



ACTIVISION[®]

VIDEO GAME CARTRIDGE CATALOG.

WINTER/SPRING 1983

**FOR USE WITH
THE ATARI[®] 2600
VIDEO COMPUTER SYSTEM[™]
AND INTELLIVISION[®] SYSTEMS.**

WE PUT YOU IN THE GAME.

OUR FIRST TWO FOR INTELLIVISION®

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

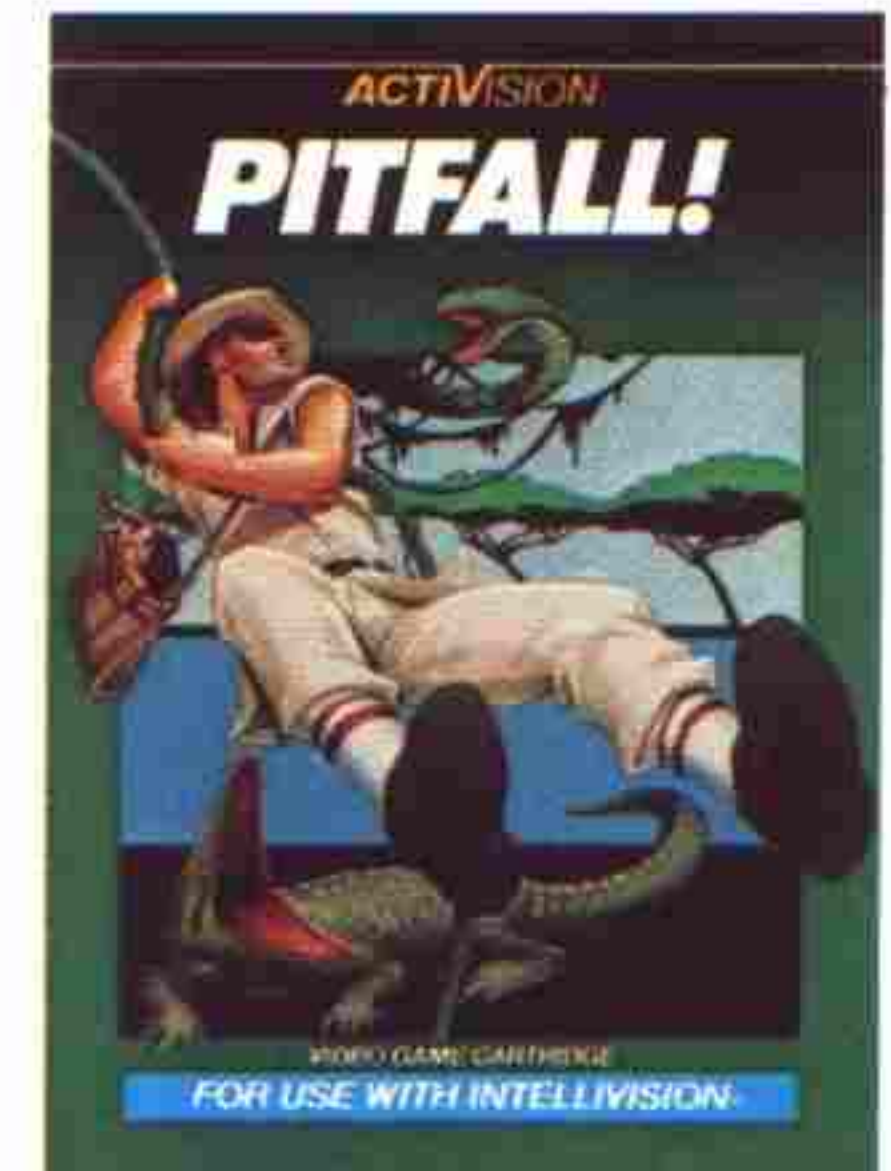
Also for use with the Sears Tele-Games® Super Video Arcade™

