

VIDEO COMPUTER SYSTEM



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HAVE YOU BUILT ATARI® TODAY?

Unveiled in 1977, the ATARI® Video Computer System brought the realistic thrills of the arcade into the home and would go on to become one of the most popular gaming systems in history with 30 million units sold. This LEGO® version of the ATARI® Video Computer System is the iconic four-switch CX-2600A from 1980. It's full of authentic details and hidden gems that will take you back in time to the halcyon days of classic gaming. Enjoy.

AVEZ-VOUS CONSTRUIT UN ATARI® AUJOURD'HUI?

Dévoilée en 1977, la console de jeux vidéo ATARI® fait entrer les joies des salles d'arcade dans les foyers et devient l'une des consoles de jeu les plus populaires de l'histoire avec 30 millions d'unités vendues. Cette version LEGO® de la console de jeux vidéo ATARI® représente l'emblématique CX-2600A à quatre commutateurs de 1980. Elle regorge de détails authentiques et de joyaux cachés qui vous feront remonter le temps jusqu'à l'époque glorieuse des jeux classiques. Amusez-vous !

¿YA CONSTRUISTE HOY TU ATARI®?

Presentado en 1977, el ATARI® Video Computer System (VCS) trasladó el realismo y las emociones de las salas de maquinitas a los hogares, llegando a convertirse en uno de los sistemas de videojuegos más populares de la historia, con 30 millones de unidades vendidas. Esta versión LEGO® del ATARI® Video Computer System corresponde al inconfundible CX-2600A de cuatro interruptores de 1980. El modelo está repleto de detalles de gran realismo y joyas ocultas que te permitirán regresar en el tiempo a los felices días de los videojuegos clásicos. Esperamos que lo disfrutes.

THE GAMING ICON

As incredible as it sounds, the four-switch CX-2600A – the most popular version of the ATARI® Video Computer System – celebrates its 42nd anniversary in 2022. It set the standard for console gaming in its day and remains the starting point for all retro console design from ATARI® today.

L'ICÔNE DU JEU

Aussi incroyable que cela puisse paraître, le modèle CX-2600A à quatre commutateurs (la version la plus populaire de la console de jeux vidéo ATARI®) fête son 42^e anniversaire en 2022. Elle a posé les bases du jeu sur console à son époque et demeure le point de départ de toutes les formes de consoles rétro d'ATARI®.

UN ÍCONO DE LOS VIDEOJUEGOS

Por increíble que parezca, el CX-2600A de cuatro interruptores, la versión más popular del ATARI® Video Computer System, celebra su 42 aniversario en 2022. Sentó las bases de los juegos de consola en su día y ATARI® sigue considerándolo el punto de partida a la hora de diseñar una consola retro.





50 YEARS OF FUN

Founded in 1972 ATARI® remains one of the most iconic names in the gaming world, and more than half a century later the brand continues to resonate with fans and those looking for the thrill of vintage gaming. Namechecked widely in countless TV shows, movies and in pop culture, ATARI® has also become an authentic cultural reference point reaching far beyond its computer gaming origins.

**HAVE YOU
PLAYED ATARI
TODAY ?**

ATARI 50

50 ANS D'AMUSEMENT

Fondée en 1972, ATARI® est toujours l'un des noms les plus emblématiques du monde du jeu, et plus d'un demi-siècle plus tard, la marque continue de susciter l'intérêt des amateurs et de tous les joueurs qui désirent goûter aux joies du jeu rétro. Citée dans d'innombrables émissions de télévision, films et autres éléments de la culture populaire, ATARI® est également devenue une référence culturelle authentique qui va bien au-delà de ses origines de jeu sur ordinateur.

50 AÑOS DE DIVERSION

Fundada en 1972, ATARI® sobrevive como uno de los nombres más representativos del mundo de los videojuegos; más de medio siglo después, la marca sigue resonando entre los aficionados y quienes buscan la emoción de los antiguos juegos. Con una amplia presencia en incontables programas de televisión, películas y la cultura pop en general, ATARI® también se ha convertido en un verdadero referente que va mucho más allá de sus orígenes en el ámbito de los juegos informáticos.



← The cartridge system allowed players to immerse themselves in many different games

← Le système de cartouches permettait aux joueurs de plonger dans une multitude de jeux différents.

← El sistema de cartuchos permitía a los jugadores sumergirse en numerosos juegos diferentes

↓ Advertisement for the ATARI® Video Computer System

↓ Publicité pour la console de jeux vidéo ATARI®

↓ Anuncio del ATARI® Video Computer System

ATARI
Video Computer System

**THERE'S NO
COMPARING IT WITH ANY
OTHER VIDEO GAME.**

Only ATARI makes the games the world wants most. Games that are innovative. Intense. Incredibly involving. And totally original.

The most games, the best games are only from ATARI. Atari makes more video game cartridges than anyone else. Today ATARI Missile Command and Asteroids are the fastest selling home video games in the country.

ATARI

NIGHT DRIVER
SLOT RACERS
ASTERIODS
BACKGAMMON
HUMAN CHAMBER
LUDICRODS
CANYON RACER
BASKETBALL
RACE
HOME RUN
STREET RACER
ADVENTURE
MISSILE COMMAND
BREAKOUT
VIDEO GOLF
CONCENTRATION
CONFEREEKER
SOLO
CASINO
BLACKJACK
FOOTBALL
SKY DIVER
SOFTBALL JOE
HANGMAN
BEAN GAMES
VIDEO PINBALL
BOWLING
AGENT X
VIDEO CHESS
CIRCLE CHESS
DODGE 'EM
MISSILE CRUISE
VIDEO BACKGAMMON
AR-SEA BATTLE
COMBAT
STAR RACERS

MORE GAMES. MORE FUN.

Unlike many earlier gaming systems that only offered a single integrated game, ATARI® used a cartridge system that allowed a virtually limitless selection of games. A total of 527 games would be published for the ATARI® Video Computer System and hits such as *Asteroids*, *Ms. Pac-Man*, and *Pitfall* established it as the must-have gaming system in the late '70s and early '80s.

PLUS DE JEUX. PLUS D'AMUSEMENT.

Contrairement à d'autres anciens systèmes de jeu qui ne proposaient qu'un seul jeu intégré, ATARI® utilisait un système de cartouches qui offrait une sélection pratiquement illimitée de jeux. Au total, 527 jeux ont été lancés sur la console de jeux vidéo ATARI®, et des classiques comme *Asteroids*, *Ms. Pac-Man* et *Pitfall* en ont fait la console de jeu incontournable de la fin des années 70 et du début des années 80.

MÁS JUEGOS. MÁS DIVERSIÓN.

A diferencia de otros muchos sistemas de juego anteriores que solo ofrecían un único juego integrado, ATARI® optó por un sistema de cartuchos que abría las puertas a una gama de juegos virtualmente ilimitada. Se publicaron 527 juegos en total para el ATARI® Video Computer System, y éxitos como *Asteroids*, *Ms. Pac-Man* y *Pitfall* lo convirtieron en un sistema de juego infaltable a finales de los 70 y principios de los 80.



1980 *ADVENTURE*

In a game that would inspire a whole generation of quest adventures, the wicked wizard has stolen your castle's magical chalice and you must lead your brave knight through terrible dangers to ensure its safe return!

1980 *ADVENTURE*

Dans ce jeu qui inspirera toute une génération d'aventures de quête, vous devez mener un courageux chevalier à travers de graves dangers pour récupérer le calice magique volé par un méchant sorcier et le rapporter au château !

1980 *ADVENTURE*

En este juego, que daría lugar a toda una generación de títulos de aventuras, un malvado mago roba el cáliz mágico de tu castillo y tienes que guiar a tu valiente caballero a través de terribles peligros para recuperarlo.

1981 *ASTEROIDS*

The highly addictive object of this game is to gain the highest score by shooting down waves of asteroids, satellites and UFOs. Once shot, the asteroids break into smaller, faster pieces that fly off in unpredictable directions!

1981 *ASTEROIDS*

Le but de ce jeu très prenant est de réaliser le meilleur score en tirant sur des vagues d'astéroïdes, de satellites et d'ovnis. Une fois touchés, les astéroïdes se disloquent en morceaux plus petits et plus rapides qui se dispersent dans des directions imprévisibles !

1981 *ASTEROIDS*

El objetivo de este juego, altamente adictivo, es alcanzar la máxima puntuación acabando con oleadas de asteroides, satélites y ovnis. ¡Al alcanzarlos, los asteroides se rompen en trozos más pequeños y rápidos que salen volando en direcciones imprevisibles!

1982 *CENTIPEDE*

Use the wand at the bottom of the screen to destroy as many bugs as you can. Your nemesis is a long and winding centipede that invades each level. To proceed in the game, you must exterminate each segment of the centipede in every level!

1982 *CENTIPEDE*

Utilisez la baguette au bas de l'écran pour détruire autant d'insectes que possible. Votre ennemi est un long et sinuoso mille-pattes qui envahit chaque niveau. Pour avancer dans le jeu, vous devez éliminer chaque segment du mille-pattes dans chaque niveau !

1982 *CENTIPEDE*

Usa la varita de la parte inferior de la pantalla para destruir tantos bichos como puedas. Tu némesis es un largo y sinuoso ciempiés que invade la pantalla. ¡Para avanzar en el juego y superar cada nivel, debes exterminar todos los segmentos que lo componen!

BUILDING AN ICON

This 2,532-piece LEGO® model is a close 1:1 representation of the iconic four-switch ATARI® Video Computer System (Model CX-2600A). As well as a replica joystick that plugs into the back of the console, it also has four functioning switches on the front. Three cartridges of famous VCS games are included, and each game is represented by a buildable LEGO vignette visualizing the gaming experience offered. All the games can be stored in a cool '80s-style cartridge holder when not in use!

LA CRÉATION D'UNE ICÔNE

Ce modèle LEGO® de 2 532 pièces est une représentation fidèle à l'échelle 1:1 de l'emblématique console de jeux vidéo ATARI® à quatre commutateurs (modèle CX-2600A). En plus d'une réplique de manette qui se branche à l'arrière de la console, la console comporte également quatre commutateurs fonctionnels à l'avant. Trois cartouches de jeux VCS célèbres sont incluses, et chaque jeu est accompagné d'une vignette LEGO à construire pour illustrer l'expérience de jeu offerte. Tous les jeux peuvent être rangés dans un support de cartouches de style années 80 lorsqu'ils ne sont pas utilisés !

LA CONSTRUCCIÓN DE UN ÍCONO

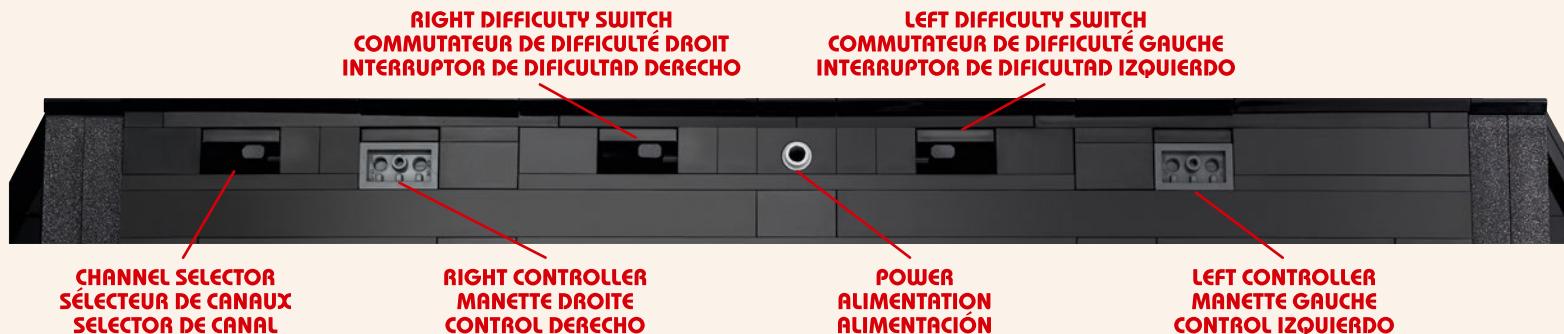
Este modelo LEGO® de 2532 piezas es una representación 1:1 del emblemático ATARI® Video Computer System de cuatro interruptores (modelo CX-2600A). Además de una réplica del control que se conectaba a la parte trasera de la consola, cuenta también con cuatro interruptores delanteros que se pueden accionar. Incluye tres cartuchos de juegos famosos del VCS, cada uno de ellos representado en una viñeta LEGO construible que ilustra la experiencia de juego que ofrecía. ¡Los juegos se pueden guardar en un genial portacartuchos de los 80 cuando no se están usando!



FRONT PANEL/PANNEAU AVANT/PANEL FRONTAL



BACK PANEL/PANNEAU ARRIÈRE/PANEL POSTERIOR



THE ATARI® VIDEO COMPUTER SYSTEM CONSOLE DE JEUX VIDÉO ATARI®

There were various versions of the ATARI® Video Computer System launched between 1977 and 1992, mostly differentiated by weight, number of switches or the finish of the console itself. The technology, while impressive in its day seems inconceivable today, with a limited processor speed of 1.19 MHz, a total capacity of 128 bytes of onboard RAM and a game cartridge capacity of only 4 kilobytes!

Plusieurs versions de la console de jeux vidéo ATARI® ont été lancées entre 1977 et 1992. Elles se distinguaient principalement par leur poids, leur nombre de commutateurs et leur finition. La technologie, bien qu'impressionnante à l'époque, semble inconcevable aujourd'hui, avec une vitesse de processeur limitée à 1,19 MHz, une capacité totale de 128 octets de RAM, ainsi que des cartouches de jeu d'une capacité de seulement 4 kilo-octets !

EL ATARI® VIDEO COMPUTER SYSTEM

Entre 1977 y 1992 se lanzaron al mercado varias versiones del ATARI® Video Computer System que se diferenciaban principalmente en el peso, el número de interruptores o el acabado de la consola. La tecnología, impresionante en su día, parece inconcebible en la actualidad: una velocidad de procesamiento limitada a 1,19 MHz, una capacidad total de 128 B de memoria RAM soldada en la placa y compatibilidad con cartuchos de juego de solo 4 kB!



FROM THE DESIGN TEAM

As an avid fan of classic console gaming and a proud owner of an original ATARI® Video Computer System, working on this project in time for ATARI'S 50th anniversary was a dream come true! Once we decided on the overall scale and features of the model, it was all about getting the little details just right: designing switches that can be toggled up and down, building a joystick that both looks and feels like the original and creating a brick-built version of the classic woodgrain for the front of the console. Of course, we couldn't recreate the actual games themselves, but we decided to include three buildable vignettes to bring fans closer to the gameplay experience of these classic games.

LEGO® Designer, Chris McVeigh

UN MOT DE L'ÉQUIPE DE CONCEPTION

Je suis un grand amateur de consoles de jeu classiques et le fier propriétaire d'une console de jeux vidéo ATARI® originale. Travailler sur ce projet à temps pour marquer le 50^e anniversaire d'ATARI était un rêve devenu réalité ! Une fois l'échelle globale et les caractéristiques du modèle déterminées, il nous fallait régler les petits détails : concevoir des commutateurs qui peuvent être basculés vers le haut et vers le bas, construire une manette qui ressemble à l'originale et créer une version en briques du grain du bois classique pour le panneau avant de la console. Bien entendu, nous ne pouvions pas recréer les jeux eux-mêmes, mais nous avons décidé d'inclure trois vignettes à construire pour rapprocher les amateurs de l'expérience de ces jeux classiques.

Chris McVeigh, concepteur LEGO®

The hidden pop-up scene is full of details that will feel instantly recognizable to anyone who grew up playing video games in the '80s

La scène cachée est remplie de détails qui seront immédiatement reconnaissables pour quiconque a grandi avec les jeux vidéo dans les années 80.

La escena emergente oculta está llena de detalles que serán instantáneamente reconocibles para cualquiera que haya crecido jugando videojuegos en los años 80.

IMPRESIONES DEL EQUIPO DE DISEÑO

¡Como ávido aficionado a los juegos de consola clásicos y orgulloso propietario de un ATARI® Video Computer System original, trabajar en este proyecto a tiempo para el 50 aniversario de ATARI fue un sueño hecho realidad! Una vez que decidimos la escala general y las características del modelo, fue cuestión de lograr que los pequeños detalles funcionaran: interruptores que se pudieran activar y desactivar, un control que se pareciera al original y una versión de bricks del clásico frente de madera de la consola. Por supuesto, no podíamos recrear los juegos en sí, pero decidimos incluir tres viñetas construibles para acercar a los aficionados a la experiencia de juego de los clásicos.

Chris McVeigh, diseñador de LEGO®

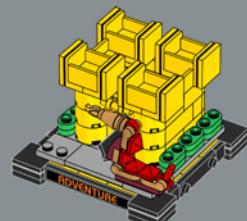
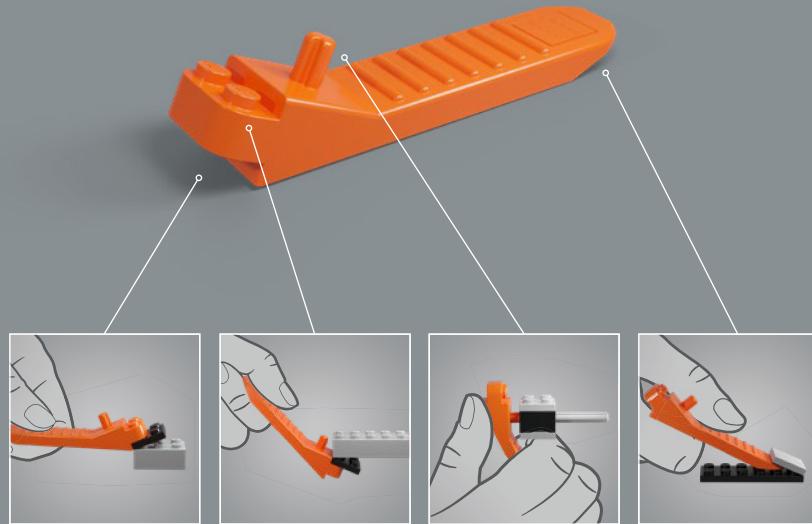


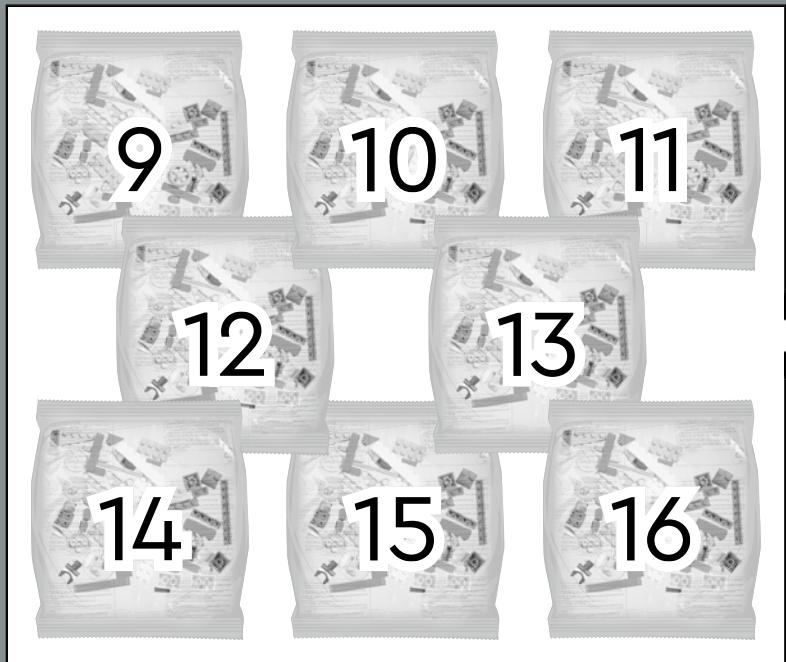
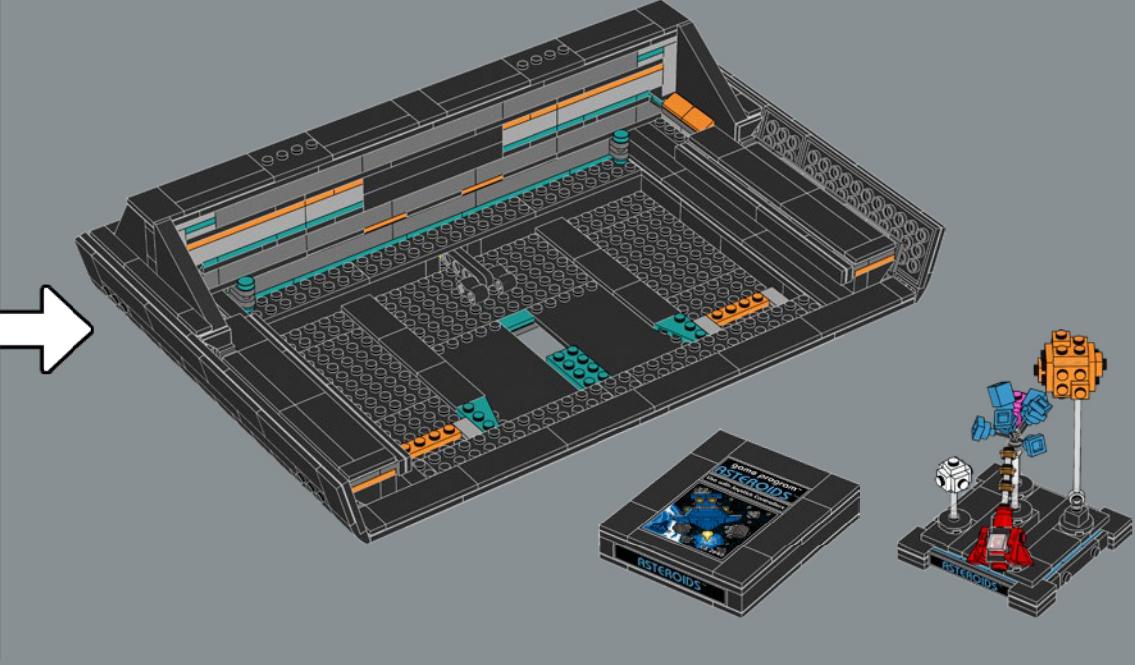
ATARI

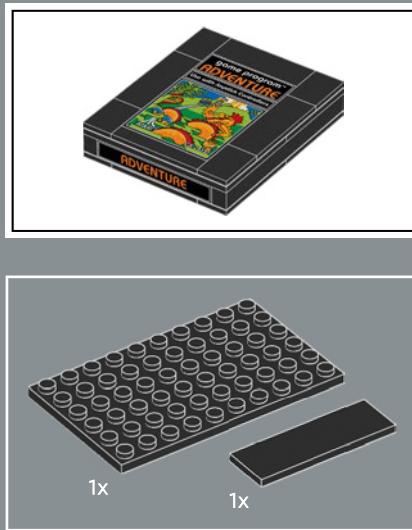
ENTERTAINMENT COMPUTER SYSTEMS

LOS ANGELES CALIFORNIA

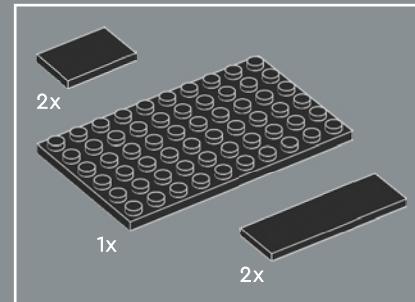
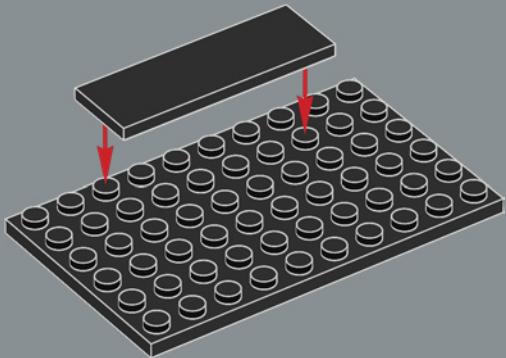
CENTIPEDE
ADVENTURE



