

A series of horizontal rainbow-colored stripes (red, orange, yellow, green, blue) that serve as a graphic element for the Activision logo.

ACTIVISION[®]

VIDEO GAME CARTRIDGE CATALOG.

FALL, 1982

**FEATURING
OUR FIRST NEW GAMES
FOR INTELLIVISION.**

WE PUT YOU IN THE GAME.

THE ACTIVISION® ADVENTURE

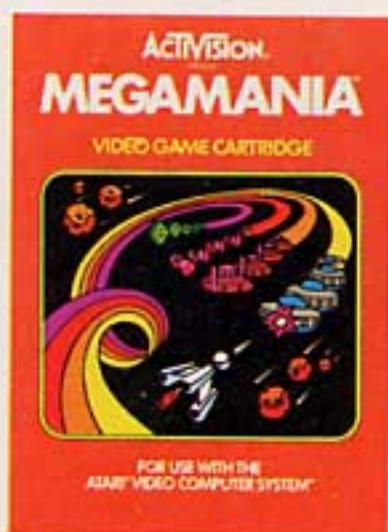
The moment you insert an Activision® video game into your Atari® Video Computer System™ or your Sears Tele-Games® Video Arcade™, you will embark on adventure that will leave other home video games far behind.

You will experience a world that totally encompasses your mind and senses. A world of incredibly involving Sports games, Strategy games and Action games.

And coming this Christmas you'll experience another new Activision game that is so amazingly realistic, you'll actually believe—we put you in the game.



Atari® and Video Computer System™ are registered trademarks of Atari, Inc.
Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co.



**Coming,
October 1982**



Designed by Steve Cartwright. This game is a space nightmare! Imagine, if you can, fighting off multiple waves of the strangest objects ever to defy the laws of gravity. And there's no rest. Celestial dice, spinning bow-ties, furious flying widgets and even hostile hamburgers. If it's not one "thing" it's another. And they can drop round after round of deadly disintegrators. You'd better hope you and your courage are wide awake when you play MegaMania™ by Activision®.

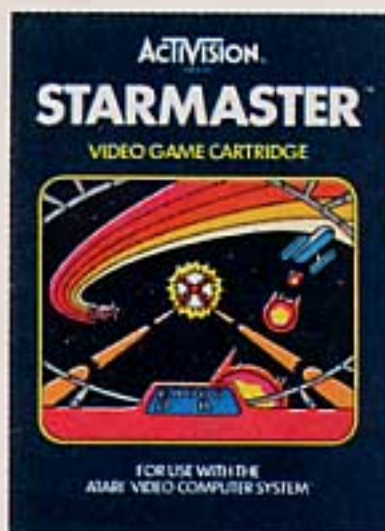


**Coming,
September 1982**



Designed by David Crane. Seek out the lost treasures of an Ancient Civilization hidden deep within the forbidding jungle. Swing through trees, jump over bottomless pits and journey through underground passageways and avoid the perils of the jungle — crocodiles and cobras, scorpions and quicksand. All to find the gold — in Pitfall!™ by Activision®.

ACTION GAMES



Designed by Alan Miller. You're in the cockpit of a mighty intergalactic spacecraft. Your mission: Defend your starbases against attacking enemy starfighters. Galactic charts pinpoint enemy targets. Meteor showers slow your attack. And enemy particle cannons can quickly send you limping home to your orbiting starbase for repairs. Computer readouts reveal energy levels, ship damage and more. Without a doubt, Starmaster™ by Activision® is one of the most thrilling video game experiences of the year!



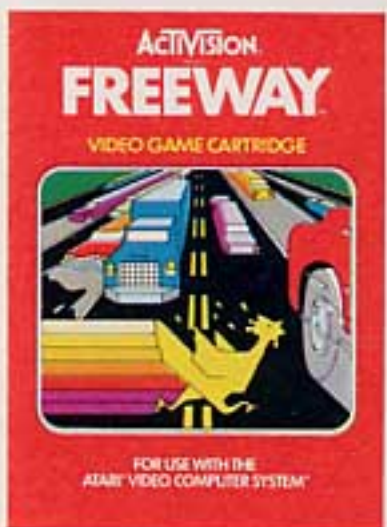
Designed by Bob Whitehead. You're flying escort for a truck convoy of medical supplies. Suddenly, enemy aircraft show up on your long-range scanner. Quickly, you whip your chopper around 180°, blanketing the sky with laser rockets. The enemy maneuvers brilliantly and responds with multi-warhead missiles. Chopper Command™ by Activision® could easily be the most demanding video battle ever conceived!



