



PHILIPS

PHILIPS G7000 HOME VIDEO COMPUTER GAME...



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PHILIPS VIDEO

...MORE THAN JUST A GAME



The Video Computer Centre



PHILIPS

...that makes learning fun and playing a family pastime!

A simple to use video centre with the most sophisticated educational and fun games available for 'in home' entertainment.

Based on up to the minute electronic technology, the computer has at its centre a microprocessor. Inside the microprocessor is a tiny silicon chip, measuring no more than four square millimetres, consisting of thousands of circuit elements. It is this 'chip' that controls the infinite number of responses to cartridge, keyboard and multi-directional hand units.

As an educational unit it can be of great value to children and adults alike, with Videopac games which teach from simple additions, to computer technology, and basic spelling to mind testing cryptograms.

As a game centre, the selection of Videopacs enable a whole range of sophisticated fast moving games to be played — electronic athletes and vehicles that respond just like the real thing. Applause from the crowds, the roar of explosions and crackle of engines are just a few of the audio reactions that are built into the Videopac programmes to complete the Video Computer realism!



VIDEOPAC 1

Race. Spin-out. Cryptogram.

In Videopac 1 you've got the choice of two action-packed motor racing games plus a word game that's a mental blockbuster! RACE puts you in the fastest car on the track — you're racing against the clock through a high-speed maze of fast-moving cars. Or try SPIN-

OUT — it's you against your opponents, up to 15 fast and furious laps with real-life thrills and spills. CRYPTOGRAM is the word game where the computer encodes a secret message keyed-in by you in a different random way each time. Can your opponent find the message, and beat you and the computer?



Philips video game



VIDEOPAC

2

Pairs. Space rendezvous. Logic.

PAIRS tests your powers of memory. The player has to pair symbols covered by the letters shown on a grid. The idea of the game is to see if you can remember which symbols are hidden behind which letters. SPACE RENDEZVOUS is an exciting game for 2 players. Each has control of a space module which he must soft-land on the moon's surface and then

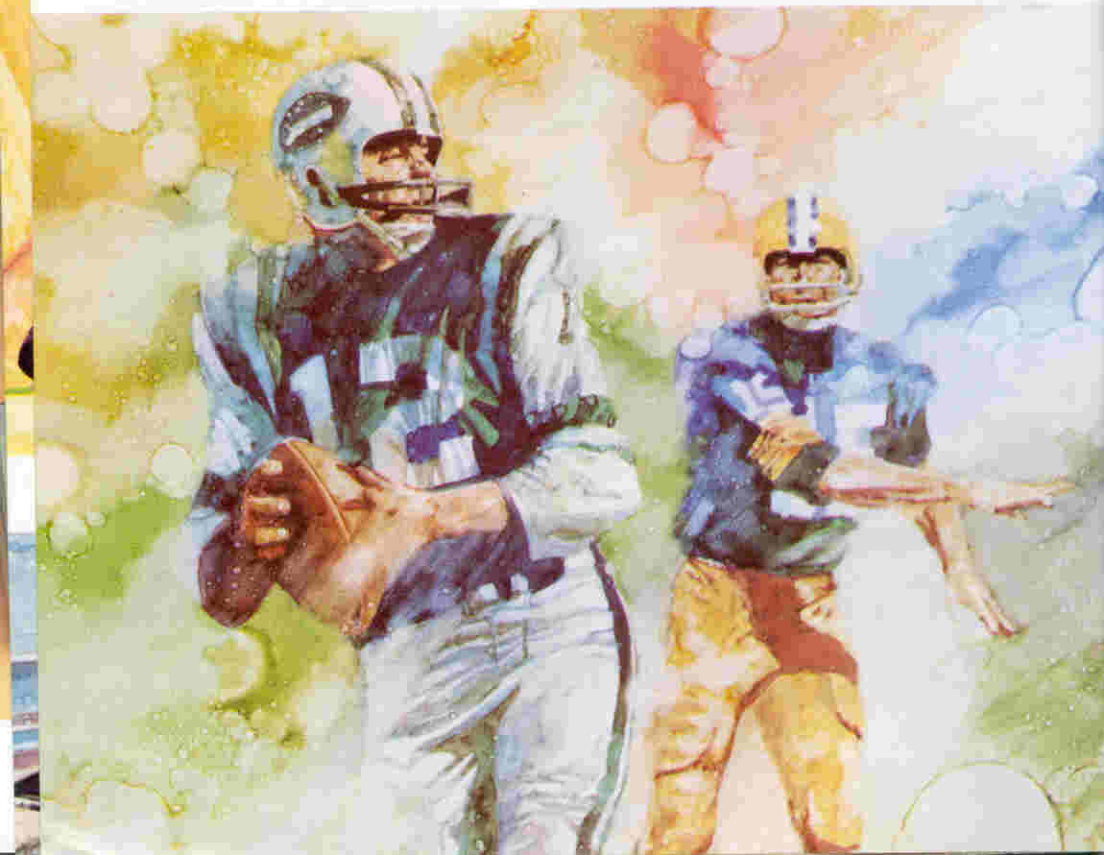
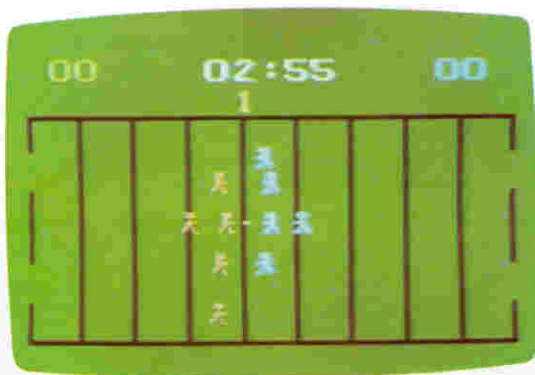
successfully re-couple to the mother ships with a limited amount of fuel! Fail and you crash land on the moon's surface! LOGIC is a guess-the-secret-code game in which the player has to crack a code stored in the computer's memory. The computer helps you with clues but you must guess the code and sequence.