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

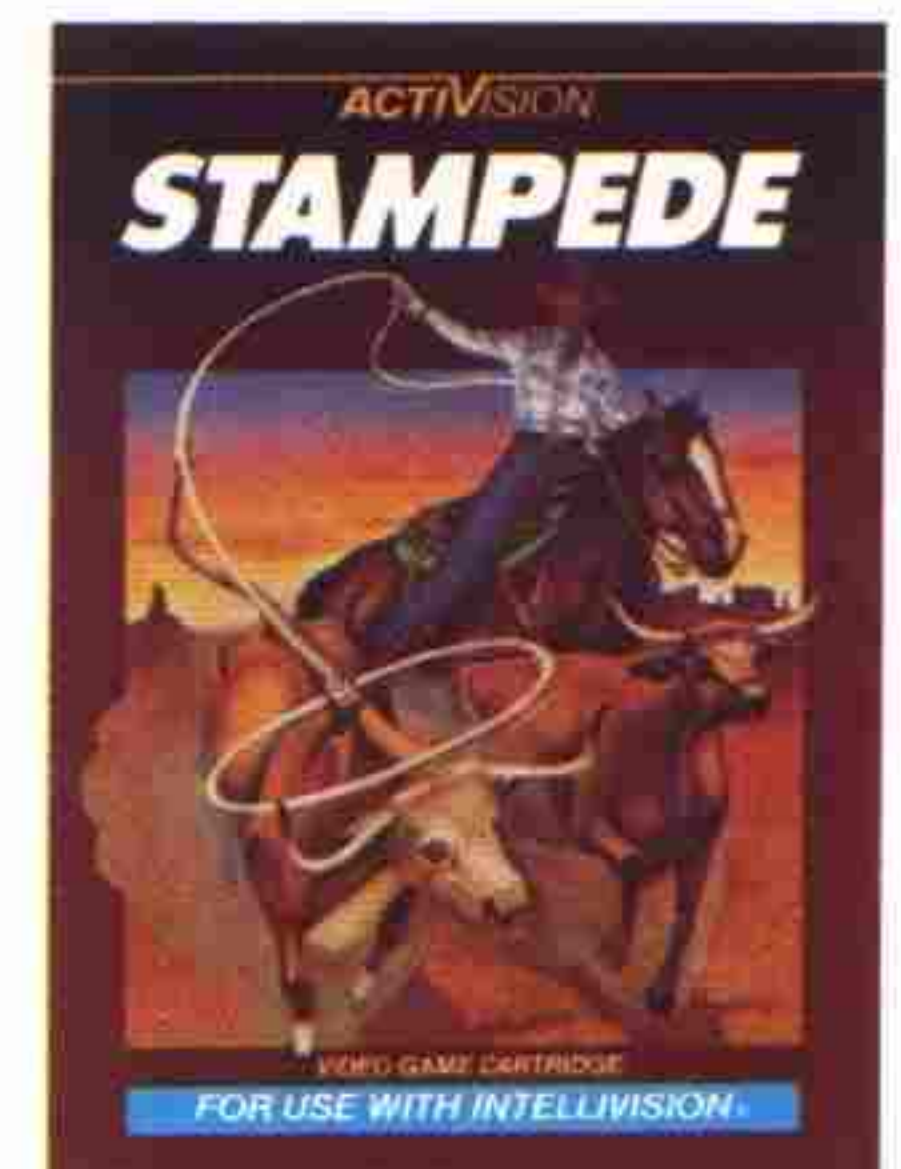
NEW FOR USE WITH INTELLIVISION®



Designed by David Crane. Danger lurks at every turn as Pitfall!™ 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.

