SEGA
SG-1000 II
ROM CARTRIDGE
pause
power on
SG-1000 II
Computer Video Game
SEGA

SEGA MARK III
COMPUTER TV GAME
PAUSE
POWER ON
CARD
SEGA
JOYPAD
SEGA

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THE NEXT TIME YOU'RE BORED, TWIDDLE YOUR THUMBS.
Pop your knuckles and fire up your fingers, because Konami's coming at you with six awesome new hand held video games.
Based on your favorite arcade and home video hits, these boredom busters are packed with action.
And they're portable, so you can slam dunk a basketball in the car, take the Teenage Mutant Ninja Turtles® out to lunch, or launch a heat seeking missile from your grandma's condo!
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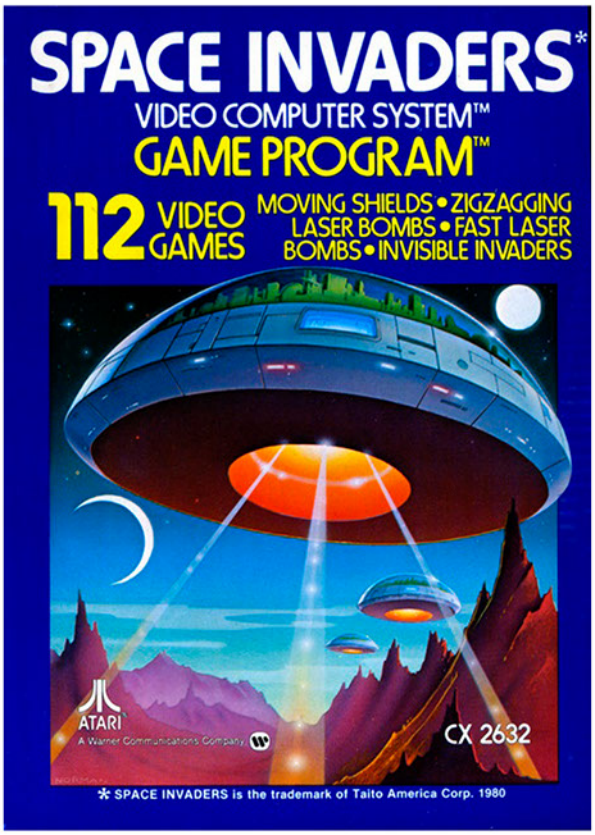
KONAMI
TEENAGE MUTANT

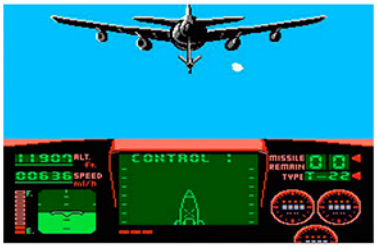

SPACE INVADERS*
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
112 VIDEO GAMES
MOVING SHIELDS • ZIGZAGGING LASER BOMBS • FAST LASER BOMBS • INVISIBLE INVADERS
ATARI
A Warner Communications Company
CX 2632
* SPACE INVADERS is the trademark of Taito America Corp. 1980

1.jpg

GAME&WATCH MULTI SCREEN
ゲーム&ウオッチ・マルチスクリーン
スクリーンが
2枚で
楽しさ3倍!
OP-51
オイルパニック
OIL PANIC
DK-52
ドンキーコング
DONKEY KONG
☆コンパクトタイプの新機構。ふたを開けると上下に2つのスクリーンが現われます。2つの画面をフルに使って、今までになかった奥行きのあるゲームをマルチに展開できます。
各6,000円
Nintendo

GAME BOY
GAME BOY COLOR

PONG
ATARI


CONTROL

ATARI
For all Atari® MEGA™ & ST™ computers
Moon Patrol™

TELSTAR

RAYSTORM
WIN $10,000
Eye-Popping Hyper-3D!
Two Player Simultaneous Action!
Arcade Perfect!
PlayStation
Twitch Games Nothing Else!
WORKING DESIGNS

2.jpg

TURBOGRAFX
TURBOPRO
Select
Run
SEGA
SG-1000
Computer Video Game
GAME & WATCH
OCTOPUS
WIDE SCREEN
MATTEL ELECTRONICS
ST
SC
K
OFF
PRO 1
PRO 2
FOOTBALL
SUPER VIDEO ARCADE
RESET

3.jpg

SPACE RACE
From the originators of PONG . . .
ATARI

PlayStation 2
PAL
STREET FIGHTER
ALPHA
ANTHOLOGY
12+
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CAPCOM

FAMILY COMPUTER
Nintendo
SELECT
START
B
A

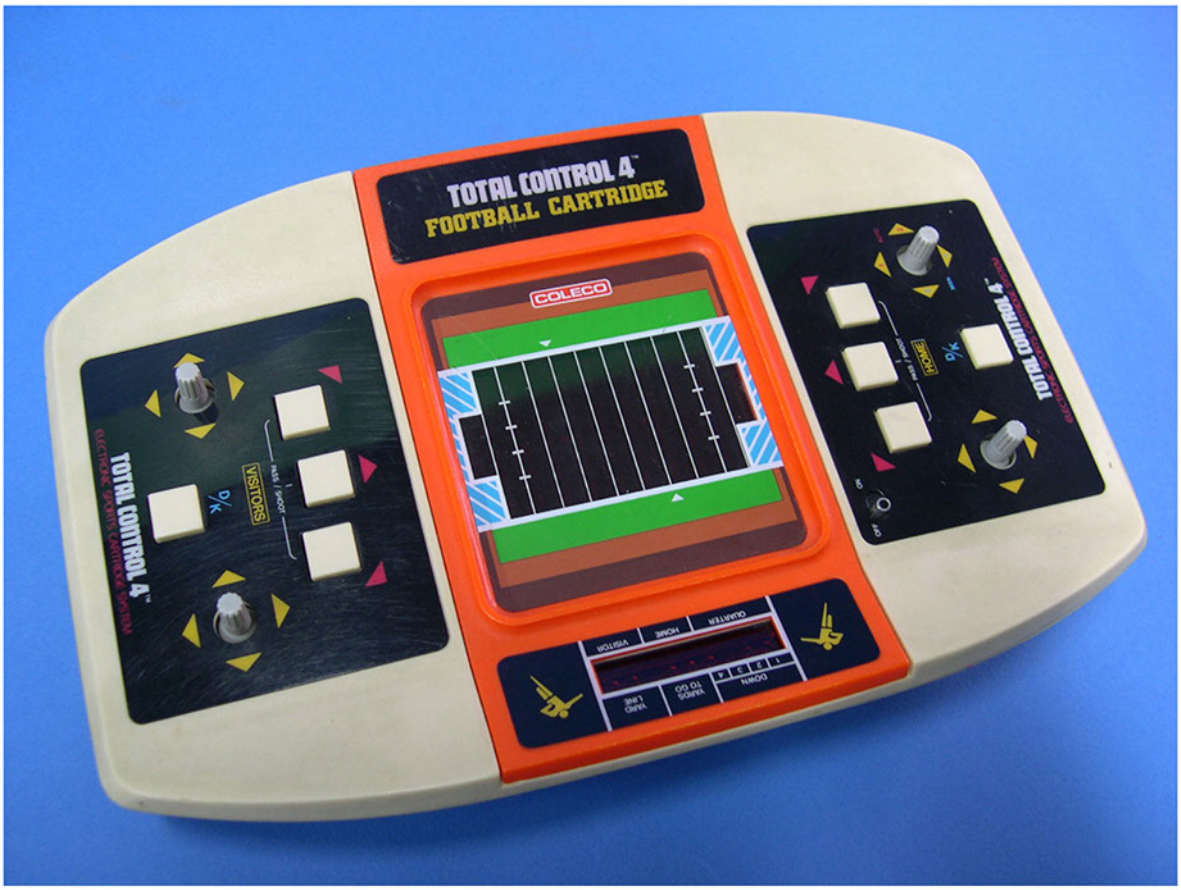
PROGRAMMABLE ELECTRONIC GAME SYSTEM
microvision
INCLUDES THE FAST ACTION GAME CARTRIDGE OF BLOCK BUSTER
MB
Ages 8-Adult
For 1 or more players
microvision
BLOCK BUSTER
BALLS
SPEED
PADDLE
GO
Easy-to-insert, interchangeable game cartridges snap into the console. To change games, simply remove one cartridge and drop in another.
A new concept in electronic game systems – a hand-held console with interchangeable cartridges.
A wide variety of game cartridges available, see back.
Two 9-volt batteries required, not included.
Vintage Computing and Gaming
Retro Scan of the Week
Original Scan by VC&G for entertainment purposes. We claim no rights over this image, but if you use it, we would appreciate some credit. Thanks in advance!
www.vintagecomputing.com

FAMILY COMPUTER
Nintendo
Nintendo
FAMILY COMPUTER DISK SYSTEM

4.jpg

1P
0 NIN
50000
PUSH START
KO
76
BLANKA
RYU

PHILIPS
VIDEOPAC
G7200


TOTAL CONTROL 4
FOOTBALL CARTRIDGE
COLECO
TOTAL CONTROL 4
VISITORS
HOME

SUPER METROID
ONLY FOR
Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Nintendo
GAME BOY COLOR
SUPER MARIO BROS.
Deluxe
ONLY FOR
GAME BOY
COLOR

5.jpg

SEGA SATURN
SEGA
SEGA

STARBASE
YOUR SIDE
TOMY
MICRO COMPUTER GAME
ALIEN CHASE
DOUBLE FACED FIP SCREEN
STARSHIP
DANGEROUS OBJECT
STARSHIP ARM
METEOR
BEAM CANNON
STARBASE

DONKEY KONG JUNIOR

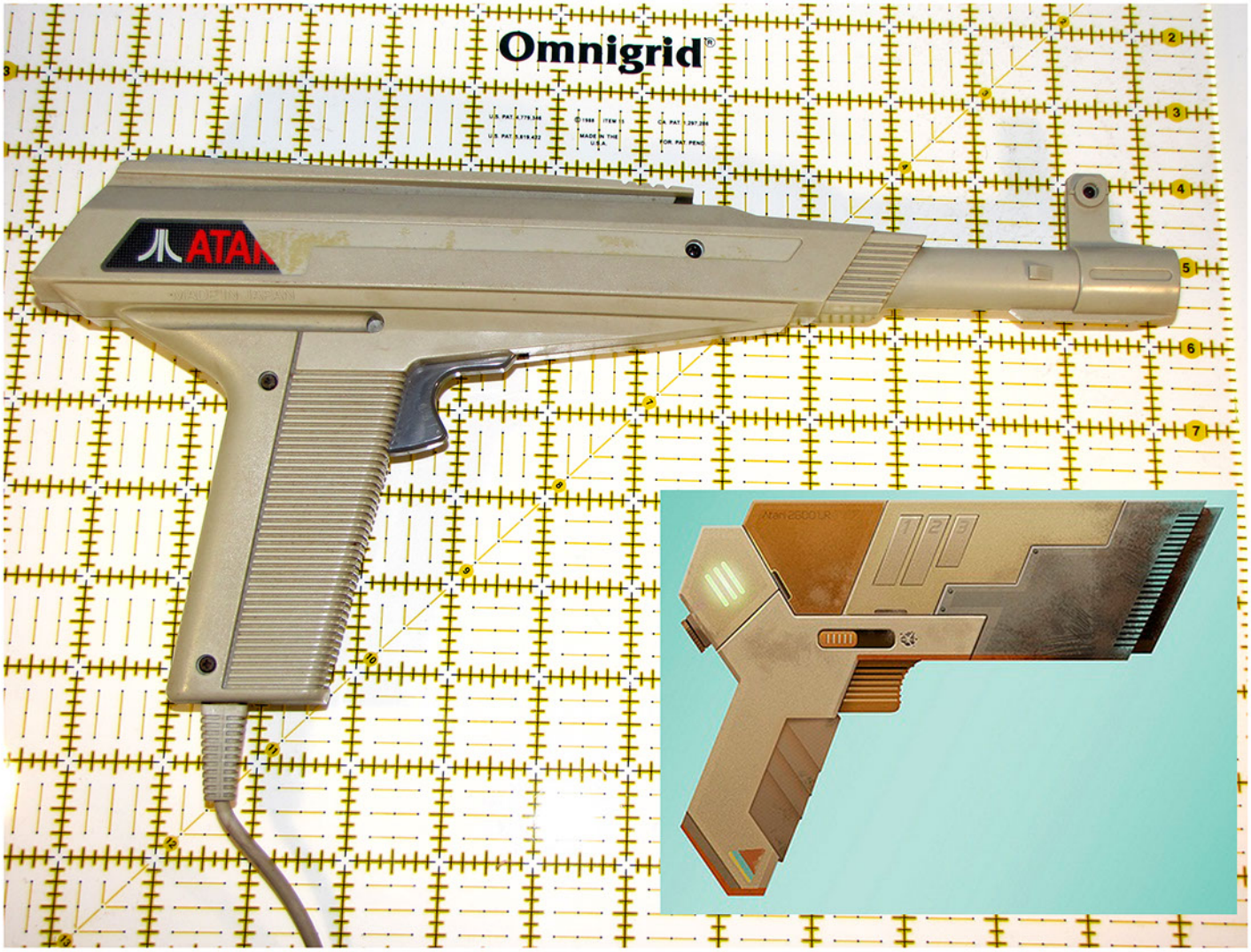
GUESSING GAME
RED
DARK GREEN
WHITE
PINK
ORANGE
BLUE
GREEN
YELLOW
LIGHT BLUE
PURPLE

