

Compatible with Commodore®
Atari® VCS Products,
ColecoVision®, and most
home computers.



The Only True
Answer For
Higher Scoring

ALSO
FOR ADAM®
HOME
COMPUTER BY
COLECO VISION

5 year
limited
warranty

HS-15

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HS 15.

ERGONOMIC INTELLIGENCE DESIGN with SELF-ADJUSTING TENSION

Ergonomic Engineering Is The Only True Answer For Higher Scoring
In A Long And Competitive Video Skill Game.

THE HS15 TOURNAMENT MASTER™ reduces player fatigue, increases the ability of the player to play the game more quickly and efficiently, allows one to keep their eyes on the monitor screen without a need to glance at the control. The **TOURNAMENT MASTER™** concept identifies the HS15 as a perfect execution of biotechnology integrated into a hand computer joystick. Its logical compact size is perfect for playing long and intense games on any flat surface and at any one's leg. The balanced controls is weighted, the balancing joystick base movement and unnecessary side roll.

The round gripper ball/lever-actuated hand and wrist support and allows rotational hand movement during long play. Hand circulation, a natural position with hand support design, provides, is totally eliminated when using the HS15 regulation size gripper ball fitted with special side rail edges to prevent hand slippage. The **SHARLE™** control stick mechanism moves tightly with extreme accuracy in all directions.

The coin-up was location is spaced 4 inches from the joystick control, this key engineering feature actually simulates the basic function design principle of most coin-up arcade games. In turn, the HS15 allows the player to see their scoring/rotation rhythm visually on any video game.

The auto fire control when needed is a mere 2" away from the controller stick and may be activated without losing monitor screen eye contact.

The HS15 is a product of scientific technology and biological study of competitive arcade game playing stress. The result of the HS15 research is for a novice player to obtain a higher score quickly and more easily. As for the championship level player, there is no finer joystick available to meet their playing goals.

TOURNAMENT MASTER™,
SHARLE™ are Registered
Trademarks of Video Peripherals, Inc.



Self Tension Adjustment (Patent Pending)



HIGH SCORE

HS 15

The State of the Art in Ergonomic Joystick Development.

The advanced styled HS15 truly affords its user higher scores, less hand fatigue, and the following most incredible features.

- **SEE INCHES OF DISTANCE BETWEEN THE JOYSTICK ARCADE REGULATIONS SIZE PRESOLUTIONS.** This allows player from faster manual fire hand movement. A true coin-up feature.
- **ATARI™ VCS, COMM-DIREX™, COLECOVISION™ GAME SELECTOR SWITCH.** This mode selector electrically sets up the HS15 for its compatibility with either Atari™ VCS or ColecoVision™ systems.
- **WEIGHTED CONSOLE BASE.** HS15 is sturdy operated on any surface including a player's lap with negligible hand or wrist fatigue.
- **SUPER STIFF JOYSTICK CONTROL.** Padded flexor mechanism is ultra responsive to movement in any direction with positive control game control.
- **2 COMMERCIAL GRADE SILVER PLATED LEAF SWITCHES.** Both directional and right directional control circuit surfaces are designed to last.
- **BUILT-IN AUTO FIRE CIRCUITRY.** This feature to date will only operate with Atari™ VCS software. Fire rate may be unlimited and variably adjusted by the user via coin-up knob.
- **LED AUTO FIRE RATE INDICATOR.** Visibly shows to player reference indication of auto fire rate. It also assists in the adjustment of the auto fire circuit.
- **COLECOVISION™ CONTROL LEAD/OTHER SOURCE INPUT JACK.** Built-in port provides the HS15 the ability of controlling simultaneously with the Coleco™ controller for normal keyboard control of on/off, player stats, etc. It also may be used to hold an experimental joystick or trackball.
- **RIGHT-TO-LEFT-HANDED PLAYER MODE SELECTOR.** Instantly this feature reverses up, down, left, right direction of control circuit when the HS15 is rotated around for left-handed play.
- **SEPARATE DUAL FIRE-BUTTONS.** A very important feature for ColecoVision™ software when two independent fire circuits are a must. Also allows choice of silver fire-button when using Atari™ VCS games.
- **Excellent (patent pending) ADJUSTABLE TENSION CONTROL.** Allows most tension settings. Access by adjusting 4 adjustable screws accessed thru the top of the HS15.
- **12 FT. SUPER LEAD COILED CORD.** It gives the HS15 total accessibility for use in any room.
- **LIMITED PARTS AND LABOR WARRANTY.** The highest quality assembly is made for joystick manufacturers.
- **Complete full documentation "A B C D E F G H I J K L M N O P Q R S T U V W X Y Z" and a 60 page H & 120 page D.**

*Its logical console size
is perfect for playing
long and intense games.*



HIGH SCORE

ERGONOMIC INTELLIGENCE DESIGN with SELF-ADJUSTING TENSION

HB 15

Ergonomic Engineering Is The Only True Answer For Higher Scoring
In A Long And Competitive Video Skill Game.

