

INTRODUCING



the "state of the art" video game system for now, and in the futurel ColecoVision "is revolutionary in three ways: Unsurpassed graphic resolution at an unusually low price; superior game play control with realistic arcadetype controllers; and a remarkable expansion module capability insuring that ColecoVision "will always be the state of the art video game system."

Graphic resolution is what you see, the re-creation of reality. ColecoVision's™ graphic resolution is unsurpassed in sharpness and detail. The ColecoVision™ system re-creates



all the action and excitement of the real arcade games with incredible precision!

In the important area of player control of game action, ColecoVision[®] again stands for 'state of the art 'technology. The heart of that technological breakthrough is the ColecoVision[®] controller. It provides more precise control of game play than any other system, with the 8 direction joy sick for full field movement, the push-button keyboard, and 2 independent fire/action buttons for exciting interactive game play. ColecoVision[®] is the most advanced video.

because of another technological breakthrough—

technological breakthrough an expansion module interface—a

"window on the future" that gives ColecoVision™ unique addon 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 ColecoVision™ into the first video game system on the market that accepts cartridges from other manufacturers.

With Expansion Module #1. ColecoVision™ owners can

enjoy the entire library of existing and future game cartridges that are compatible with the Atari® Video Computer System™ and the Sears Video Arcade™...including Activision™ cartridges. It also provides Atari® Video Computer System™ and



Sears Video Arcade™ owners the opportunity to upgrade their systems to ColecoVision™ without discarding their cartridges.

Additional expansion modules (purchased separately) will be available soon. There's Driving Module #2 that converts

ColecoVision **Into the cockpit of a high performance race car and provides realistic motor sports action. Included with this module is the Tuthob **cartridge—**an exciting arcade race game. Other divining the collection of the

Also available soon will be an Expansion Module that converts ColecoVision™ into a personal

offered

computer with an advanced keyboard.

High resolution cartridges for ColecoVision™ are equally advanced. The included cartridge with ColecoVision™ is DONKEY KONG™, one of the hottest arcade games on the market. This cartridge, with its popular licensed game play and arcade quality graphics, is representative of the type of high resolution graphics and exciting game play that are offered in all ColecoVision™ cartridges. The extensive new line of exclusive licensed ColecoVision™ cartridges includes exclusive licensed ColecoVision™ cartridges includes and colection games. The extensive new line of games, action games, and the properties of the colection games. Set in on all the excluenter of home video entertainment.

now—with ColecoVision™.

Atari[®] and Video Computer System[™] are trademarks of Atari, Inc. Sears Video Arcade[™] is the trademark of Sears Roebuck and Co. Turbo[™] is a trademark of Sega Enterprises, Inc. Activision[™] is a trademark of Arth



DANKEY KO

by Nintendo™



ARCADE GAME CARTRIDGE

#2411 DONKEY KONG™ by Nintendo™ Included with ColecoVision™ 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 age 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 girl in time?

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







ARCADE GAME CARTRIDGE

#2415 SPACE FURY™ by Sega®

This furious space battle game puts you in control of a powerfully equipped space ship 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?

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







ARCADE GAME CARTRIDGE

#2417 VENTURE™ by 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 the monsters and claim the treasures. The more he ventures—the more he gains!

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





ARCADE GAME CARTRIDGE

#2418 SIDE TRAK™ by Exidy™

This fast-moving game puts you in control of a thundering locomotive. You must direct the locomotive down the track and pick up the passengers along the way. In doing so, you must avoid a deadly runaway train that is out to demolish your locomotive! Can you stay on the track and score?



SIDE TRAK™ is the trademark of Exidy Incorporated © 1979 Exidy Incorporated



MOUSE TRAP



ARCADE GAME CARTRIDGE #2419 Exidy's MOUSE TRAP™

This unusual maze game puts you in control of a mouse who you in control of a mouse who must be guided through a lab-yrinhfoldoors and corridors. Ast 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 severt tunnel. Open or close groups of doors to change the maze and fool the cats! Can you get the mouse through?

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



W COOM



ARCADE GAME CARTRIDGE

#2421 SPECTAR™ by Exidy™ In this fast action game, you must direct an armoured car through a tangled maze—negotiating sharp turns at unbelievably high speeds. But as you traverse the terrain, a varity of tank-like vehicles emerge to at tack and destroy your car. How many of the enemy vehicles can you outmaneuver and destroy in the allotted time?

SPECTAR™ is the trademark of Exidy Incorporated © 1980 Exidy Incorporated







ARCADE GAME CARTRIDGE

#2431 RIP CORD™ by Exidy™

This daring sky diving game puts you in charge of a parachulist. You've got to time his jump out of a high altitude plane, and allow him to free fall as long as you dare. Then, pull his rip cord, and get him to land exactly on one of the targets. But watch out—the sky is full of dangerous helicopters. The sky diver must avoid them to survive!

RIP CORD™ is the trademark of Exidy Incorporated © 1978 Exidy Incorporated





ARCADE GAME CARTRIDGE

#2433 LADY BUG *** by 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?



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



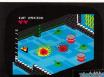


ARCADE GAME CARTRIDGE #2434 COSMIC AVENGER™ by Universal

This futuristic air and sea battle game is fought between a ship you control and an advanced allen 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 is installations while avoiding their relentless return fire! How far can your ship openetrate?

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





ARCADE GAME CARTRIDGE

#2435 ZAXXON** by 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 both the enemy is installations. The ship must avoid hazardous walls, devastating force fields and the enemy's fire to survive and score! Can you make it?