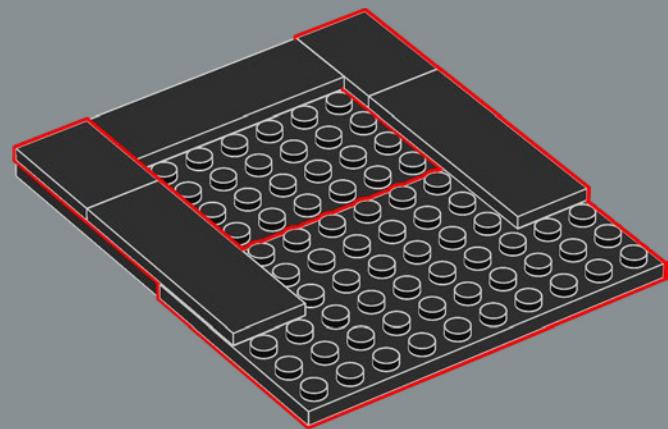


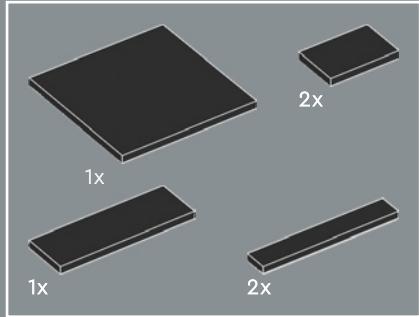


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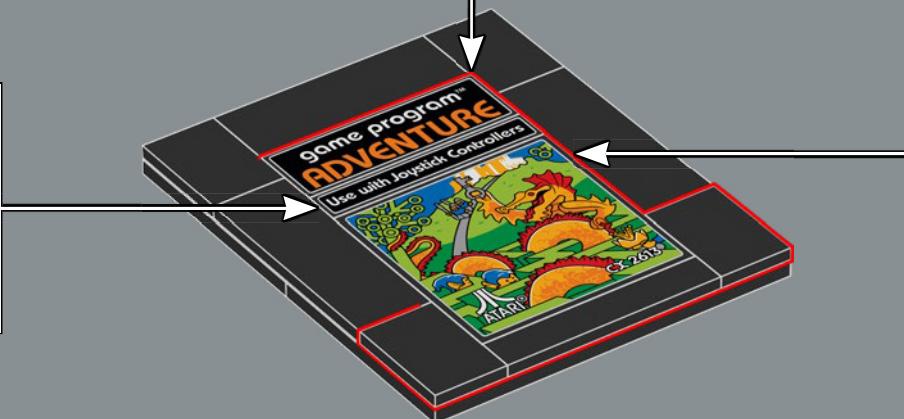
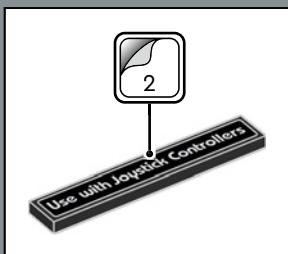
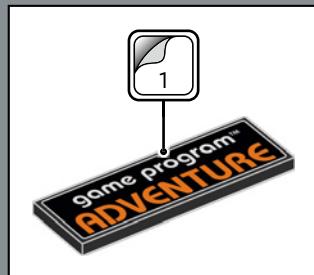


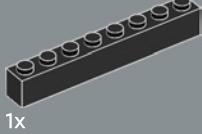
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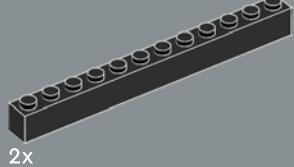
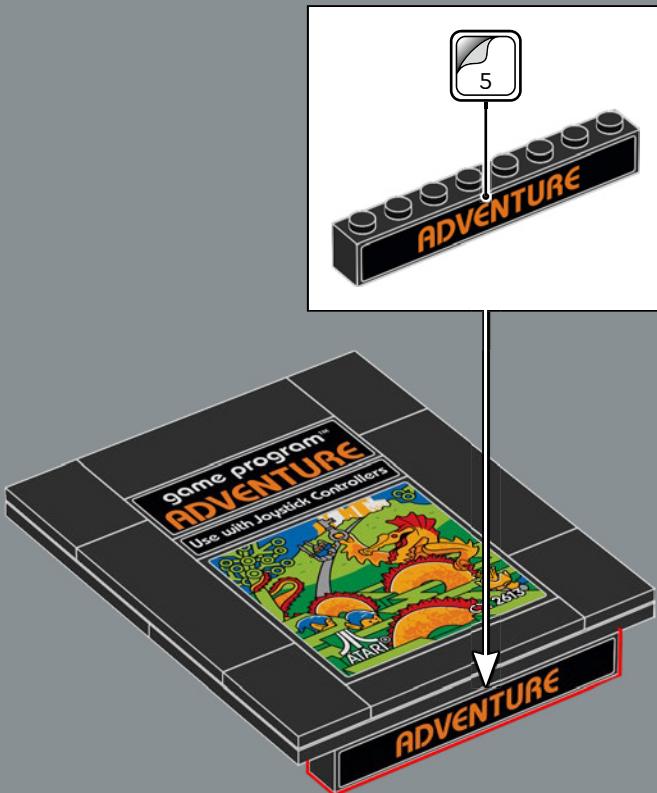


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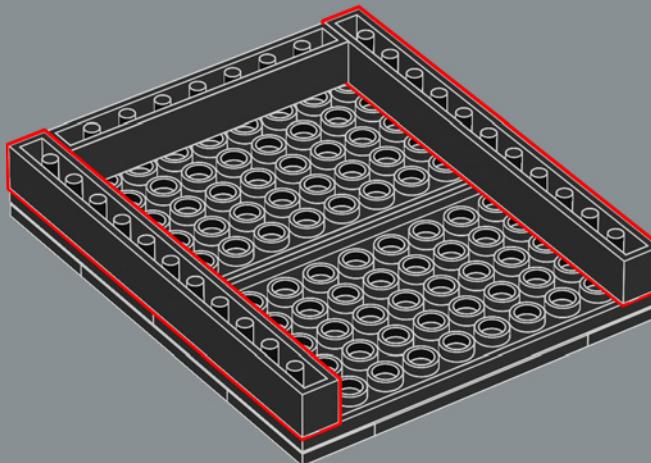


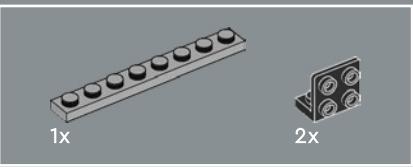
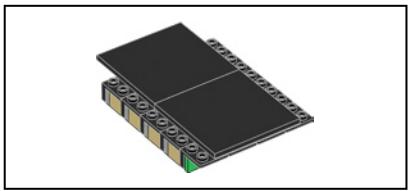


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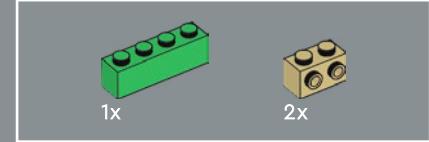
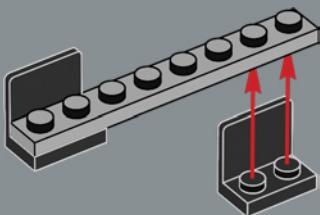


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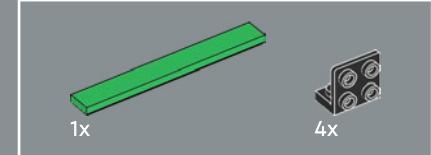
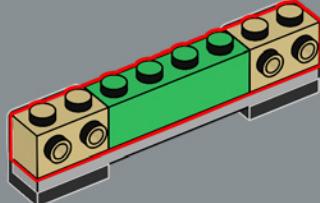




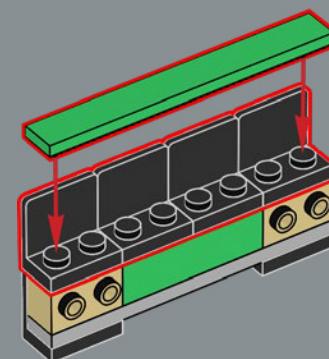
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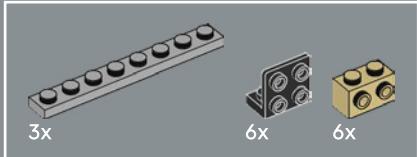


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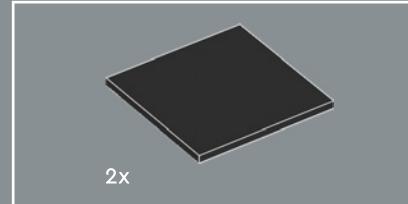
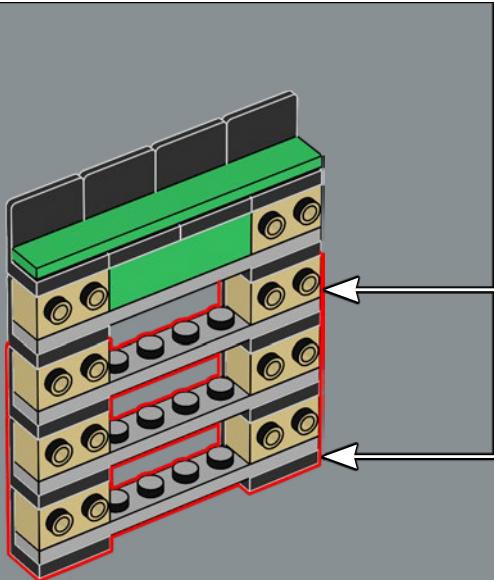
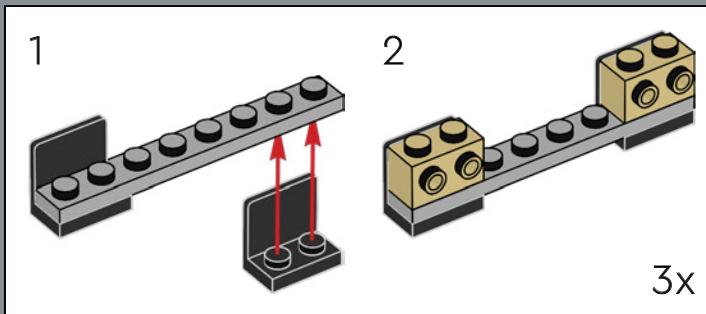


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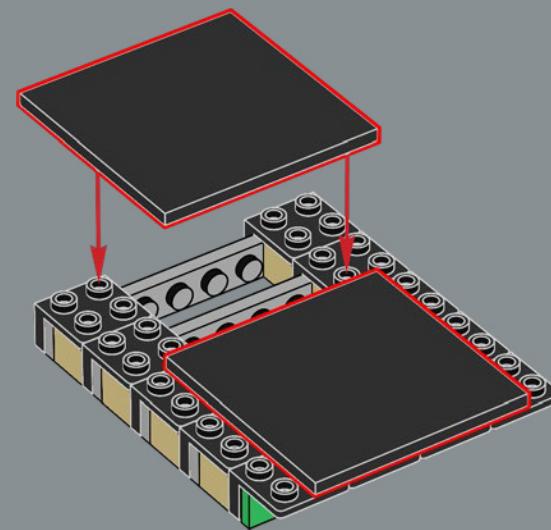
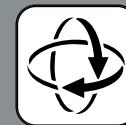




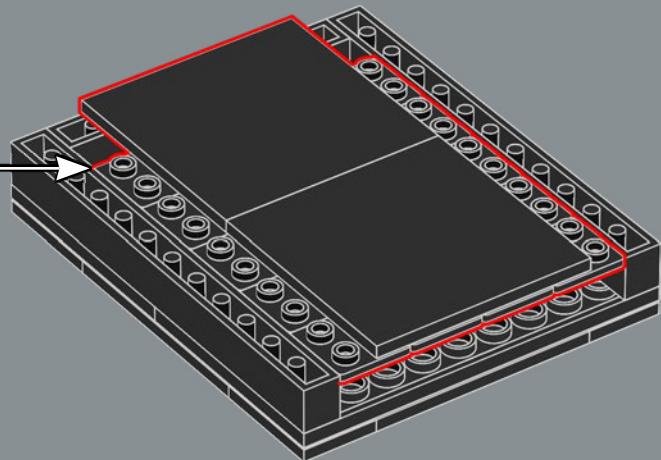
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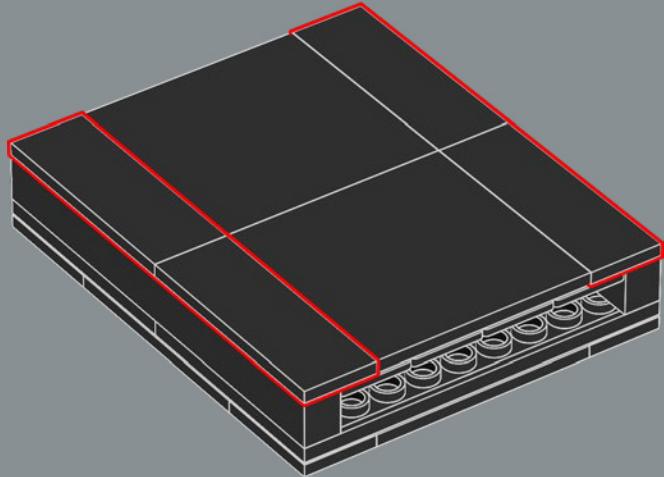
Many of the first ATARI® Video Computer System game cartridges used just 2k of data. That's roughly equivalent to a single page of text.



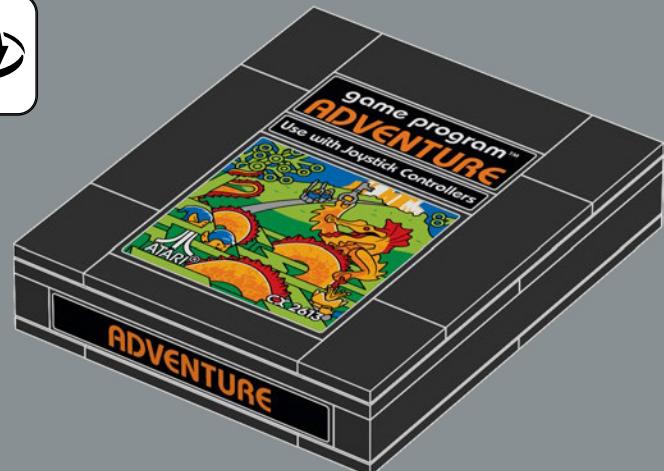
Bon nombre des premières cartouches de jeux de la console ATARI® n'utilisaient que 2 ko de données. C'est à peu près l'équivalent d'une page de texte.

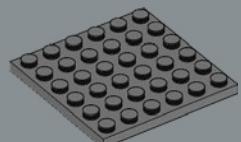
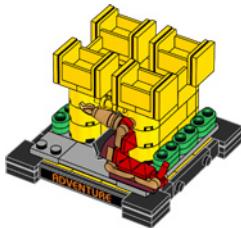
Muchos de los primeros cartuchos de juego del ATARI® Video Computer System ocupaban solo 2 kB de datos. Es más o menos lo mismo que ocupa una página de texto.

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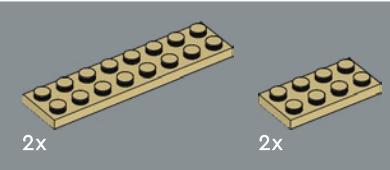
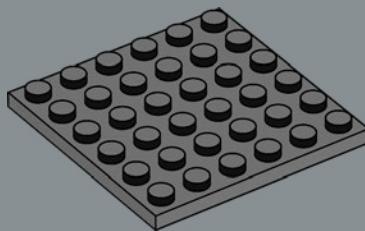
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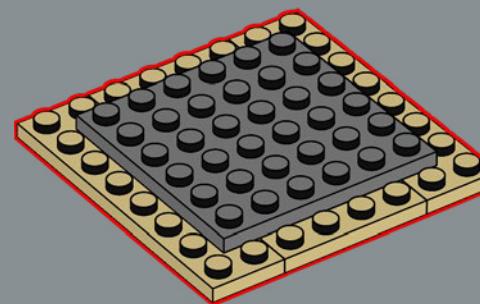
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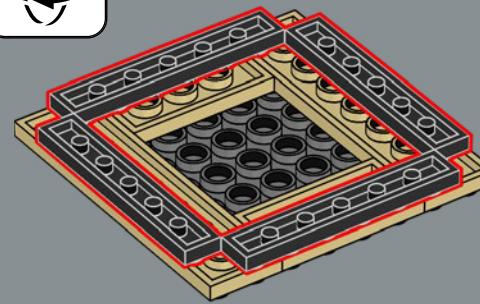
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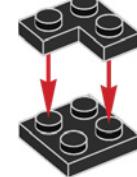


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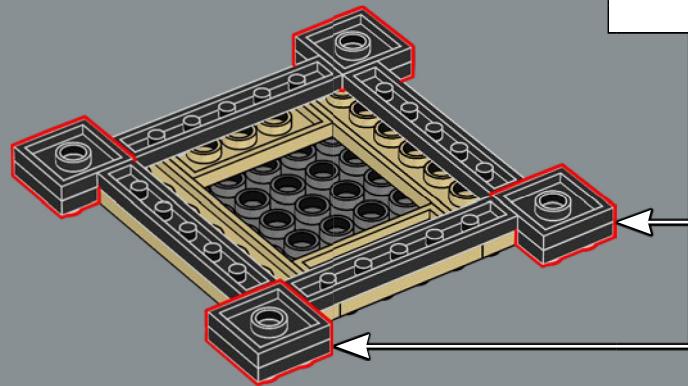


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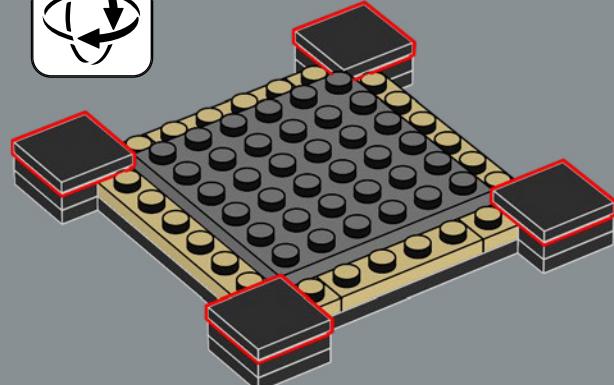


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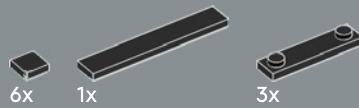
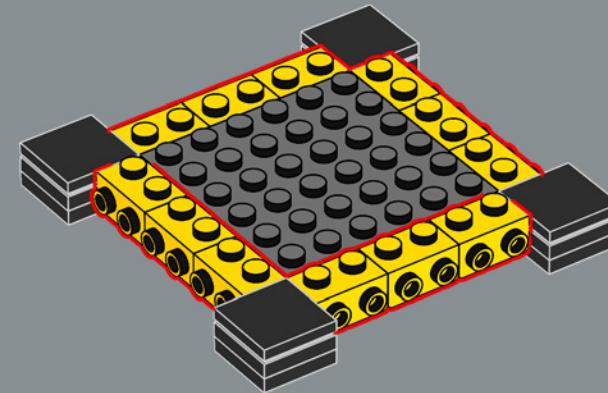
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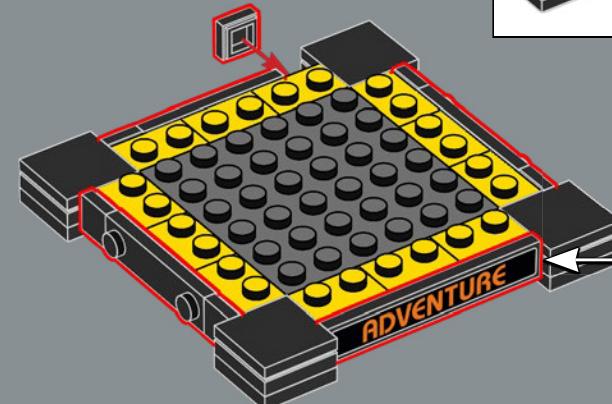


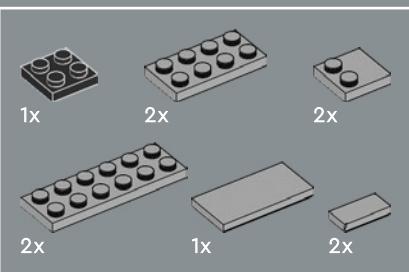
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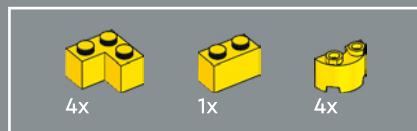
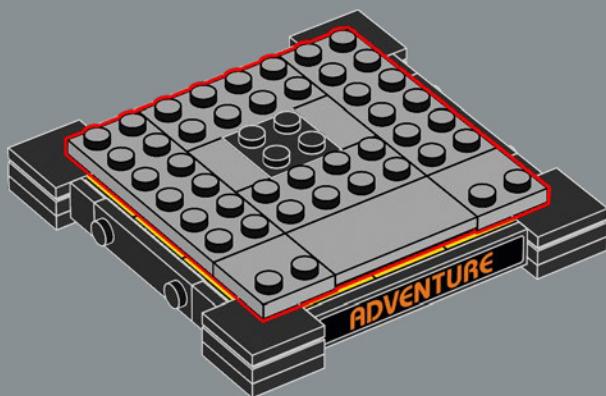
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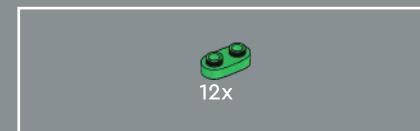
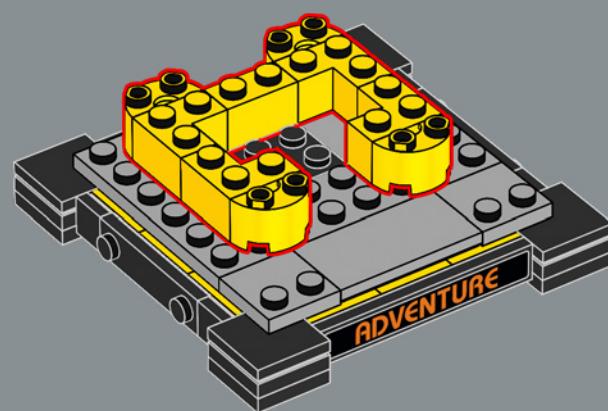




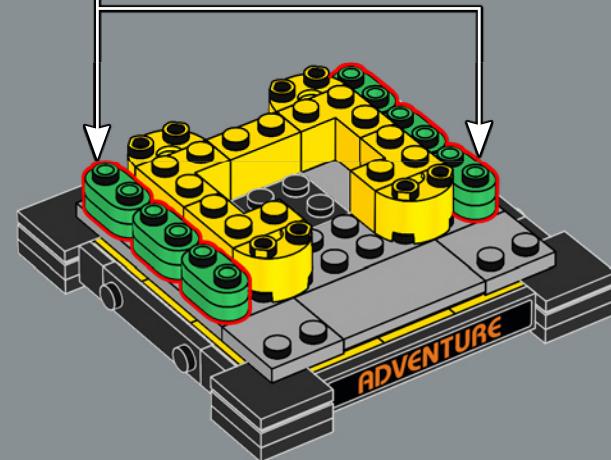
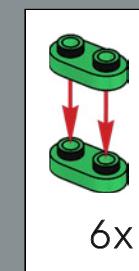
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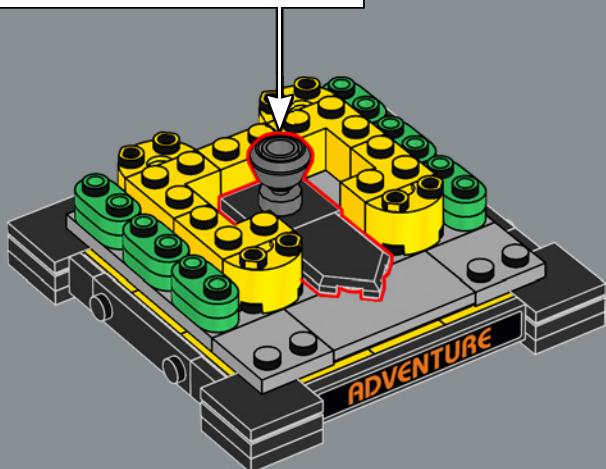
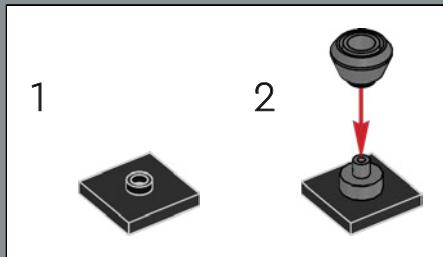


