

EXCITING ARCADE VIDEO GAME CARTRIDGES FOR THE LEADING VIDEO GAME SYSTEMS



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The video game cartridges described in this leaflet are available for the leading video game systems – Atari® V.C.S.,™ Intellivision™ and CBS ColecoVision – the technologically advanced, expandable video game system. Each cartridge has the maximum technology built-in and is designed to produce the best possible graphics, sounds and game play for each video game system.

To help you select the correct video game cartridge for your system packing is colour coded:

Silver – CBS ColecoVision™ video game system

Red – Atari® Video Computer system™

Blue – Intellivision™ Master component

Some video game cartridges are not available for all 3 systems. Check the availability of cartridges at your local stockist.

All screens shown are in CBS ColecoVision format.



CBS Electronics
Headley Road East,
Woodley, Berks. RG5 4SG.

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INTELLIVISION™ IS THE TRADEMARK OF MATTEL INC.
CBS is a trademark of CBS, Inc. ColecoVision is a trademark of Coleco Industries, Inc.

VIDEO GAME CONSOLE



The CBS ColecoVision™ video game system has advanced technology which produces superlative graphic resolution and excellent sound effects.

The hand controllers allow fingertip control via the 8 direction joystick and feature 2 independent fire buttons and push button keyboard.

The hand controllers, which are detachable and have 6 feet of telephone coil cable, are conveniently stored in the CBS ColecoVision™ console when not in use. The CBS ColecoVision™ console expands in function through the Expansion Module Interface for which 3 Expansion Modules are available.

EXPANSION MODULE NO 1:

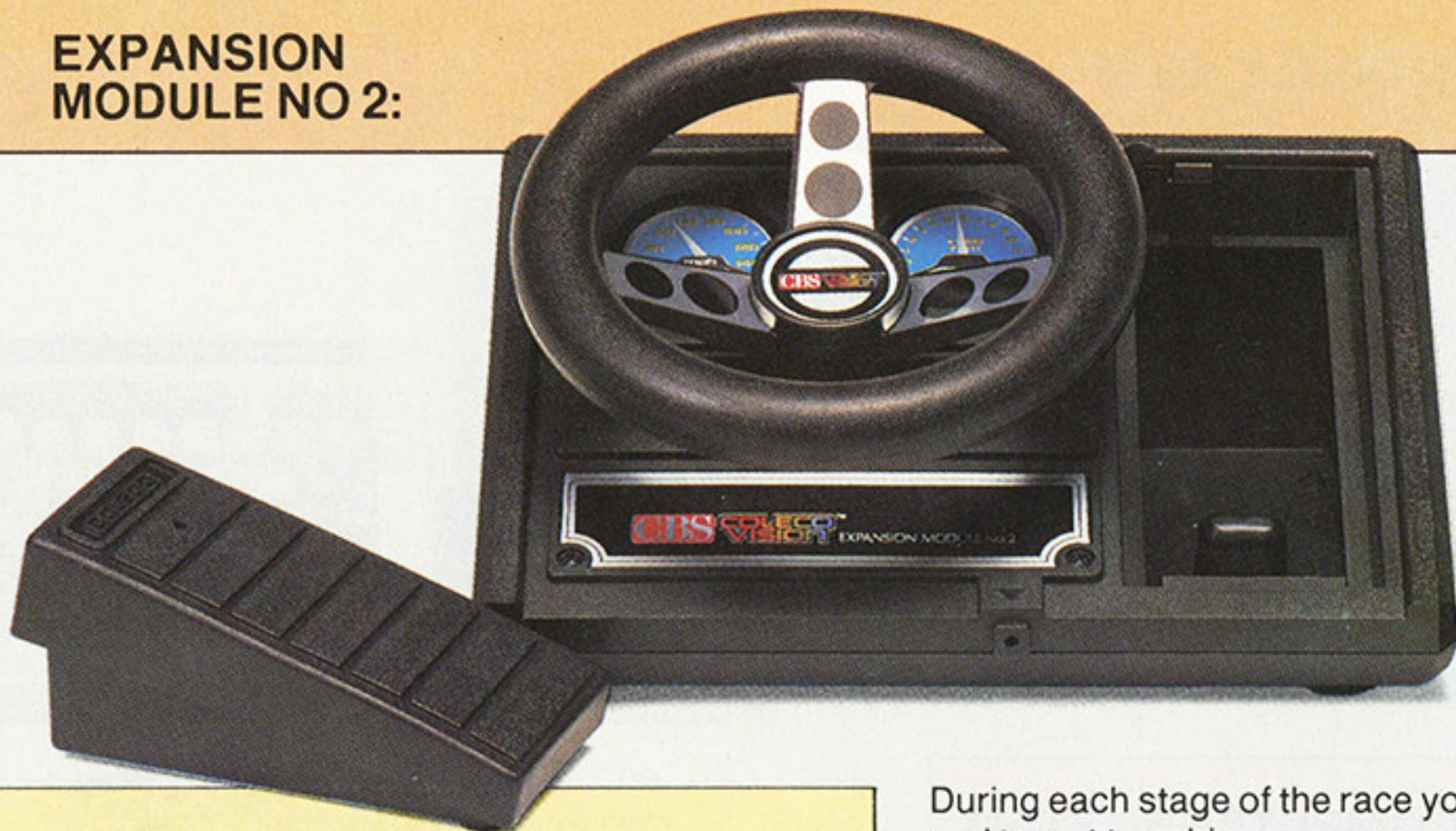


SOFTWARE CONVERTER

Expansion Module No. 1 allows all cartridges compatible with the Atari® 2600 VCS™ to be played on the CBS ColecoVision™ console. When the Expansion Module is plugged into the Expansion Module Interface, the widest possible library of video game cartridges can be played on

the CBS ColecoVision™ system. Alternatively, existing Atari® owners can purchase the CBS ColecoVision™ video game system and still make use of their existing software library. Game play can be controlled using CBS ColecoVision™ game controllers which plug into the Expansion Module No. 1.

EXPANSION MODULE NO 2:

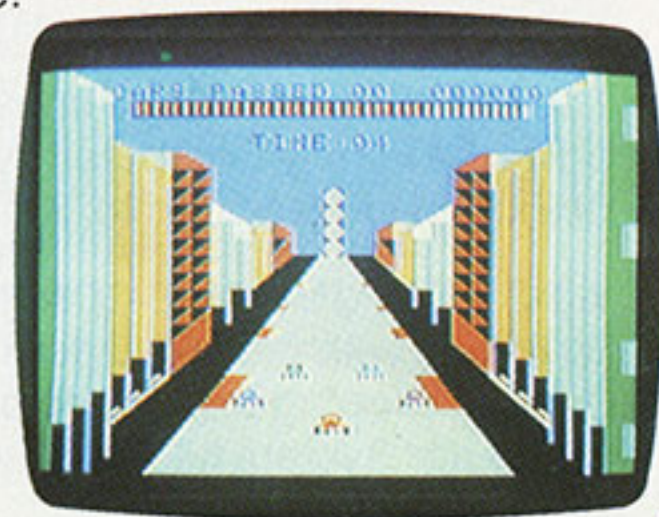


DRIVING MODULE

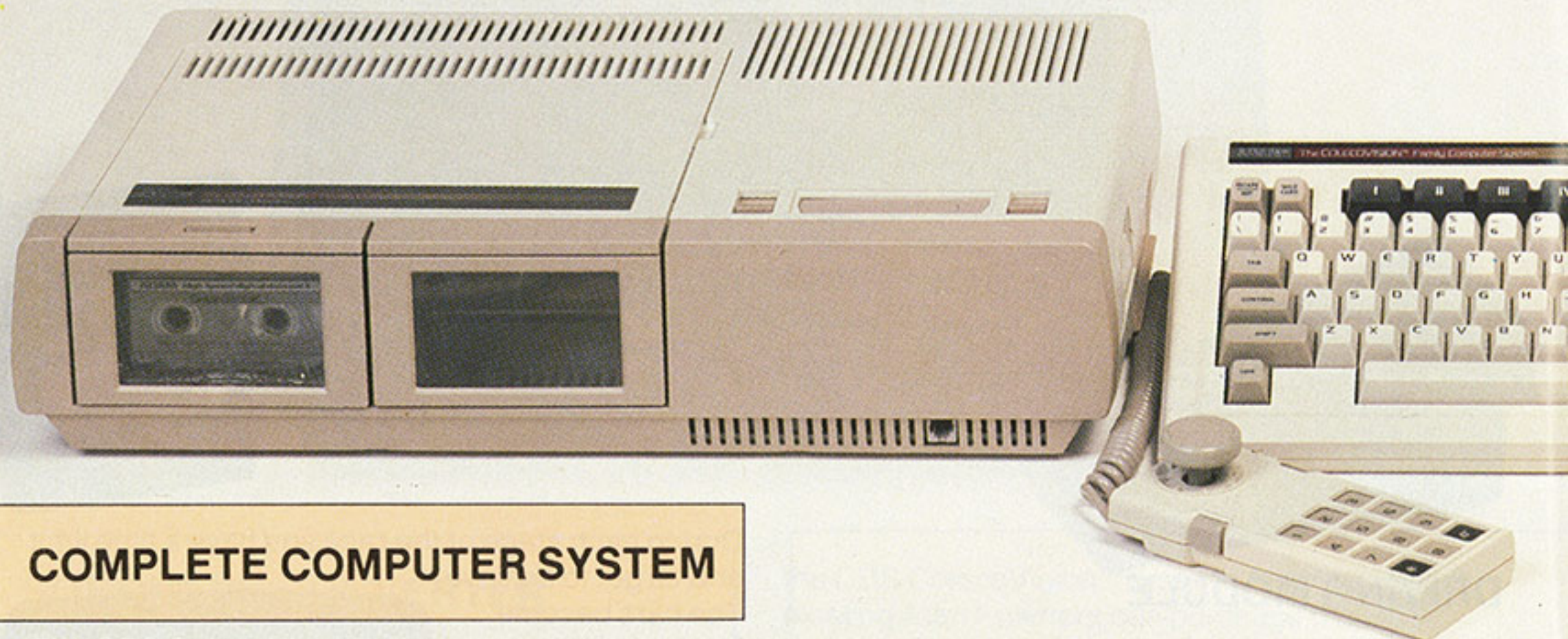
Expansion Module No. 2 is a driving module consisting of dashboard unit, functional steering wheel and accelerator pedal. The multi-screen Turbo™ game cartridge is included with the module. The race starts with a green light and you accelerate away using foot pedal and gear changes (the joystick control becomes a gear lever).

