

SUMMER 1982

A series of five horizontal stripes in red, orange, yellow, green, and blue, positioned to the left of the word 'ACTIVISION'.

# ACTIVISION<sup>®</sup>

VIDEO GAME CARTRIDGE CATALOG.

A series of five diagonal stripes in red, orange, yellow, green, and blue, running from the top left towards the bottom right.

WE PUT YOU IN THE GAME.

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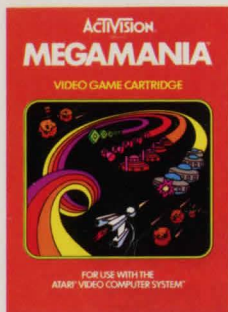
# THE ACTIVISION® ADVENTURE

Put an Activision® video game into your Atari® Video Computer System™ or your Sears Tele-Games® Video Arcade™ and expect an experience incredibly involving for your mind and senses.

Sports games. Strategy games. Action games. And more. All so amazingly realistic, you'll truly believe — we put you in the game.



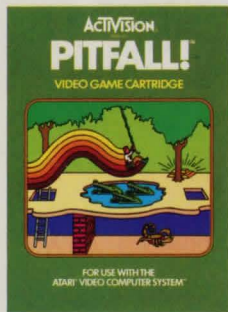
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Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co.



Available,  
September 1982



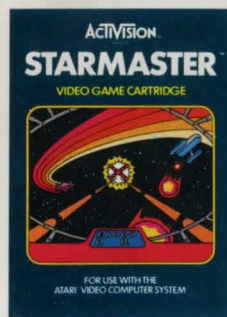
Designed by Steve Cartwright. This game is a space nightmare! Imagine, if you can, fighting off multiple waves of the strangest objects ever to defy the laws of gravity. And there's no rest. Celestial dice, spinning bow-ties, furious flying widgets and even hostile hamburgers. If it's not one "thing," 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®.



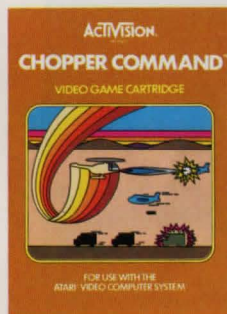
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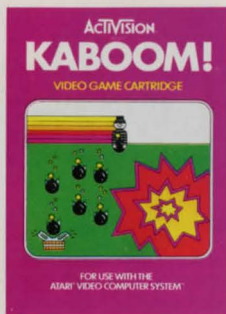
Designed by David Crane. Seek out the lost treasures of an Ancient Civilization hidden deep within the forbidding jungle. Swing through trees, jump over bottomless pits and journey through underground passageways, avoiding the perils of the jungle—crocodiles and cobras, scorpions and quicksand. All to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



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!



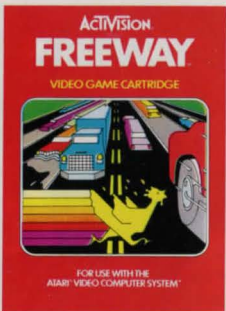
Designed by Bob Whitehead. You're flying escort for a truck convoy of medical supplies. Suddenly, enemy aircraft show up on your long-range scanner. Quickly, you whip your chopper around 180°, blanketing the sky with laser rockets. The enemy maneuvers brilliantly and responds with multi-warhead missiles.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



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



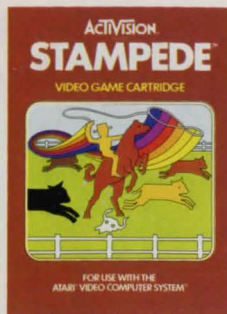
Designed by Larry Kaplan. It looks very simple. You have three buckets of water. The cute little guy up on the wall has a whole bunch of bombs. He tosses the bombs, and you catch them. Like we said, "Very simple." P.S. Before you know it, bombs are falling at a rate of 13 per second! Is the hand really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



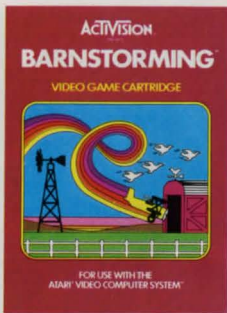
**Honorable Mention, 1982 Arcade Alley Awards: Most Innovative Game.**