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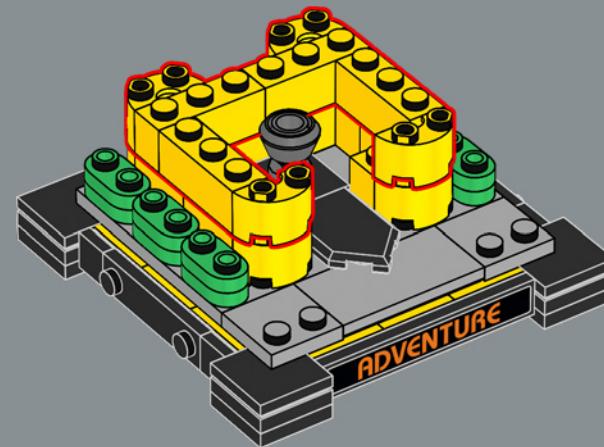


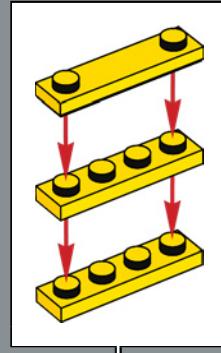
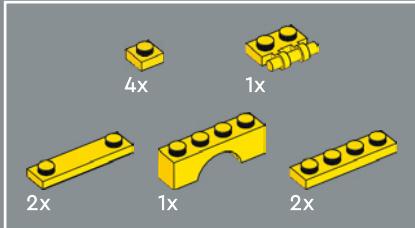


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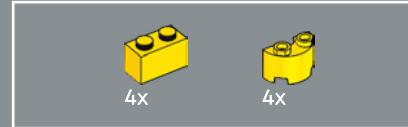
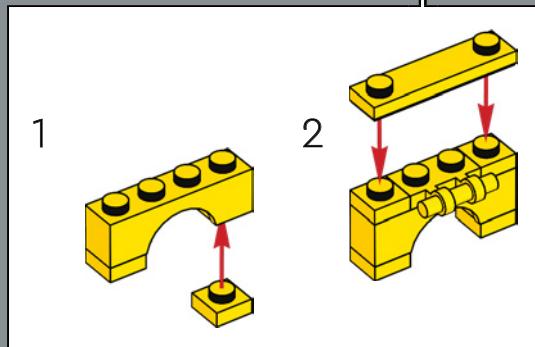
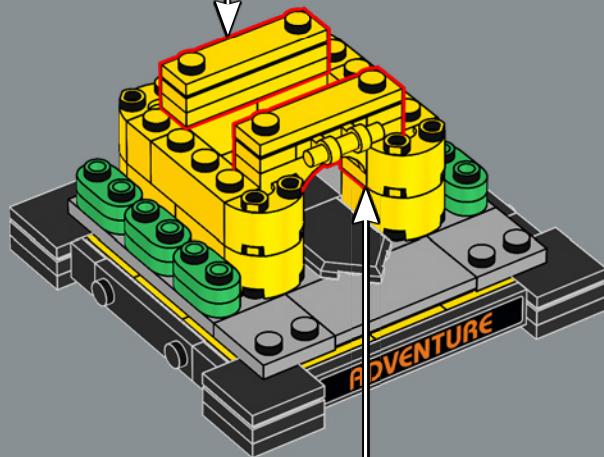


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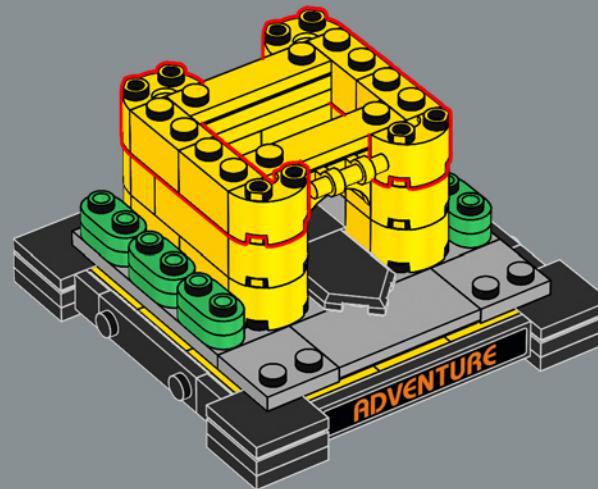




13



14





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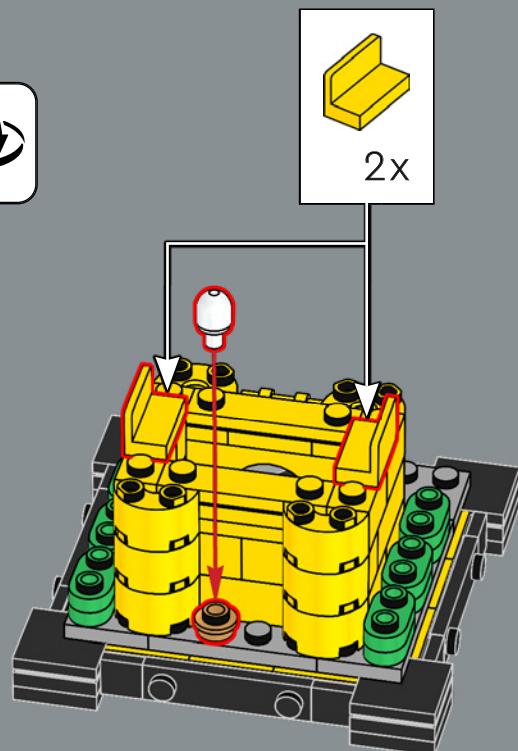


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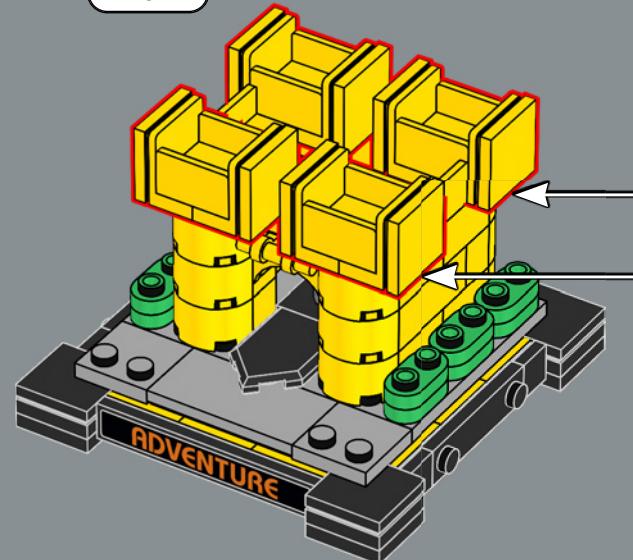
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2x

16



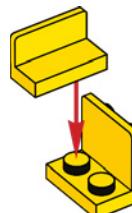
The Adventure vignette includes a small nest with egg at the back of the castle. This is a nod to the fact that Adventure features the first-ever Easter egg in a video game.



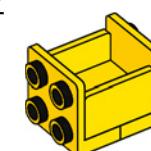
La vignette Adventure comprend un petit nid avec un œuf à l'arrière du château. C'est un clin d'œil au fait qu'Adventure renferme le tout premier œuf de Pâques dans un jeu vidéo.

La viñeta de Adventure incluye un pequeño nido con un huevo detrás del castillo. Es un guiño al hecho de que Adventure fue el primer videojuego de la historia en incluir un huevo de Pascua.

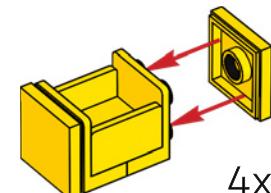
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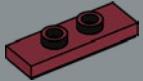
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23



1x

17



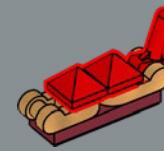
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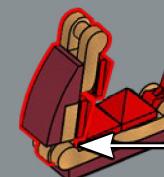
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19



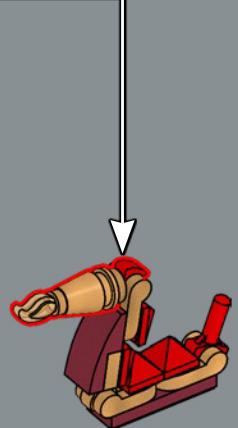
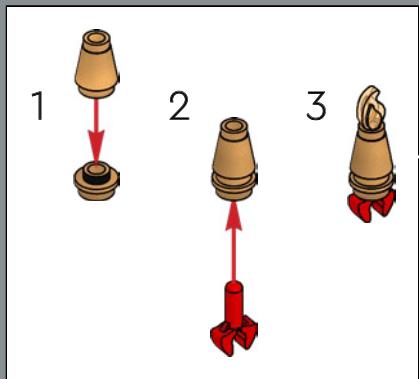
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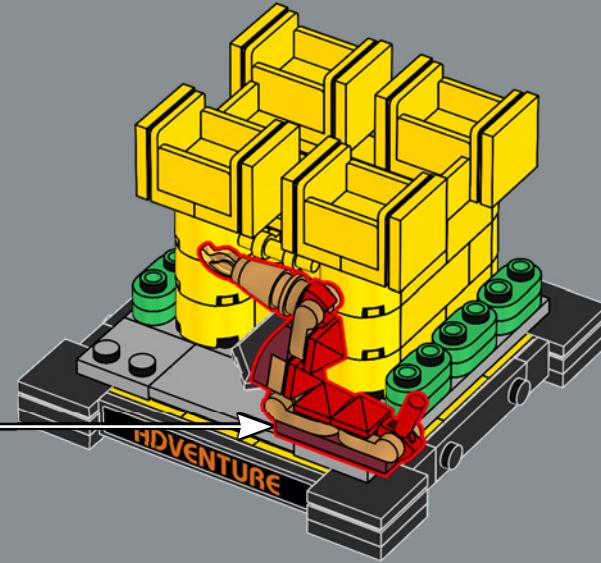


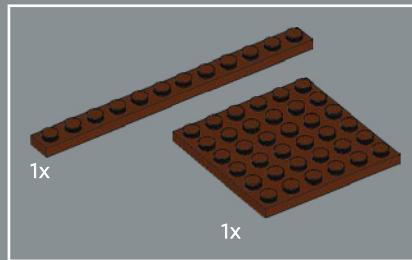


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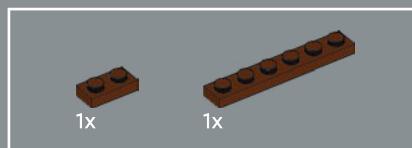
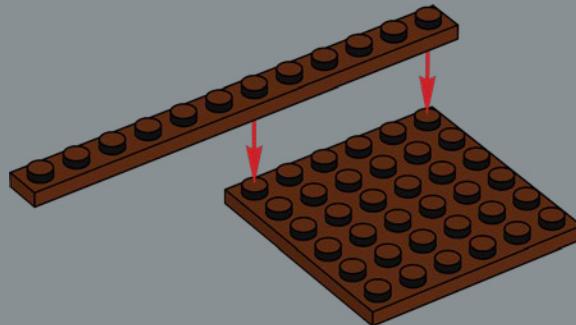


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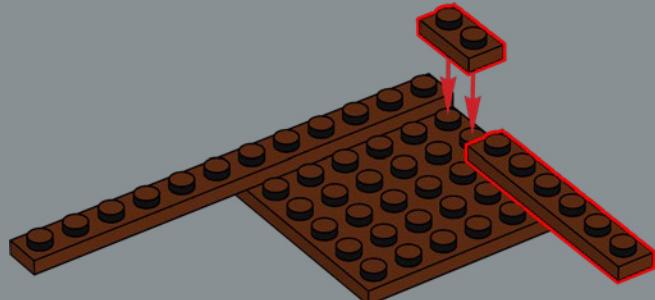




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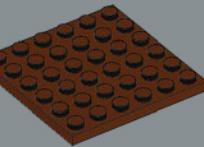
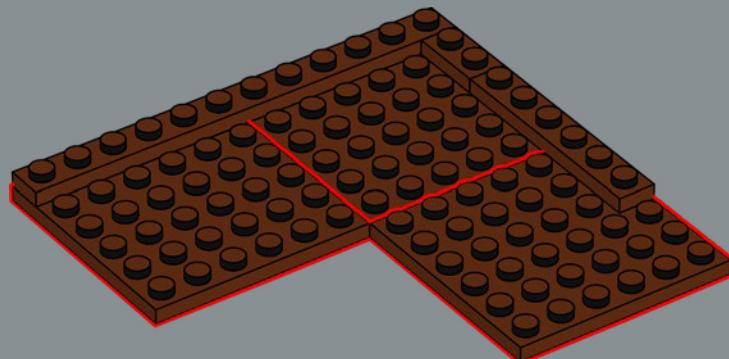


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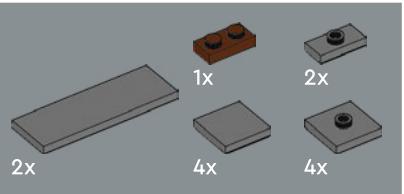
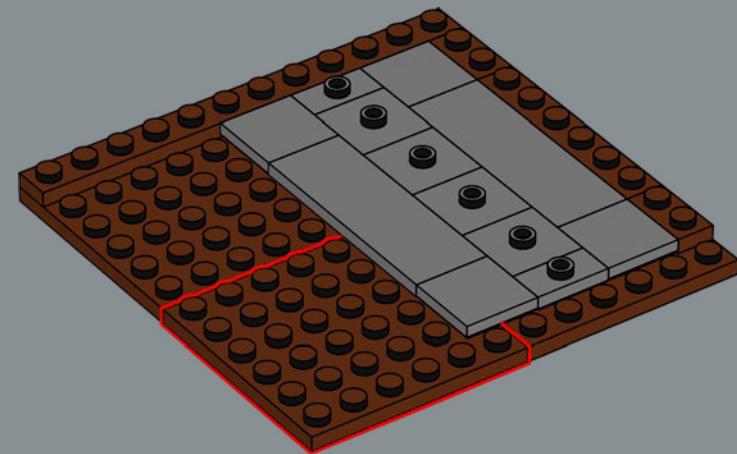




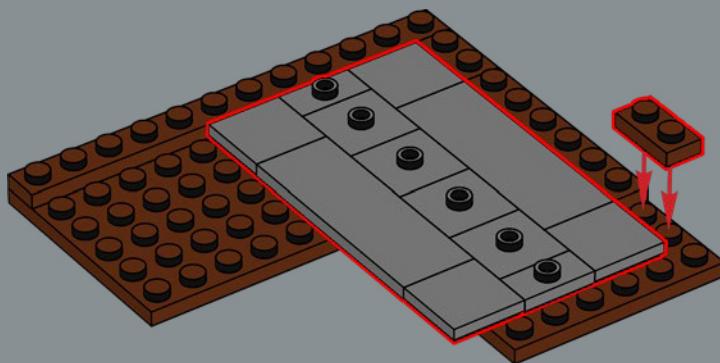
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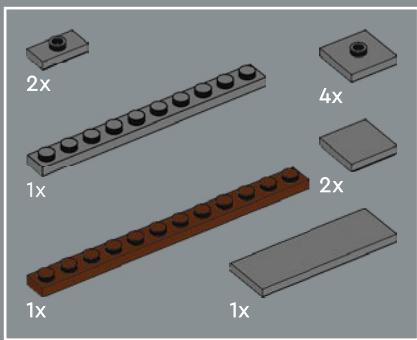


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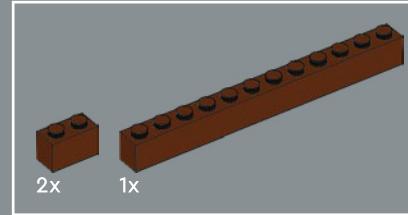
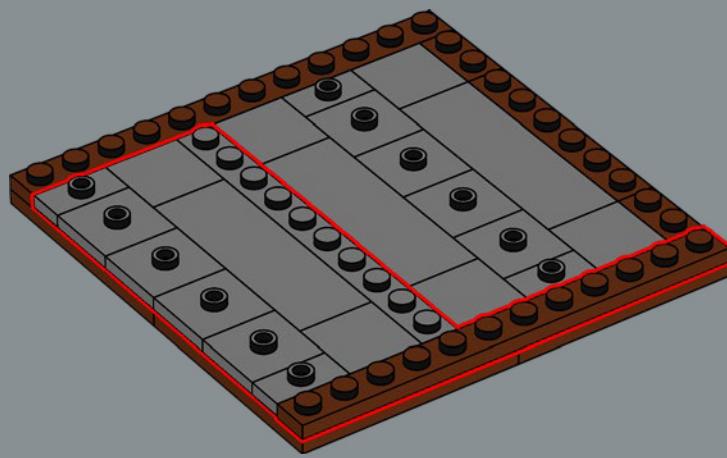


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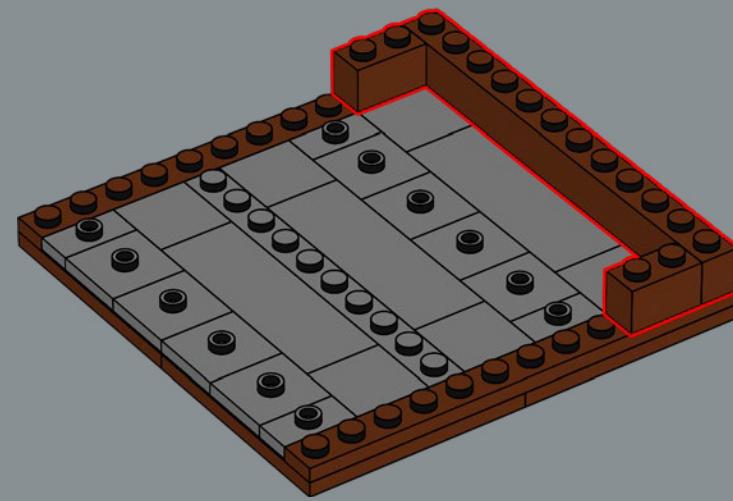


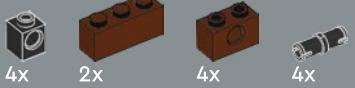


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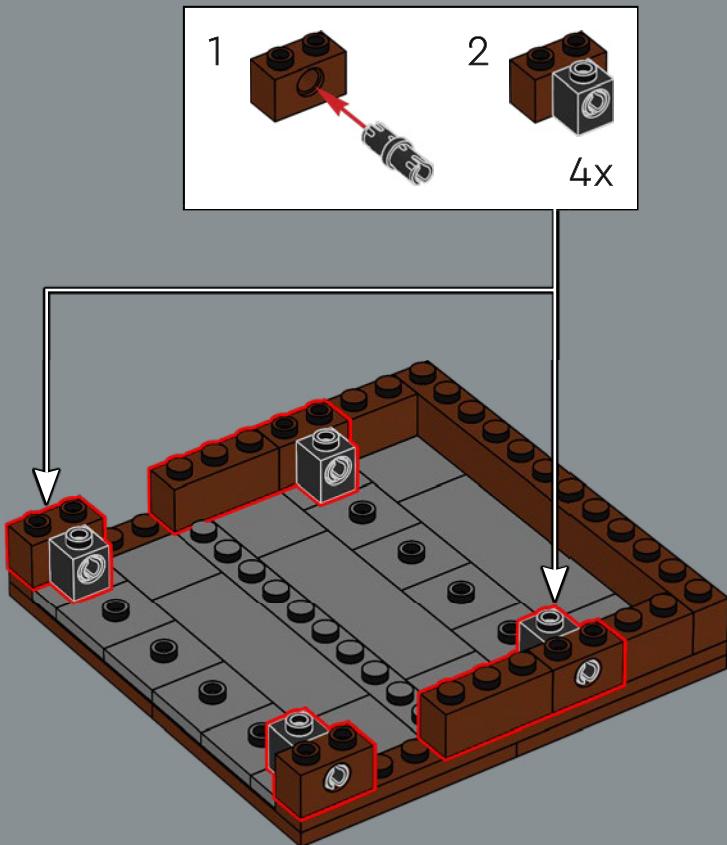


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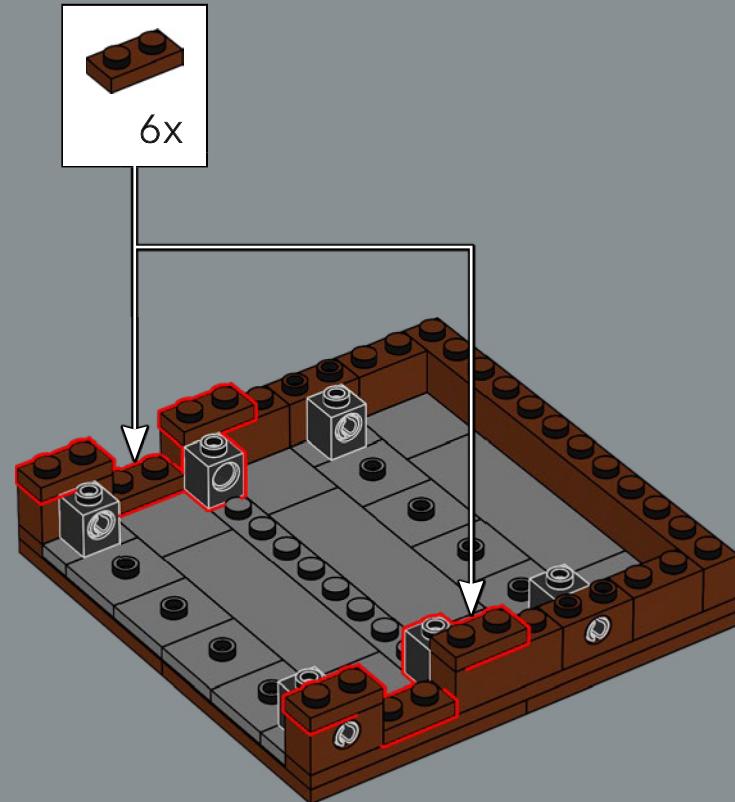


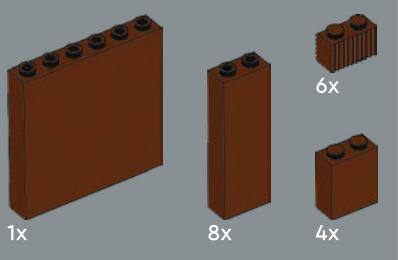


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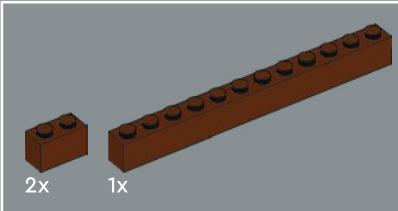
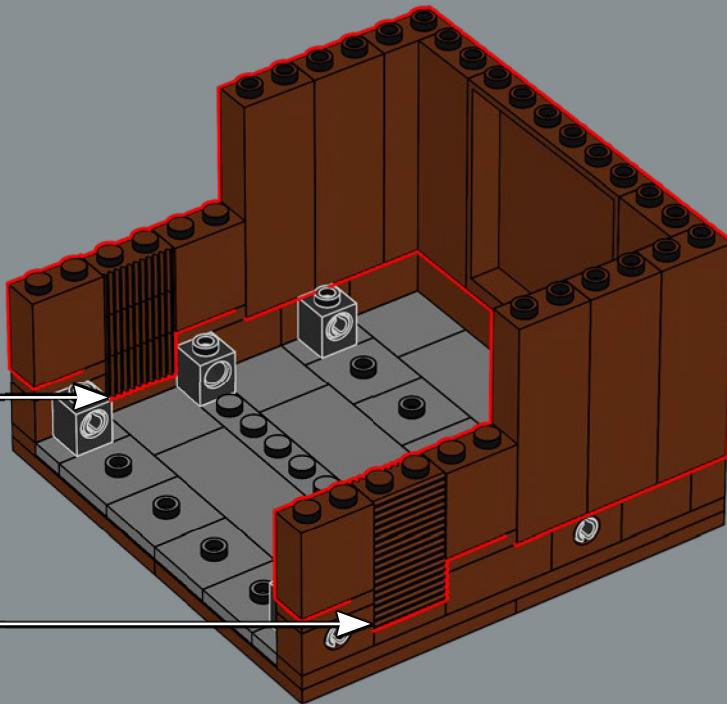