During each stage of the race you have a time limit and target to achieve.

The cars become faster and the obstacles more treacherous. More games will soon be available which use Expansion Module No. 2.



EXPANSION MODULE NO 3:



COMPLETE COMPUTER SYSTEM

The CBS ColecoVision™ console expands into a powerful Family Computer System by the addition of Expansion Module No. 3.

A POWERFUL HOME COMPUTER:

By linking with the 16K byte RAM of the CBS ColecoVision™ game console, the Family Computer System has 80K bytes of fully

accessible RAM Memory which makes it many times more powerful than most popular home computers, and sufficient for all your home computing and entertainment needs. The interactive microprocessors in each of the Modules enable high speed efficiency in all computer operations.



A COMPLETE COMPUTER SYSTEM

What you get with CBS ColecoVision™ is a complete Family Computer System. Look at these features:

- 75 key sculptured, stepped keyboard.
- Memory Module which has an in built word processing program, which can store the equivalent of 250 pages of text.
- 80 column letter quality printer for use in word processing, or as an electric typewriter.

AN EASY TO USE COMPLETE COMPUTER SYSTEM:

The CBS ColecoVision™ complete Computer System is easy to use which makes it suitable for everyone. Special keyboard keys and the built-in word processing program make learning so easy that the user could prepare, edit and print a letter within a few hours. Detailed instruction books are not necessary as the computer guides you, step by step.

DONKEY KONG™

Nintendo™

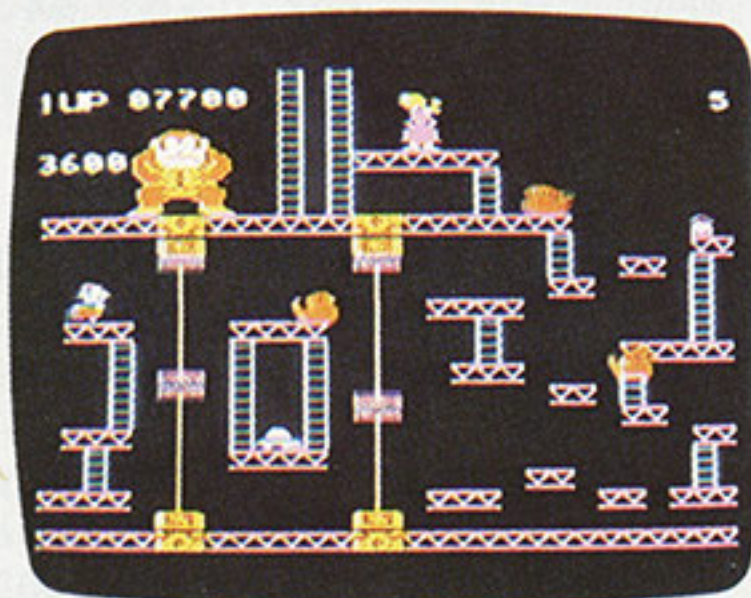
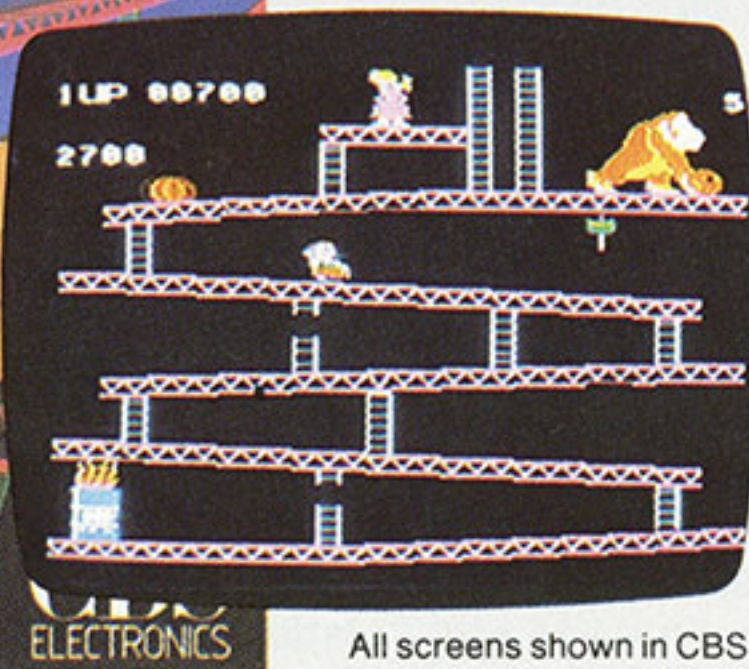
BASED ON THE REAL ARCADE GAME

DONKEY KONG™ (Nintendo)

For one or two players, multiple screens.
Four skill levels.

The wicked Kong has kidnapped Mario's girlfriend and taken her to the top of a steel fortress. Your challenge is to climb the fortress, avoid the missiles and objects which Kong throws at you, to rescue the girl. Just as you think you've won – Kong moves off to another screen.

CBS ELECTRONICS
VIDEO GAME
CARTRIDGE
FOR THE ATARI® 2600
VIDEO COMPUTER
SYSTEM™



All screens shown in CBS ColecoVision format.

CBS COLECOVISION
Available with console

ATARI® V.C.S.™
7525-9

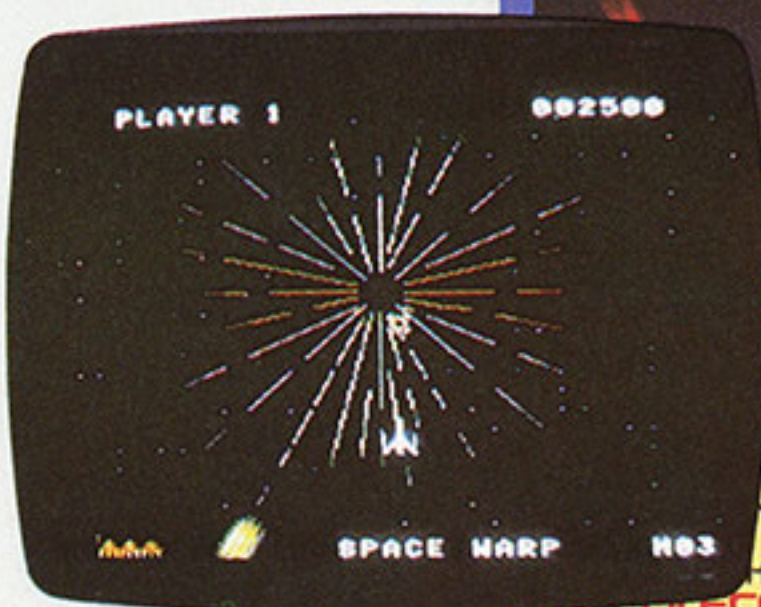
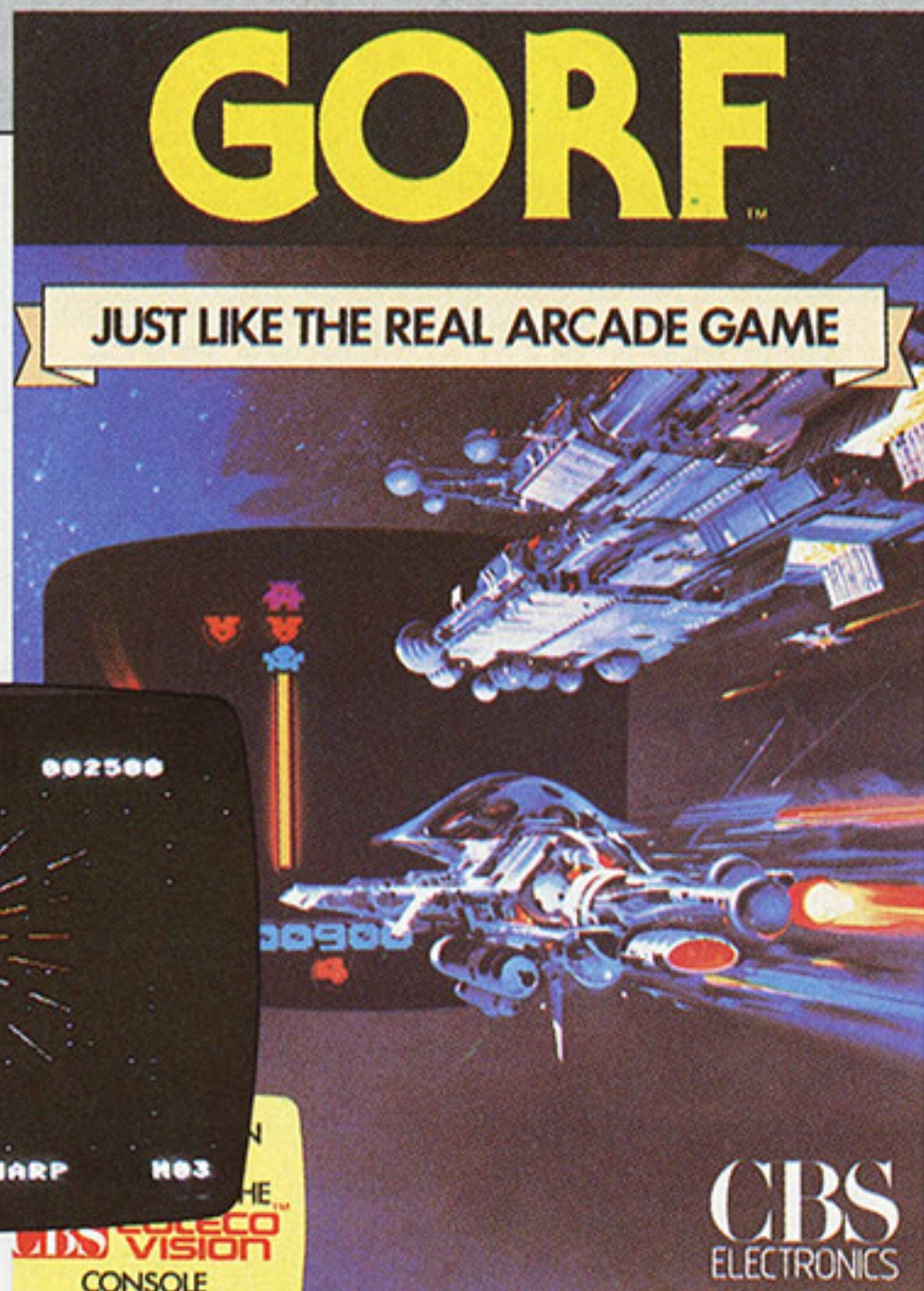
MATTEL INTELLIVISION™
7625-7