THE HB15 TOURNAMENT

MASTER™ reduces player fatigue, increases the ability of the player to keep the game more actively and effectively ahead and to keep their eyes on the monitor screen without a need to glance at the control. The **TOURNAMENT MASTER™** concept translates the HB15 as a perfect example of bio-technology integrated into a home computer (in which the logical controls are in perfect for playing long and intense games on any flat surface and do not operate like the traditional controls in traditional, the remaining portion have minimum and unnecessary side roll.

The control trigger handles refer hand and wrist fatigue and allows repeated hand movement during long play. Hand protrusion, a natural problem with hand trigger design, provides, in safety enhanced when using the HB15 operation may improve hand speed with repeated side roll play in competitive games. The **SHIELD™** control also maintains mouse lighting with extreme accuracy in all directions.

The self-up size induction is spaced 8 inches from the primary control, the key engineering. Notably, actually senses the basic induction design principle of most self-up arcade games. In turn, the HB15 allows the player to use their own-up induction rhythm naturally on any video game.

The dual line control when needed to a more 21" away from the controller case and may be activated without using monitor screen eye control.

The HB15 is a product of science technology and biological study of competitive arcade game playing style. The result of our HB15 research is for a novice player to obtain a higher score quickly and more easily. As for the championship level player, there is no finer product available to meet their playing goals.

TOURNAMENT MASTER™

SHIELD™ and SHIELD™
Trademarks of Video Performance, Inc.



Self Tension Adjustment (Patent Pending)



HIGH SCORE





HIGH SCORE

V.P.I. FAIT TOUT DANS LA MAISON DU SOL AU PLAFOND

Le catalogue de cette éminente société californienne vaut plus d'une remarque, il nécessite un détour plus une pause café. Video Peripherals Incorporated commença sa brillante carrière en fabriquant tous les câbles possibles et imaginables. Tout d'abord spécialisée dans la vidéo, la maison franchit une nouvelle étape en s'attaquant, tous fils de cuivre dehors, à la micro-informatique.

Joysticks Poids Lourds

Le joystick le plus mahousse du marché, c'est VPI. Son petit nom: **High Score** (tout un programme). Son territoire: l'Apple (modèle HS 30) et l'ensemble des compatibles Atari (le HS 15). Ils vous invitent (HS 15 et HS 30) sur la table dans des conditions similaires au café. Les deux modèles sont "switchables" en position droitier ou gaucher. Les deux ont une manette à dureté réglable au goût du joueur. Les deux disposent de deux boutons de feu: l'un sur la poignée, l'autre éloigné d'une dizaine de centimètres sur la droite ou la gauche du joystick. Vous bénéficiez ainsi d'un confort et d'une rapidité sans égal. De plus les deux sont lestés pour ne pas quitter la table au moment le plus tragique. Le HS 15 gagne un autofire, avec potentiomètre pour régler la vitesse de feu. Le HS 30 n'a qu'une diode rouge (contre la verte du HS 15) pour se consoler.



Ca c'est du bon produit, par définition, mais pour ce qui est du mauvais goût VPI en connaît un brin. Admirez la collection Printemps-Eté 85 de notre héroïne...

Connectique en plastoque ? Connectoque en plastique !

VPI veut sans doute se poser comme la championne toutes catégories des raccords bizarres et des gadgets inutiles. Tous les câbles multi-joueurs, multi-adaptateurs, multi-ordinateurs y passent: Din 5 broches-4 jacks (connection du magnéto au micro), prises téléphoniques multiples (pour brancher plusieurs modems), prises deux jacks deux modems deux ordinateurs

deux lave-vaisselles et un raton-laveur (pour les particuliers surinformatisés). En France, on sait tenir un fer à souder, et on les fabrique soi-même.

D'autre part, pour les bouboles en plastique, ça roule (celles qui vont se loger au bout des joysticks). Vous voulez brancher votre poignée Atari sur un Apple: pas de malaise ça existe, le **HSA 135** traverse l'Atlantique cette année et votre Apple pourra donc recevoir deux joysticks de type Atari, mais pour les deux boutons de feu indépendants vous repasserez !



Mais ce n'est pas tout ! Vous savez que l'informatique, c'est le royaume des pirates et des

truands. Reste donc à s'occuper des multiples personnes qui se sentent menacées par l'ombre de ces personnes mal-faisantes. VPI l'a fait en ces termes: