

COLECO VISION™

EXPERIENCE

THE MAGAZINE OF VIDEO GAMES AND HOME COMPUTERS / VOL. 1, NO. 1

**PREMIERE
COLLECTOR'S
ISSUE!**

\$1.00



TURBO!™

Real-Life Road Racing on
Your TV Screen

**SUPER NEW
CONTROLLERS**

for Better Scores and More Fun

STRATEGY TIPS:

Defeating Zaxxon™, Donkey
Kong™... and More

COMING ATTRACTIONS!

New Games from ColecoVision

PLUS...

Best Sellers, Arcade Hits, and Videogame Crossword



EXPERIENCE

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Spring 1983

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Turbo! Road Racing Action On Your TV Screen

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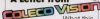
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Pull-out
ZAXXON
wall poster

On the Cover: A futuristic Alien Planet video game, developed by Coleco/Vision and sci-fi wizard John Dykstra to show what tomorrow's games may look like. Dykstra's other achievements include special effects for the movies *Batman*, *Galactic* and *Firefox*. See page 8 for more details.

ColecoVision™ To Form Video Club

As part of its continuing commitment to insure that owners get the most value (and fun) out of their ColecoVision system, Coleco plans to form the ColecoVision Video Club.

Club members will receive special offers on ColecoVision products, including games, accessories and games. Club members will also be among the first to know about the latest ColecoVision developments in the field of video games and home computers.

EXPERIENCE will be the official magazine of the ColecoVision Video Club and will be distributed free to all members. Become a

Charter Member of the ColecoVision Video Club now.

Send the attached registration card, plus membership fee TO: DVM, to Coleco and be among the first to join.



ColecoVision Introduces Expansion Module #3 to Play Super Game Wafers

Following the unveiling of two new game controllers at the Consumer Electronics Show in January (see page 11), Coleco Industries has announced the introduction of the third in its series of Expansion Modules for the ColecoVision video game system.

Expansion Module #3, also called the Super Game Module, brings home the arcade experience with computer age precision and finer-than-ever game details. Like Expansion Modules #1 and #2, Module #3 plugs into the expansion port on the ColecoVision console. Once hooked up, the Module is ready to receive the latest in home video game programming technology—Super Game Wafers. These wafers, shaped like miniature records, replicate every detail of the arcade games—including subtle nuances like "interruptions" and special extras like the ability to post the initials of high scorers on the screen. Super Game Wafers even provide players with challenging new

video game variations not found in arcades.

Each Expansion Module #3 comes with a bonus Wafer, **SUPER**



POWER SCRAM by Nintendo®. Many other vividly detailed Super Game Wafers are scheduled for release by ColecoVision in the next few months, including such popular titles as **SUPER POWER HOOP JUNKY**®, **SUPER ZAXXON**®, **SUPER BUCK ROGERS**®—**PLANE OF POWER**®, **SUPER TANKS**®, **SUPER SAMURAI RESCUE**®, **GARIBOLDI**®, **5TH CASTLE**®, **SUPER SUBROC**® and **SUPER TIE FIGHT**®.

ColecoVision Opens to Rave Reviews!

The Reviews are in! From the pinpricked business reporters of the New York Times to the avid game buffs of the video magazines, everyone's raving about ColecoVision. Here's a sampling of what the critics have been saying:

"The ColecoVision game system hit the stores in September and was an instant hit with consumers and retailers alike!" HOME VIDEO, January, 1983

"ColecoVision's visuals are without peer... the large amount of RAM allotted to characters and action is the primary reason the games look so good."
VIDEO GAMES magazine

"...ColecoVision just may be the home arcade system of the mid-1980's... Donkey Kong may well be the best video game cartridge ever packed with a system."
ELECTRONIC GAMES magazine

"The ColecoVision images are the best I have seen outside the arcades..."
NEW YORK DAILY NEWS, Myron Berger

"Industry analysts and toy store owners say ColecoVision's graphics—especially color quality—are generally superior to those of its competitors."
THE NEW YORK TIMES, November 11, 1982

"The ColecoVision roll-out seems a smashing success!"
LEISURE TIME ELECTRONICS REPORTS

WHAT'S NEW

A round-up of the hottest new ColecoVision game titles—Plus two new controllers

Popular Arcade Games: ColecoVision home versions of arcade hits



VICTORY™ by Endy You're in command of the most maneuverable ship in the universe—a Battlestar—in this superb rendering of the arcade winner. Attack alien ships and paratroopers to prevent them from establishing deadly bunkers on the planet surface. Your shields and Doomsday Device can help protect you if the going gets rough, but in the end only catlike reflexes and cool thinking can save your planet. Can you meet the challenge, and fight on to VICTORY?

