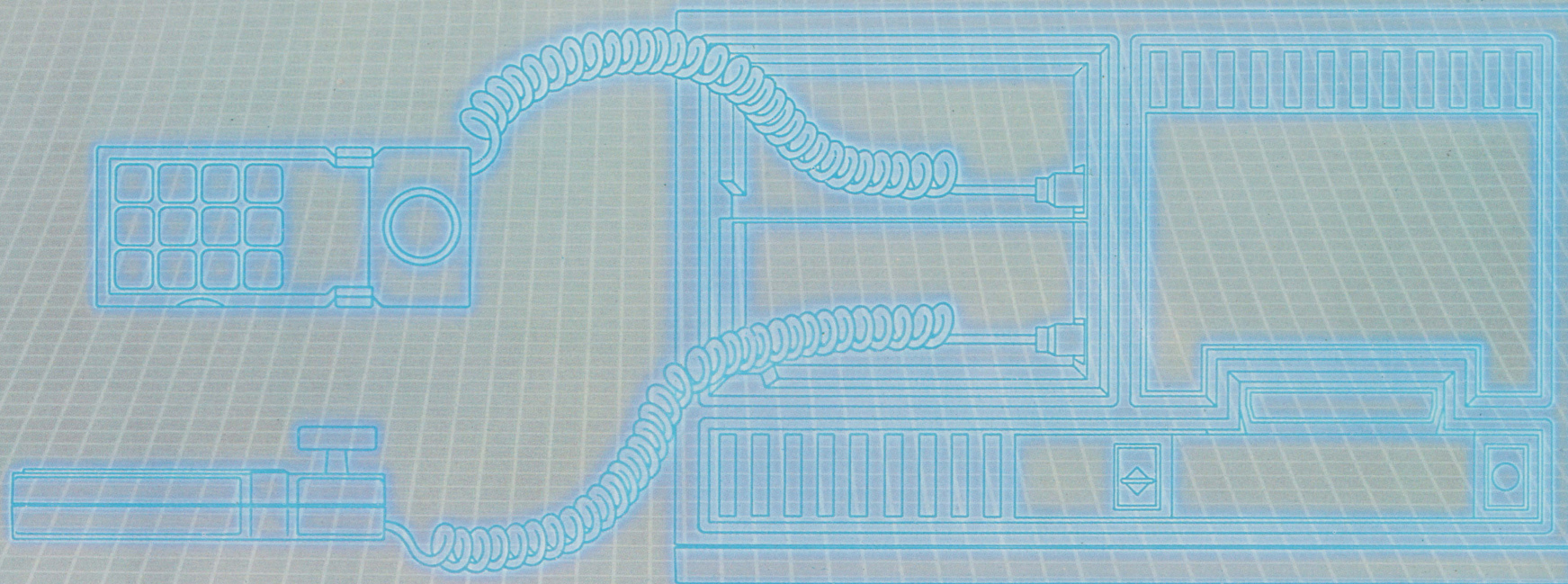CBS
ELECTRONICS

The new generation video game computer system

The new generation video game computer system

Arcade quality sound and graphics

CBS ColecoVision™ has the power and capability to produce the superb sound and graphics only experienced before in genuine electronic arcade games. Good sound and graphics are essential features which make arcade games so challenging and enjoyable to play. Now these outstanding features are available in your own home with CBS ColecoVision™ video game computer system.

Top quality on-screen detail is made possible through the powerful microchips inside the CBS ColecoVision™ console; the 32K ROM micro processor is more powerful than any other video game system and more powerful than most basic home computers.

A wide range of super-charged games

CBS ColecoVision™ has lots of challenging game cartridges which are faithful copies of the arcade favourites. The games are so close to the arcade originals in sound, graphics and game-play because each cartridge contains a 'super-charged' chip, ranging from 8K ROM to 16K ROM (Donkey Kong cartridge) with Turbo™ and Zaxxon™ cartridges containing the ultra powerful 24K ROM chips.

Couple the power of the game cartridges with the power of the CBS ColecoVision™ console and you have the realism, detail and challenge in every cartridge which will test the most skillful video game expert.

CBS ColecoVision™ games have already tested thousands of players because they are exclusive games developed by the arcade game experts for the original arcade games.