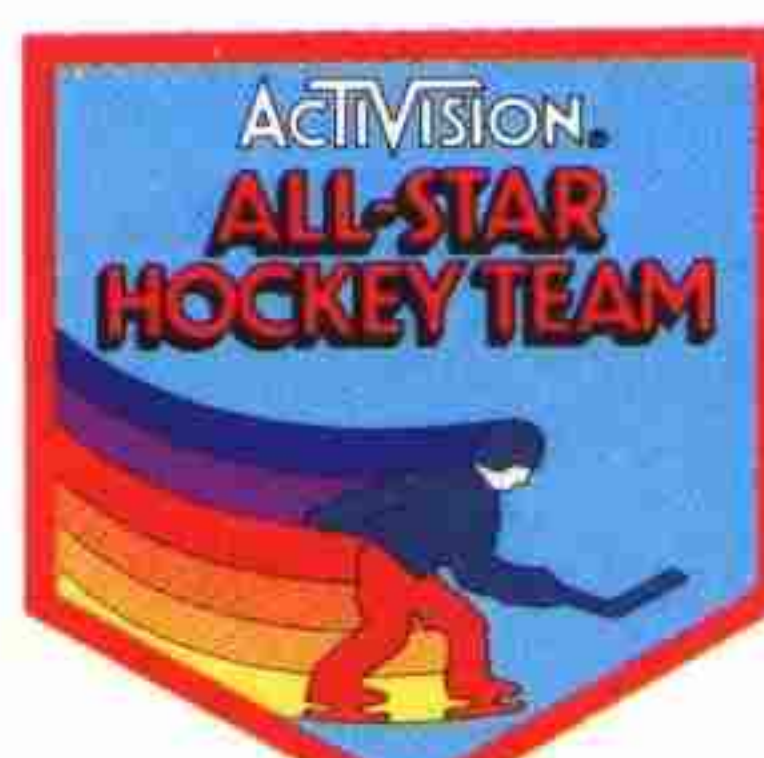


Designed by Bob Whitehead. Yahoo! Stampede® is bringing some kind of fun to Intellivision® owners. And some kind of challenge. The object of this tricky little game is to lasso as many stampeding calves as possible. Practice by yourself, or challenge a friend. But, hang on to your hat, keep your eyes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