6.jpg

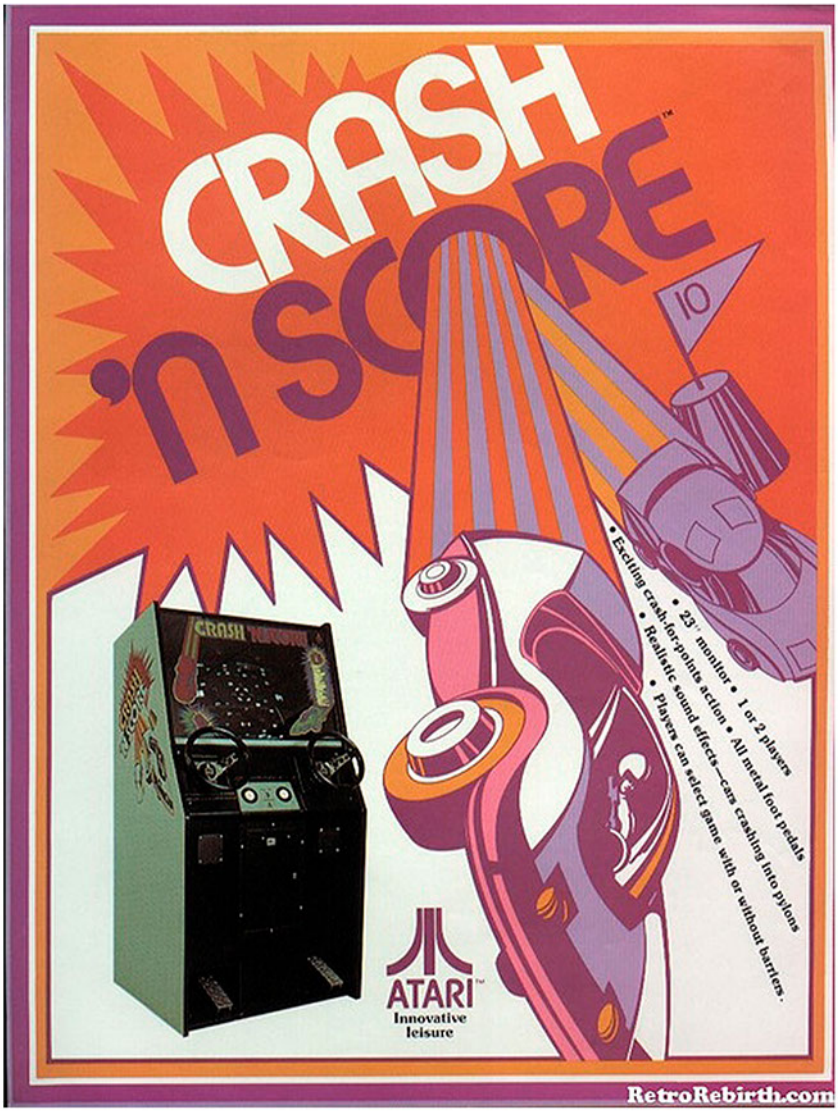
XE SYSTEM
ATARI

XE SYSTEM
ATARI
AUTO STOP
ATARI
XC12
COUNTER
SAVE
ATARI
XE SYSTEM

7.jpg



8.jpg


CRASH 'n SCORE
• Exciting crash-for-points action • All metal foot pedals
• 23" monitor • 1 or 2 players
• Realistic sound effects—cars crashing into pylons
• Players can select game with or without barriers.
ATARI
Innovative leisure
RetroRebirth.com

REGINA
TV GAME
FOUR GAMES WITH TWO REMOTE CONTROLS FOR TWO PLAYERS SCORING

SCORE
障害物をかわし
高層ビル
よじのぼれ
CRAZY CLIMBING
L.HAND UP
POWER
ON
OFF
R.HAND UP
DOWN
START
DOWN

Nintendo

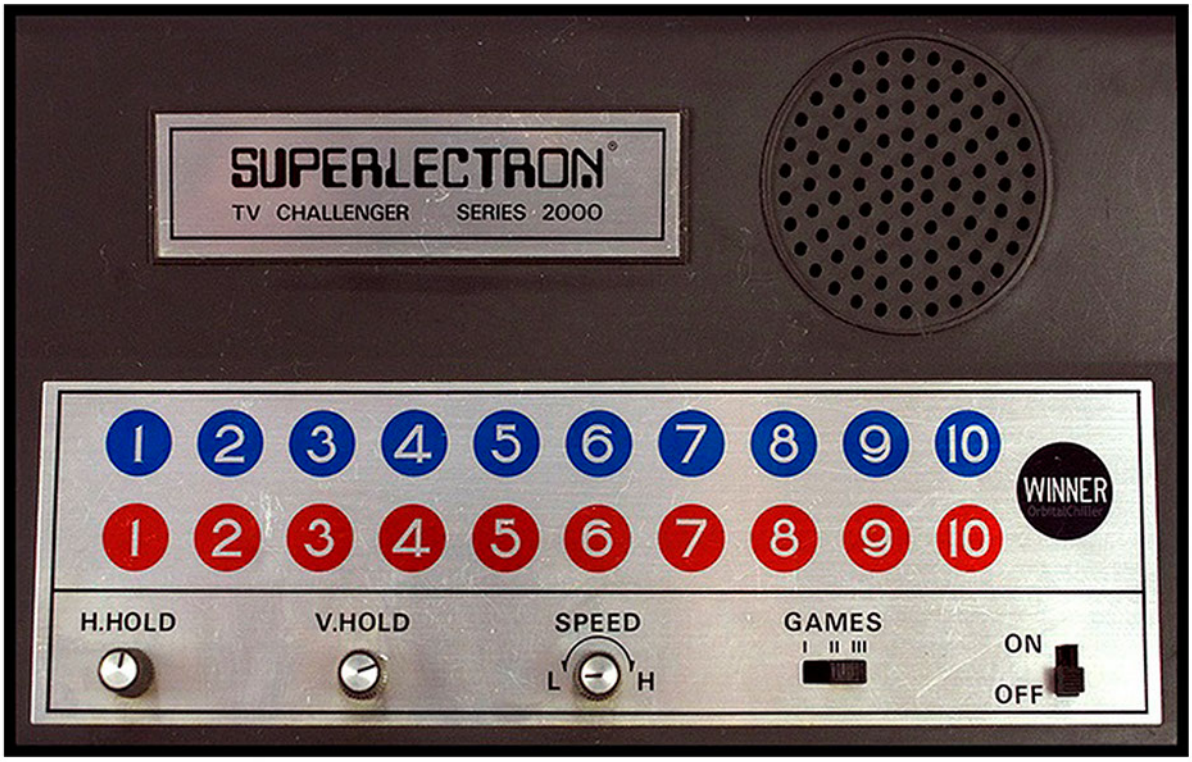
9.jpg

POWER
ON
OFF
COLOR
B-W
TV TYPE
VIDEO COMPUTER SYSTEM™
GAME SELECT
GAME RESET
TOP
ATARI®

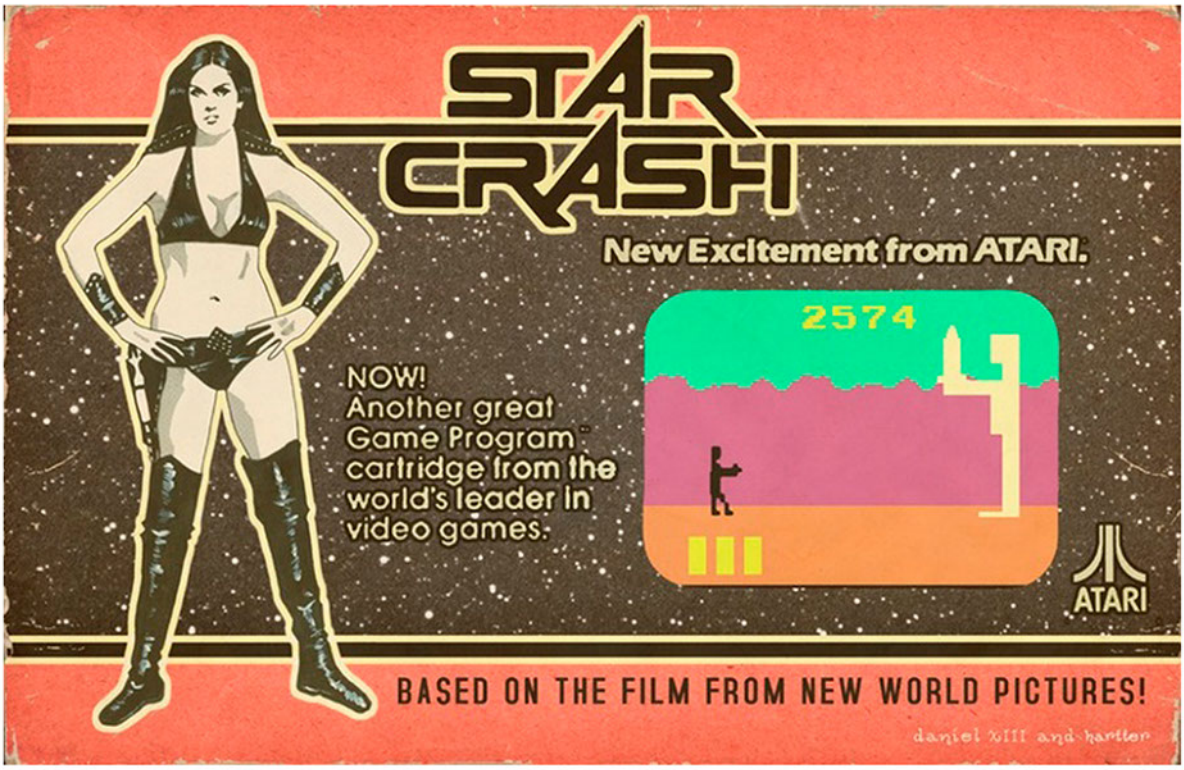
INTELLIVISION
ASTROSMASH
ASTROSMASH

icade
8-bitty

10.jpg

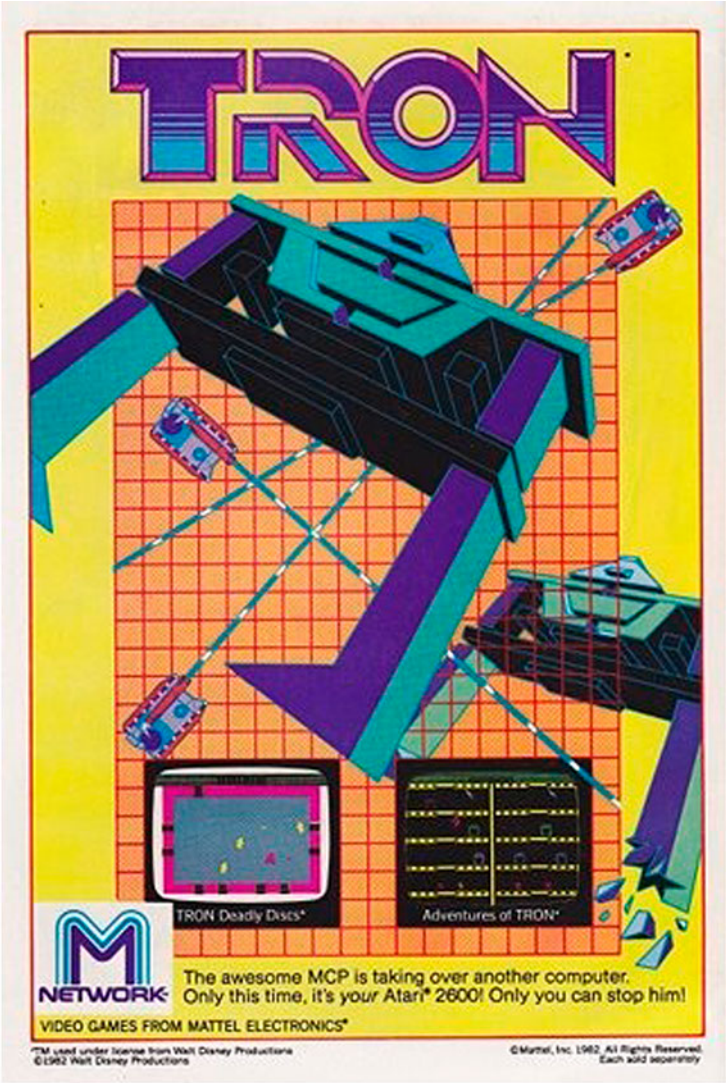

SUPERLECTRON
TV CHALLENGER SERIES 2000
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
WINNER
H.HOLD
V.HOLD
SPEED
L H
GAMES
I II III
ON
OFF

GAME & WATCH
BALL
Nintendo
GAME & WATCH..


STAR CRASH
New Excitement from ATARI.
2574
NOW!
Another great Game Program cartridge from the world's leader in video games.
ATARI
BASED ON THE FILM FROM NEW WORLD PICTURES!
daniel xIII and hartler

11.jpg

SPINNING
SUPER TOAST
RETRO BREAD SYSTEM
1UP
ON BREAKFAST!


TRON
TRON Deadly Discs*
Adventures of TRON*
NETWORK
The awesome MCP is taking over another computer.
Only this time, it's your Atari® 2600! Only you can stop him!
VIDEO GAMES FROM MATTEL ELECTRONICS®
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AMAZING NEW LIFE FORMS ARE TAKING OVER ATARI® VCS
THESE VIDEO GAMES ARE SO EXCITING!
NETWORK
M Network® sports, space and strategy video games from Mattel Electronics can give new life to your Atari® VCS or Sears Video Arcade System.
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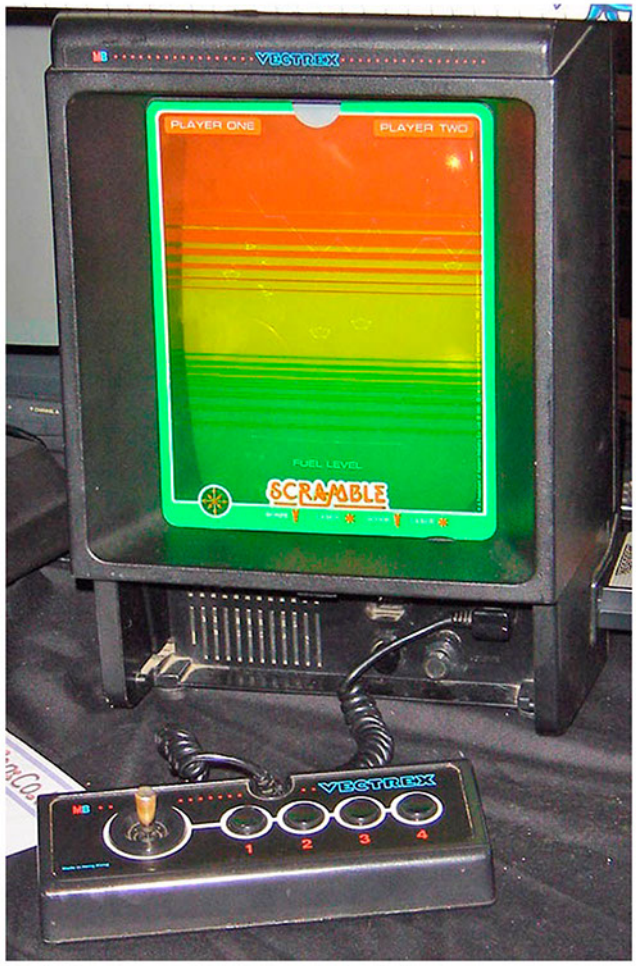
VECTREX
PLAYER ONE
PLAYER TWO
FUEL LEVEL
SCRAMBLE
VECTREX
1
2
3
4

INTELLIVISION
MATTEL ELECTRONICS
INTELLIVOICE
VOICE SYNTHESIS MODULE
1 2 3
4 5 6
7 8 9
clear 0 enter
INTELLIVISION II
MATTEL ELECTRONICS
INTELLIVISION
Video Game System
2ND edition
NEW MONSTERS! WEAPONS! CHALLENGES!
10 BUILT-IN GAMES!
plug in for TV play
in OMAGGIO
una cassetta parlante
Adds voices to INTELLIVISION Intelligent Television
INTELLIVOICE
VOICE SYNTHESIS MODULE
Use with your INTELLIVISION Master Component.
MATTEL ELECTRONICS
INTELLIVOICE
VOICE SYNTHESIS CARTRIDGE
it talks!
Adds voices to INTELLIVISION
Space Spartans

13.jpg

CAR RACE GP
PC-504
GAME RESET
POWER
ON
OFF
SPEED
L TEAM R
PROFESSIONAL
AMATEUR
SERVE
VOLUME
PROGRAMMABLE GAME
LEFT PLAYER
RIGHT PLAYER

SEGA
CONTROL 1
CONTROL 2
POWER

NEC PI-PD001
SELECT
RUN
PC Engine

14.jpg

1UP 2500 YLK 50000
KO
64
ZANGIEF
ВЫХОД

SUPER NINTENDO
SUPER NINTENDO
SELECT
START

KONAMI 1986
NINTENDO

Nintendo
STREET FIGHTER II
SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER NINTENDO
SELECT
START

15.jpg

HIGH SCORE 163200
SCORE 5200
=1
ENEMIES 14 45
HOSTAGES 0
DAMAGE
YOU HAVE SUSTAINED A LETHAL INJURY. SORRY, BUT YOU ARE FINISHED HERE.