To get the best from each game you need fast, responsive, easy to handle controllers. The CBS ColecoVision™ console has controllers which include an 8-direction, fingertip control joystick, 2 independent fire/action buttons and a 12 digit push button key board for game selection.
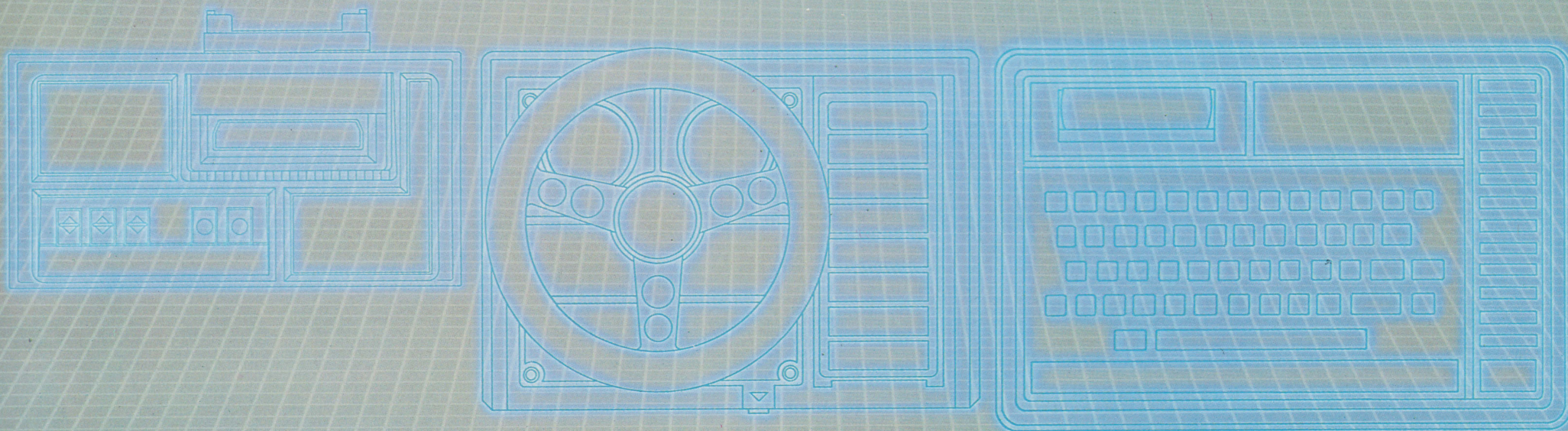
Expansion capability for the future

The Expansion Module Interface is a unique feature of the CBS ColecoVision™ console; it allows the console to be expanded to perform other uses. At this time two Expansion Modules are available with the third, a powerful home computer, close to completion.

Expansion Module No. 1 allows you to play all Atari® VCS™ compatible cartridges on the CBS ColecoVision™ console. This unique adapter gives access to the widest range of video game cartridges available.

Expansion Module No. 2 is a driving unit which includes steering wheel, dashboard unit and accelerator pedal, and comes complete with the TURBO® video game cartridge.

Expansion Module No. 3 is a sophisticated Home Computer keyboard unit which harnesses the power of the CBS ColecoVision™ game console (32K ROM; 16K RAM) and converts into a powerful home computer.

These Expansion Modules are just the beginning; through the unique Expansion Module Interface it is possible to expand the CBS ColecoVision™ console to fulfil many future needs.

CBS ELECTRONICS

CBS COLECO VISION

CONVENIENT STORAGE OF HAND CONTROLLERS

8 DIRECTION JOYSTICK

ON
INSERT CARTRIDGE HERE
This system plays PAL (UK TV system) cartridges only
OFF
RESET

EXPANSION MODULE INTERFACE

CBS COLECO VISION VIDEO GAME SYSTEM

CBS ELECTRONICS

EXPANSION MODULE INTERFACE

2 INDEPENDENT FIRE BUTTONS

PUSH BUTTON KEYBOARD

CBS COLECO VISION
DONKEY KONG
Nintendo™

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Program and Audiovisual © 1983 Coleco Industries Inc.
Package © 1983 CBS Inc.
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Packaged in England by:
Ideal Toy Co. Ltd. Woodley, Berks.

CBS ELECTRONICS

1UP 00700
2700

DONKEY KONG™ CARTRIDGE INCLUDED WITH CONSOLE

The CBS ColecoVision™ video game system has advanced technology which produces superlative graphic resolution and excellent sound effects. An example of the detail and clarity of graphics obtained with the CBS ColecoVision™ system can be seen on this page where the Donkey Kong™ cartridge is illustrated.