VIDEOPAC 3

American football.

Sample the thrills of this fast-moving game! Two opposing teams are realistically portrayed on the screen. The object of the game is to score by carrying or kicking the ball over the opposing team's goal line. By manipulating the hand controls you can determine your tactics and make your players run, tackle, pass or kick the ball in an effort to score as many goals in the game time of three minutes.



VIDEOPAC

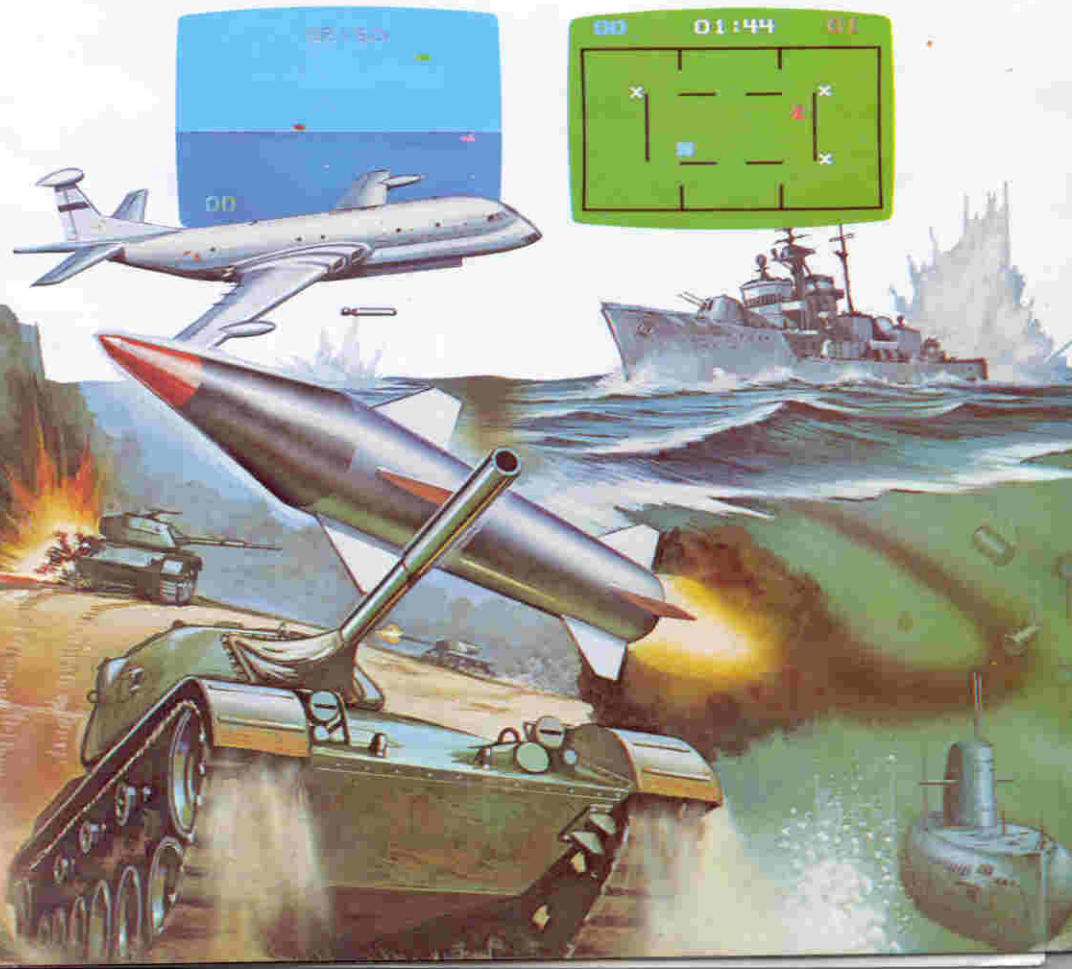


Air-sea war. Battle.

Two war games that demand skill, tactics and nerve in the face of the imposed time limit!

In AIR-SEA WAR a submarine battles with a war plane using bombs and guided missiles. The players can also avoid enemy fire and missiles by skilful use of the controls. To heighten the realism neutral ships are situated