DONKEY KONG™ is the trademark of Nintendo of America, Inc. © 1981 Nintendo of America, Inc.
Exclusive Licensee & Coleco Industries, Inc.

GORF™ (Bally Midway)

For one or two players, multiple screens.
Four skill levels.

Confront the Gorfian Empire in this multi-mission space challenge. Repel robot attacks, laser ships, and torpedo-firing fighters! Your goal: to destroy the enemy Flag Ship before it destroys you!



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

7434-4

ATARI® V.C.S.™

7534-1

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CARNIVAL[®]

SEGA[®]

JUST LIKE THE REAL ARCADE GAME

SCORE 1
04260



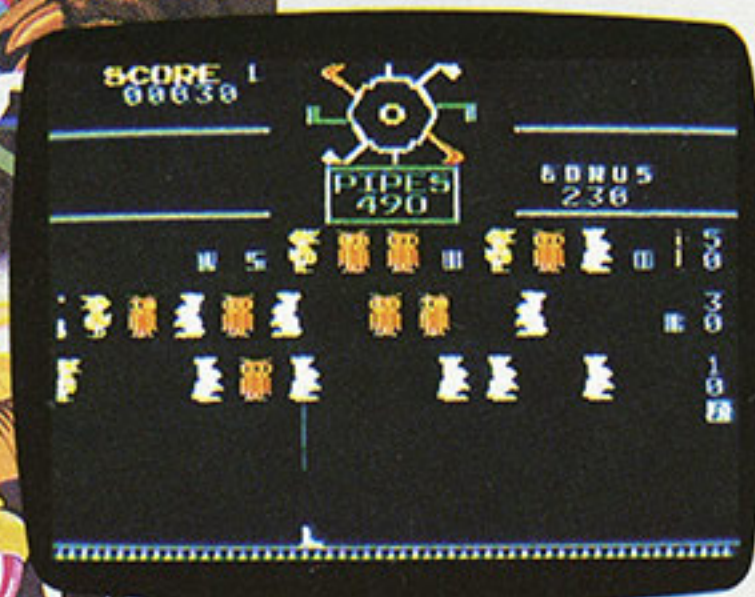
HIGH RESOLUTION
VIDEO GAME
CARTRIDGE FOR THE
CBS COLECOVISION[™]
CONSOLE

U.S. ELECTRONICS

CARNIVAL[™] (Sega)

For one or two players, multiple screens.
Four skill levels.

This game captures the fun, excitement, and sounds of an old-time shooting gallery. Blaze away at clay pipes, dancing bears and sitting ducks. But watch out, those aren't ordinary sitting ducks. They come to life when they reach the end of the gallery, and avenge themselves by eating from your ammunition. How many targets can you shoot down in the time allotted?



All screens shown in CBS ColecoVision format.

CBS COLECOVISION
7430-2

ATARI[®] V.C.S.[™]
7530-9

MATTEL INTELLIVISION[™]
7630-7

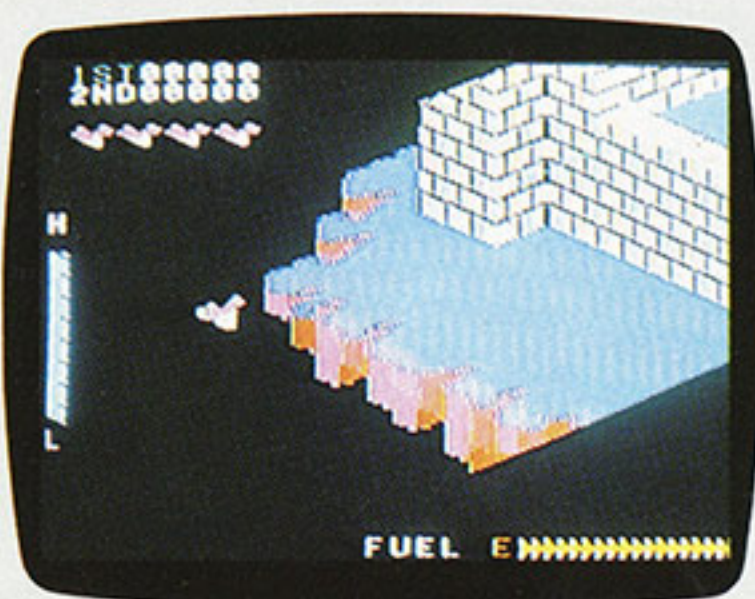
CARNIVAL[™] is the trademark of Sega Enterprises, Inc.
© 1980 Sega Enterprises, Inc.

ZAXXON™ (Sega)

For one or two players, multiple screens.
Four skill levels.

Pilot your space fighter through changing landscapes, battlefields and asteroid belts to complete your mission and destroy the mighty Zaxxon.

Flying your fighter requires skill; you can bank left or right, fly at ground level or climb to higher altitudes. Keep a check on your height using the altimeter on the left of the screen.



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

7427-8

ATARI® V.C.S.™

7527-5

MATTEL INTELLIVISION™

7627-3

ZAXXON™ is the trademark of Sega Enterprises, Inc.
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COSMIC AVENGER™ UNIVERSAL

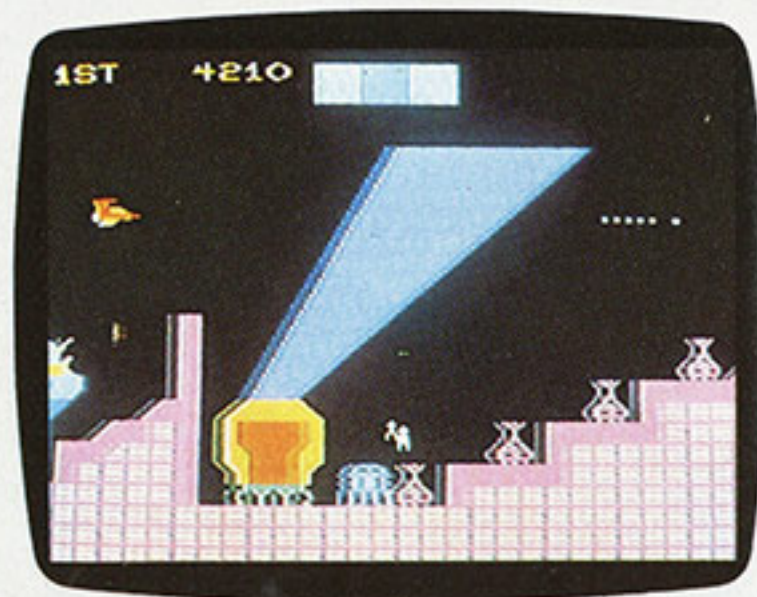
JUST LIKE THE REAL ARCADE GAME



COSMIC AVENGER™ (Universal)

For one or two players, multiple screens.
Four skill levels.

This futuristic air and sea battle game is fought between a ship you control and an advanced alien civilization. You must manoeuvre your ship over the complex enemy cities and beneath the ocean, firing as you go. Your goal is to destroy the enemy's installations while avoiding their relentless return fire! How far can you get?