SPACE FURY™ by SSGA A haughty one-eyed alien commander has challenged you in space combat. He has an entire star fleet at his disposal. The battle begins as his scout ships attack, firing ferociously. Link your ship with friendly space craft to acquire multi-directional firepower. Combat the alien destroyers, cruisers, and finally the entire alien fleet in a cosmic super battle of quick thinking and fast reflexes.



LOOPING™ by Venture Line Try this exciting new cartridge from Coleco—and find out how good a pilot you really are. You're in the cockpit of a fighter biplane and your mission is to penetrate enemy air defenses. Take off from your airstrip and dodge enemy observation balloons (if one hits you you're done for), then strafe your opponent's air terminal, and fly onward into even greater danger. A fantastic maze in the air will test your maneuvering skills.

GORF™ by Mamey This fast and furious arcade hit comes home on your ColecoVision with all five levels of its intergalactic thrills intact. Fire your laser cannon through holes in enemy shields as wave after wave of alien ships attack. But watch out, they're firing missiles, lasers and bombs at you. Each different attack level brings a new and more deadly form of assault. Can you penetrate far enough to meet the Gorf flagship in final battle?



SLITHER™ by Century II You'll find virtually every detail of the popular arcade game on this ColecoVision cartridge. Use the new Roller Controller to defend your turf against snakes and other desert creatures. You can shoot forward and backward, but you better shoot straight because a miss-hit turns every snake into two. Watch day turn to night as you battle on and on against the desert predators in down to dusk video-game action.

MR. DO!™ by Universal He's the cutest little burrower you've ever seen, collecting apples as he tunnels through the garden. But his natural enemies pursue him relentlessly through his own tunnels. Only a shower of big apples or a cleverly thrown ball can keep Mr. DO! alive! Fascinating maze action with marvelously detailed graphics make Mr. Do a video game must.



DONKEY KONG JUNIOR™ by Universal Kong is back! Only this time he is the one held prisoner by his old foe Mario. Can Kong Jr., the big Ape's infant son, save his father? To reach his powerless Daddy, he'll have to swing on vines over snapping creatures to reach a special key, climb hanging chains, leap perilously through space, and then evade falling raindrops and electric sparks. As graphically detailed and marvelously challenging as Donkey Kong, Donkey Kong Junior carries the Kong saga to new levels of fun.

SPACE PANIC™ by Universal Panic is the name of this game as your spaceman moves along the different floors of a gigantic grid structure, climbing up and down ladders, and fleeing from horrible space monsters. If you're clever enough, you can trap the monsters by digging holes in the floors, but be quick—you have a limited oxygen supply. Eight different screens make Space Panic an over-changing challenge.



PEPPER II™ by Exidy The cruelest maze game you've ever seen—and the most fun! Guide Pepper through a zipper-like maze, closing off rooms and capturing treasures. Your foes "Roaming Eyes" and the "Zipper Ripper" pursue you relentlessly. But if you can enclose a room with a pincfork or magic box in it, you can turn Pepper into an eye hunting devil for a few moments. A staggering variety of different zipper mazes make Pepper II a game that offers endless fasten-ation!

Gaming: ColecoVision™'s fascinating world of games of chance and skill.

KEN USTON BLACKJACK / POKER™ by Coleco Game master Ken Uston teaches you the basics of Casino-style blackjack and poker. An on-the-screen Dealer actually shuffles the cards, and deals out your hand. Learn when to "stand pat," when to say "hit me" and when you can bluff. The screen image gives you all the details with full clarity—from the values of each hand to the dealer's sly smile.



ColocoVision™ Sports Games: Many of ColocoVision's sports games feature sensational action that allows you to control your play, using the ColocoVision Super Action Controller.



BASEBALL by Coleco. It may be the most realistic sports action game you've ever played. Hit, bunt, steal bases, and catch fly balls with the Super Action Controller. Watch the onscreen scoreboard while you plan your game strategy. True-to-life two-player action pits you against your friends for even greater game excitement.

FOOTBALL by Coleco. Match your gridiron skills against your friends with ColocoVision™ FOOTBALL, a two-player game that has all the thrills and strategic challenge of real football. You and your opponent pass, kick, run, block and make tackles. Use the Controller's speed control to speed up or slow down the action. Choose your runners and receivers with multiple quick-action selector buttons. Then head for daylight as you run, hide back to pass, or defend your goal line!



ROCKY™ BATTLES THE CHAMP by Coleco. You're in the ring, ducking, jabbing, and throwing haymaker punches in this thrilling sports game for two players. Weave back and forth in the ring as you look for an opening, then throw your best hook at your opponent's jaw—going for the knock-out punch. Can you slug it out against the Champ? Or will you end up "on the ropes" and staggering as the Champ's one-two punch leaves you stunned?

