

commodore **MAX MACHINE**

It's a 3-dimensional game machine . . . It's a true computer . . . It's a music synthesizer!
All this for under \$200.00 retail.

Order Number	Product Name and Description
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THE MAX SYSTEM HARDWARE AND PERIPHERALS

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| MAX300 | <p>MAX MACHINE
The MAX MACHINE is three separate machines in one! It's an incredible GAME MACHINE, with action packed game cartridges featuring computerized "sprite" graphics, 320 x 200 dot resolution and terrific sound effects. It's a real keyboard COMPUTER which accepts a BASIC language cartridge to help you learn programming and lets you attach a Commodore DATASSETTE to store and retrieve your own programs on ordinary audio cassettes. It's a MUSIC SYNTHESIZER you can play like a musical instrument . . . with music-making and learning cartridges to help you develop your musical skills . . . and an Audio Port which lets you connect your MAX to your stereo system! There is no other product in its price range which compares to the Commodore MAX MACHINE!</p> |
| MAX1530
(same as VIC1530) | <p>COMMODORE DATASSETTE
Provides handy economical storage of user-written or pre-recorded programs using ordinary audio tape cassettes. Works like standard tape recorder, includes tape counter.</p> |
| MAX1311
(same as VIC1311) | <p>SINGLE JOYSTICK
Joysticks for playing computer games, remote control computing. Connects to MAX MACHINE game port.</p> |
| MAX1312
(same as VIC1312) | <p>TWO PLAYER GAME PADDLES
Double paddle controllers for two player game action. Full rotation with "fire button". Connects to Max Machine Game Port.</p> |
| MAX1313 | <p>1 LIGHTPEN
Commodore's innovative fiber optic lightpen lets you "draw" images on your television screen using the LIGHTPEN ARTIST cartridge. Also for use with educational packages and games requiring use of a lightpen. Works with MAX, VIC 20, and COMMODORE 64.</p> |

RECREATIONAL GAMES ON CARTRIDGE

VIDEO ARCADE SERIES

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|---------|--|
| MAX3501 | <p>AVENGER
Defend Earth against the advancing rows of invaders. Use your space cannon to blast them, while dodging behind concrete bunkers. Watch for "mystery" UFO's worth extra points. A computer game classic! Joystick</p> |
| MAX3502 | <p>JUPITER LANDER
Pilot your "Jupiter Lander" through the treacherous crevices of a mysterious planet. Variable rocket thrust, anti-gravity, horizontal retros. Joystick</p> |
| MAX3503 | <p>SUPER ALIEN
You're trapped in a maze along with hordes of "super aliens" from space. Your only hope is your "bubble gun" which traps the alien. Deflate the bubble to eliminate the alien. A fast-action suspense game. Joystick</p> |
| MAX3504 | <p>RADAR RAT RACE
The magical mouse maze makes for a fast-paced, challenging game of wit, strategy and reflexes. Excellent graphics. Joystick</p> |
| MAX3505 | <p>ROAD RACE
It's a race against the clock, with you in control of the car. Authentic night driving simulation provides thrills, chills, and . . . spills? An unusual computer challenge. Joystick</p> |
| MAX3506 | <p>SPIDERS OF MARS
Hordes of flying spiders are trying to reach the surface and trap you in their webs. You race horizontally along the surface of the planet, trying to shoot down the spiders with your laser before they reach the surface and trap you. Hordes of insect-like creatures are also after you, and the action picks up as you go along. Nine levels of play. Joystick</p> |
| MAX3507 | <p>PINBALL SPECTACULAR
It's a "space action" pinball game, with aliens, obstacles and more! This "spectacular" game was developed for coin-operated video arcades by NAMCO and is now available on the MAX MACHINE...complete with bumpers, free balls, crawling monsters, spinner, drop targets, bonus multipliers and incredible echoing sound effects! You won't believe how far pinball has evolved until you play PINBALL SPECTACULAR!</p> |
| MAX3508 | <p>MOLE ATTACK
Try to bop the nasty moles when they stick their heads out of their burrows . . . but don't hit their tails or you'll lose points! The action gets faster as time runs out. A colorful "cartoon action" game. How many moles can you clunk before time runs out? Fast, fun, frantic! Joystick</p> |

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BALLY MIDWAY GAME SERIES*

- MAX3401 **OMEGA RACE**
The ultimate space game. Maneuver your Omegan fighter ship against droid ships, command ships, death ships, photon mines and vapor mines. Fantastic "rubber band" boundaries, multiple levels of difficulty. Joystick or Paddles
- MAX3402 **GORF**
This smash hit arcade game is actually four games in one: Astro Battles . . . Laster Attack . . . Space Warp . . . and Flag Ship. The evil Gorfian robot empire has attacked. Your assignment is to repel the invasion and launch a counterattack. Fight your way through each level of the Gorfian's defenses, and advance through the ranks from Space Cadet to Space Avenger by completing all four levels . . . and the next four levels . . . and the next . . . Joystick
- MAX3403 **WIZARD OF WOR**
You're in the dungeons of the Wizard, along with all his "pet" monsters. Some of the monsters are invisible, the Wizard can teleport himself and throw lightning bolts. This one or two player game lets you pursue two alternative strategies: try to destroy the other player while fighting the Wizard and his monsters . . . OR . . . work with the other player to combat the Wizard, move to more dangerous dungeons, and accumulate points. Joystick
- MAX3404 **KICK-MAN**
A circus juggler's delight! The "kick-man" is a clown riding a bicycle beneath a canopy of falling balloons. Catch the balloons and balance them on your head while riding back and forth on your bicycle . . . a Pac-man-type character helps you accumulate points by "gobbling" the balloons you've caught. If you miss a balloon you can "kick" it back up and try to balance it, but don't let the balloons break!

COMMODORE LEARNING SERIES

- MAX3301 **VISIBLE SOLAR SYSTEM**
Astronomy buffs love this incredible game-science-learning tool. Journey to the major planets of our solar system, learn key statistics about each planet . . . OR . . . record atmospheric conditions and compare planetary statistics using "Astro Calc." A wonderful astronomy tool which gives you a tour of the solar system and teaches you about our major planets along the way. Uses keyboard as instrument "console." All ages.
- MAX3302 **MATH TEACHER**
Four math learning modules on a single cartridge help elementary age students practice their math skills and have fun at the same time. Addition, subtraction, multiplication and division included with levels of difficulty. Parent/teacher's guide included. Keyboard. Recommended for elementary grades 1 thru 4.
- MAX3303 **HOME BABYSITTER**
Three preschool game programs help teach your preschool children counting, the alphabet and relationship skills. Keep your children occupied for hours while giving him or her a headstart in school. Parent's manual helps your child get the most out of this excellent development aid. Joystick

ART & MUSIC CARTRIDGES

- MAX3201 **MAX MUSIC MAKER**
Your Max Piano takes full advantage of the MAX MACHINE'S music synthesis capabilities and lets you program songs into the computer which you can play back through your television speaker . . . or . . . through your stereo system! The notes appear on the screen as you play.
- MAX3202 **LIGHTPEN ARTIST**
Use a lightpen or joystick to create thousands of colorful graphic images on your television screen. Includes a 16-color "palette" and more than 60 separate graphic symbols which you can use to build pictures on the screen. Joystick or Lightpen

PROGRAMMING AID CARTRIDGES

- MAX3101 **MINI-BASIC**
Teach yourself BASIC programming and write your own computer programs with this powerful BASIC language cartridge. Included is a "friendly" BASIC manual to get you started. An easy, inexpensive way to learn the essentials of computer programming . . . on the MAX MACHINE.

*Bally Midway games developed under Commodore's licensing agreement with Bally Manufacturing Co.



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MAX MACHINE

Commodore
COMPUTER

A GAME MACHINE

A TRUE COMPUTER

AND MUSIC SYNTHESIZER
COMPUTER

**THE THIRD GENERATION GAME MACHINE: OUT-ZONK
AND
OUT-SING
OUT-PROGRAM
OUT-TEACH
ALL OTHER GAME MACHINES.**

**A TRUE COMPUTER
OUT-ZAP
OUT-TEACH
ALL OTHER GAME MACHINES.**