

# PHILIPS G7000

HOME VIDEO  
COMPUTER GAME...



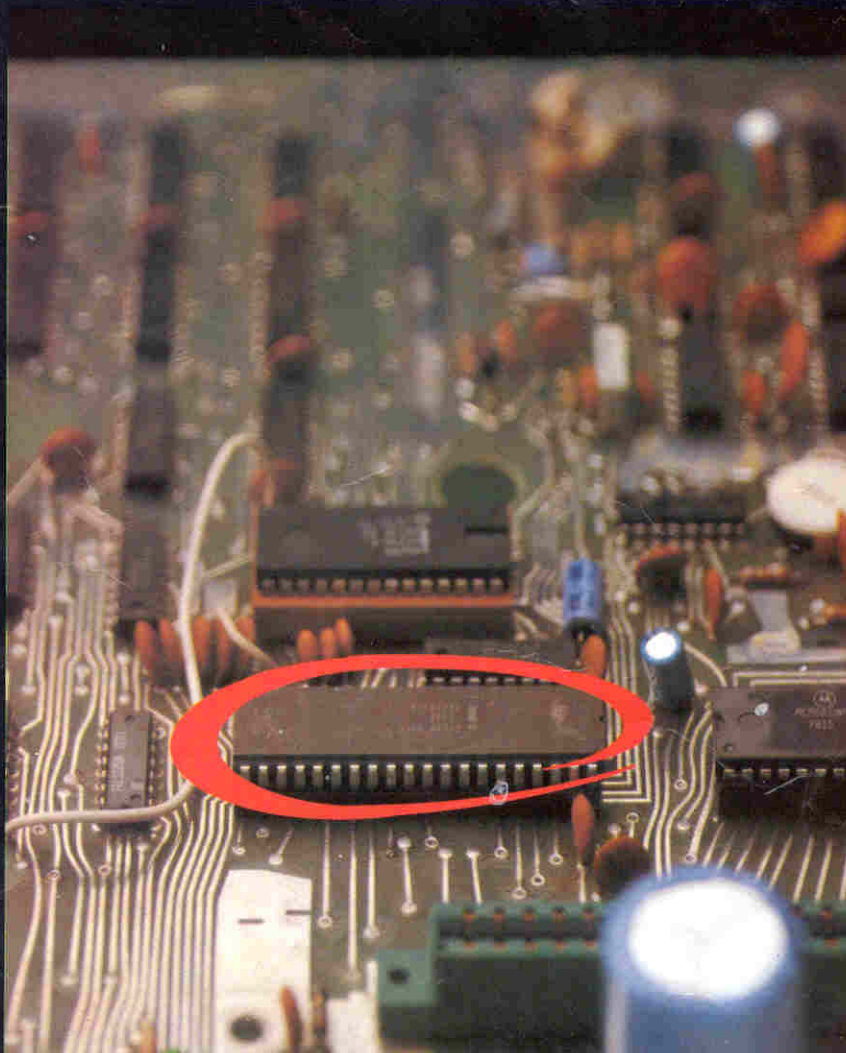
...MORE THAN JUST A GAME

PHILIPS





# SILICON CHIPS - THE HEART OF TODAY'S COMPUTER TECHNOLOGY



The Philips G7000 Videopac Computer is based upon the wonder of modern technology—the microprocessor.

Inside a microprocessor is a tiny silicon chip, often measuring no more than four square millimetres, and yet on this are many thousands of circuit elements.

It is one such device that gives the G7000 its real computer brain that can take split-second electronic decisions and make it one of the most advanced products of its type.



# G7000—THE VIDEO COMPUTER CENTRE 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 computer technology with a silicon chip at its heart, the G7000 is capable of instant decisions and reactions to its electronic touch keyboard or 2 multi-directional hand control 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!

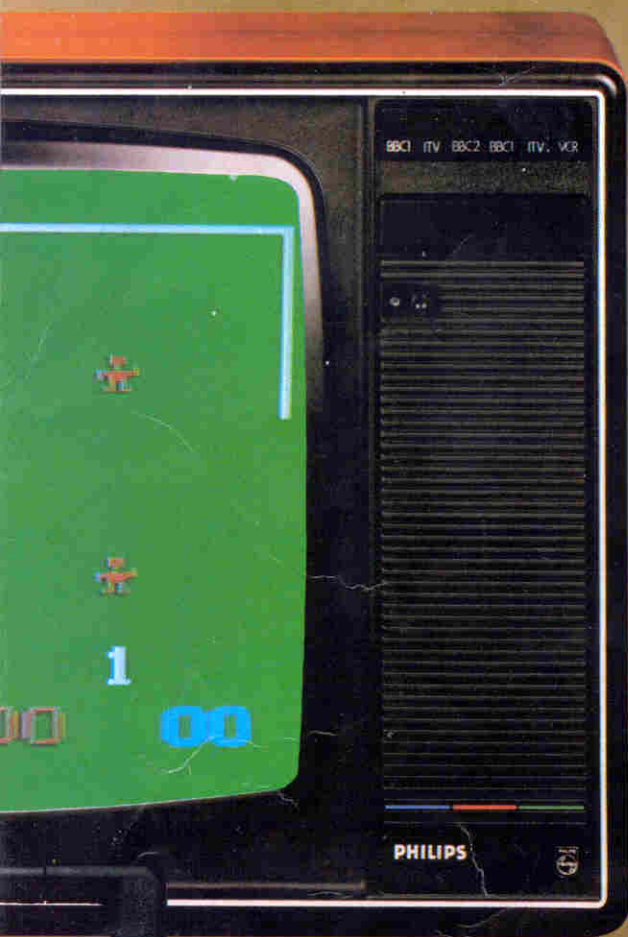


VIDEOPAC  
COMPUTER



Dimensions: Height 11.4 cm (4½") Width 34.3 cm (13½")  
Depth 33.00 cm (13") Weight 2.50 kg (5½ lb)





### How to Play

The G7000 Home Video Computer Centre plugs into the aerial socket of your TV. Set\* and is fully colour capable when linked to a colour television. Select the Videopac you want and slot it into the Centre—you're ready to learn or play!

If you've selected a word or mathematical game the electronic keyboard is where the action starts. It's fully alpha-numeric and acts as your command centre for the input of instructions which are relayed instantly to the television screen.

The multi-directional hand control units give accurate control and fast response in the action games and combine with the alpha-numeric keyboard in other games to give life-like tactics and manoeuvres requiring a high degree of skill and concentration.

Many of the Videopacs have a number of games programmed into their slim black hardwearing cases. They are designed with moulded handgrips which facilitate easy handling.

The built-in multi-level skill capability of the G7000 allows you to select a level of skill that matches your ability.

When you are playing for the first time, simplify the problems or slow down the action then when you are ready, raise the level and match yourself with an opponent or the computer centre in a real test of skill or mental agility.

Digital readouts on your television screen give you a continuous and instant display of scores, timing and games status. The racing games even have a photo finish freeze action to avoid disputes!



\*TV receivers manufactured for U.K. only. 625 lines, UHF, PAL (CCIR system I)



# 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 opponent over 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?



# 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 ship 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 4

## 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!

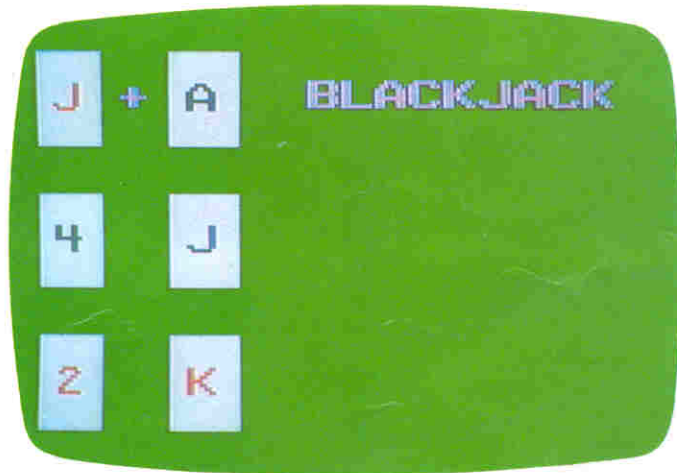


# VIDEOPAC 5

## 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.

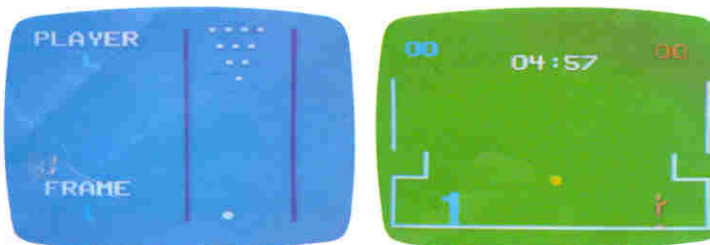


# VIDEOPAC 6

## 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 team—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 arithmetic to mathematics.

ECHO really stretches your powers of memory and concentration.

The computer flashes up a sequence of numbers on the screen and 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!

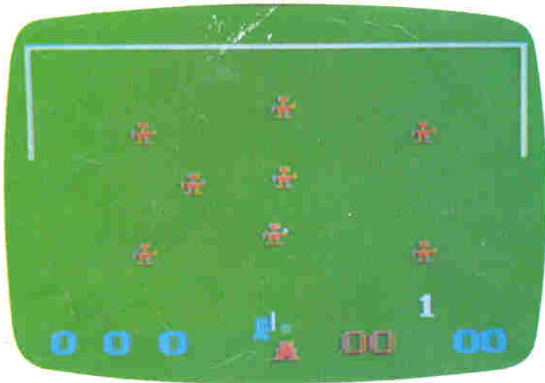


# VIDEOPAC 8

## 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 9

## Computer.

This programme offers a complete basic course in computing, and includes up to 100 steps and a wide variety of facilities—branching, go to, store, input, output etc. The great advantage of 'COMPUTER' is that your entries can immediately be seen on the screen.

COMPUTER is ideal to help you progress in the field of computing or simply understand the basics of an increasingly important information tool.



The Videopacs described here are only the first of a library of educational tools, games and pastimes which are to be marketed—it will enable you to build up your own unique collection of entertainments for all the family.



# PHILIPS



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