SKIING by Coleco. Take a ski vacation right in your living room! ColocoVision's Skiing lets you get to the slopes without waiting in lift lines, and gives you two kinds of skiing action: ski trails or slalom. Watch out for trees, moguls, and out-of-control skiers as you race downhill against time. You'll need coordination and balance to stay on your feet, just like in the real sport. The tips of your skis remain onscreen to help guide your path down the mountainside.



No name of ColocoVision's
Skiing, Rocky, Super Action Controller,
and Rocky Controller
are ColocoVision trademarks.

Arcade Hits

Here are the hottest Arcade Games in the Nation, as established in a survey by **ELECTRONIC GAMES** magazine. Games available from Coleco or scheduled for release by Coleco in the next six months, are marked with an asterisk (*).

1. **DONKEY KONG***
by Nintendo
2. **TRON**
by Midway
3. **MS. PAC MAN**
by Midway
4. **GALAGA**
by Midway
5. **ROBOTRON**
by Williams
6. **ZAXXON***
by Sega
7. **DIG-DUG**
by Atari
8. **JUNGLE KING**
by Taito

What's Your Favorite ColecoVision Game ...and Why?

My must have a favorite ColecoVision game. If so, we'd like to know what it is. We'd also like to know why you like the games you do. Is it the graphics, the characters, the difficulty... or other features? This kind of information can help us continue to make the best in video games. So don't delay—send your favorite ColecoVision game information today to:

FAVORITE GAMES

Coleco Industries, Inc.
96 Quaker Lane South
West Hartford, Connecticut
06110



ColecoVision™ Hits

Listed below are the most popular ColecoVision game titles. Letters indicate which game systems are available from Coleco for each title: C = ColecoVision™ A = Atari™ I = Intellivision™

1. **DONKEY KONG™**
(included with all ColecoVision video-game systems; C,A,I)
2. **ZAXXON™**
(C,A,I)
3. **VENTURE™**
(C,A,I)
4. **LADYBUG™**
(C,I)
5. **COSMIC AVENGER™**
(C)
6. **MOUSETRAP™**
(C,A) from I
7. **CARNIVAL®**
(C,A,I)
8. **SMURF™ RESCUE IN GARGAMEL'S™ CASTLE**
(C,A,I)

Up and Coming

1983 is going to be a great year for video game cartridges. Look for these exciting new ColecoVision game titles in the months ahead:

- DONKEY KONG JUNIOR™**
- LOOPING™**
- SLITHER™**
- SPACE FURY™**
- SPACE PANIC™**
- PEPPER II™**
- GORF™**
- MR. DO!™**
- BUCK ROGERS™**
- PLANET OF ZOOM™**
- VICTORY™**
- KEN USTON**
- BLACK JACK / POKER**
- ROCKY™ BATTLES THE CHAMP**
- BASEBALL**
- FOOTBALL**
- SKIING**

TURBO!

**ROAD-RACING ACTION
ON YOUR TV SCREEN**



"I'll drive the fast lane. You slide behind the racing-style wheel, reach for the gearshift knob, use the accelerator pedal, and you're off—the turbocharged engine roaring. The road curves left and right like an angry serpent while your opponent jockey for position around you. Oil slicks, a narrow passway then a long straightaway where you hit top speed. Suddenly on a tight curve the race on your left spins out, giving you the opportunity you need to squeak by as you enter a sweeping bend. Floor the pedal, and you're in the lead! Sound exciting? That's the Turbo™ experience!"

The realistic road-racing action above isn't from a review or a sports show. It's *TURBO™*, a fast-paced three-dimensional arcade racing game that puts you in control of a car careening along city streets, through tunnels, down highways and by seawalls.

Videogamers are lining up in arcades for the chance to drive *TURBO*. Now all the thrills and excitement of the *TURBO* arcade experience can be brought home, thanks to the ColecoVision™ Expansion Module #2, the innovative driving system that breaks new ground in your-own-home realism.

Expansion Module #2

Expansion Module #2 is another example of the innovative add-on capability that makes ColecoVision the most sophisticated, forward looking video game system around. The Module plugs easily into the expansion port of ColecoVision, instantly transforming it into the cockpit of a high performance racing car at rived-up for supercharged motor sports action.

The Module consists of a realistic looking dashboard console and steering wheel assembly. It also features a foot pedal that combines the function of both accelerator and brake (pressing down speeds up the car, releasing the pedal slows the vehicle rapidly). A standard ColecoVision controller nestles into a compartment in the dash, and joystick extends upward to the right of the wheel to become the gear shift. High friction rubber feet hold both the dashboard and accelerator/brake pedal steady during spirited play.

