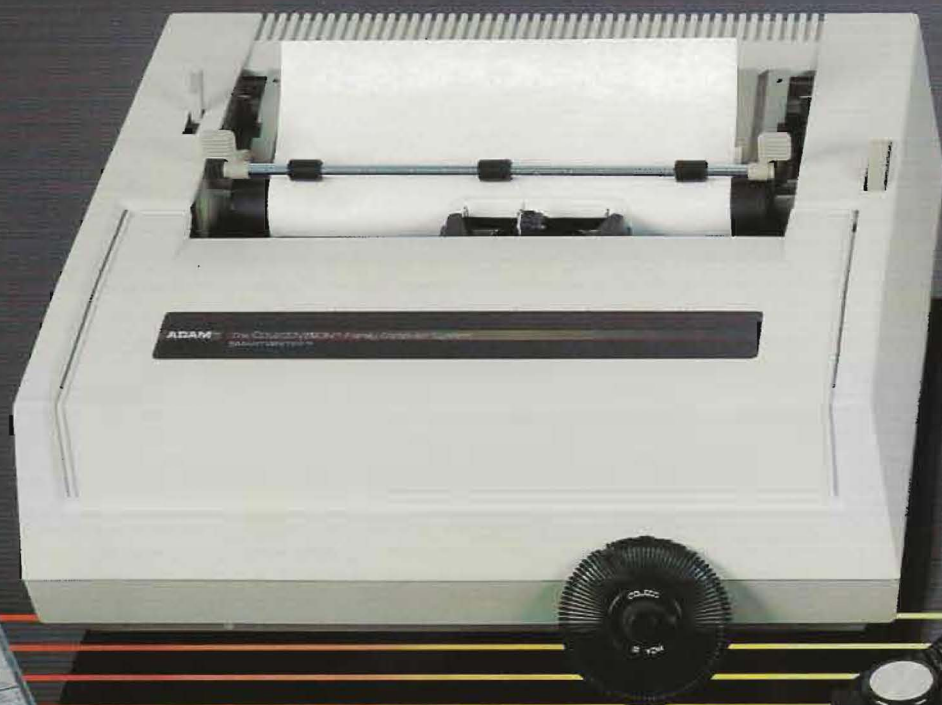
speed ADAMLink™ 1200 Modem to make the home telephone part of the computer network. Two mass memory storage devices . . . a second Digital Data Drive, and a 5¼" Disk Drive. A 64K Memory Expander. A Tractor Feed for the SmartWRITER™ Printer. And more.

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.

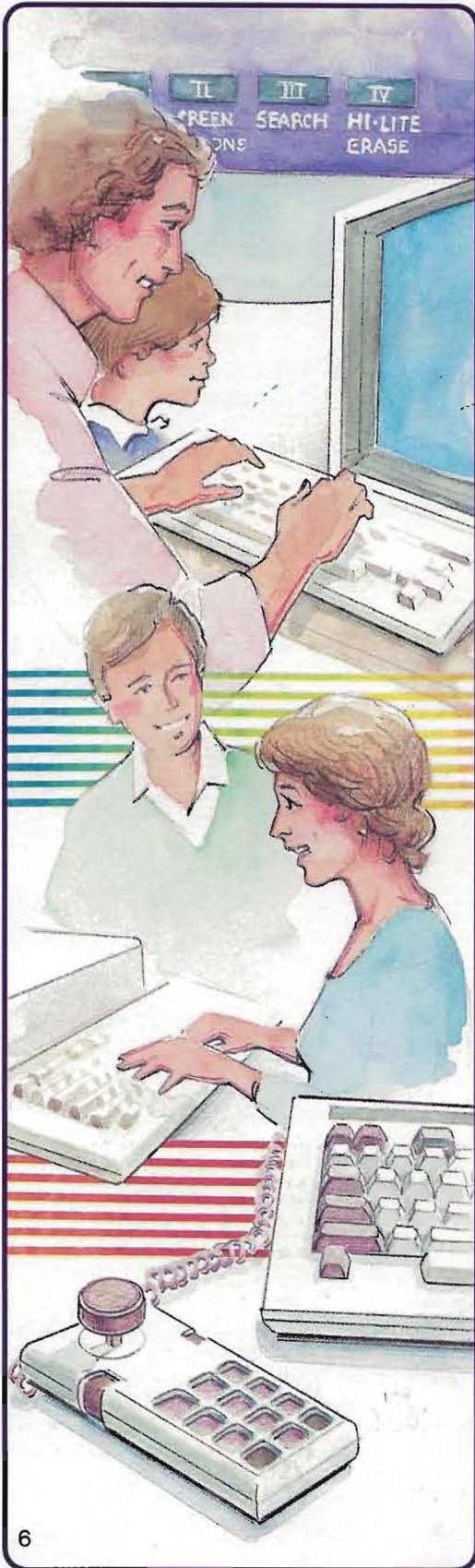
The Module package includes everything that the stand-alone ADAM™ does (except game controllers, which

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®!

ADAM™

PERIPHERALS AND ACCESSORIES



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™!

Our peripherals will allow the user to do such things as double available storage capacity, print on continuous fanfold paper, expand memory, and connect to a telephone line to access several different information services.

Efficiency, cost-effectiveness, and expandability. ADAM™ peripherals were designed with these principles in mind!



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™ 5 1/4" Disk Drive Module

A double density disk drive for those who prefer the disk storage medium. This state of the art accessory allows data storage of up to 360K bytes or characters on readily available 5 1/4" floppy disks. Information retrieval is swift and efficient, making it ideal for applications requiring frequent disk access. Most ADAM™ software will be available on 5 1/4" disks as well as the standard digital data packs. The 5 1/4" 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.

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 9 1/2". 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™ PERIPHERALS AND ACCESSORIES



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, Dow Jones and ADAM™ On-Line, a new information service directed specifically at ADAM™ users. The package also includes a free sampling of CompuServe and ADAM™ On-Line.

#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. Easy to install in SmartWRITER™ printer. Black only.

#7806

**ADAM™
5¼" Blank Disks**

High-speed, high-reliability disk for information storage and retrieval. Holds up to 360,000 bytes of data. 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



ADAM™ SOFTWARE

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. 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™. From fine art to financial analysis, it's a software series almost everyone can put to good use.

Besides playing *all* of the exciting ColecoVision® game cartridges and accepting *all* ColecoVision® 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. 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. Names you know, such as Spinnaker, Continental, Sierra On-Line, Broderbund, and more will all be making exciting contributions.

So, whether your customers are looking for education, for help in organizing their lives, or just for fast-paced fun, ADAM™ has them covered!



Actual screen may vary from illustration shown.

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.

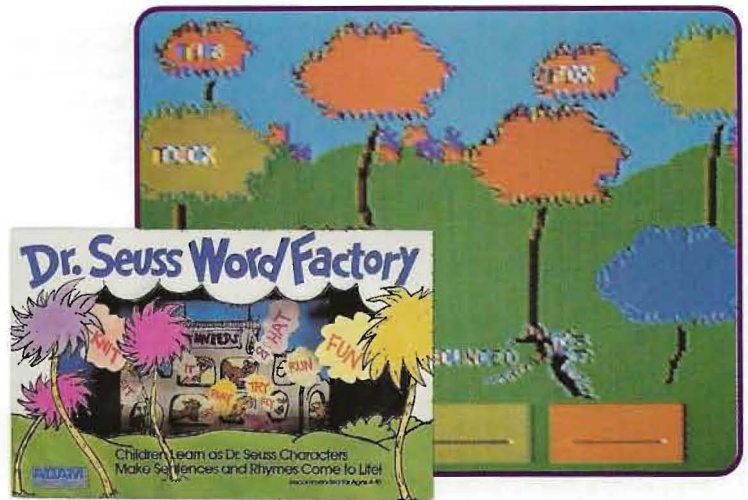
Dr. Seuss Word Factory™

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



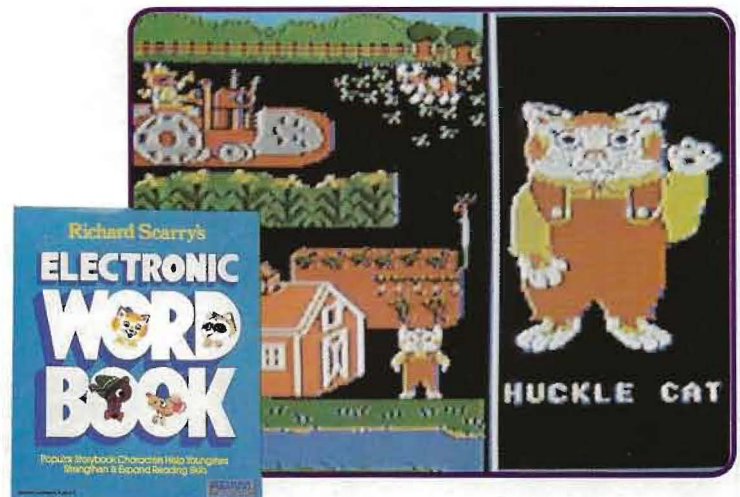
RICHARD SCARRY'S® ELECTRONIC WORD BOOK™

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.

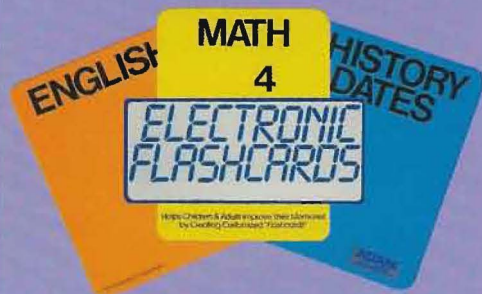
Recommended for children ages 5-12.

©1984 Richard Scarry

#7658 Digital Data Pack
#9603 5¼" Disk



ADAM™ FAMILY LEARNING



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

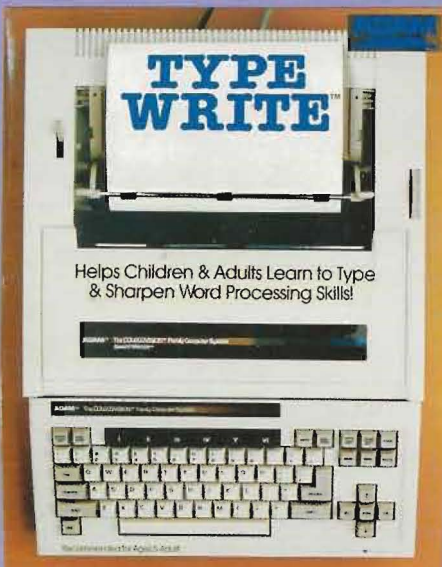
Ambitious users will snap up these programs to improve their skills and learn new ones. This series of programs will help people perfect their abilities in a variety of important areas.

TYPE WRITE

What a great way to learn typing and 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.

Recommended for all ages.

#7602 Digital Data Pack
#9610 5¼" Disk



A New Generation in Software

ADAM™ is the first computer system that can start to help people keep up with reports and important correspondence as soon as they open the package. And as their knowledge grows, owners can take advantage of more and more of the unique tools ADAM™ offers . . . innovative software programs to help them organize important information and manage their home more efficiently.

SmartWRITER™ Word Processing is simple to learn, easy to use, and best of all, *included* with ADAM™ at no extra charge. Think of it! A home computer that gives people the versatile convenience of a built-in word processing program! And when *combined* with our wide-ranging software applications, it becomes one of the most comprehensive word processing systems available.

Your customers can expand the powers of ADAM™ with our "Smart Software." This special series can help them perform many time-consuming tasks with minimal effort. There are programs to make people look good on paper: check spelling, write all kinds of letters better, organize your activities with handy checklists.

Other "Smart Software" can aid in setting up budgets and keeping tax records. And, with our Graphics Processing program, every member of the family can express themselves on the screen in ways they could never attempt on paper. It can create some of the most colorful, exciting electronic artwork ever seen.

