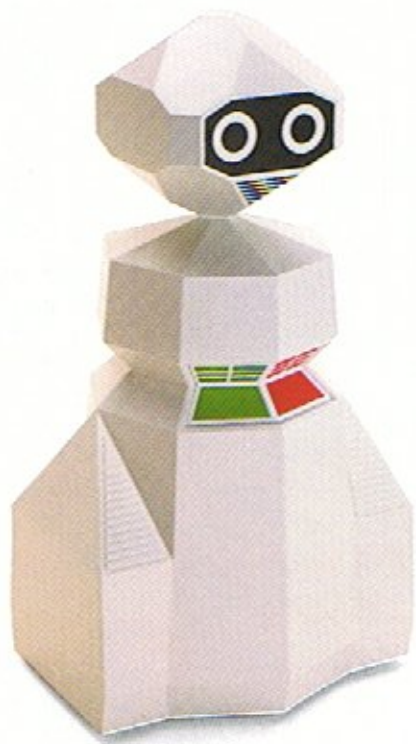


AndroMan™

**From Androbot™: makers of B.O.B.™
and Topo™ – the world's first personal robots.**



Introducing AndroMan.™ He's a real-life video game robot.

What could be more exciting than today's most challenging video game? A video game robot that comes to life right on your living room floor!

AndroMan is a sophisticated mini robot. And he's a real-life video game set designed specifically for your Atari™ VCS 2600 now (and other compatible VCS systems later).

The AndroMan game set includes AndroMan himself along with special accessories

to create the kind of realistic game environments you've never seen on a video screen. A video game cartridge supplies action on your TV screen, and an adapter module lets you control AndroMan with a joystick, using an advanced two-way infrared data link.

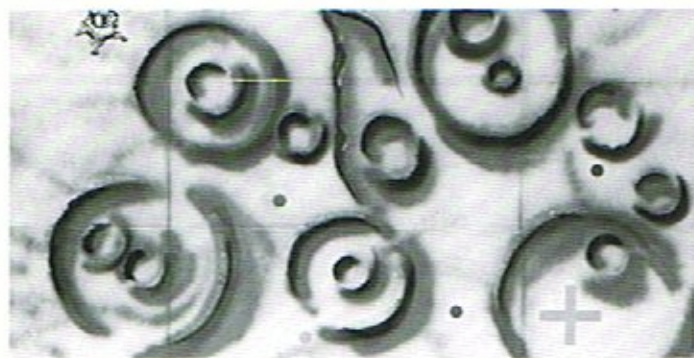
AndroMan™

The game play.

Each game includes realistic dimensional playing pieces that you arrange on a full-size Gamescape™. These create a dramatic 3-D terrain, where sensor target cards are positioned to test your skill as game-play alternates between your video screen and your real-life AndroMan. An instruction book explains all the details for each game.

AndroMan helps and heckles.

Your objectives are to manipulate AndroMan, step by step, through the 3-D Gamescape, before you can proceed through ever-challenging video play. Then, while you're deep in concentration on the screen, AndroMan talks to you — warning, encouraging or cajoling in his AndroMan voice.



AndroMan video action game set:

- | | |
|----------------------|--------------------------|
| 1— AndroMan | 1— Gamescape |
| 1— Game Cartridge | With Dimensional Pieces |
| 1— Cartridge Adapter | 1— Game Instruction Book |
| 1— Target Card Set | |



B.O.B. and AndroMan

AndroMan will grow on you.

Like all Androbots, AndroMan is a personal robot who'll continue to evolve after you bring him home. Accessory game cartridges — with their own dimensional pieces and target cards — will add new challenges to the excitement of AndroMan.

He may be a game, but he's no toy.

AndroMan is a sophisticated game concept using advanced computer electronics. He's ruggedly constructed, designed for years of pleasure.

AndroMan specifications:

- Size: 12 inches high, 6 inches wide, 6 inches long.
- Weight: 2 pounds.
- Battery Requirements: 3 "D" cells, 4 "AA" cells.
- Maximum Velocity: 4 inches per second.
- Speech: standard, optionally expandable.
- Communications Medium: bi-directional infrared.
- Range: 40 feet.
- Recommended Play Area: 4 feet by 4 feet.
- Games available: 1 included, optional games available.
- V.C.S. Machines: Atari 2600 immediately available, Colecovision available January, 1984.

All product specifications and prices are subject to change without notice. If you wish additional product information, or software development data, your written inquiry to Androbot, Inc. is welcomed.

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ANDROBOT™

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101 East Daggett Drive, San Jose, CA 95134, (408) BOB-TOPO