The styling of the console and hand controllers has been carefully researched; the console is designed to complement modern hi-tech equipment and has clear features for easy operation. The hand controllers allow fingertip control via the 8 direction joystick and feature 2 independent fire buttons. The push button keyboard is used for game selection and also for game control with some cartridges.
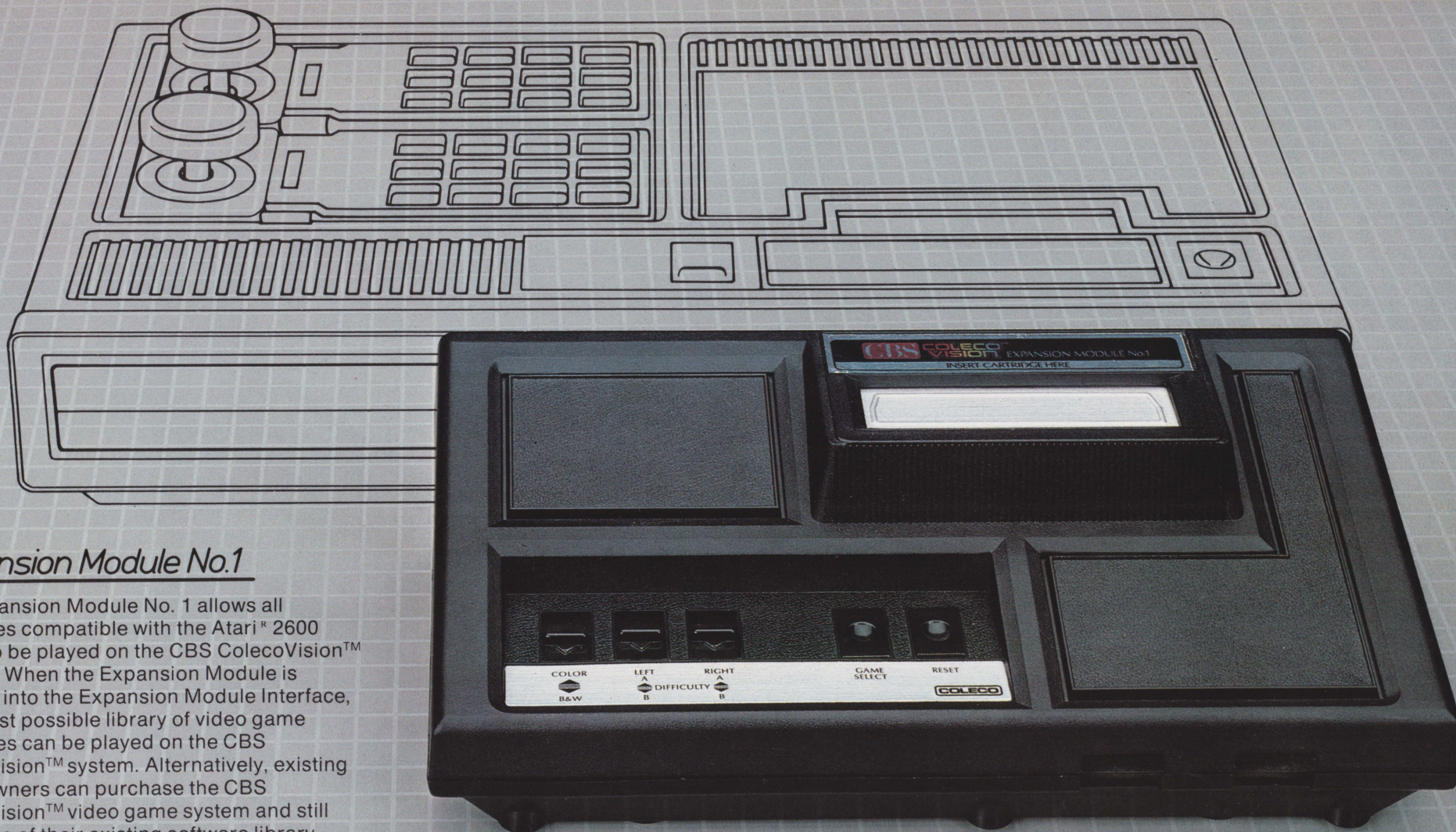
The hand controllers, which are detachable and have 6 feet of telephone coil cable, are conveniently stored in the the CBS ColecoVision™ console when not in use.

The CBS ColecoVision™ console expands in function through the Expansion Module Interface for which 3 Expansion Modules are available at this time.
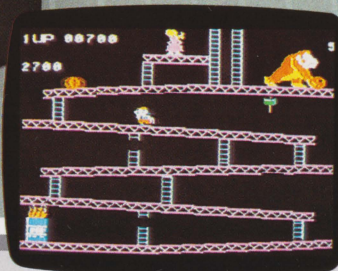
Expansion Module No.1

Expansion Module No. 1 allows all cartridges compatible with the Atari [R] 2600 VCS™ to be played on the CBS ColecoVision™ console. When the Expansion Module is plugged into the Expansion Module Interface, the widest possible library of video game cartridges can be played on the CBS ColecoVision™ system. Alternatively, existing Atari [R] owners can purchase the CBS ColecoVision™ video game system and still make use of their existing software library.