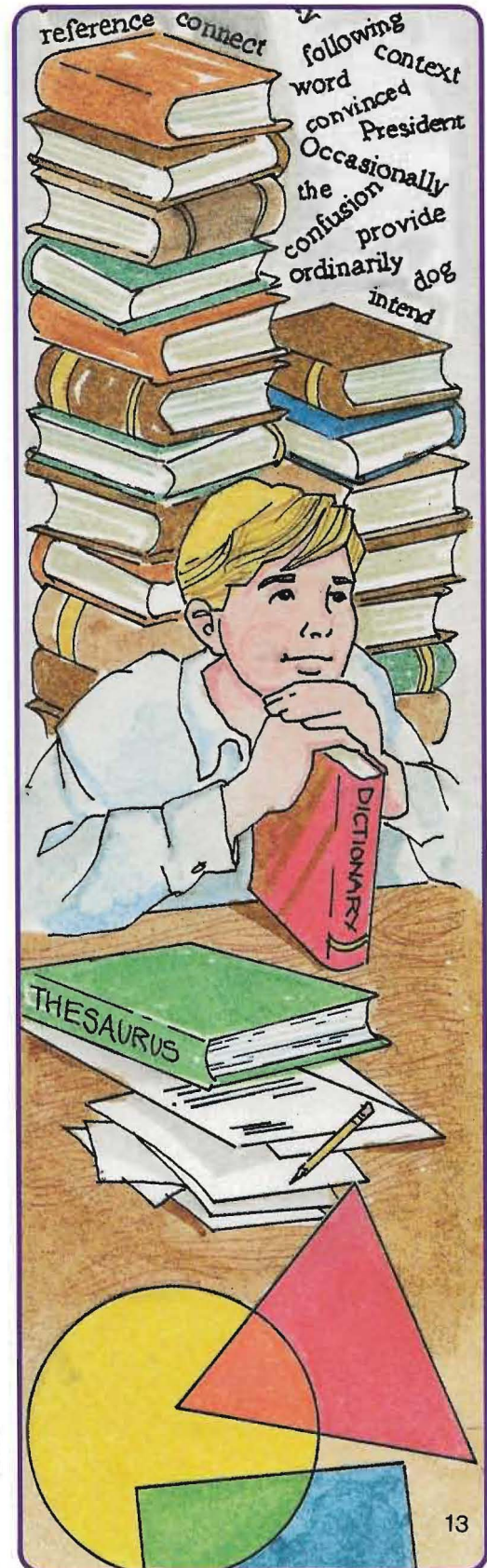
Our Home Helper software series will help speed up tiresome household chores such as finding recipes, keeping a running inventory of household possessions, and retrieving phone numbers and addresses.

CP/M® is the most widely used Operating System for microcomputers. And since Digital Research is creating a *Personal CP/M* program just for ADAM™, users will have the potential to expand the system's horizons to encompass thousands of CP/M® compatible software programs.

Many popular CP/M® titles will become available on digital data packs or 5¼" disks. One such program is *Super Calc*®², which is among the most in-demand electronic spreadsheets on the market.

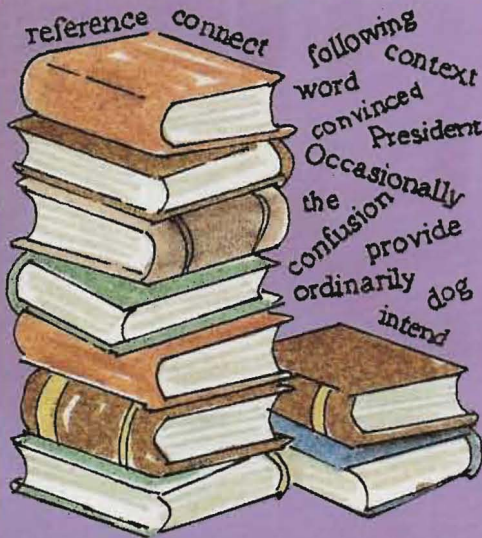
With software designed to complement its advanced capabilities, ADAM™ has succeeded in uncomplicating organization. The powers of ADAM™ make using a computer the household convenience that consumers have been waiting for!

CP/M® is a registered trademark of Digital Research, Inc.
Super Calc®² is a registered trademark of SORCIM® Corporation.
©1983 SORCIM® Corporation.



ADAM™

HOME/INFORMATION MANAGEMENT



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!

Recommended for ages 6-Adult.

#7801

Graphics Processing

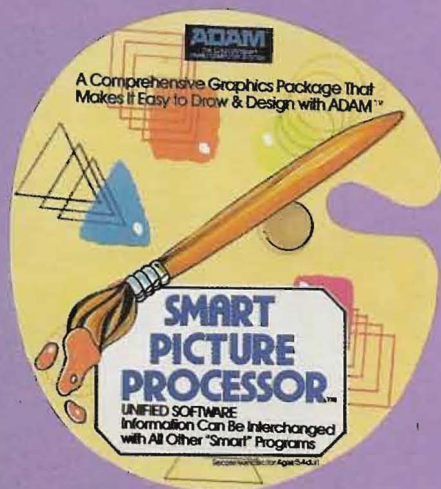
SmartPICTURE PROCESSOR™

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. The only limit is the user's imagination!

Recommended for age 5-Adult.

#7812 Digital Data Pack
#9618 5¼" Disk



Information Processing

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

SmartMONEY MANAGER™

A practical aid to help efficiently and completely manage home finances. With SmartMONEY MANAGER™, you can do personal 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.

Recommended for Teens-Adults.

#7800 Digital Data Pack
#9616 5¼" Disk

SUPER CALC®²

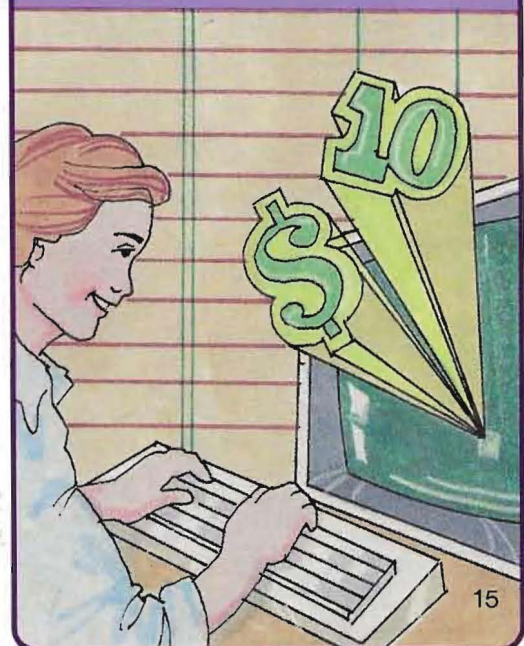
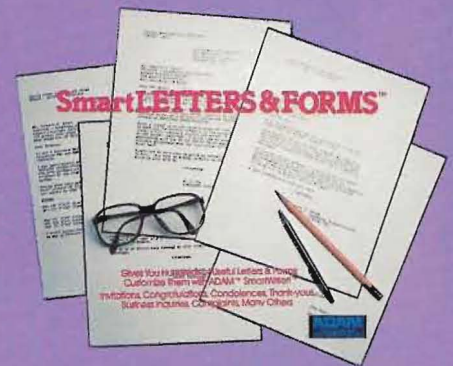
The most popular spreadsheet for CP/M® computers. A powerful tool that helps you solve the most complex "what if" financial modeling questions. Provides 63 columns by 254 rows. Advanced features include variable width columns, sorting by partial or entire rows or columns, consolidation of any number of spreadsheets, special formatting options like floating dollar signs, calendar and date calculations, and Answer Key™ for onscreen help.

SUPER CALC®² is a registered trademark of SORCIM® Corporation.

©1983 SORCIM® Corporation.

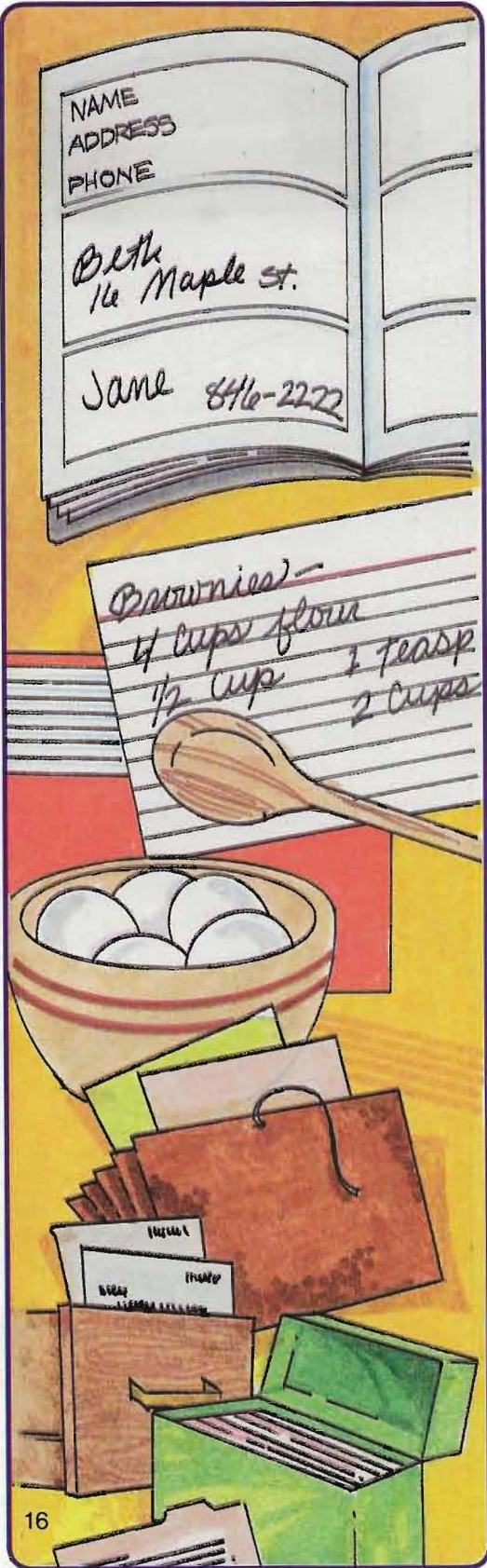
CP/M® is a registered trademark of Digital Research, Inc.

#7633 Digital Data Pack
#9629 5¼" Disk



ADAM™

HOME/INFORMATION MANAGEMENT



Home Helpers

ADDRESS BOOK FILER (WITH AUTODIALER)

Presenting an electronic telephone directory which allows the user to easily store, search, and retrieve personal address and telephone information! With the included autodialer, you can automatically dial any phone number in the directory at the touch of a button!

#7815 Digital Data Pack
#9658 5¼" Disk

RECIPE FILER

A boon to meal planning! This electronic recipe filing system will store favorite recipes and retrieve and print them upon command! It's so much easier and organized than shuffling a cookbook around while trying to put a meal together! You'll wonder how you got along without it *this* long!

#7814 Digital Data Pack
#9657 5¼" Disk

HOME INVENTORY/DATA BASE Management System

Keep track of all that important information that always seems to be misplaced when you need it! Inventory personal possessions for insurance purposes in the event of fire or theft! Store serial numbers, warranty policies, purchase price, and estimated current value of everything you own!

#7813 Digital Data Pack
#9656 5¼" Disk

Languages and Programming Aids

Important knowledge for users on every level! Informational programs for the family 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

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.

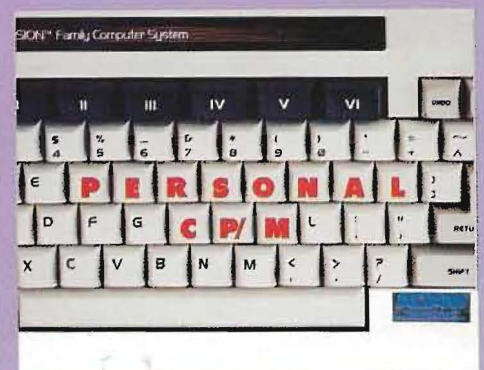
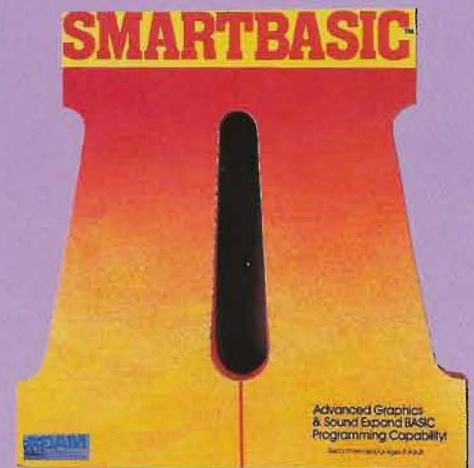
#7611 Digital Data Pack
#9627 5¼" Disk

PERSONAL CP/M®

A version of Digital Research's popular CP/M® Operating System, that's easy to use. 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.

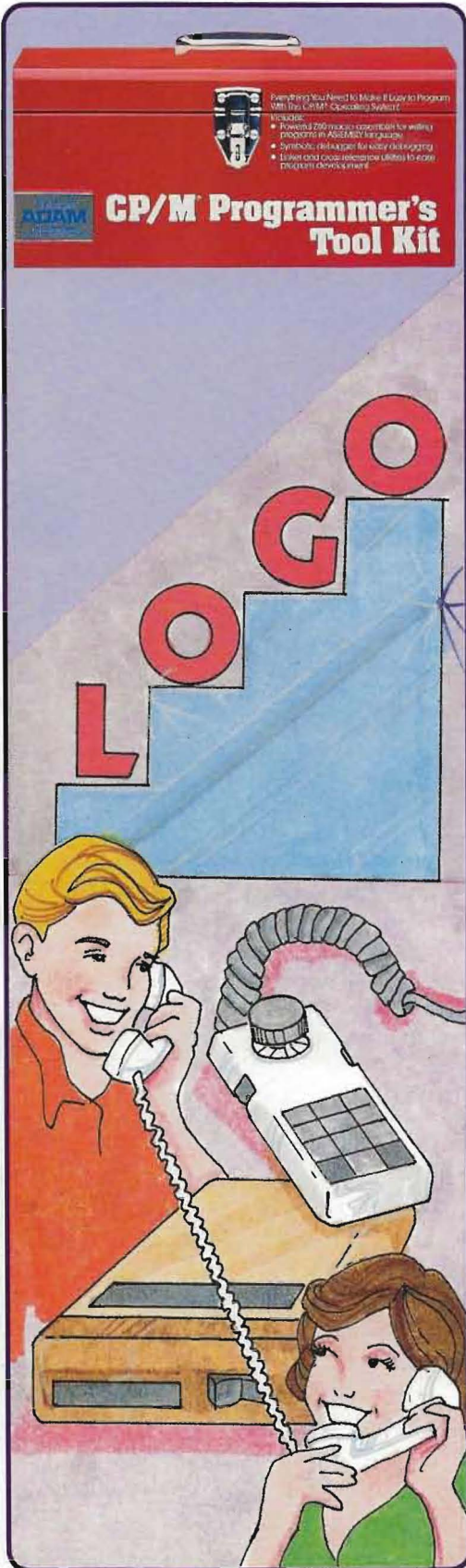
CP/M® is a registered trademark of Digital Research, Inc.