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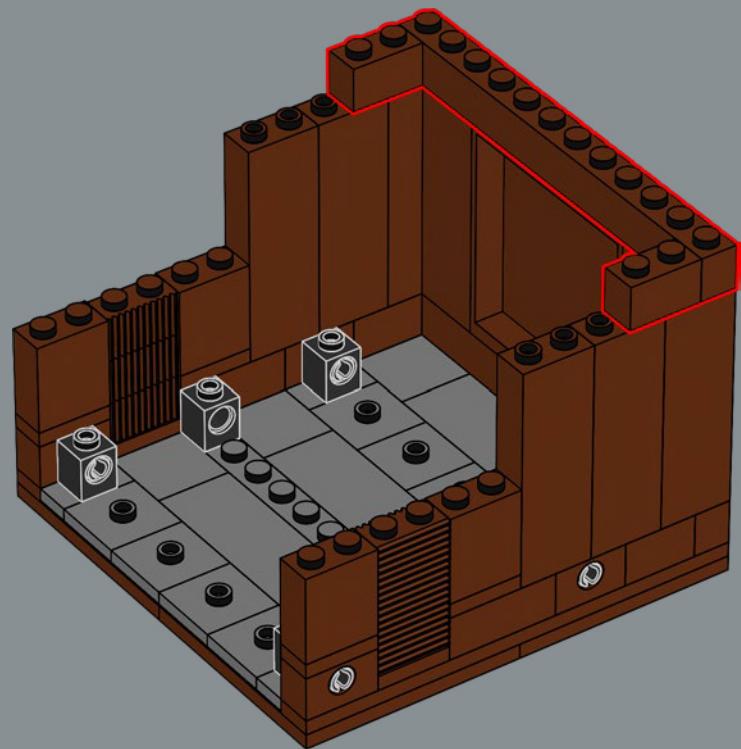


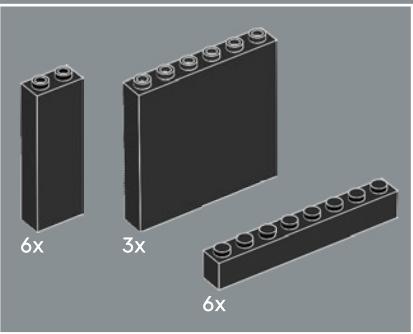


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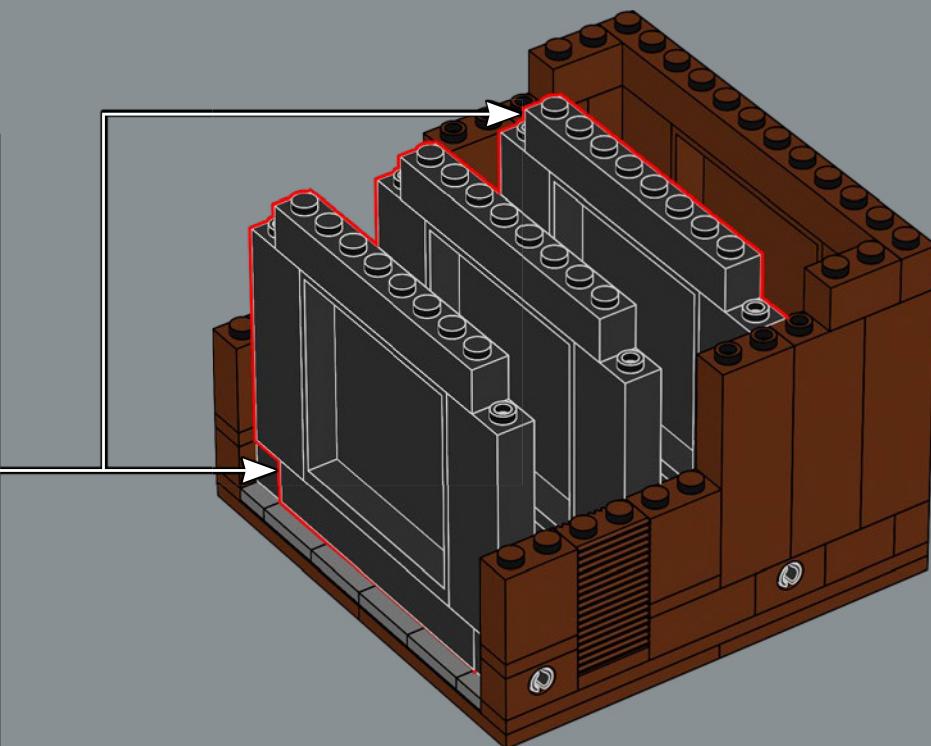
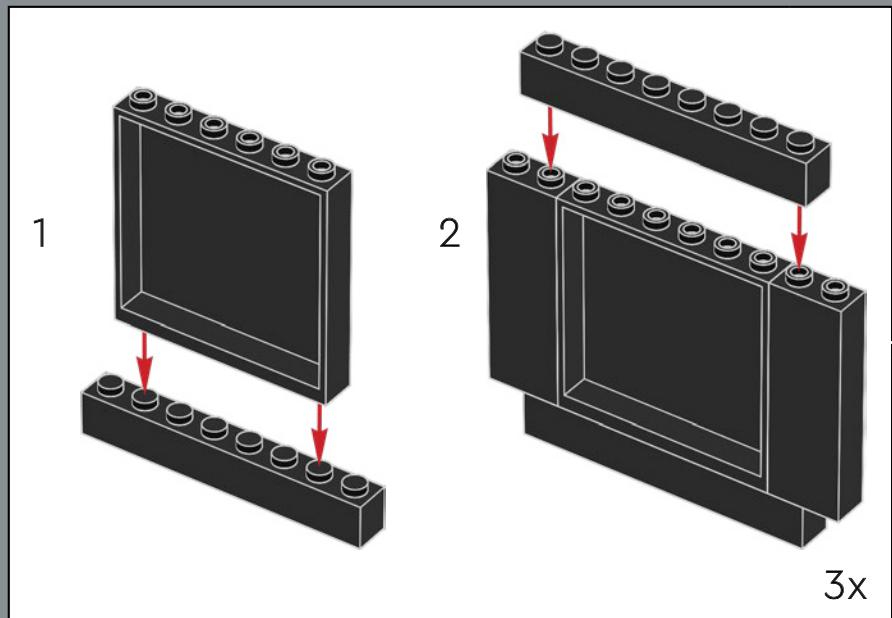


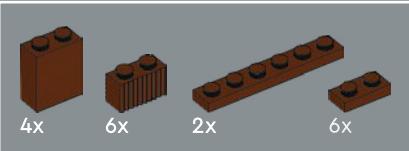
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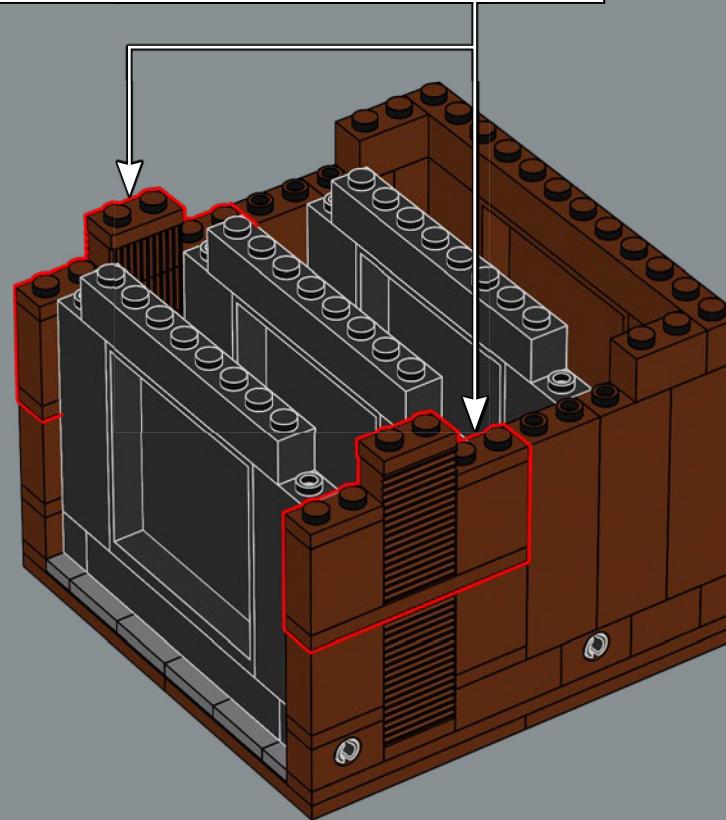
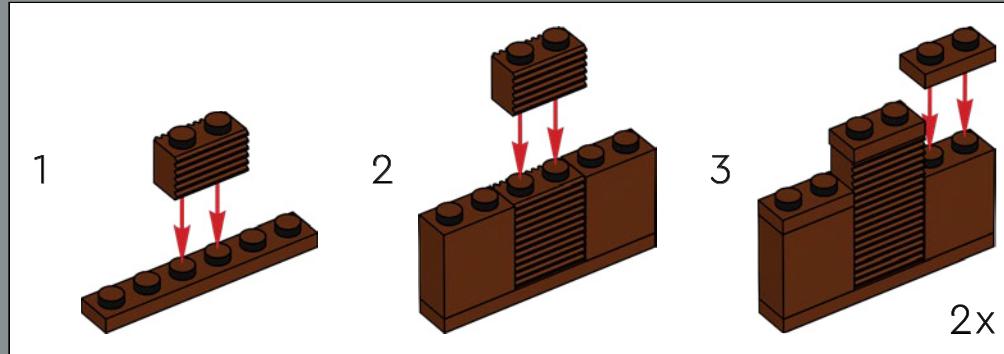


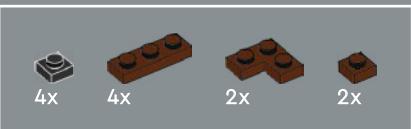
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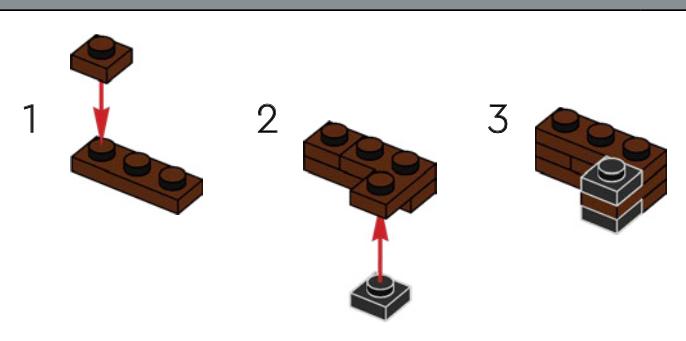
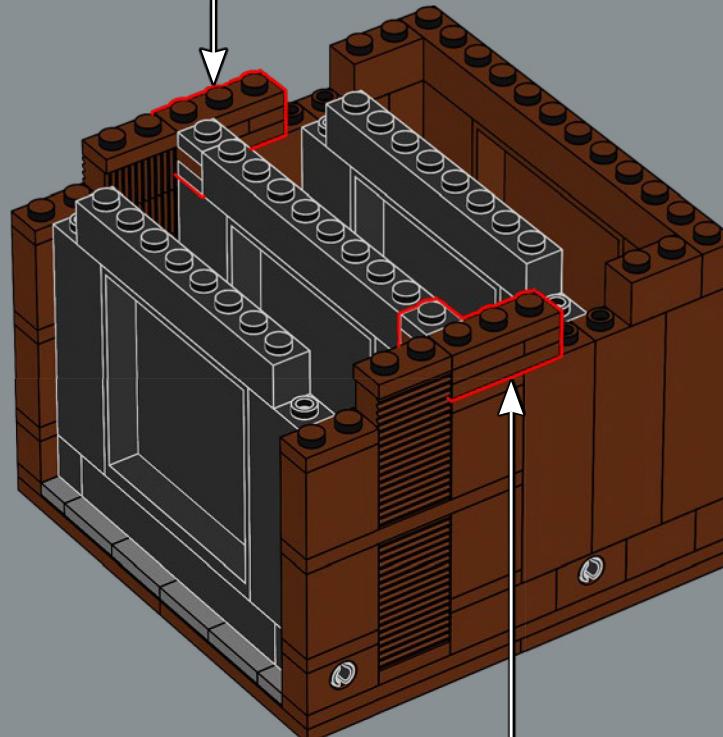
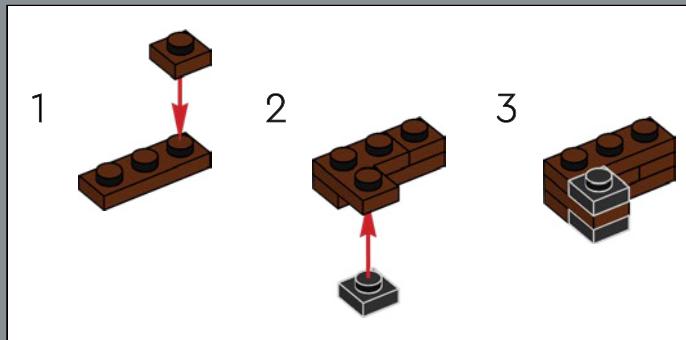


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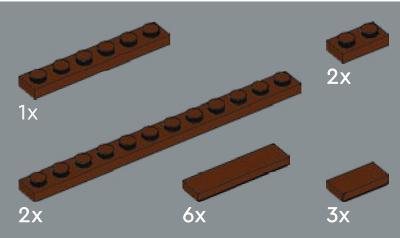
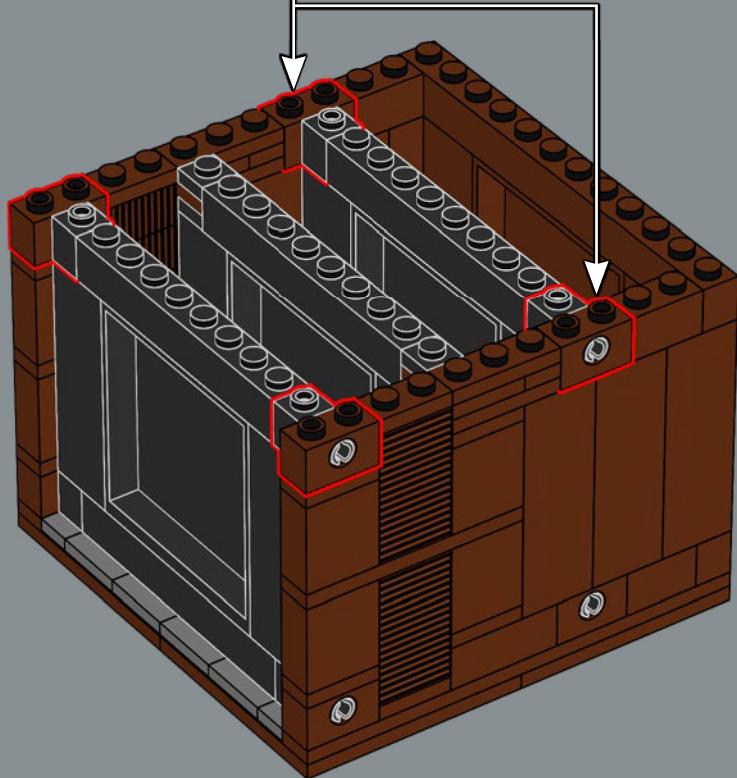
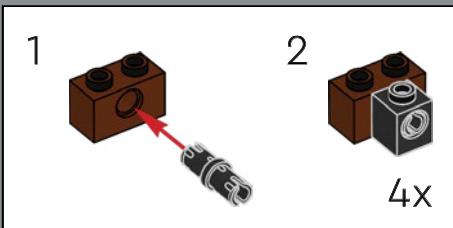


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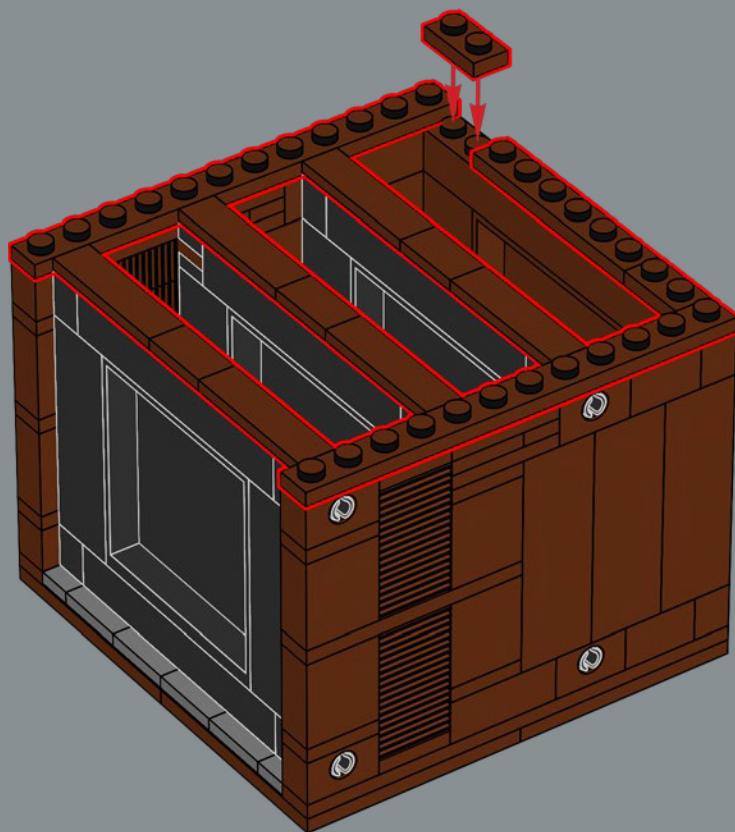


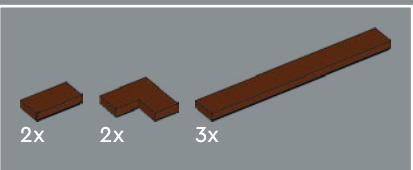


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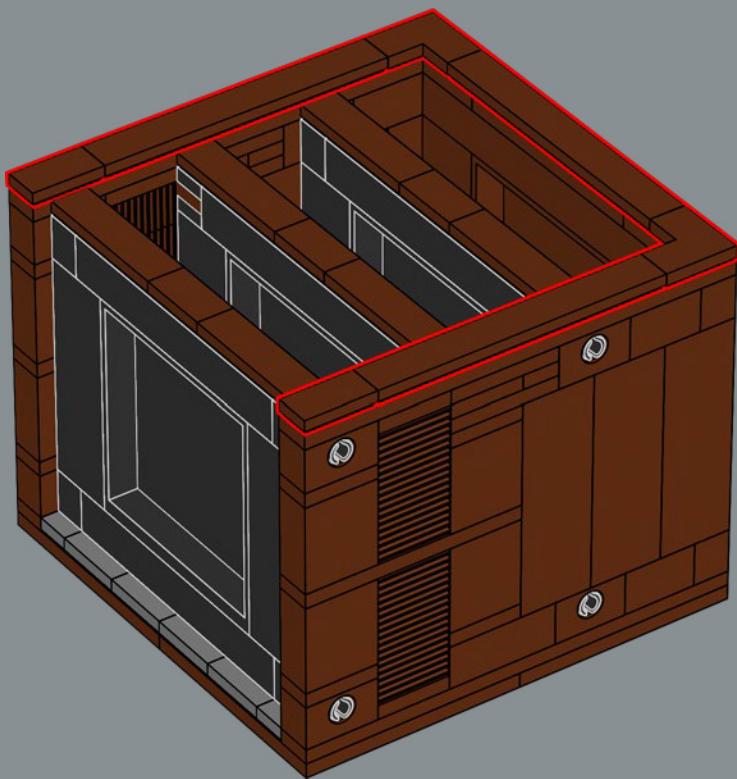


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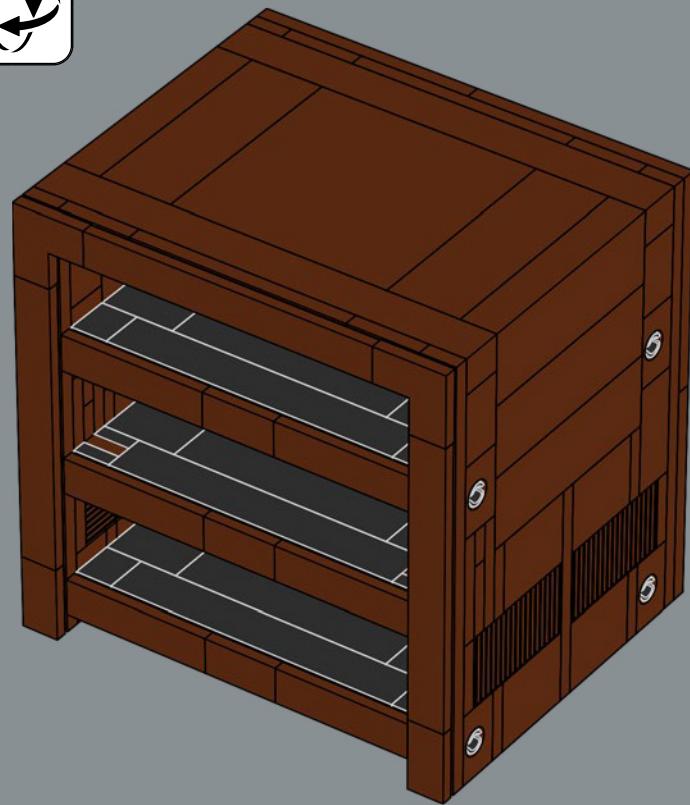
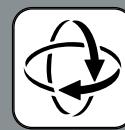


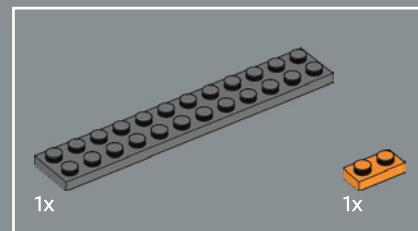
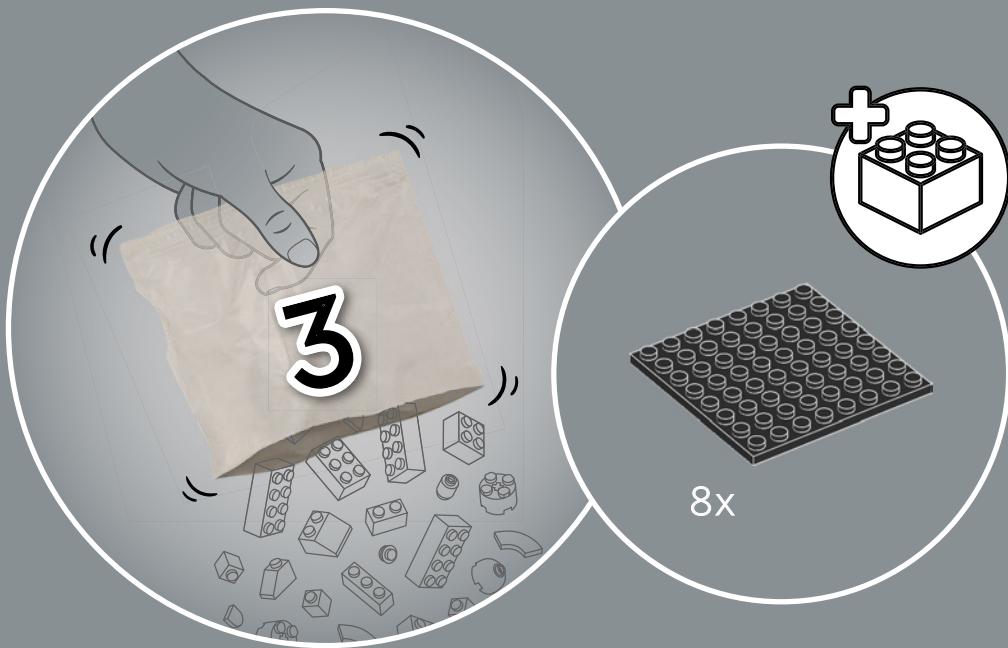