SUPER MARIO KART
PLAYERS CHOICE
Nintendo
MILLION SELLER
Where racing becomes an adventure!
THE BEST OF
SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY Nintendo
STREET RACER
SUPER NINTENDO
ENTERTAINMENT SYSTEM
UBI SOFT
Entertainment Software

STREET FIGHTER ALPHA 2
Nintendo
THE ARCADE SMASH HIT IS NOW ON SUPER NES!
TEEN T
SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGAMAN X
©CAPCOM 2011

BATTLE STORY
MEGAMAN NT WARRIOR 1
JUN KEIJIMA
MIHO ASADA
KUROKAWA

PROJECT X ZONE
俺にも特A級ハンターとしての意地があるんでな
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2012 ON SALE

16.jpg

game program™
SPACE INVADERS*
Use with Joystick Controllers
ATARI©
CX2632
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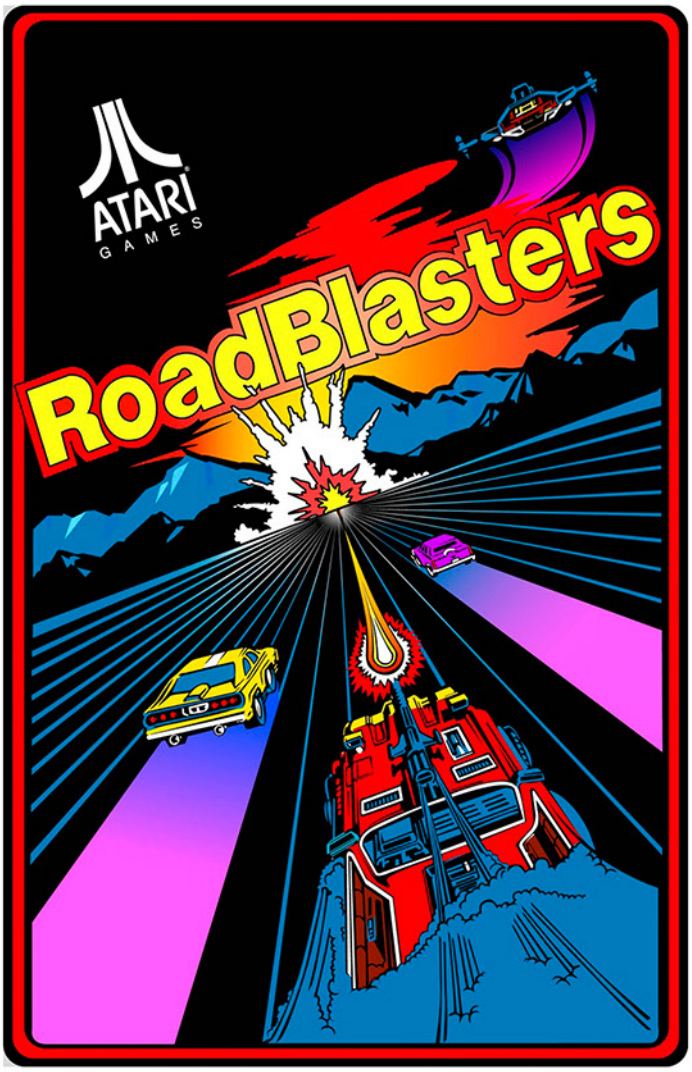
ATARI 5200
ADVANCED VIDEO ENTERTAINMENT SYSTEM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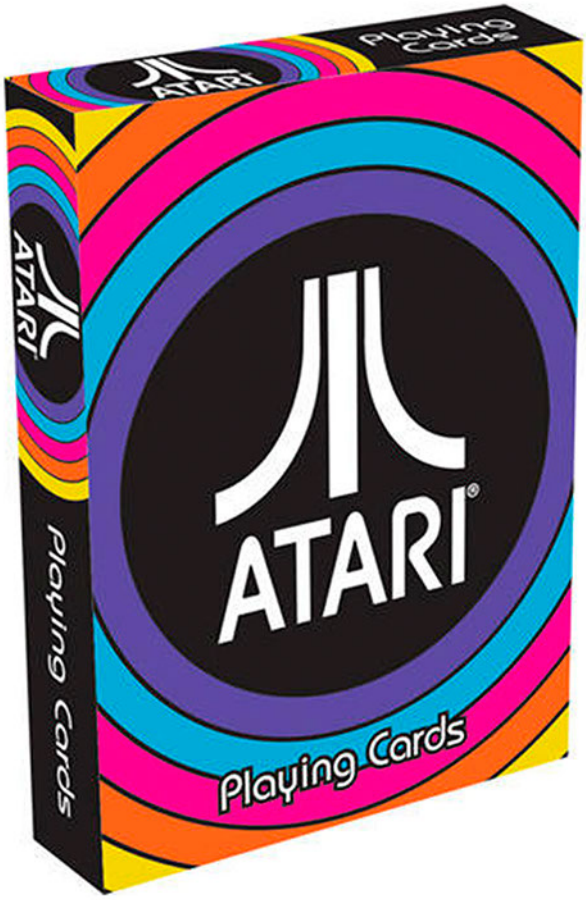
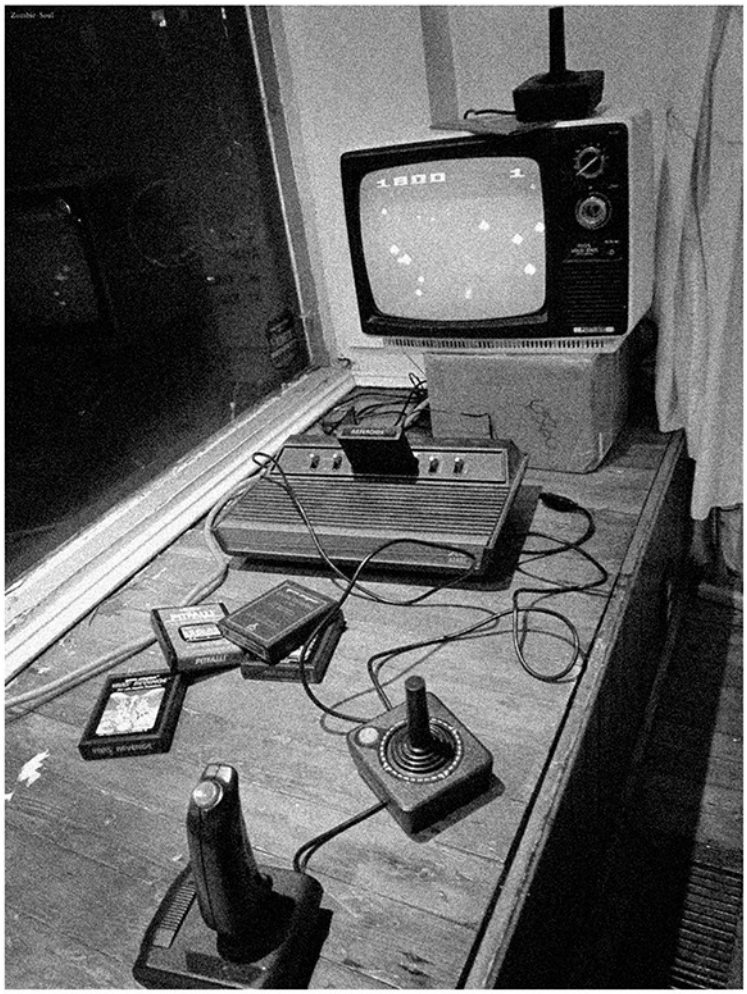
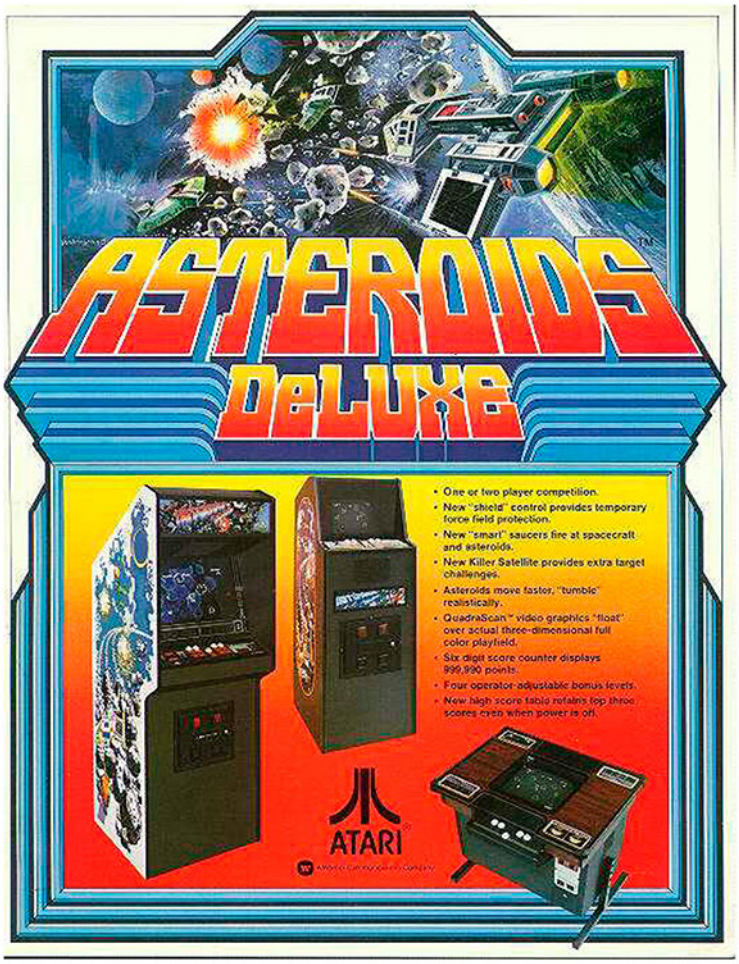
GAMES
RoadBlasters

JR. PACMAN
ATARI

ATARI
FLASHBACK 4
classic game console
50th ANNIVERSARY SPECIAL EDITION!
INCLUDES 2 WIRELESS CONTROLLERS
75 BUILT-IN GAMES!
Limited Edition Poster Inside!
Age 5+


ATARI
Playing Cards
ATARI
Playing Cards
ATARI
Playing Cards

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DeLUXE
• One or two player competition.
• New "shield" control provides temporary force field protection.
• New "smart" saucers fire at spacecraft and asteroids.
• New Killer Satellite provides extra target challenges.
• Asteroids move faster, "tumble" realistically.
• QuadraScan™ video graphics "float" over actual three-dimensional full color playfield.
• Six digit score counter displays 999,990 points.
• Four operator-adjustable bonus levels.
• New high score table retains top three scores even when power is off.
ATARI

HIGH SCORE
549
SONY
ATARI

BE A VIDEO WARRIOR!

WCW SM

WORLD CHAMPIONSHIP

WRESTLING

FEATURING THE ROAD WARRIORS AND OTHER NWA WRESTLING STARS

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FCI
Not Just Kid Stuff

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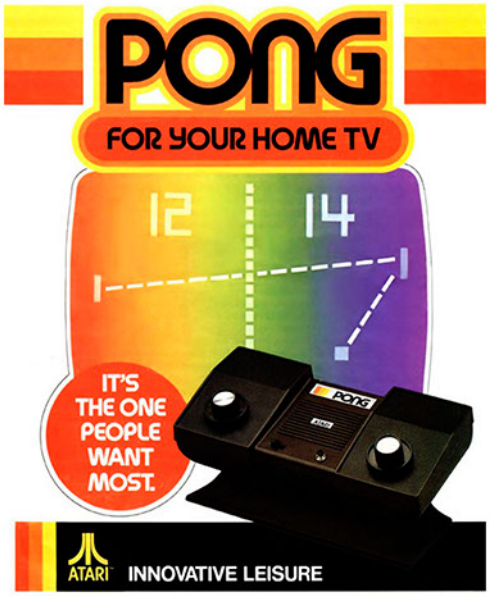
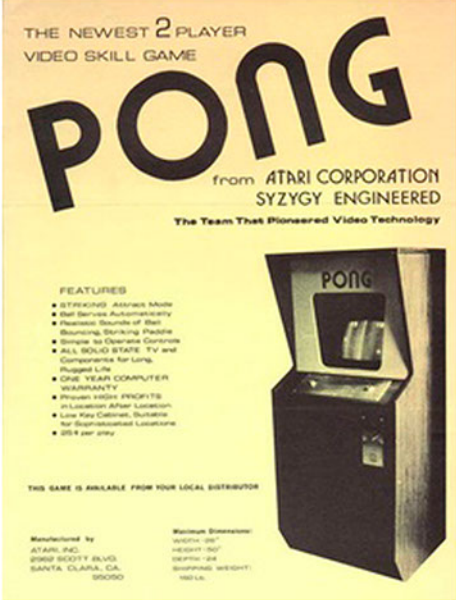
CORP.
and
HUNTER ELECTRONICS PTY. LTD.
PRESENT
BARREL-
PONG

ATARI HOME COMPUTERS
COMPUTER DEMONSTRATION CENTER
ATARI


PONG
FOR YOUR HOME TV
12
14
IT'S THE ONE PEOPLE WANT MOST.
ATARI
INNOVATIVE LEISURE


THE NEWEST 2 PLAYER
VIDEO SKILL GAME
PONG
from ATARI CORPORATION
SYZYGY ENGINEERED
The Team That Pioneered Video Technology
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ONE YEAR COMPUTER WARRANTY
THIS GAME IS AVAILABLE FROM YOUR LOCAL DISTRIBUTOR
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PONG
FOR YOUR HOME TV
FCC No. TV-174
MODEL NO. C-100
PONG
FOR YOUR HOME TV

Introducing the golden touch in electronic games.
Atari.
It's really the only name that's synonymous with the fun and excitement of electronic amusement.
After leading the way in arcade and home video games since the very beginning, we're ready to do great things in hand-held games.
With "Touch Me,"™ for example. A new, pocket-size version of an Atari game that's made millions in arcades since 1972.
"Touch Me" is a brain-teasing, computerized test of memory and coordination that captivates players from 7 to 70. The variety and excitement are built in, with three different games for 1-4 players, four levels of skill, plus color and sound.
Now there's no need to take chances with manufacturers who are just getting into electronic toys. Because with Atari, you get the leading name in the field. Built-in consumer acceptance. Quality and reliability to minimize problems with returns. National advertising support. Plus the great, proven games that only Atari can deliver.
Come to the Knickerbocker showroom at the Toy Fair and see for yourself: when it comes to electronics in toys, Atari has the Golden Touch.
ATARI
TOUCH ME
ATARI