#7609 Digital Data Pack
#9624 5¼" Disk



ADAM™

LANGUAGES AND PROGRAMMING AIDS



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

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

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!

Requires purchase of SmartLOGO™ (sold separately).

Recommended for ages 4-Adult.

#7608 Digital Data Pack
#9619 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

ADAM™

SUPER GAME PACKS



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

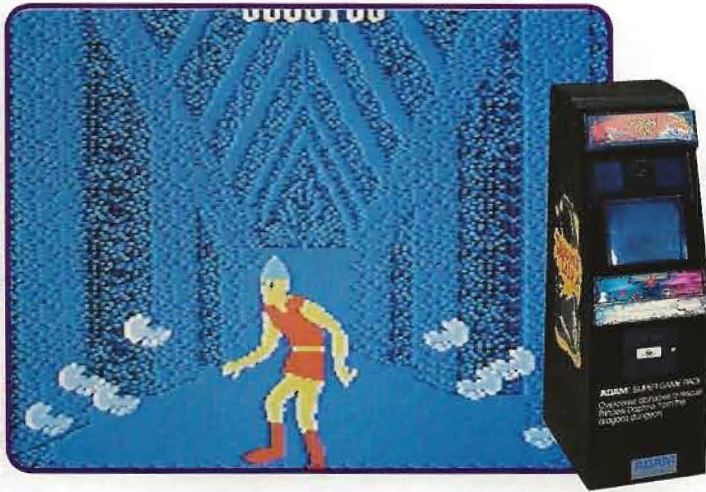
them right on your home screen! The ADVENTURE series will take you on explorations of strange lands.

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 unique experience in videogaming. And *only* ADAM™ plays SUPER GAME PACKS.

ADAM™

SUPER GAME PACKS ARCADE GAMES

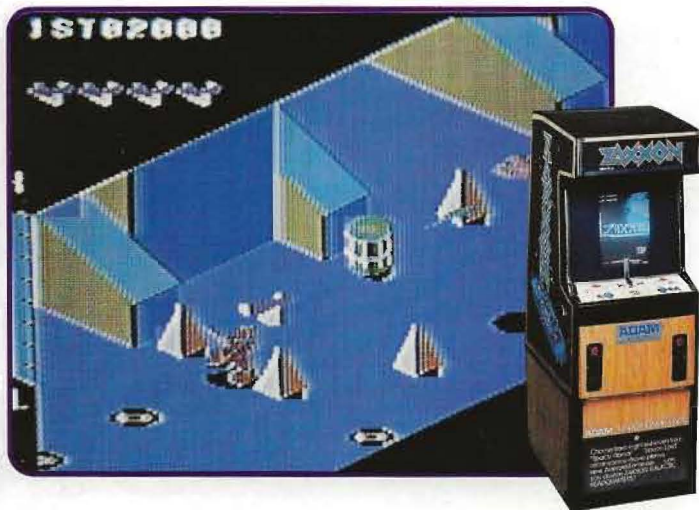


DRAGON'S LAIR™ ADAM™ SUPER GAME PACK

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



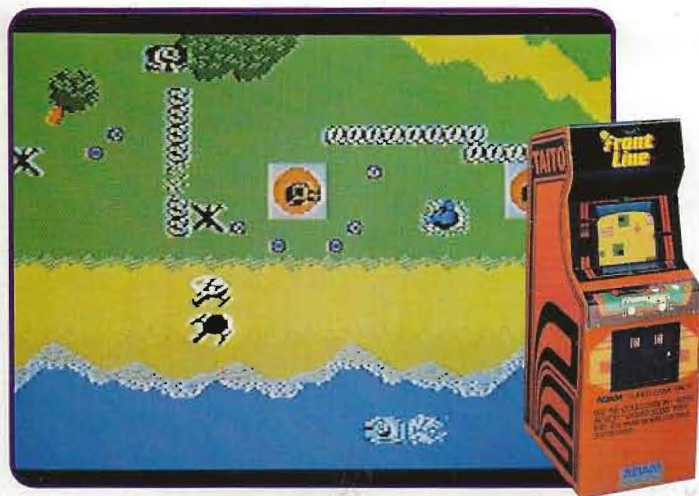
The Official

ZAXXON™ by SEGA

ADAM™ SUPER GAME PACK Has even 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!

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#2623 Digital Data Pack
#9633 5¼" Disk



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

Actual game screen may vary from illustration shown.

The Official

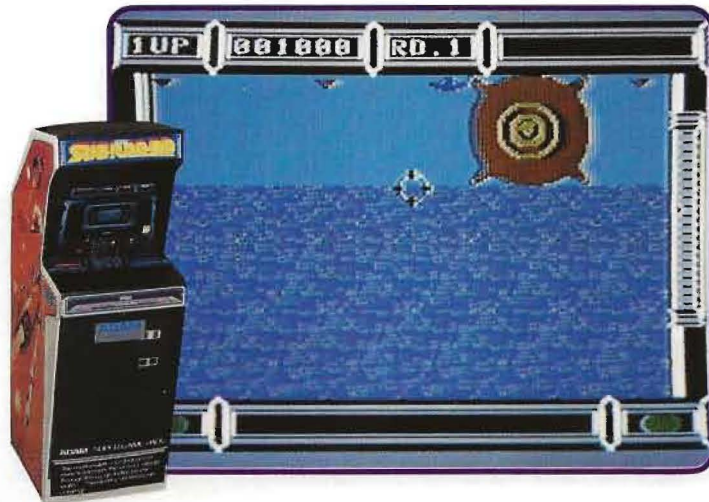
SUBROC™

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!

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#2630 Digital Data Pack
#9636 5 1/4" Disk



BUCK ROGERS™

PLANET OF ZOOM™

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.
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#2645 Digital Data Pack (Replacement)
#9634 5 1/4" Disk



DONKEY KONG™

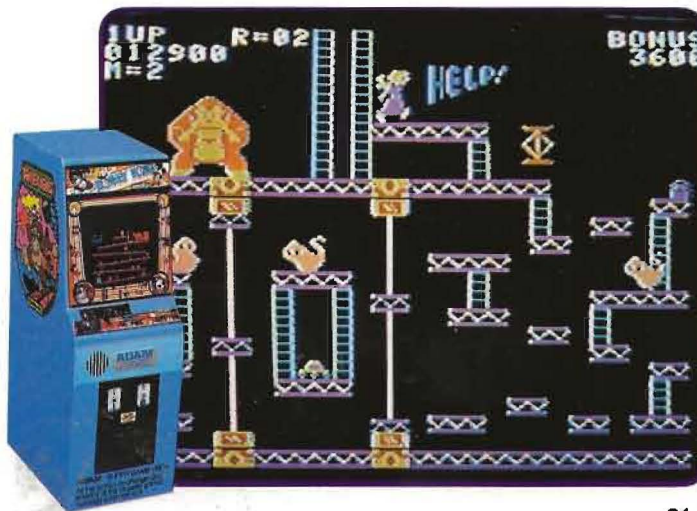
by Nintendo™

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.
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#2628 Digital Data Pack



ADAM™

SUPER GAME PACKS ARCADE GAMES



DONKEY KONG JUNIOR™
by Nintendo®

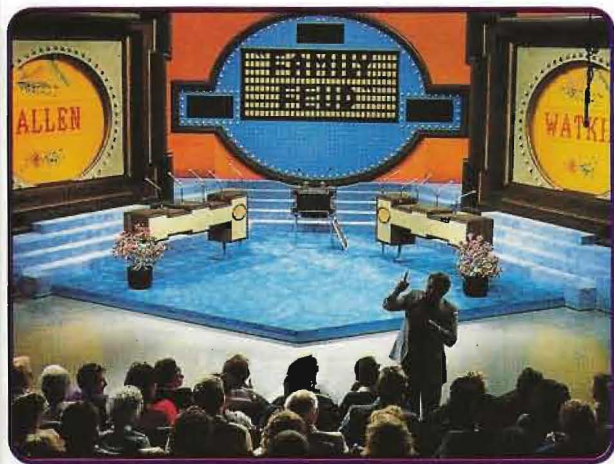
ADAM™ SUPER GAME PACK MARIO™ made life plenty tough for DONKEY KONG JUNIOR™ before, but wait 'til you see what he's got up his sleeve now! 1-player or 2-player games with four skill levels start with MARIO™ and his brother taking the ape to the top of the girders. In this SUPER GAME PACK, skilled players 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.
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#2629 Digital Data Pack

T.V. Game Shows

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 shows with family and friends, right in your own homes.

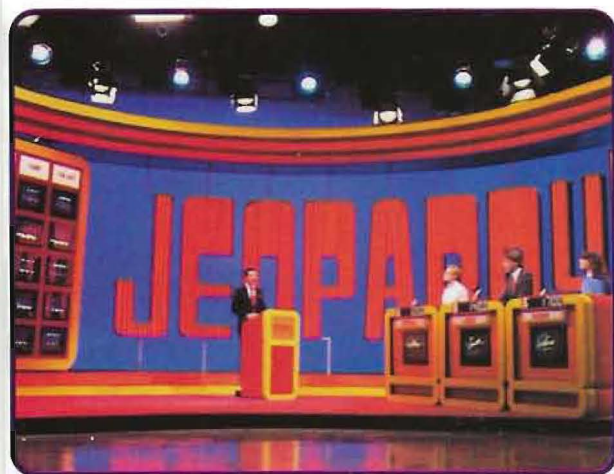


FAMILY FEUD™

Two or more "contestants" compete with each other to guess the most popular answers. It's hours and hours of entertainment fun . . . just like the television show! All the questions are done by survey, so it's *really* official!

©1984 The Family Company

#7710 Digital Data Pack
#9648 5¼" Disk



JEOPARDY™

Here's that famous television quiz show captured on a video game! Read the answer, then use your wits to supply the correct questions. Choose your category . . . just like on TV! With new mental challenges at every turn, it's a game everybody wants!

©1984 Califon Productions, Inc.

#7716 Digital Data Pack
#9654 5¼" Disk

BEST OF ALBUM SERIES

Actual game screen may vary from illustration shown.

Best of Computer Software from Coleco

Two Great Games on One Super Game Pack

In the past, Coleco has offered the consumer popular, arcade-quality video games at popular prices. But now it's time to move on to greater things. In response to great demand, we've made available what we call a Super Game Pack *Album*, on which there are multiple games — not just *one!* And they're all by big names in the video game industry . . . names you know and trust!

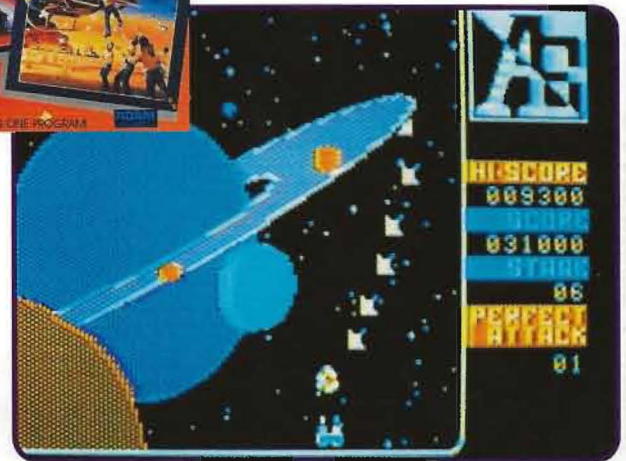
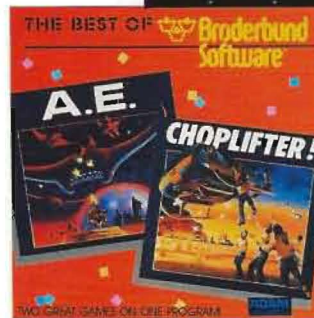
Best of Broderbund Album

CHOPLIFTER!™ You must pilot a helicopter to come to the rescue of 64 peace delegates who are being held hostage — and it's going to take more than one trip! Maneuver past missiles, jets, and tanks to fly delegates to safety and ensure a secure future for the world!

A.E.™ A.E., rays created to help in the world's fight against pollution, have become the terror of the universe in this genetically engineered experiment gone awry. Use the missiles to eliminate these deadly rays by pushing them farther and farther into outer space. Pass through realistic new 3-D worlds along the way. Courage and good timing will ultimately prevail in this game of one challenge after another!