between the two opposing sides. BATTLE is a game of quick reactions! Two tanks each equipped with 20 rounds of ammunition — shells or guided missiles — fight it out on a battle field which affords both cover and danger in the form of minefields! Quick thinking and manoeuvrability are called for in this exhilarating game!



VIDEOPAC 5

Blackjack.

Try and beat the bank in this tension packed game of cards! The computer holds the bank, deals the cards and gives each player a basic stake of 1,000 to start with. You bet as much as you like and try to beat the computer. And you can double your bet if you make Blackjack or if the computer invites you! For one or two players.



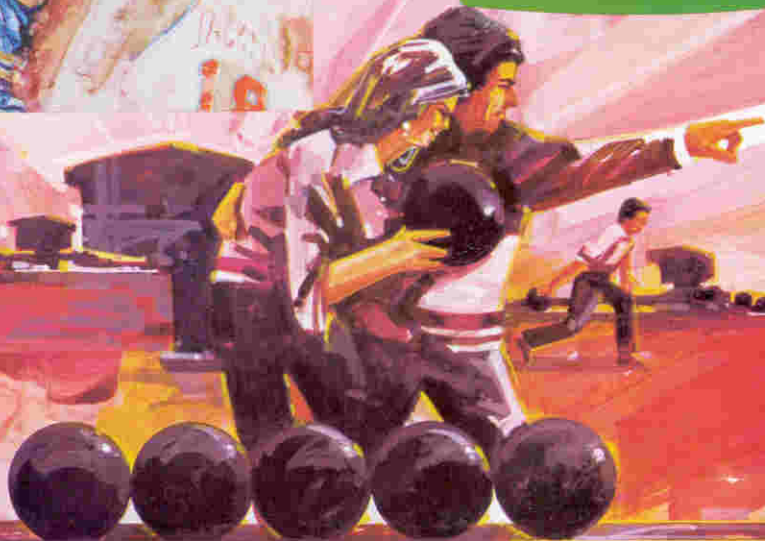
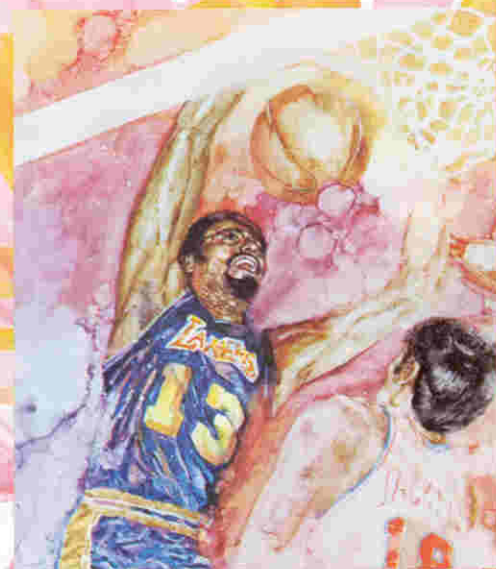
VIDEOPAC