20.jpg

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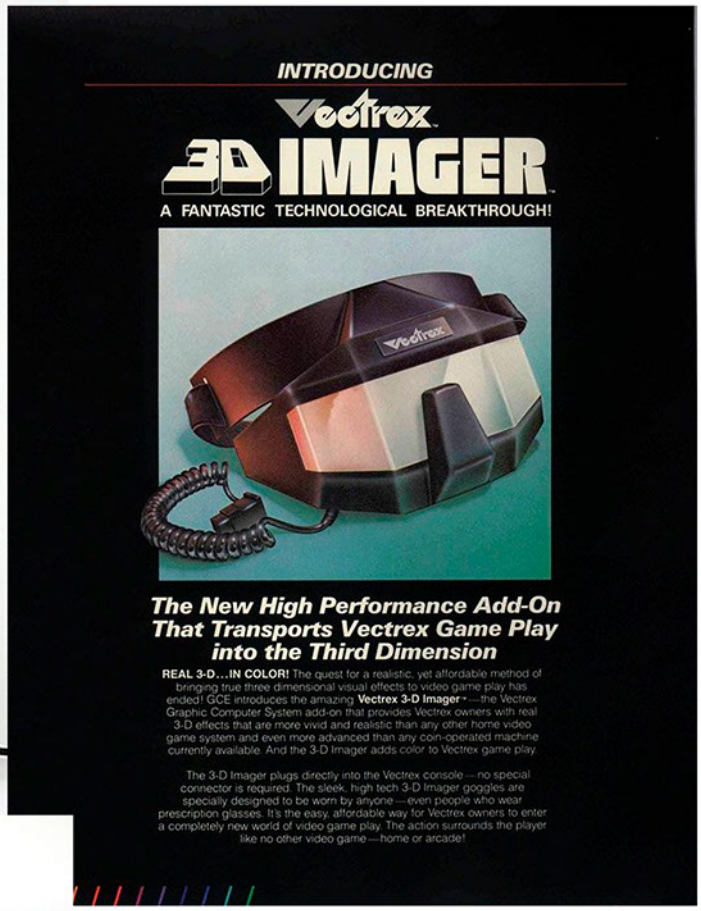
INTRODUCING
Vectrex
3D IMAGER
A FANTASTIC TECHNOLOGICAL BREAKTHROUGH!
The New High Performance Add-On That Transports Vectrex Game Play into the Third Dimension
REAL 3-D...IN COLOR! The quest for a realistic, yet affordable method of bringing true three dimensional visual effects to video game play has ended! GCE introduces the amazing Vectrex 3-D Imager™—the Vectrex Graphic Computer System add-on that provides Vectrex owners with real 3-D effects that are more vivid and realistic than any other home video game system and even more advanced than any coin-operated machine currently available. And the 3-D Imager adds color to Vectrex game play.
The 3-D Imager plugs directly into the Vectrex console—no special connector is required. The sleek, high tech 3-D Imager goggles are specially designed to be worn by anyone—even people who wear prescription glasses. It's the easy, affordable way for Vectrex owners to enter a completely new world of video game play. The action surrounds the player like no other video game—home or arcade!

SUPERLECTRON
TV CHALLENGER SERIES 2000
WINNER
GAMES
ON
OFF
SLEEPING RELICS

21.jpg

The Official
Galaxian™
by MIDWAY
Plays, sounds and scores like the real Galaxian™ arcade game!
ADVERTISED ON TV
AGES 8 TO ADULT
FOR 1 OR 2 PLAYERS
COLECO
Requires 4 "C" cell alkaline batteries (not included)

FROGGER
The Official
FROGGER™
by SEGA
COLECO

olivetti LOGOS 3
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THE ARCADE GAMES YOU CAN TAKE HOME WITH YOU.
Galaxian
PAC-MAN
Play & sound just like the MIDWAY arcade Pac-Man™ & Galaxian™ games
3 games in one:
Pac-Man™ also plays Head to Head™ Pac-Man™ (for two players) and Eat & Run™
Galaxian™ also plays Head to Head™ Galaxian™ (for two players) and Midway's Attackers™
2 skill levels
Arcade type joy stick control
Record best score
Demonstration mode for in-store display
National T.V. support in 1st quarter, 1982
Available for shipment NOW
© 1981 Coleco Industries, Inc. Licensed by MIDWAY MFG. CO. © MIDWAY 1981
COLECO

MATTEL ELECTRONICS
ST
SC
K
OFF
PRO 1
PRO 2
FOOTBALL

REPEAT
SOLVE IT
WORD PROBLEMS
ON
GREATER /LESS
OFF
WRITE IT
GO
NUMBER STUMPER
ENTER
MIX IT
CLEAR
Speak & Maths

Speak & Spell
aulpdh

Touch & Tell
tree
Texas Instruments
off
on

Genius

23.jpg

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Nintendo
DRAGON BALL Z
LA Légende SAIEN
SUPER NINTENDO
ENTERTAINMENT SYSTEM
BANDAI
MODE D'EMPLOI EN FRANÇAIS

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New SUPER MARIO BROS.
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METROID II
RETURN OF SAMUS
OFFICIAL
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GAME PAK
Nintendo

NINTENDO DS
CAPCOM
ROCKMAN EXE
ロックマンエグゼ
CERO
A
RPG

STREET FIGHTER II
TURBO
LICENSED BY
Nintendo
CAPCOM
SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER MARIO 2
BROS
Nintendo
ENTERTAINMENT SYSTEM

STREET FIGHTER X
MEGAMAN

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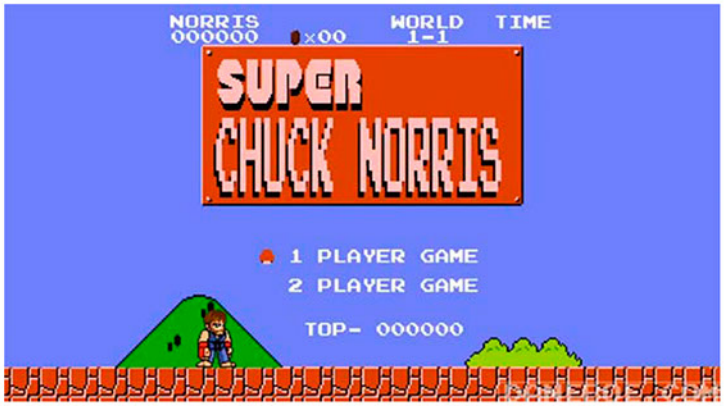
NORRIS
000000
x00
WORLD
1-1
TIME
SUPER
CHUCK NORRIS
1 PLAYER GAME
2 PLAYER GAME
TOP- 000000

GAME & WATCH
MULTI SCREEN
DONKEY KONG II
Nintendo
GAME & WATCH
DONKEY KONG II
MULTI SCREEN

ONLY FOR
GAME BOY ADVANCE
MEGAMAN
& BASS
EVERYONE
E
MEGAMAN 15th
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GAME BOY ADVANCE
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BATTLE NETWORK
CYBEAST GREGAR
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AM 12:11
Nintendo
DONKEY KONG 3
MICRO VS. SYSTEM

SEGA CHAN™

The New Entertainment Robot From SEGA!

Here Comes SEGA CHAN — the fantastic, futuristic robot that's sure to be a hit at arcades, shopping malls and other family locations.

SEGA CHAN delivers promotional impact where it's desired. This walking, talking marvel can shake hands, play recorded music, display videotaped messages on a built-in video screen, serve food and drinks, distribute literature and more! A special voice recognition programming device allows SEGA CHAN to answer specific questions, while touch sensors and danger prevention sensors make him completely safe to operate.

By using interchangeable attachments, SEGA CHAN can perform even more tasks and be adapted to so many functions that only your imagination limits his many uses!

Easy to operate, SEGA CHAN has shown in tests to be an extraordinary and functional promotional centerpiece, appealing to all age groups. Ideal for use in video arcades, malls and family restaurants, SEGA CHAN delivers your message and makes a favorable, lasting impression — Order Today!

SEGA

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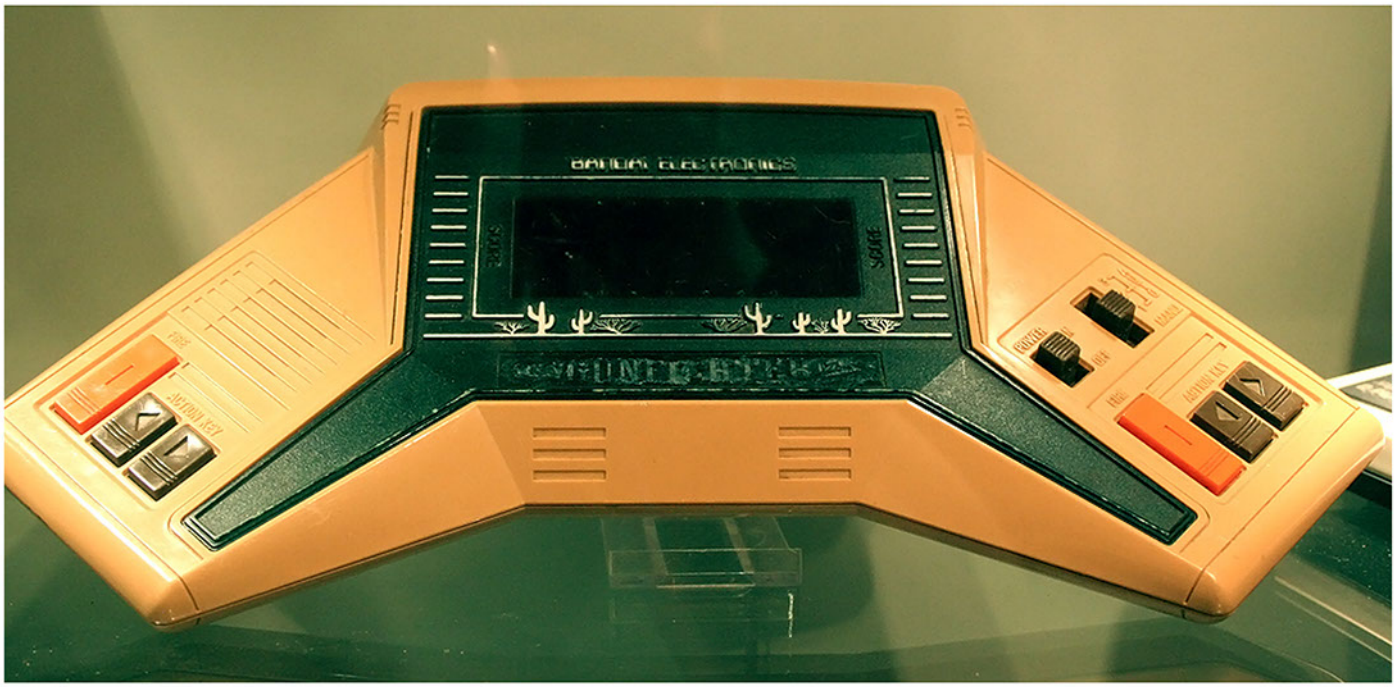

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EPOCH TV GAME
CASSETTE VISION
ASTRO COMMAND
8
0230
POWER
OFF
ON
SELECT
START

Radofin
SUPERSTAR
10 EXCITING SPORTS ACTION GAMES
with player handicapping feature
Radofin
Programmable Video System
tele-sports III
Radofin
Programmable Video
GAME SELECTOR
RESET

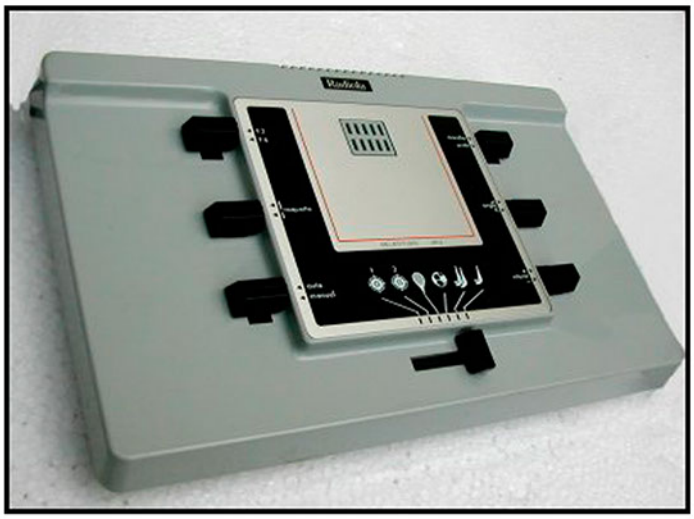
29.jpg

SOUNDIC
LEFT PLAYER
RIGHT PLAYER

GAUCHE
SCORE
DROITE
SOUNDIC TV SPORTS
SERVICE/FIRE
SERVICE/FIRE

TELSTAR alpha
COLECO

Radofin
RIGHT PLAYER



TENNIS
LEFT
RIGHT
START
TIGER
MODE

CAR RACING
S/S
GAME 1/2

Nintendo GAME BOY
BATTERY
B
A
SELECT
START

POWER
GAME BOY pocket
Nintendo
B
A
SELECT START

GRAND PRIX
START
GAME 1/2

SELECT
MODE
SET
PROTECTION
LCD GAME
FIRE
MOVE

WCW
GRUDGE MATCH
HOLLYWOOD HOGAN
GOLDBERG
OFF
SOUND
PAUSE
ON
START
TIGER
PUNCH
KICK
KICK
GRAPPLE

MGA
SOUND
MODE
RESET
START/ATTACK

THE REAL GHOSTBUSTERS
SYSTEMA
START
GAME

GAME
ON/OFF
DOWN
UP

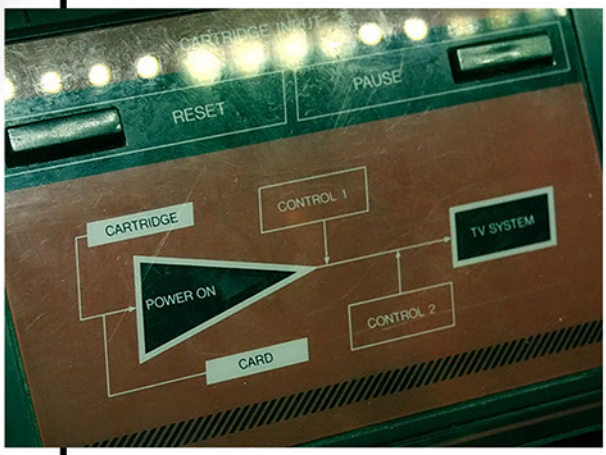
POWER RANGERS
ZEO
START
SOUND
MODE
ATTACK
TIGER

Remise à ZERO
Arrêt
Marche
Tennis
Foot
Pelote
Basque
Balle au mur
LASONIC
JEUTELE
Avec
REBOND
Sans
Lente
VITESSE
Rapide
Grande
RAQUETTE
Petite

