

# Activisions™

UPDATE



**What  
Does It Take  
To Be  
A HERO...?**

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Billboard® Survey for Week Ending 5/26/81

## Top 25 Video Games

This Week	Last Position	Weeks on Chart	TITLE	Manufacturer, Catalog Number
1	9	9	PITFALL II—Activision AB-035	Atari 2600 Atari 5200 Coleco Vision Intellivision

These are the best selling home video games compiled from retail outlets by the Billboard research department.

**Do You Have PITFALL II—Lost Caverns?  
The #1 Game In America.**

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# DIFFICULTIES!

Available Now for Atari 2600.

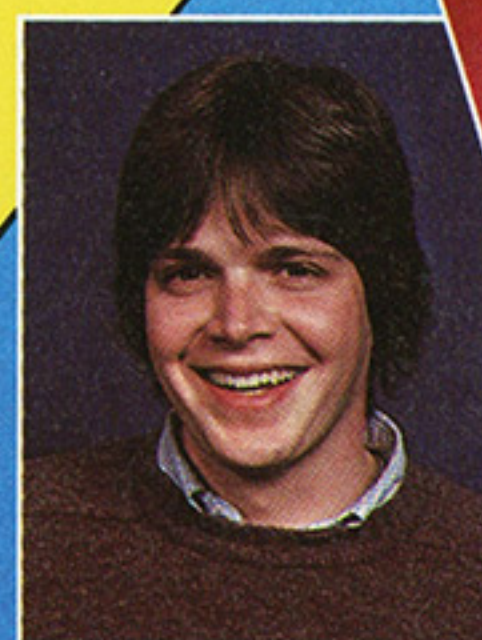


There's no avoiding it. If you want to be a hero, you have to overcome difficulties. Big ones, like the whoppers in H.E.R.O., an adventure that plunges you into an underground world of sudden surprises: shafts, blocked passageways, magma walls, mine moths, snakes, spiders, darkness, lava rivers, limited oxygen, depleted power — everything you'll need to be a hero.

Lives are at stake. Miners are trapped inside the Van Ryzin mine after a major earthquake. They're down there — the earth shifting and moaning around them like a condemned building. This is a job for Rod Hero. You've got to go and get them.