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

7431-0

ATARI® V.C.S.™

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MATTEL INTELLIVISION™

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COSMIC AVENGER™ is the trademark of Universal Co. Ltd.
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MOUSE TRAP™ (Exidy)

For one or two players, multiple screens.
Four skill levels.

Off you go, Supermouse. Chase around the maze eating pieces of cheese and collecting bonuses. Avoid the ravenous cats; they're anxious to pounce and stop you munching. If you're clever, outsmart the cats by changing doors in the maze, or turn into a dog and chase the cats. But beware the hawk!



All screens shown in CBS ColecoVision format.

CBS COLECOVISION
7429-4

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MATTEL INTELLIVISION™
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Lady Bug™

UNIVERSAL

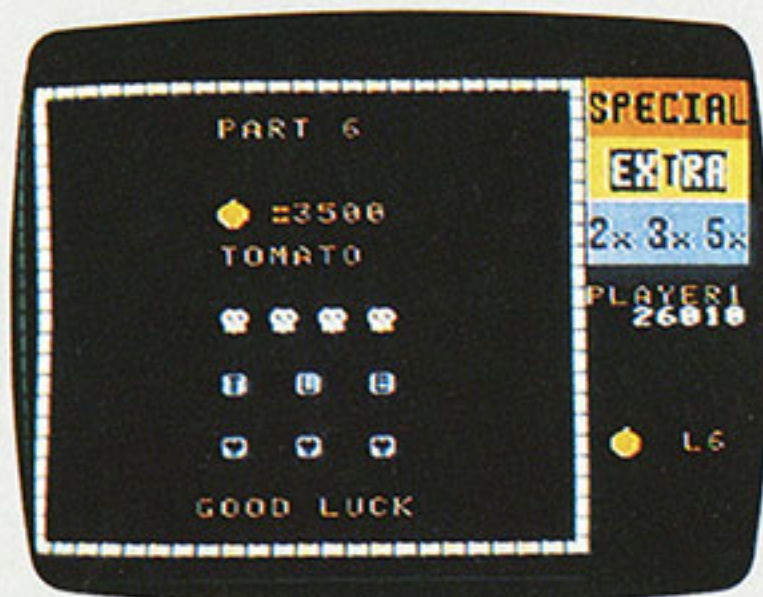
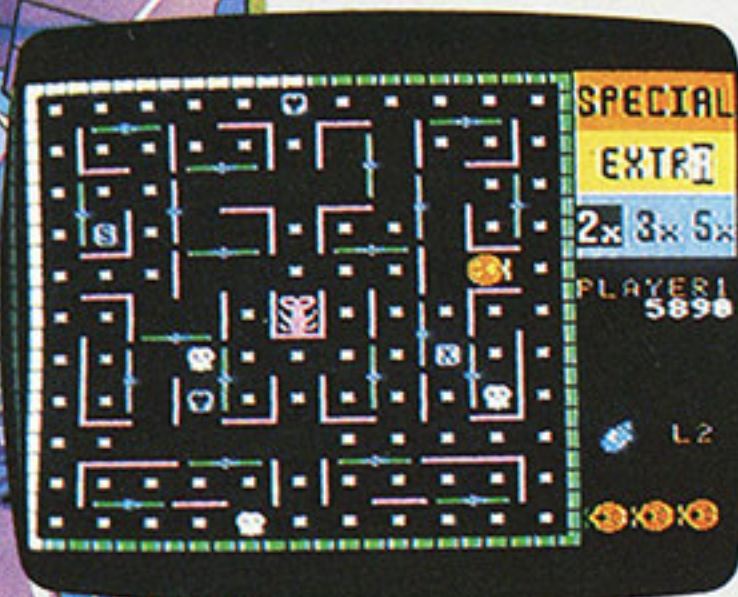
JUST LIKE THE REAL ARCADE GAME



LADYBUG™ (Universal)

For one or two players, multiple screens.
Four skill levels.

In this game, you direct a ladybug through a tricky maze. Whilst eating dots, she must avoid running over the poisonous skulls and encountering the evil insects which are out to devour her. Revolving doors permit her to change the maze and thwart her pursuers! Can you get her through?



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

7432-8

ATARI® V.C.S.™

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MATTEL INTELLIVISION™

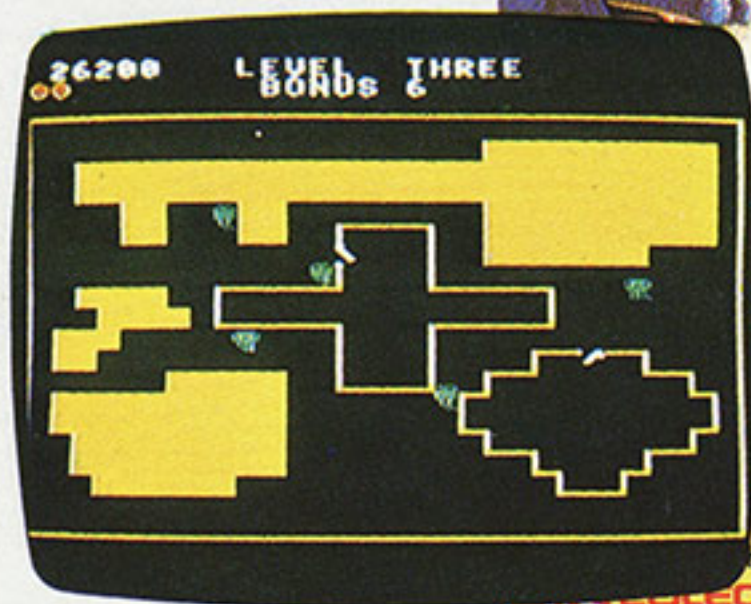
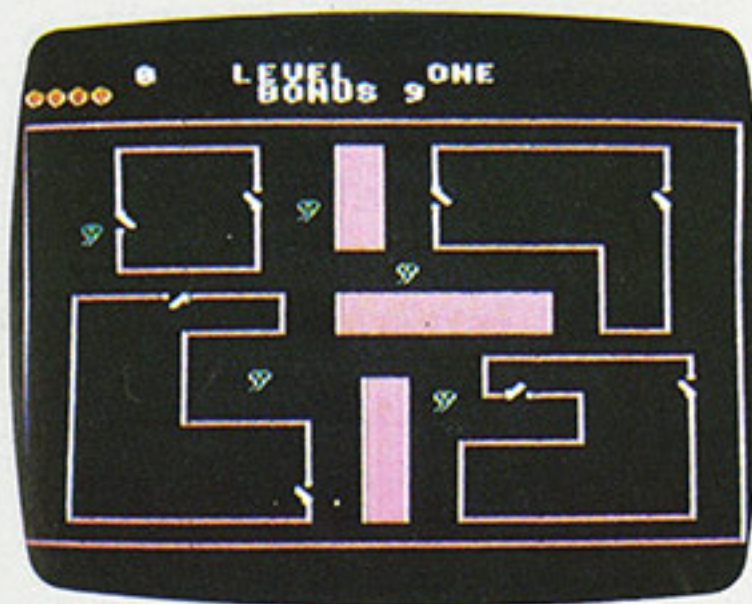
7632-3

LADYBUG™ is the trademark of Universal Co. Ltd.
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VENTURE™ (Exidy)

For one or two players, multiple screens.
Four skill levels.

In this unique game, you control Winky™ – the heroic adventurer – who is off on an expedition to claim the treasures that are hidden in the dungeon. Each treasure is in a chamber – protected by dangerous monsters. He must use his bow and arrow to ward off the monsters and claim the treasures. The more he ventures – the more he gains!



All screens shown in CBS ColecoVision format.