SOCIETE OCCITANE D'ELECTRONIQUE

COURSE DE VOITURES GP PC-504
AVEC DEUX JOUEURS
1
AVEC UN SEUL JOUEUR
6

A
B
C
D
SELECTION JEU
TENNIS
PING PONG
FOOTBALL
HOCKEY
SQUASH
PELOTE
ENTRAINEMENT
TAILLE RAQUETTE
MISE A ZERO
SERVICE
JOUEUR
DROITE

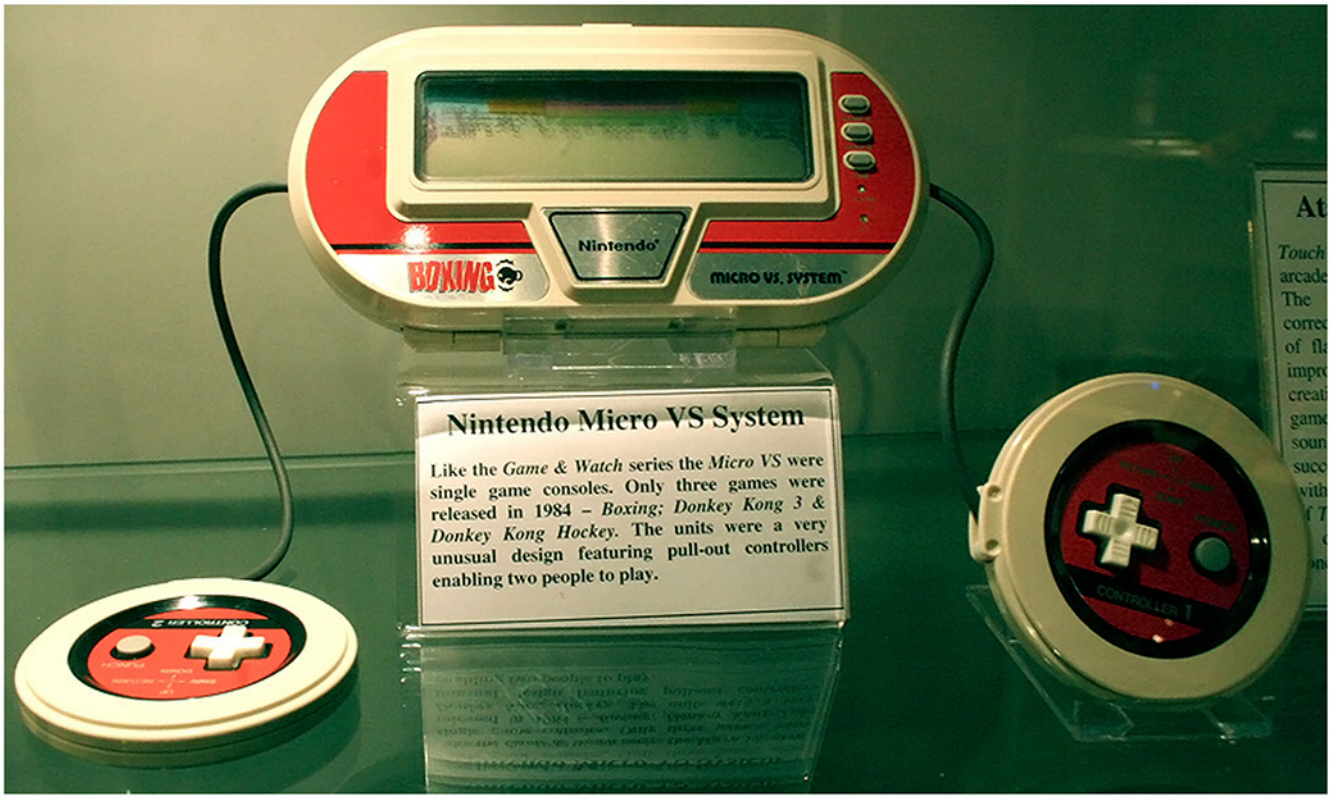

RESET
PAUSE
CARTRIDGE
CONTROL 1
TV SYSTEM
POWER ON
CONTROL 2
CARD

32.jpg

VOLUME
START
PAUSE
ON/OFF
SPEED
ROTATE
A~Z
SEL
8888
Grand Prix
Brick

BOWLING
ELECTRONIC GAME
START
MODE
STRAIGHT/
SOUND
LEFT
RIGHT
RELEASE

G A M E
SYSTEMA
START
GAME


BOXING
Nintendo
MICRO VS. SYSTEM
Nintendo Micro VS System
Like the *Game & Watch* series the *Micro VS* were single game consoles. Only three games were released in 1984 – *Boxing; Donkey Kong 3* & *Donkey Kong Hockey*. The units were a very unusual design featuring pull-out controllers enabling two people to play.
CONTROLLER 1

33.jpg

EPOCH TV GAME
CASSETTE VISION 9
ASTRO COMMAND
0230
8

ATARI®
TOUCH ME™
START
SKILL
ON OFF
1·2·3

HB-101
HITBIT
SONY

HMMMMMM
5 DIFFERENT GAMES WITH MORE THAN 20 WAYS TO PLAY
SUPER simon
THINK FAST! SIMON SAYS
REPEAT MY SEQUENCES OF LIGHTS AND SOUNDS

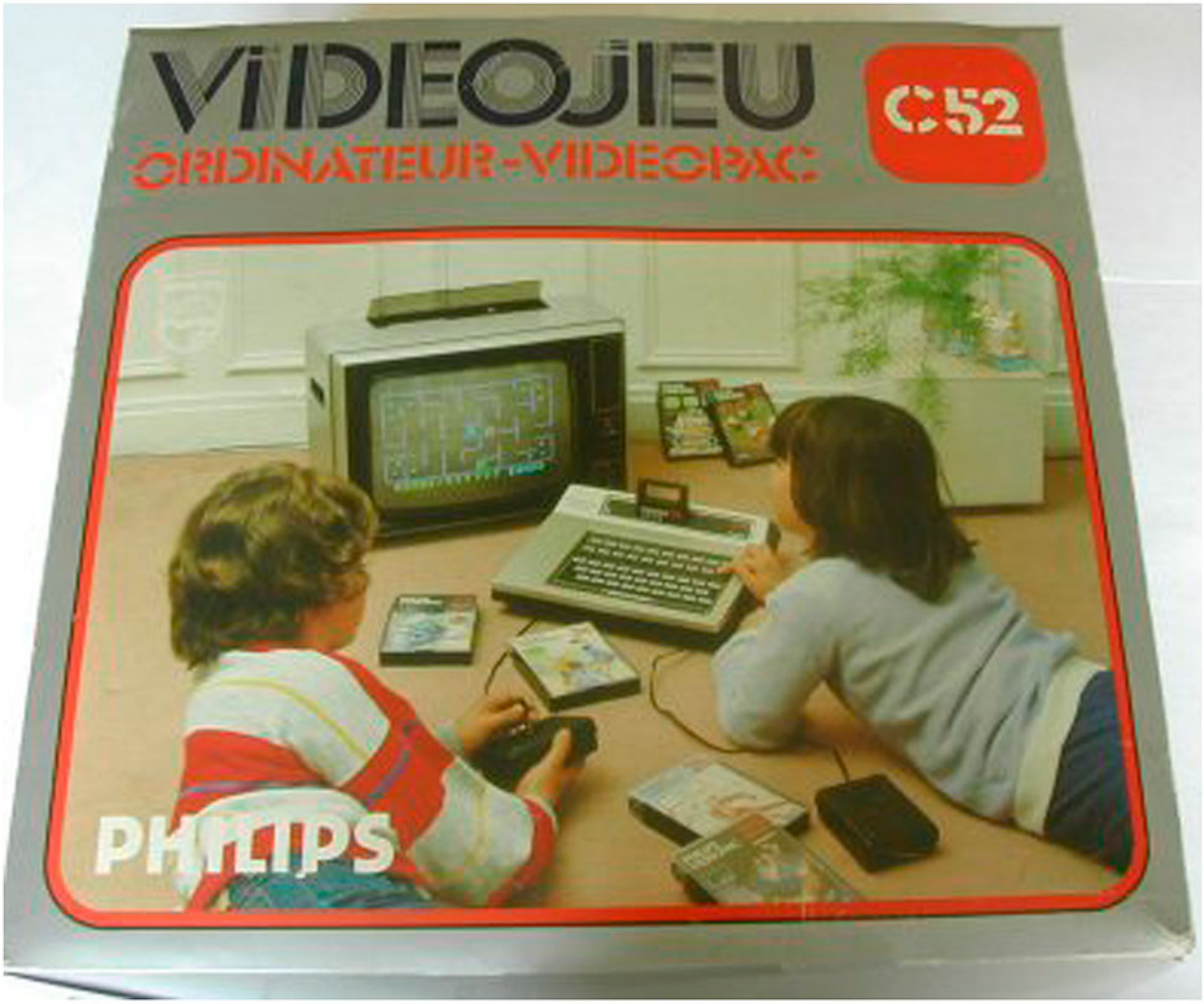
1 2 3 4
A
B
C
D
ALERT
COMBAT
FORCE UNITS
PLAYERS
STAR WARS ELECTRONIC BATTLE COMMAND
RECONNAISSANCE
TACTICAL REACTION
FNDNA
ENEMY
EM
BS
SCA
BASIC
INTER
START TURN
END TURN
MOVE
FIRE
ADV
PH
GAME
MODULATOR

34.jpg

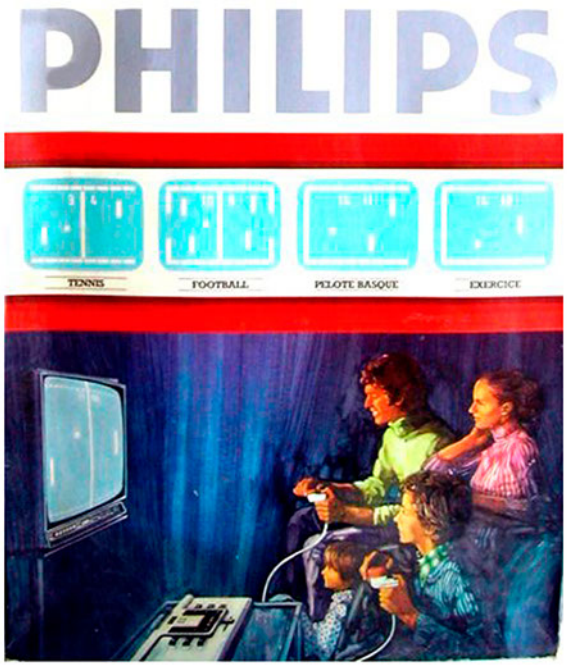
TELSTAR
alpha
EUROPA
JEUX SUR VOTRE ECRAN T.V.
TELSTAR
• 3 VITESSES POSSIBLES
• AFFICHAGE DIGITAL DU SCORE
• 3 SONS ELECTRONIQUES DISTINCTS
MECCANO
TENNIS
FOOTBALL
HANDBALL
PELOTE

JEU VIDEO JV 1V
PATHE
MARCONI
LA VOIX DE SON MAITRE

35.jpg



VIDEOJEU
N20



36.jpg

HANIMEX
TV Sports
10 Game
MODEL: TVG-8610
HANIMEX

univox
tele-sports 6

VECTREX
INDEPENDENT VIDEO SYSTEM
Le jeu video sans téléviseur.
ECRAN INCORPORE.
MB

Blip
THE DIGITAL GAME
PLAYER
OFF
ON

37.jpg

TELESCORE
un jeu électronique sûr et de haute précision.
SEB
4 sports :
tennis, football,
pelote basque, squash
TELESCORE
un jeu électronique sûr et de haute précision.
SEB

Télélude

CRASH
SPYRO

SCOMARK®
JEU TV

Continental Edison
JEU
VIDEO
JV 2705

38.jpg

SUPER NINTENDO
Nintendo
SUPER NES
CONTROL SET

Portable
SEGA
GAME GEAR
Full Colour
Hand Held
4 jeux
SMASH TENNIS
PENALTY KICK-OUT
COLUMNS II
RALLY CHALLENGE

39.jpg

DANS CETTE BOITE
OBELIX
UN PROGRAMME DE JEUX
ATARI
2600
VIDEO COMPUTER SYSTEM

HANIMEX 666
Quatre jeux exclusifs
JEU TELE ELECTRONIQUE
COMPACT
TOUTES FONCTIONS CONTROLEES PAR LA COMMANDE A DISTANCE PRINCIPALE
• JEU PROFESSIONNEL OU AMATEUR
• MARCHE/ARRET ET SERVICE AUTOMATIQUE OU MANUEL
• REMISE A ZERO ET FONCTIONS DE SERVICE
• SELECTEUR DE JEUX
ANGLE VITESSE RAQUETTE
40'
RAPIDE
PETITE
20'
LENTE
GRANDE
MARCHE
AUTO
ARRET
SERVICE
MANU
REMISE A ZERO
SERVICE
FOOTBALL
TENNIS
PELOTE
HANDBALL
JOUEUR DROIT
HANIMEX
COMMANDE A DISTANCE 2ème JOUEUR
COMMANDE A DISTANCE PRINCIPALE

ANGLE VITESSE RAQUETTE
40'
RAPIDE
PETITE
20'
LENTE
GRANDE
MARCHE
AUTO
ARRET
SERVICE
MANU
REMISE A ZERO
SERVICE
FOOTBALL
TENNIS
PELOTE
HANDBALL
JOUEUR GAUCHE
HANIMEX
JOUEUR DROIT
HANIMEX

40.jpg

Jeu video modulaire
ORTELOS
Modular TV game
Se branche sur l'entrée antenne de tout téléviseur noir et blanc et couleur.
Fonctionne sur secteur 220 volts.
Commandes à distance.
Score affiché sur l'écran.
Impact sonore.
Garantie UN AN.
Works on any TV B & W or color.
AC power 220 volts.
Remote players control.
Automatic on-screen scoring.
Realism sound.
ONE YEAR warranty.
MODULE
TELE BALL 4

MOTOR CYCLE
PC-502
CAR RACE GP
PC-501
SUPERSPORTIF
PC-501
10 JEUX VIDEO PROGRAMMABLES
JEU DE DESTRUCTION

41.jpg

Hand-Held Electronic Games

- Game action and LED readout for time remaining and scoring
- Built-in screen—no TV needed
- Warranted by manufacturer, see p. 363

A **Mattel's Football 2.** 4 quarters of play, victory, charge, and ref's whistle sounds. 2 skill levels with 4 playing speeds. Plastic, 4⅞x2¼x7 1/16 in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up. Will be $34.99 on Jan. 24, 1981.
XU 917-3717 A—Del. wt. 0.50 lb. .....NOW **32.88**

B **Mattel Baseball.** You control the batter and runner; computer controls pitcher and fielders. Baseball sounds. Two skill levels. Plastic, 4 3/16x2 1/16x7⅛ in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up. Will be $34.99 on Jan. 24, 1981.
XU 917-3543 A—Del. wt. 0.50 lb. .....NOW **32.88**

