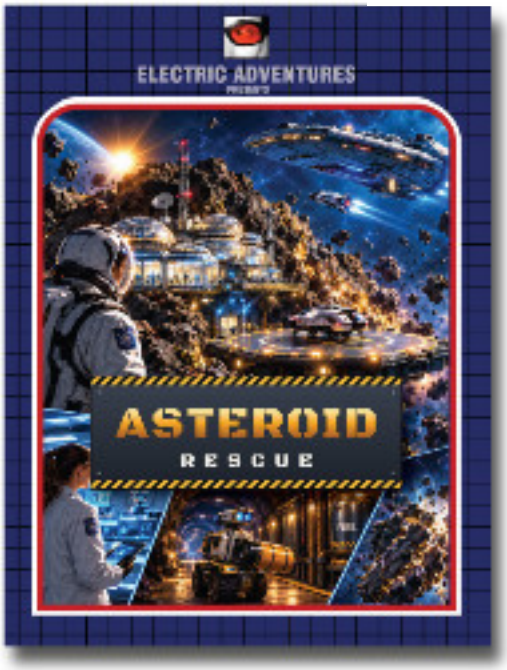
December 2026 Releases



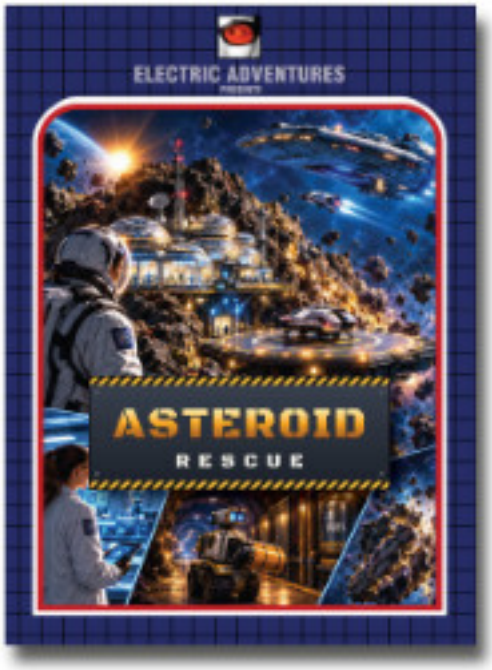




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A group of scientists are working in research labs established on numerous asteroids in the sector containing precious metals. Due to over mining the asteroids have become unstable and are in imminent danger of breaking up. A mothership has been dispatched with a rescue ship to allow the evacuation of the scientists one at a time from the asteroids.

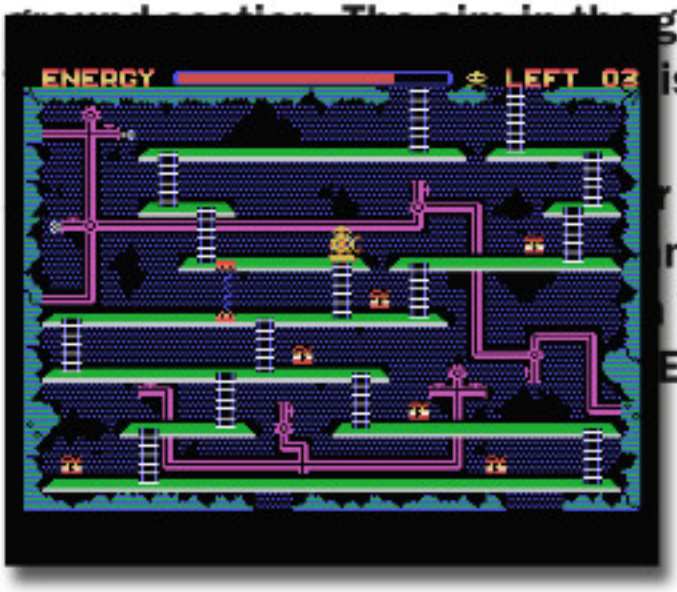
The rescue ship only has enough fuel to land on the landing pad so the resident robot working in the underground sections will have to be sent to collect more fuel to allow the rescue ship to take off and dock with the mothership.

Only when all the surviving scientists have been rescued from the asteroid can the mothership move on to the next research asteroid. There will be ten levels each with both a surface and underground section. The aim in the game is to rescue all the scientists; the number of saved scientists is the score so to speak in this game.

A game for your ColecoVision or Sega SG-1000 console, or your MSX, Spectravideo, Coleco Adam or Sega SC-3000 Computer.