CBS COLECOVISION
7428-6

ATARI® V.C.S.™
7528-3

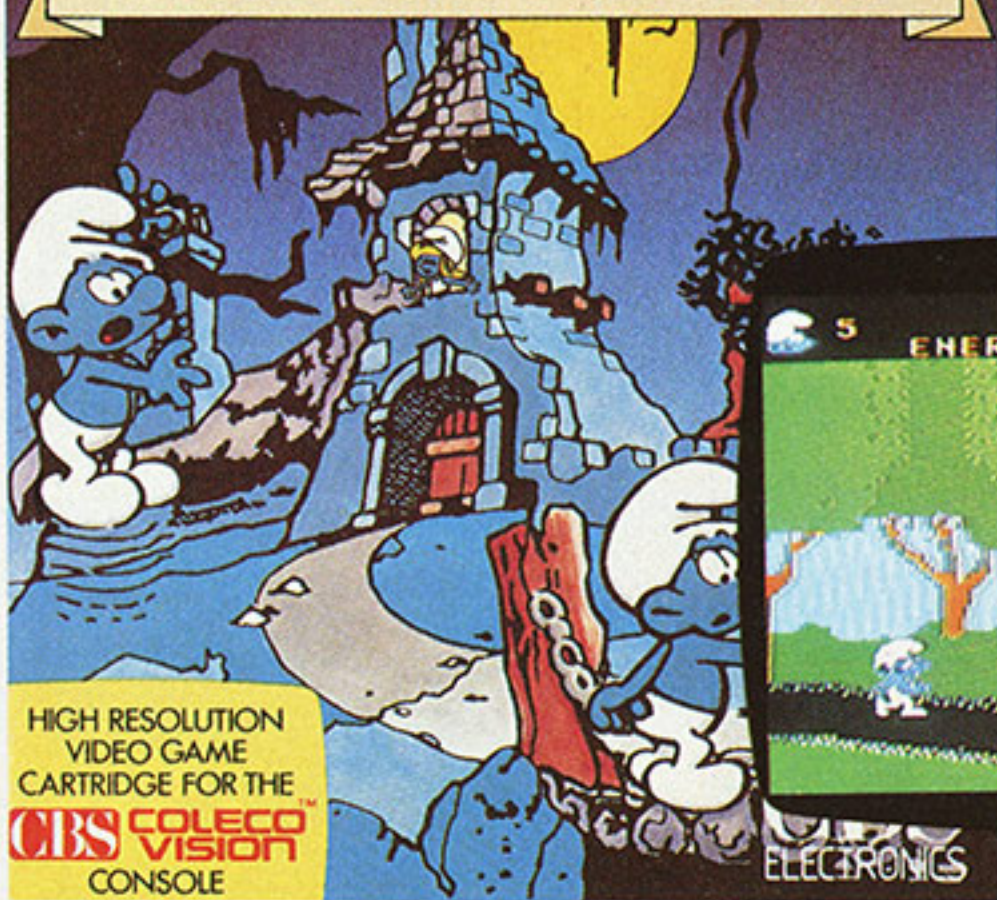
MATTEL INTELLIVISION™
7628-1



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

SMURF™

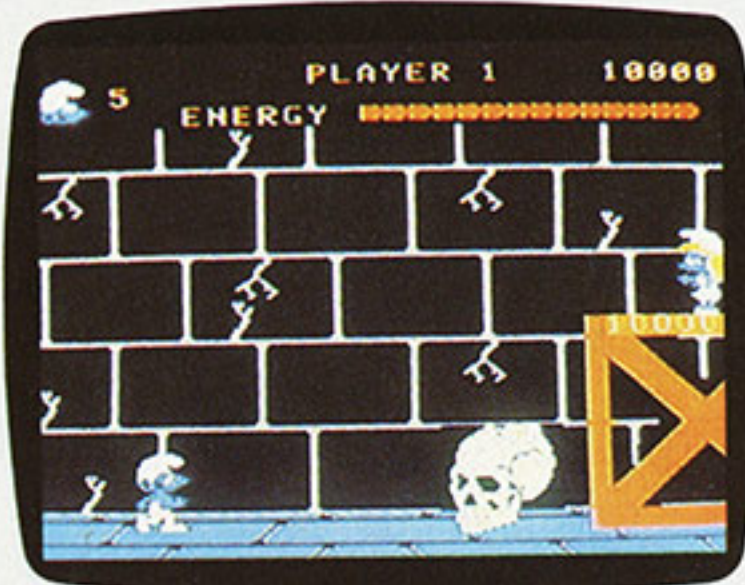
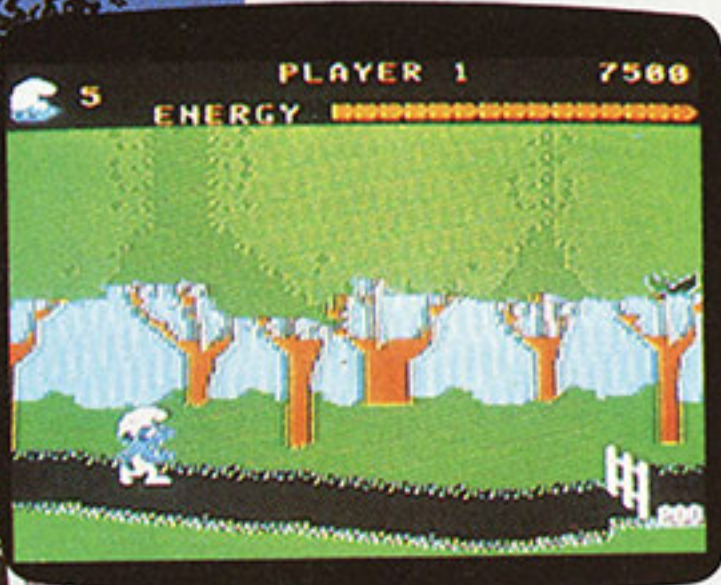
ARCADE QUALITY VIDEO GAME



SMURF™ Rescue in Gargamel's™ Castle (Peyo)

For one or two players, multiple screens.
Four skill levels.

Gargamel has stolen the Smurfette and is holding her captive in his castle. The brave Smurf has to overcome many obstacles and dangers to reach Gargamel's castle and complete his mission by rescuing the Smurfette.



All screens shown in CBS ColecoVision format.

SMURF™, SMURFETTE™ and GARGAMEL™ are the trademarks of © Peyo 1982.
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CBS COLECOVISION
7426-0

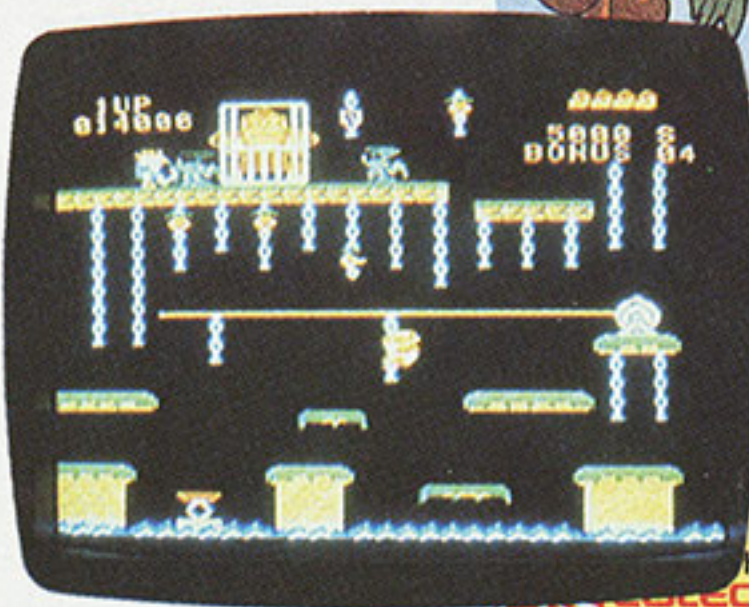
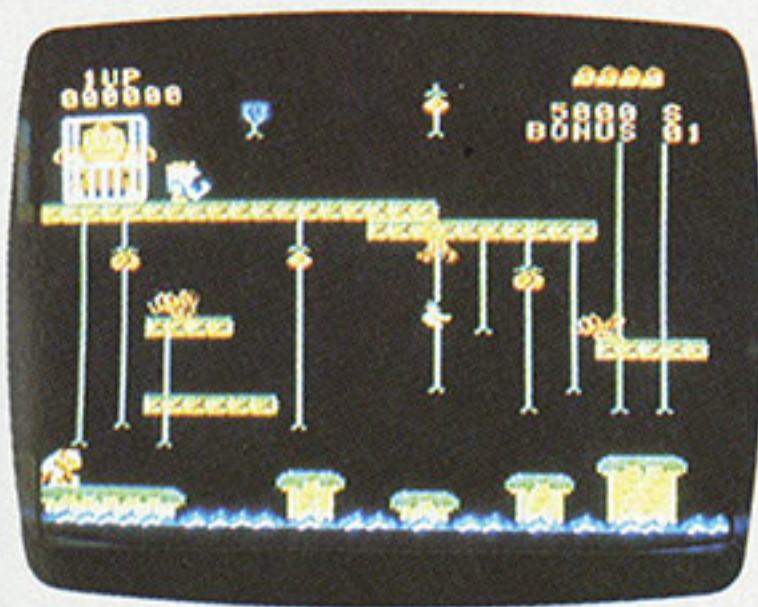
ATARI® V.C.S.™
7526-7

MATTEL INTELLIVISION™

DONKEY KONG JUNIOR™ (Nintendo)

