

COLECO VISION™

EXPERIENCE

The Magazine Of Computerized Entertainment

Summer 1983

\$2.00

Super Game Packs:
Big Fun In Small Packages!

Star Wars Wizard
Brings New Dimension To Coleco!

PLUS
Game Tips, Previews,
Add-Ons...And More!



Meet Adam!™
The ColecoVision
Family Computer
System!

Isaac
Asimov
Looks Ahead To 2083!



COLECO VISION™

EXPERIENCE

VOL. 1, NO. 2

SUMMER 1983

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FREE

ColecoVision News

FINAL

Lucky visitors experience real-life Turbo.™

Coleco Hits The Fast Track!

Turbo Car Takes Checkered Flag

THE COLECO EXHIBIT AT A RECENT electronics show featured the Coleco-Vision™ Expansion Module #2 installed in—what else?—a Formula Atlantic racing car. The car a MARCH design with a Ford engine, was "right off the track"—with clutch, accelera-

tor pedal and dashboard replaced by the driving module. Hundreds of showgoers donned helmets, climbed into the cockpit and experienced the TURBO™ video game on a large Novabeam™ Projection Television screen set up in front of the car.

Coleco Unveils Gemini™

*Popular-Priced
Video Game System
Compatible With
Atari® 2600™ VCS
Cartridges*

COLECO HAS UNVEILED A NEW low-priced video game console—the Gemini™ Video Game System.

The Gemini System plays all Atari® 2600 VCS compatible cartridges manufactured by Coleco, Atari® Activision™, Parker Bros®, Imagic™ and others. The Gemini's advanced joy-



stick/paddle enables the videogamer to play all types of games with just one set of controllers.

Each Gemini Video Game System comes with one coupon —saving the buyer up to \$25 on all Coleco Atari 2600 VCS compatible cartridges. In addition, the popular DONKEY KONG™ and Exidy's MOUSE TRAP™ are included as a bonus —FREE!

The new Coleco Sound I™ Voice Module, designed as a companion to Gemini and Atari® 2600 VCS adds realistic voices and sound effects to the new line of specially-designed game cartridge and interactive voice cassettes. By adding realistic voice and sound effects, the game system is transformed into a learning center for the entire family. A SMURF™ Play 'N Learn game cartridge is included with the purchase of each Voice Module.

The Voice Module marks the introduction of a new line of interactive games with coordinating story cassettes. Upcoming from Coleco are DR. SEUSS™ and BERENSTAIN BEARS™ Play 'N Learn cartridges.

1-800-842-1225**AT YOUR SERVICE!****Coleco Lends an Ear**

COLECO BELIEVES THAT EVEN the best products are only as good as the service behind them, so a top

quality nationwide service network is now available to assist you with any hardware and software service needs for all Coleco electronic products. Simply call 1-800-842-1225, and you'll be directed to the service center nearest you. The network is growing rapidly and, by year end, Coleco customers in most of the 50 states will have local service.



UPI

Video Games Win Presidential Seal Of Approval

WHO IS THE LATEST—AND MOST famous—convert to video games? None other than President Ronald Reagan who recently told a group of math and science students at Walt Disney's Epcot Center that joysticks and fire buttons have helped many young people develop "incredible hand, eye and brain coordination."

WHAT'S NEW?



SUBROC™ by SEGA®

Man your battle stations! You are a commander in one of the greatest sea and air battles of all time. Look through the crosshair sights to see battleships, mines, fireballs and missiles zooming RIGHT AT YOU! Use your joystick to dodge to the right, left, up or down. Your firebuttons control your arsenal of missiles and torpedos. This one-or-two-player game retains all of the thrills and challenge of the arcade classic. Four levels of difficulty control the speed and frequency of attacks. The 3-D type seascape features state-of-the-art graphics. The realistic sound effects will make you swear you're on the front lines, especially when the deadly command plane swoops in for attack.

DESTRUCTOR™ by Coleco

Somewhere in the vast Betelgeuse star system is the city of Araknid, ruled by savage insects. You're marooned there, and your hosts, the Insektoids, are anything but friendly...especially their ruthless leader Skorpion! He'll go to any lengths to catch up to you. Fortunately, you're behind the wheel of a powerful armored ram car. Zoom it through Araknid's twisting maze corridors, dodging hazards and smashing Insektoids as you search for fuel. Check your radar to monitor Skorpion, who's in constant pursuit. You can create barriers to block his path or activate Super Jet Boosters to speed away. But escape is only temporary... Skorpion won't stop until he drives you straight up a wall! Play this game with Expansion Module #2.