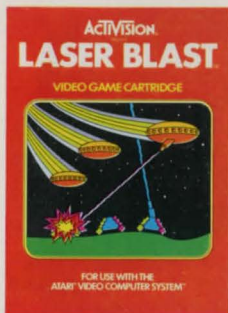
Designed by David Crane. You see, there's this chicken. And he decides he wants to cross the road. Familiar story, right? Except, this time the road is a freeway, and it's rush hour! Your task is to guide the poor chicken to the other side of the freeway. Get the picture? And if you get the game, you'll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



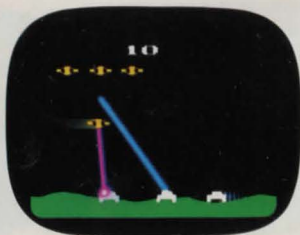
Designed by Bob Whitehead. Ready for a little round-up? With Stampede™ by Activision®, you'll have to ride fast and rope even faster. Those little dogies seem to be everywhere, and they're all worth points. But, be careful! Your ol' horse can get a little edgy, especially when you take your eyes off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

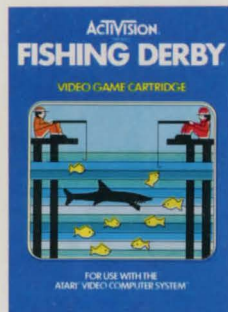


**Honorable Mention,  
1982 Arcade Alley  
Awards: Best Science  
Fiction Game.**

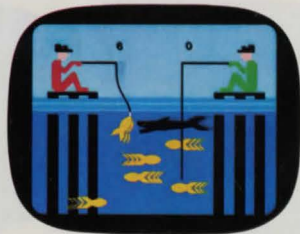


Designed by David Crane. Presenting a space shoot-out the likes of which you've never seen or heard before. As Commander of a fleet of intergalactic spacecraft, you come upon some very unfriendly alien types. Get them before they get you and you're awarded points. Brilliant colors and startling sound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

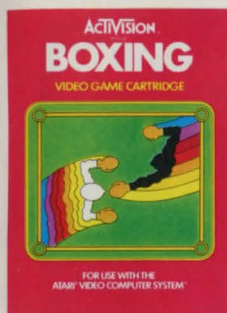
## SPORTS CHALLENGES



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



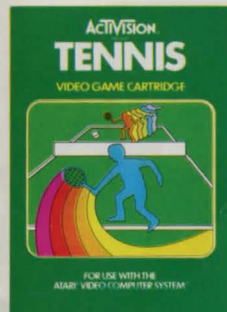
Designed by David Crane. A relaxing afternoon at the ol' fishing hole? Not quite. The bay's full of beautiful sunfish alright, and all you have to do is land 'em faster than your opponent. But there's just one small hitch. Watch out for that shark! His voracious appetite makes Fishing Derby® by Activision®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



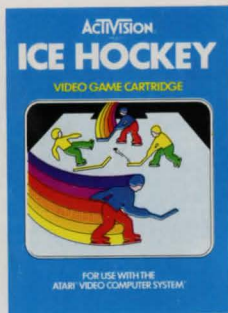
Designed by Alan Miller. Never wait for a court again. Tennis by Activision® offers all the challenge and excitement of tennis right on your own TV. Charging players can rush the net, lay back and play the baseline, or roam the court. It's tennis action so remarkably real, the ball's even got a shadow!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



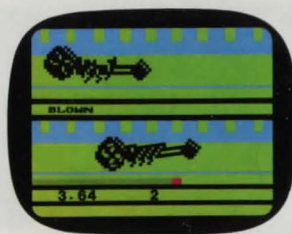
**1981 Arcade Alley Award Winner, Best Solitaire Game.**