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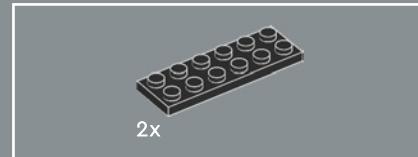
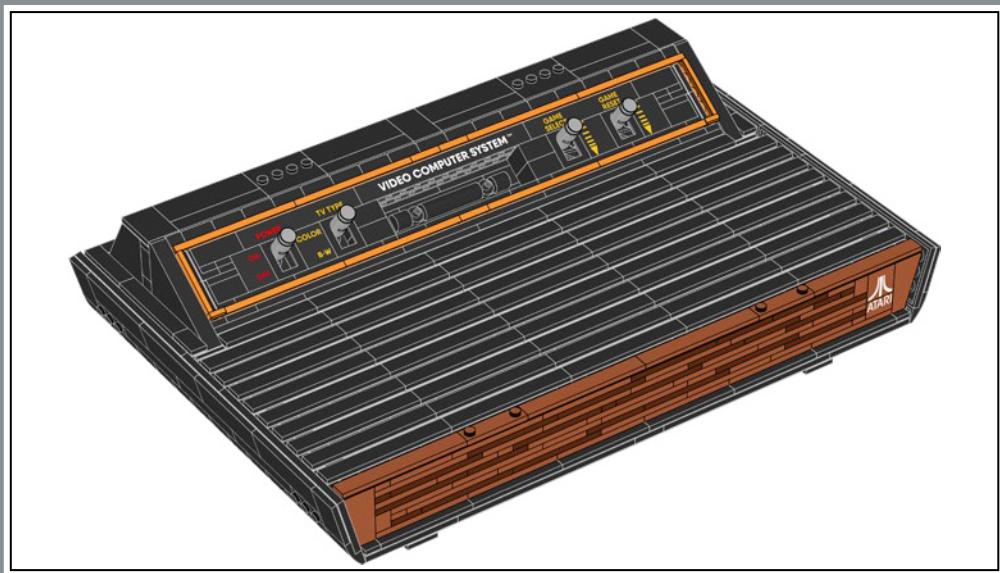
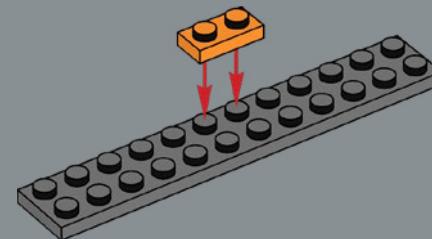


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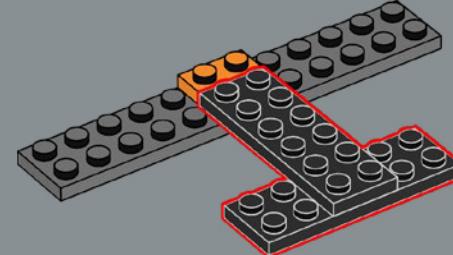


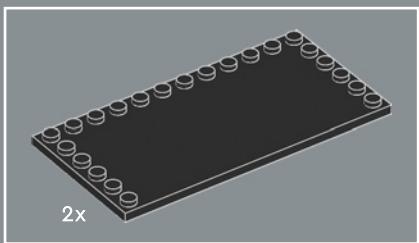


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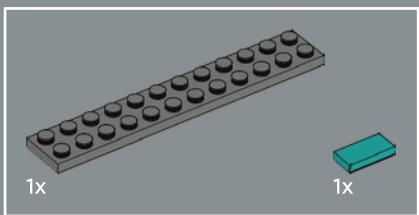
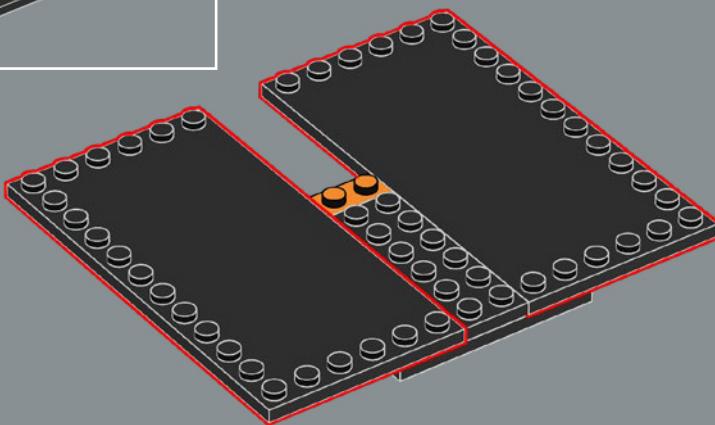


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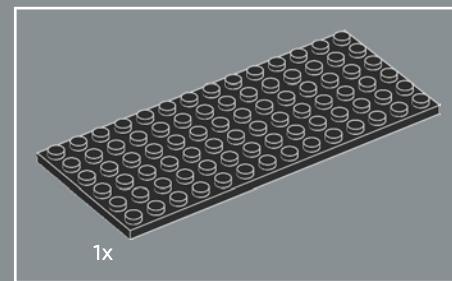
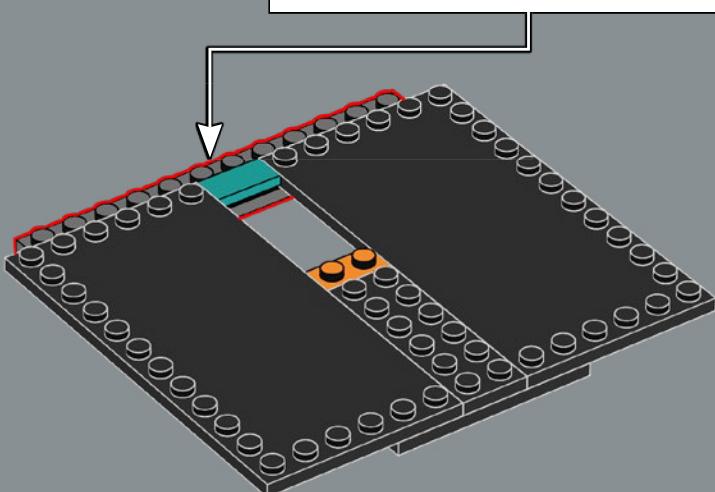




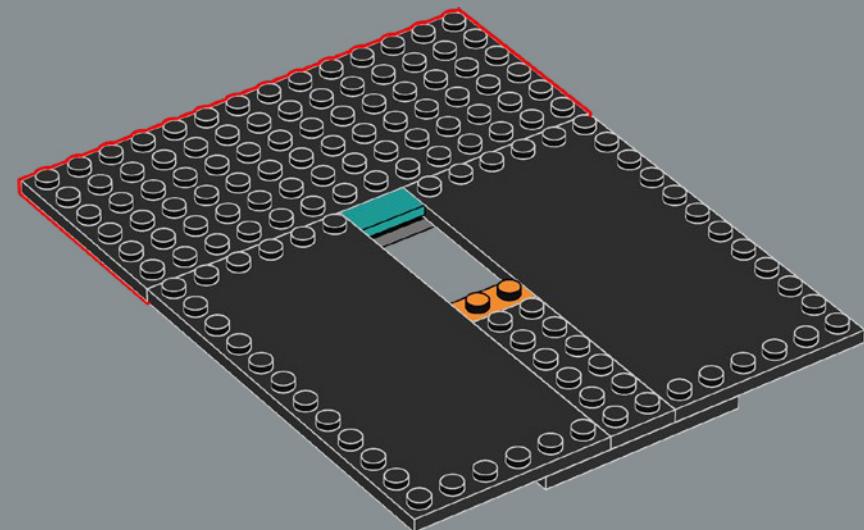
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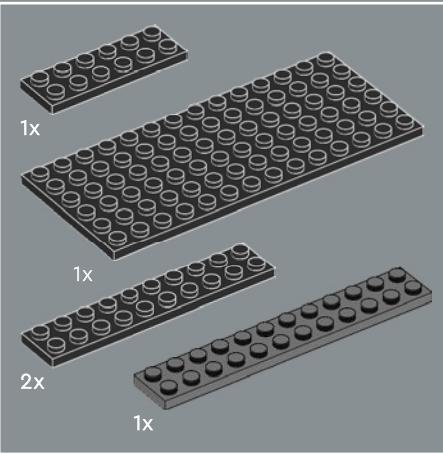


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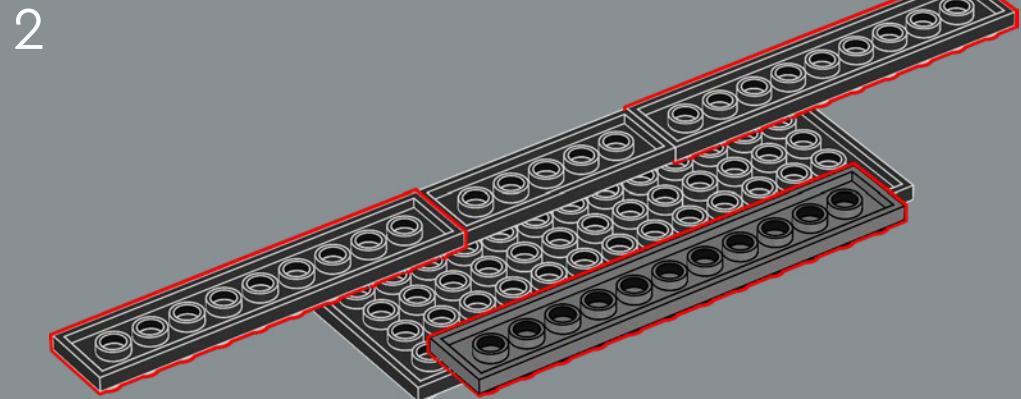
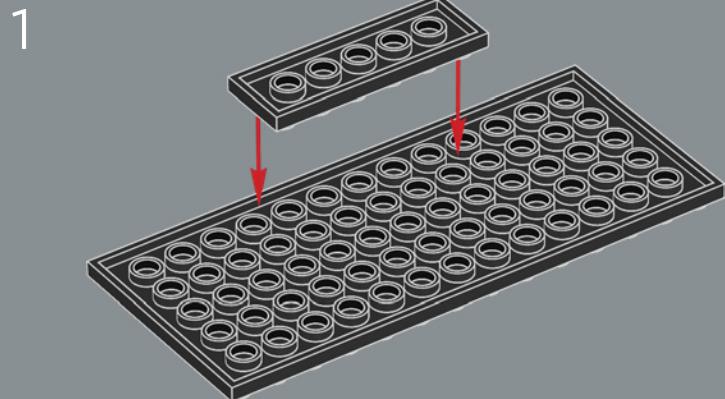


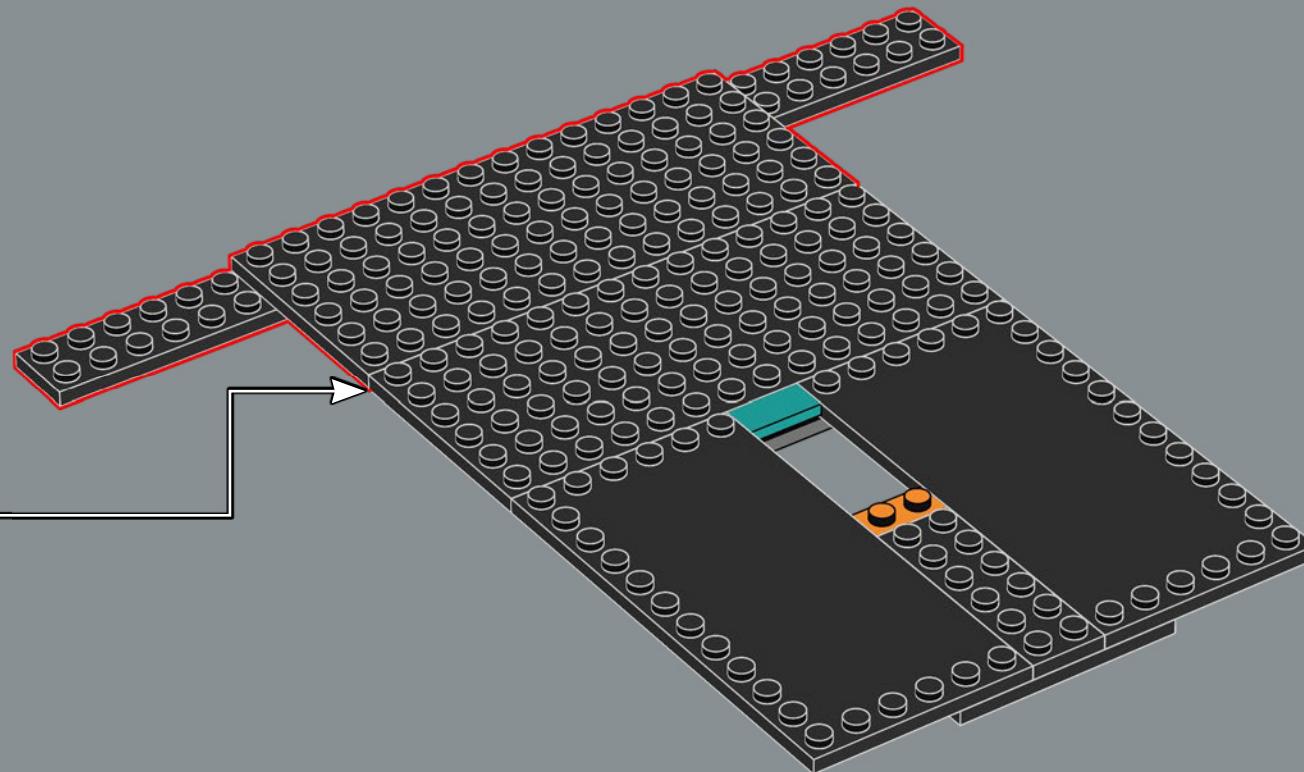
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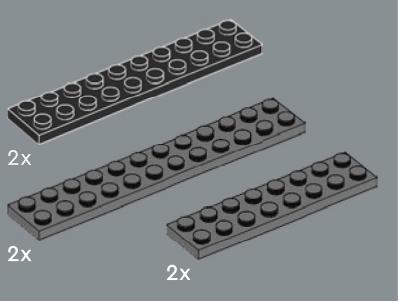




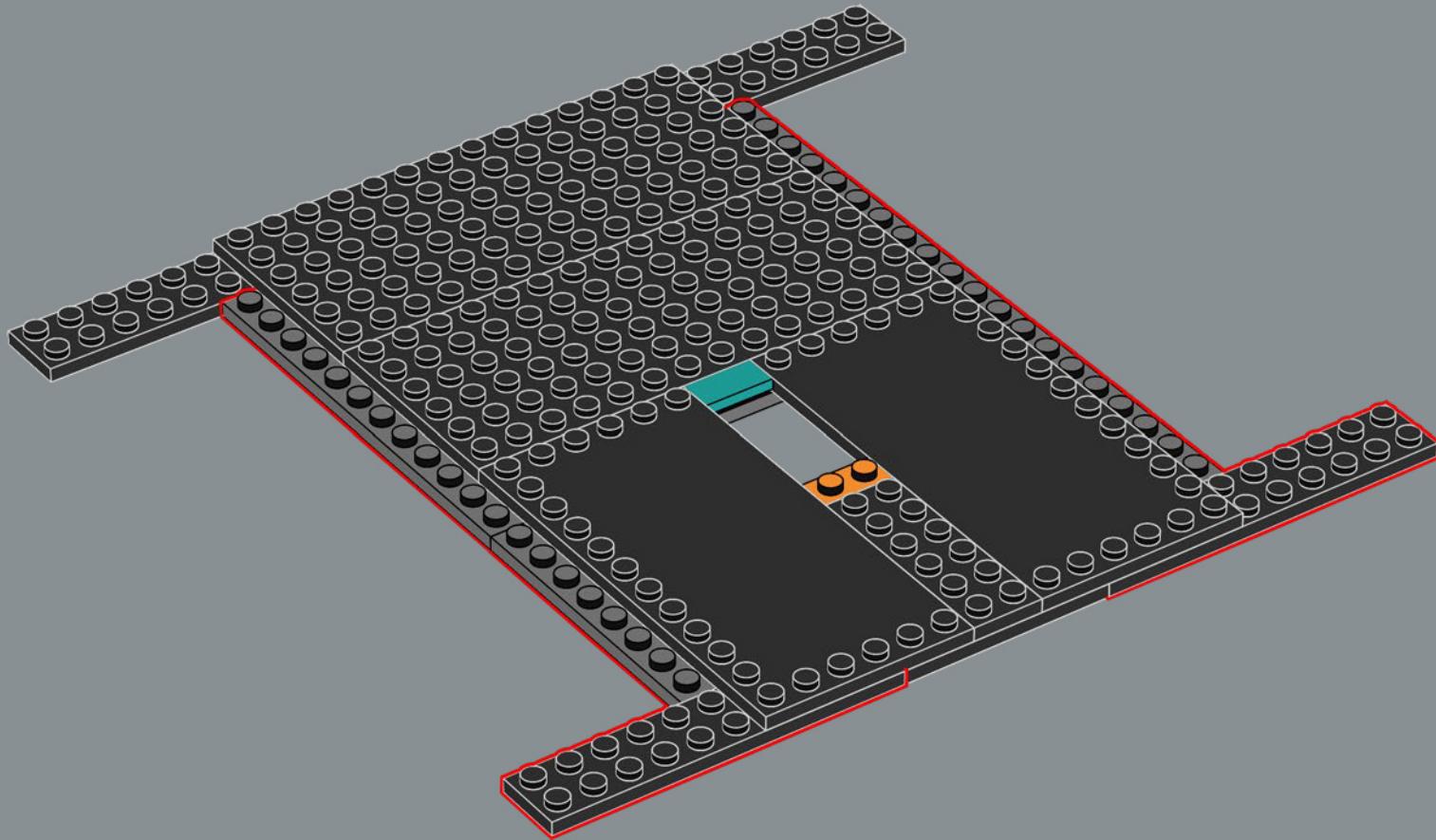
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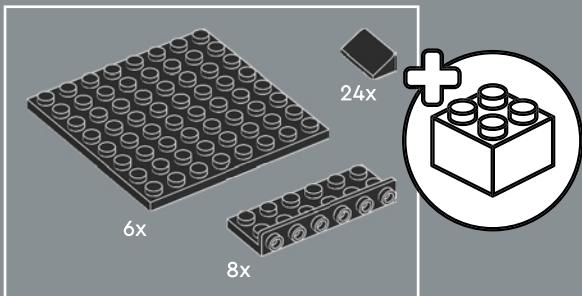
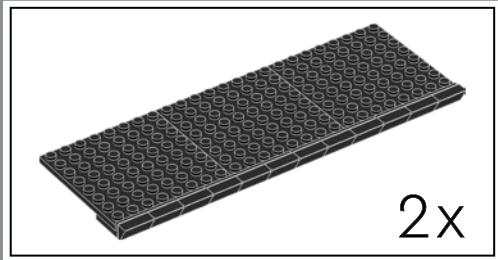




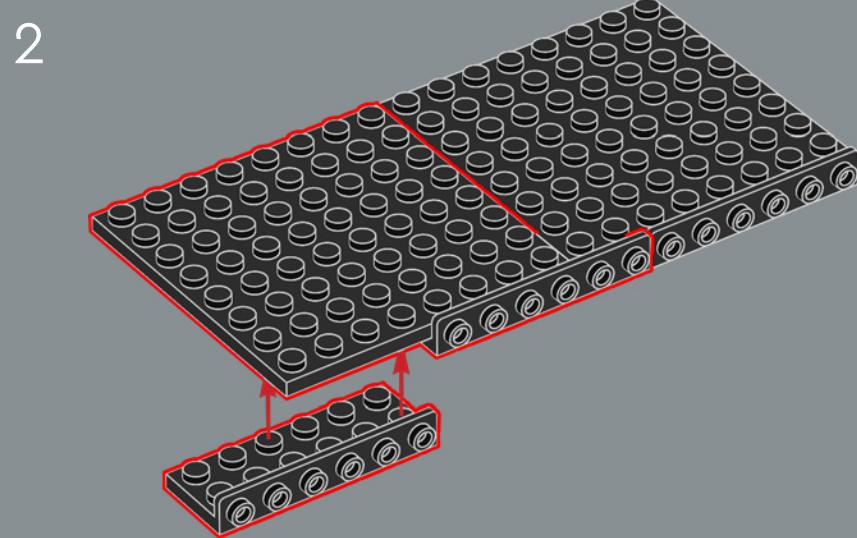
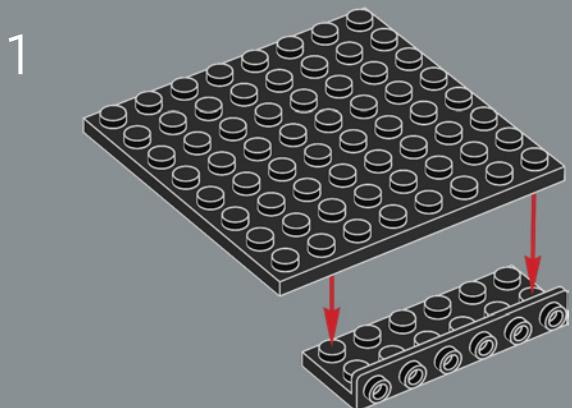


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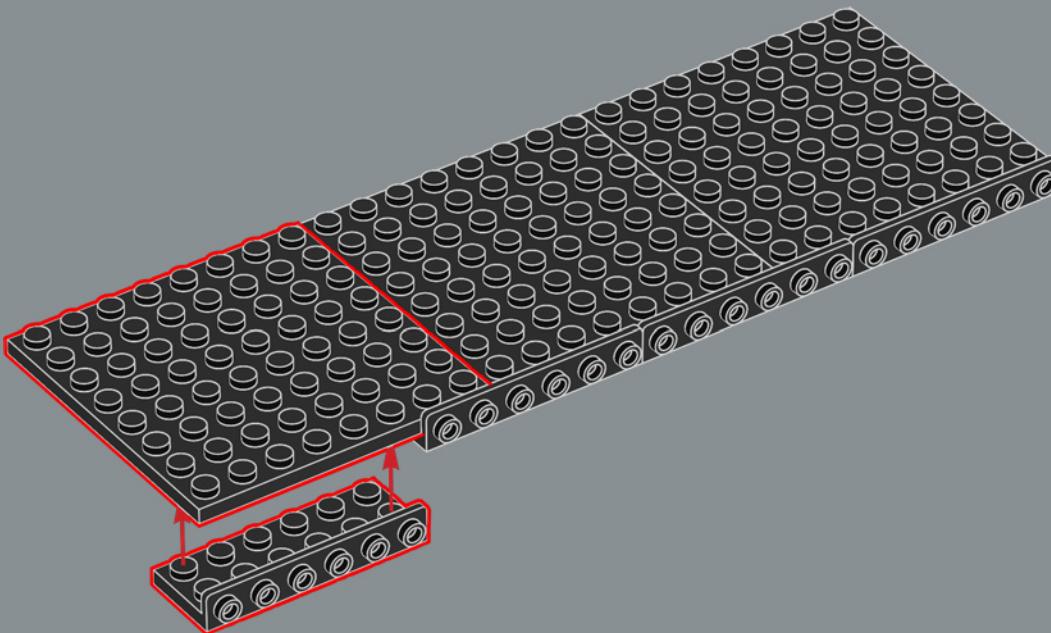