Game play can be controlled using CBS ColecoVision™ game controllers which plug into the Expansion Module No. 1.

COLOR
B&W

LEFT
A
DIFFICULTY
B

RIGHT
A
B

GAME
SELECT

RESET

COLECO

INSERT CARTRIDGE HERE

CBS COLECO VISION EXPANSION MODULE No1

CBS ELECTRONICS

Expansion Module No. 2

Expansion Module No. 2 is a driving module consisting of dashboard unit, functional steering wheel and accelerator pedal. The multi-screen Turbo™ game cartridge is included with the module.

Each feature of the driving module is fully functional, and has to be, to enable you to drive your speeding vehicle through the many hazards included in the Turbo™ cartridge. The race starts with a green light and you swiftly accelerate away using foot pedal and gear changes (the joy stick control becomes a gear lever). As your speed increases you face moving obstacles in the form of other cars, oil slicks which can throw you off course and environmental hazards — snow, ice, night-driving.

During each stage of the race you have a time limit and target to achieve. As you notch-up more points the cars become faster and the obstacles more treacherous.

More games will soon be available which make use of the Expansion Module No. 2.

TURBO™ CARTRIDGE INCLUDED WITH EXPANSION MODULE

Expansion Module No. 3

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

The CBS ColecoVision™ Family Computer System is designed to think like the user, not like a computer. So it is designed to provide all family members with easy to use programmes as well as excellent games and most importantly, built-in word processing for letter and report writing.

Here are some of the outstanding features which make the CBS ColecoVision™, Family Computer System revolutionary:

A Complete Family Computer

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

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

Powerful Home Computer:

By linking with the 16k byte RAM of the CBS ColecoVision™ game console, the Family Computer System has 80k bytes of fully accessible RAM Memory which makes it many times more powerful than most popular home computers, and sufficient for all your home computing and entertainment needs. The interactive microprocessors in each of the Modules enable high speed efficiency in all computer operations.

An Easy to use Family Computer System

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

CBS ELECTRONICS

Video game cartridges

CBS ColecoVision™ has lots of challenging game cartridges which are very close copies of the popular arcade games from which they originate. The enjoyment obtained from a video game cartridge depends on the detail and realism of the game, the skills required to play the game and the variety of challenges presented by the game. Each CBS ColecoVision™ cartridge has arcade quality detail and realism, four skill levels and several different screens or changing pictures to test your abilities. These game features are stored in the powerful micro-chips within the game cartridges (CBS ColecoVision game cartridge micro-chips are 16K ROM minimum) and interpreted by the 32K ROM micro-processor within the console.

All CBS ColecoVision™ game cartridges have been tested by experts – the arcade game players.

Through exclusive licensing arrangements with some of the best known arcade game manufacturers, CBS ColecoVision™ can offer favourite arcade games as video game cartridges for your enjoyment at home.

Some CBS ColecoVision™ games are also available for the Atari® 2600 VCS™ and Intellivision™. Please note that the game versions are not identical for each system and are governed by the capacity of the system on which they are played.

Games shown in this brochure are just the beginning of a wide range which will soon be available for the CBS ColecoVision™ video game computer system.

Video Game Cartridges available:

DONKEY KONG™

GORF™

CARNIVAL™

ZAXXON™

COSMIC AVENGER™

MOUSE TRAP™

LADYBUG™

VENTURE™

SMURF™

TURBO™

PEPPER II™

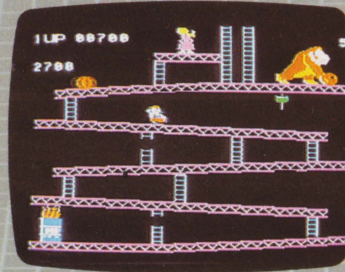SPACE PANIC™

LOOPING™

SPACE FURY™

WIZARD OF WOR™

DONKEY KONG™ (Nintendo)

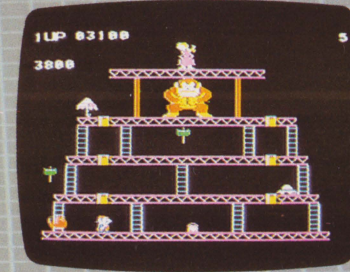For one or two players, multiple screens.
Four skill levels.

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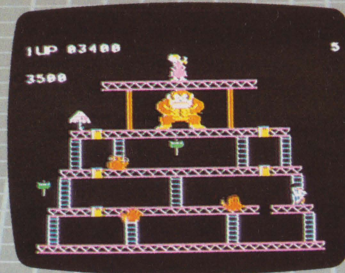
GAME SCREENS

1. Guide Mario up the ladders to rescue his girlfriend, avoiding the rolling barrels.
2. In the 2nd screen, Mario must knock out the rivets.
3. Dangerous fireballs move along the girders and will destroy Mario unless he is clever.
4. Mario must jump from moving elevators to avoid being crushed. But beware the fireballs!