All the elements of Expansion Module #2 combine to reproduce, with extraordinary accuracy, the feeling of being behind the wheel of a real racecar. What's more, each Module includes a free *TURBO* video game cartridge—the perfect choice to enable a ColecoVision owner to experience the thrills and chal-

lenge of driving a race car—at home!

Other ColecoVision driving games that can be played with Expansion Module #2 are "Turbo Down the Road," already announced in *DISRUPTION* journal, a bus-driving demolition derby that lets a player blow into other cars without doing any real damage.



"The realistic road racing action isn't from a movie or a sports show. It's *TURBO*, a three-dimensional fast-paced racing game that puts you in control of a car careening along city streets, through tunnels, down highways and by seawalls."

The Turbo Experience

Anyone who has ever played the arcade game knows that Sega's *TURBO* takes the concept of video game realism into a new dimension of sight and sound. Thanks to the innovative technology of Expansion Module #2, ColecoVision's

TURBO cartridge faithfully reproduces the arcade driving experience. In fact, two key features—the detailed race car cockpit and the authentic reproduction of driving sounds—distinguish ColecoVision's *TURBO* from all other home driving video games.

Just like the arcade game, the object of *TURBO* is to control a race car's speed and direction while hurtling along a course, passing other cars and avoiding a variety of dangerous obstacles. The score of the game's end is determined by the number of cars passed and the distance covered.

Also like the arcade game, the home version of *TURBO* has a race course characterized by more than forty vividly detailed roadway scenes—plus the unsurpassed graphic resolution and detail typical of all ColecoVision games.

But there's more to *TURBO* than meets the eye. The cartridge comes complete with realistic sound effects, including the growl of the race car at idle and the whirr of machinery revs on the straightaways. In fact the *TURBO* cartridge even goes so far as to simulate the chilling sound of an oil slick under the wheels and tires brushing against the edge of the road.

A Real Racecourse—Recreated on ColecoVision!

There's a secret about *TURBO* that some experienced videogamers have figured out. The *TURBO* road course is based on the real road course used in the famous Grand Prix of Monaco (in fact, Sega had an earlier arcade game called *Monaco GP*).

As at the real Monaco, the same version of the race begins in a setting of urban high-rises. The first portion of the course takes you through city streets complete with buildings reproduced in great detail. Then it's out into the countryside and along a straightaway where you can really pour it on. But watch out, up ahead are a series of hills that are particularly challenging because they obscure the cars in front of you and it takes fast reflexes to avoid a crash.

Next comes a broad tree-lined boulevard...and your difficulties are just beginning. Because you're headed toward a darkened tunnel that simulates a famous tunnel on the real Monaco Race Course called, appropriately, "The Tunnel of Death." After that there's a curving seawall section that requires the utmost driving skill to negotiate, followed by another seaside segment that resembles the breathtakingly beautiful course near Monaco's actual Hotel de Paris.

There is a true story about the Hotel

de Paris that road racing buffs are fond of telling. During one Monaco Grand Prix in the 1980s a driver careened off the highway and crashed right through the front door of the hotel, plowed through the lobby and finally came to rest in the bar. The first thing the driver saw when the dust had cleared was an irrefragable waiter offering him a glass of champagne and a caviar toast, along with a dignified "Welcome to the Hotel de Paris, Monsieur!"

Other portions of the turbo course include a snow-covered road that actually feels slippery when you drive over it and will pitch you into a skid if you're not careful. There's also a hair-

raising night driving segment, where the edges of the road and other race cars glow faintly in the gloom and sharp eyesight is essential to avoid disaster. (By the way, the real Monaco Grand Prix is held during daylight hours, in summer, so turbo developer Sega has been a few liberties here. But everyone agrees that the snow and darkness only add more excitement to the course.)

For the thrill of a genuine road race in your own home, try the turbo experience. Ladies and gentlemen, start your engines!



Only the Sega Turbo-Fox 64 can transport you to paradise from a captured on the Turbo drive cartridge with all its state-of-the-art, 3D graphics. Module 40 provides a complete look at the graphics.