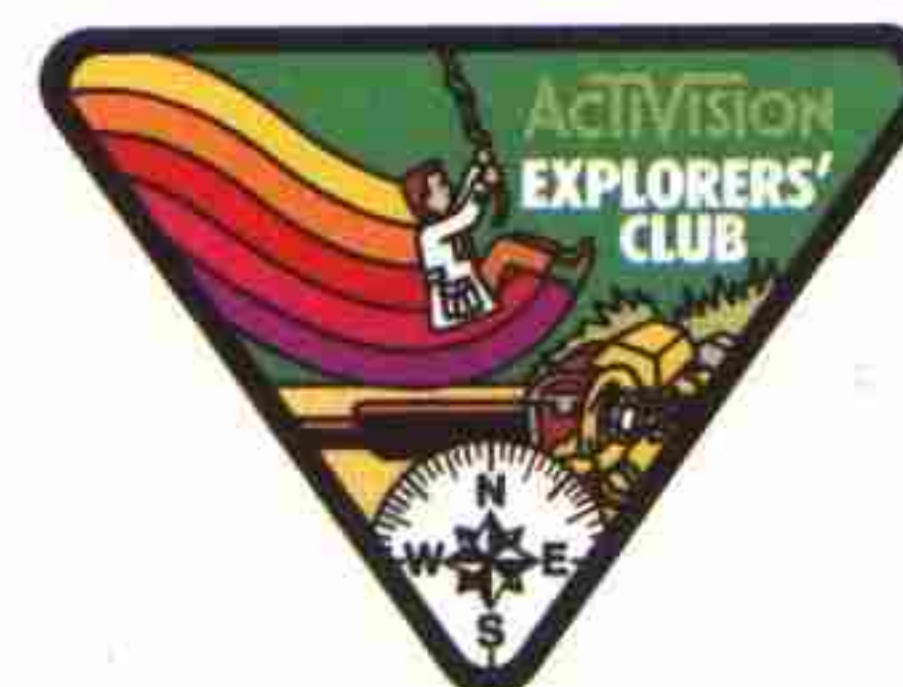


JOIN THE ACTIVISION TEAMS

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

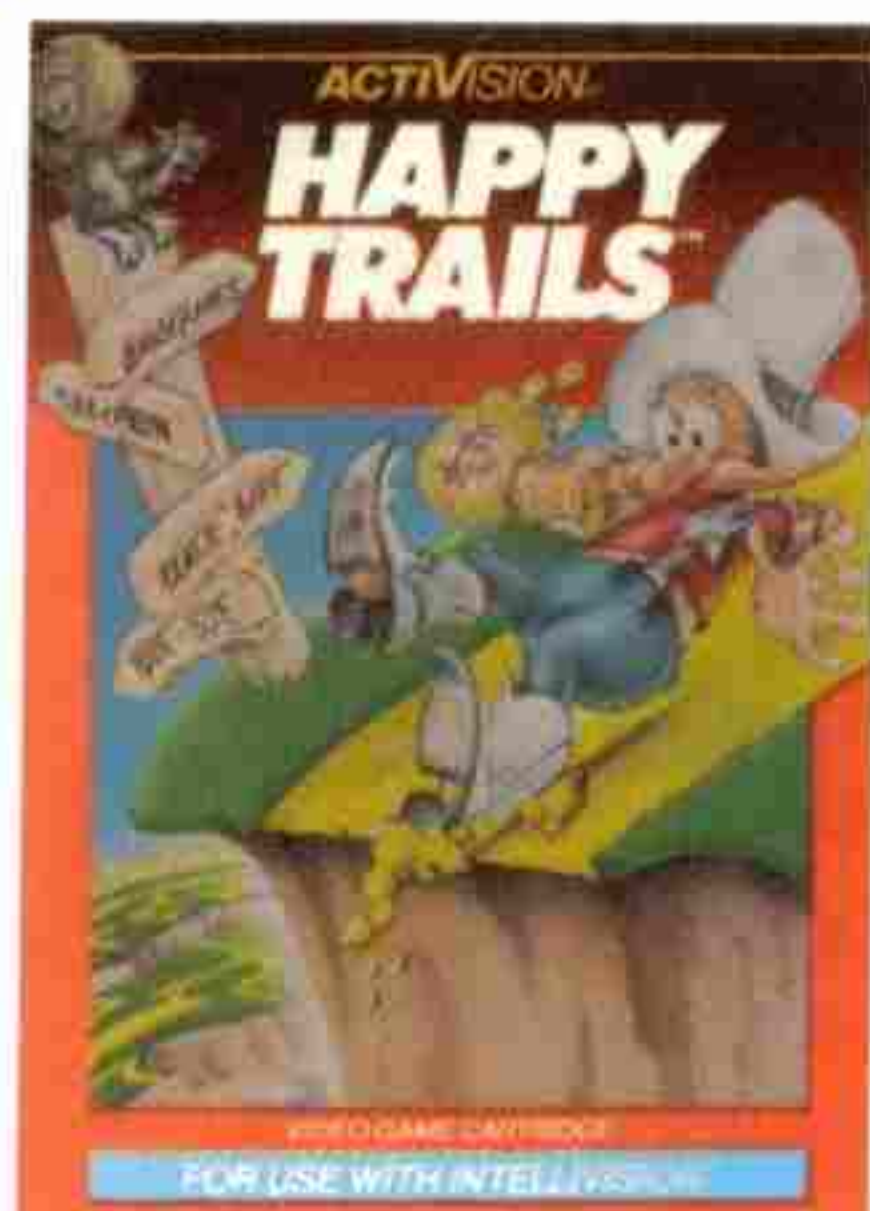


Our Vision For Intellivision®

The extraordinary playability, originality, sound effects and graphics of Activision are here for Intellivision®. There's Pitfall!™, our smash jungle adventure game, Stampede™, a classic western roundup, Happy Trails™, a "locate the loot" game puzzle, and a massive spacefortress designed to rock the universe in The Dreadnaught Factor.™

Now, we're introducing three fantastic new titles for the Intellivision system. Battle by water with River Raid™, blast through space with Beamrider™, and save the crops with Worm Whomper.™