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

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



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

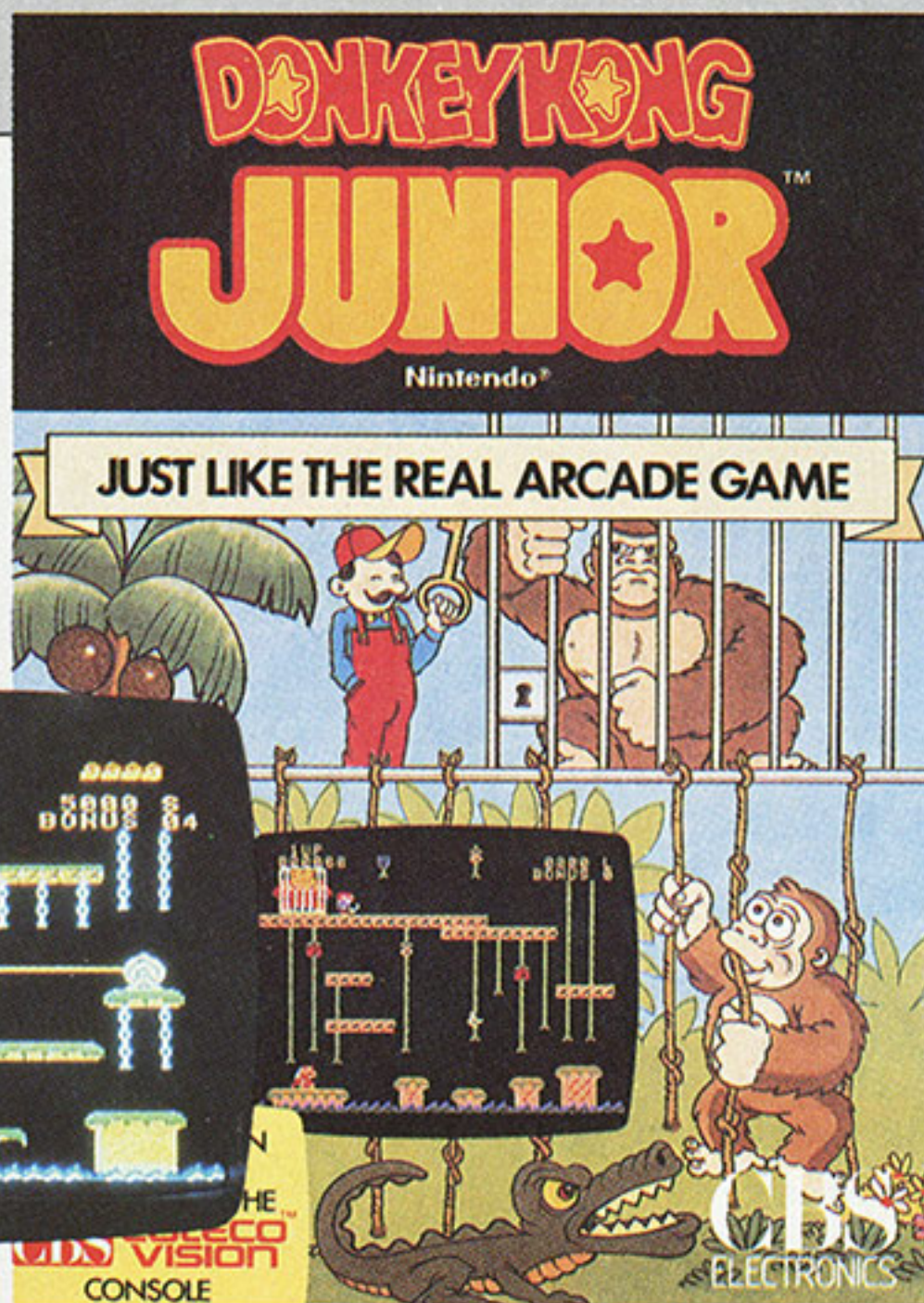
74-376

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75-376

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76-376



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

Pepper II

Exidy

JUST LIKE THE REAL ARCADE GAME



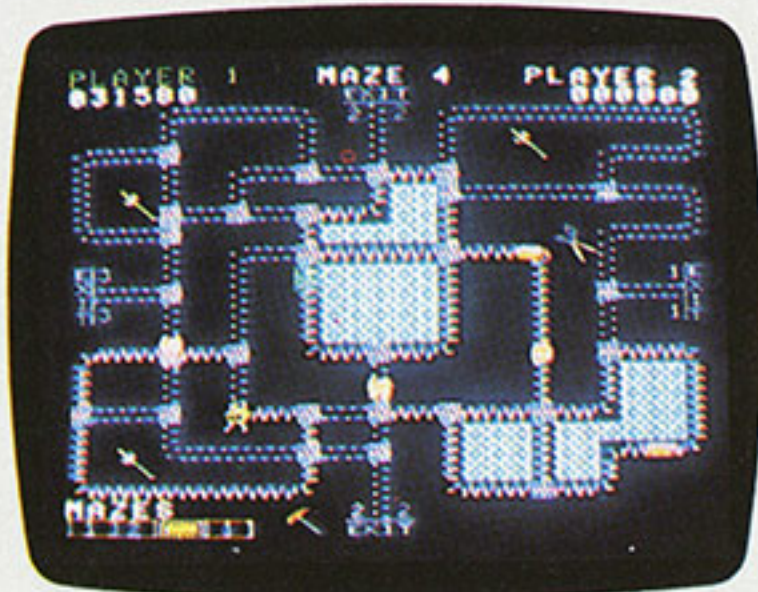
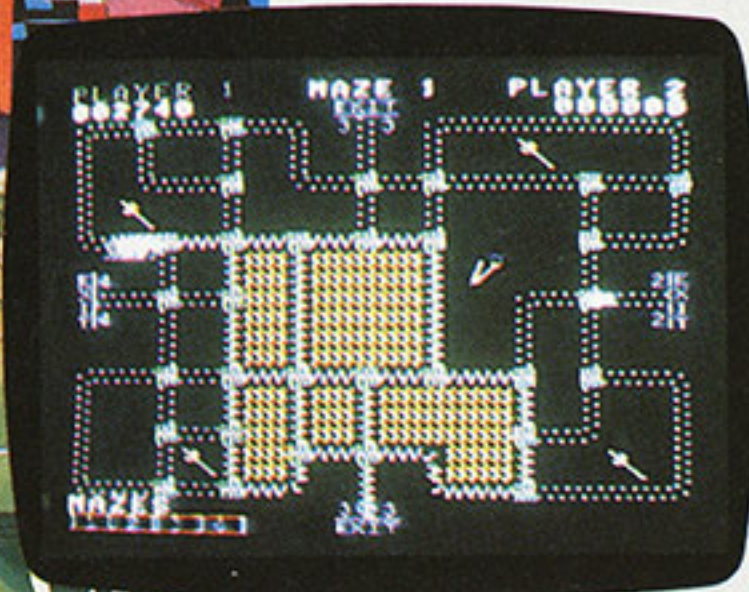
HIGH RESOLUTION
VIDEO GAME
CARTRIDGE FOR THE
CBS COLECOVISION
CONSOLE

ELECTRONICS

PEPPER II™ (Exidy)

For one or two players, multiple screens.
Four skill levels.

Guide your Pepper Angel around the maze, zipping up the tracks as you go. Each time you zip up a room the bonus scores increase. But beware the Zipper Ripper. He can undo all your good work. As you progress, each maze becomes more difficult – even the tracks disappear.



All screens shown in CBS ColecoVision format.

CBS COLECOVISION
7427-9

ATARI® V.C.S.™

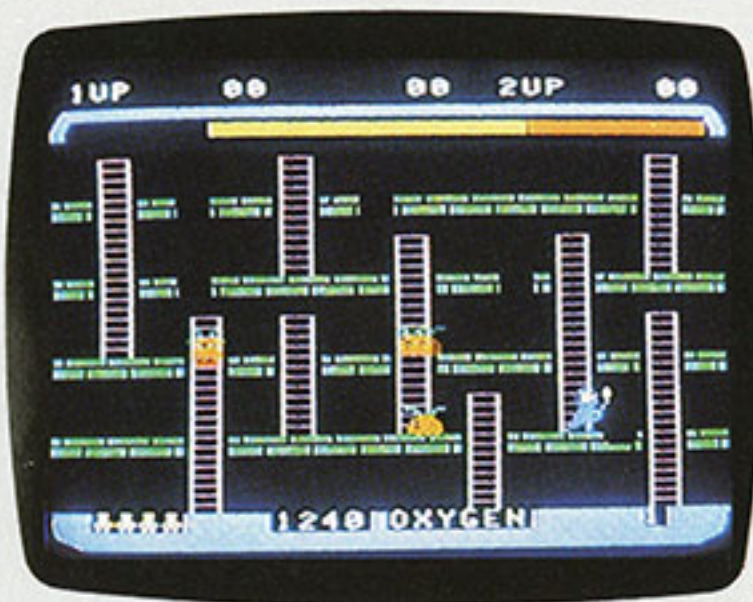
MATTEL INTELLIVISION™

PEPPER II™ is the trademark of Exidy Incorporated.
© 1982 Exidy Incorporated.

SPACE PANIC™ (Universal)

For one or two players, multiple screens.
Four skill levels.

Make your Spaceman dig holes in girder floors to trap the alien monsters. Then quickly fill the holes to make the monsters fall to their doom. But be careful! Some monsters must fall more than one floor to meet their fate. Race your Spaceman along girders and up and down ladders to avoid them. Can you eliminate all the Space Monsters before your oxygen runs out?



All screens shown in CBS ColecoVision format.