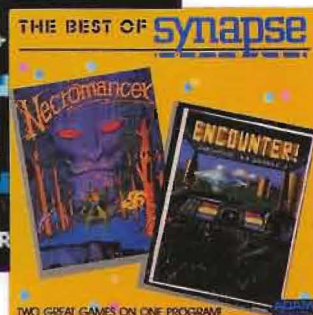
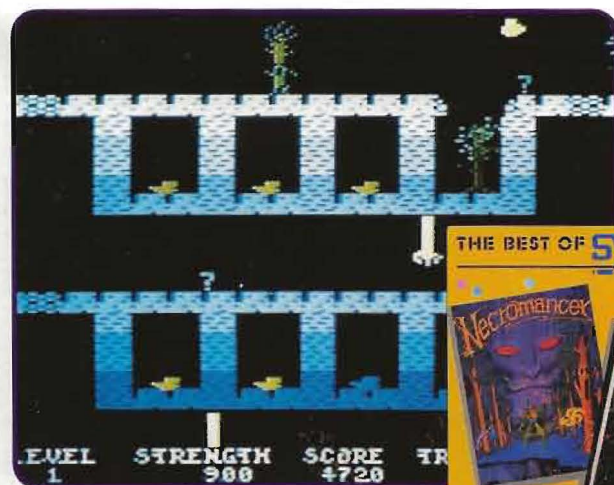
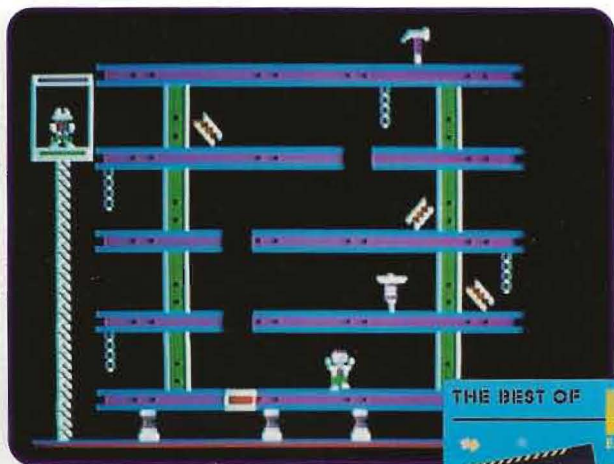
Choplifter™ Copyright ©1982 by Dan Gorlin.
A.E.™ Copyright ©1982 by Programmers 3, Inc.

#7850 Digital Data Pack
#9643 5¼" Disk



ADAM™

BEST OF ALBUM SERIES



Best of Electronic Arts Album

HARD HAT MACK™

You are Hard Hat Mack®, a steel riveter high up on a skyscraper. But your progress is complicated by inspectors, objects falling from above, and neighborhood bullies. And even Hard Hat Mack® can slip and fall if he's not careful!

PINBALL CONSTRUCTION SET™

Challenge yourself with pinball games that you create! This super game provides five sample formats plus the versatility to build fast, action-packed games for the ultimate in pinball fun.

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PINBALL CONSTRUCTION SET™ is a trademark of Budge Co. Software.
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#7852 Digital Data Pack
#9645 5¼" disk

Best of Synapse Album

Necromancer™

The age of darkness is upon us. Tetragn, the evil wizard, rules supreme with the dreaded legions of Araknid. Only Illuminar (that's you), defender of truth and protector of the human race, can challenge his might. Gather your armies to destroy the allies of the prince of darkness, then fight Tetragn himself in one-to-one combat.

Necromancer™ is a trademark of Synapse Software Corporation.
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#7853 Digital Data Pack
#9646 5¼" Disk

ENCOUNTER!

In a world similar to our own, but billions of light years away, a battle is about to

begin. A battle for this deserted little planet? No. There is no intelligent life here. This planet is a test! Conceived by a race of beings long forgotten, it was built as a training enclave for their greatest warriors. It has stood undisturbed since before the earth's creation; but now, the combat grid has been activated! Prepare yourself. It is *your* turn for the Encounter!™

Necromancer™ and Encounter™ are trademarks of Synapse Software Corporation. Copyright © 1983 Synapse Software Corporation. All Rights Reserved.

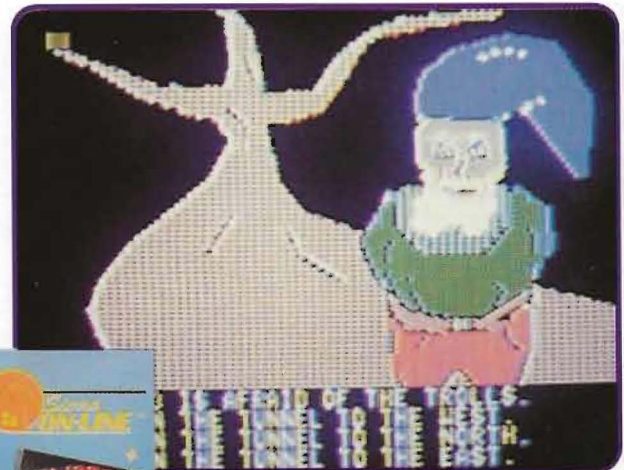
#7853 Digital Data Pack
#9646 5¼" Disk



Best of Sierra-On-Line Album

TROLL'S TALE™ A wicked troll has stolen 16 treasures from the Dwarf King, and your task is to find them. Move into troll's territory, choosing your options with the ADAM™ keyboard. When you encounter a troll, you must leave the scene, returning when the troll has gone. You get a reward for finding each treasure.

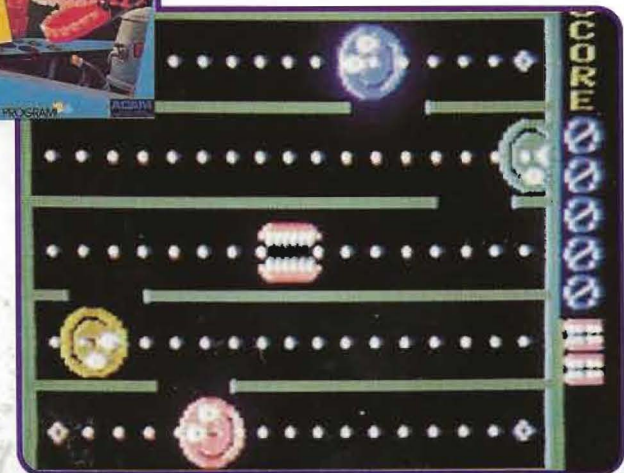
JAWBREAKER® II and TROLL'S TALE™ are designated trademarks of Sierra-On-Line, Inc. © 1983 Sierra-On-Line.



JAWBREAKER II

Hate seeing those stupid little smile faces everywhere? Now's your chance to get even! You speed through a colorful candy shop in a wild game of tag. Eat all the goodies, and the smiling faces will leave you alone. Brush your teeth, and it's back for more!

#7854 Digital Data Pack
#9647 5¼" Disk



COLECO VISION[®]

COLECO VISION[®] 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.

DONKEY KONG is a trademark of Nintendo of America, Inc.
© 1981, 1982, Nintendo of America, Inc.

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



COLECOVISION[®] AND ADAM[™]

EXPANSION MODULES AND CONTROLLERS



#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

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

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.

BONUS! Now your customers have their choice of which cartridge they'll receive FREE with their EXPANSION MODULE #2! Look at the new EXPANSION MODULE #2 carton to see that some are packed with TURBO[™] by SEGA[®], and others with BUMP 'N JUMP[™]* by DATA EAST USA, Inc. It's the new quality choice to help you reach all potential customers!

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

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*BUMP 'N JUMP is a trademark of DATA EAST USA, Inc.
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PERMA POWER[™] is a trademark of Perma-Power Electronics, Inc.



#2413

Expansion Module #2 with TURBO[™].

#2460 Expansion Module #2 with BUMP 'N JUMP[™]*.





#2492

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 sued with most ColecoVision® cartridges that can be played with a standard hand controller.

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 be each features an extra-responsive, 8-directional ARCADE movement. The special SPEED ROLLER lets players characters, and the four multiple-use PLAYER-SELECT



better five different ways! First, QUALITY JOYSTICK for full-field actually *speed up* onscreen 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.

BONUS!

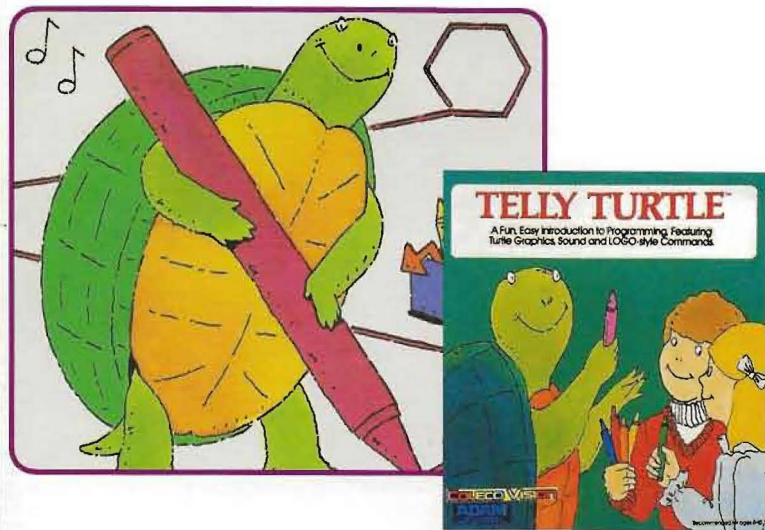
A COLECOVISION® SUPER ACTION™ BASEBALL Cartridge is included FREE with each set of SUPER ACTION™ CONTROLLERS. Its unique multiple split-screen effect and changing perspective make everyone else's sports games seem strictly minor league!



#2491

COLECO VISION[®] AND ADAM[™]

FAMILY LEARNING CARTRIDGES



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.

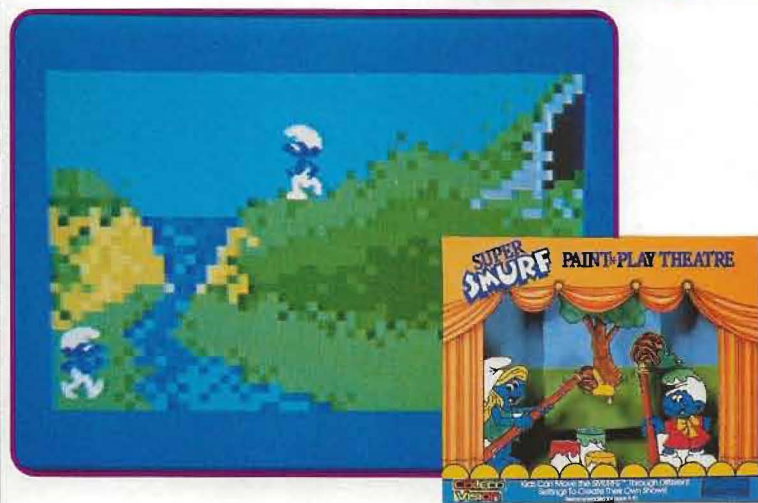
TELLY TURTLE[™]

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.

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#2698



SMURF[™]

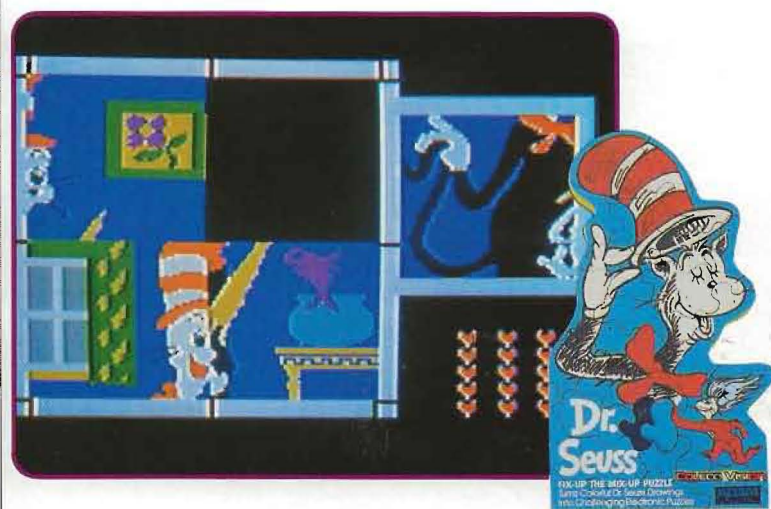
PAINT 'N' PLAY THEATRE

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 back" their SMURF[™] shows over and over again. It's a colorful, creative cartridge program for ColecoVision[®] or ADAM[™].

Recommended for children ages 3-12.

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#2697



Dr. Seuss

FIX-UP THE MIX-UP PUZZLE

Here's an electronic memory-testing game program that turns colorful Dr. Seuss drawings into 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.

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#2699

Actual game screen may vary from illustration shown.