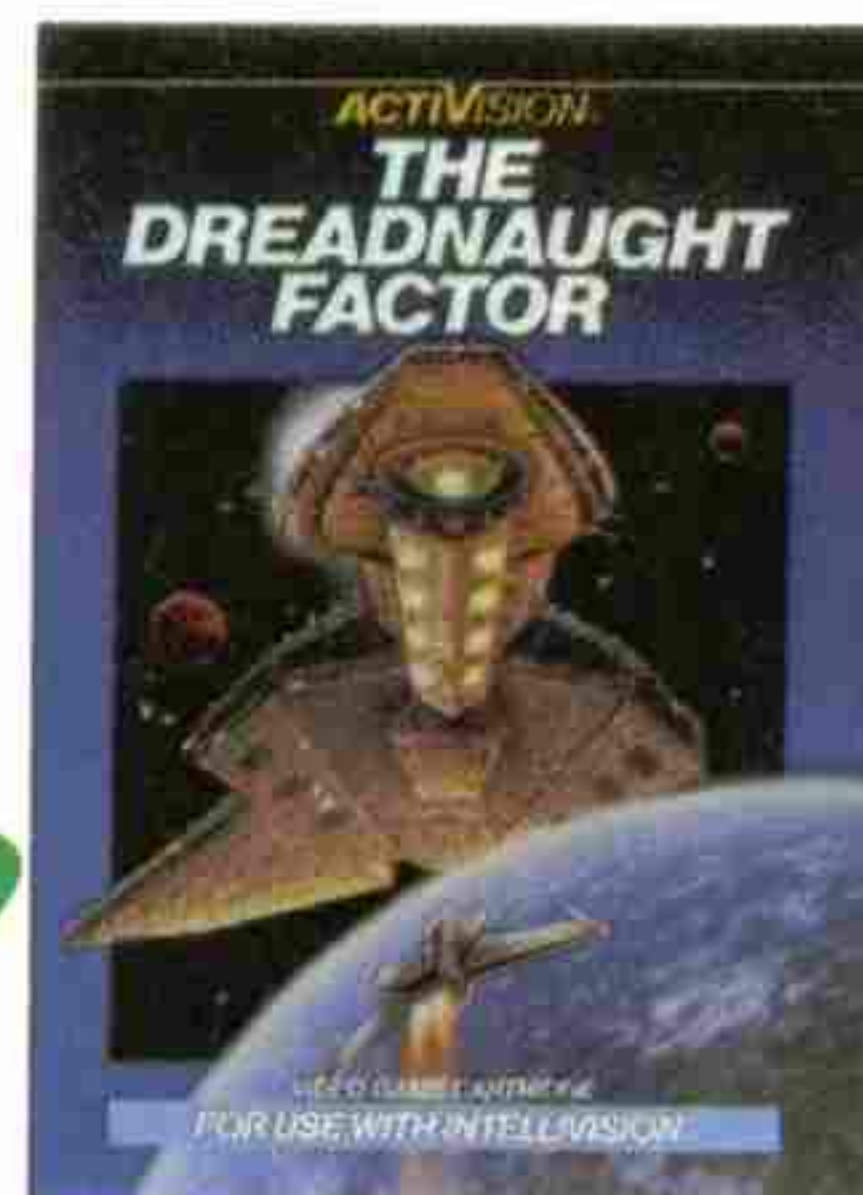
All great fun. All exciting. All by Activision.



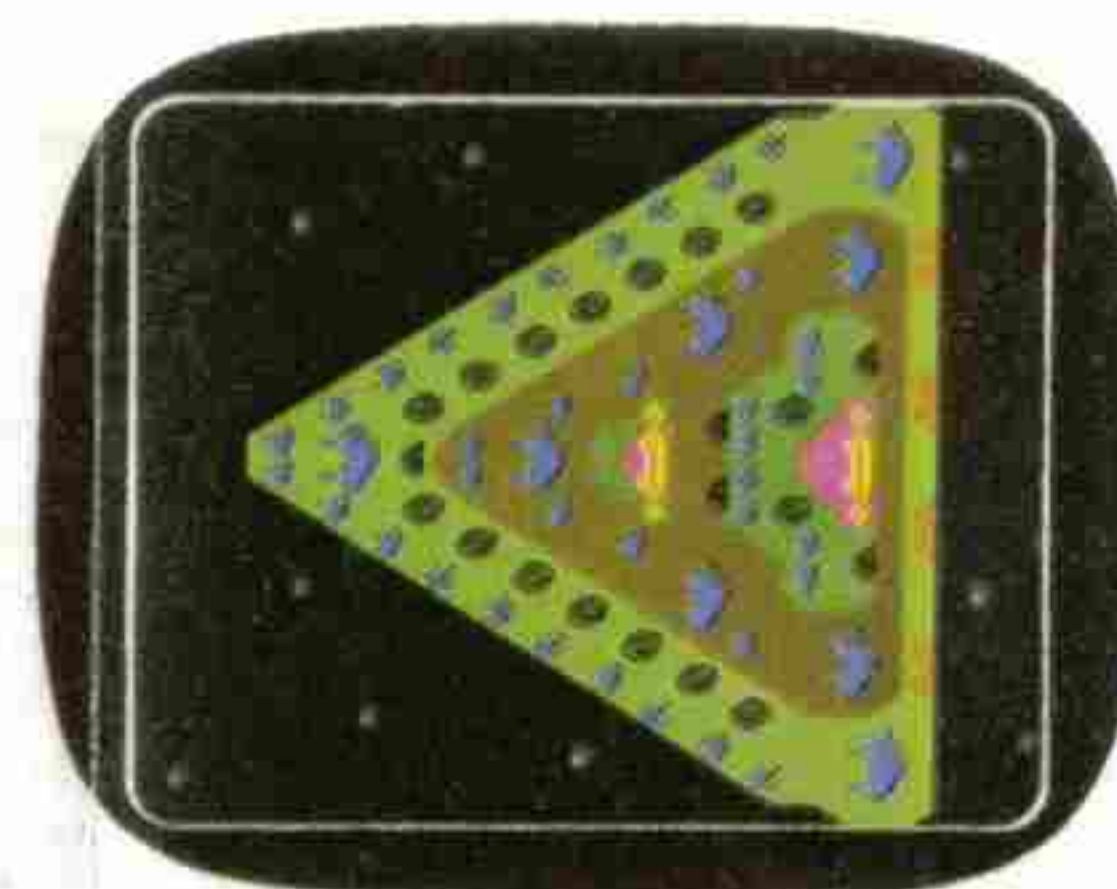
Designed by
Carol Shaw
Available Now!