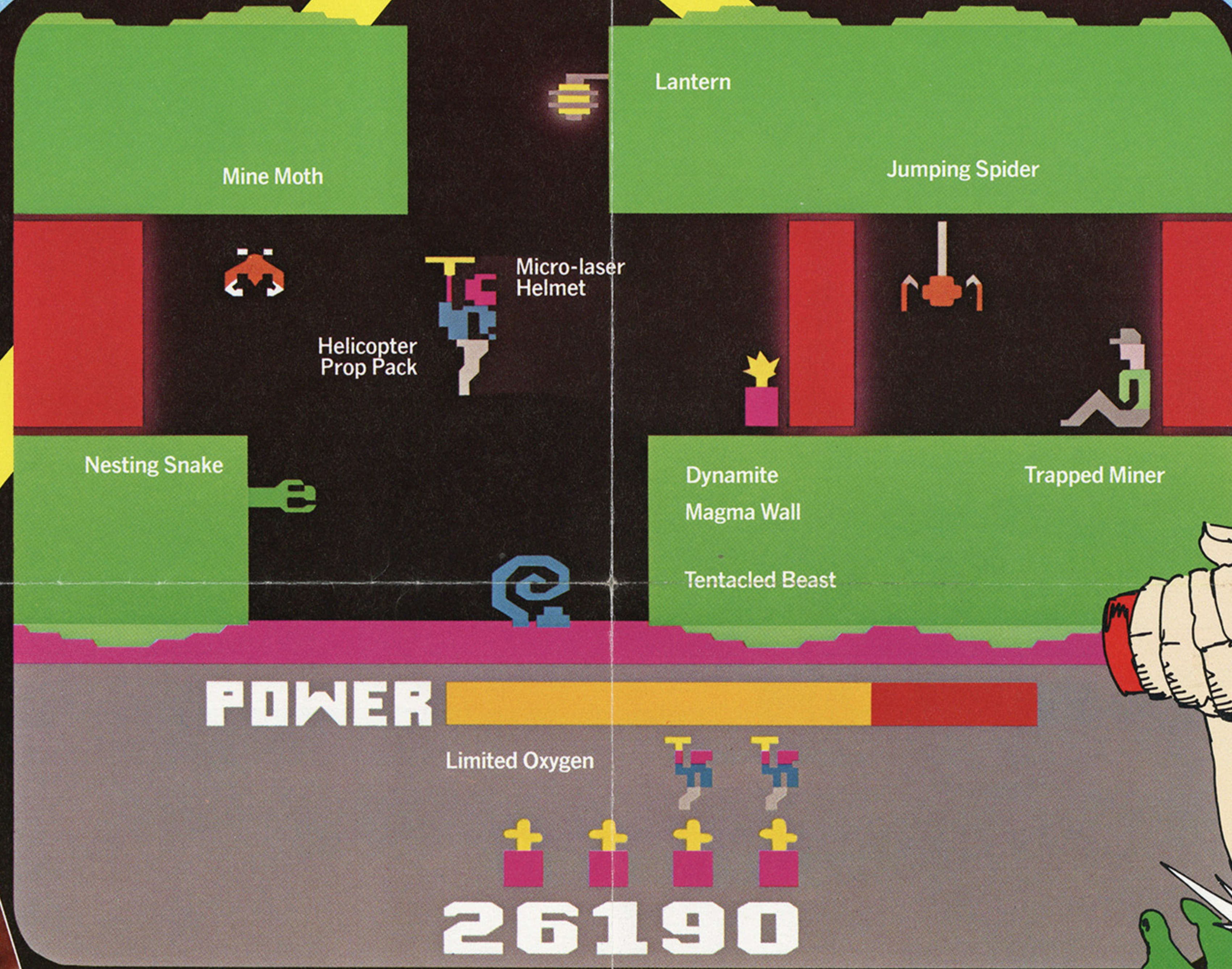
You'll need equipment. No hero leaves home without it. Lots of it. Like a helicopter Prop-Pack for tight turns and sudden stops; a Micro-laser helmet to discourage mine vermin; and plenty of dynamite to free blocked tunnels. There's a solution for every surprise.



Created by John Van Ryzin

John is a work lover. He thrives on designing and playing games, and is a member of almost every Activision club to prove it. He also collects cameras, he golfs, he camps, canoes, and he's from New Jersey.

He's also a charter member of the "Order of the H.E.R.O.," and you can join him. All you have to do is score 75,000 or more points and we'll send you the official "Order of the H.E.R.O." emblem. Now what's so difficult about that?



Coming in July for Commodore 64, ColecoVision and Adam, and Atari 5200 and Home Computers.

But be prepared for the worst. H.E.R.O.'s 20 different levels never repeat; they just get better — the walls a little hotter, the tunnels a little thinner, everything a bit more rushed... did we tell you about the raft on the lava river?