6

Ten pin bowling. Basketball.

In this game of TEN PIN BOWLING it's not just a question of aiming your ball at the pins! You can control the direction of your shot and attempt a 'STRIKE' with each ball — it's harder than you think! In BASKETBALL two realistic players

try to outmanoeuvre each other and get as many baskets as possible in 5 minutes. Each player can control his man — running, tackling and shooting, but don't hesitate or the computer will snatch the ball from you and give it to the opposing player!

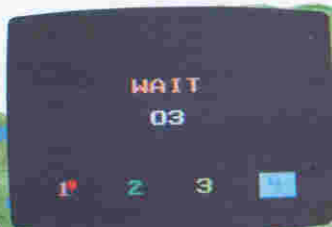


VIDEOPAC 7

Mathematician. Echo.

Mathematician features three levels of difficulty from simple to downright brain-teasers! The user is given a problem to solve by the computer. Questions answered correctly are rewarded by a 'CORRECT' display from the computer. This game is an invaluable

aid to help children progress from simple to more advanced arithmetic. ECHO really stretches your powers of memory and concentration, then invites you to repeat it — if you can. Easy? Wait until the computer starts flashing up a sequence of 10 random numbers. You'll be scrambling for pen and paper!



h7÷12.9r=17015

RRRECT

IP=71=7ED

=X
RECT

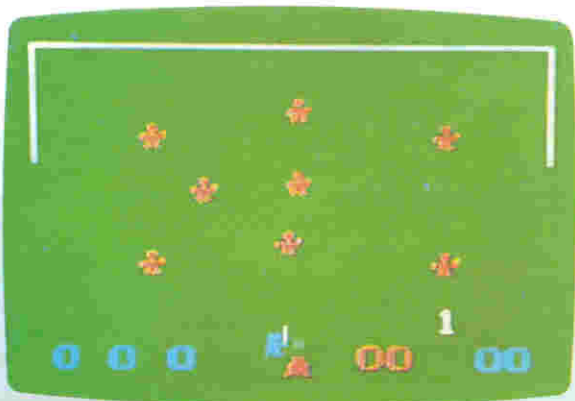
MATHEMATICS



VIDEOPAC 8

Baseball.

A fast-moving game almost exactly as played in real life. Two teams combat each other in a contest to score as many runs as possible. When a player makes a run, realistic crowd sounds heighten the excitement of the game! Each player can control his team's movements — batting, pitching and fielding in this game of skill and tactics!



VIDEOPAC 10

Golf.

The ultimate tournament for fine weather players and their families too!! Up to four persons can play over 9 holes with a par for the course of 36. You must keep to the fairways avoiding the trees or your golfer gets very upset! When one hole is finished the next one comes up

automatically. The joystick is used to position the end of your player's club each time you address the ball. The direction it travels is determined by this angle, and you are allowed to take practice swings to confirm direction. The player who finishes with the lowest score after the 9 holes is the winner.