**1982 Arcade Alley
Award Winner, Best
Audio and Visual
Effects.**



Designed by Larry Kaplan. It looks very simple. You have three buckets of water. The cute little guy up on the wall has a whole bunch of bombs. He tosses the bombs, and you catch them. Like we said, "Very simple." P.S. Before you know it, bombs are falling at a rate of 13 per second! Is the hand really quicker than the eye? Try Kaboom!™ by Activision® and find out.



**Honorable Mention,
1982 Arcade Alley
Awards: Most
Innovative Game.**



Designed by David Crane. You see, there's this chicken. And he decides he wants to cross the road. Familiar story, right? Except, this time the road is a freeway, and it's rush hour! Your task is to guide the poor chicken to the other side of the freeway. Get the picture? And if you get the game, you'll agree there's never been anything like Freeway™ by Activision®.

ACTION GAMES



Designed by Bob Whitehead. Ready for a little round-up? With Stampede™ by Activision®, you'll have to ride fast and rope even faster. Those little dogies seem to be everywhere, and they're all worth points. But, be careful! Your ol' horse can get a little edgy, especially when you take your eyes off the trail. Head out West for hours of fun with Stampede!



Designed by Steve Cartwright. Fasten your seatbelts! This flight is going to be very rough and lots of fun. It's Barnstorming™ by Activision®. A brilliant achievement in realistic video game graphics by Activision's newest designer, Steve Cartwright. Fly a biplane through barns, over windmills, and through flocks of geese. Here's where state-of-the-art game design meets seat-of-the-pants aviation.

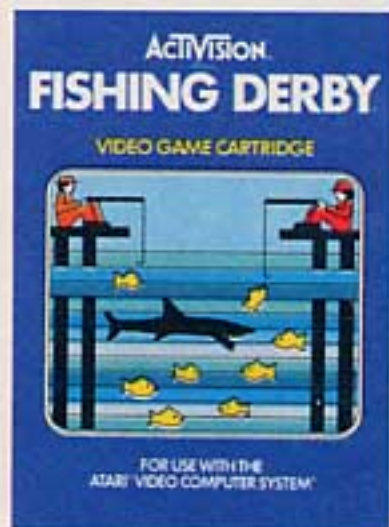


**Honorable Mention,
1982 Arcade Alley
Awards: Best Science
Fiction Game.**



Designed by David Crane. Presenting a space shoot-out the likes of which you've never seen or heard before. As Commander of a fleet of intergalactic spacecraft, you come upon some very unfriendly alien types. Get them before they get you and you're awarded points. Brilliant colors and startling sound effects make Laser Blast™ an all-time space video classic.

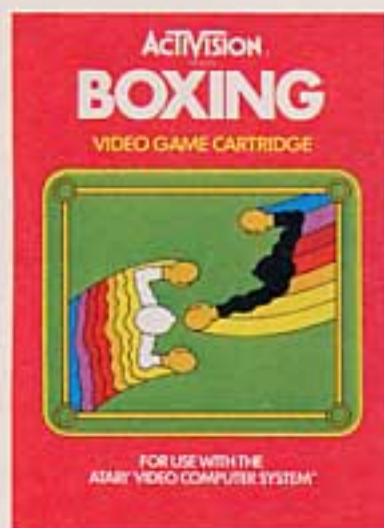
SPORTS CHALLENGES



**1981 Arcade Alley
Award Winner, Best
Audio and Visual
Effects.**



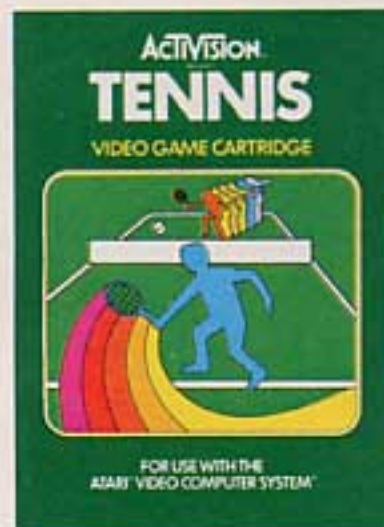
Designed by David Crane. A relaxing afternoon at the ol' fishing hole? Not quite. The bay's full of beautiful sunfish alright, and all you have to do is land 'em faster than your opponent. But there's just one small hitch. Watch out for that shark! His voracious appetite makes Fishing Derby® by Activision® a constant challenge.