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Exclusive Licensee – Coleco Industries, Inc.
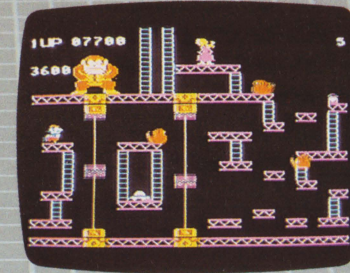
CBS COLECOVISION Available with console	ATARI® V.C.S™ 7525-9	MATTEL INTELLIVISION™ 7625-7

GORF™ (Bally Midway)

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

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

GAME SCREENS

1. Blast away at the alien invaders behind the safety of the force field.
2. Your next battalion of enemies include fiendish laser ships which hurl deadly laser blasts at you from all angles.
3. Step up to Mach 4 and enter the spacewarp where you encounter enemy ships, spiralling toward you and firing indestructible radiation bombs.
4. The final step in your mission. Blow up the Gorfian flagship. Hit the power reactor to create a brilliant explosion.
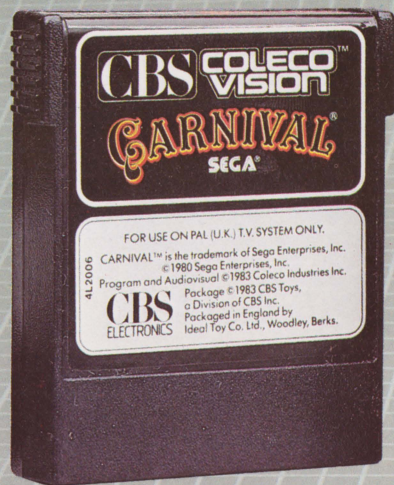
© Copyright 1981 Bally Midway Mfg. Co. All Rights Reserved.
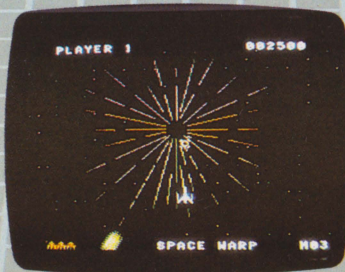
CBS COLECOVISION 7434-4	ATARI® V.C.S™ 7534-1	MATTEL INTELLIVISION™ 7634-9

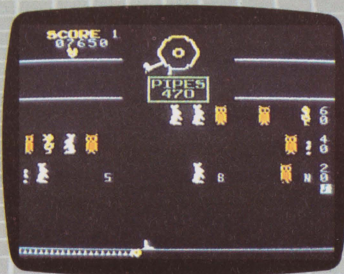## CARNIVAL™ (Sega)

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

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

GAME SCREENS

1. Fire at moving targets; ducks, owls, rabbits and pipes.
2. Use your bullets carefully; don't let flying ducks eat them up.
3. Hit the moving bears to make them roar, turn and run faster.
4. Hit all the pipes then clear the moving targets from the screen.

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

CBS COLECOVISION	ATARI® V.C.S.™	MATTEL INTELLIVISION™
7430-2	7530-9	7630-7

ZAXXON™ (Sega)

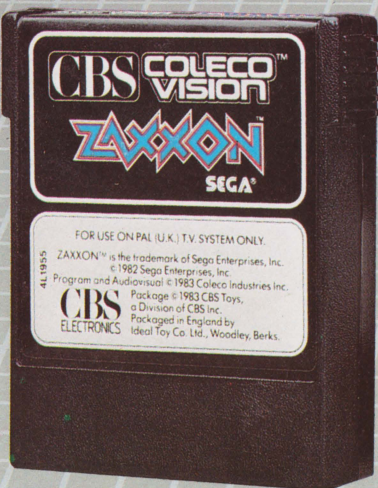For one or two players, multiple screens.
Four skill levels.

Pilot your space fighter through changing landscapes, battlefields and asteroid belts to complete your mission and destroy the mighty Zaxxon.
Flying your fighter requires skill; you can bank left or right, fly at ground level or climb to higher altitudes. Keep a check on your height using the altimeter on the left of the screen.
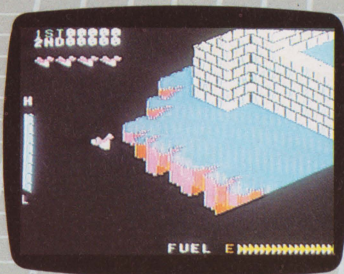
GAME SCREENS

1. Guide your fighter through fortress walls, adjusting height and trim.
2. Drop to ground level to blow up fuel tanks and gun turrets.
3. Encounter and destroy enemy squadrons in space, but avoid their missiles.
4. Engage the mighty Zaxxon equipped with heat seeking missiles.