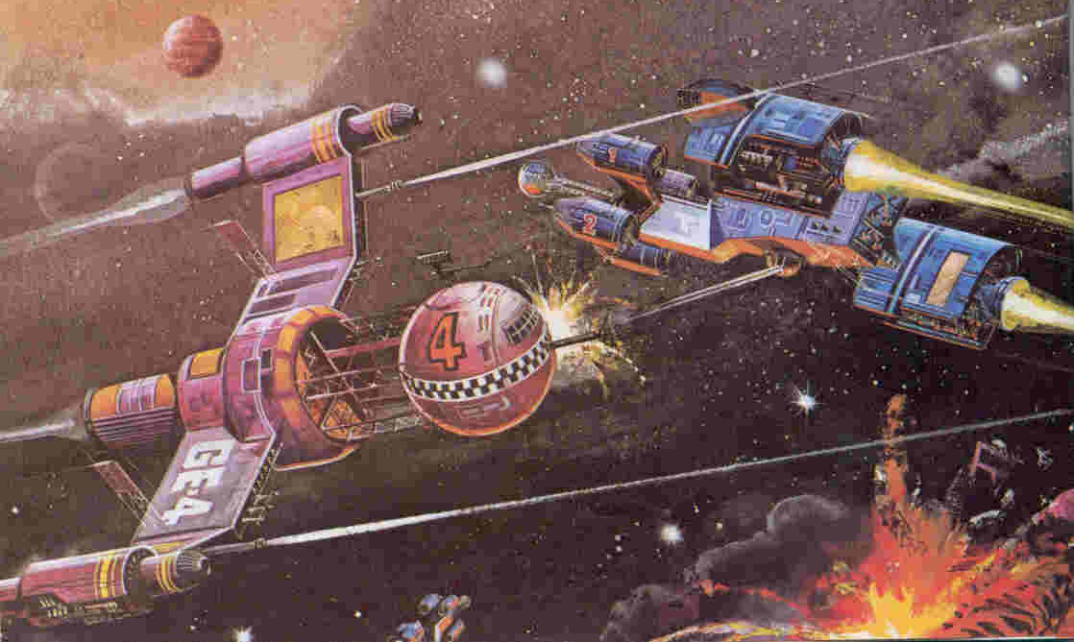


VIDEOPAC 11

Cosmic Conflict.

In this battle for the stars, prove your worth as a fighter "Ace". The object of this game of skill is to destroy your enemy's space ships before he has a chance to destroy yours. You have two types of ships to fire at — 15 in all — cargo ships that float across the screen or fighters that fire while speeding towards you. There's a choice of evasive action or shooting with your

laser gun, but remember, if you don't get him first he'll get you! The object of your mission is to destroy the enemy using as little of your energy units as possible. As a finale to the battle, Star Command expresses its opinion of your skills by transmitting one of a number of directives, ranging from "You are retired in disgrace" to "Promoted to Commodore". How skilled are you?



VIDEOPAC 12

Take the Money and Run.

Two players try to make their fortunes despite inflation, taxation and thieves. You start with a credit of \$500,000. Credit money representing income is steadily whittled away until you catch your robots — two white robots which try to avoid being caught as they run through a maze. The quicker you catch