**Honorable Mention,
1981 Arcade Alley
Awards: Best Head-to-
Head, Best Sports,
Most Innovative
Game.**



Designed by Bob Whitehead. At the sound of the bell, come out swinging. Go toe to toe with the Activision® computer or a friend. It's fast and furious action that's sure to leave you exhausted. But, be careful! Don't get pinned to the ropes. Knock-outs are part of the action, too!



**1982 Arcade Alley
Award Winner, Best
Competitive Game.
Honorable Mention:
Best Sports Game
1982.**



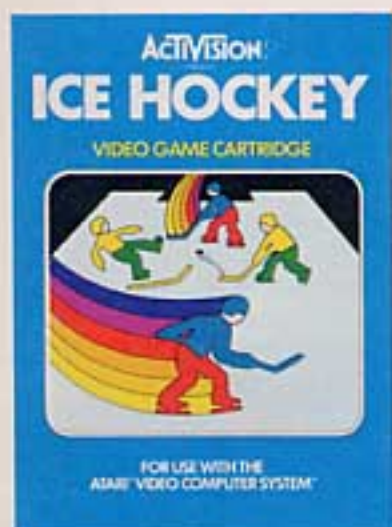
Designed by Alan Miller. Never wait for a court again. Tennis by Activision® offers all the challenge and excitement of tennis right on your own TV. Charging players can rush the net, lay back and play the baseline, or roam the court. It's tennis action so remarkably real, the ball's even got a shadow! Loads of fun for all game fans.



**1981 Arcade Alley
Award Winner, Best
Solitaire Game.**

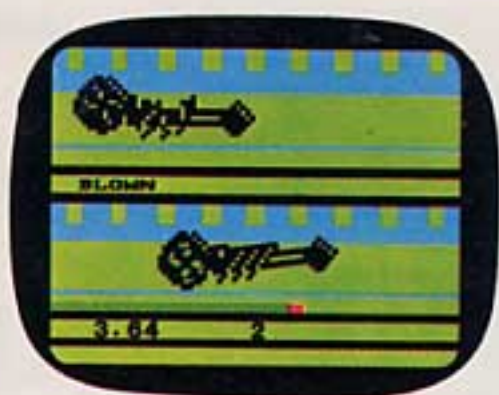


Designed by Bob Whitehead. Challenge yourself to a wide variety of high-speed downhill or slalom runs. Trees and moguls rush by as you race through the courses. Designed for everyone from novice to pro. Why, even if you hate snow, you'll love the fun of Skiing by Activision.®

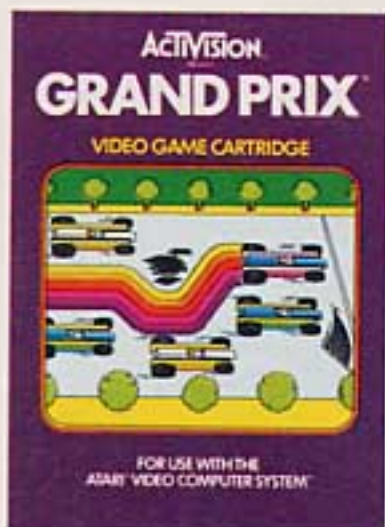


Designed by Alan Miller. Face off! Fight for the puck. Skate down ice past the defender for a slap-shot. Then, hurry back on defense as your opponent's goalie makes a remarkable save and a long pass to his forward. Here's fantastic head-to-head competition right at your fingertips. So real, it'll knock you off your skates!

