

ACTIVISION™

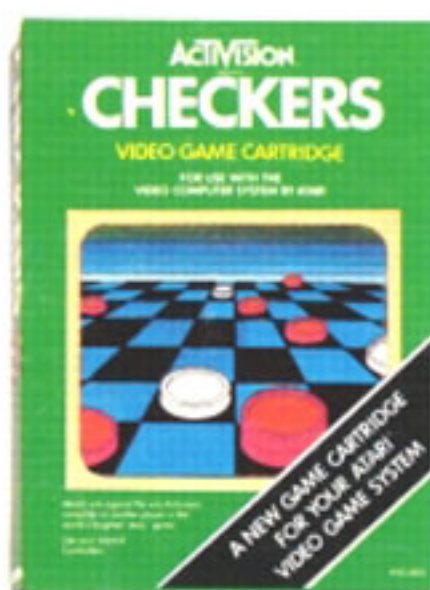
presents more new video game cartridges
for your Atari Video Computer System™:



DRAGSTER

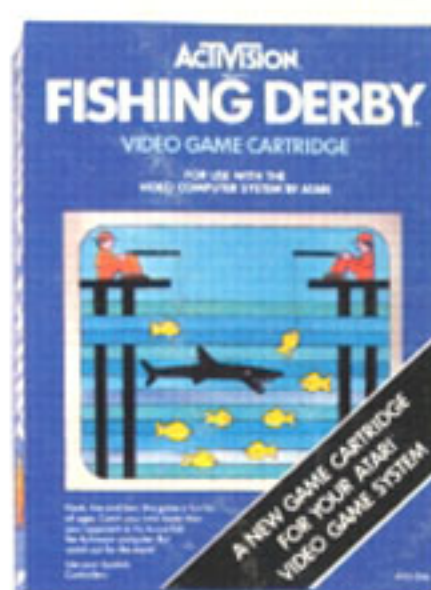
Drop your Dragster into gear, stand on the gas, watch the countdown, pop the clutch and GO! Your motor revs up (watch that red line or you'll blow your engine!), you shift quickly through the gears and burn rubber across the screen to beat the competition or knock a hundredth of a second off your best time. Bet you can't get to the finish line in under six seconds! And if you get really hot, you can try the spine-tingling Game 2, where you have to **steer**, too!

Look for these new Activision game cartridges (and more to come!) wherever you buy video game cartridges. If you can't find them, write us and we'll tell you who has them in your area.



CHECKERS

Here's your chance to match wits with Activision's computer or another player at the world's toughest "easy" game. You can choose levels from novice to expert and play for hours. The rules are the same, but Checkers by ACTIVISION™ is a whole new game. You'll find the whole family ganging up on the computer.



FISHING DERBY™

Here's the first video game that is as much fun for grandparents and grandchildren as it is for all the sharp-eyed game players in between. You've got hook, line and bait; the bay is full of beautiful sunfish; and all you have to do is land 'em faster than your opponent (or the Activision computer). The fish love your bait; they grab your line and run with it. But **watch out for the shark!** If your fish gets too close, he'll swing around and gobble up your catch!