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CBS COLECOVISION	ATARI® V.C.S.™	MATTEL INTELLIVISION™
7427-8	7527-5	7627-3

COSMIC AVENGER™ (Universal)

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

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

GAME SCREENS

1. Your fighter can fire rockets and drop bombs to knock out enemy installations.
2. Use the radar screen at the top for advance warning of deadly UFO's.
3. Explore undersea caverns but beware of attack from submarines.
4. Enemy installations fire from above and below, use Super Thrust speed to attack or escape.

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

CBS COLECOVISION	ATARI V.C.S.™	MATTEL INTELLIVISION™
7431-0		

MOUSE TRAP™ (Exidy)

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

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

GAME SCREENS

1. Guide your mouse around the labrynth, eating pieces of cheese and avoiding hungry cats.
2. The mouse can change maze doors and can also turn into a dog to chase the cats.
3. Use the 'IN' box at the centre of the maze to escape to one of the corners.
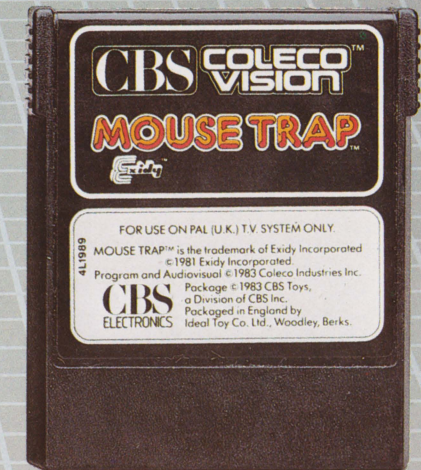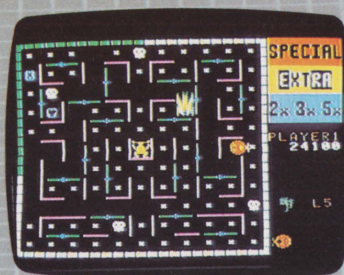4. Look out; even smart mice, or dogs can be caught by the hawk.

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

CBS COLECOVISION	ATARI V.C.S.™	MATTEL INTELLIVISION™
7429-4	7529-1	7629-9

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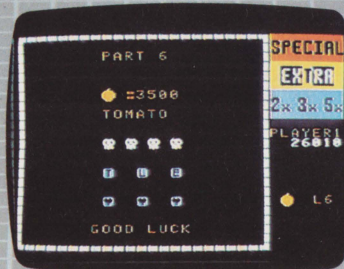
LADYBUG™ (Universal)

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

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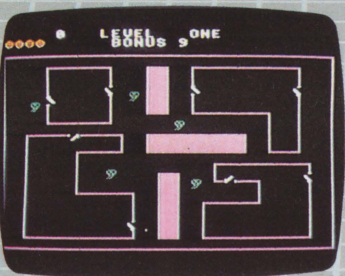
GAME SCREENS

1. Guide the Ladybug around the maze. Eat hearts and letters to increase your score.
2. Move the maze doors to escape enemies, but avoid the poisonous skulls.
3. New enemies enter the maze when the border is lit.
4. Each new maze becomes more difficult; enemies moving faster, but rewards are greater.
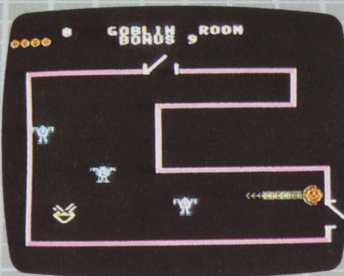
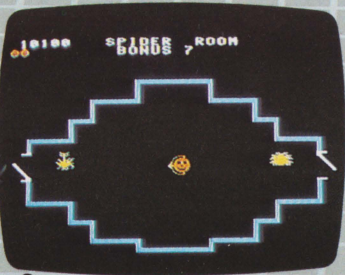LADYBUG™ is the trademark of Universal Co. Ltd. © 1981 Universal Co. Ltd.

CBS COLECO VISION

Lady Bug
UNIVERSAL

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CBS ELECTRONICS

4L2040

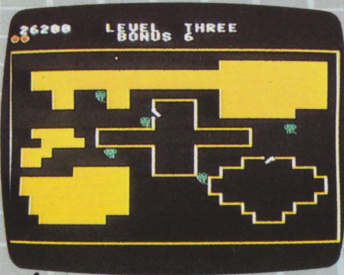| CBS COLECOVISION 7432-8	ATARI® V.C.S™	MATTEL INTELLIVISION™

VENTURE™ (Exidy)

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

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

GAME SCREENS

1. Enter a room to capture valuable treasure. Beware of lethal Hall monsters.
2. Once inside the room, destroy the monster guards and capture the treasure.
3. Each dungeon level has 4 rooms and each room is guarded by different monsters.
4. There are several dungeon levels in every game, and each one becomes more difficult than the last.

