

CBS **COLECO** **VISION**

**STATE OF THE ART
VIDEO GAME SYSTEM &
COLECO
HIGH RESOLUTION
GAME CARTRIDGES**



PRESENTED BY
CBS Electronics

CBS

COLECOVISION



240040

INTRODUCING CBS COLECOVISION™—the “state of the art” video game system for now and in the future! CBS ColecoVision™ is revolutionary in three ways: unsurpassed graphic resolution at an unusually low price point, superior game play control with realistic arcade-type controllers, and a remarkable expansion module capability insuring that CBS ColecoVision™ will always be the state of the art video game system.

Graphic resolution is what you see, the recreation of reality. CBS ColecoVision's™ graphic resolution is unsurpassed in sharpness and detail. The CBS ColecoVision™ system recreates all the action and excitement of the real game with incredible precision!

In the important area of player control of game action, CBS ColecoVision™ again stands for “state of the art” technology. The heart of that technological breakthrough is the CBS ColecoVision™ controller. There's the 8 direction joy stick for full field movement, the push-button keyboard, and 2 independent fire/action buttons for exciting interactive game play.

CBS ColecoVision™ is the most advanced video system for today and tomorrow—because of another technological breakthrough—an expansion module interface—a “window on the future” that gives CBS ColecoVision™ unique add-on capability. So as new technology develops, it can be plugged into the system. In other words, we've made obsolescence obsolete.

The first example is a remarkable expansion module (available separately) that transforms CBS ColecoVision™ into the first video game system on the market that accepts cartridges from other manufacturers.

WITH EXPANSION MODULE #1, CBS ColecoVision™ owners can enjoy the entire library of existing and future game cartridges that are compatible with the Atari® Video Computer System™.

It also provides Atari® Video Computer System™ owners the opportunity to upgrade their system to CBS ColecoVision™ without discarding their cartridges.

Additional expansion modules (purchased separately) will be available soon. There's Driving Module #2 that converts CBS ColecoVision™ into the cockpit of a high performance race car and provides realistic motor sports action. Included with this module is the Turbo™ cartridge—an exciting racing game. Other driving cartridges, for use with this module, will be offered soon.

Also available soon will be an expansion module that converts CBS ColecoVision™ into a personal computer with an advanced keyboard.

HIGH RESOLUTION CARTRIDGES for CBS ColecoVision™ are equally advanced. The extensive new line of exclusive licensed CBS ColecoVision™ cartridges includes arcade games, sports games, strategy games, play and learn games, action games, fantasy games, and casino games.

CBS ColecoVision™ has everything it takes to be THE video game system of the future!



TURN CBS COLECOVISION™ INTO A RACING CAR COCKPIT



241301 **EXPANSION MODULE #2**

Expansion Module #2 turns CBS ColecoVision™ into the cockpit of a high performance race car and provides realistic sports action! The module comes with a table top console including a large arcade style steering wheel and an accelerator foot pedal that operates from the floor. The regular CBS ColecoVision™ controller mounts in the driving module console and becomes the gear shift. The accelerator pedal is stored within the console when it is not in use.

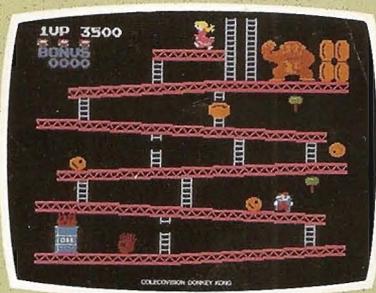
Included with this module is the TURBO™ game cartridge. In this fast paced, three dimensional racing game, you control a car that must be driven through city streets and tunnels, down country roads, and over bridges. While controlling the car's speed and direction, you must pass speeding cars, avoid treacherous obstacles—and still complete the course in record time!

Other driving cartridges for use with this module will be available soon.

ColecoVision™ Controller included with ColecoVision™ Video Game System.
TURBO™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.