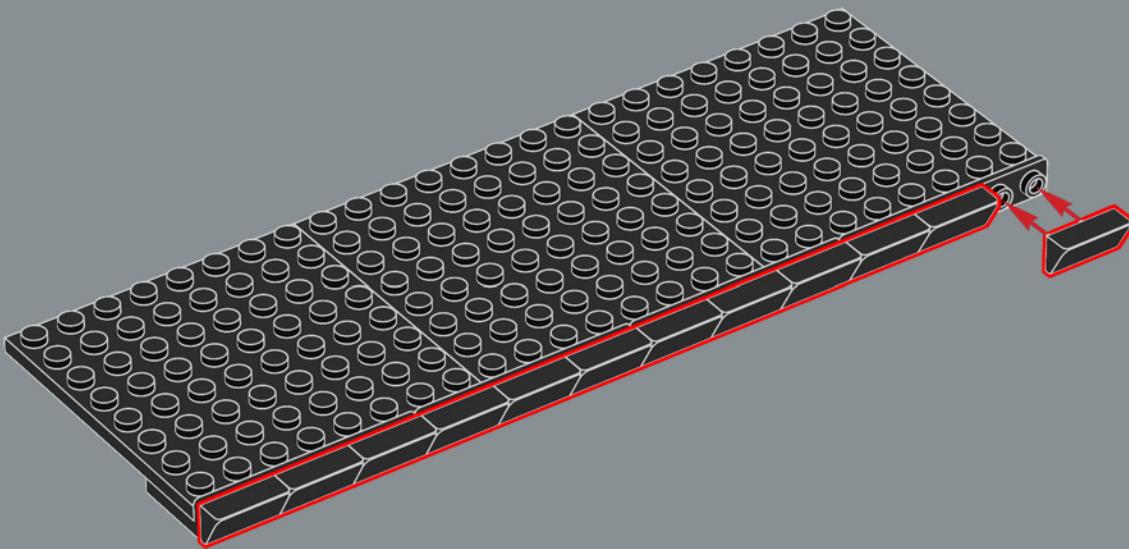
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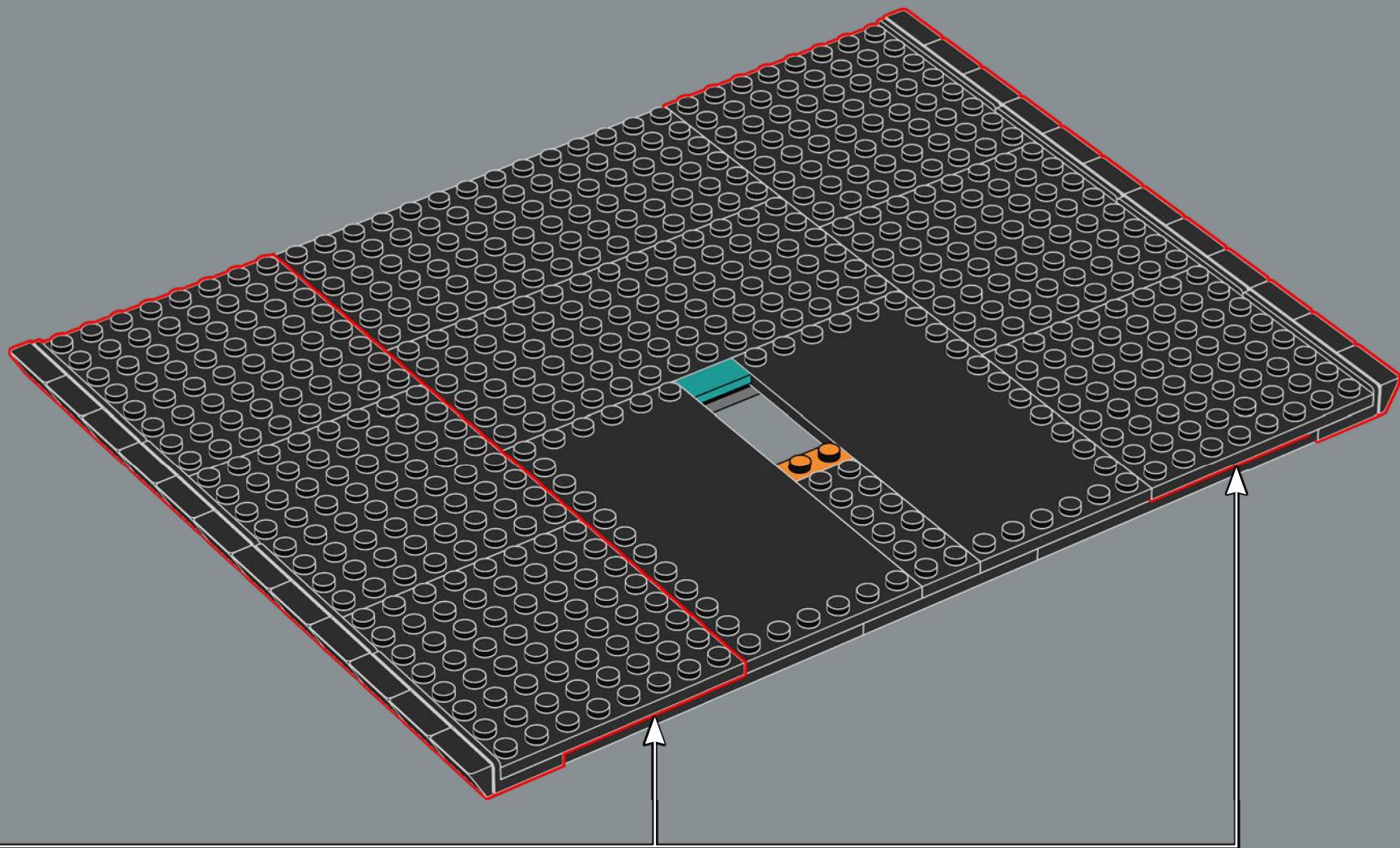


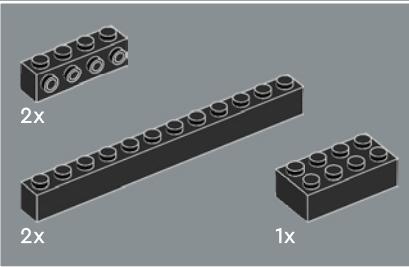
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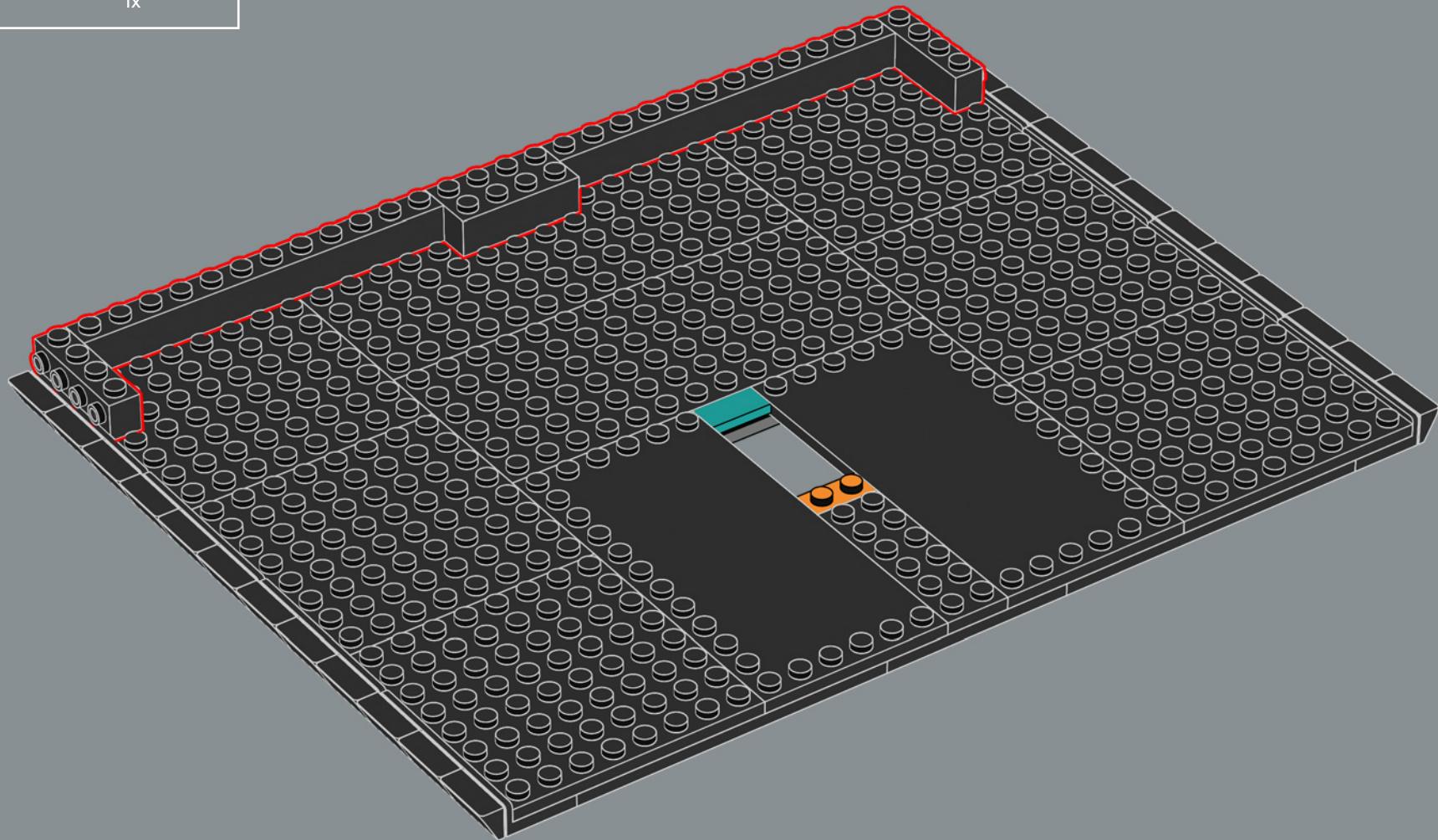
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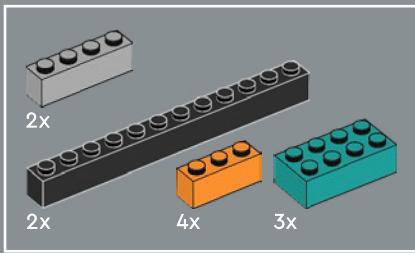




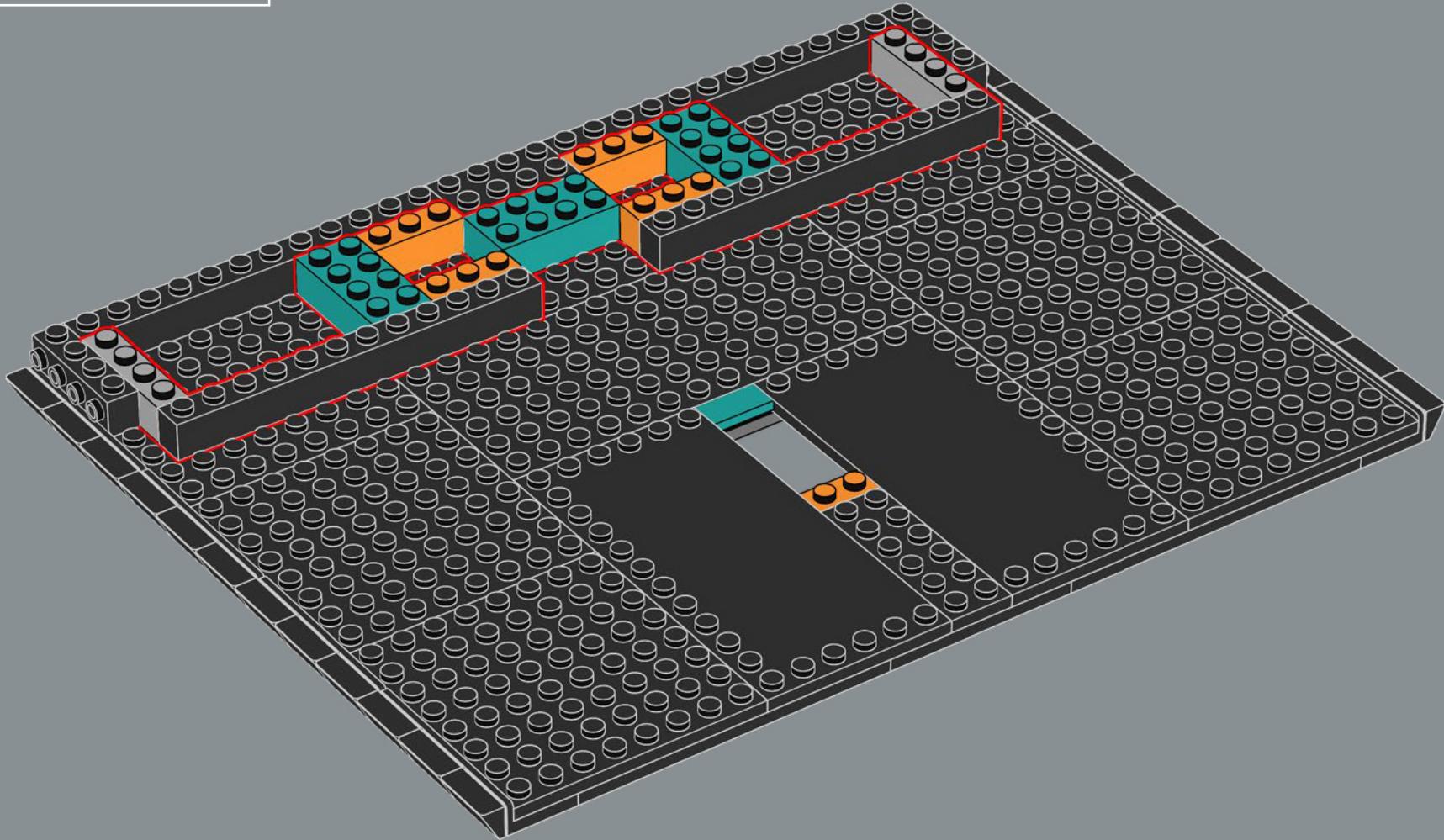


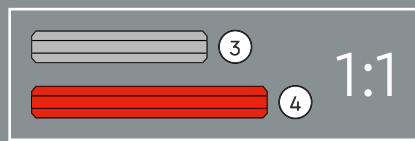
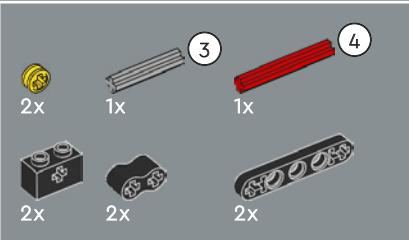
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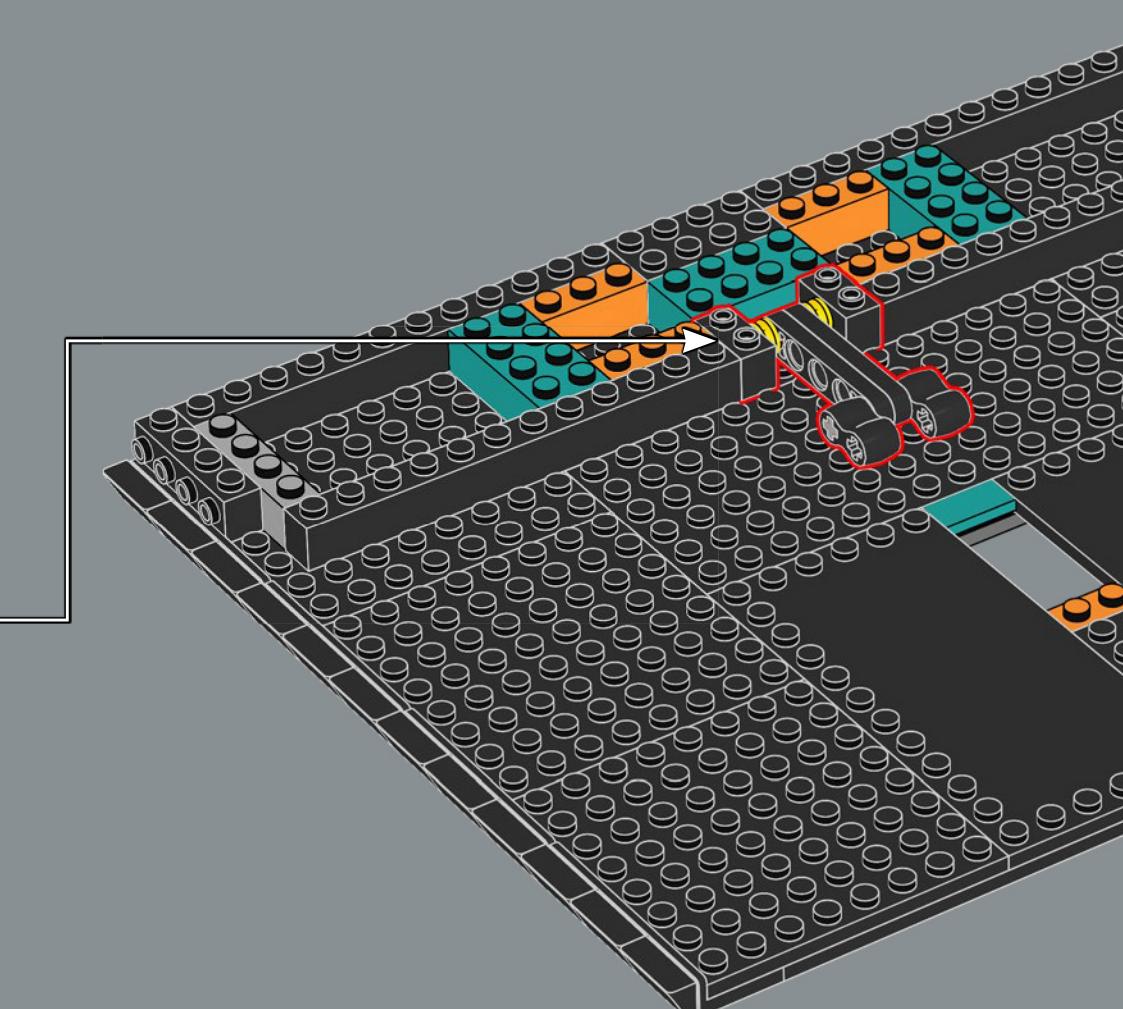
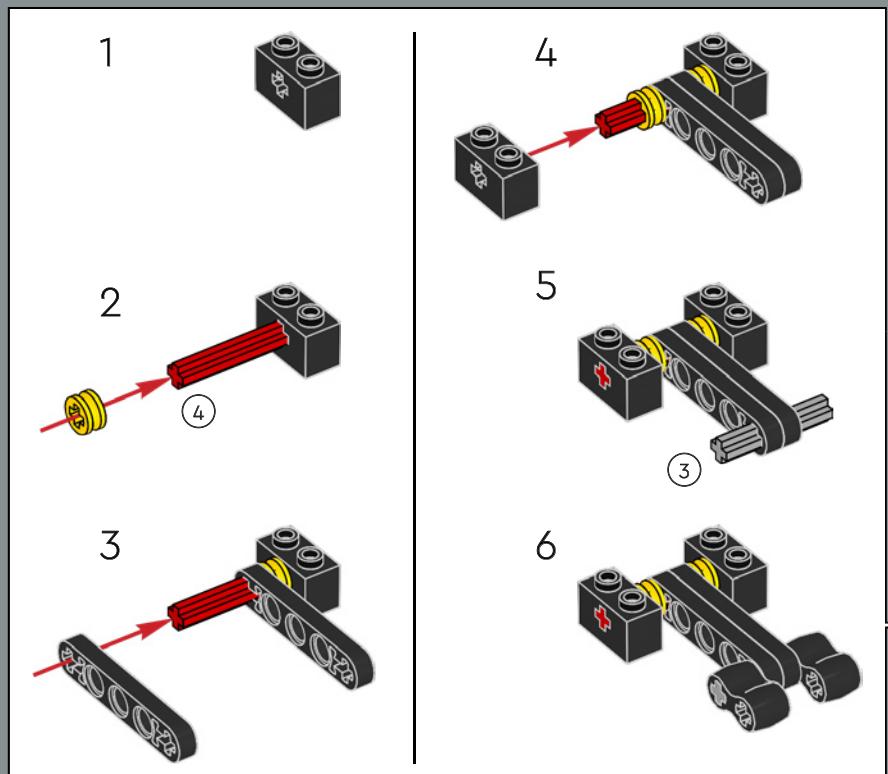


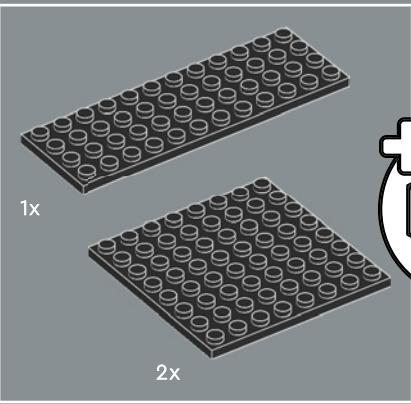
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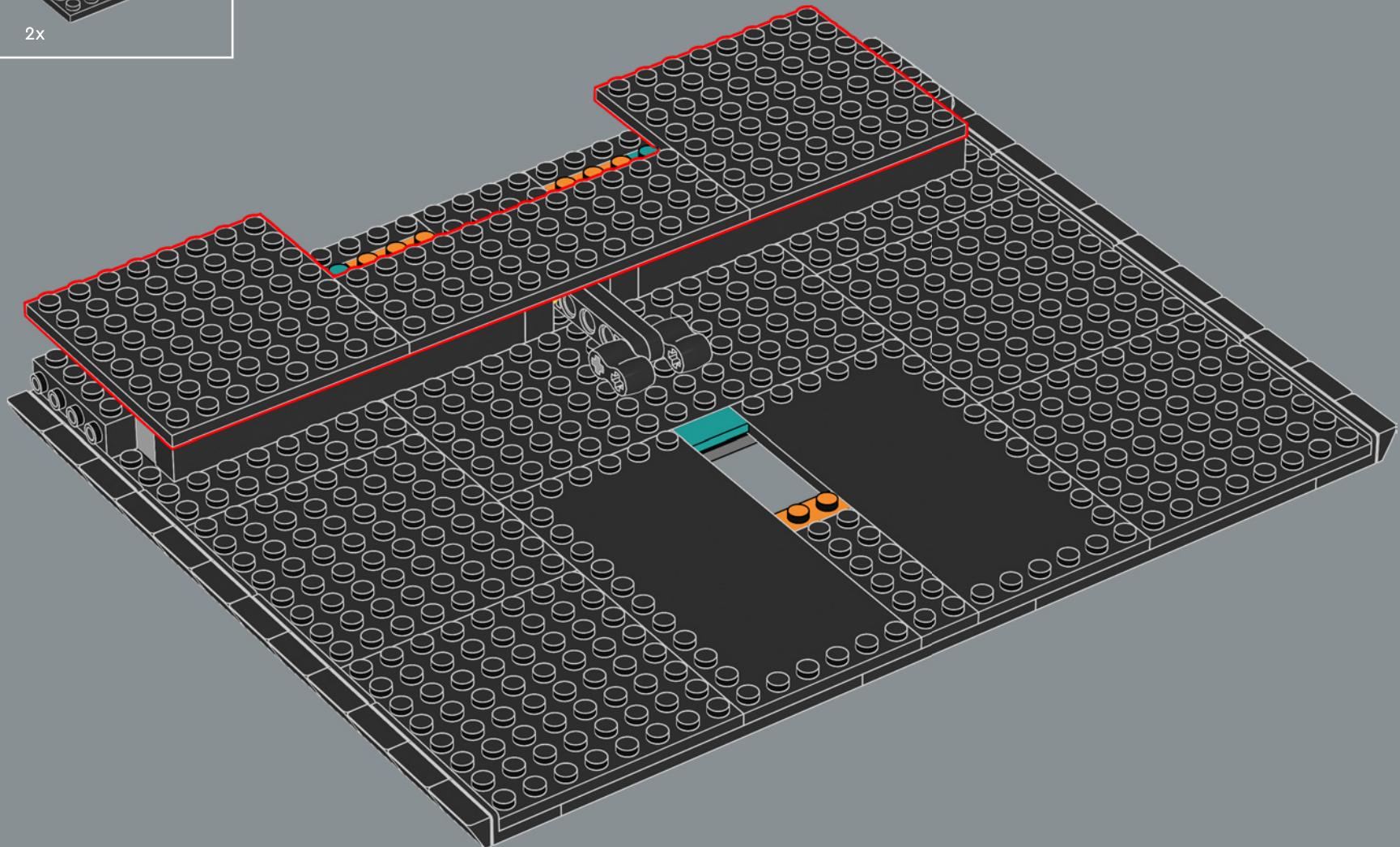


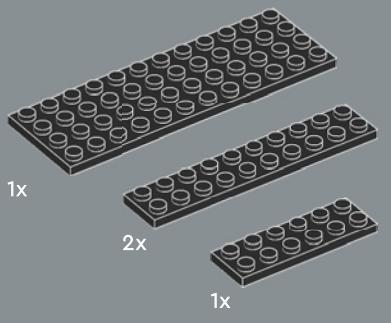
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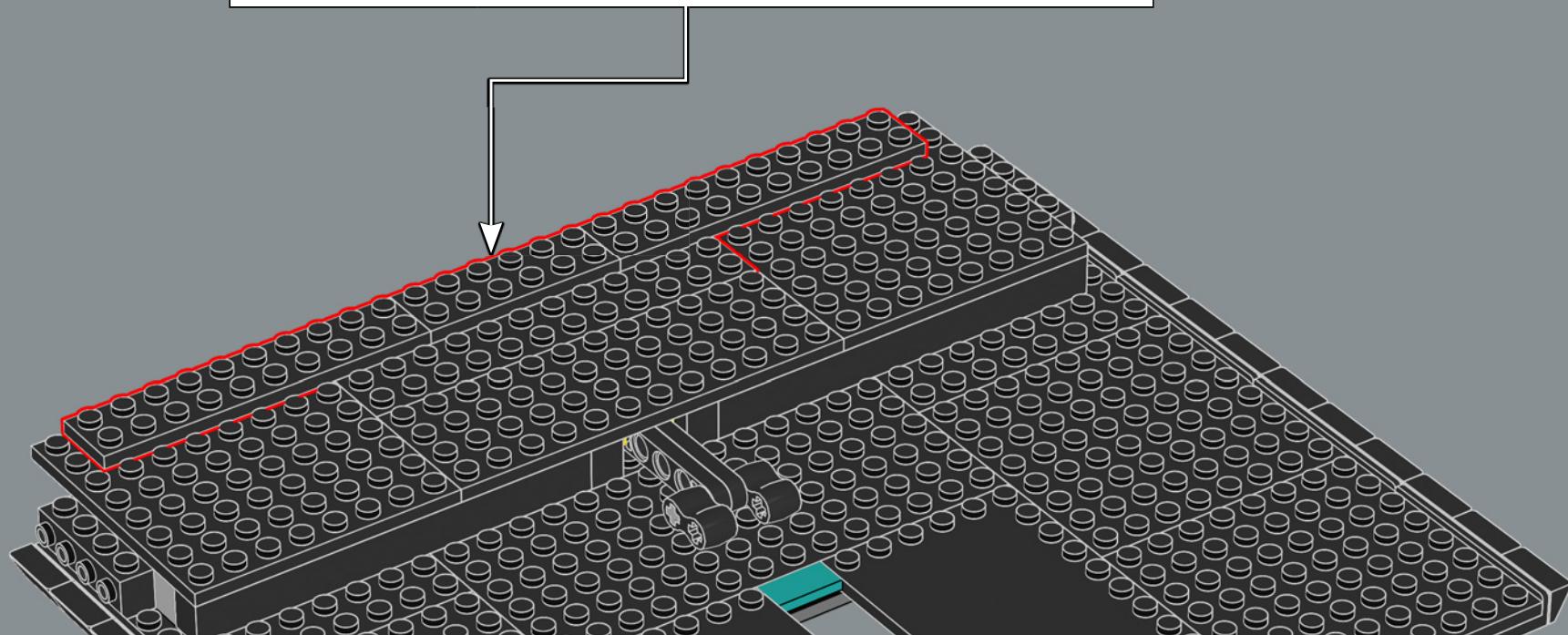
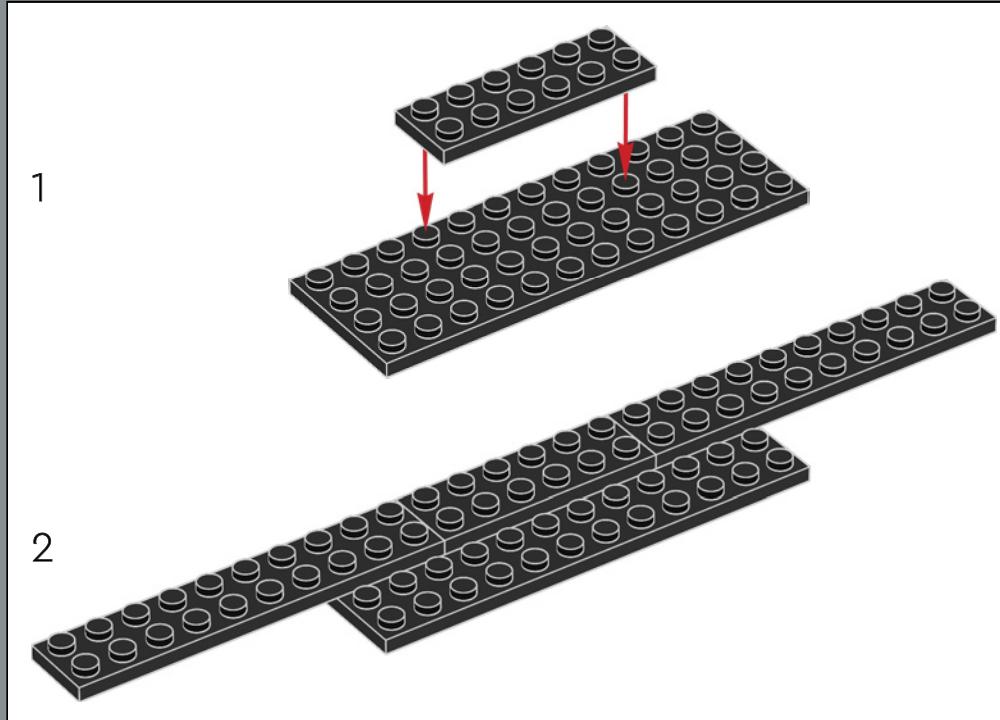


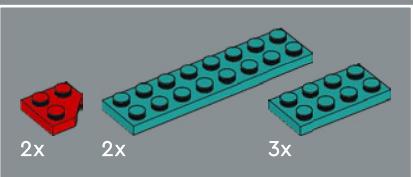
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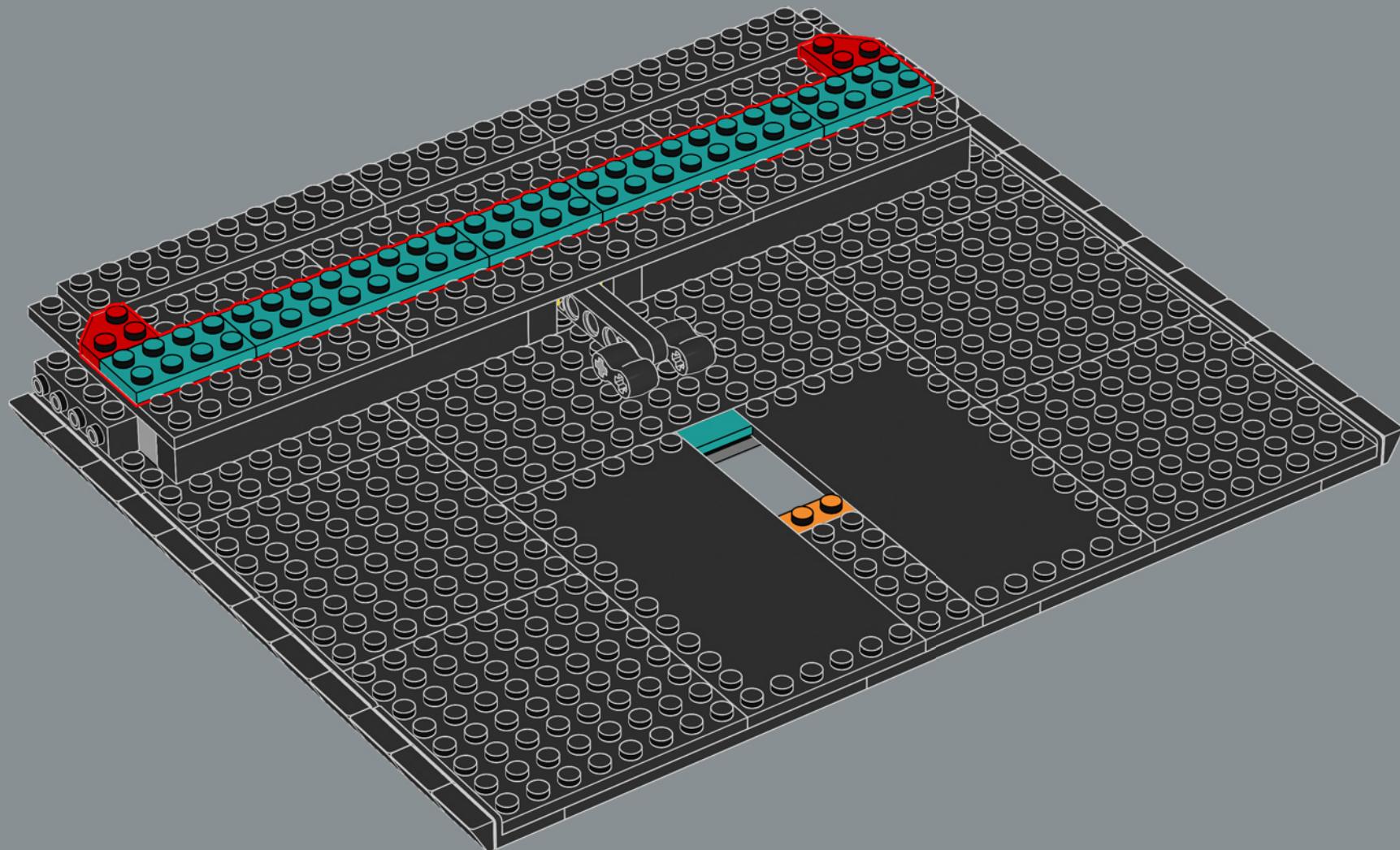


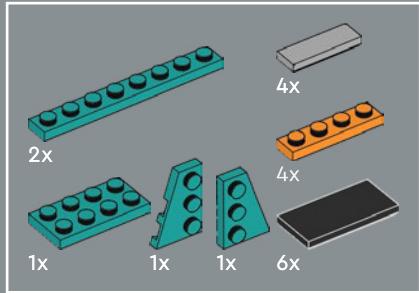
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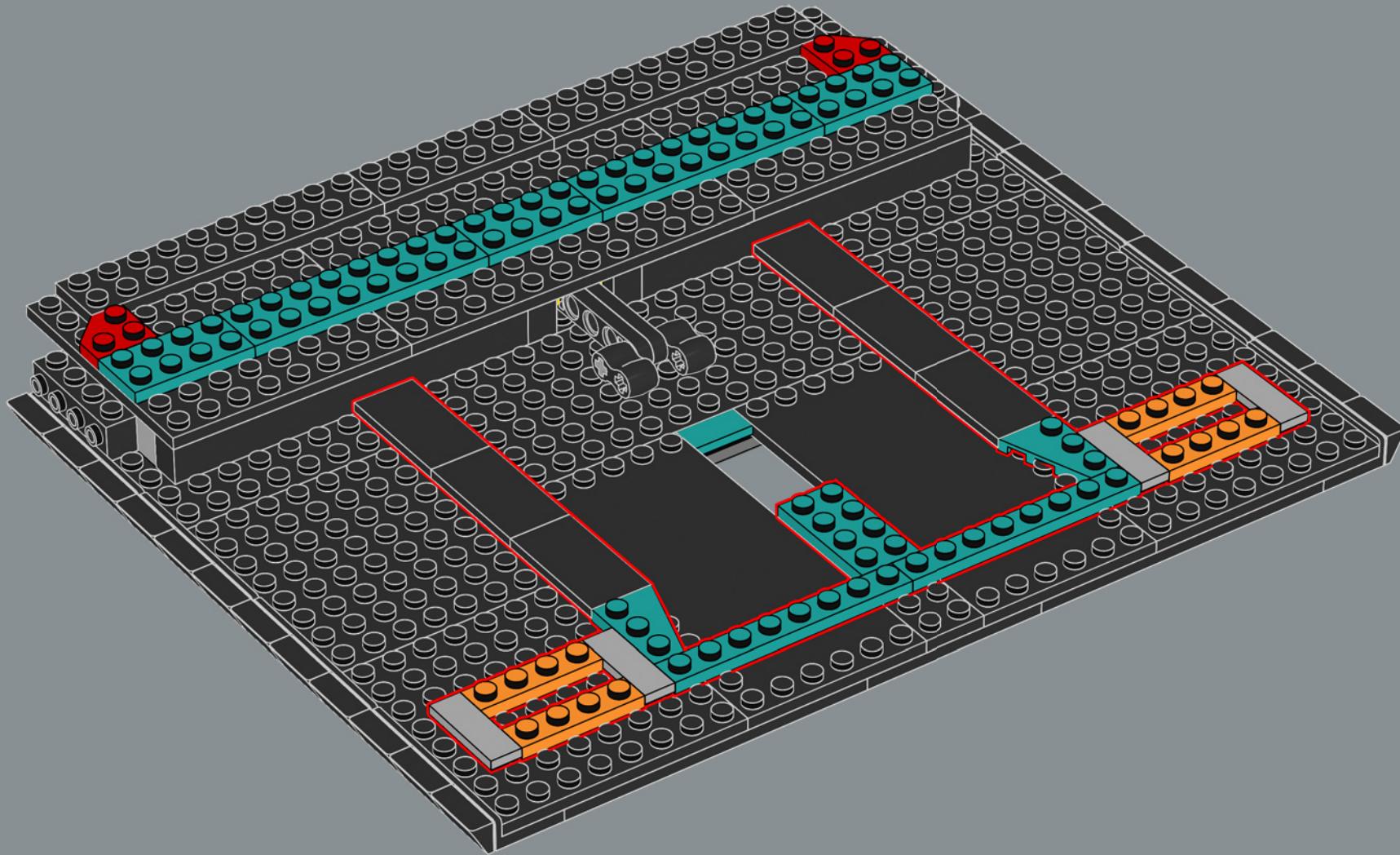


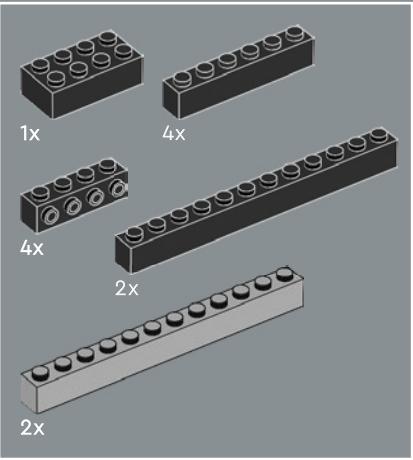
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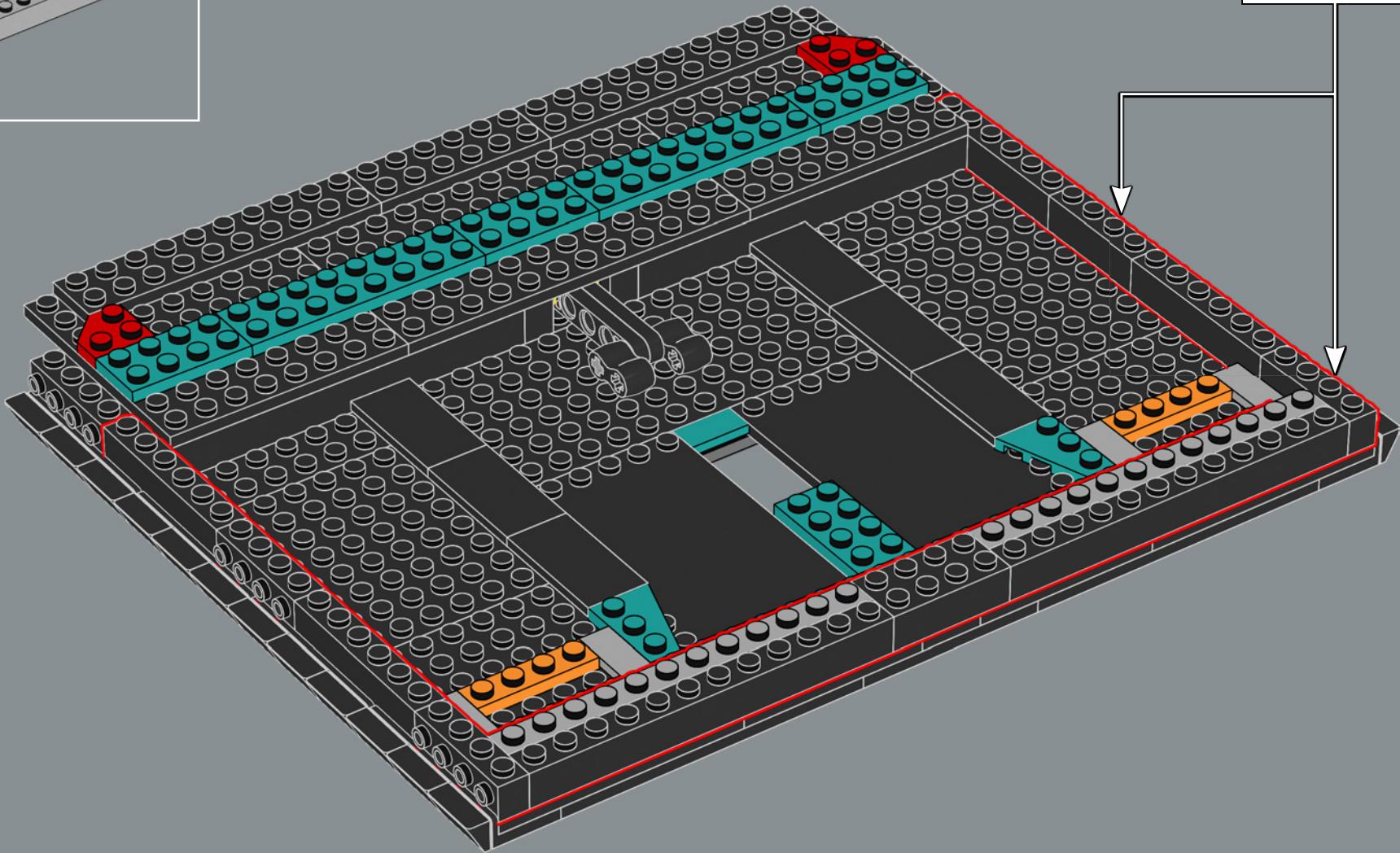


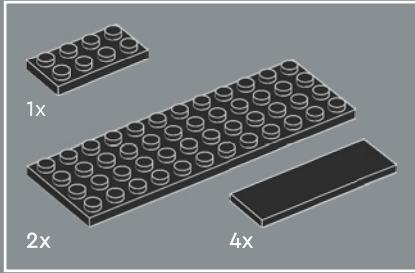
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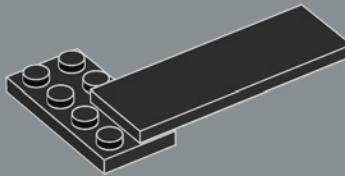
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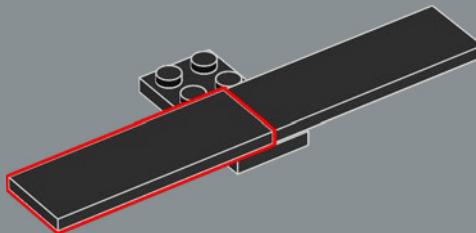


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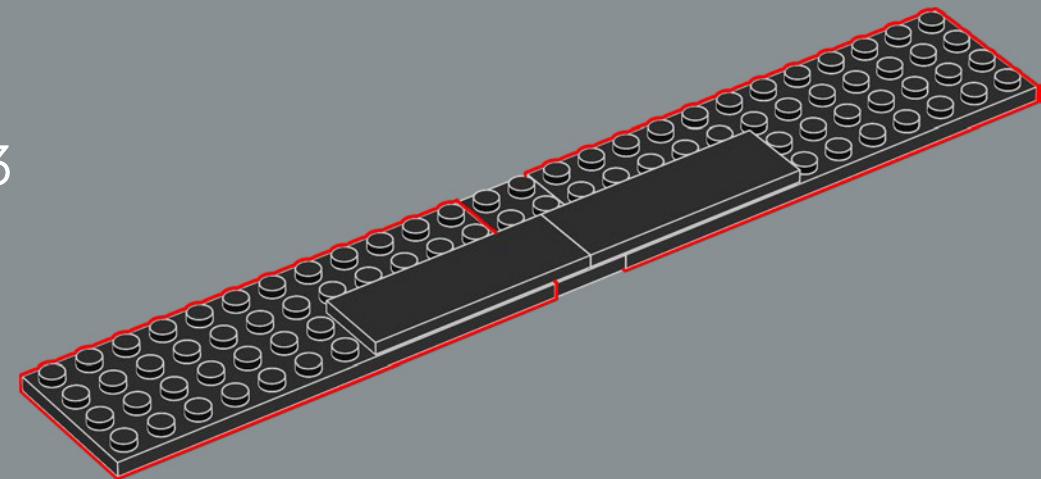
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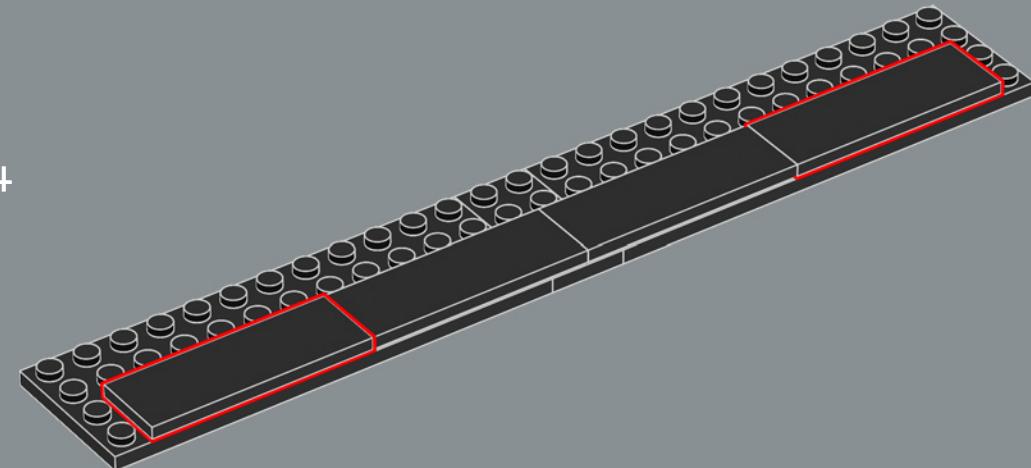
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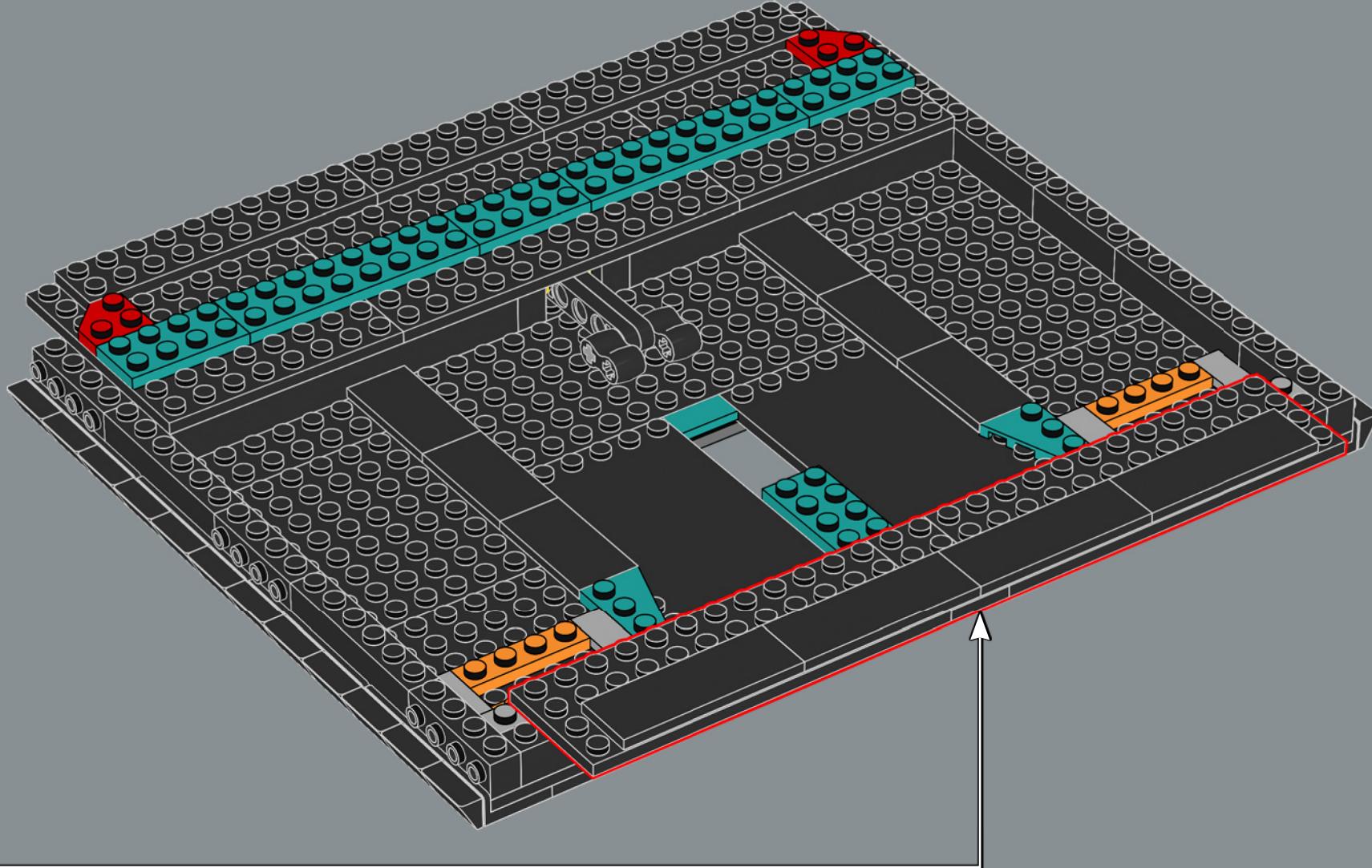