TAC/SCAN™ by SEGA®

United we stand; divided we... push the "add ship" button. This home version of the arcade game puts you in command of a squadron of zippy little starships. The combined firepower of your fleet is a mighty weapon against wave after wave of enemies. As you lose ships to the enemy missiles, keep an eye on the corner of the screen, at the tail of reserve ships. When you need reinforcements, you can add ships. Just when it seems like everything's A-OK, watch out for the twisting warp tunnel. This one-or-two-player game is designed for use with Coleco's new Roller Controller.

THE BIRTH OF A NEW ERA

Less than 40 years after the first modern digital computer was built, its descendants have rapidly become an indispensable part of 20th century life. Computers now do everything from guiding spacecraft to making music... and from deciphering the mysteries of the human body to predicting the weather. Even though computers have carved an invaluable role in the world of business and industry, they have yet to find a real place in the home alongside such essential items as the telephone and TV set. But all this is about to change with the introduction of Adam,[™] the new ColecoVision Computer System that ushers in the long awaited era of the Family Computer.

Adam, the ColecoVision[™] Family Computer System, is in a class by itself—the first Family Computer. This powerful, complete, 80K RAM state-of-the-art system is destined to revolutionize and redefine the meaning of “home computer.”

Adam, like the ColecoVision Video Game System before it, is a dramatic breakthrough in terms of technology, function, performance and price.

Adam is the first popularly-priced home computer built to think like a person instead of a machine. It's the first to bring a complete and fully integrated system to home computing.

It's also the first computer to be designed with the needs of the entire family in mind; the first home computer to match the sophistication and utility of advanced office systems in both design and function.

No other home computer provides the power and peripherals that are standard components of Adam. The system includes a powerful Memory Console,[™] professional typewriter-style keyboard, letter-quality printer, video game cartridge slot and three valuable software programs. This means with one single purchase, you'll get all the hardware and supporting software needed to tackle any basic computer function—from playing video games to word processing, calculating and printing.



INTRODUCING

ADAM

The ColecoVision™ Family
Computer System

by Steven S. Ross

June 14

Dear Grandy and Granda,

Summer is only a few weeks away and I can't tell you how excited I am about spending the summer at your house. I was especially excited when Mommy told me that all my cousins were going to visit too. Is Bill still as pretty as she was? That's a funny question. She's not going to change, is she? By the way, Mommy told me to tell you I was arriving at 4:00 PM. Love and XXXXXXXX,

I can't wait to see you.

COLECOVISION PRINTER

THE HOME COMPUTER BREAK-THROUGH WORTH WAITING FOR

Adam™ is a breed apart from other home computers. It's programmed to think like a person—an achievement that up until now has been found only in the most advanced office systems costing thousands of dollars. Before Adam, people had to spend lots of time learning a special language to use a computer. Adam is designed for immediate use. Learning to use Adam takes about as much time as is required to get comfortable with a new typewriter.

Thanks to Adam's built-in intelligence, you won't need any training to perform even the most sophisticated tasks on the system. And there's no need to spend hours of set-up time for five minutes of computing.

THE MULTI-TASK COMPUTER

One key to making Adam fast and efficient is a process called networking, meaning the communication between several micro-computers to create a flexible team. Adam is, in fact, a network of four computers: two in the Memory Console, one in the keyboard and one in the SmartWriter™ printer. Coleco calls this integration of computers AdamNet™.

The AdamNet concept is similar to a perfectly-matched audio component system with all components working in harmony. The keyboard, printer and memory console function independently and in unison. Each component performs its specific task under the direction of the Memory Console's Central Processing Unit (CPU). The CPU is the microcomputer which orchestrates the activities of the other components. The result: Adam has the ability to perform many tasks simultaneously.



The ColecoVision™ SmartWriter Printer.

The price of Adam is hard to believe—it's under \$600 for the entire system! That's about the cost of a good electric typewriter, and quality electric typing is just one of the functions this computer performs. It's not much more expensive than less powerful home computers that don't include a printer or mass memory drive. Systems as complete as Adam commonly sell for \$1,900.