VIDEO GAME CARTRIDGES FOR COLECOVISION™, ATARI® VCS

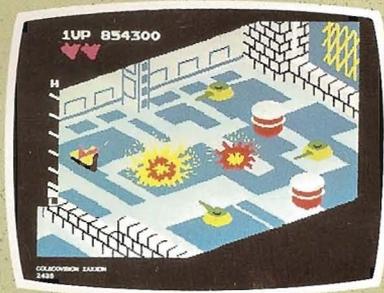


DONKEY KONG™ Nintendo™

In this engaging game, DONKEY KONG™ the ape has captured Mario's girlfriend and has taken her to the top of a steel fortress. You've got to get Mario to the top to save her! But—as he runs across the girders and up the ladders, the ape throws barrels at him to prevent his progress! There are even fireballs that block his path! Will Mario avoid the barrels and fireballs and rescue his girlfriend in time?

- 241101 ColecoVision™ Format
- 241125 Atari® VCS 2600™ Format
- 241103 Intellivision™ Format

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

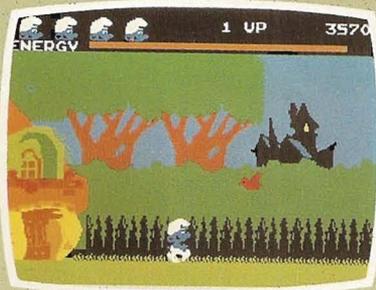


ZAXXON™ Sega®

This fantastic three dimensional space battle game puts you in control of a futuristic spaceship. The ship zooms through the sky, diving down to bomb the enemy fighter planes and to attack the enemy's installations. The ship must avoid hazardous walls, devastating force fields, and the enemy's fire to survive and score! Can you make it?

- 243501 ColecoVision™ Format
- 243503 Intellivision™ Format

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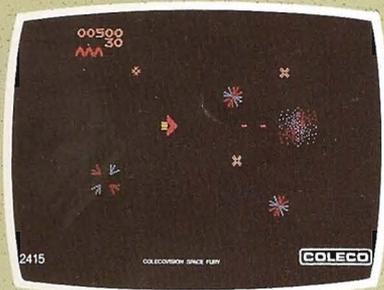


SMURF™ RESCUE IN GARGAMEL'S™ CASTLE

In this animated game, you control the actions of the SMURF™ who is off on a rescue mission to save a Smurfette™ from Gargamel™. On the way to the castle, he must jump over and duck under natural obstacles and avoid the dangerous animals. While on his journey, the SMURF™ must maintain his strength by snacking hard-to-get berries. Will he make it to the castle and rescue the Smurfette™ in time?

- 244301 ColecoVision™ Format
- 244303 Intellivision™ Format - Coming Soon

SMURF™ and GARGAMEL™ are the trademarks of Peyo © 1982 licensed by Wallace Berrie & Co., Van Nuys, CA



SPACE FURY™ Sega®

This furious space battle game puts you in control of a powerfully equipped spaceship that must defend itself against a converging alien formation. After the first encounter, you can refuel your ship and improve your defense with additional weapons. But—alas—the aliens have also regrouped their forces and are back on the attack with awesome strength! Can you defeat them?

- 241501 ColecoVision™ Format

SPACE FURY™ and Sega® are the trademarks of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.

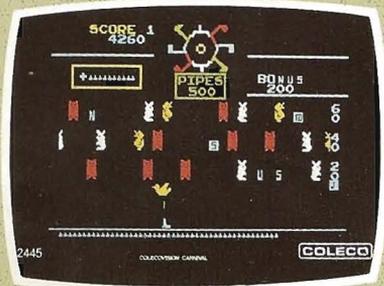


LADY BUG™ Universal

In this game, you direct a lady bug through a maze. While 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 safely through?