BRAIN STRAINERS™

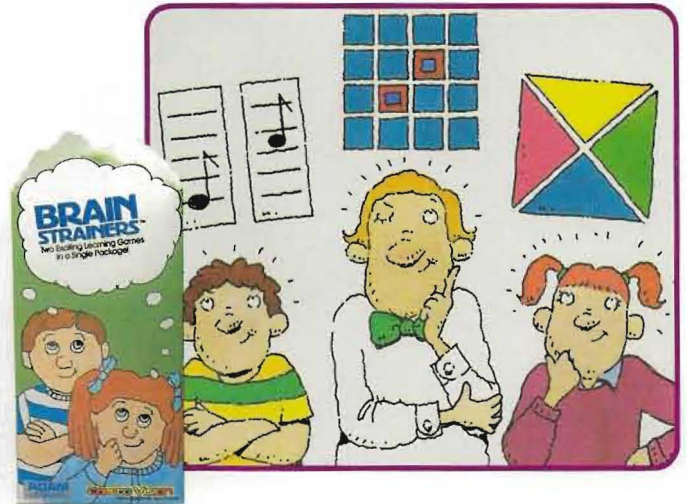
Two exciting learning games in a single package! BRAIN STRAINERS™ provides an environment which exercises

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

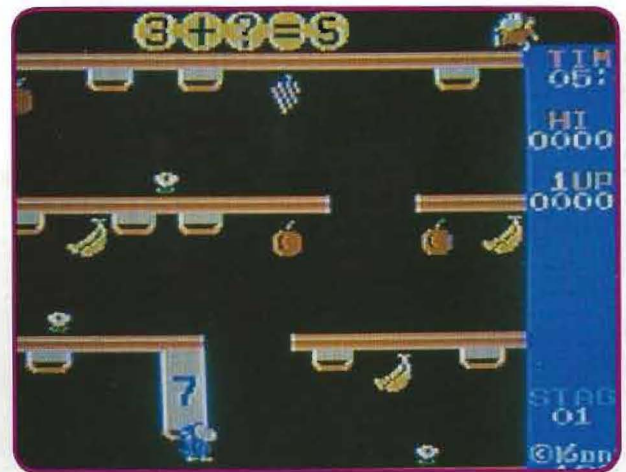


MONKEY ACADEMY™*

Welcome to the Monkey Academy! Going to school was never like this! Kids will have loads of fun brushing up on their arithmetic while enjoying exciting game play monkeyshines! This rib-tickling game is ideal for kids age 10 and up; but mom and dad will have their share of the fun playing it after the kids are in bed!

MONKEY ACADEMY™*
*© Konami Industry Co., Ltd.

#2694



World Shapers

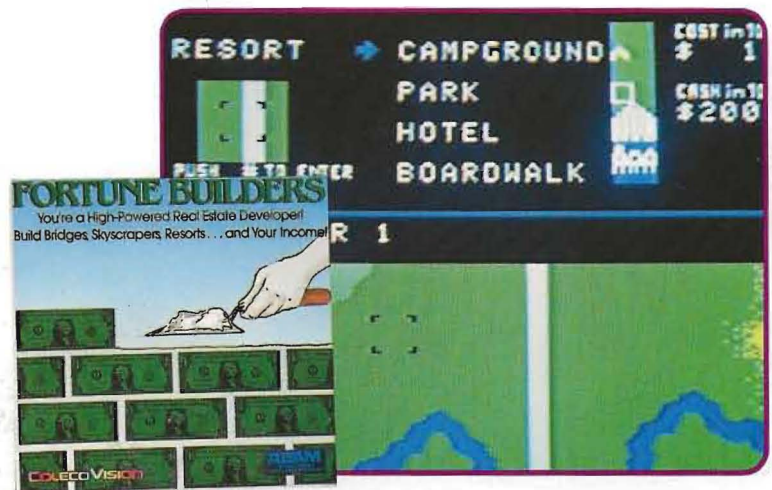
FORTUNE BUILDER™

Step into the challenging

new world of real estate development as an entrepreneur destined to build sprawling highways, huge apartment complexes, vast bridges, tall skyscrapers and even vacation ski resorts. Test your skills against an opponent who will meet you head on in fierce competition. Develop your properties keeping a close eye on newspaper headlines flashing valuable insights on everything from consumer trends to changing weather conditions. The key to success will be to make the right decisions and watch your financial empire grow. Economics. Geography. Political Science. Sociology. Investment Strategy. Environmental Impact. Explore them all in this challenging video game!

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#2681



COLECO VISION[®] AND ADAM[™]

LICENSED ARCADE CARTRIDGES



Congo Bongo[™]

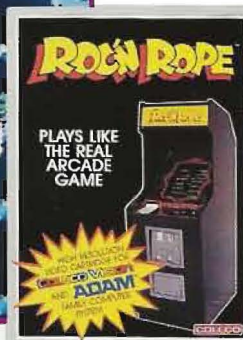
by SEGA[®]

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!

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#2669



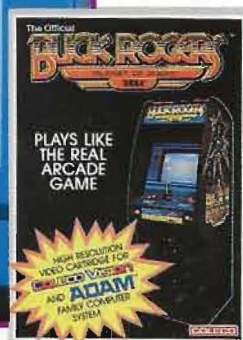
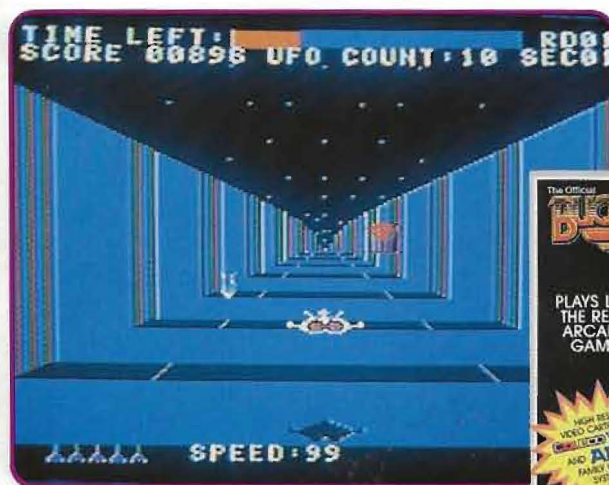
ROC'N ROPE[™]*

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[™]

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.

BUCK ROGERS[™] indicates trademark of The Dille Family Trust.
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PLANET OF ZOOM[™] and SEGA[®] are trademarks of SEGA ENTERPRISES, INC.
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#2615

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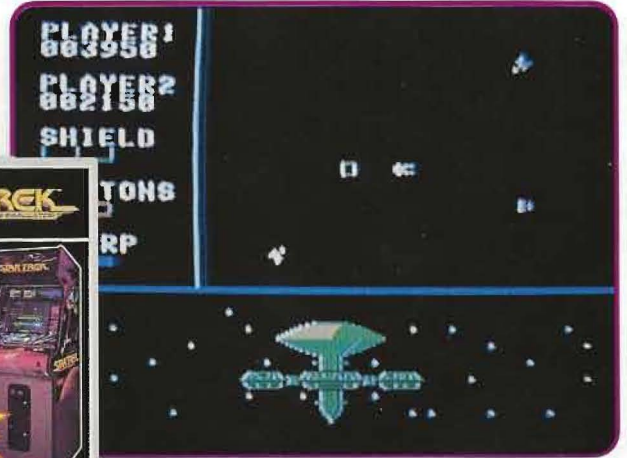
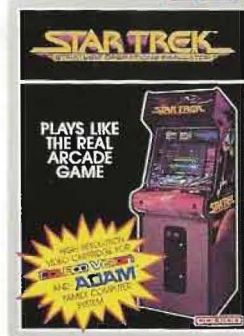
STAR TREK™ STRATEGIC OPERATIONS SIMULATOR

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 land 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.
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#2680



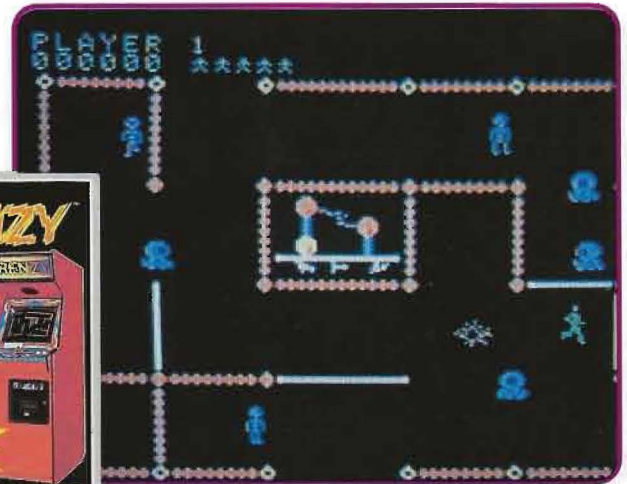
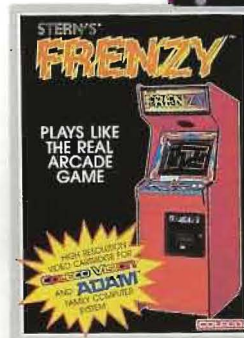
STERN'S™ FRENZY™

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 ricocheting back to zap you!

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



BURGER TIME™ *

LICENSED ARCADE GAME

It's life in the fast-food lane when you compete to build all the burgers in each maze! But it's not easy. Be on the lookout for the different nutritional nasties: hot dogs, eggs, and pickles. They'll chase your chef, but you can stop them in their tracks. If they get too close, pepper'em! Keep pepper on hand for emergencies by gobbling the "pinch of pepper" treats — ice cream, coffee, and french fries! It's a video feast for one and all!

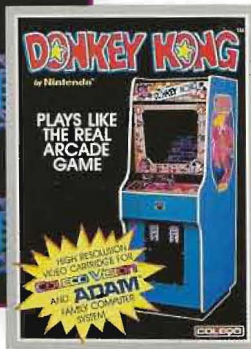
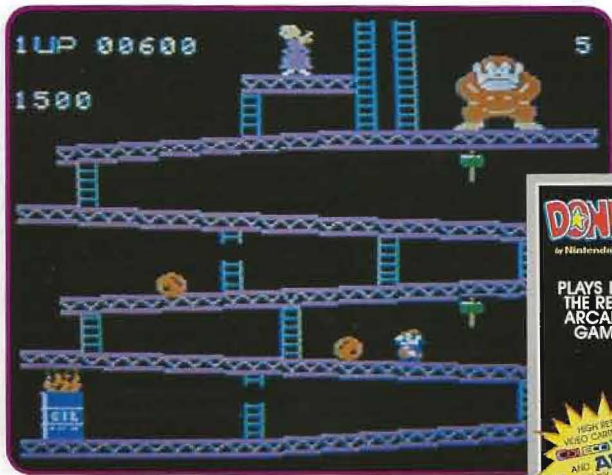
*BURGERTIME™ is a trademark of DATA EAST USA, Inc. used under license.
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#2430



COLECOVISION[®] AND ADAM[™]

LICENSED ARCADE CARTRIDGES



DONKEY KONG[™]

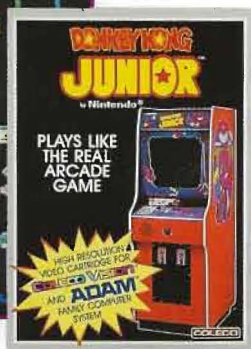
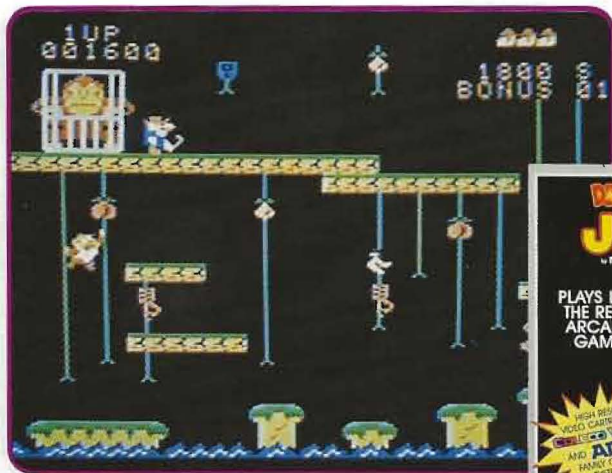
by Nintendo[®]

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.

DONKEY KONG[™], DONKEY KONG JUNIOR[™], and MARIO[™] are trademarks of Nintendo of America, Inc.
©1981, 1982 Nintendo of America, Inc.

#2411



DONKEY KONG JUNIOR[™]

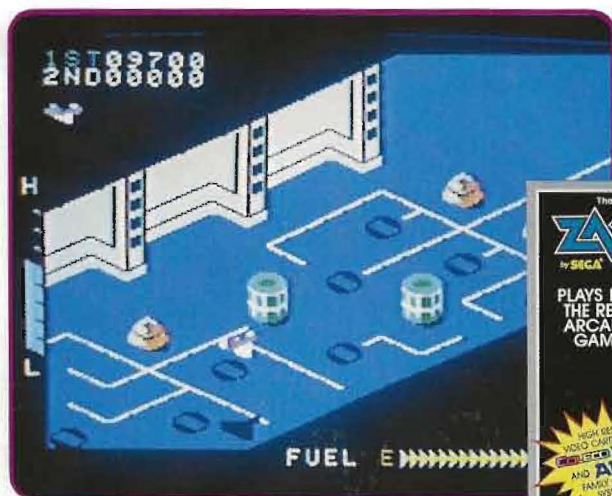
by Nintendo[®]

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.