Game Design and Graphics: Jim Wills

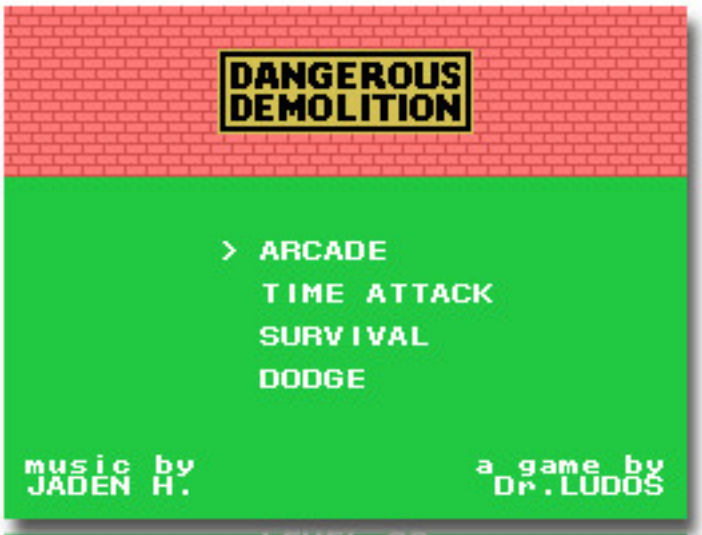
Programming: Tony Cruise aka Electric Adventures



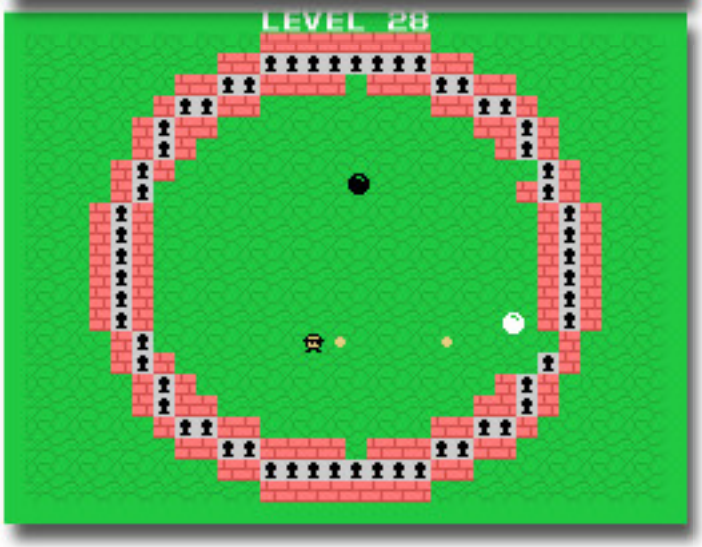


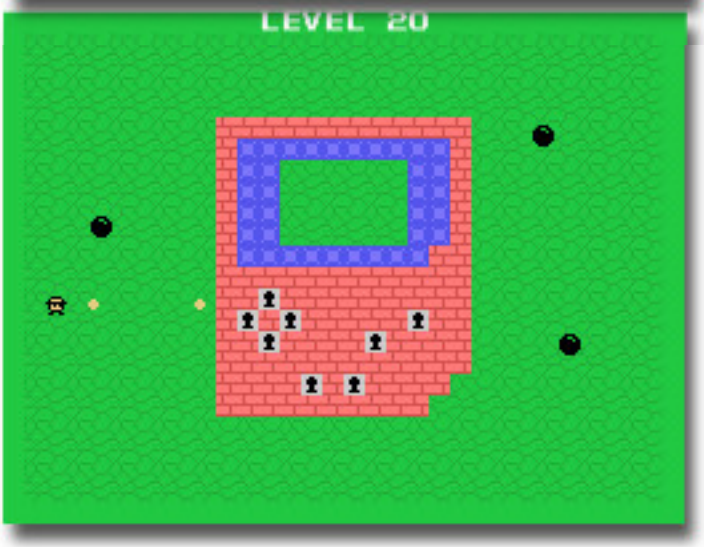


Dangerous Demolition is a mashup between breakout and a top-down shooter. Don't you hate when the ball is taking ages to hit the last remaining brick? Now you can shoot to guide it and finally kick this brick! But beware, if the ball hits you, you'll get wiped out too!
The game offers 4 games modes and 30 levels (+a "survival mode" with infinitely generated levels). It will challenge your arcade gaming skills!
A game for your ColecoVision or Sega SG-1000 console, or your Coleco Adam or Sega SC-3000 computer. Game created by Dr. Ludos, Music by Jaden Houghton
Cover illustration by Yéti and logo courtesy of 2Minds.