Learning to Drive a

TURBO™

Experienced turbo drivers say there is a group of special techniques involved in improving your "car-paired" scores and avoiding collisions. Here are a few tips from the game pros:

1. Before you begin the game, set the driving module in front of your television set, within four to six feet of it. You should sit in a chair with the pedal beneath your right foot and the wheel console firmly fastened by its rubber feet and suction cups to a table in front of you. Don't try to drive with the wheel in your lap, or while sitting on the floor—these positions slow up your reflexes too much to yield good scores.
2. Shift into high gear as early as possible—preferably within three or four seconds of the start. Stay toward the center of the road during the city portion of the course, and watch the horizon for approaching vehicles and oil slicks. Remember, it's not normally desirable to use the shift except when starting the race or restarting after a crash.
3. Use the accelerator pedal to vary your speed when approaching difficult situations. Bear in mind that releasing the pedal can pretty well paralyze the brakes and slows you down quickly. As you move into the hill portion of the race (where a hump in the road ob-



APPROACHING AMBULANCE



SWEEPING SHARP TURN



SNOW-COVERED ROAD

scures approaching vehicles), you may find that braking to avoid a car that suddenly appears can save you from a crash.

4. If you crash, return the car to low gear and move to the center of the road—where you'll have the greatest chance of being hit from behind. After a few seconds, accelerate, shift back into high gear and continue the race.

5. Two sections of the course are treacherous that you should slow down for: the Snow-Covered Road (the portion of the road where the road is white) and the Sweeping Sharp Turn (where the race curves off to the right). In both cases, slow to a speed near that of the other cars around you, and concentrate on avoiding collisions rather than passing. Be particularly careful on the Snow-Covered Road; your steering reflexes should be gentle and gradual, or you may lose control of the car.

6. When you hear a siren and see a flashing ambulance is approaching from behind. You cannot outrun the ambulance, so rather than your speed—the best tactic is to slow down slightly just to one side of the road, and wait for it to pass. Once it has passed, you can again accelerate to full speed without fear of hitting the ambulance from behind.

NEW COLECOVISIONTM CONTROLLERS

The Arcade Experience and Beyond!

Advanced arcade-type controllers for the home are the latest craze in video games. On the leading edge of this trend are two new controllers from ColecoVision which incorporate highly sophisticated arcade game-playing capability. Both new controllers take advantage of the micro-processor interface technology that lies at the heart of every ColecoVision system—a technology that makes ColecoVision more computer than video game.

The Super Action Controller

ColecoVision's new Super Action Controller (which plugs easily into the basic ColecoVision video game system) goes beyond any home controller in full action play. In fact, the Super Action Controller has been described by Coleco engineers as "the controller that every home game player would have designed if they had the opportunity to do so!"

The Super Action Controller takes a giant step forward in game play and control by offering between more play action options. In addition, the Controller puts a premium on hand-eye coordination and provides a real challenge to even the best video-game players.

The most obvious feature that sets the Super Action Controller apart from other home video game controllers is its advanced, space-age design. Hundreds of hours of testing, combined with a detailed analysis of the human anatomy, went into finalizing this design. The end result is a shape which combines comfort with highly developed play capability.

During the research phase of the Super Action Controller development project, Coleco engineers found that game scores can be improved if muscle fatigue is reduced. As a result of this research, the Controller has a carefully designed molded polymer grip which comfortably fits all size hands, provides a firm hold for joystick use and reduces the tendency of the hand muscles to become tense and tired during play.

If the space-age shape of the Super Action Controller is sophisticated, then

its functions are positively futuristic. A number of highly innovative elements combine to make the Super Action Controller the home controller of the future...today!

There are four color-coded trigger switches contoured to the shape of the fingers and built into a palm-grip handle. These trigger switches have been specifically designed for increased play area control and have been carefully positioned to take advantage of the natural quickness of a player's index finger.



The Super Action Controller features:

- 4 color grip triggers for play area control
- 8 directional joysticks for fast-lead movement
- Speed roller (to increase character speed) control

The Controller also incorporates a super-responsive 8 direction joystick which provides the player with full lead movement. A marked speed roller varies the pace of play and a 12-button key pad with a variety of game playing functions has also been incorporated into the Controller design. Of course, the Super Action Controller is completely compatible with all ColecoVision Games.

The combined features of the Super Action Controller result in what every home video game player wants and needs: lightning fast response to the action, more control over the operating buttons and triggers, and a minimum of muscle fatigue.

Controller Strategy: Offense or Defense

The Super Action Controller will be available as a package of two controllers plus



a free baseball cartridge. The two controllers are provided so that players can compete in the exciting new ColecoVision sports games where they can actually plan strategies as if they were the coach, then execute those strategies right on the field.

Although the Controller has been designed for faster reactions, quicker timing and improved scores with any ColecoVision game cartridge, it really comes into its own with such new ColecoVision sports games as **BASEBALL**.

For example, when playing ColecoVision's **BASEBALL** with the Super Action Controller, the pitcher/defensive player can use the four trigger switches to select the speed of his pitch. Plus he can use the joystick to control each pitch, throwing a straight or curve ball to the plate. He can also use the control triggers together with the joystick to position batters, catch line drives, and throw runners out.