ADAM HAS A MEMORY LIKE AN ELEPHANT

Adam brings a total of 80K RAM (Random Access Memory) to the task of computing—more than any home computer on the market today. (See comparison chart on page 12).

The Memory Console's 80K RAM is devoted to what Coleco calls the "Work Space" where—like using a blackboard—you process words, letters and numbers. A portion of the RAM is devoted specifically to graphics. This is the same power that produces

the same superb graphics and precision play features which have set the ColecoVision/Video™ Game System apart from all others.

No other home computer system, and few advanced business computers, have this built-in graphics capability. They must divert some of their power, which could be used for computing, to putting words, numbers and charts on a TV screen.

NEW HIGH-CAPACITY SOFTWARE

Coleco has developed unique digital data packs to process and store data and programs on Adam. These digital data packs can hold up to a half-million bytes of information each. That's the equivalent of 250 pages of text or more than three times the capacity of a conventional floppy disk.

The Coleco digital data packs are a faster, more cost-effective and reliable method of loading, storing and transferring information. They are based on the same technology used for sophisticated back-up data banks of mainframe computers found in business and industry. Adam's exclusive FasTransfer™ circuitry optimizes the speed at which these digital data packs operate—between eight and sixteen times faster than the typical home computer cassette drive and comparable to the speed of a floppy disk.

One data drive comes with each Memory Console™, but additional drives can be purchased.

The ColecoVision™ Computer Keyboard.



THE PROFESSIONAL OFFICE KEYBOARD

The keyboard is Adam's,™ eyes and ears. That's where users communicate with the system. Adam has a standard professional quality keyboard—the one found on most high-quality office typewriters.

Unlike most home computer keyboards, Adam's is scientifically stepped and sculpted for maximum operating ease and has the familiar touch-typing "feel." The feel of the keys moving under the user's finger tips is important because it provides tactile reinforcement that information is actually being entered into the system.

There are 75 keys on Adam's keyboard. The keys are color-coded in groups for quick and easy reference. Included are ten Command Keys and six SmartKeys™ for handling special functions. In addition, one game controller can be attached to the keyboard for numeric data input.

PERSONALIZED SELF-INSTRUCTION

Command Keys are defined for functions like "move/copy," "insert/delete," "clear/print" and "store/get." SmartKeys can be re-defined for different functions. This system sets up a dialogue between you and the machine allowing individual users to accomplish the same task in any chosen manner. Coleco calls this process "Mind Mechanics."

The keyboard also contains five cursor keys—four directional and one "home" key. These keys control the movement of the cursor—a bright electronic marker on the TV screen. The cursor shows you where you are at any given time while handling text or numbers.

The standard ColecoVision™ Video Game System Controller has been designed to snap into the side of the keyboard to allow use of its numeric keypad and joystick while computing. The controller joystick provides an alternate and easy method of cursor control. This option is expected to be especially popular and will also be familiar to seasoned video game players.

The utility of Adam's keyboard is improved by the fact that it's attached to the Memory Console by a long coiled cable. This allows you to operate the keyboard in a comfortable position without having to move the Memory Console or the printer.

THE LETTER-QUALITY PRINTER

Adam's SmartWriter™ "daisy wheel" printer has all the features of a commercial printer and fulfills all of the keyboard's promise. SmartWriter provides letter-quality type equal to that found on the finest electric typewriter and far beyond the quality of typical home computer printers. In fact, Adam becomes an electronic typewriter as soon as you turn it on!

SmartWriter is an 80 column bi-directional printer that types a full 80 character line at about 120 words per minute. That's comparable to the speed of printers costing more than \$400. SmartWriter comes with a standard pica-face "daisy wheel." Additional wheels in a variety of type styles can be purchased in most stationery stores.

SmartWriter uses standard, interchangeable multi-strike film ribbon cartridges. SmartWriter can make an unlimited number of original documents, and carbon copies can be printed if required. The printer's friction-feed mechanism accepts regular and computer fanfold paper in sheets up to nine and one-half inches wide. An optional tractor feed will be available.

BUILT-IN WORD PROCESSING

The SmartWriter word processing program is built into Adam's permanent memory (ROM). This means that word processing capability is always available, and easy, too—thanks to Smart Software™ and the integrated system of microcomputers. There is no home computer that helps

you to learn word processing faster than Adam. All it takes is familiarity with a standard typewriter keyboard and the willingness to respond to some simple questions from Adam.