Seaquest is a classic horizontal shoot-em-up released by Activision for the Atari 2600 in 1983.
Activision ported a large number of their games to other systems, but this one missed out and was only released for the Atari 2600.
Gameplay and Mechanics
Objective: Control a submarine to rescue up to six lost divers while shooting or dodging enemy killer sharks and scavenger submarines.

Oxygen Management: Your air supply constantly depletes. You must surface before your oxygen runs out.
Scoring/Rescuing: Rescuing a full load of six divers and making it to the surface awards bonus points. Surfacing with an incomplete load or no divers can cost you a life or a rescued diver.
Difficulty: The game speeds up and becomes harder each time you surface. You start with three lives and earn an extra life at 10,000 points.
A game for your ColecoVision or Sega SG-1000 console, or your Coleco Adam, Sega SC-3000, MSX or Spectravideo 318/328 computer.
Game created by Electric Adventures



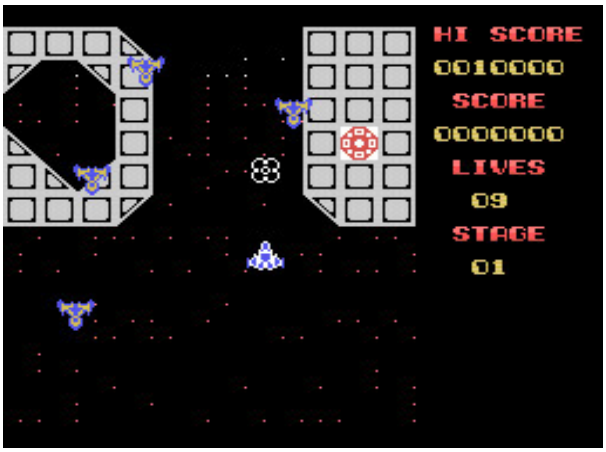




The aliens from the planet Pyxidis are heading towards Earth with their huge fleet of war ships. Earth's only hope is you, the most gifted space pilot. But are you good enough to stand up against the alien menace. Their motherships are huge; so, your only chance of success is to fly low and try and destroy as much as possible.
Pyxidis Ex is the enhanced sequel to Electric Adventures biggest selling game in the 1980's.

A game for your ColecoVision or Sega SG-1000 console or Coleco Adam, MSX, Spectravideo or Sega SC-3000 computer.
Program and Audiovisual by Electric Adventures