The opposing batter/offensive player can use the Super Action Controller to hit away or foul. He can also maneuver the control triggers to advance the batter and base runners, and even to steal bases.

The Roller Controller

ColecoVision's Roller Controller (which like the Super Action Controller plugs directly into the ColecoVision system) duplicates the smooth, spinning-ball feel found in the best arcade games. As a result, the Roller Controller, more than any other home-controller puts the player directly into the heart of the on-screen action.

The Roller Controller slanted console features a free-rolling ball that provides players with full 360 degree field movement of game characters. The Controller also gives players the ability to move game characters as fast as

desired. It is these full-field/full-speed capabilities which set the Roller Controller apart from other home controllers and allow it to accurately recreate the playing experience found in sophisticated ball-type control arcade games.

ColecoVision engineers spent more than a year investigating arcade game technology in preparation for the Roller Controller's introduction. As a result of these studies, the engineers chose to incorporate another important arcade-style element into the Controller console—dual, rapid motion firing buttons. These buttons give players at home the same ability to fire rapidly in both directions that arcade players enjoy.

The two standard ColecoVision

controllers fit into compartments on each side of the Roller Controller console. The control sticks and 12 button keypads are then used for gameplay options in the action packed new ColecoVision cartridges designed specially for the Roller Controller.

What's Coleco planning to do for an encore now that they've gone the arcade games one better? Nobody's saying just yet, but it's a sure bet that whatever approach the company explores, it will break new ground. As the Advanced Research and Development Department's slogan reads: "If you can think of it, we're probably already working to make it happen."

SLITHER is another G.I. Gears for fast-paced action predator game, compatible with quick action firing buttons and a ball-type controller. ColecoVision's G.I. Gears and Roller Controller bring all the arcade-style home.



For the first issue of *EXPERIENCE*, we asked the operators at Coleco's toll-free customer service number (1-800-540-1235) to supply us with a few of the most commonly asked questions they received. These questions are reprinted with our answers below. In future issues, we'll be counting on you—our readers—for questions on all matters related to The World of ColecoVision™. Please address your queries to ColecoVision FEEDBACK, c/o Quaker Lane South, West Hartford, Connecticut 06115.

How Many Games on ColecoVision?

Q: Exactly how many games can I play on my ColecoVision?

A: Hundreds! In addition to the ColecoVision cartridges currently available, dozens more are due out by the end of 1983—many of which are well-known arcade hits. But with ColecoVision's Expansion Module #1, you can play any cartridge compatible with the Atari 2600 VC, either the Sears Video Arcade™ system. That means any of the two hundred or so cartridges made for the Atari 2600 VC's can be played on ColecoVision. It also means your old cartridge library won't become obsolete when you upgrade to ColecoVision—just plug in the Expansion Module and keep enjoying your old favorites as well as your new ColecoVision cartridges.

ColecoVision's Computer

Q: I keep hearing about a ColecoVision computer in Coleco's ads and brochures. What will it do? And when will it be out?

A: Glad you asked! In one sense, the ColecoVision computer is "out" right now. The brainpower and memory of the ColecoVision videogame system in your home are already the heart of a full-power, high-technology computer. The computer you're referring to is what Coleco calls the Computer Expansion Module, which

when connected to the Expansion Port of any ColecoVision will tap that brainpower, creating a state-of-the-art computer system.

The Expansion Module will provide all the special electronics necessary to make ColecoVision an easy to use and full function home computer. In fact, the ColecoVision home-computer will be sophisticated, fun and so easy to use that it will be enjoyable and useful for the beginner and the computer pro.

The complete ColecoVision video game/computer system will provide more value per dollar than current home computers. Of course, the ColecoVision system will continue to provide the same superb graphics and video game variety that you expect.

The ColecoVision Home Computer Expansion Module will be available later this year and we will cover its introduction and technology in full detail in the next issue of *EXPERIENCE*. We can't wait!

Videogame Lifespans

Q: Is it possible to wear out a videogame cartridge by playing it too much? How long should a game last if played an hour a day? And is it possible to break a game by scoring too high?

A: Let's handle your questions in order. First, since there are no moving parts, you can't really "wear out" a Coleco game cartridge unless it's abused. Contrary to what some people think, there is no tape inside a game cartridge, just stationary solid state electronic "chips." The only thing resembling aging in a game cartridge is a very slight wear on the connecting boards which occurs each time you insert or withdraw the cartridge. But don't worry. Coleco engineers design ColecoVision game cartridges to withstand up to 70,000 such insertions. That's equivalent to putting a cartridge in your ColecoVision three times a day, each day, for almost ten years. So, for practical purposes, your ColecoVision has an almost unlimited lifespan.