CBS COLECOVISION
7432-9

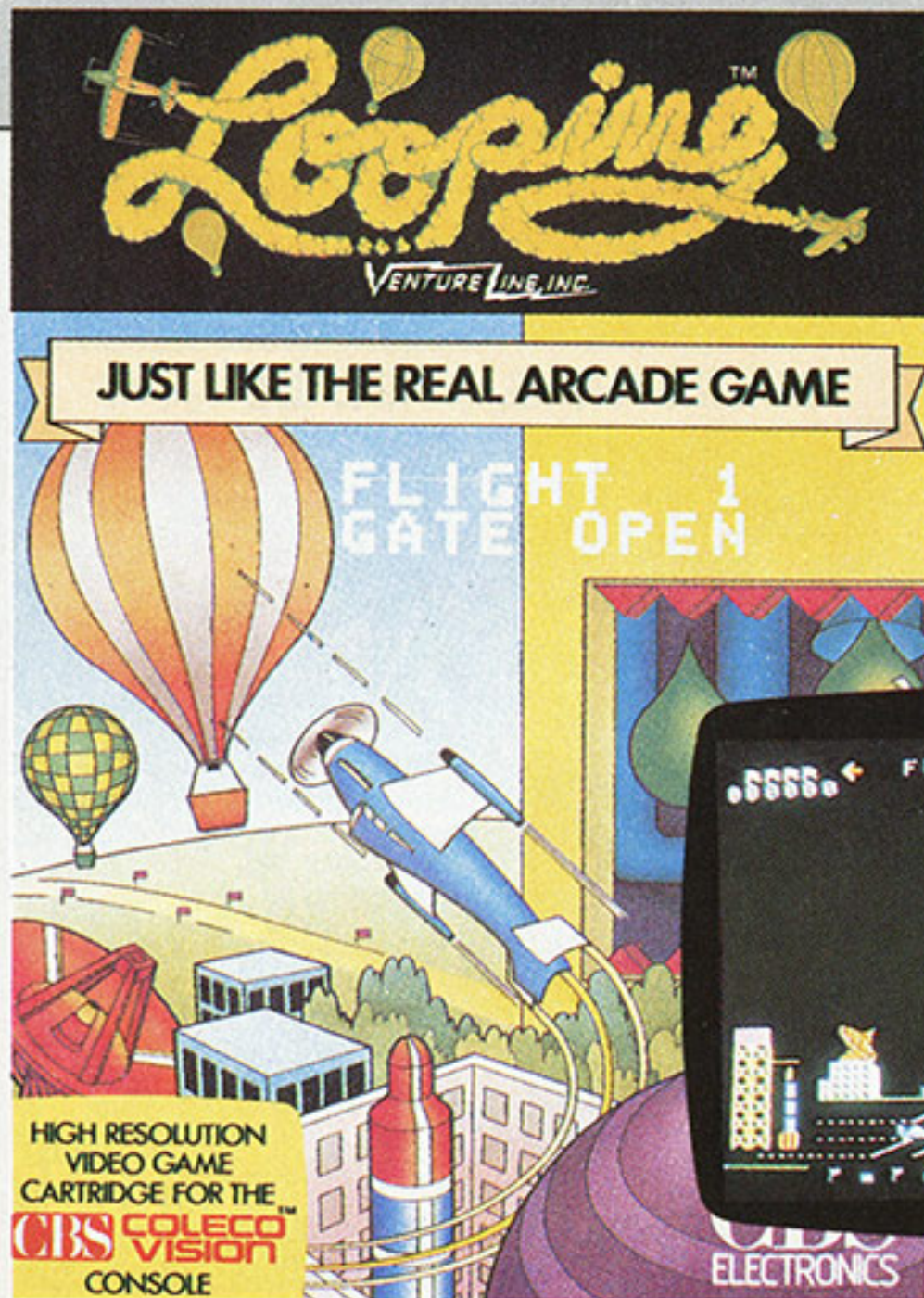
ATARI® V.C.S.™

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MATTEL INTELLIVISION™

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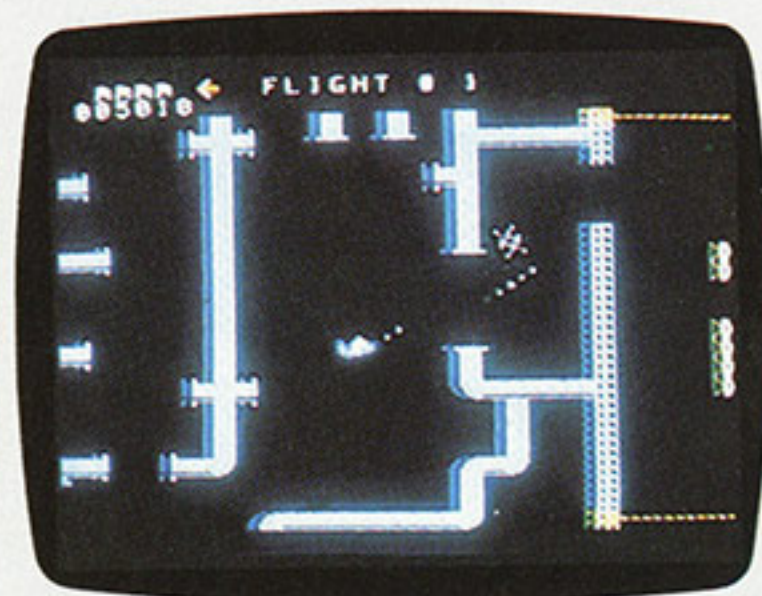
SPACE PANIC™ is the trademark of Universal Co. Ltd.
© 1980 Universal Co. Ltd.



LOOPING™ (Venture)

For one or two players, multiple screens.
Four skill levels.

Prepare for take off, taxi, pull back the joystick and you're in the air. Your Looping plane soars over the strangest world imaginable. Fire bullets into a rocket station to open the maze gate, but beware of launched balloons! Test your flying accuracy through a maze of pipes and move on to stranger perils – rooms full of lethal green drops, twinkle monsters and bouncing balls.



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

7426-9

ATARI® V.C.S.™

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MATTEL INTELLIVISION™

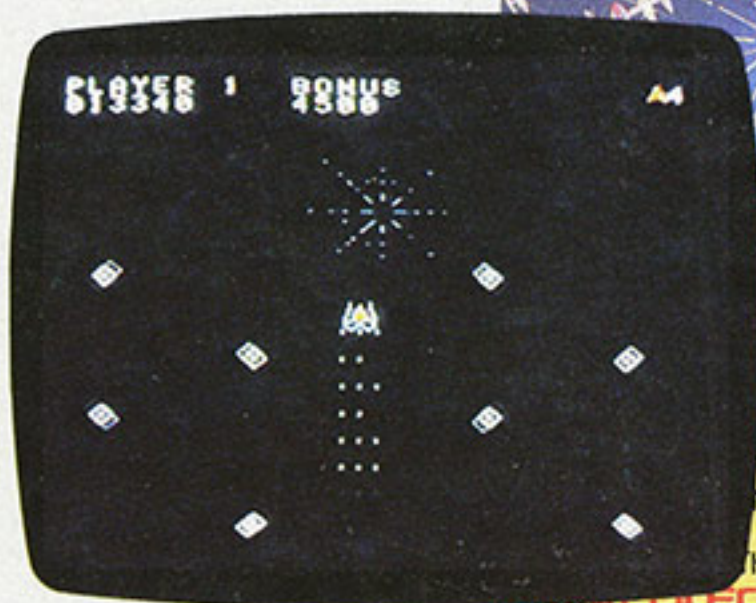
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LOOPING™ is the trademark of Venture Line.
© 1982 Venture Line.

SPACE FURY™ (Sega)

For one or two players, multiple screens.
Four skill levels.

Take on the Space Fleet of the Alien Commander. Manoeuvre your fighter to avoid enemy scouts, then fire to eliminate them before they join to complete a ship that shoots deadly fireballs. Banish the first squadron and you get a chance to join with a mother ship that gives you more firepower. If you defeat all the squadrons, you'll be matched against the entire alien fleet!



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

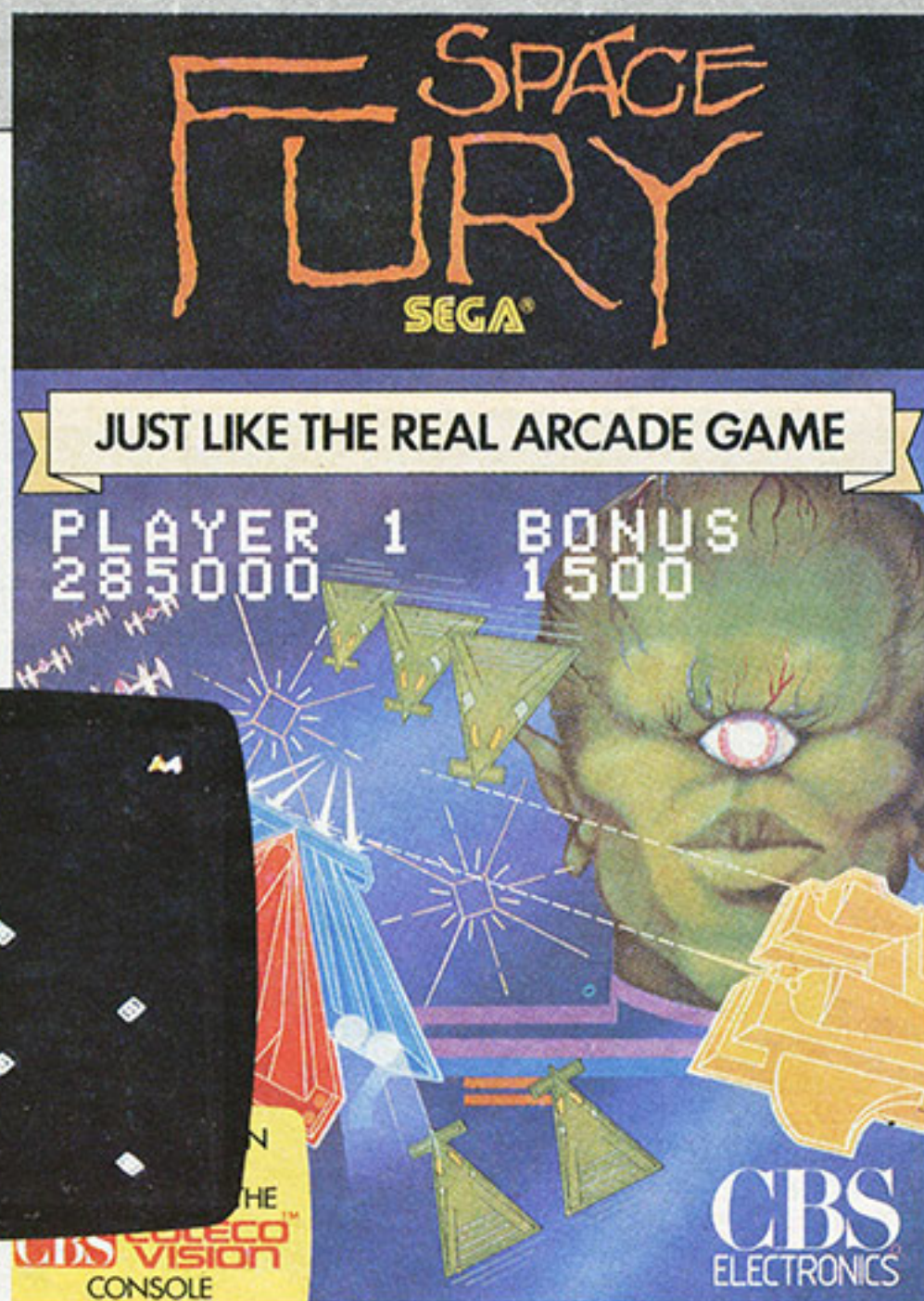
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ATARI® V.C.S.™