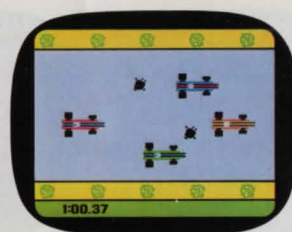
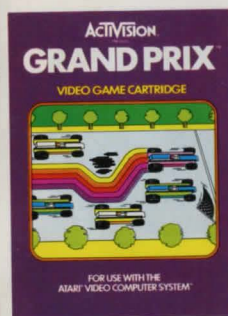
Designed by Bob Whitehead. Challenge yourself to a wide variety of high-speed downhill or slalom runs. Trees and moguls rush by as you race through the courses. Designed for everyone from novice to pro. Why, even if you hate snow, you'll love the fun of Skiing by Activision®



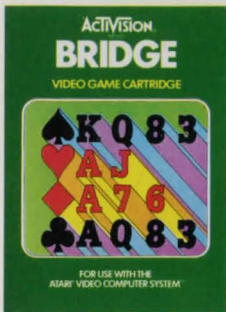
Designed by Alan Miller. Face off! Fight for the puck. Skate down ice past the defender for a slap-shot. Then, hurry back on defense as your opponent's goalie makes a remarkable save and a long pass to his forward. Here's fantastic head-to-head competition right at your fingertips. So real, it'll knock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



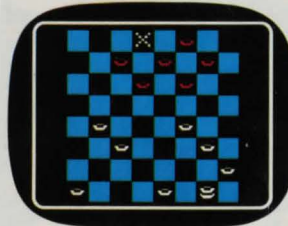
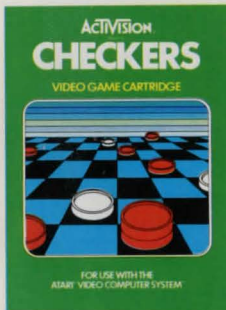
Designed by David Crane. Watch the countdown, shift gears, pop the clutch and burn rubber! You can rev your engine, but be careful not to blow it. True-to-life sound effects and gruelling competition bring all the action of the dragstrip right into your living room!



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.

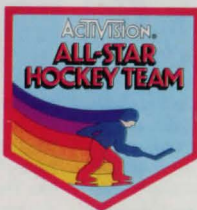


Designed by Larry Kaplan. Presenting the ultimate solitaire bridge game! Bridge by Activision® deals hundreds of millions of hands at random and provides a computer partner who bids by the rules. After you've established a contract, the computer plays as your opponents. It's a great way to sharpen your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



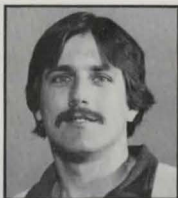
Designed by Alan Miller. Remember good ol' checkers? Well, Checkers Activision-style is a whole new challenge. There are three different skill levels to choose from. Warm up with novice, and then, when you're feeling brave, tackle the tougher levels. Your computer opponent plots the results of each of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

**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.





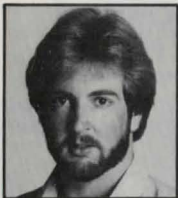
**Alan Miller.** The creator of Tennis, Checkers, and Ice Hockey, by Activision® has done it again. StarMaster™ is sure to become the most incredible video game experience of the year.



**Bob Whitehead.** After award-winners Boxing and Skiing by Activision®, Bob came back with Stampede™. Now, he's taken to the air with Chopper Command™.



**Larry Kaplan.** Larry's Kaboom!™ has become an all-time favorite, and was one of last year's biggest hits. Also the designer of Bridge by Activision®.



**Steve Cartwright.** The newest member of the Activision Design team. Steve's Barnstorming™ was truly a breakthrough in graphics and design. His newest game, MegaMania™ is guaranteed to keep you wide awake.



**David Crane.** His first two games, Dragster® and Fishing Derby®, were smash hits. Then David outdid himself with Laser Blast™, Freeway™ and Grand Prix™. Now, David journeys through the jungle for his latest adventure, Pitfall!™ by Activision®.





**ACTIVISION**<sup>®</sup>

For the dealer nearest you, write:

Activision, Inc.  
Customer Relations Dept.  
3255-2 Scott Blvd.  
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