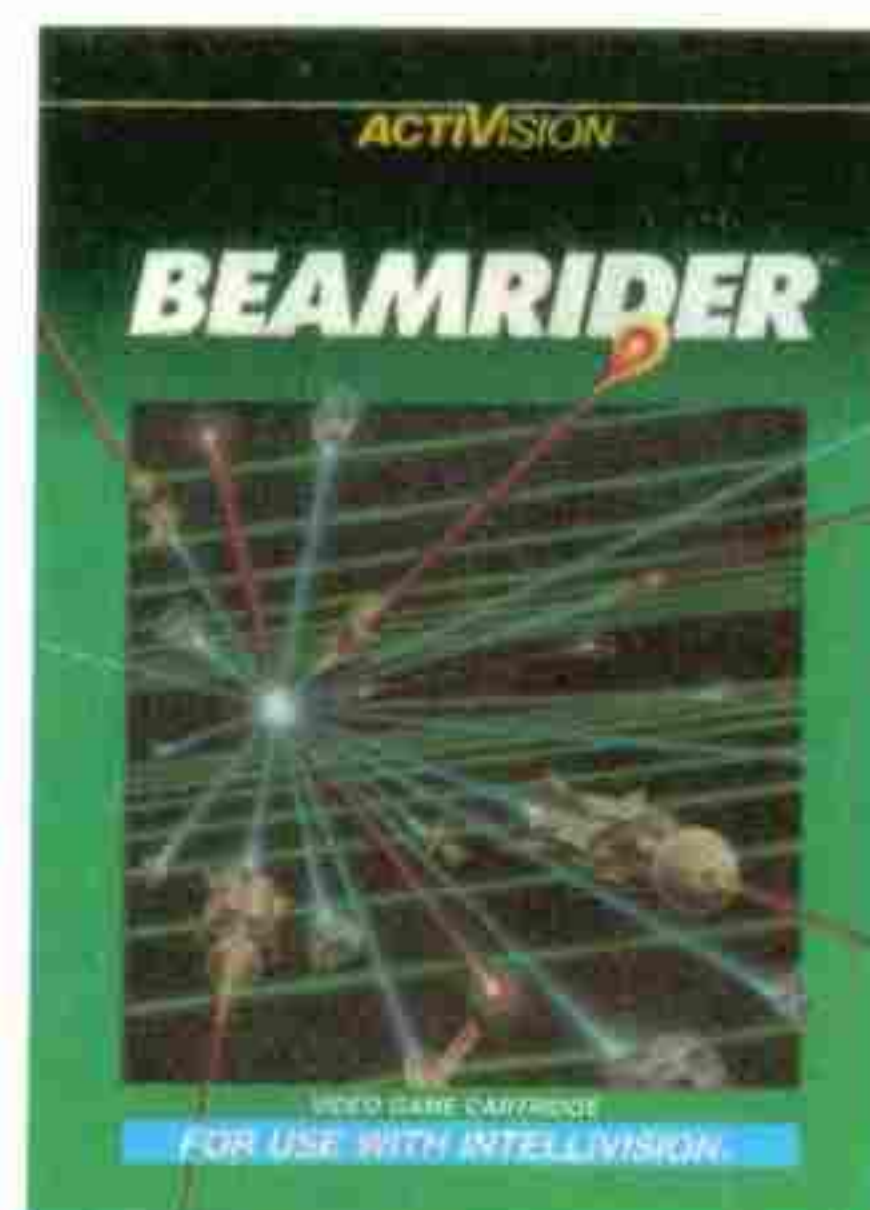
Dag nab it! That mangy critter Black Bart's robbed the stagecoach from Culver City and all heck's broke loose. Just when you're in hot pursuit, the trail you're ridin' on deadends into the side of the canyon. You've got to figger out another route by moving the puzzle parts to create a new trail, faster than you can say Happy Trails™ pardner.