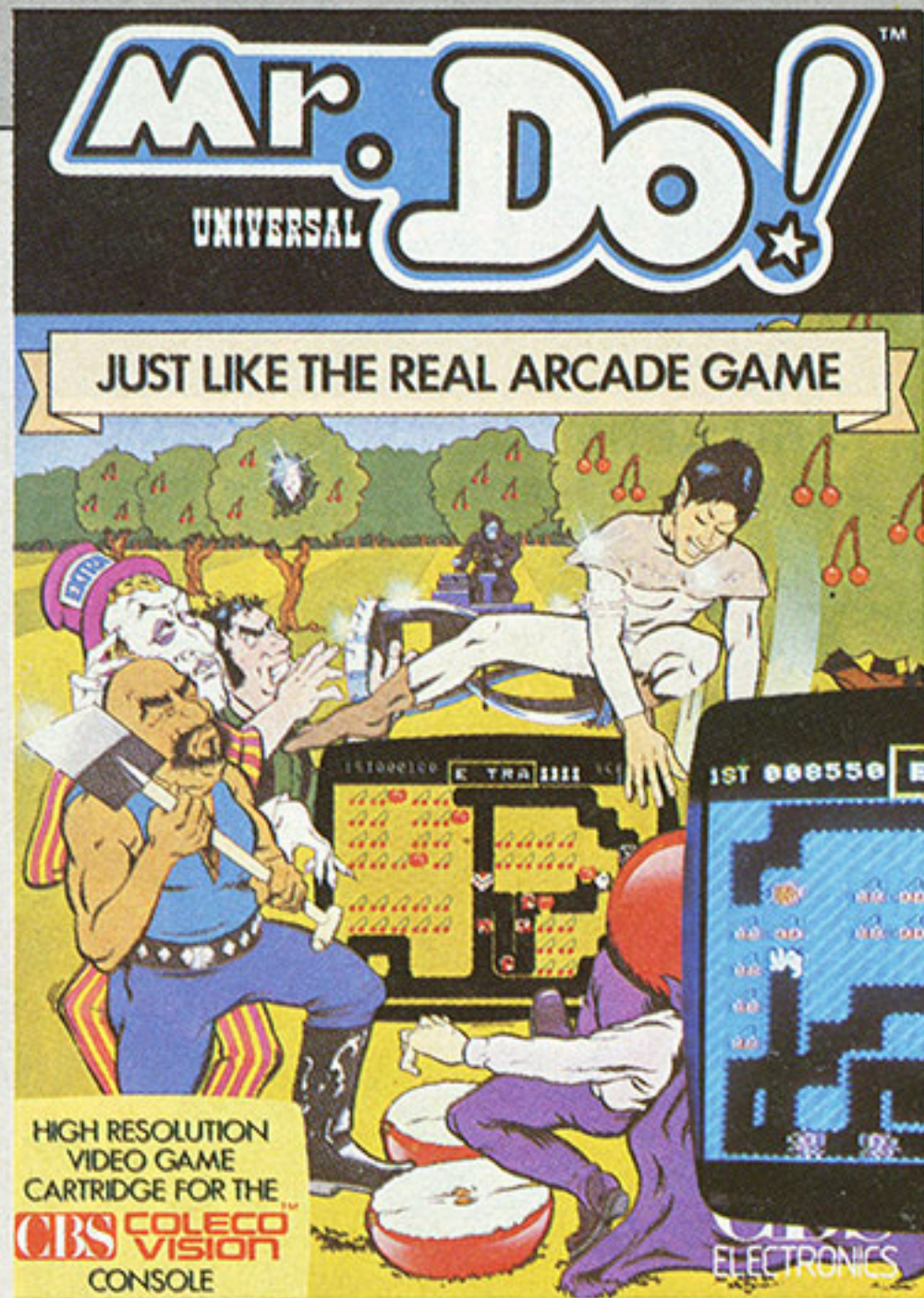
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MATTEL INTELLIVISION™

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© 1981 Sega Enterprises, Inc.



MR. DO!™ (Universal)

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



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

74-280

ATARI® V.C.S.™

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MATTEL INTELLIVISION™

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MR. DO!™ is a trademark of Universal Co. Ltd.
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TIME PILOT™ (Konami)

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



All screens shown in CBS ColecoVision format.

CBS COLECOVISION

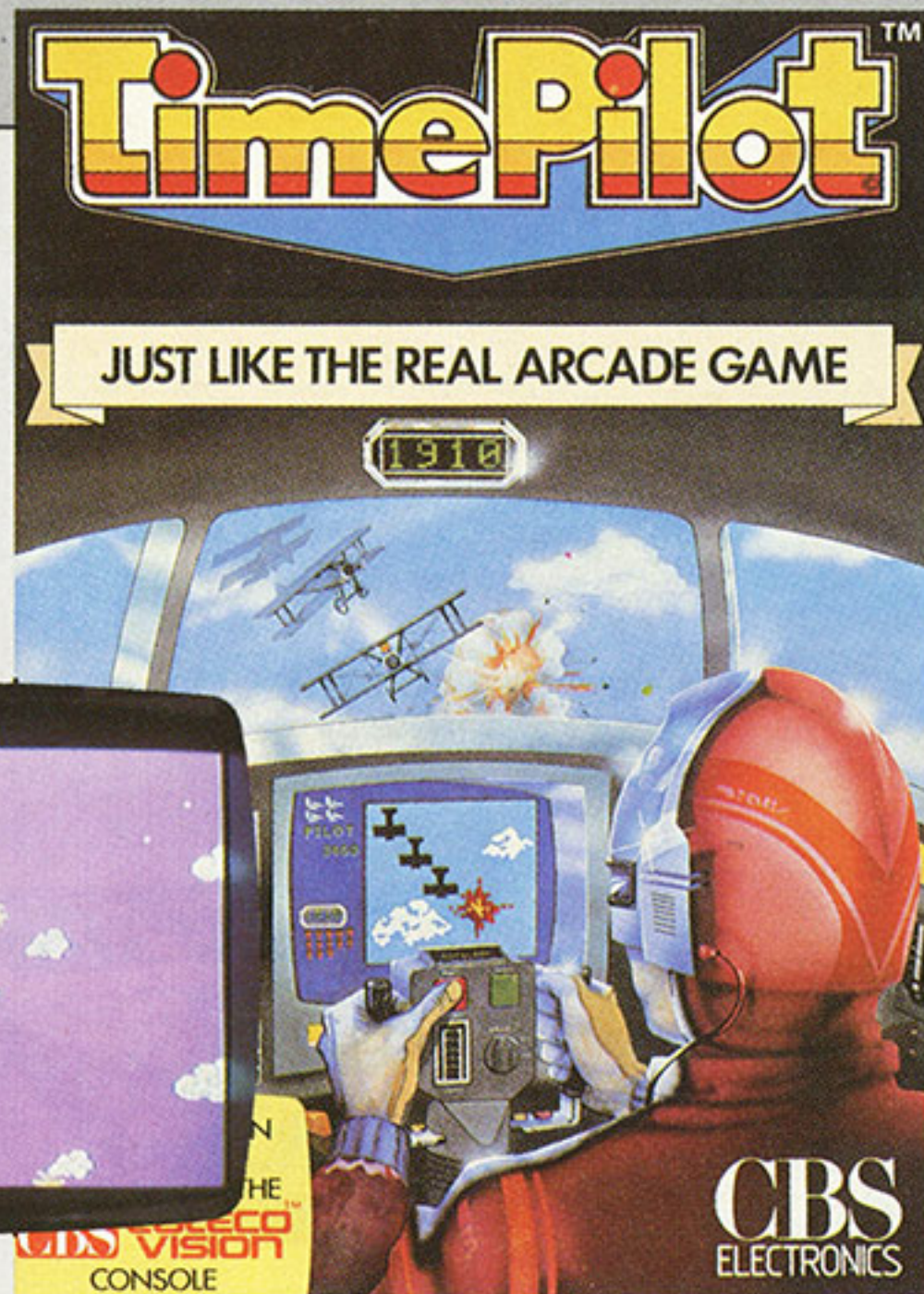
74-289

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