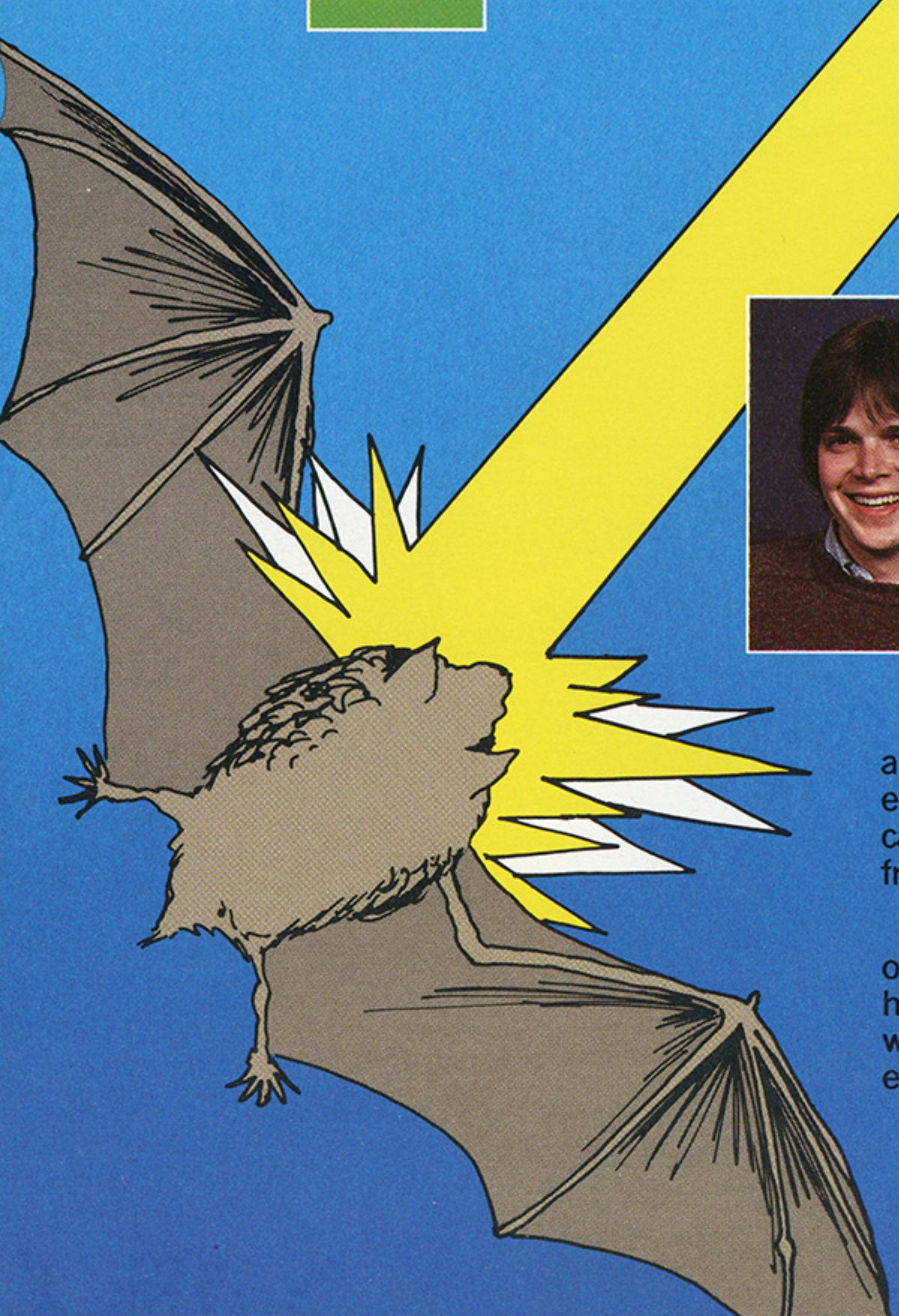


Confidence is the trick. Move ahead steadily, in spite of doubts. Take each new challenge one at a time and trust your Prop Pack and Laser Helmet. The rest is skill and anticipation.

And patience. Things really get tough. But that's when you find out what you're made of. Your finger twitches on the laser. Your hand grips a charge. The sound of Prop blades wafts in your ears. Everything says turn back. But you can't lose your cool. Down there, they don't have another chance. Go ahead; you can make it.

# HERO

## HELICOPTER EMERGENCY RESCUE OPERATION





# BEAMRIDER™



## BEAMRIDER™

Created by Dave Rolfe

Available Now for Adam, ColecoVision, Intellivision, and the Atari 2600.  
Coming this Summer for the Commodore 64, and the Atari 5200 and Home Computers

### ALPHA CENTAURI, 1994—

You are the Beamrider. A daring, lone ace, imprisoned by an unknown light force 99 sectors deep: a shimmering grid of deep blue beams saturated with strange and lethal weapons.

White Saucers, Yellow Chirpers, Blue Chargers and more. You dodge from lightbar to lightbar... hurling your lariats of light at the agile enemy.

Mesmerizing sound, hyper-fast action and stunning 3-D graphics give you a ride like you've never had before. Climb aboard.