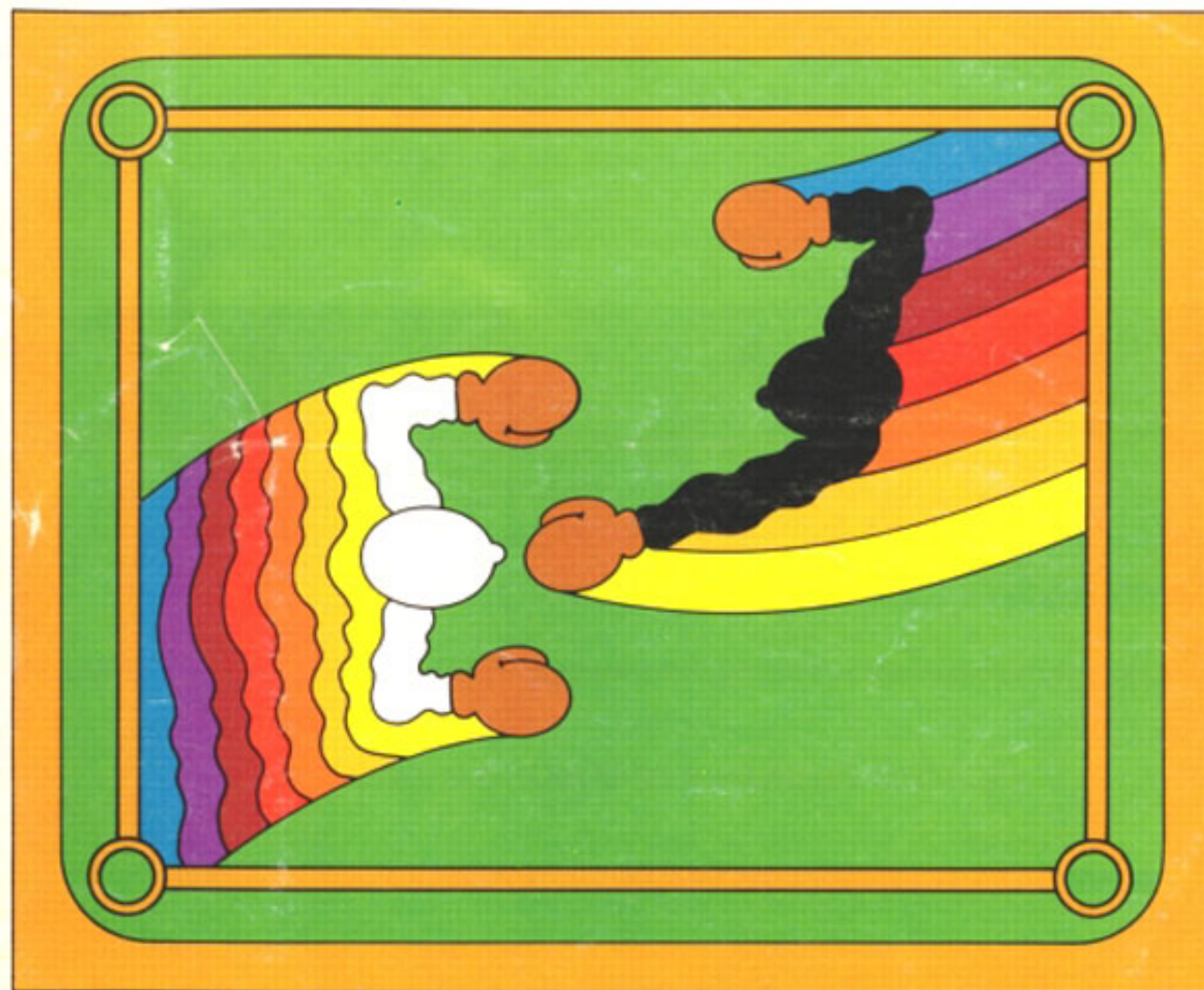
ACTIVISION™

Activision, Inc., 759 E. Evelyn Ave., Sunnyvale, CA 94086

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are trademarks of ATARI, INC.

Tele-Game™ is a trademark of Sears Roebuck & Co.

ACTIVISION™ BOXING INSTRUCTIONS



Most people have fun with Activision video game cartridges as soon as they plug them in and start playing. So go ahead! Use your Joystick Controllers. And when you're ready to learn a few Boxing tricks, read these simple instructions. O.K., shake hands and come out swinging . . .

ACTIVISION™

BOXING BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Select game with game select switch.
Game 1: You against the Activision computer (he's in black).
Game 2: You against another player.
5. Use left Joystick Controller for boxer in white and to play against the computer (Game 1).
6. Use right Joystick Controller for boxer in black (Game 2).
7. Hold Joystick Controller with red button at upper left. Push button to punch. Hold down for combination punching.
8. Choose your difficulty or handicap for each player (or the computer):
a (up)—Slow down a bit
b (down)—Normal speed
9. Press game reset to start each 2-minute round.
10. Scoring (top of screen):
Long jabs = 1 point each
Close power punches = 2 points each
100 points is K.O. (It's tough, but you can do it.)
Best score at end of match is The Winner!

Note to owners of Sears Tele-Game™:
On your Sears system, difficulty (instruction #8) is called **skill left (or right) player**, a (or up) is **expert** and b (or down) is **novice**.