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CBS COLECO VISION

VENTURE

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Packaged in England by
Ideal Toy Co. Ltd., Woodley, Berks.

CBS ELECTRONICS

4L1972

CBS COLECOVISION 7428-6	ATARI® V.C.S™ 7528-3	MATTEL INTELLIVISION™ 7628-1

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

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

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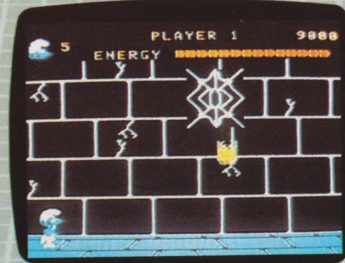
GAME SCREENS

1. Smurf sets out to rescue the Smurfette from Gargamel's Castle.
2. In open countryside beware of obstacles and dangerous animals.
3. Hazards in the cavern include low flying bats set to stop the Smurf.
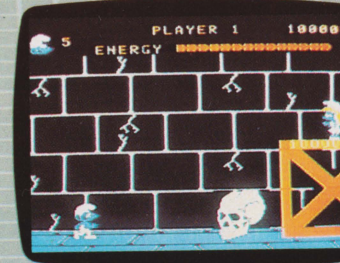4. In the Castle Dungeons the Smurf must outwit spiders to save Smurfette.

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

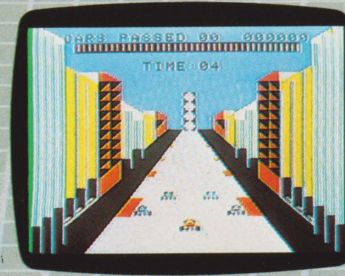| CBS COLECOVISION	ATARI® V.C.S™	MATTEL INTELLIVISION™
7426-0	7526-7	7626-5

TURBO™ (Sega)

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

With Expansion Module 2 and the Turbo cartridge, your CBS ColecoVision™ system is transformed into the cockpit of a formula racing car. Use the joystick gear shift and accelerator pedal to manoeuvre your car through hazards of the race track – oil slicks, snow and ice, night driving and other cars!

GAME SCREENS

1. Wait for the green light then get into gear and accelerate away.
2. Other cars provide constant hazards, and if you go too slowly they will hit you from behind.
3. The road is constantly changing to provide new challenges. You must pass 30 cars in the time allowed to carry on driving.
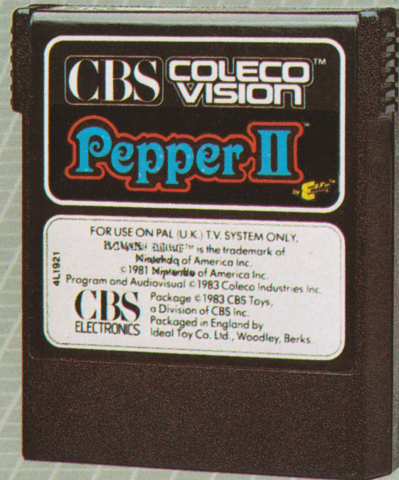4. Ambulances are usually friendly, but not this one. Stay out of its way and don't crash.

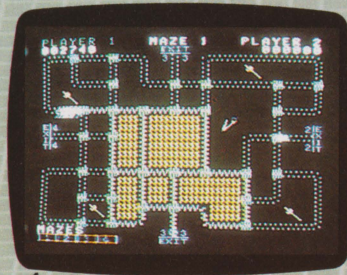TURBO™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.

CBS COLECOVISION	ATARI® V.C.S™	MATTEL INTELLIVISION™
Available with module	7533-3	

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CBS COLECO VISION™
Pepper II

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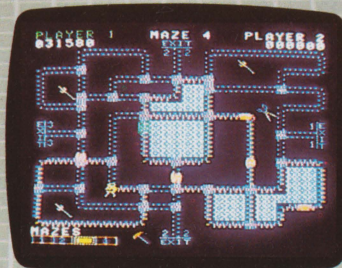| CBS COLECOVISION 7427-9	ATARI® V.C.S™	MATTEL INTELLIVISION™

PEPPER II™ (Exidy)
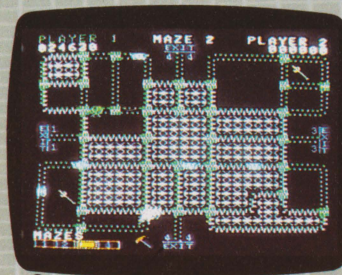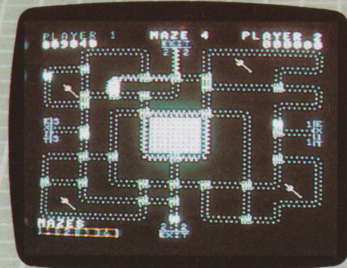
For one or two players, multiple screens.
Four skill levels.