As for "breaking the bank" by scoring too high, ColecoVision cartridge scores are designed to "roll over"—return to zero—if a game player's score exceeds the capacity of

the screen's digits to show it. The only thing that might be slightly damaged is your pride, since that super-high score could vanish before you have a chance to shoot it off!

Why ColecoVision?

Q: How does ColecoVision compare with Intellivision™ and the Atari 2600 VC? How does it compare to the new Atari 5200™?

A: Probably the most obvious difference between ColecoVision and other video game systems, like Intellivision and the Atari 2600, is graphic quality. ColecoVision's graphics are outstanding because the basic picture element (known as the pixel) is designed to deliver a sharper arcade-type image to the screen. What's more, ColecoVision organizes its graphics so that you get far more action on every screen.

In addition to superior graphics, hundreds of cartridges can be played on the ColecoVision system; there are currently very few games available for the Atari 5200.

ColecoVision quality and gameplay features are made possible by a highly sophisticated microprocessor which lies at the heart of the system. This microprocessor provides ColecoVision with



built-in, plug-in expandability. For example, with Expansion Module #1 you can play Atari cartridges on ColecoVision, while Expansion Module #2 brings you a new level of realism to home driving games like *TURBO*™. Later this year Coleco will be introducing a new Expansion Module capable of transforming ColecoVision into an easy to use, full function home computer.

The key thing to remember about ColecoVision is that it is more than a great video game system—it's a home computer, too.

STRATEGY TIPS

In each issue, Strategy Tips presents proven techniques for improving your scores (and staying alive) in ColecoVision™ game cartridges. These concepts have been thought out and tested by Coleco's professional gameplay evaluators, and inspire ideas by the designers of the games themselves. This month's dual focus is on the three-dimensional space-battle game—*Zaxxon*™ and the enormously popular *Dynasty Wars*™. Brief "Quick Tips" articles included on two other titles, *HERCULES*™ and *COLECO ADVENTURE*™.

How to Beat:

ZAXXON™

Warrior Robot Guardian of a Blandly Floating City in Space

Zaxxon is a fantastic three-dimensional space battle game that puts you in control of a futuristic spaceship! Your ship zooms over alien asteroids, dives down to bomb enemy fighter planes and attacks enemy installations. Your ship must avoid hazardous walls, force fields and enemy fire. *Top Zaxxon* has been called the most graphically sophisticated videogame ever. This game set a new standard for realism when first introduced in arcades. ColecoVision's *Zaxxon* brings that same excitement into your home.

Zaxxon's challenge is fierce. No one would call it an easy game to master, particularly at the higher skill levels, but by studying the programmed moves of the many forces involved, it's possible to greatly improve your scores, and consistently have a chance at destroying the mighty *Zaxxon* robot itself. Here's how:

■ Before you pick up the controller to start the game, it's important to have a good idea of the powers of each of *Zaxxon*'s defending elements. On both asteroid surfaces there are domed turrets, which fire low-flying missiles, missile slots in the ground that fire vertically rising missiles, and homing missiles that track your space fighter if you linger too long at high altitudes. (These last missiles must be hit several times to be destroyed; they are an extremely dangerous foe.) Cylindrical fuel tanks supply additional power for your ship when hit

(the energy is transferred automatically when one explodes). Since your ship's fuel runs low quickly, it's important to hit the fuel tanks consistently during the early portion of the game to replenish your supply.

Between the first asteroid and the second there are enemy space fighters, which also fire missiles. And on the second asteroid are ponderous saucer-shaped robots, which move toward you individually or in groups of three.

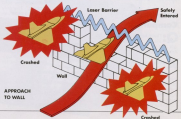
Enemy Targets



The final opponent is the mighty *Zaxxon*, a two-tiered robot fortress with robots on its shoulders and a homing missile mounted in its side. Each of these opponents can be destroyed if you understand the orders the master *Zaxxon* computer has given them—and act quickly to obey its instructions.

■ As each round opens, your ship approaches the first asteroid, which is flanked by a high wall. To avoid crashing into the wall, use your laser cannon to confirm your flight path. Since the laser cannon fires straight ahead, the position where your shots detonate indicates the path of your ship. If your opening shots strike the wall, move until they pass through the center area of the wall's opening. This will ensure that you enter the asteroid safely.