Special Features of Boxing by ACTIVISION™

Scoring points: When you get near enough to your opponent to throw a punch, press the red button. Each punch moves your opponent **slightly back and away from the punch**. If you move him to the ropes, he can't easily duck the next punch, and you can set up a real scoring barrage. But don't get caught on the ropes yourself!

Watch your distance. If you move in too close, the computer gets tougher; but if you're too far away, you can't land scoring punches.

Give yourself a fighting chance. Put your difficulty setting (the left one) down to **b** and set the computer's difficulty control (the right one) up to **a**. Then, when you're ready for a really tough bout, take the computer on at **b** and see how well you do.

HOW TO BE A CHAMPION AT BOXING BY ACTIVISION™

Tips from Bob Whitehead, designer of Boxing



Bob Whitehead, a senior member of Activision's design team, began designing games for the Atari system in 1977 and worked on numerous well-known game titles. He is busily at work on new games for Activision.

"I wanted Boxing to be fun to play the first time you try it, but I designed some little tricks into the game that will make it more challenging the more you play.

"You'll find that the way to win at Boxing is to hit and dance, hit and dance (just like the pros). Draw off your opponent's jabs by making him punch while you're dancing away from him. His jab gives you an opening to move in and score. Then dance away fast to stay in charge.

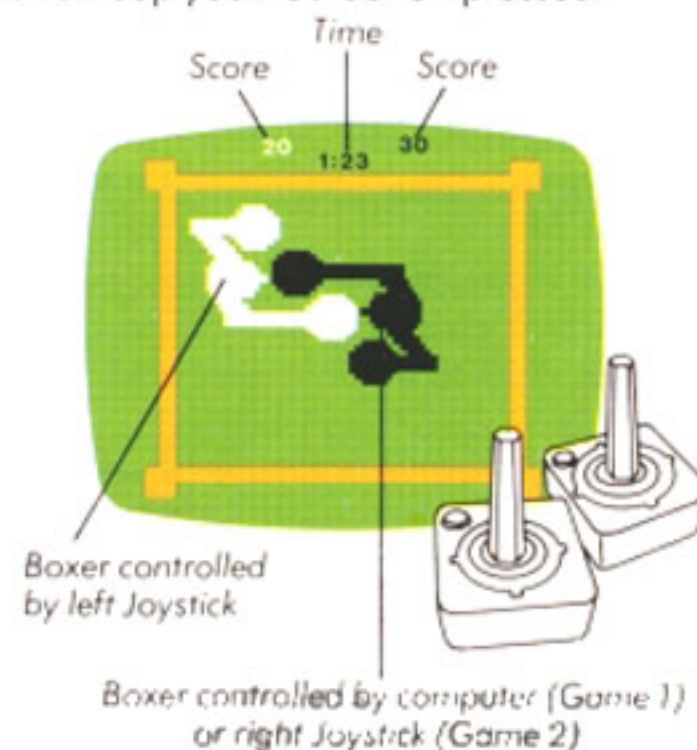
"When you're sparring with the computer, you'll do best by throwing long jabs, moving in for an occasional power punch, then dancing quickly out of his reach. And watch out! When he gets behind, he gets better. But hang in there if **you** get behind; after the first minute (of each two-minute bout), the computer gets a little tired, and his reactions slow down. Come on strong at the end of the round and you might still catch him. By the way, I shortened the rounds to 2 minutes because . . . well, you'll see why when you've gone a couple of rounds.

"Your best strategy for winning is to jab your opponent until you move him to the ropes, then charge in, mix it up in close, and keep your red button pressed down. You may be able to repeat a punching combination that builds up your point score fast.