Your mission: clear the sectors and open the doors to space again. The enemy swarms to meet you —

1984 "Game of the Year"—*Video Review Magazine*



# THE ACTIVISION DECATHLON

## THE ACTIVISION DECATHLON

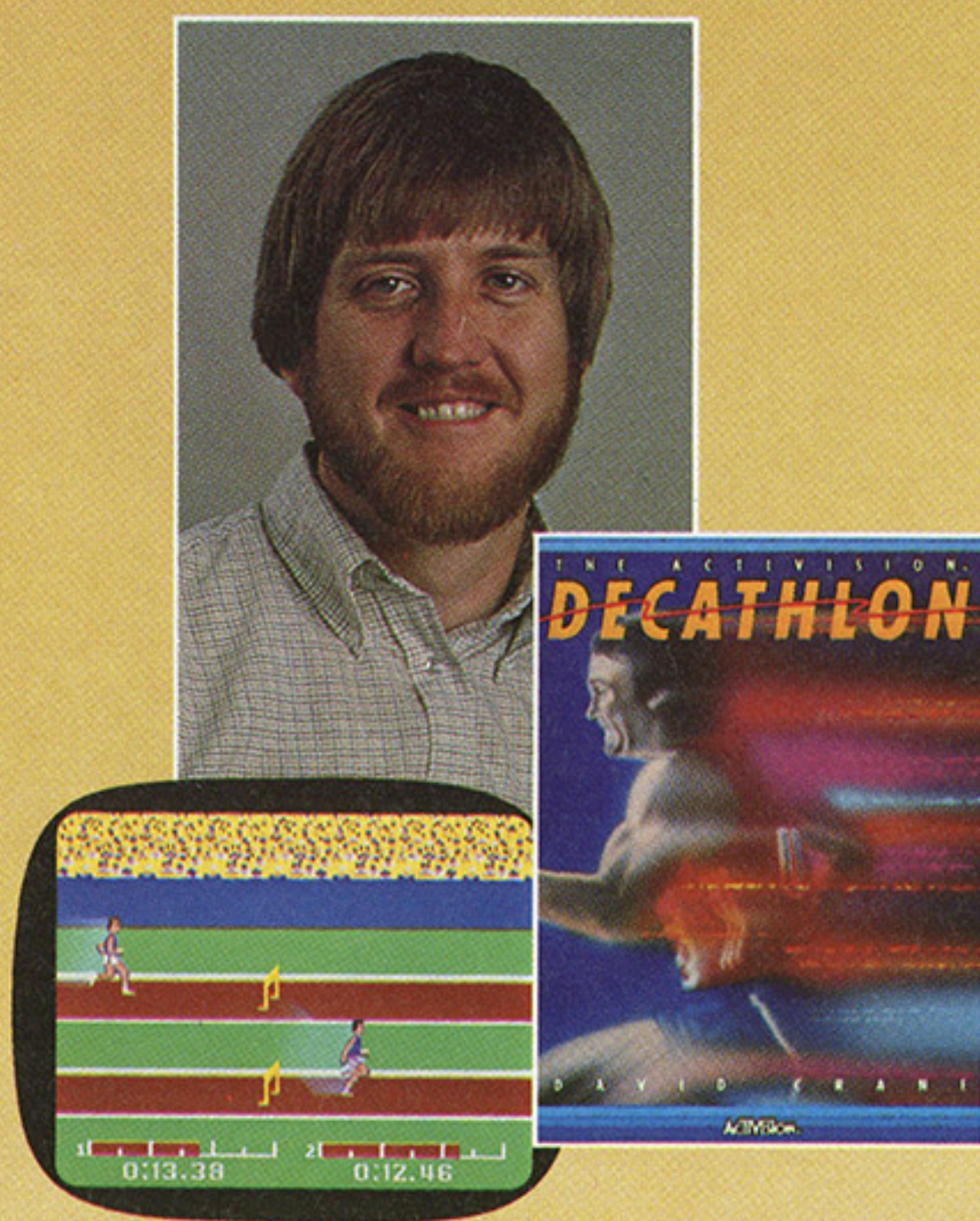
Created by David Crane

Available Now for the Atari 2600  
Coming this Summer for the Commodore 64,  
ColecoVision and Adam, and the Atari 5200 and Home Computers

### THE OLYMPICS, 1984—

Runners (and jumpers, throwers and vaulters) take your marks and get set for THE ACTIVISION DECATHLON, by David Crane. Stunning new graphics and exciting new gameplay will make you feel like you're actually inside the Olympic stadium, racing for glory.

See those two decathletes on the same screen, competing at the same time, head-to-head, neck-and-neck? That's challenge and *real* competition. Up to four players battle for the gold, silver and bronze medals. Want to find out who's best on your block? Pick up the stick.



COMMODORE 64 SCREEN SHOWN