- 243301 ColecoVision™ Format
- 243303 Intellivision™ Format

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



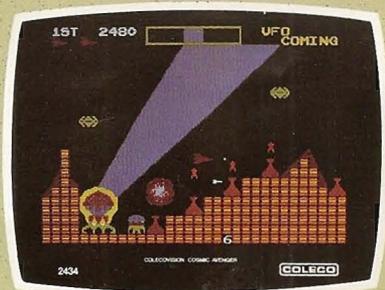
CARNIVAL™ Sega®

This game captures the fun, excitement, and sounds of an old time shooting gallery. You 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 limited supply of ammunition. How many points can you score before you are out of bullets?

- 244501 ColecoVision™ Format
- 244525 Atari® VCS 2600™ Format
- 244503 Intellivision™ Format

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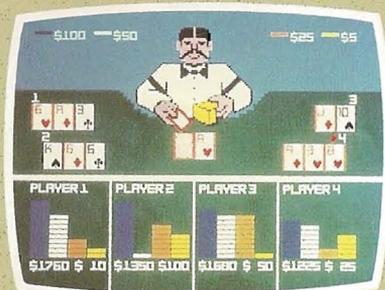
CS 2600™ AND INTELLIVISION™



COSMIC AVENGER™ Universal

This futuristic air and sea battle game is fought between a ship you control and an advanced alien civilization. You maneuver 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 your ship penetrate? 243401 ColecoVision™ Format AVAILABLE

COSMIC AVENGER™ is the trademark of Universal Co. Ltd. © 1981 Universal Co. Ltd.



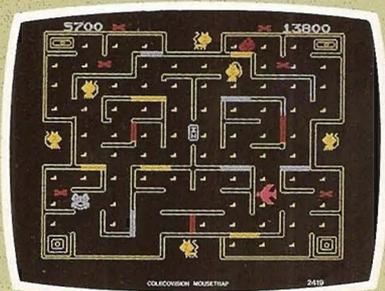
KEN USTON BLACKJACK/POKER® Coleco

In this high stakes game, Ken Uston, the famous blackjack player, gives you the tips and shares with you his casino skills. You're right at the game table with realism like never before! A fresh deck is opened—the dealer deals out the cards. Will you "hit" or "stand pat"? Then, try your skill at poker—name your game! Will you bluff, or do you hold the winning hand?

243901 ColecoVision™ Format

243903 Intellivision™ Format

© 1982 Coleco Industries, Inc.



MOUSE TRAP™ Exidy

This unusual maze game puts you in control of a mouse who must be guided through a labyrinth of doors and corridors. As it goes, the mouse eats cheese bits and tries to avoid the ravenous cats. At times, the mouse can transform into a dog and go after the cats! To escape, the mouse can go through a secret tunnel. Open or close groups of doors to change the maze and fool the cats! Can you get the mouse through?

241901 ColecoVision™ Format

241903 Intellivision™ Format

MOUSE TRAP™ is the trademark of Exidy Incorporated © 1981 Exidy Incorporated.



LOOPING™ Ventureline

Get ready to loop, climb, and dive your way on a dangerous airborne mission unlike any other! 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 that's ridden with deadly enemies. It takes a real pro to reach "THE END"!

260301 ColecoVision™ Format - Coming Soon

260325 Atari® VCS 2600™ Format - Coming Soon

260303 Intellivision™ Format - Coming Soon

Looping™ is a trademark of Ventureline, Inc. © 1982 Ventureline, Inc.



VENTURE™ Exidy

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. Winky™ must use his bow and arrow to ward off monsters and claim the treasures. The more he ventures—the more he gains!