C **Mattel Basketball 2.** Has 2-man offense, 3 types of defense. Fouls, foul shots, passing, 3-second violations, 3-point play. Ref's whistle for fouls and turnovers, victory sound for baskets, buzzer at game end. 2 skill levels, 4 playing speeds. Plastic, 4¾x6¾x1½ in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up. Will be 34.99 on Jan. 24, 1981.
XU 924-9715 A—Del. wt. 0.40 lb. .....NOW **32.88**

D **Mattel Hockey.** You control the puck. Sounds for penalties, turnovers, goals. Plastic, 4½x6½x1½ in. Uses one 9-volt battery*. 2 skill levels for 1 or 2 players, ages 8 and up.
XU 924-9814 A—Delivery weight 0.40 lb. **28.77**

E **Mattel Soccer.** You control the ball. Special sounds for turnover, goals. 2 skill levels. Plastic, 4½x6½x1½ in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up.
XU 924-9731 A—Delivery weight 0.40 lb. **28.77**

F **Mattel Auto Race.** Race against time. Collide and lose time and points. Three lanes, 4 laps, sounds for race car motor. Plastic, 3x5x1 in. Uses one 9-volt battery.* For 1 or more players, ages 8 and up.
XU 917-2180 A—Delivery weight 0.50 lb. **23.99**

G **Kenner Live Action Football.** Play against the computer or another player. Offensive and defensive animated figures. Pass, punt, tackle, and extra point. Authentic football sounds. Plastic, 7½x8x2 in. high. Uses 6 "AA" batteries*. Ages 8 and up. Will be $49.99 on January 24, 1981.
XU 923-9864 A—Del. wt. 1.50 lbs. .....NOW **45.77**

H **Coleco Head-to-Head Football.** Play against the computer or another player. Offensive pass, block, run, kick; defensive intercept, blitz, tackle. Ref's whistle sound, and cheers on scoring. 2 skill levels. Plastic, 9½x3¾x1⅜ in. Uses one 9-volt battery* Ages 8 and up.
XU 923-9914 A—Delivery weight 0.70 lb. **35.99**

I **Coleco Head-to-Head Basketball.** Play against the computer or another player. Pass, block, aim, shoot, and rebound. Electronic sounds; 2 skill levels. Plastic, 9¼x3¾x1⅜ in. Uses one 9-volt battery* Ages 8 and up.
XU 923-9963 A—Delivery weight 0.70 lb. **35.99**

J **Coleco Head-to-Head Hockey.** Play against the computer or another player. Pass, block, shoot, has rebound, too. 2 skill levels. Plastic, 3¾x9¼x1⅜ in. Uses one 9-volt battery*. Ages 8 and up.
XU 917-3725 A—Delivery weight 0.80 lb. **35.99**

K **Coleco Head-to-Head Baseball.** Play against computer or another player. Scoreboard displays all statistics plus batter's average and result of each hit. 16 pitch variations. 2 skill levels. Electronic sounds include "Take Me Out to the Ball Game." Plastic, 9¾x8¾x2¾ in. high. Uses two 9-volt batteries*. 1 or 2 players, ages 8 and up.
XU 923-9922 A—Delivery weight 1 lb. **35.99**

L **Coleco Electronic Quarterback.** Block, pass, run, kick. Referee's whistle; victory tune on touchdowns. 2 skill levels. Plastic, 7x4x1 in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up.
XU 917-3071 A—Delivery weight 0.50 lb. **26.99**

*Batteries not included, sold on page 461.

1 Entex Basketball 2. Play against computer or another player. Pass, dribble, lay-up, long shots, rebound, turnover, foul, free throw, out-of-bounds. Sound effects. 2 skill levels. Plastic, 8½x6½x1½ in. Uses 3 "AA" batteries*. Ages 6 to adult. Will be $32.44 on Jan. 24, 1981.
XU 923-9997 A—Del. wt. 0.75 lb. ..... NOW **29.49**

2 Entex Electronic Baseball 3. Play against computer or another player. Remote-control pitching throws. 5 different pitches. Bunt, steal, double play, sacrifice flies, foul balls. Two skill levels. Baseball sounds. Plastic, 8½x6¼x1½ in. Uses 2 "AA" batteries*. Warranted by mfr., see p. 363. 1 or 2 players, ages 8 and up. Will be $34.77 on Jan. 24, 1981.
XU 924-4872 A—Del. wt. 1 lb. ..... NOW **31.59**

3 Entex Soccer. Play against computer or another player. Interceptions, run-downs, turnovers, kicking for goals. Sound effects. 2 skill levels. Plastic, 8½x6¼x1½ in. Uses 3 "AA" batteries.* Ages 8 and up. Will be $31.88 on Jan. 24, 1981.
XU 924-4948 A—Del. wt. 1.40 lbs. ..... NOW **28.99**

4 Entex Color Football 4. Play against computer or another player. Red and green teams with semi-animated, shaped players—a true football strategy game, with all kinds of realistic play movements. Sound effects. 2 skill levels. Plastic, 8½x6¼x1½ in. Uses 3 "AA" batteries*. Ages 8 and up. Will be $47.66 on Jan. 24, 1981.
XU 923-9971 A—Del. wt. 0.75 lb. ..... NOW **44.49**

5 Entex Space Invader. Action and sound effects, with animated spacecraft and missile battle. 2 skill levels. Plastic, 8½x6½x1½ in. Uses 6 "AA" batteries.* 1 or more players, ages 6 to adult. Will be $34.99 on Jan. 24, 1981.
XU 925-7726 A—Del. wt. 0.75 lb. ..... NOW **31.88**

6 Cadaco Foto-Electronic Bowling. Large-size alley with a full-figure, 3-D bowler you control. Send the ball at the pins for strike, spare, or even a gutter ball. Musical sounds for hits, and a sound count of pins knocked down. Plastic, 17x5x5½ in. high. Uses two 9-volt batteries*. For 1 or 2 players, ages 8 and up.
XU 925-7734 A—Delivery weight 2 lbs. **33.49**

7 Tomy Blip. Serve the digital blip, then try to return it by pushing the button before the blip crosses the court. Wind-up timer starts the action. Uses 2 "AA" batteries*. 1 or 2 players, 7 yrs. and up.
XU 925-3626 A—Delivery weight 0.65 lb. **10.88**

8 Tomy Tennis. Electronic tennis with animated players. Play against computer or another player. 6 different full-court games. Control the serves and swing. Rush the net or go back for a lob. 3 skill levels. Plastic, 9½x6¾x2⅜ in. high. Uses 4 "C" batteries*. Ages 8 and up. Will be $36.99 on Jan. 24, 1981.
XU 925-7742 A—Del. wt. 1 lb. ..... NOW **32.99**

9 Tomy Break Up. Score points by using the balls to break up as many blocks as you can. 2 skill levels with choice of 3 or 5 balls. Plastic, 9¼x6½x2⅛ in. Uses 3 "AA" batteries*. For 1 or more players, ages 7 and up.
XU 925-7759 A—Delivery weight 1 lb. **28.99**

10 Tomy Digital Derby Auto Raceway. Steer and shift—try to make the most laps before the time runs out. 2 lanes of competition, crash—the alarm flashes, you lose laps. Automatic lap counter. Plastic, 8¾x5½x2¼ in. Uses 2 "C" batteries*. 1 or more playes, 6 years and up. Will be $16.29 on Jan. 24, 1981.
XU 925-6975 A—Del. wt. 1.25 lbs. ..... NOW **14.59**

11 Tomy Digital Diamond. Pitch a ball or strike, batter can hit or miss. Singles, doubles, triples, homers, or out. Plastic, 9x6x2 in. Uses 2 "AA" batteries*. For 2 players, ages 6 and up. Will be $10.29 on Jan. 24, 1981.
XU 923-3693 A—Del. wt. 1 lb. ..... NOW **9.22**

12 Tomy Hit and Missile. Release the missile to try and hit the different warplanes flying by. Timing is everything. There's a red flash on each hit. Built-in timer. Plastic, 9¼x7½x2¾ in. Uses 2 "C" batteries*. For 1 player, 6 yrs. and up. Will be $19.99 on Jan. 24, 1981.
XU 923-3735 A—Del. wt. 1.20 lbs. ..... NOW **18.49**

*Batteries not included—order on page 461.

CONSUMER INFORMATION: ELECTRONIC SPORTS GAMES

By simulating games like baseball or football, sports games help a child develop fine hand coordination and a sense of timing. Some can be won simply by chance, others demand skill in anticipating moves. Most can be played both independently and against an opponent to help a child learn to handle competitive situations. Look for sports games that have several playing options and skill levels to maintain the child's interest as his or her skills develop.

1 Basketball 2 29.49
2 Baseball 3 with remote control 31.59
3 Soccer 28.99
4 Football 4 44.49
5 Space Invader 31.88
6 Cadaco Foto Electronic Bowling 33.49
7 Blip 10.88
8 Tennis 32.99
9 Break Up 28.99
10 Digital Derby 14.59
11 Digital Diamond 9.22
12 Hit and Missile 18.49

Fun for Little Artists with Big Imaginations

1 **Lite-Brite** makes pictures with light! Lay stencil sheet on screen, then put colored plastic pegs in. Turn on light, picture glows through pegs. 400 pegs in 8 colors, 16 stencils. Strong styrene plastic console with 12x9-in. screen. Assembly required. Uses 25 watt bulb—not included. 110-120 volts, AC. UL listed. Instructions included. Caution: electric toy, toy with small parts—see notes on pages 465, 397. For ages 4 and up.
XU 924-7305 A—Delivery weight 3.40 lbs **11.99**

2 **Mickey Mouse* Lite-Brite Refills.** For [1] above. 24 stencils, 240 colored pegs.
XU 925-7403 A—Delivery weight 0.90 lb **4.66**

3 **Peanuts** Gang Lite-Brite Refills.** For [1] above. 24 stencils, 240 colored pegs.
XU 925-7411 A—Delivery weight 0.90 lb **4.66**

4 **Color Craft Art Studio.** All this in one "studio" carrying case with handle: crayons, color pencils, jumbo markers, chalk, jars of tempera paint, watercolors, water cups, drawing paper. All fit in slotted plastic storage tray. 18¾x13½x2½ in. Ages 5 and up.
XU 925-1166 A—Delivery weight 3.40 lbs **13.49**

5 **Mighty Men and Monster Maker.** Youngsters can put the pieces together to make their own originals—one plate for the head, another for the trunk, another for the legs! All interchangeable. Three easy steps—trace the shape by rubbing the outline, reverse the plate to create texture, then fill in with color. Plates include three famous heroes, mummy, man-beast with tail, alien, ape man, and Frankenstein-type monster. 2 crayons, 6 color pencils, 4 sheets for drawing, storage tray, drawing frame. 13x9¼x2 in. Ages 5 and up.
XU 925-1117 A—Delivery weight 1.40 lbs **6.77**

**Walt Disney Productions

6 **Etch-A-Sketch*.** Turn knobs to make all kinds of designs and pictures on the screen. Turn it over to erase, start again. Plastic case, enclosed glass. 8x9-in. wide screen. Ages 4 and up.
XU 923-0970 A—Delivery weight 1.40 lbs **6.49**

7 **Thingmaker* II Creepy Crawlers*.** 3 molds form 24 creatures out of delightfully icky Goop. Soften Goop in witch's cauldron, mold weird and wiggly spiders, snakes, bugs, lizards. Includes four 1½-oz. bottles of Goop in red, yellow, black, and green. Uses 25 watt bulb—included. 110-120 volts, AC. UL listed. Caution: electric toy—see note on page 465. Not recommended for youngsters under 8 years. Warranted by manufacturer—see page 363.
XU 925-9979 A—Delivery weight 2 lbs **14.88**

8 **Dial-A-Design.** Put a design disc in the cassette, draw around the outline, turn the cassette wheel, then draw again, and color. Comes with plastic cassette, wheel, 6 design discs, 24 paper discs, ballpoint pen, 4 color pencils. Ages 4 and up.
XU 925-7429 A—Delivery weight 0.90 lb **5.88**

9 **Art-A-Matic Spin Painting Set.** Switch on turntable—squeeze colors on spinning sheet—create new, one-of-a-kind designs every time! Uses 2 "D" batteries—not included, sold on page 461. Four 1½-oz. plastic bottles of paint, art boards, frames, splatter shield. Plastic. 13x11x4 in. high. Ages 6 and up.
XU 923-6662 A—Delivery weight 2.50 lbs ... Set **7.49**

Refill Kit for [9]. Four 1½-oz. plastic bottles of paint, and about 30 art boards.
XU 923-6696 A—Delivery weight 1 lb ..... Kit **4.99**

***1958, 1965 United Features Syndicate, Inc.

†*1977 Children's Television Workshop
Muppets Characters ©Muppets, Inc.

10 **Spirograph Combination Activity Set.** Make unique patterns with interlocking plastic wheels and gears, and 4 ballpoint pens in different colors. Baseboard, storage tray, instruction book. Includes stand-up animals, cards, ornaments, and paper.
XU 925-4053 A—Ages 6 and up. Del. wt. 1 lb. **7.39**

11 **Crayola* Craft Art Workshop**—everything in a portable vinyl case. 3 boxes of crayons, 8 jars of tempera, 16 water colors, 12 color chalks, pencil, brush, paper, stencils, crayon sharpener, 2 cups, instructions. Case is 11x2x15 in. Ages 6 and up.
XU 923-7363 A—Delivery weight 3.10 lbs **10.88**

12 **Crayola* Caddy.** The 15x14x4-in. plastic storage caddy turns on a "lazy susan" base, and comes with 8 Crayola markers, 48 crayons, 5 jars of tempera, a tray with 8 watercolor tablets, 2 brushes, and instruction booklet. Ages 6 and up.
XU 925-9987 A—Delivery weight 3 lbs **10.49**

13 **Crayola* Drawing Desk.** A place to color and draw and everything's neatly in place. Drawing board/chalk board with removable materials-tray. Storage behind board. Desk contains 8x10-in. drawing pad, 24 crayons, 12 sticks of chalk, eraser, sharpener, 3 markers, and instructions. Ages 6 and up.
XU 925-7445 A—Delivery weight 4 lbs **10.49**

14 **Sesame Street† TV Showtime Color 'N' Recolor.** Our Sesame Street pals are "on" the TV on coated paper. Color them, wipe it off and recolor, or turn the dial and the show progresses to another scene. The plastic 8x6¾-in. TV set has a storage compartment with 8 crayons, wipe-off cloth, and extra roll of coated paper. Carry handle. Ages 4 and up.
XU 925-7437 A—Delivery weight 2.40 lbs **9.99**

Intriguing Electronic Games You've Seen on TV!