Integrated software programs, similar to those built into Adam, typically sell for hundreds of dollars each. No other home computer currently provides such capabilities at no additional cost.

Adam's word processing system incorporates all necessary functions, including on-screen corrections, deletions, and information storage. You can even highlight sections of text—a unique home computing option.

THREE FREE SOFTWARE PROGRAMS . . . AND MORE

In addition to the built in SmartWriter word processing program, the ColecoVision Family Computer System includes, free, AdamSmart™ BASIC, AdamSmart BASIC is a digital data pack version of the easy-to-operate language that most computers understand. Since Adam's version of BASIC is compatible with Apple-soft® BASIC—an industry standard developed by Microsoft® for the Apple II®—many programs originally written for the Apple can easily be typed into Adam's system. This is an added plus for youngsters who use Apple computers in school—they will be able to use the same computer language at home that they use in the classroom.

Since no home computer system would be complete without video games, Coleco is including, as a

The Family Computer Module.



GOOD NEWS!
A FAMILY COMPUTER MODULE FOR COLECOVISION™ VIDEO GAME SYSTEM OWNERS!

Your ColecoVision Video Game System was designed to be a key component of Adam. The new Family Computer Module plugs easily into the Expansion Module Interface of your ColecoVision console—adding 64K RAM to the system's already powerful graphics capability. With the addition of the popular-priced Family Computer Module, your ColecoVision Video Game System becomes Adam—with all the features of a stand-alone system!

bonus, the hit arcade game BUCK ROGERS™ PLANET OF ZOOM™ on a Super Game Pack with every Family Computer. A line of special adventure game packs using computer strategy will also be available next year.

EXPANDABLE TO 144K RAM PLUS PERIPHERALS

Like any good computer system, Adam is expandable. A Module providing an additional 64K of RAM will be available soon, bringing the total RAM in the system to a powerful 144K!

MORE TO COME

Looking to next year, Coleco is developing a series of SmartFlier™ pro-

grams for the management of such tasks as financial spreadsheets, personal planning diaries and telephone/address directories. A "Home-work Helper" series for children plus an advanced home budgeting and personal finance series for adults will also be available.

Adam's Early Learning Series, using Smart LOGO software developed for children, will be based on the popular Dr. Seuss,® Smurf™ and Berenstain Bears™ themes. In addition, the Colorforms™ electronic crayon will use Adam's game controller to create an infinite variety of graphics using sixteen available colors.

Don't forget that Adam is also a video game with the unmatched ColecoVision graphics and can play all ColecoVision™ cartridges, Super

Game Packs and, of course, use all the Expansion Modules and Special Controllers.

All in all, Adam is a truly revolutionary, powerful, "personable" and flexible Family Computer System that will bring fun-filled, practical computing into the home—at last!

Steven S. Ross is an Adjunct Professor of Journalism at Columbia University and holds degrees in both physics and journalism. Mr. Ross has published many articles on technical subjects, and is an expert on computer technology.

COMPUTER SYSTEM COMPARISON CHART

FEATURES & OPTIONS	TEXAS INSTRUMENTS® 93/9A					
	ADAM™	COMMODORE® 64	ATARI® 900™	APPLE® I/E	IBM PC™	
RAM—MIN.	80K	16K	64K	48K	64K	64K
RAM—MAX.	★ 144K	48K	64K	48K	128K	512K
PLUG-IN ROM CARTRIDGE	YES	YES	YES	YES	NO	NO
PROFESSIONAL KEYBOARD	YES	NO	NO	NO	NO	YES
DETACHED KEYBOARD	YES	NO	NO	NO	NO	YES
NUMBER OF KEYS	75	48	66	57	63	83
SEPARATE WORD PROCESSOR KEYS	YES	NO	NO	NO	NO	YES
NUMBER OF COLUMNS	36	32	40	40	40	80
NUMBER OF SPRITES FOR GRAPHICS	32	32	8	4	0	0
SOUND CHANNELS	3	3	3	4	1	1
EXPANSION SLOTS	★ 4	1	1	4	8	5
INTEGRATED WORD PROCESSOR	★ YES	NO	NO	NO	NO	NO
INCLUDES LETTER QUALITY PRINTER*	★ YES	NO	NO	NO	NO	NO
INCLUDES HIT ARCADE GAME	★ YES	NO	NO	NO	NO	NO
APPLESOFT® COMPATIBLE BASIC	★ YES	NO	NO	NO	YES	NO
INCLUDES MASS MEMORY DRIVE	★ 500K	NO	NO	NO	NO	NO
INCLUDES JOYSTICK	★ YES	NO	NO	NO	NO	NO
80 COLUMN EXPANSION OPTION	YES	NO	NO	NO	YES	YES
CP/M COMPATIBILITY	OPTION	NO	NO	NO	OPTION	OPTION
PLAYS ALL COLECOVISION GAMES	YES	NO	NO	NO	NO	NO
PLAYS ALL ATARI 2600 COMPATIBLE GAMES	OPTION	NO	NO	NO	NO	NO
COST—STANDARD EQUIPMENT ONLY	\$600	\$150	\$495	\$679	\$1395	\$1700
★ TOTAL COST WITH ALL LISTED FEATURES	\$600	\$2522	\$1917	\$2519	\$3180	\$3625