241701 ColecoVision™ Format

241703 Intellivision™ Format

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



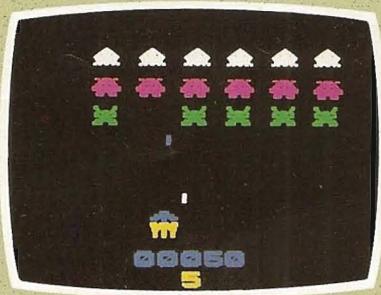
DONKEY KONG JUNIOR™ Nintendo™

It's a different kind of rescue game, where Mario's the meanie who's got Papa Donkey Kong™ locked in a cage. Surrounded by jaw-snapping creatures, Little Junior races against time, climbing up and swinging across vines to reach a special key. If he's successful, he advances to another screen and must pick up even more keys encountering even more problems. He can earn extra points by plucking fruit for bashing his opponents, but his mission is to save Pop. It's a challenge for even the most seasoned players!

260101 ColecoVision™ Format

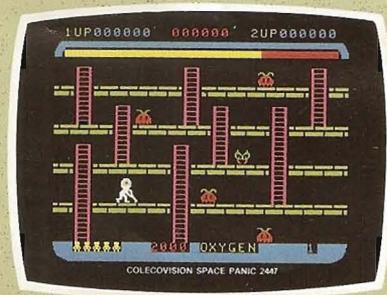
260103 Intellivision™ Format - Coming Soon

DONKEY KONG JUNIOR™, Donkey Kong™ and Mario™ are trademarks of Nintendo of America, Inc. © 1982 Nintendo of America, Inc.



GORF™ Bally Midway Manufacturing Inc.

Space Cadet: The Interstellar Space Force Command has been destroyed. The evil Gorfian Empire has launched an all-out attack. You are Earth's last hope. Your assignment is to repel the invasion and launch a counterattack. You will engage various hostile spacecraft as you journey toward a dramatic confrontation with the enemy Flagship! You must act quickly, before it's.....TOO
 800101 ColecoVision™ Format
 800125 Atari® VCS 2600™ Format
 800103 Intellivision™ Format - Coming Soon
 GORF™ is the trademark of Bally Midway Manufacturing Inc. © 1981 Bally Midway Mfg. Inc. All rights reserved. A CBS Video Game.



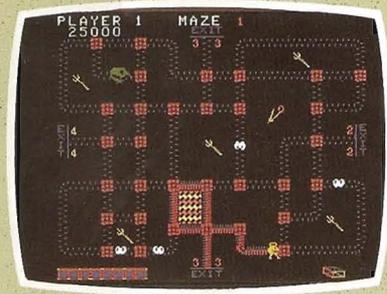
SPACE PANIC™ Universal

Your mission: eliminate the dreaded Space Monsters by racing your Spaceman along the floors of a giant girder structure. Climb up or down ladders from floor to floor, or leap through the holes for a quick descent, but don't let the Monsters attack your Spaceman! If you should defeat one of the Monster hordes, a more dangerous attack will follow! Can you defeat the Space Monsters before the time is up?
 244701 ColecoVision™ Format FIRST QUARTER, 1983
 SPACE PANIC™ is the trademark of Universal Co., Ltd. © 1980 Universal Co., Ltd.



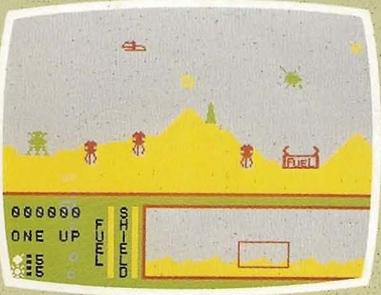
THE WIZARD OF WOR™ Bally Midway Manufacturing Inc.

Welcome to the mystical kingdom of WOR! You have been placed in command of an elite squadron of Warriors assigned to the task of outwitting the sinister Wizard of Wor! As you descend into his diabolical dungeons, you will encounter deadly Worlings and maybe even the Wizard himself! Your only weapons are your trusty laser, your radar scanner, and your agility and cunning. You will need them all as you attempt to beat the Wizard and earn the title of Worlord! Prepare now, and then let the battle begin!
 800025 Atari® VCS 2600™ Format
 800003 Intellivision™ Format - Coming Soon
 WIZARD OF WOR™ is the trademark of Bally Midway Manufacturing Inc. © 1981 Bally Midway Mfg. Inc. All rights reserved. A CBS Video Game.