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CARNIVAL®



ARCADE GAME CARTRIDGE #2445 CARNIVAL® by Sega® This game captures the fun, excite-

Inis game captures the fun, exchement, and sounds of an old time shooting gallery. You blaze away at a clay pipes, danning bears, and sitting ducks. But watch out, those aren't oridiancy sitting ducks. They come tile when they reach the end of the gailery, and avenge themselves by eating from your limited supply of ammunition. How many points can you score before you are out of bullets?

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ARCADE GAME CARTRIDGE

#2413 TURBO" by Sega® Included with Expansion Module #2 You're in control of a high performance race car. Use the steering wheel, accelerator foot pedal, and gears hild for Expansion Module #2 to drive to victory! The course includes to streets, tunnels, bridges, and country roads. Shift into high gear—accelerate—change larnest Negotia-accelerate—change larnest Negotia-avoid spin outs, oil sidies, and other mazards to make it into the winner's

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circle!







SPORTS GAME CARTRIDGE #2423 HEAD TO HEAD™ BASERALL

In this realistic two player sports game, authentic baseball action is at your fingertips. Play against an opponent Get up to bat and use all your major league skills—swing away—hit and run—steal in the field, catch five balls, line drives and grounders and throw runners out! The ball's shadow helps you position your fielders. The scoreboard keeps track of all the statistics.

head football



SPORTS GAME CARTRIDGE #2422 HEAD TO HEAD™ FOOTBALL

In this action packed sports game, you and your opponent compete in on-the-field action like never before! You call the plays, set the formation. The offense can call a play—sweep left, go for the bomb, run a draw play. The defense can biltz the quarterback, tackle, and intercept. It's just like being on the field!



SKING



SPORTS GAME CARTRIDGE #2436 SKIING

This unusual skiing game actually gives you the skier's perspective—seeing the course right through his goggles! The skier must race down the snow covered slopes, negotiating the sharp curves with precision and avoiding the treacherous mogules, trees and other obstacles. His goal is to traverse the course and reach the flipsh in record time! Go for

HORSE RACING



CASINO GAME CARTRIDGE #2442 HORSE RACING by

Fidelity

They're off and running! This horse racing game puts you right a tenter track—with realistic sound effects and authentic action. Watch the board as the odds change. Hurry—place your best life horses start out of the gate—race around the bend—start out the gate—race around the bend—starting tracey. Which horse will with ... place ... show? For the next race, the computer changes the entries and if you want, even the track conditional its a different race every time!



BLACKJACK POKER

VEN USTON



CASINO GAME CARTRIDGE #2439 KEN USTON BLACKJACK/ POKER

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



TUNNELS & TROLLS"



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CHESS A CHALLENGER®



STRATEGY GAME CARTRIDGE #2438 CHESS CHALLENGER® by Fidelity

This game uses the World Champion Chess programs by Fidelity. Plan your defense with care—the computer is a formidable opponent. It's your move—you've out-maneuvered him—there is no place for him to go. Checkmate! But don't get too confident—he'll never play the same way again!

CHESS CHALLENGER® is a trademark of Fidelity Electronics, Ltd. © 1977 Fidelity Electronics, Ltd.





PLAY & LEARN CARTRIDGE

#2444 SMURF™

This educational cartridge provides children with the opportunity to learn as they play! The delightful SMURF** characters bring basic learning concepts to the screen and encourages children to solve the problems and situations. Their zany antics make learning fun!

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EXERT



ACTION GAME CARTRIDGE #2443 SMURF™ RESCUE IN GARGAMEL'S™ CASTLE

You control the actions of the SMURF™who must save the Smurfette™ from Gargamel™. He must jump over and duck under natural obstacles, avoid dangerous animals and maintain his strength by snacking on hard-to-get berries. Will he rescue the Smurfette™ in time?

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

MR. TURTLE



ACTION GAME CARTRIDGE #2432 MR. TURTLE™

In this fun-filled game, MR. TUR-TLE"comes to life on the screen, but needs your help on his treasure hunt. His goal is to collect the prizes that clocated both on land and under water. But—each prize is guarded by an animal, some fierce, some funny. MR. TURTLE" must outwit the creatures to obtain each treasure and score

point.





Expansion Module #1

With Expansion Module #1, you can enjoy the entire library of existing and hurty agane carringes that are compatible with the Atari* Video Computer System." he Sears Video Arcade* as well as the game cartridges made by Activision*——ight in your ColecoVision* system! Just slide the expansion module into the interface on the front of the ColecoVision* console and insert the game cartridge of your choice!



Expansion Module #2

the gear shift. The

accelerator

pedal is

Expansion module #2 turns ColecoVision** into the cockpil 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 for pedal that operates from the floor. The regular ColecoVision** controller mounts in the driving module console and becomes

#2413

EXPANSION MODULE #

stored within the console when it is not in use. Included with his module is the "tabe" game carridge. In this game, you control a car that must be driven through city streets and unnels, down country roads and over bridges. While controlling the car's speed and direction, you must pass speeding cars, would treacherous obstacles—and still complete the course in record time! Other driving cartridges, for use with this module, with ea variable soon.

ColecoVision Personal Computer Expansion Module

This expansion module converts the ColecoVision™ system into a personal computer. Featured is an advanced keyboard which offers a wide variety of functions and many varied uses. This module will be available soon!

Turbo™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.



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