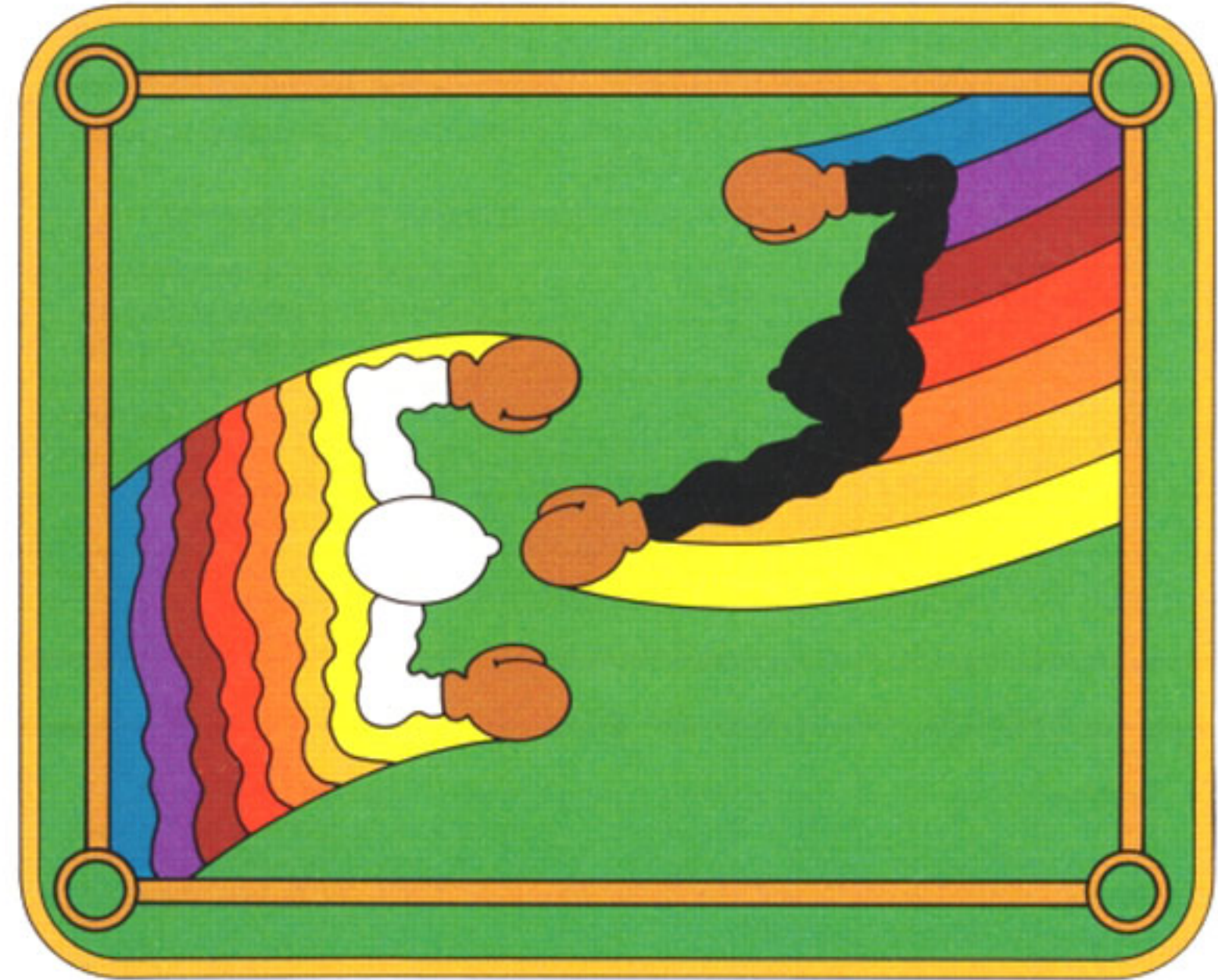
"But—please—be fair to newcomers. Give yourself a handicap when you're showing them Boxing. We don't want you to lose your friends.

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Activision, Inc., Drawer No. 7287, Mountain View, CA 94042

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

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Note to owners of Sears Tele-Game Video Arcade system:
Difficulty switches are called skill left (or right) player and **a (up)** is **expert** and **b (down)** is **novice**.