Designed by
Tom Loughry
Available Now!



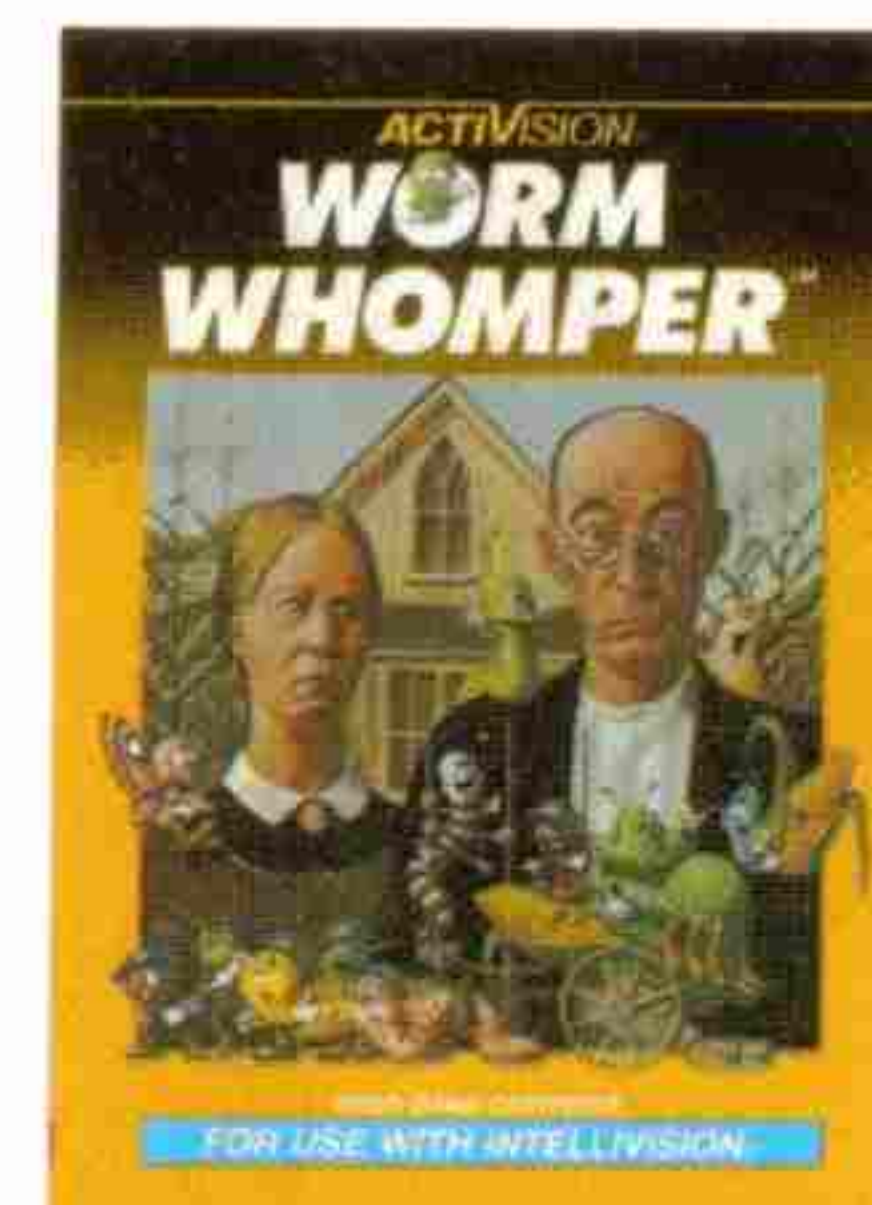
It's the most terrifying space siege ever to rock the universe! The dreadnaught's approach is awesome to the eye—10,000 times the weight of your tiny hyperfighter, 100 times its size. Your mission is to stop it before it enters your stargate and destroys the planet Terra. And, if you succeed, 100 other dreadnaughts loom on the horizon. Strategy now. Courage forever with the Dreadnaught Factor.™



Designed by
Dave Rolfe
Available Now!