DONKEY KONG[™], DONKEY KONG JUNIOR[™], AND MARIO[™] are trademarks of Nintendo of America, Inc.
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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!

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#2435

Actual game screen may vary from illustration shown.

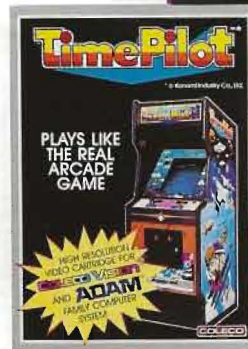
TimePilot™

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

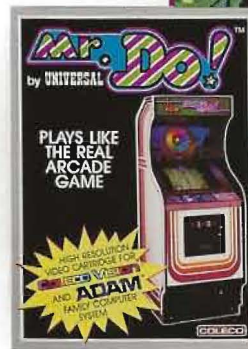
LICENSED ARCADE GAME

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.
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#2622



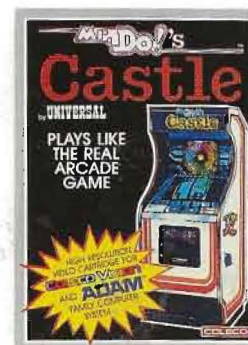
Mr. DO!'s Castle

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!™

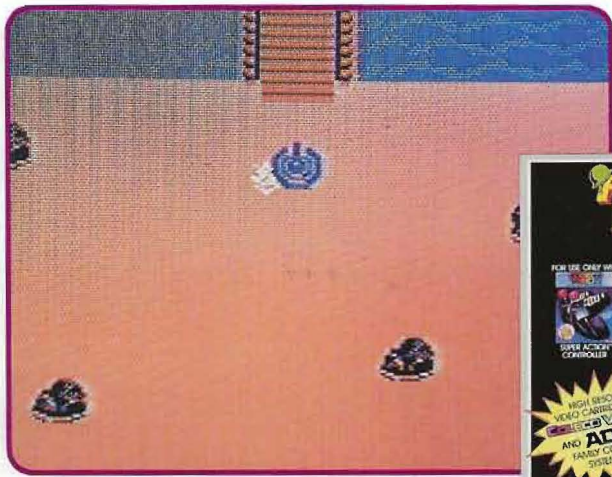
Mr. DO!™ is a trademark of Universal Co., Ltd.
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#2685



COLECOVISION[®] AND ADAM[™]

LICENSED ARCADE CARTRIDGES



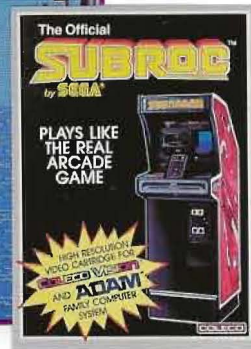
Front Line[™]

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.
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#2650



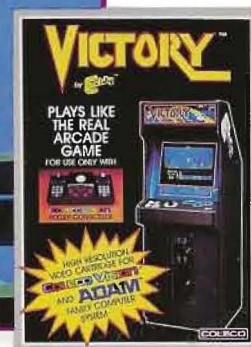
The Official

Subroc[™]

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.

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#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.
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#2446

Actual game screen may vary from illustration shown.

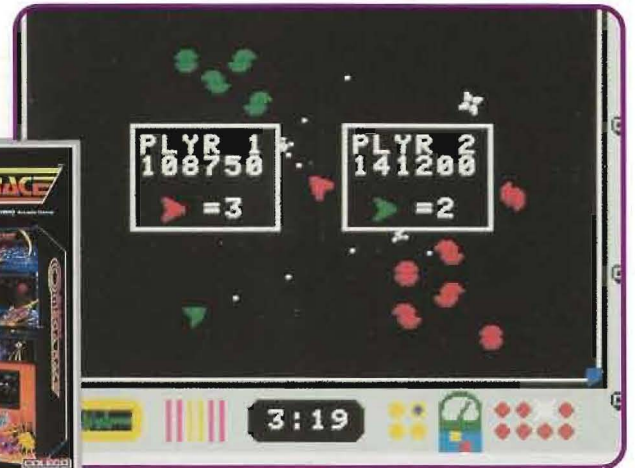


LICENSED ARCADE GAME
A Home Version of the Bally
Midway™ Arcade Game

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 RELECTIVE 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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#2448



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



LICENSED 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

COLECO VISION[®] AND ADAM[™]

LICENSED ARCADE CARTRIDGES



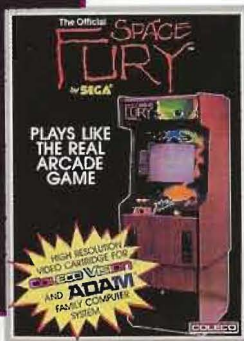
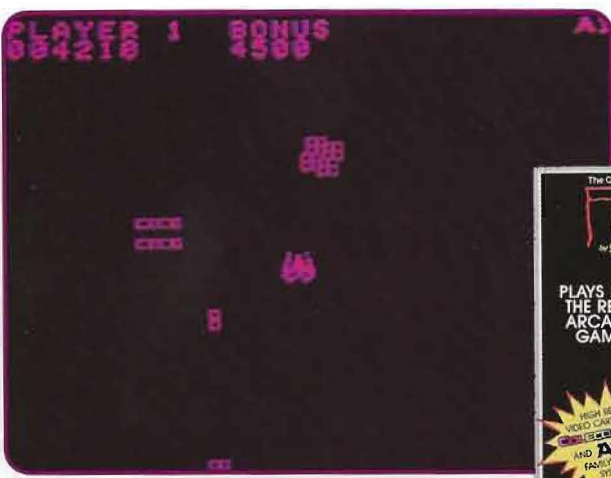
GORF[™]

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.

GORF[™] is a trademark of Bally Midway Mfg., Co.
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#2449



The Official

SPACE FURY[™]

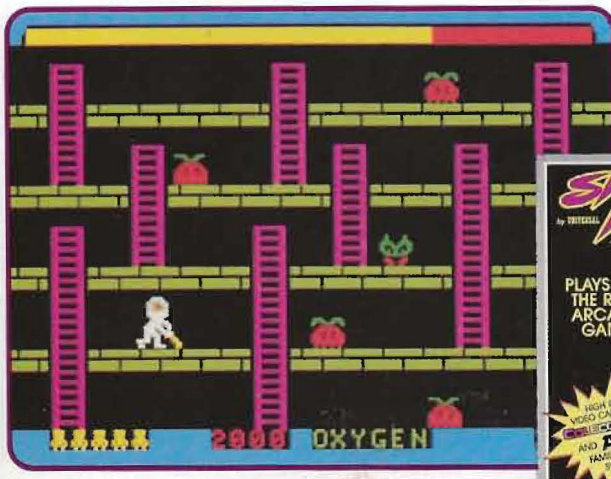
LICENSED ARCADE GAME

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?

SPACE FURY[™] and SEGA[®] are trademarks of SEGA ENTERPRISES, INC.
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#2415



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.
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#2447

Lady Bug™

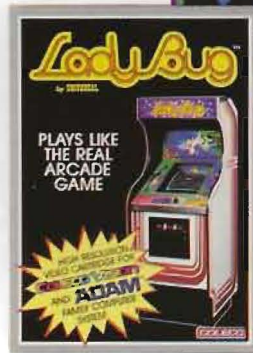
by UNIVERSAL

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.
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#2433



VENTURE™

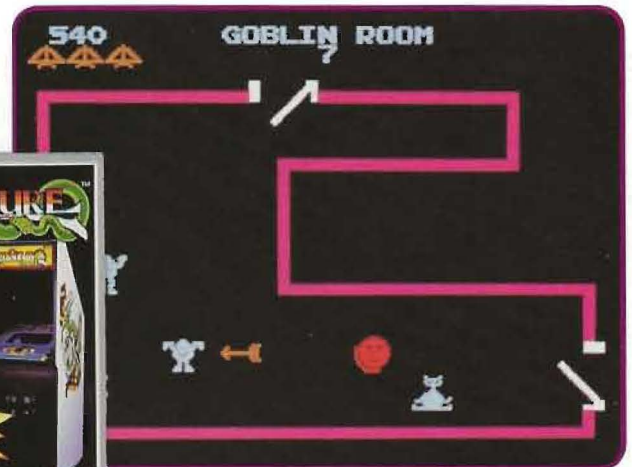
by EXIDY

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!

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#2417



MOUSE TRAP™

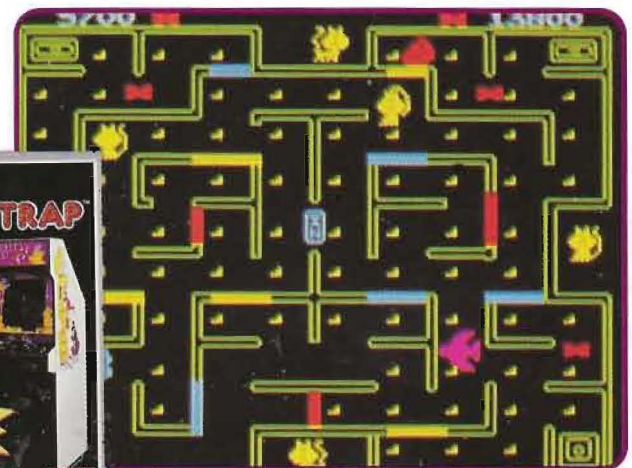
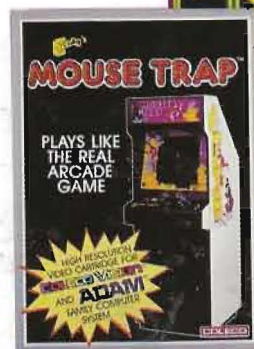
by EXIDY

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?

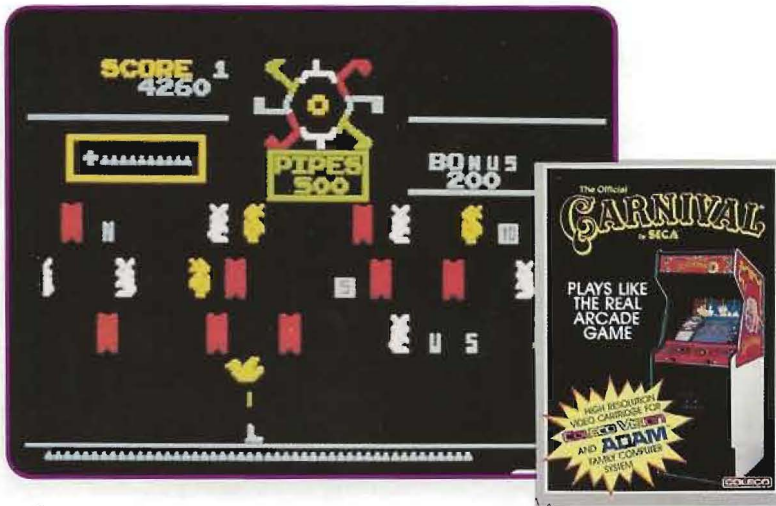
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#2419



COLECOVISION[®] AND ADAM[™]

LICENSED ARCADE CARTRIDGES



The Official

CARNIVAL[™]

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.

CARNIVAL[®] and SEGA[®] are the trademarks of SEGA ENTERPRISES, INC. ©1980 SEGA ENTERPRISES, INC.

#2445



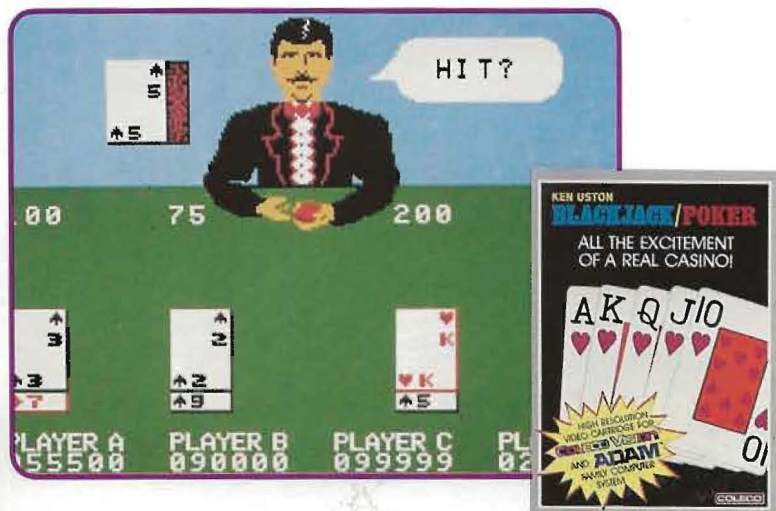
COSMIC AVENGER[™]

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. ©1981 Universal Co., Ltd.

#2434



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

Actual game screen may vary from illustration shown.