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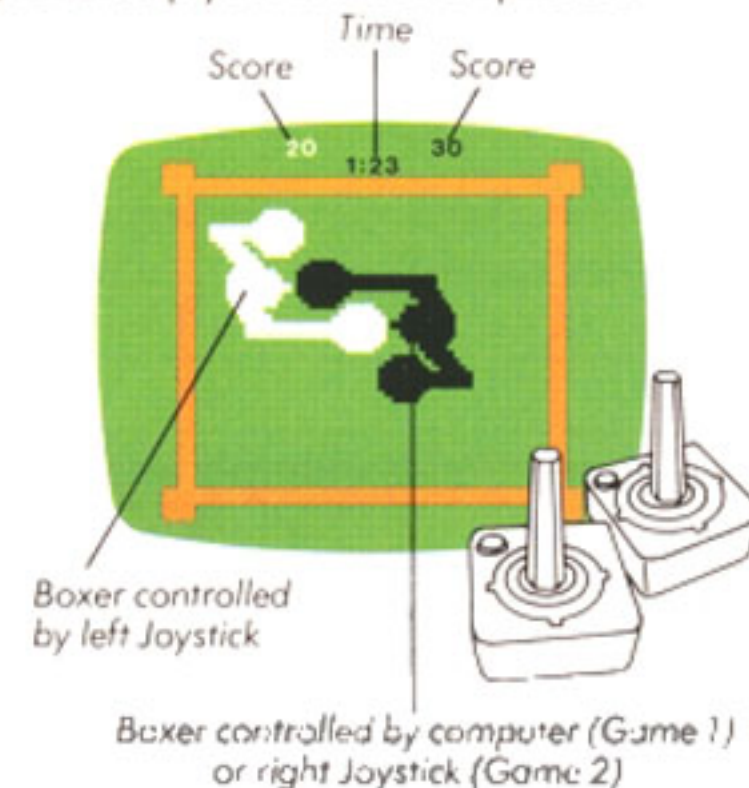
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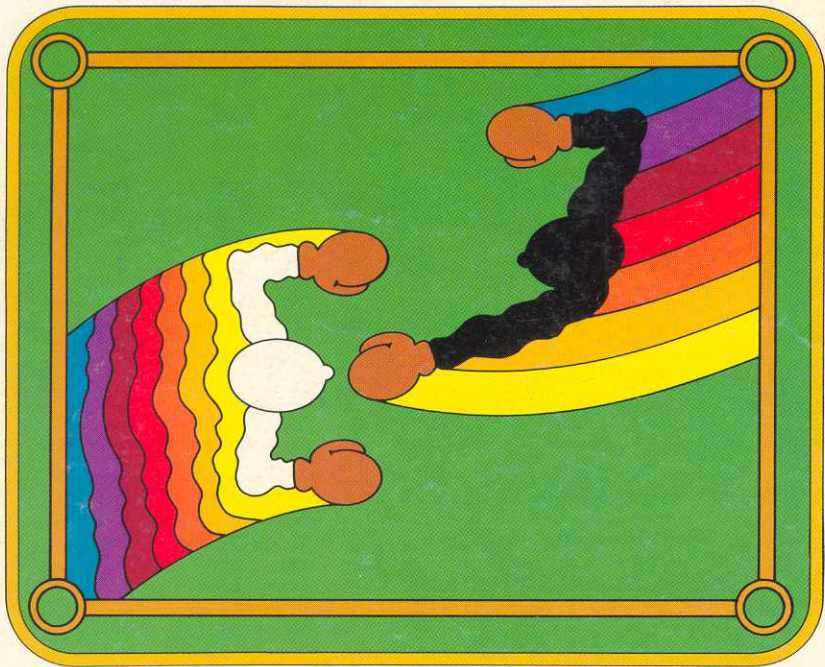
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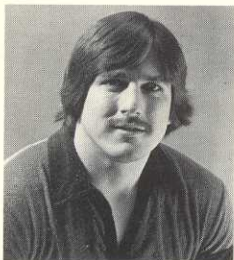
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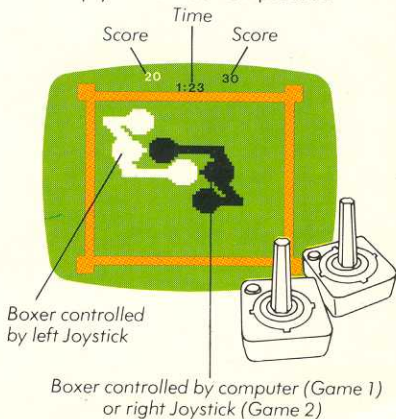
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