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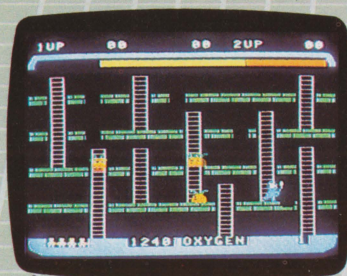
GAME SCREENS

1. Choose one of 4 different mazes to present your first challenge; zip around each room to claim a bonus.
2. Zip all the rooms and move onto the next maze, but beware the Evil Eyes.
3. If you zip up the centre room, you can chase the Evil Eyes to earn extra points.
4. Complete 4 mazes and you meet the devilish, disappearing tracks – an even greater challenge for Pepper.

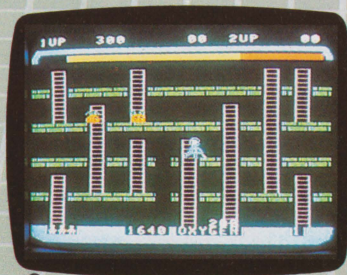PEPPER II™ is the trademark of Exidy Incorporated. © 1982 Exidy Incorporated.

CBS COLECO VISION™
SPACE PANIC
by UNIVERSAL

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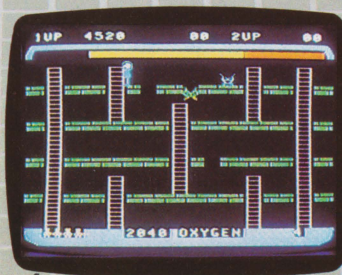| CBS COLECOVISION 7432-9	ATARI® V.C.S™	MATTEL INTELLIVISION™

SPACE PANIC™ (Universal)

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

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

GAME SCREENS

1. Chase your Spaceman around the girders, digging holes to trap unwary aliens.
2. When an alien is caught in a trap, race to fill in the hole to finish him off.
3. If aliens escape your trap they become more powerful and you must lay doubly clever traps.
4. Beware the Super Blue Alien; be quick to plot his downfall, but watch your oxygen supply!

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

LOOPING™ (Venture)

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

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

GAME SCREENS

1. Taxi along the runway, pull back the joy-stick and off you go on a flight of mystery and imagination.
2. Knock out balloons which are launched from the ground, and blow up the rocket to open the maze gate.
3. Beware the tricky tangle of pipes; one false move and your plane blows up.
4. Almost home, but deadly green drops can vaporise your aeroplane. If they miss, you take on the lethal bouncing balls.

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

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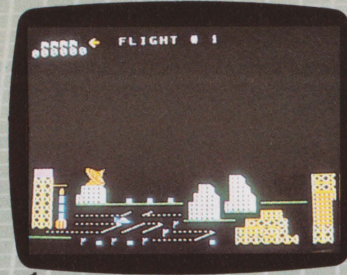
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SPACE FURY™ (Sega)

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

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

GAME SCREENS

1. You have only your space fighter to beat off attacks from the Alien Commander's powerful fleet.
2. Knock out alien ships before they continue to form Superships firing deadly fireballs.
3. Complete Mission I and you can dock with a mother ship to get even more firepower for Mission II.
4. Each time you beat off the alien fleet, build up your fighter into a starship and use its amazing artillery to defeat the enemy.
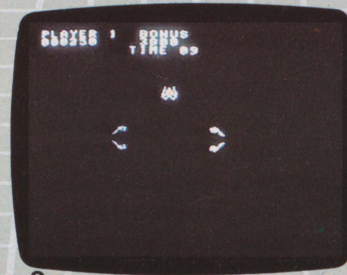
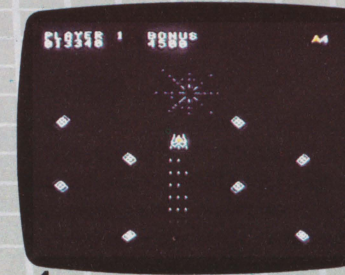SPACE FURY™ is the trademark of Sega Enterprises, Inc. © 1981 Sega Enterprises, Inc.

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