COLECOVISION® Driving Games

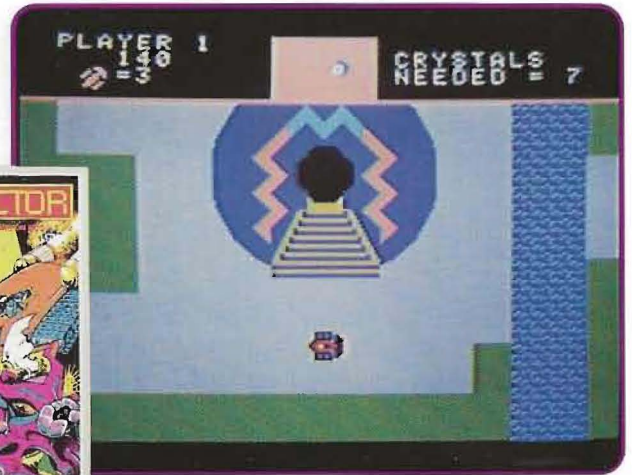
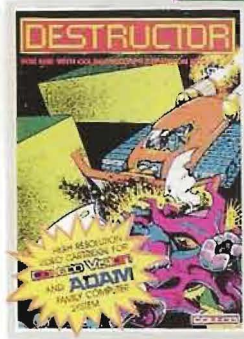
(For use with ColecoVision® Expansion Module #2)
Action so real, you'll feel like the king of the road!

DESTRUCTOR

For use with ColecoVision® Expansion Module #2
Somewhere in the vast

Betelgeuse star system is the city of Araknid, ruled by savage Insektoids. You're marooned, and their ruthless leader, Skor pion 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.

#2602



THE DUKES OF HAZZARD

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

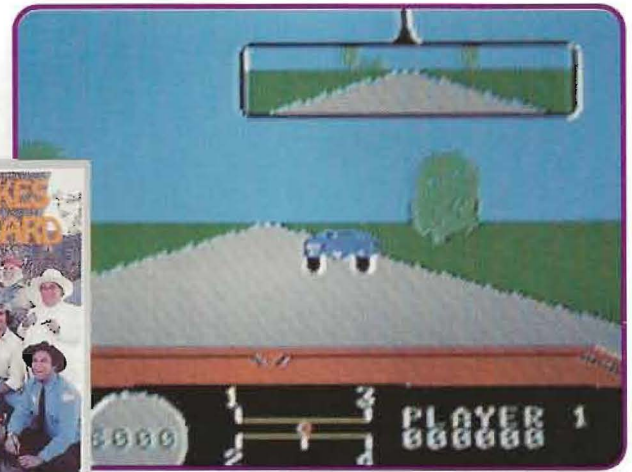
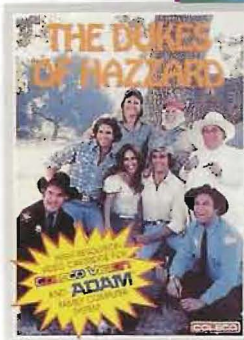
For use with ColecoVision® Expansion Module #2

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



The Official TURBO™

For use with ColecoVision® Expansion Module #2

You control a high-performance car, speeding down the open road. There are more than 40 vividly detailed scene changes as you go! Accelerate — change lanes — but watch out! While controlling the car's speed and direction, you've got to pass other racing cars, avoid treacherous obstacles, and still make it in record time!

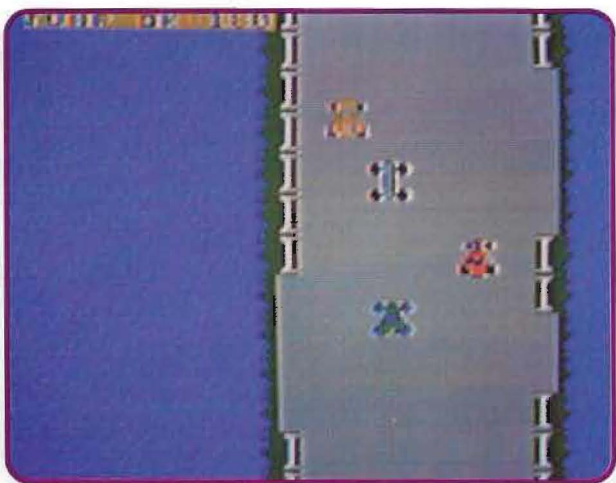
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#2461



COLECO VISION[®] AND ADAM[™]

LICENSED ARCADE CARTRIDGES



Bump 'n' Jump[™]

For use with ColecoVision[®] Expansion Module #2
Here's a brand new driving game sure to bring out the

Mario Andretti in everyone! Using Expansion Module #2, cruise along at 20 mph, or put the pedal to the metal at 220 mph! Bump into other cars to send them crashing! Jump your car over water and other hazards, or jump right on other cars to make them crash! There are eight different roadways to challenge your driving skill. Highest score gets the checkered flag!

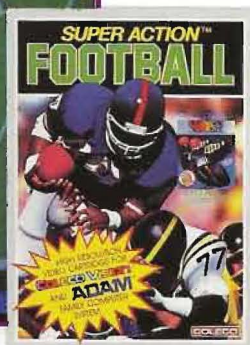
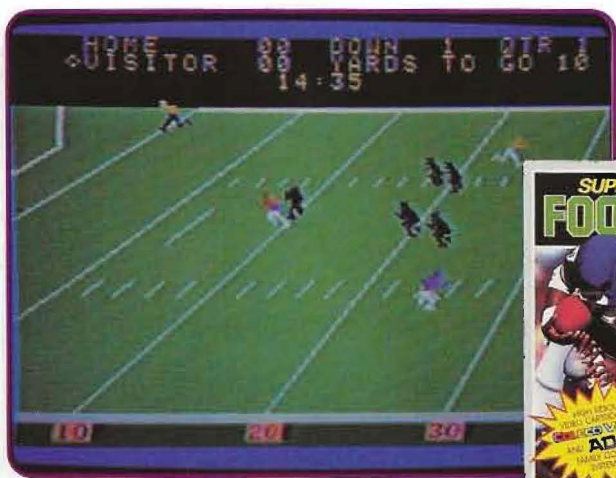
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#2440

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!

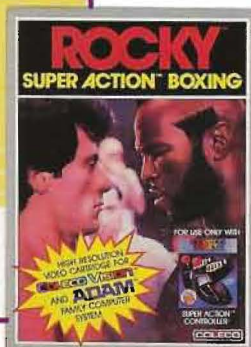
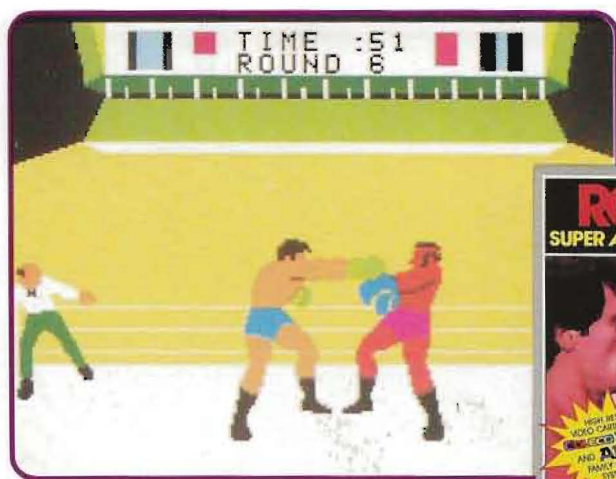


SUPER ACTION[™] football

For use with ColecoVision[®] Super Action[™] Controllers
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

For use with ColecoVision[®] Super Action[™] Controllers

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.

ROCKY[™] ©1983 United Artists Corporation. All Rights Reserved.

#2606

Actual game screen may vary from illustration shown.

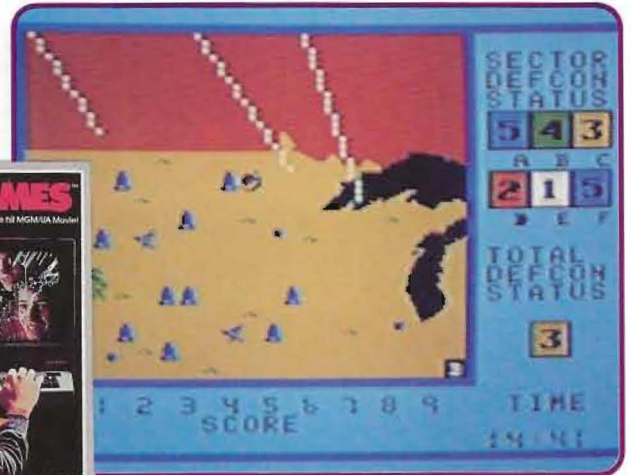
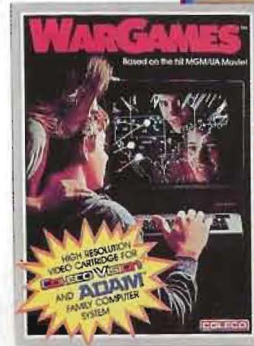
WARGAMES

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

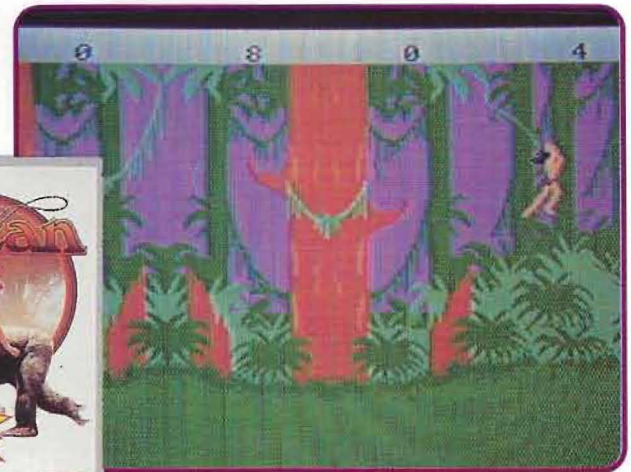
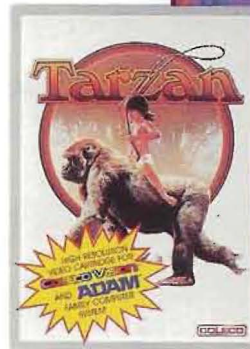


Tarzan™

Practice up 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.

TARZAN™ owned by Edgar Rice Burroughs, Inc. and used by permission.
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#2632



Computer Hits

Here are the entertainment arcade hits that everyone's been asking for! Collected by Coleco and produced by the big names that arcade-goers know well. Does BRODERBUND sound familiar? How about SYNAPSE? These two companies have provided Coleco with four of the best, the most popular and challenging games around! Try 'em . . . you'll love them!

CHOPLIFTER!™

You must pilot a helicopter to come to the rescue of 64 peace delegates who are being held hostage — and it's going to take more than one trip! Maneuver past missiles, jets, and tanks to fly delegates to safety and ensure a secure future for the world!

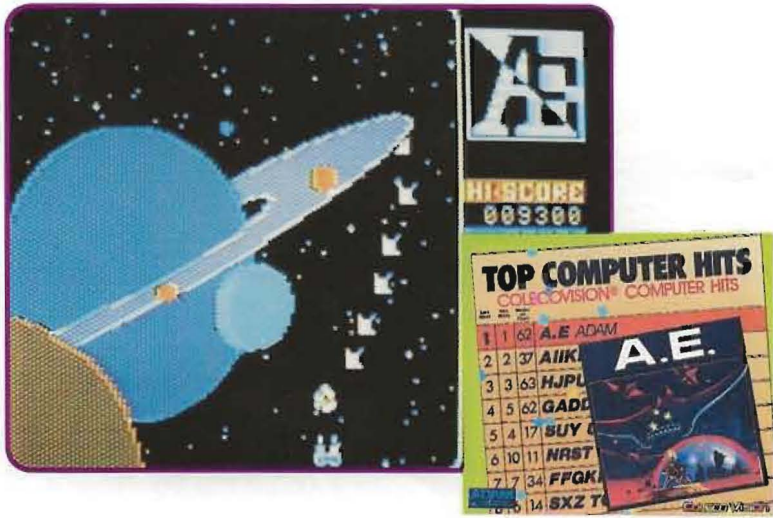
Choplifter™ Copyright © 1982 by Dan Gorlin.

#2690



COLECO VISION[®] AND ADAM[™]

COMPUTER HITS

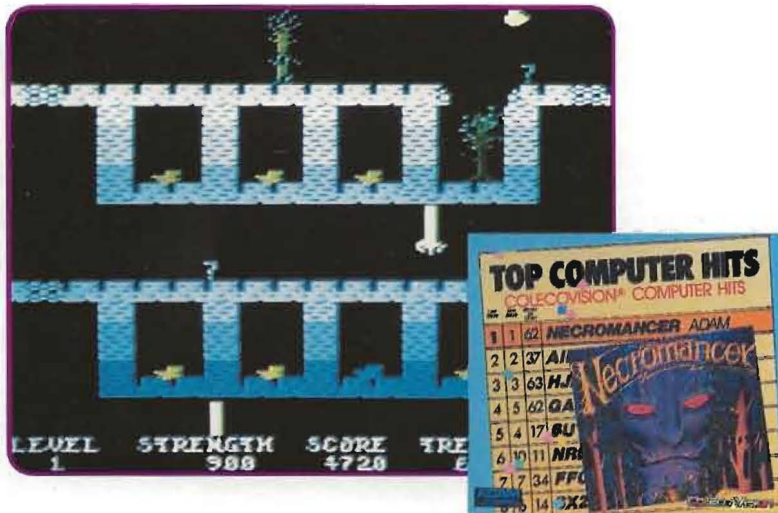


A.E.[™]

A.E., rays created to help in the world's fight against pollution, have become the terror of the universe in this genetically engineered experiment gone awry. Use the missiles to eliminate these deadly rays by pushing them farther and farther into outer space. Pass through realistic new 3-D worlds along the way. Courage and good timing will ultimately prevail in this game of one challenge after another!