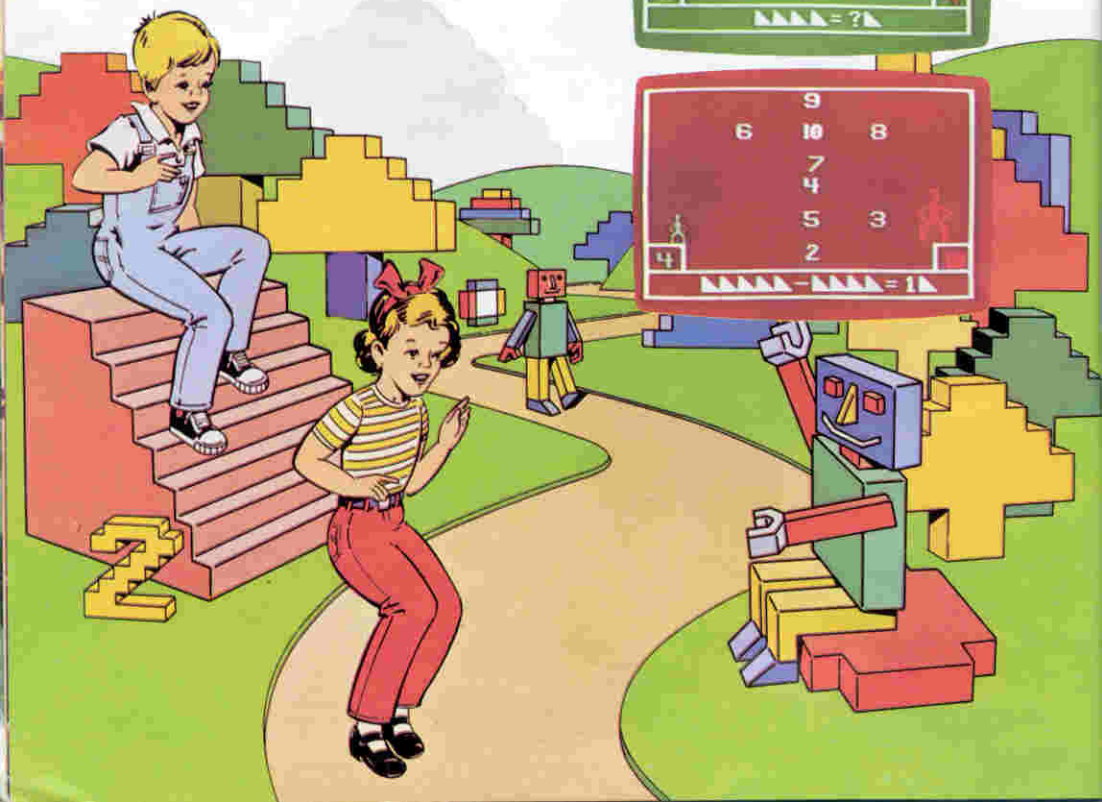
the white robot, the more money you make. But as in real life making money involves expenses. Two red robots now chase the players through the maze and the longer you avoid them, the less money you lose. To add to your problems thieves also try to steal your money! First player to make \$1,000,000 is the winner.



VIDEOPAC 13

Playschool Maths.

A game for children between the ages of 4 and 7 which makes learning fun. Each player has a cartoon figure which they can move about the screen using the individual hand controls. A maths problem is shown on the screen and 10 possible answers displayed. The players then chase the answers with their figures. The first player to catch the correct answer scores points. A number of simple problems are set, and the first player to score 10 points wins. An exciting educational fun game for young children.



VIDEO PAC

1-1

Gunfighter.

If you have ever fancied yourself as a quick-on-the-draw gunfighter in the Wild West — this game is for you!

Two gunmen face each other on the screen. The idea is to gun down your opponent. Rocks provide you with cover but you must watch out for ricochets! Both gunmen have six shots each and in order to reload they must touch one of the rocks which is a similar colour to themselves — dodging their opponent's fire at the same time. See you at sundown pardner!!



VIDEOPAC 15

Samurai.

A game for one or two players. You can either play against the computer or an opponent in a game of manoeuvre and capture. Each player attempts to out-

manoeuvre his opponent in order to capture his pieces. There are different skill levels from which you can choose in order to increase your proficiency.