*80 keys and buttons including the controller keypad.

†Based on Smith-Corona TP-1 (most common low cost daisy wheel printer).

‡Includes 64K console, graphics card and BASIC.

Source: Manufacturer's list prices as of May 1, 1983.

HOT STUFF & HIGH ROLLERS

IN THE WORKS

Hunched over their computers in secret labs, Coleco designers are preparing these new games for release later this year:

Stern's®
Frenzy™

•
Wild Western™
by Taito®

•
MGM/UA
War Games™

•
Mr. Do!™
by Universal

•
Front Line™
by Taito®

BEST SELLERS

Based on the number of orders pouring into Coleco, and the enthusiasm of store owners, these are the top ten cartridges for ColecoVision™ as of June 1983. The letters indicate ColecoVision, Atari®, and Intellivision® compatibility.

1. **Donkey Kong Junior™**
(C,A,I)
2. **Zaxxon™**
(C,A,I)
3. **Gorf™**
(C)
4. **Space Fury™**
(C)
5. **Exidy's Mouse Trap™**
(C,A,I)
6. **Space Panic™**
(C)
7. **Lady Bug™**
(C,I)
8. **Pepper II™**
(C)
9. **Cosmic Avenger™**
(C)
10. **Smurf™**
(C,A)

HIGH ROLLERS

1. **Donkey Kong™**
Garret Duke,
San Diego, CA 873,900
Carol Balacek,
Carteret, NJ 644,000
2. **Lady Bug™**
Christopher Gremelspacher,
Walton, IN 785,250
Carol Saluga,
Baltimore, MD 440,000
3. **Smurf™ Rescue in Gargamel's™ Castle**
Brad Ishii, Hilo, HI 300,000
Stuart Young,
Braintree, MA 191,000
4. **Donkey Kong Junior™**
Brad Ishii, Hilo, HI 113,900
Michael Mitchell,
Skokie, IL 85,500
5. **Turbo™**
Noel Steere,
New York, NY 220,000
John Byrne,
Silver Spring, MD 72,236

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SEND YOUR HIGH SCORES ON COLECOVISION™ GAMES TO:
HIGH ROLLERS
ColecoVision Experience
999 Quaker Lane South
West Hartford, CT 06110

Be sure to include a photo of the screen showing your score. (Sorry, we can't return the photos.)

SUPER GAME

by Timothy Bay

The dream of every arcade ace is to own a home video game with all the challenge, excitement and variety of the coin-op arcade version. Coleco has now made this dream come true with the introduction of Super Game Packs for play with Adam, "the revolutionary new ColecoVision Family Computer due in stores this Fall.

Super Game Packs reproduce—in greater detail than ever before—the graphics, sound effects, enter-

taining intermissions, animated title sequences and non-stop thrills of the arcade favorites. These packs even make it possible to handicap two-player games, providing competition at different skill levels. In addition, champion players can now record their names on the home game scoreboard, not just their initials.

Super Game Packs take full advantage of Adam's powerful state-of-the-art technology. Together, the Family Computer and Super Game Packs represent a technological

breakthrough which promises to remain at the crest of the video game wave of the future.