PEPPER II™ Exidy

Have a maze-crazy time guiding Pepper™ around a track, zipping rooms shut to earn points and treasures. Keep a close watch ahead of and behind you for vicious Roaming Eyes and a Zipper Ripper. Enclose a room with a pitchfork and temporarily turn Pepper™ into an eye-catching devil that eliminates opponents and stuns the Ripper for a few seconds. Lead Pepper™ through four mazes to earn a super bonus, then go on to more breathless zipping action. It's zipping good fun for the fleet-fingered!
 260501 ColecoVision™ Format - Coming Soon
 260503 Intellivision™ Format - Coming Soon
 PEPPER II™ and Pepper™ are trademarks of Exidy Incorporated. © 1982 Exidy Incorporated.



VICTORY™ Exidy

You're in command of a Battlestar! Spin and fire in any direction to defend your planet against alien ships that try to get past you and drop paratroopers. You must stop them before they release the deadly quarks from their ground bunkers! Fire your lasers, put up your shields, or use your Doomsday Device, but be careful—your weapons supply is limited! As your skills grow, the challenges grow. Make VICTORY™ yours!
 244601 ColecoVision™ Format FIRST QUARTER, 1983
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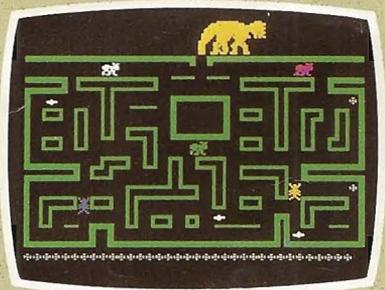


TURBO™ Sega®

In this fast paced, three dimensional racing game, you control a car that must be driven through city streets and tunnels, down country roads and over bridges. While controlling the car's speed and direction, you must pass speeding cars, avoid treacherous obstacles—and still complete the course in record time!
 241301 ColecoVision™ Format
 241303 Intellivision™ Format - Coming Soon

ColecoVision™ Controller included with this module, will be available soon.
 TURBO™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.

VIDEO GAMES CARTRIDGES FOR ATARI® 400™ AND 800™



K-RAZY ANTIKS™ K-Byte™

Bent on the total extermination of the White Ants, hostile Enemy Ants are invading your Anthill. Programmed to search and destroy, they are relentless in their pursuit. Your mission—rid the Anthill of Enemy Ants before they destroy you. Deposit White Eggs safely in the maze of tunnels—they are your only guarantee of survival. Destroy Enemy Eggs and lure the attackers into the deadly flood waters or into the path of the dreaded Anteater's tongue. But beware! Only the most clever can outwit and outlast the enemy.

221036 Atari® 400™ or 800™ Format

K-RAZY KRITTERS™ is a trademark of Kay Enterprises Co. © 1982 Kay Enterprises Co. CBS Software.

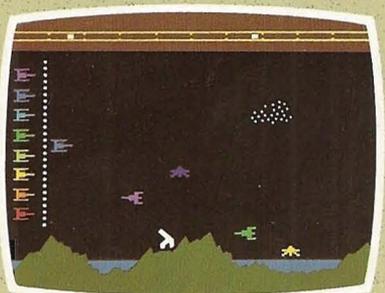


K-RAZY SHOOT-OUT™ K-Byte™

Trapped within deadly Alien Control Sectors, your squad of Space Commanders must shoot it out with dangerous Alien Droids in order to survive. Only your keen reflexes and trusty laser pistol stand in the way of your total annihilation! You'll have to be sharp, though; Droids lurk behind every corner of each Sector, and all of them must be destroyed before you can make a break into a more challenging maze! And watch for the walls! They're radioactive. The slightest contact will quickly turn your Space Commander into a cloud of debris.

221006 Atari® 400™ or 800™ Format

K-RAZY SHOOTOUT™ is a trademark of Kay Enterprises Co. © 1982 Kay Enterprises Co. CBS Software.