A.E.[™] Copyright © 1982 by Programmers 3, Inc.

#2693



Necromancer[™]

The age of darkness is upon us. Tetragn, the evil wizard, rules supreme with the dreaded legions of Araknid. Only Illuminar (that's you), defender of truth and protector of the human race, can challenge his might. Gather your armies to destroy the allies of the prince of darkness, then fight Tetragn himself in one-on-one combat.

#2687

FAMILY FUN ADVENTURES

Actual game screen may vary from illustration shown.

Coleco even has a special selection of children's games to help develop young minds, as well as entertain for hours! And with the help of those true-blue Smurfs, the ever-popular Cabbage Patch Kids™, and a cute little penguin, the learning is loads of fun!



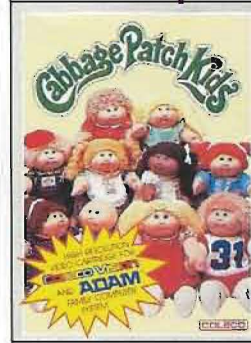
ADVENTURES IN THE PARK™

Let's cut through the park on our way back to Babyland General Hospital! Those Cabbage Patch Kids™ are in for rough and tumble

adventures as they test their stamina. Jump across fountains! Jump over boulders! Swing from vine to vine! Ride moving lily pads! And can your Kid snatch an apple without landing in a pothole? The farther he goes, the tougher the journey! Good luck!

©1984 Cabbage Patch Kids™ is a trademark of and licensed from Original Appalachian Artworks, Inc., Cleveland, Georgia. U.S.A. All Rights Reserved.

#2682



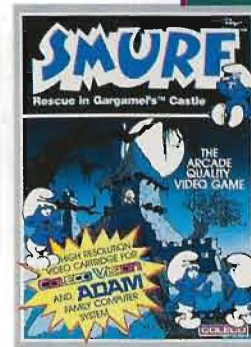
Rescue in Gargamel's™ Castle

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



ANTARCTIC ANTICS™ ★

All dressed up and no place to go! Not so with *this* cute little penguin! He's busily visiting the Antarctic bases of various countries, and makes a stop at the South Pole, too! He wants to see how many places he can visit! But travels aren't quite as smooth as the ice is. Look out for cracks and nasty seals! In this race against the clock, little penguin must pick up flags or catch fish for extra points!

*©Konami Industry Co., Ltd.

#2429



KID VID™ SYSTEM



#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

SMURFS™ SAVE THE DAY

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

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

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

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The 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 Learn 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 customers can also use the KID VID™ Voice Module as a portable tape recorder/player with any standard audio cassette.

KID VID™ VOICE MODULE

Transforms your Coleco Gemini™ or Atari® 2600™ VCS, 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 Gemini™ or 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!

BONUS! . . . Includes SMURFS™ SAVE THE DAY Play 'n Learn Cartridge with 3 coordinated Sound Story Cassettes.

The first in a series of talking educational games! It's actually three games in one cartridge, each game with its own Sound Story Cassette.

SMURF™ © *Pew* 1983

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ATARI® 2600™ is a registered trademark of Atari, Inc.



#2511

KID VID™ VOICE MODULE WITH ADAPTER for ADAM™ and ColecoVision®

Here's the new kid on the block! It's the KID VID™ Voice Module and adapter for ColecoVision® and ADAM™. It's so easy to install . . . the adapter plugs in through the Expansion Port and connects directly to the Voice Module. This instantly transforms ColecoVision® or ADAM™ into a talking educational system. Kids will be enthralled, spending hour after hour watching, playing, listening, and learning! The Voice Module uses realistic human voices, music, and enhanced sound effects to coordinate with the action of specially-designed learning games! And, when it's not being used for games, the Voice Module doubles as a quality portable cassette recorder.

BONUS! . . . Includes SMURFS™ SAVE THE DAY Play 'n Learn Cartridge with 3 coordinated Sound Story Cassettes.

The first in a series of talking educational games! It's actually three games . . . each on its own Sound/Story Cassette.

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#2407

KID VID™

#2427 ADAM™ and ColecoVision®
#2658 Atari® and Gemini™



TALKING EDUCATIONAL VIDEO GAME SETS

Exciting breakthroughs in education! These entertaining games utilize kids favorite characters to teach the basics. Each Kid Vid™ game set includes a game cartridge, and interactive Sound Story cassettes, which coordinate to use music, human voices and sound effects to direct goal-oriented play.

The game sets are available in two formats: one designed for use with ColecoVision® and ADAM™, the other for Atari® 2600 VCS compatible systems and Gemini™. Of course, the graphics are a little more sophisticated on the ColecoVision®/ADAM™ version, but the fun and learning are equally effective in either format. In fact, no matter which system they own, your customers will fall in love with all of these KID VID™ game sets.

The Berenstain Bears™ – 3 Cassettes, 1 Cartridge

- THE BERENSTAIN BEARS™ BIG NUMBER HUNT – A sound/story cassette which teaches number recognition skills.
- THE BERENSTAIN BEARS™ GREAT LETTER ROUNDUP – A sound/story cassette which teaches the alphabet and correct letter sequencing.
- THE BERENSTAIN BEARS™ SPOOKY SPELLING BEE – A sound/story cassette which teaches simple spelling.

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The Adventures of The Cabbage Patch Kids™

3 Cassettes, 1 Cartridge

This is a sure-fire winner with those cute 'n cuddly Cabbage Patch Kids™ leading the way! It's music! It's excitement! It's lots of fun!

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Cabbage Patch Kids™
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#2458 ADAM™ and ColecoVision®
#2450 Atari® and Gemini™

Dr. Seuss One Fish, Two Fish

3 Cassettes, 1 Cartridge

Here's one of Dr. Seuss' much-loved classics brought to life with music and games to delight youngsters everywhere! This game combines songs and easy-to-follow instructions with colorful screen action.

©1983 Dr. Seuss
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#2428 ADAM™ and ColecoVision®
#2513 Atari® 2600™ VCS and Gemini™

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™

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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#2590



COLECO

CARTRIDGES FOR THE ATARI® 2600 VCS AND GEMINI™

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™, TARZAN™ and MR. DO'S CASTLE™*. Our strategy is to focus on only the strongest arcade and action licenses to produce high-volume sales.

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

ROC'n ROPE™

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! When enemy tanks attack, jump into your own tank and fight back. You may win some battles . . . but can you win the war?

Actual game screen may vary from illustration shown.

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#2665

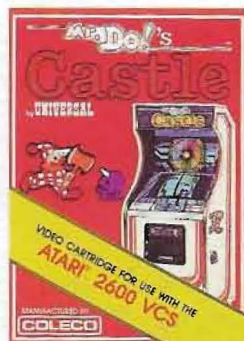
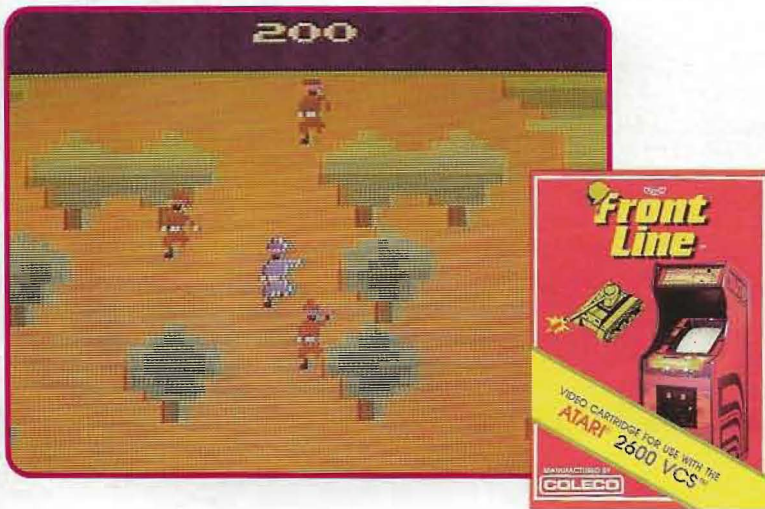
Mr. DO!'s Castle

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™

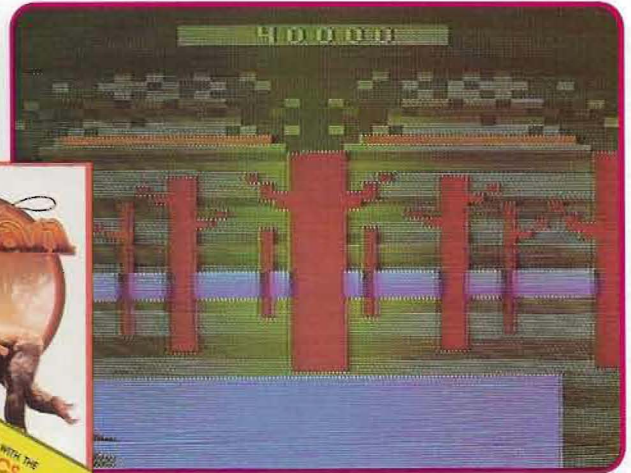
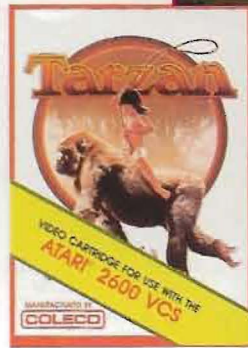
A Coleco Video Game Cartridge for use with ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

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.

Actual game screen may vary from illustration shown.

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#2662



DONKEY KONG™

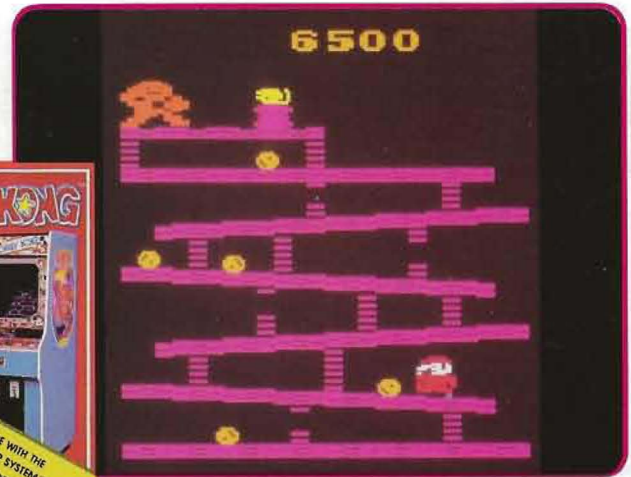
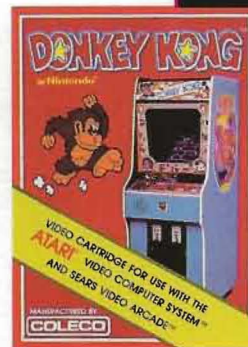
by Nintendo™

A Coleco Video Game Cartridge for use with 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®

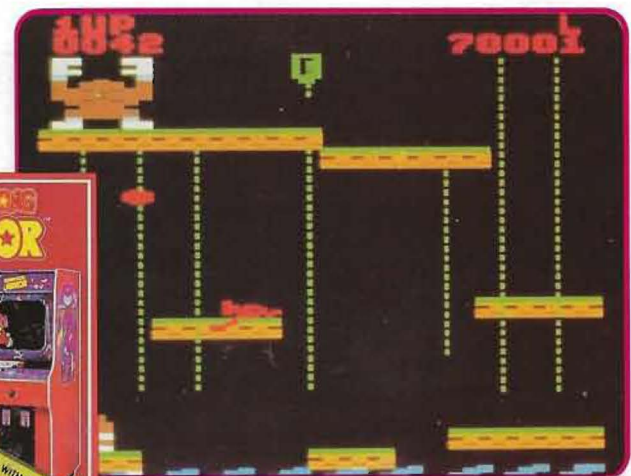
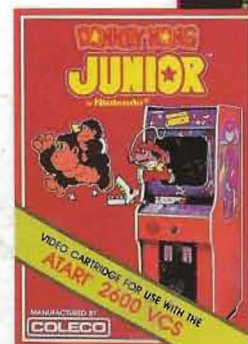
A Coleco Video Game Cartridge for use with ATARI® 2600 VCS, GEMINI™, and other compatible game systems.

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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#2653



COLECO

CARTRIDGES FOR THE ATARI® 2600 VCS AND GEMINI™

Actual game screen may vary from illustration shown.



The Official

ZAXXON™

by SEGA

A Coleco Video Game Cartridge for use with 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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#2454



TimePilot™

A Coleco Video Game Cartridge for use with 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. The 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!

TIME PILOT™ © Konami Industry Co., Ltd.
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#2663



Mr. Do!

by UNIVERSAL

A Coleco Video Game Cartridge for use with 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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#2656

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