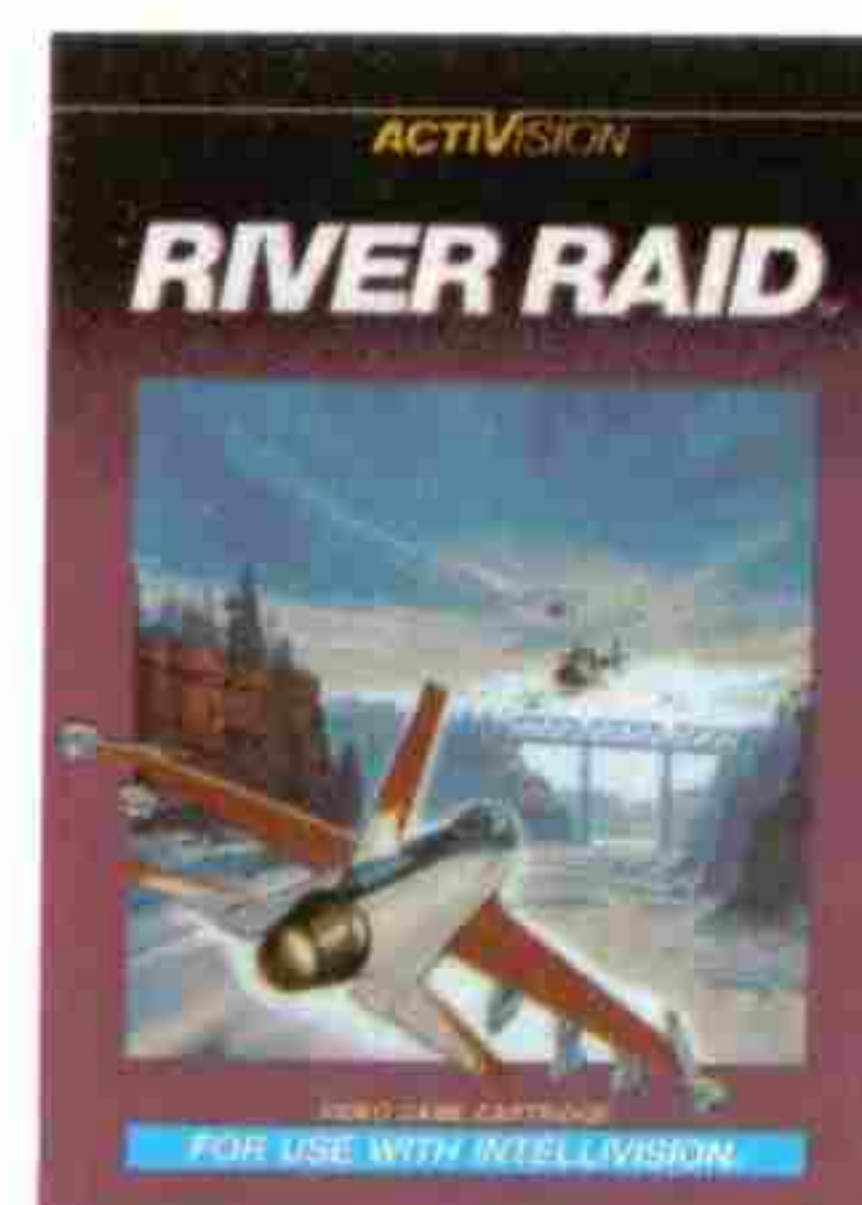
An impenetrable shield of light, 99 sectors deep, is encompassing the planet. You, alone, must cruise from beam to beam, casting lariats of laser bolts into white saucers, red zig bombs, yellow chirpers and more! The quest: to penetrate the shield and restore space exploration to the planet. You have the skill! You have the daring! You are Beamrider!™



Designed by
Tom Loughry
Available Now!



Welcome to Felton Pinkerton's farm where corn grows high at harvesting time. *But, wait!* Wave after wave of horrible corn huskers are slithering, sliding, oozing toward your corn crops. The corn must be saved! The worms must be whomped! Run to the shed, grab your B-U-G pesticide and spray, Spray, SPRAY! Worm Whomper.™ Watch what crops up!



Designed by
Carol Shaw,
adapted by
Peter Kaminski
Coming Soon!



The enemy has positioned a series of bridges across the river to ensure a supply line. Your orders are to destroy those bridges, and demolish choppers, tankers, and jets that patrol along the waterway. As you advance, the canyon narrows and the enemy gets smarter. Stay alert, the enemy never sleeps. And any mistake you make could be your very last. River Raid.™ Can you make it?



ACTIVISION®

For the dealer nearest you, write:
Activision, Inc., Consumer Relations Department
Drawer 7287, Mountain View, CA 94042
(800) 227-9757 or
(415) 960-0410
in California