1 Wildfire—Pinball Excitement in a Hand-Held Component. Lighted bumpers and targets. Pinball sounds loud or mute, LED digital scoring for up to 4 players and tilt. 3 adjustable speeds for testing skills. Uses 6 "AA" batteries*. Warranted by mfr.—see page 363. Plastic. 7x9½x3 in. Ages 7 years and up. Will be $44.99 on January 24, 1981.
XU 923-4154 A—Del. wt. 1.10 lbs. .....NOW **41.99**

2 Split Second. 5 electronic action games: Auto Cross, Stomp, Space Attack, Mad Maze, Speedball. Each game is a fast race against time and all demand skill and dexterity. Digital scoring for 1 to 4 players, 7 years and up. Plastic. 9x9¾x2⅜ in. high. Uses 6 "AA" batteries*. Will be $42.55 on January 24, 1981.
XU 925-7767 A—Del. wt. 0.60 lb. .....NOW **39.77**

3 Strobe. Roll back the dome and compete in 3 accelerating action-and-reaction games, each with its own rhythm of lights and sounds. All demand skill and dexterity. Match Strobe's top speed and hear the victory tune. Electronic scoring for 1 to 4 players, 8 years and up. Plastic. 16⅛x16⅛x5 in. high. Uses one 9-volt and 2 "C" batteries*. Will be $41.69 on January 24, 1981.
XU 925-7775 A—Del. wt. 2.50 lbs. .....NOW **38.99**

4 Fabulous Fred. 10 games demanding logic, skill, and memory: Music Machine, Name This Tune, Electronic Organ, Mind Bender, Memory Game, Submarine Chase, Catch the Comet, Baseball, Roulette, and Space Attack. 1 or more players, ages 8 and up. Plastic. 10⅛x7x2⅛ in. high. Uses one 9-volt and 2 "D" batteries*. Will be $39.88 on Jan. 24, 1981.
XU 925-7791 A—Del. wt. 1.75 lbs. .....NOW **38.88**

5 Le Boom! Can you solve the correct number of coded buttons to defuse Le Boom in time? 4 difference fuse lengths with 4 skill levels. Ticking and real explosion sounds. 1 or more players. 8 years and up. Plastic. 13½x5½x5½ in. high. Uses 4 "D" batteries*. Will be $34.66 on Jan. 24, 1981.
XU 925-7783 A—Del. wt. 2 lbs. .....NOW **31.99**

6 Atomic Arcade Tabletop Pinball Game. 5 power bumpers, rollover bumper, and digital scoring. Ages 6 years and up. Bells sound when a bumper is hit, and lights flash on scoreboard. Plastic. 16½x10½x4 in. high. Uses 5 "D" batteries*. Will be $28.99 on January 24, 1981.
XU 923-3768 A—Del. wt. 4 lbs. .....NOW **26.99**

7 Electronic Microvision. Has its own miniature screen with easy-to-read display. 3 different skill levels. Includes "Blockbuster" game cartridge—knock down a wall, brick by brick. Order extra cartridges [8] to [12] below. Plastic. 10½x10½x2½ in. high. Uses two 9-volt batteries*. One or more players, 8 years and up. Warranted by mfr. see page 363. Will be $40.69 on January 24, 1981.
XU 923-4170 A—Del. wt. 1.75 lbs. .....NOW **37.87**

8 to 12 Extra Microvision Game Cartridges for [7] above. Will be $16.99 Jan. 24, 1981.

[8] Sea Duel. Warships versus submarines with torpedoes and depth charges.
XU 925-7833 A—Del. wt. 0.50 lb. .....NOW **15.99**

[9] Star Trek Phaser Strike. You control speed and size of moving targets.
XU 923-4238 A—Del. wt. 0.50 lb. .....NOW **15.99**

[10] Baseball. You control balls, and the runners.
XU 925-7825 A—Del. wt. 0.50 lb. .....NOW **15.99**

[11] Pinball. Hit bumpers for points.
XU 923-4253 A—Del. wt. 0.50 lb. .....NOW **15.99**

[12] Bowling. Strikes, spares. Adjustable ball speed.
XU 923-4204 A—Del. wt. 0.50 lb. .....NOW **15.99**

13 Merlin, the Electronic Wizard. 6 games of strategy, logic, memory, and skill: Mind Bender, Tic Tac Toe, Echo, Blackjack 13, Magic Square, Music Machine—you can compose a tune of up to 48 notes. Ages 7 years and up. Plastic. 10x4x2¾ in. high. Uses 6 "AA" batteries*. Will be $30.88 on Jan. 24, 1981.
XU 925-5431 A—Del. wt. 1 lb. .....NOW **28.88**

*Batteries not included—sold on page 461.

A Football 2 32^88

B Baseball 32^88

C Basketball 2 32^88

D Hockey 28^77

E Soccer 28^77

F Auto Race 23^99

G Kenner Live Action Football 45^77

H Head-to-Head Football 35^99

I Head-to-Head Basketball 35^99

J Head-to-Head Hockey 35^99

K Head-to-Head Baseball 35^99

L Electronic Quarterback 26^99

Hand-Held Electronic Games

- Game action and LED readout for time remaining and scoring
- Built-in screen—no TV needed
- Warranted by manufacturer, see p. 363

A **Mattel's Football 2.** 4 quarters of play, victory, charge, and ref's whistle sounds. 2 skill levels with 4 playing speeds. Plastic, 4⅞x2¼x7 1/16 in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up. Will be $34.99 on Jan. 24, 1981.
XU 917-3717 A—Del. wt. 0.50 lb. .....NOW **32.88**

B **Mattel Baseball.** You control the batter and runner; computer controls pitcher and fielders. Baseball sounds. Two skill levels. Plastic, 4 3/16x2 1/16x7⅛ in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up. Will be $34.99 on Jan. 24, 1981.
XU 917-3543 A—Del. wt. 0.50 lb. .....NOW **32.88**

C **Mattel Basketball 2.** Has 2-man offense, 3 types of defense. Fouls, foul shots, passing, 3-second violations, 3-point play. Ref's whistle for fouls and turnovers, victory sound for baskets, buzzer at game end. 2 skill levels, 4 playing speeds. Plastic, 4¾x6¾x1½ in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up. Will be 34.99 on Jan. 24, 1981.
XU 924-9715 A—Del. wt. 0.40 lb. .....NOW **32.88**

D **Mattel Hockey.** You control the puck. Sounds for penalties, turnovers, goals. Plastic, 4½x6½x1½ in. Uses one 9-volt battery*. 2 skill levels for 1 or 2 players, ages 8 and up.
XU 924-9814 A—Delivery weight 0.40 lb. **28.77**

E **Mattel Soccer.** You control the ball. Special sounds for turnover, goals. 2 skill levels. Plastic, 4½x6½x1½ in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up.
XU 924-9731 A—Delivery weight 0.40 lb. **28.77**

F **Mattel Auto Race.** Race against time. Collide and lose time and points. Three lanes, 4 laps, sounds for race car motor. Plastic, 3x5x1 in. Uses one 9-volt battery.* For 1 or more players, ages 8 and up.
XU 917-2180 A—Delivery weight 0.50 lb. **23.99**

G **Kenner Live Action Football.** Play against the computer or another player. Offensive and defensive animated figures. Pass, punt, tackle, and extra point. Authentic football sounds. Plastic, 7½x8x2 in. high. Uses 6 "AA" batteries*. Ages 8 and up. Will be $49.99 on January 24, 1981.
XU 923-9864 A—Del. wt. 1.50 lbs. .....NOW **45.77**

H **Coleco Head-to-Head Football.** Play against the computer or another player. Offensive pass, block, run, kick; defensive intercept, blitz, tackle. Ref's whistle sound, and cheers on scoring. 2 skill levels. Plastic, 9½x3¾x1⅜ in. Uses one 9-volt battery* Ages 8 and up.
XU 923-9914 A—Delivery weight 0.70 lb. **35.99**

I **Coleco Head-to-Head Basketball.** Play against the computer or another player. Pass, block, aim, shoot, and rebound. Electronic sounds; 2 skill levels. Plastic, 9¼x3¾x1⅜ in. Uses one 9-volt battery* Ages 8 and up.
XU 923-9963 A—Delivery weight 0.70 lb. **35.99**

J **Coleco Head-to-Head Hockey.** Play against the computer or another player. Pass, block, shoot, has rebound, too. 2 skill levels. Plastic, 3¾x9¼x1⅜ in. Uses one 9-volt battery*. Ages 8 and up.
XU 917-3725 A—Delivery weight 0.80 lb. **35.99**

K **Coleco Head-to-Head Baseball.** Play against computer or another player. Scoreboard displays all statistics plus batter's average and result of each hit. 16 pitch variations, 2 skill levels. Electronic sounds include "Take Me Out to the Ball Game." Plastic, 9¾x8¾x2¾ in. high. Uses two 9-volt batteries*. 1 or 2 players, ages 8 and up.
XU 923-9922 A—Delivery weight 1 lb. **35.99**

L **Coleco Electronic Quarterback.** Block, pass, run, kick. Referee's whistle; victory tune on touchdowns. 2 skill levels. Plastic, 7x4x1 in. Uses one 9-volt battery*. For 1 or 2 players, ages 8 and up.
XU 917-3071 A—Delivery weight 0.50 lb. **26.99**

*Batteries not included, sold on page 461.

14 Waddington's Wizard. (Shown on opposite page.) Four games demanding skill and memory with 4 levels of difficulty: Match Me, Break-out, Hot Corners, Music Maker—plays back tunes up to 30 notes. 1 to 4 players, ages 7 and up. Plastic. 11x11x4½ in. high. Uses 6 "C" batteries*. Also has AC adapter jack (adapter sold on p. 461). Will be $34.49 on Jan. 24, 1981.
XU 924-4823 A—Del. wt. 2.50 lbs. .....NOW **32.29**

15 Electronic Battleship. (Shown on opposite page.) Warfare on the high seas. Players command 5 ships. Hits are signaled by flashes and explosive sounds. Plastic. 22x11¾x5¼ in. high. Uses two 9-volt batteries*. Warranted by mfr.—see page 363. Two players, ages 8 and up.
XU 925-5316 A—Delivery weight 5.20 lbs. **31.99**

16 Redline Electronic Drag Race. Game is in the shape of a dragster steering wheel. You control the throttle and gears as you race. 4 different classes of racing to test your skill. LED readout gives lapsed time and MPH when race ends. Plastic. 6x3½x7 in. high. Uses two 9-volt batteries*. Ages 8 years and up. Will be $42.77 on Jan. 24, 1981.
XU 925-7817 A—Del. wt. 2 lbs. .....NOW **39.99**

17 Match Me. Can you correctly match the increasing sequences of random lights and sounds? 4 game variations at 2 different skill levels, or program your own. Electronic organ—you can compose a tune with up to 32 notes. This tabletop style measures 11x11x2¼ in. high. Uses 4 "C" batteries*. 1 to 8 players, ages 7 to adult. Imported from Hong Kong.
XU 924-4864 A—Delivery weight 2 lbs. **24.97**

18 Mini Match Me. Pocket-size hand-held electronic game. Same as [17] above, but measures 3¼x6¼x1½ in. high. Uses 4 "AA" batteries*.
XU 925-7841 A—Delivery weight 0.70 lb. **19.79**

*Batteries not included, sold on page 461.

SAVE THIS CATALOG.
Order anything from pages 375-527 until August 15, 1981

19 Brain Baffler. 8 word and number strategy games with various sound effects. Computer controls action, game play, and scoring for one or two players. 38 character keyboard, 8-digit LED display. Plastic. Measures 6x9½x2½ in. high. Uses one 9-volt battery*. For ages 8 to adult.
XU 924-9970 A—Delivery weight 0.40 lb. **46.66**

20 & 21 Funtronics Hand-Held Games. Demands skill. Plastic. 4½x7½x2x in. high. Uses one 9-volt battery*. 1 or 2 players, ages 5 and up. Will be $16.88 on January 24, 1981.

[20] Red Light/Green Light. 2 skill levels with 3 speeds at each level.
XU 924-9905 A—Del. wt. 0.40 lb. .....NOW **15.29**

[21] Jacks. 2 skill levels, 5 speeds at each level.
XU 924-9921 A—Del. wt. 0.40 lb. .....NOW **15.29**

22 Plus One. Electronic sensors inside pyramid-shaped playing computer keep track of all moves and eliminate players making a mistake! Plastic. Pyramid 4⅝ in. high. Play with or without the 11¼ x 13⅛ x 4⅝ in. board. Uses 4 "AA" batteries*. 2 or more players, ages 7 years and up. Will be $18.49 on Jan. 24, 1981.
XU 924-4963 A—Del. wt. 2.25 lbs. .....NOW **17.29**

23 Stop Thief. Track the invisible criminal. The Crime Scanner gives realistic sounding clues—from creaking doors to sirens and gunshots! Plastic and cardboard. 20x10x1¼ in. high. 2 to 4 players, ages 7 years and up. Uses one 9-volt battery*. Warranted by mfr.—see page 363. Will be $29.79 on Jan. 24, 1981.
XU 923-4279 A—Del. wt. 3.25 lbs. .....NOW **27.88**

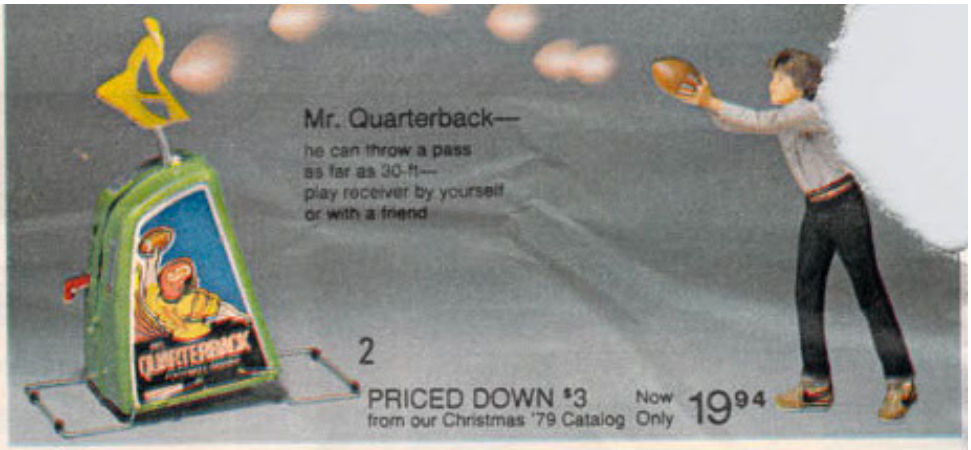
24 Electronic Detective. Can create 50,000 different crimes with clues on 24 different suspects. Demands logical reasoning. Lights, sounds, LED readout. Various levels of skill from novice to Master Detective. Plastic. 12x9x2¾ in. high. Uses 6 "AA" batteries*. Warranted by manufacturer—see page 363. For 1 to 4 players, ages 10 years and up. Will be $39.99 on January 24, 1981.
XU 923-3610 A—Del. wt. 2.25 lbs. .....NOW **37.49**