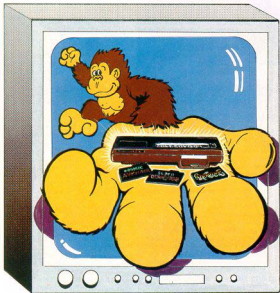
Super Game Packs—though smaller in size than regular Coleco game cartridges—have storage capability of up to 500,000 bytes of information. That's almost 125 times greater than the capacity of an Atari® 2600 VCS game cartridge. This little pack will bring right to your home program and gameplay capacity equal to most coin-operated arcade games.

The tremendously increased storage capacity of Super Game Packs plus Adam's electronic sophistication make the Super Game experience a challenging one indeed. But the wizardry of computer Super Game technology can do even more! Super Games actually include some new screens not found in the arcades!

BEYOND THE ARCADE EXPERIENCE

The Super Game Pack version of *DONKEY KONG*, for example, not only features all four screens from the coin-op game (including the Conveyor Belt screen which, up until now, has been omitted from the home game version) but this Super Game also features a whole new screen called the "Girders Screen." The screen features a set of construction cranes that keep the girders moving while Mario is trying to climb them. A *BUCK ROGERS' PLANET OF ZOOM* Super Game Pack is included with every purchase of the ColecoVision Family Computer.

In addition to adding new screens to home games, Coleco is developing a series of original strategy and adventure games which will bring a vivid new dimension to home video game play through the increased program capacity of the Super Game Pack.



PACKS

Coleco Advanced Technology Expands Video Game Play

FUTURE GAMES: POWER-PACKED POSSIBILITIES

What's next for Super Game Packs? According to a Coleco executive, the next step is "to develop even more sophisticated graphics and games with more play features."

The Super Game Pack has been described as the video equivalent of the long-playing record—a breakthrough that revolutionized the recording industry when it was introduced back in the late 1940's. The LP not only greatly improved the sound quality of records, it also made it possible to package many more songs on one disc.

Similarly, Super Game Pack technology provides a better quality, more interesting home video game. It also has the potential for storing more than one game on each pack. The Super Game Pack of tomorrow may include several games, each far surpassing in ingenuity and challenge any video game available today.

No matter what the Super Game of the future may bring, one thing's certain right now. By developing the advanced video game technology of the Super Game Pack, Coleco has succeeded in bringing the arcade experience home...and then some! ■



TOMORROW'S GAMES...TODAY!

BUCK ROGERS™ PLANET OF ZOOM™ by SEGA®: When you finally meet the enemy command ship and destroy its four engines, instead of blowing up the ship, you enter it. Once inside, you'll find yourself at the helm of a new kind of space ship as a new round of play begins. Be careful—this new ship has different style controls than your other ship.

TURBO™ by SEGA®: New roads take you to the suburbs and other exotic locations. More detailed graphics make this classic even more like the arcade version. Play it on your Expansion Module #2.

DONKEY KONG™ by Nintendo®: If you thought you'd mastered this game, you've got another thing coming. This Super Game has five screens, including the all new crane-and-gilder sequence. There are some new enemies, known as Tarmen, and more complicated motion from the flames and the super ape. Need extra time? In a new screen Mario can buy precious seconds by pulling the lunch whistle. Watch for the wild cartoon sequences between screens, too!

ZAXXON™ by SEGA®: There will be two new asteroids and more challenging space sequences in this super game. Besides the asteroids, new

hazards will include pop-up turrets and force blasters that shoot horizontally as well as vertically. Of the eight levels of difficulty, one will be much easier than anything on the current ColecoVision cartridge and two will be harder. And wait till you see that crazy space walk at the start!

DONKEY KONG JUNIOR™ by Nintendo®: Mario's Hideout is included and a completely original fifth screen takes you into Mario's Kitchen. Bits of animated dough called Goopers chase our junior hero as he continues to try to free his dad. There are intermission cartoons, too. One of them features Mario and his brother hauling papa Donkey Kong up to his cell at the top of the screen.

GORF™ by MIDWAY: You'll find two original screens unlike anything on the cartridge or arcade game. The exciting new screens take you deep into outer space where you're likely to encounter the Doom-droid, a new enemy robot space ship.

SMURF™ RESCUE IN GARGAMELS' CASTLE by Coleco: As if poor embattled Smurf didn't have enough troubles, now he's got snakes to fight. The super game also includes mountains to climb and other new scenes. Plus a lot more graphic elements.