VIDEO PAC 16

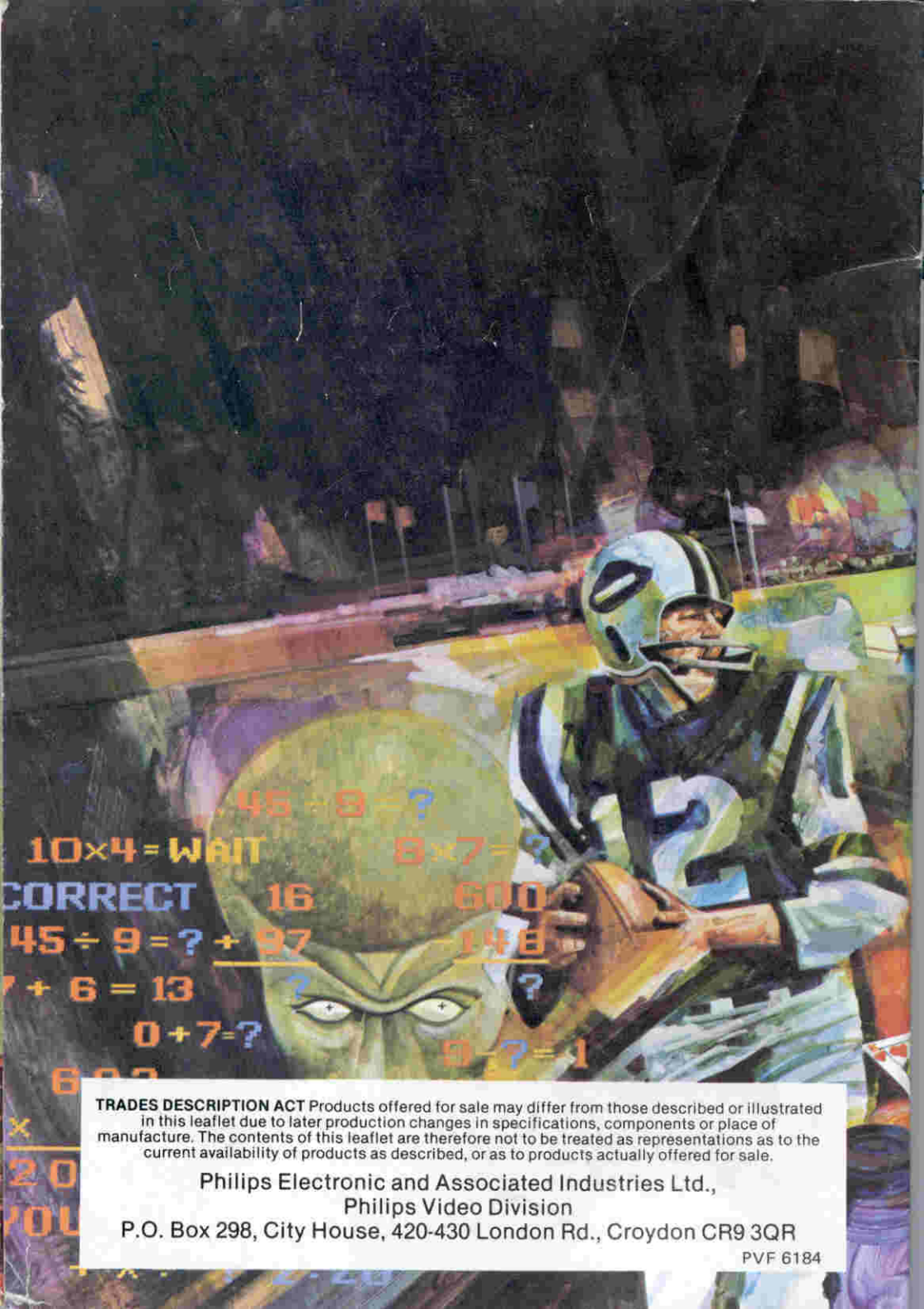
Marksman Depth Charge.

In MARKSMAN you have a rifle and 25 shots. The targets float across the screen — you determine at what speed. The more targets you hit — and raise your score — the faster the targets move across the screen. The faster the target, the higher the score value!

You either run out of time, or shots, to

end the game. In DEPTH CHARGE the sea shown on the screen hides 7 submarines which you have to search out and destroy. When you think you have located one — zero in & press the action button to fire — an explosion indicates a hit & the submarine 'surfaces' on the screen.





45 - 8 = ?
10 x 4 = WAIT
CORRECT 16
45 ÷ 9 = ? + 97
7 + 6 = 13
0 + 7 = ?
600
8 x 7 = ?
600
148
9 - 7 = 1

TRADES DESCRIPTION ACT Products offered for sale may differ from those described or illustrated in this leaflet due to later production changes in specifications, components or place of manufacture. The contents of this leaflet are therefore not to be treated as representations as to the current availability of products as described, or as to products actually offered for sale.

Philips Electronic and Associated Industries Ltd.,
Philips Video Division

P.O. Box 298, City House, 420-430 London Rd., Croydon CR9 3QR

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