■ As you fly along the surface of the asteroid, stay low enough (about the first mark on the altitude scale at left) to hit the turrets and tanks on the asteroid surface. Keep to the left as much as possible, destroying enemy turrets first, and fuel tanks after you've eliminated the turrets that defend them. The turrets fire both forward and sideways, and their missiles move rapidly, so you'll almost certainly be hit if you get close to a turret without destroying it. Fire at the turrets from a distance, then weave back to the right to hit fuel tanks. Remember to keep an eye out for the vertically rising missiles that come out of the ground slots—and don't forget the equally deadly missiles launched from the turrets. Don't climb unless necessary to avoid a missile or a wall—even two seconds at high altitude will bring a fast, hard-to-avoid



homing missile down on you. Warning: Do not attack the most heavily congested ground formations of the first asteroid where missiles fly so thick and fast that even *poor* Daxter can't concentrate on staying alive by constantly changing altitude and position. Peel fighter pilots call this rapid-motion tactic "jinking," and use it in actual air battles to confuse enemy computers.

Combat with Robot



Asteroid Fortifications

- As you leave the first asteroid to enter deep space, move toward the center of the screen to give yourself maximum maneuverability. Then wait for the first of the enemy fighters. You'll find that they're very hard to hit until they approach and prepare to launch their missiles. The best technique for survival in deep space is: 1. Wait until crosshairs appear in front of your ship. 2. Fire instantly. 3. Dive or climb immediately. Don't fire and remain still—even if you hit the enemy fighter its missile will still destroy you. Practice the wait-fire-move sequence until you can confidently destroy the enemy fighters. By the way, it can't hurt to start firing at enemy fighters as soon as they appear on the edge of the screen. Unfortunately long-distance hits are hard to come by.
- The action will abruptly slow as you approach the mighty *bosses*. Move your ship to the right to draw Daxter over toward that side of the asteroid so you can fire at it. Then rise to an altitude of about 200 marks on the screen altimeter, and begin firing as rapidly as possible.

When Daxter launches a homing missile, try to hit it several times to neutralize it (you'll see it change color), then continue to fire at Daxter itself. Remember, only multiple hits at the right height can destroy Daxter—and save you points. If you can't score these hits and destroy the homing missile, your fate will at least drive Daxter back, and you can begin another round of attack. Good luck and good hunting!

How to Beat:

DONKEY KONG



- One of the most important tricks to learn is accelerating Mario's climbing speed. By rapidly pressing the joystick upward not once but twice when Mario begins to climb a ladder, you can make him climb much faster than his normal rate—enabling him to move upward or downward fast enough to avoid incoming barrels and fireballs.
- Jumping barrels or fireballs becomes easier if you jump them while Mario's running, rather than when he's stationary. This increases the size of the jump and gives you a much better chance of clearing the obstacle. Avoid jumping a barrel backwards while running away—it almost always fails, setting Mario down square on top of the obstacle.



trying to jump a flame that's near a lad-

der—often the flame will spread to the ladder as you jump it, and burn Mario as he tries to leap over.

- Generally speaking, it's not advisable to grab a hammer unless you're surrounded by barrels or fireballs. The few points you pick up using the hammer aren't worth nearly as much as the bonus points you'll score by continuing to climb up the screen.

Quick Tips:



Sea Cavern

In the opening stages of *Cosmic Avenger*, stay near the planet surface, using jets and a cannon fire to destroy missile launchers. Keep your speed fairly low for reasons adjacent score—particularly as you near the sea cavern—and stay toward the center of the screen in the last few seconds before reaching the sea cavern. Otherwise, you could hit the cavern walls instead of entering safely.



Serpent Room

When entering the Serpent Room in *Venture's* first level, remember that the serpents cluster near the *gate*. So going in there is almost certain death. But entering at left will give you time to get off a couple of quick arrows—one high and one low in the *perfect* technique—that will kill two of the beasts and give you some fighting room. Don't dawdle in firing your arrows, but make a bee-line for the treasure. If you wait too long a *halimaster* may get you before you can leave the room safely.

What's Your Strategy?

Do you have a winning strategy for a ColecoVision game cartridge? Don't keep it to yourself! Send it to us and if it's good, we'll reprint it along with your name, address and picture. Please send your "Strategy Tips," plus a snapshot, to:

STRATEGY TIPS

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Suggestion Box

At Coleco, "Your Vision Is Our Vision" ... so we'd like to hear any suggestions you might have on how to make ColecoVision even more fun to play and even. We'd also like to hear about ideas you have for EXPERIENCE. Please put your ideas in writing (no more than one page) and send them to: ColecoVision Suggestion Box, 99 Quaker Lane South, West Hartford, Connecticut 06110.

Suggestion Box is your "direct line" to the engineers and game designers at Coleco, and the best suggestions will be referred to them for evaluation. We may even reprint your suggestions in future issues of EXPERIENCE. And who knows ... your dreams today could be tomorrow's new ColecoVision experience!

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