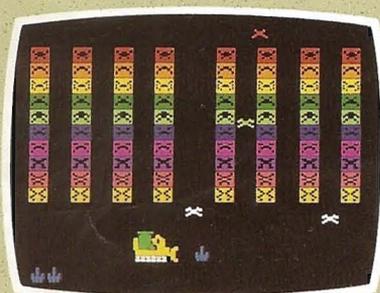


K-STAR PATROL™ K-Byte™

While on patrol over a mysterious alien planet, your team of Star Ships is brutally attacked by an onslaught of enemy forces. Only you and your Lead Star Ship can safely defend the squadron! Blast your way through the Alien Attack Ships and outmaneuver their dangerous Low-Level Avoidance System! You'll need quick reflexes and nerves of steel as you battle through sector after sector on enemy territory. But beware! All your skill may not save you from the clutches of the evil, energy-absorbing Intergalactic Leech!

221026 Atari® 400™ or 800™ Format

K-STAR PATROL™ is a trademark of Kay Enterprises Co. © 1982 Kay Enterprises Co. CBS Software.



K-RAZY KRITTERS™ K-Byte™

Sealed in proton transportation capsules, Alien Kritters hover over your Star Base. As you blast the capsules away, heat-seeking Aliens are sent hurtling toward your Command Ship. You must be very agile to avoid them. Even as you struggle to save your Star Base, Free-Falling Kritters plummet from the sky. Shoot them before they hit your base! Alien Patrol Kritters pass above the action; a direct hit gives you additional Command Ships. You must be fast, you must be courageous. Prove yourself or face the indignity of being carted off to the intergalactic junkyard.

221016 Atari® 400™ or 800™ Format

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ALSO COMING SOON:

Solar Fox

Atari® VCS 2600™ Format
Intellivision™ Format

Mr. Do!

Atari® VCS 2600™ Format

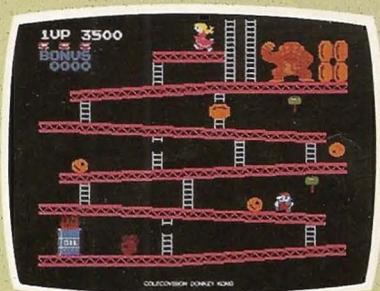
Tunnel Runner

ColecoVision™ Format

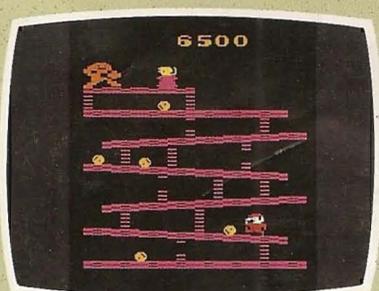
Destruction Derby

ColecoVision™ Format

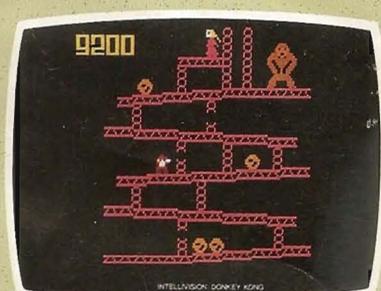
CBS Electronics



DONKEY KONG™
CBS ColecoVision™



DONKEY KONG™
Atari® VCS 2600™



DONKEY KONG™
Intellivision™

240520 **EXPANSION MODULE #1**

The perfect investment for video game lovers! Now you can enjoy the entire library of existing and future Atari® VCS compatible game cartridges right in your CBS ColecoVision™ system! Just slide the expansion module into the interface on the front of the CBS ColecoVision™ console, plug in your CBS ColecoVision™ controllers, and insert the game cartridge of your choice!

Presentation, game display, and colour may vary between Intellivision™, Atari®, and CBS ColecoVision™.

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Intellivision™ is a trademark of Mattel, Inc.



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