—from C.V. Steve

JUMPING ON THE BANDWAGON

Q: Will other game companies be making cartridges for the ColecoVision™ Video Game System?

A: Yes! A virtual flood of new cartridges is on the way. *Imagic™* will release *NOVA BLAST™* designed by Clint Ballard this summer, and *MOONSWEeper™* by Wendell Brown in October. Parker Brothers has five ColecoVision titles slated for the fall: *TUTANKHAM™*, *FROGGER™*, *SUPER COBRA™*, *Q-BERT™* and *POPEYE™*. Starpath's games on ColecoVision carts include their popular *DRAGONSTOMPER™*, and the first person games *ESCAPE FROM THE MINDMASTER™*, and *PHASER PATROL™*. CBS Electronics will also debut a first person game called *WINGS™*, as well as *MADDEN FOOTBALL™*, *MOUNTAIN KING™* and *BLUEPRINT™*, based on the Bally/Midway™ arcade game. Fox Video Games is preparing a ColecoVision version of *M*A*S*H* and an 8K cartridge based on the movie *Porky's*. The computer software company Micro Lab will introduce four ColecoVision cartridges: *MINER 2049'ER™*, *GLOBE GRABBER™*, *SCRAPER™* and *TIME RUNNER™*.

ADD-ON DEPARTMENT

Q: Can I use the Starpath Supercharger™ in Expansion Module #1?

A: Yes, if you buy Starpath's new adaptor for ColecoVision. For those of you who didn't know—the Starpath Supercharger is a cassette driven accessory which enables you to play computer games on tape.

ARCADE WOES

Q: Why is it that when I play the same arcade game at different locations all around town, some of the machines seem more difficult to play than others?

A: Because they are. Arcade owners can set the difficulty level on the newer games. There are up to ten levels of difficulty for the arcade owner's selection. Most arcade games are set at a medium level. Machines can be adjusted to accept different currency, too—in case you're in Japan and you've got a yen to play!

IN THE BEGINNING...

Q: Who invented video games?

A: Credit is usually given to Willy Higginbotham, a physicist at the Brookhaven National Laboratory in Upton, New York. In 1958, Willy created a tennis game on the five-inch screen of a laboratory oscilloscope to entertain visitors to the lab.

INTELLISURGERY

Q: If you cut the bottom sides of an Intellivision® cartridge and put it into a ColecoVision, would it work?

A: No, it's a whole different ballgame. The printed circuit boards as well as the computer game chips in the Intellivision cartridge have a different design. The connection points just wouldn't fit, and could damage both your console and software.

ONE OWNER—LOW MILEAGE

Q: I'm considering buying used Q: cartridges. How can I check for damage or wear?

A: Carts can be damaged if someone pulls them out or inserts them while the machine is on. But the only way to check for this kind of damage is to play the cartridge.

Sometimes a cartridge might appear to be damaged if the connector pins (the points on the cartridge that make electrical contact with the

console) are dirty. To clean them, rub a pencil eraser over them. Then, if performance still isn't up to par, don't buy. One thing that might seem obvious—when you're testing a cart on someone else's ColecoVision, make sure the game switch is set properly and all of the cables and controllers are working. That way you won't mistake a problem with the hardware for a problem in the cartridge.

CATCHING SOME RAYS

Q: If you sit too close to your television, do you absorb harmful radiation?

A: The fact is, color TV's manufactured before 1970 emit X-radiation, the same kind of doctor uses to take pictures of your ribs. If your TV is 13 years old (or older), sit at least six feet away from the screen when you play video games or watch television. Newer TV's emit much less radiation.

THE THIRD WAVE

Q: Which is more popular, the Atari® 5200™ or the ColecoVision Video Game System?

A: Here's what others think: When *Penny Power Magazine* asked their eight testers "Which machine would you prefer to own?", they answered "ColecoVision"—mainly because they liked Coleco's games so much more than the 5200's.

ASK US!

Do you have questions about the world of ColecoVision... or about some other aspect of video gaming? Chances are we've got the answers. Send your questions to:

FEEDBACK

ColecoVision Experience
999 Quaker Lane South
West Hartford, CT 06110

ColecoVision's technical expert C.V. Steve answers questions about the expanding world of computerized entertainment technology.

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