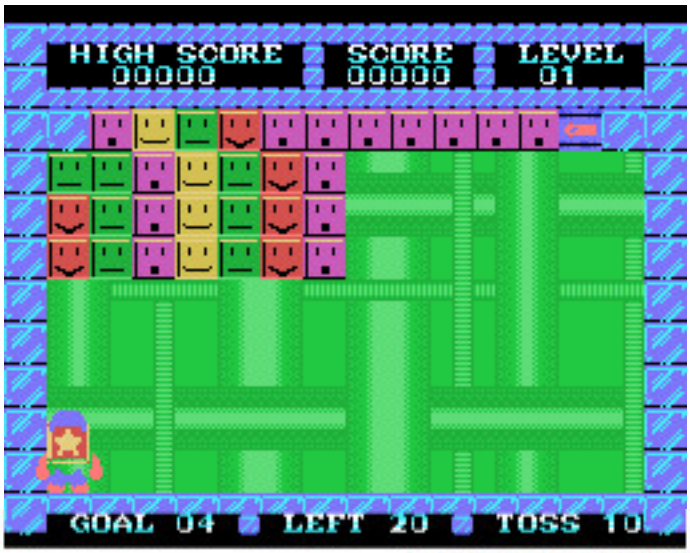


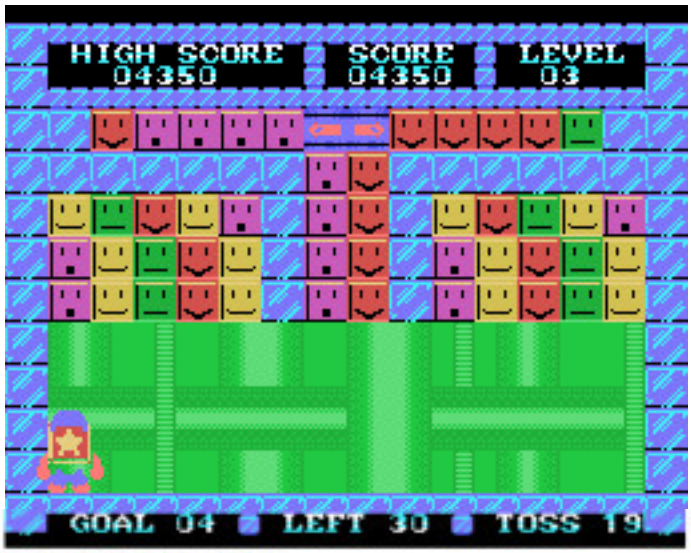


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Block'em Sock'em is a fun action puzzle game designed by John Hancock, a well-known Retro Gaming enthusiast.
Destroy blocks by throwing the block you're holding at the same-coloured blocks.
If you hit another block of a different colour after one (or more) blocks have been destroyed, you will swap blocks.
Get the block counter down to the goal (or lower), without running out of throws, to move onto the next level.
If you have no valid throws, you will receive a score penalty and will get a Star Block to be able to target any block on the game board.
Every five rounds see how many times you can hit Blocky in the challenge stage.
A game for your ColecoVision or Sega SG-1000 console or your Coleco Adam, MSX, Spectravideo or Sega SC-3000 computer.
Game design by John Hancock
Graphic Design by Cameron Graphics
Program and Audiovisual by Electric Adventures

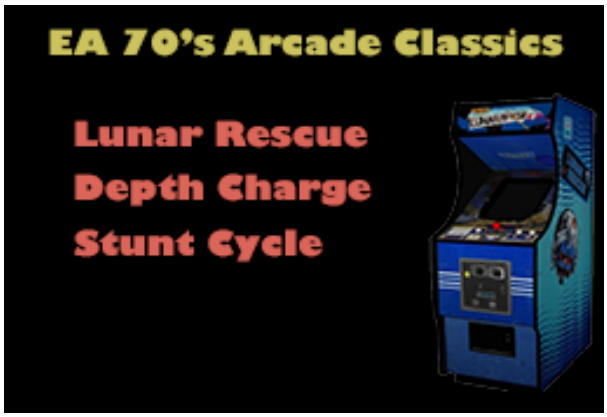




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EA 70s Arcade Classics is a collection of three classic arcade games released in the 1970's brought together on a single cartridge for your Colecovision, Sega SG-1000/SC-3000, MSX or Spectravideo SV-318/328

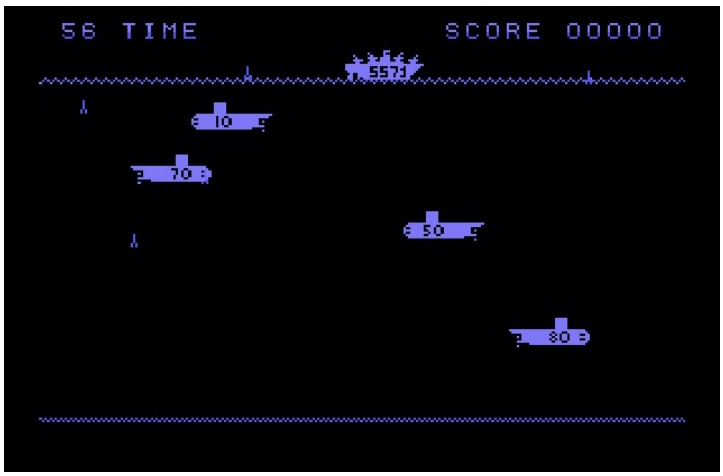


computer.
The main game menu allows you to select one of the three games that are on the cartridge.
The three games are as follows:

Lunar Rescue



Depth Charge



Stunt Cycle

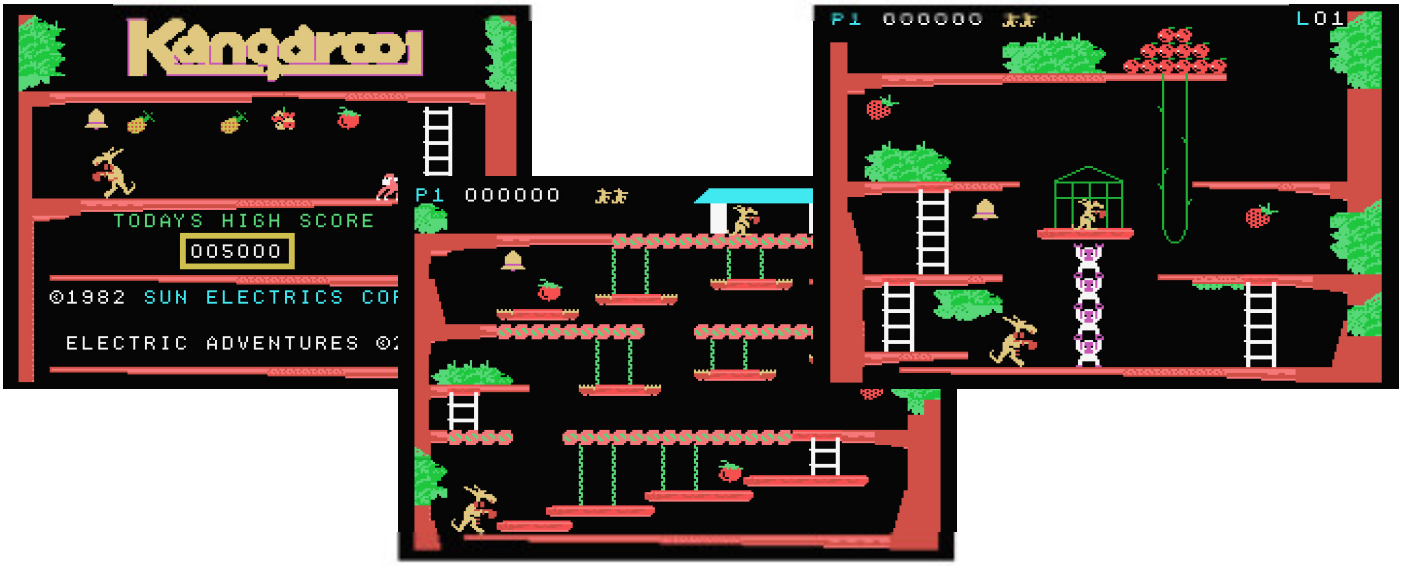


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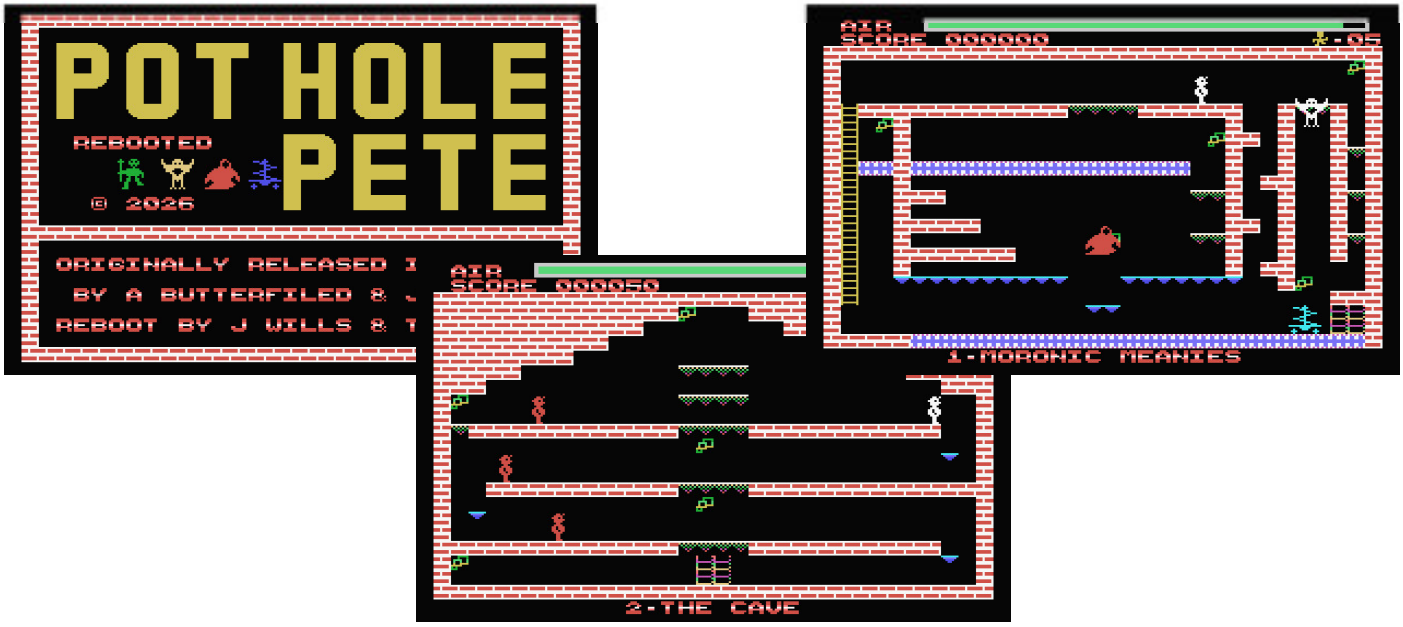
Kangaroo (Feb 2027)



Space Dungeon (Apr 2027)



Pot Hole Pete Rebooted





EA 70s Arcade Classics II

Dungeon Explorer Reboot

Frontier Reboot

COLECOVISION

MSX

SPECTRAVIDEO

SEGA SG-1000