47.jpg

1 Deluxe Electronic Football

34^97

Continous information displayed on LED read-out—all at your fingertips



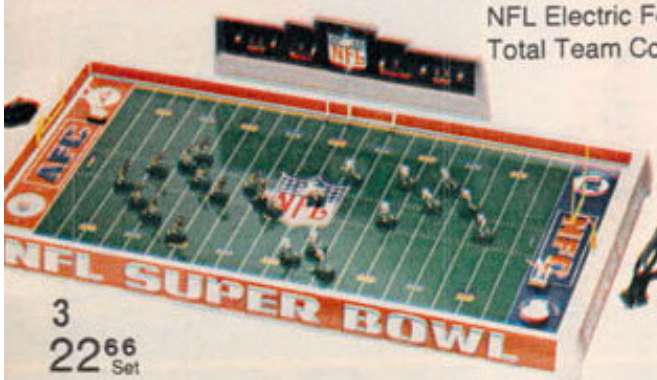
Mr. Quarterback—

he can throw a pass as far as 30-ft—play receiver by yourself or with a friend

2

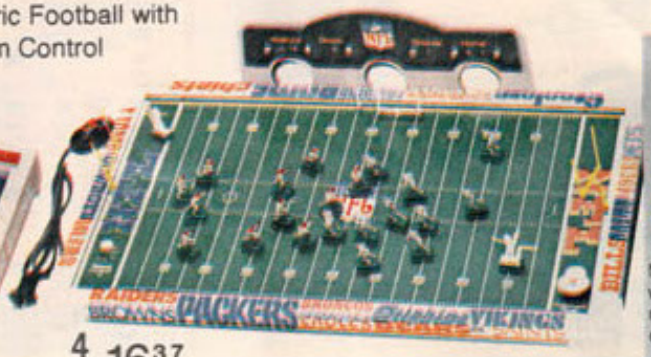
PRICED DOWN $3 from our Christmas '79 Catalog Now Only 19^94

NFL Electric Football with Total Team Control



3

22^66 Set



4 16^37 Set

NFL Teams come with players molded in 5 different positions

1 NFL Deluxe Electronic Football. All the strategies, kicking, running, and scoring possibilities of NFL football in a hand-held computer! Individual 4-way direction control of quarterback and receiver—alter receiver patterns, scramble your quarterback from rushing linemen. Continuous LED read-out display of down, yards to go, time left in quarter, field position—even four skill levels! 2-minute warning sounds before half and end of game. Uses 4 "AA" batteries—not included, sold on page 461. Plastic housing. 6¼x4½x1 in. high. For 1 or 2 players, ages 8 to adult.
XU 923-8817 A—Del. wt. 0.50 lb 34.97

2 Mr. Quarterback Football Passer. Catch a perfect spiral pass from as far as 30-ft.! Play by yourself, one on one, or with a whole team. Angle and distance selectors so you can receive straight or high arc, short or long, passes. Ratchet-lock release on time-delay mechanism means no pass is thrown till you're in position. Plastic and steel. 11x18½x18½ in. high. Lightweight plastic football included. Ages 6 and up. Was $22.94 in our Christmas '79 Catalog.
XU 925-3659 A—Del. wt. 5 lbs ..... NOW 19.94

3 & 4 Total Team Control Football.* Just set the wheel in the base of each player for direction, adjust speed control on the field, switch on the game, and watch the vibrating metal field start the action. Automatic timer starts and stops with each play. Includes 22 plastic players (enough for 2 full teams) molded in 5 different 3-D poses in NFL team colors. Triple-threat quarterback can kick, pass, and run. Magnetic down marker with movable 10-yard marker, magnetic ball, plastic goal posts, 4 plastic goal line flags. Scoreboard on grandstand is paper board. Easy-to-apply numbers, 2 through 89. Order additional NFL teams at right. Ages 8 and up.

[3] NFL Super Bowl. 16¼x32½ in.-wide playing field. 34¾x18½x3 in. high overall.
XU 923-0004 A—Del. wt. 9.50 lbs. ..... Set 22.66

[4] NFL Football. 13x24 in.-wide playing field. 26½x15¼x1¾ in. high overall.
XU 923-0012 A—Del. wt. 4.50 lbs. ..... Set 16.37

Of Course You Can Charge It—
See Page 363

NFL Teams. All 28 teams in official team colors with decals. Each 11-player team included with sets [3] and [4] has both black and white players molded in 5 different 3-D poses. Order teams by Conference and Division. NATIONAL CONFERENCE: **East Division** (Cardinals, Cowboys, Eagles, Giants, Redskins); **Central Division** (Bears, Bucaneers, Lions, Packers, Vikings); **West Division** (Falcons, 49'ers, Rams, Saints). AMERICAN CONFERENCE: **East Division** (Bills, Colts, Dolphins, Jets, Patriots); **Central Division** (Bengals, Browns, Oilers, Steelers); **West Division** (Broncos, Chargers, Chiefs, Raiders, Seahawks). Del. wt. 0.80 lb. each.

National Conference Teams.
XU 924-9855 A—Eastern 11.97
XU 925-9045 A—Central 11.97
XU 925-9052 A—Western 9.97

American Conference Teams.
XU 924-9889 A—Eastern 11.97
XU 924-9897 A—Central 9.97
XU 925-9060 A—Western 11.97

5

17^88

6

14^66

7

13^97

5 NFL Strategy Football. The Probability Selector determines statistically correct results for the plays you mastermind. Set includes plastic game case with adjustable scoreboard, play selector, and 14¼x8¾-in. playing field with football marker. In addition, there's an NFL playbook, and 34 offensive and 12 defensive play diagrams. For 2 players, ages 12 and up. See special NFL index on page 371.
XU 924-9848 A—Del. wt. 3 lbs. 17.88

6 Instant Replay Football. Press "play action" button, and see your play on screen. Then press "defense" button, and find out how successful you were. Includes run, pass, p.a.t., punt, and kick button features. Mini-football field has ball marker for manual field position. "Stadium scoreboard" on top indicates down, yards to go, time to go, and teams. Plastic. 9x6x9 in. high. Uses two "C" batteries—not included, sold on page 461. For 1 or 2 players, ages 8 to adult.
XU 923-8858 A—Del. wt. 1.75 lbs. 14.66

7 Electric Baseball Action!* The pitcher throws strikes and change-ups. The realistic bat lets the batter bunt, hit singles, doubles, triples, and home runs. The players run the bases, and the fielders can throw men out at any base. Metal game board, grandstand, and scoreboard. Four realistic plastic 3-D base runners, and ball. 19½x19½x2 in. high, including stadium backdrop. For ages 8 to adult.
XU 925-1620 A—Del. wt. 4.25 lbs. 13.97

*UL listed for 110-120 volts, AC. Caution: electric toy—see note on page 465.

LET US DELIVER TO YOUR HOME—SEE PAGE 363.

ACTIVISION

C Activision video game cartridges suitable for use with item A only – Atari video game.

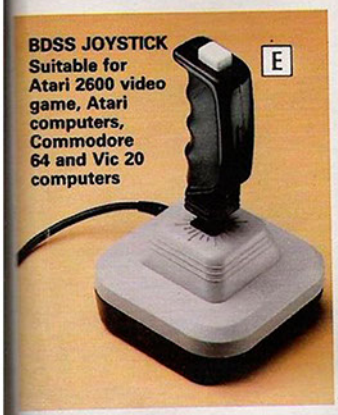
Number	Title		Price	20 wks
UE 264	'Pitfall' 'Frostbite'	twin pack	£29·99	£1·50
UE 265	'Robot Tank' 'Keystone Kapers'	twin pack	£29·99	£1·50
UE 266	'River Raid' 'Plaque Attack'	twin pack	£29·99	£1·50
UE 267	'Hero'		£24·99	£1·25
UE 268	'Pitfall II'		£24·99	£1·25
UE 269	'Beamrider'		£24·99	£1·25
UE 270	'Space Shuttle'		£24·99	£1·25

TELEPHONE ORDERING

See inside front cover for details

D CBS video games cartridges. Suitable for use with Atari video game (item A) only.

Number	Title	Price	20 wks
UE 271	'Donkey Kong'	£27·99	£1·40
UE 272	'Zaxxon'	£27·99	£1·40
UE 273	'Donkey Kong Junior'	£27·99	£1·40



E C.G.L. 'Boss' hand controller features reflex firing, no-slip grip, enabling you to play faster and improve your scores. Precision engineered. Suitable for Atari video game and home computers and Commodore 64 and Vic 20 home computers. **UE 274 Hand controller. £14·99 20 wks 75p**

F Increase your fun by purchasing extra cartridges for your Philips video game. Available as super value twin packs.

Number	Title		Price	20 wks
UE 275	'Space Monster' 'Satellite Attack'	twin pack	£19·99	£1·00
UE 276	'Freedom Fighter' 'Spin Out'	twin pack	£19·99	£1·00
UE 277	'4 in a row' 'Gunfighter'	twin pack	£19·99	£1·00
UE 278	'Pick-Axe Pete' 'Golf'	twin pack	£19·99	£1·00
UE 279	'Terrahawks' 'Samurai'	twin pack	£24·99	£1·25

G Philips G7000 video game. Connects to your TV set in seconds to add a new dimension in home entertainment. Features alphanumeric keyboard, realistic sound effects, on-screen scoring, different levels of difficulty, two hand controllers. Includes Crazy Chase cartridge. **UE 665 Philips G7000 video game. £56·50 20 wks £2·83; 38 wks £1·49**

B Save on the cost of batteries by buying this mains adaptor from Grandstand, especially designed for use with electronic games. Check games in the catalogue to see if they can be used with this adaptor. **UE 009 Games adaptor. £5·99** 20 wks **30p**

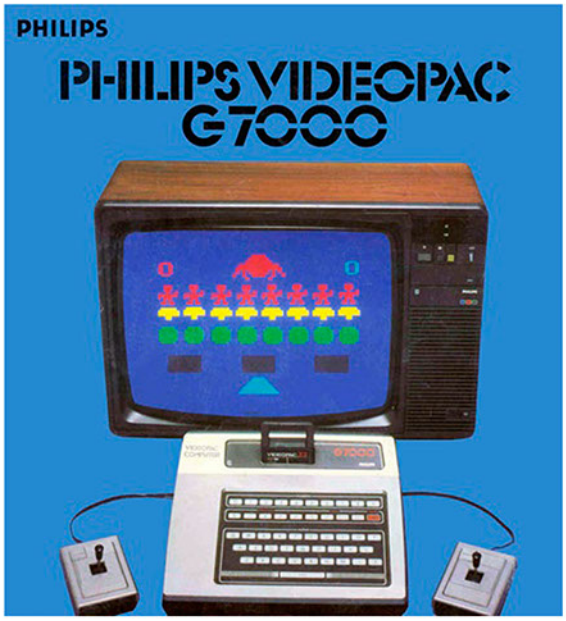
C Based on the popular 'Zaxxon' arcade game, this game from Bandai features three different scenes. Attack the enemy while operating in two dimensions. Joystick control. Exciting sound effects, multi-colour display. Requires six MN1400 Duracell batteries (not supplied) or can be used with mains adaptor (item B). **UE 251 'Zaxxon' mini arcade game. £34·99** 20 wks **£1·75**

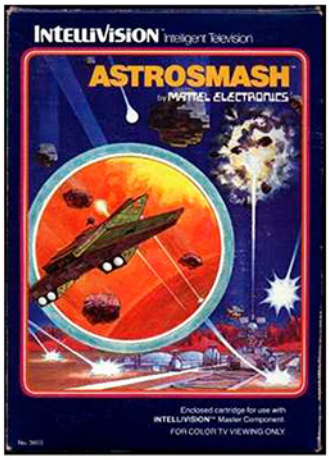
D 'Sensor Travel Chess' – electronic chess game with sensory playing surface. Eight levels of play. Computer can play black or white. Follows the rules of castling, pawn promotion and en passant captures. Requires one 9-volt alkaline battery (not supplied) or can be used with mains adaptor (item B). **UE 097 'Travel chess'. £32·50** 20 wks **£1·63**

E 'Triple Vision' from Bandai, a triple game with moving screens. Try and win the battle against your enemy. Three different games. Joystick control, sound effects. Watch function. Batteries supplied. **UE 252 'Triple vision'. £27·50** 20 wks **£1·38**

F 'Computachess 2' from C.G.L. Features sensory playing surface and memory save. Eight levels of play. Random book openings. Castling, pawn promotion, en passant. Long battery life. Audible tone move response. Requires four HP7 batteries (not supplied), or can be used with mains adaptor (item B). **UE 667 'Computachess 2'. £55·00** 20 wks **£2·75**; 38 wks **£1·45**

G Tomytronic 3D stereo 'Skyfighters' brings you realistic sights and sounds. Press the top control buttons to manoeuvre your 'Skyfighters' against the enemy squadron. Requires three HP7 batteries (not supplied). **UE 250 'Skyfighters'. £26·99** 20 wks **£1·35**



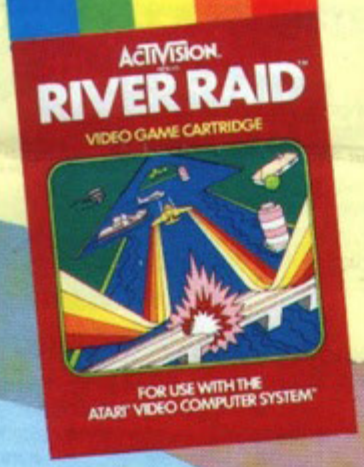


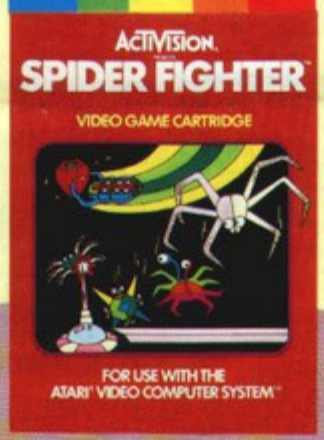
More fun and action for Atari® VCS and Intellivision® games console owners — from the Activision Fun Club!

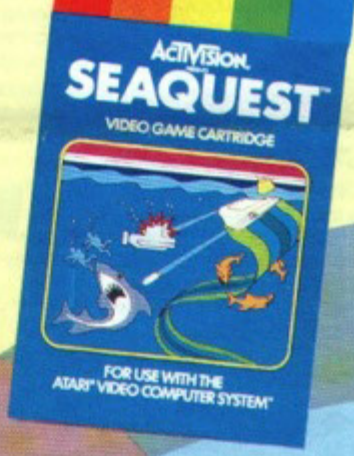
fun club news

Summer 1983

ACTIVISION®







Three brand-new early Summer cartridge releases from ACTIVISION — RIVER RAID, SPIDER FIGHTER and SEAQUEST

RIVER RAID, SPIDER FIGHTER and SEAQUEST the three brand-new Atari-compatible cartridges that loyal ACTIVISION video games enthusiasts have been awaiting, are more exciting and innovative than could possibly be imagined — and will tax gamers' brains and reflexes to their furthest limits.

The Activision Fun Club has taken off in a big way! This is the third issue of our magazine — we hope you're enjoying them. In the last few months we've been delighted to welcome thousands of Intellivision owners to our ranks (Activision produce great cartridges for both the Atari VCS and Intellivision — so if you have any friends who haven't joined, get them to write to us).

In this issue we're giving you lots of information on loads of fantastic new cartridges, born of a microworld of spectacular and totally exclusive Activision creativity. Not for Activision the tired old concepts: the staid carts based on well-worn arcade ideas and boring games taken from film titles. All Activision's stuff is unique, brilliant — designed by designers who live for their work: and would die of boredom and frustration in the "me-too" syndrome!

Intellivision Owners

— see inside for details of HAPPY TRAILS: a brand new cartridge designed just for you!