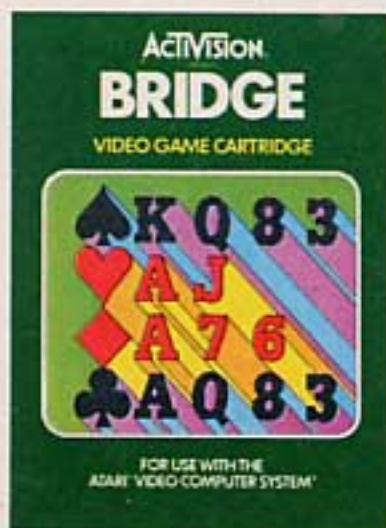
SPORTS CHALLENGES



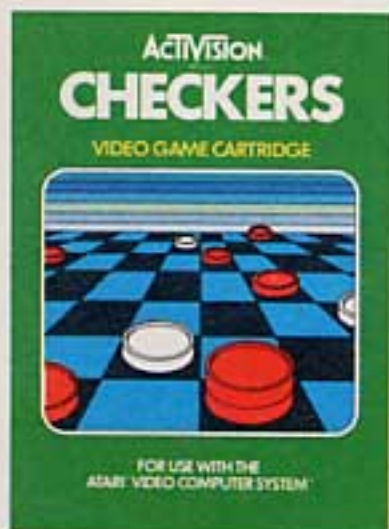
Designed by David Crane. Watch the countdown, shift gears, pop the clutch and burn rubber! You can rev your engine, but be careful not to blow it. True-to-life sound effects and grueling competition bring all the action of the dragstrip right into your living room!



Designed by David Crane. You've always had a secret fantasy about driving in the big race? Well, here's your very own Grand Prix.™ You'll steer a course around other drivers, ease by oil slicks, zoom across bridges, with time your foremost enemy. Plus all the sound and fury of the real thing. Gentlemen, start your engines.



Designed by Larry Kaplan. Presenting the ultimate solitaire bridge game! Bridge by Activision® deals hundreds of millions of hands at random and provides a computer partner who bids by the rules. After you've established a contract, the computer plays as your opponents. It's a great way to sharpen your skills. Never be without a bridge game again. It's heaven!



Designed by Alan Miller. Remember good ol' checkers? Well, Checkers Activision-style is a whole new challenge. There are three different skill levels to choose from. Warm up with novice, and then, when you're feeling brave, tackle the tougher levels. Your computer opponent plots the results of each of his available moves and then picks the one that's toughest on you. You'll find the Activision® computer a more-than-worthy opponent.

INTRODUCING ACTIVISION® FOR INTELLIVISION.®

The extraordinary playability, originality, sound effects and graphics of Activision® video game cartridges are now available for Intellivision®. Pitfall!,™ our new jungle adventure game, and Stampede,™ our classic western round-up, start the series. And there are plenty more on the way! All great fun. All exciting. All by Activision.

Also for use with the Sears Tele-Games® Super Video Arcade.™

Tele-Games® and Super Video Arcade™ are trademarks of Sears, Roebuck & Co. Mattel Electronics® and Intellivision® are registered trademarks of Mattel Inc.



Designed by Bob Whitehead. Yahoo! Stampede™ by Activision® is bringing some kind of fun to Intellivision® owners. And some kind of challenge. The object of this tricky little game is to lasso as many stampeding calves as possible. Practice by yourself, or challenge a friend. But, hang on to your hat, keep your eyes on the trail, and round 'em up!



Designed by David Crane. Danger lurks at every turn as Pitfall!™ by Activision brings a jungle no-man's land to life for Intellivision® owners. Jump into the shoes of Pitfall Harry as he leads you on an incredible adventure in search of lost treasures. You'll race against time, through a maze of jungle scenes, fighting off one deadly peril after another.



JOIN THE ACTIVISION TEAMS

THE FEW. THE PROUD. THE ACTIVISION® ALL-STARS.

Many Activision games recognize high-scoring players with special insignia. Consult the various game instruction booklets for details on how to become a member of one of these elite organizations.



JOIN THE ACTIVISION TEAMS





ACTIVISION®

For the dealer nearest you, write:
Activision, Inc., Consumer Relations Department
Drawer 7287, Mountain View, CA 94042