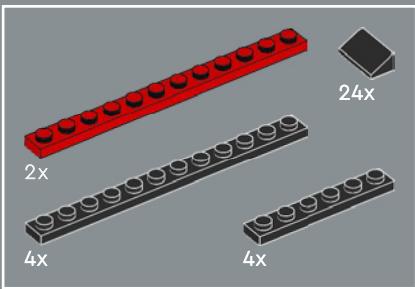
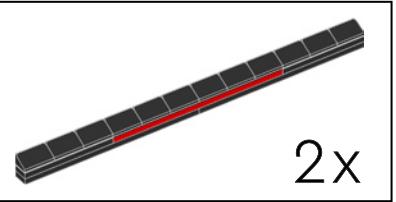
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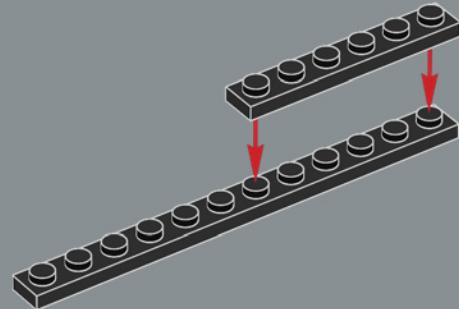




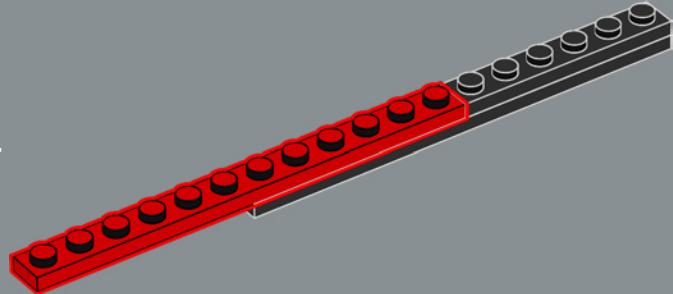


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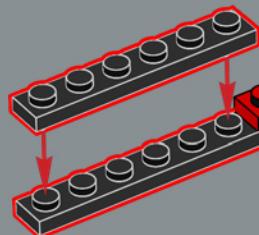
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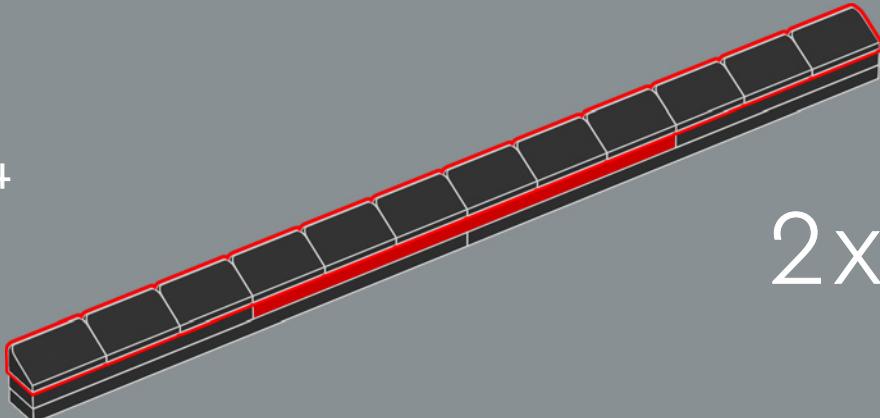
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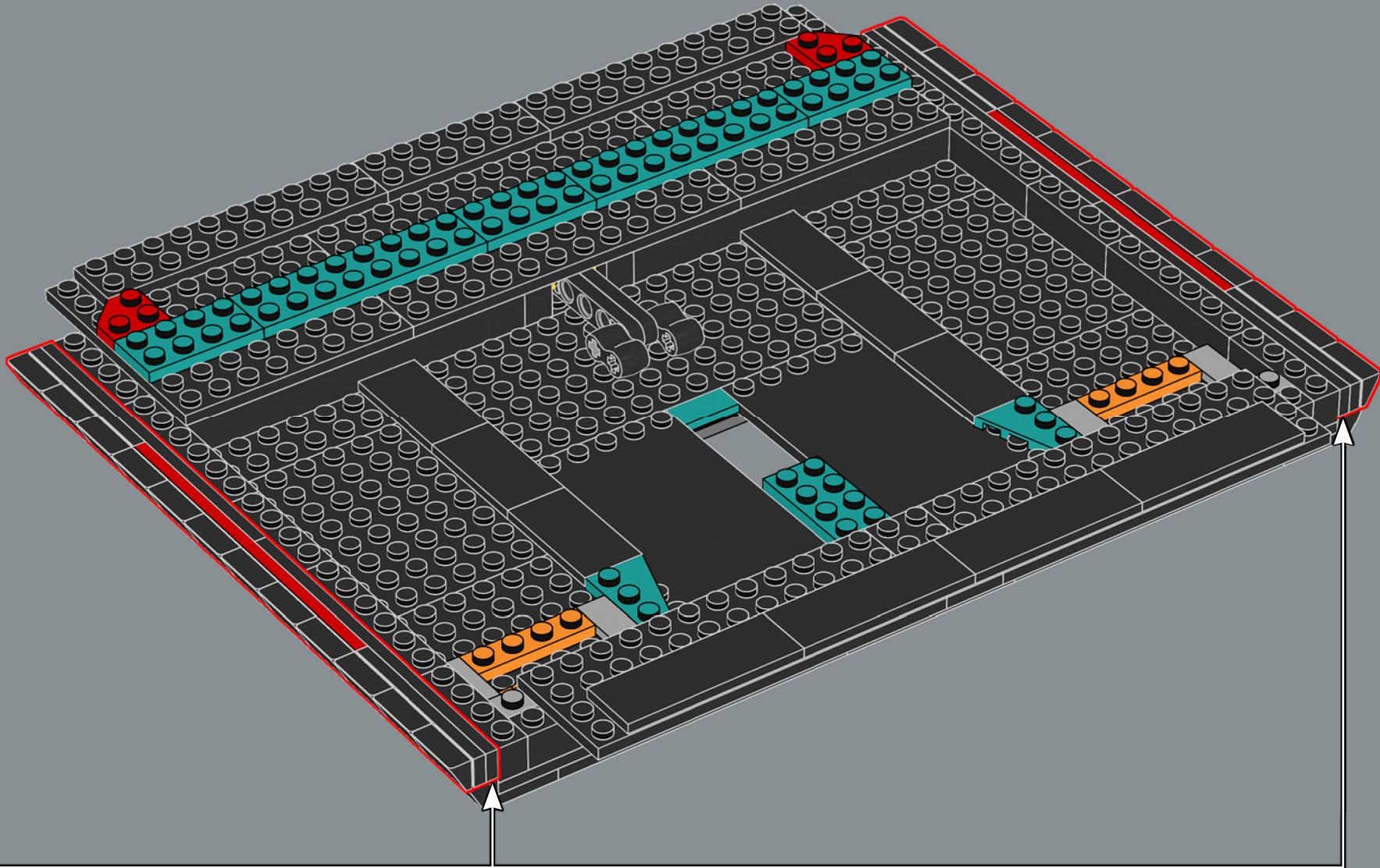


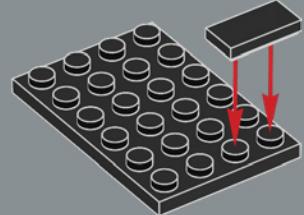
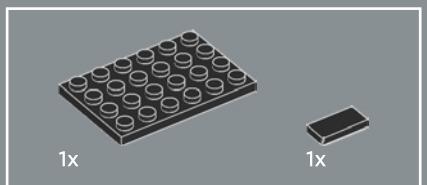
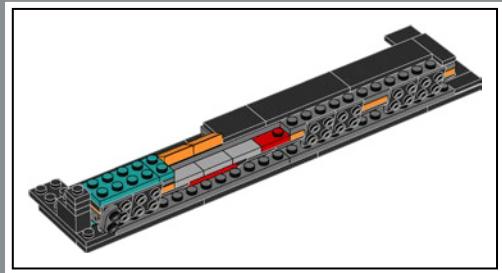
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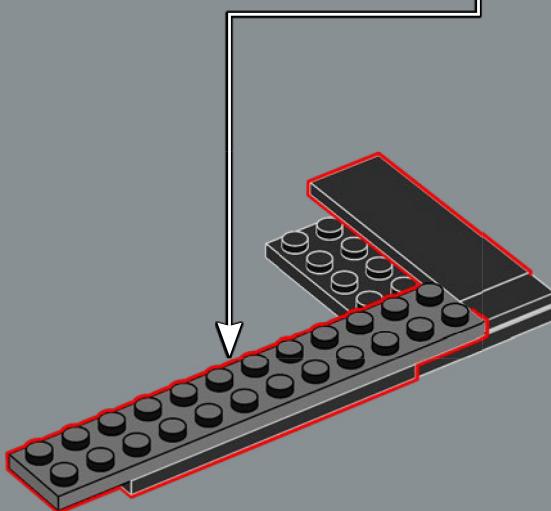
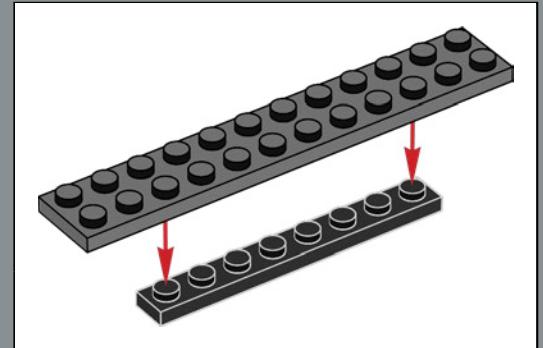
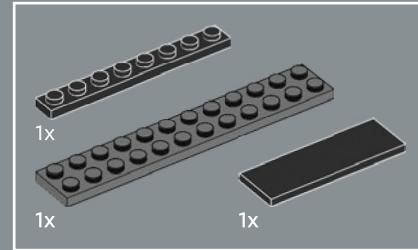


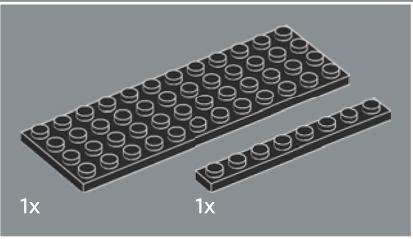




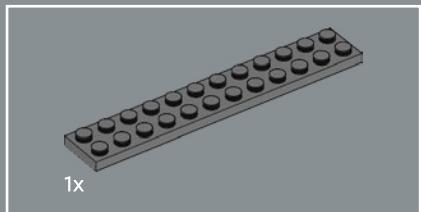
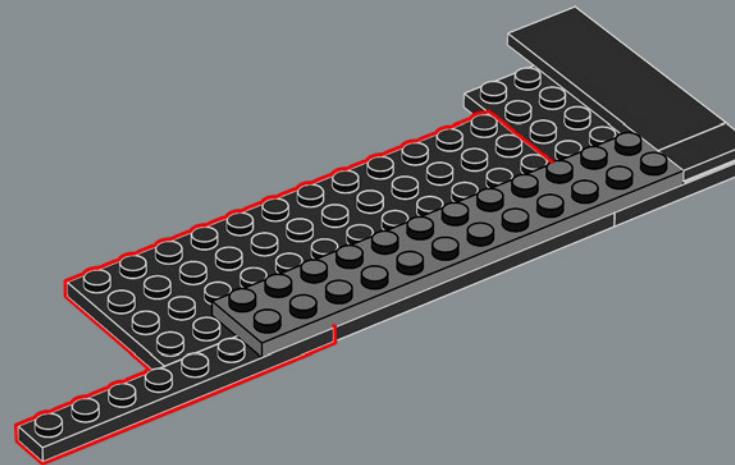
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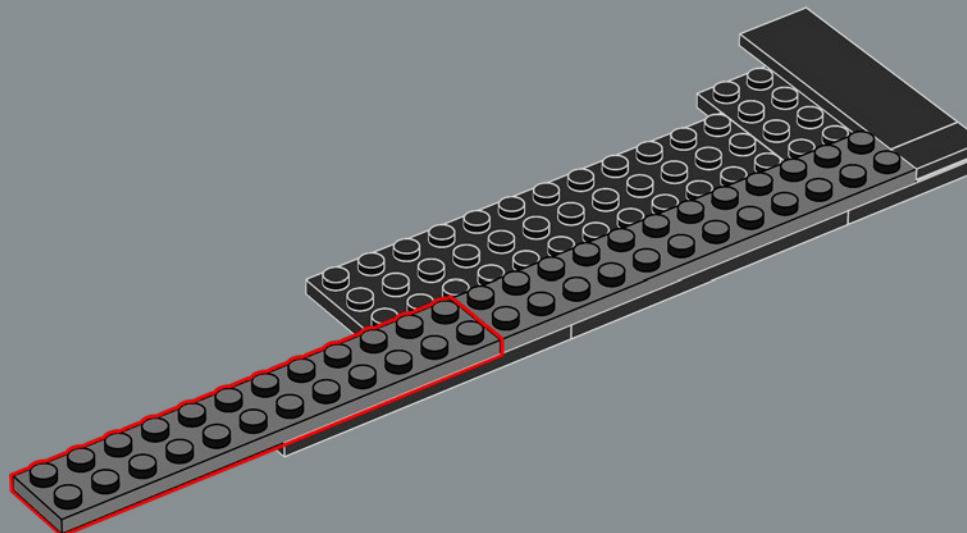


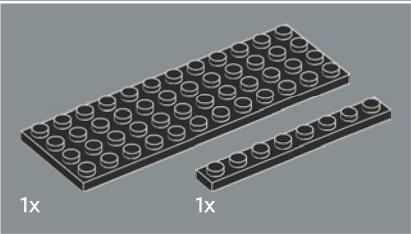


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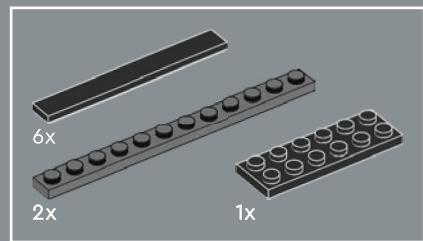
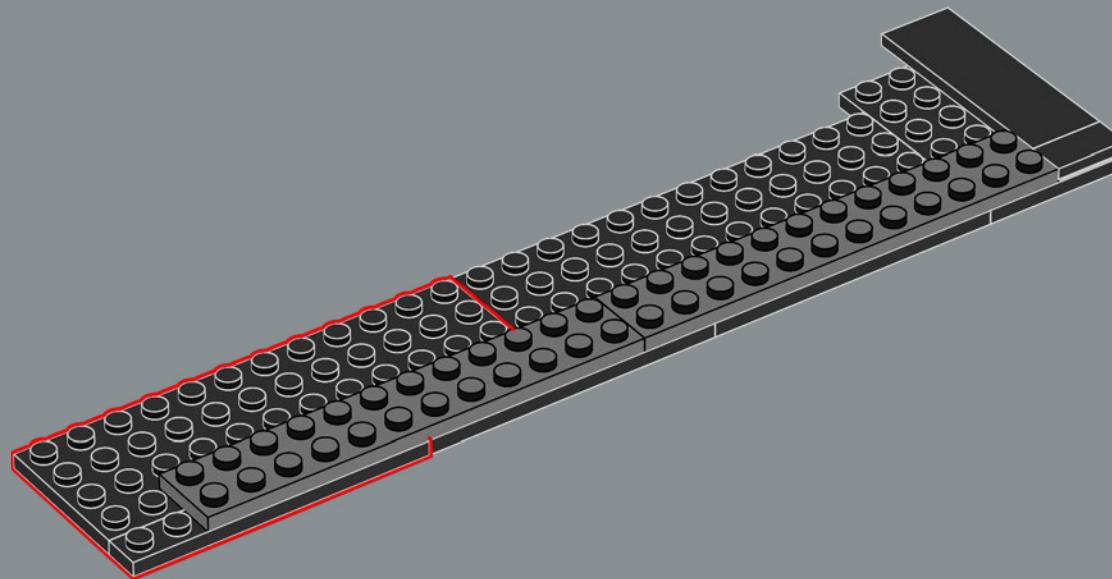


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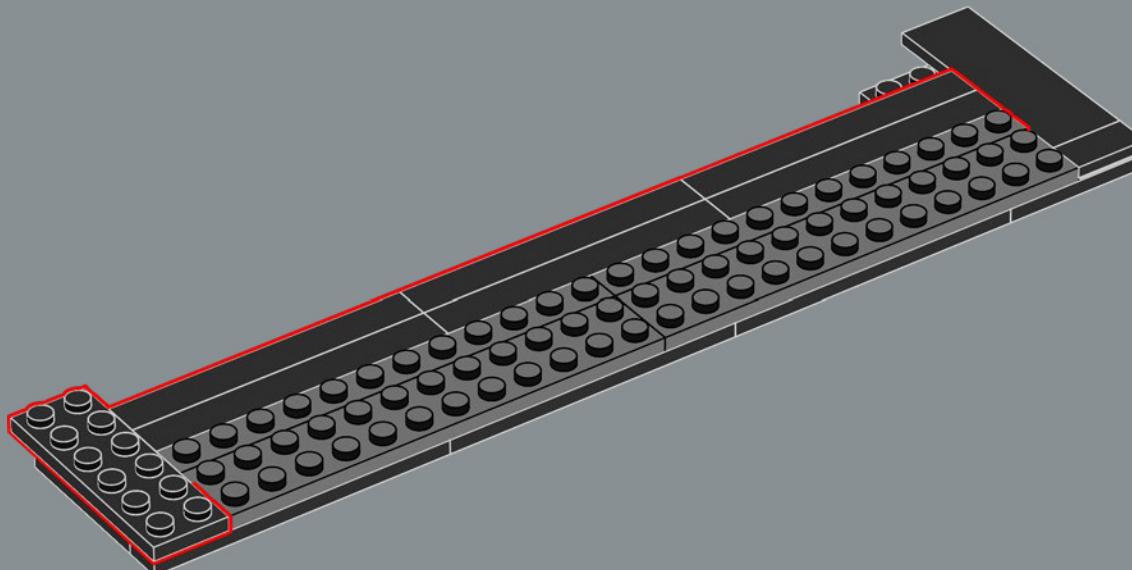


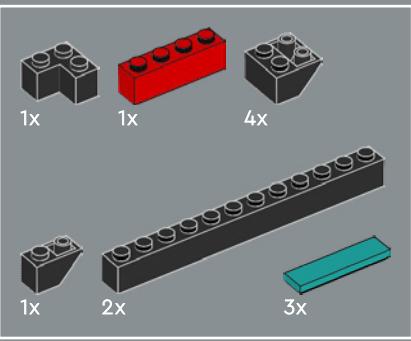


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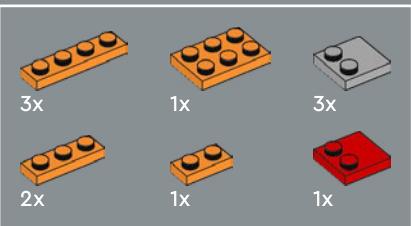
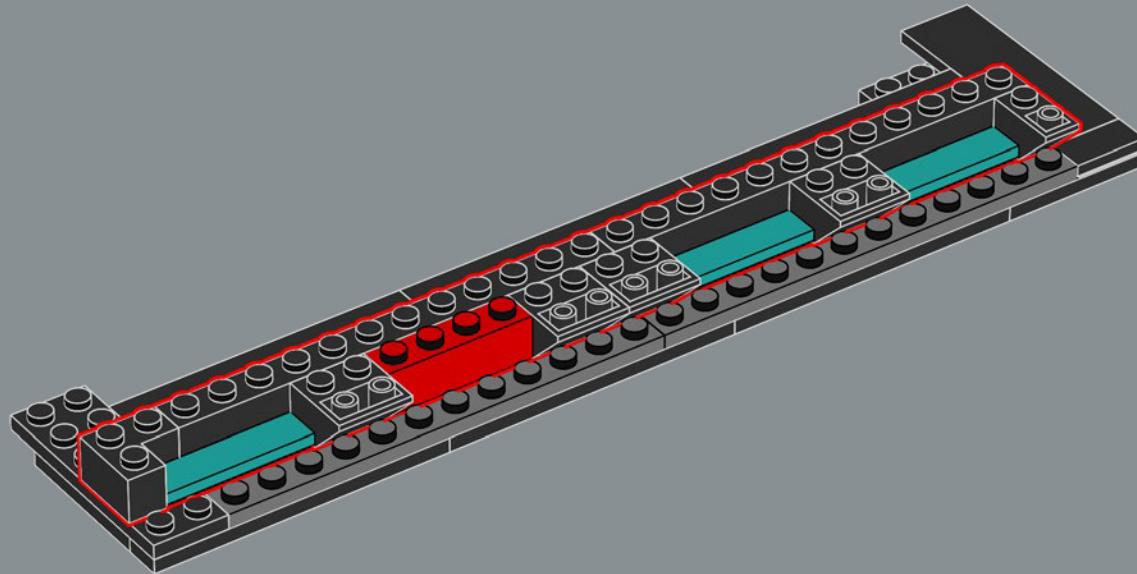


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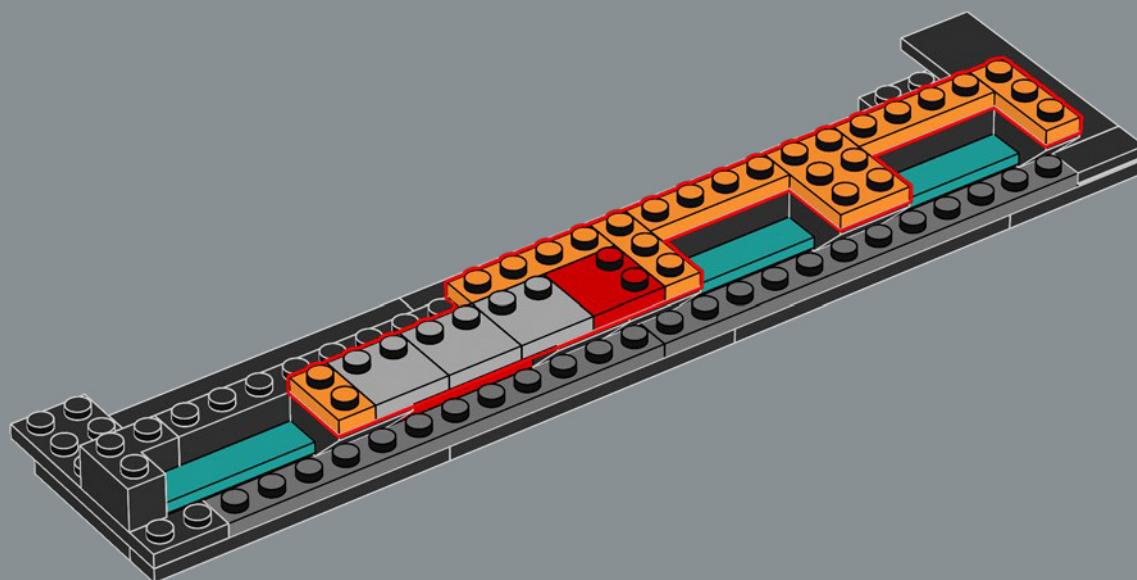


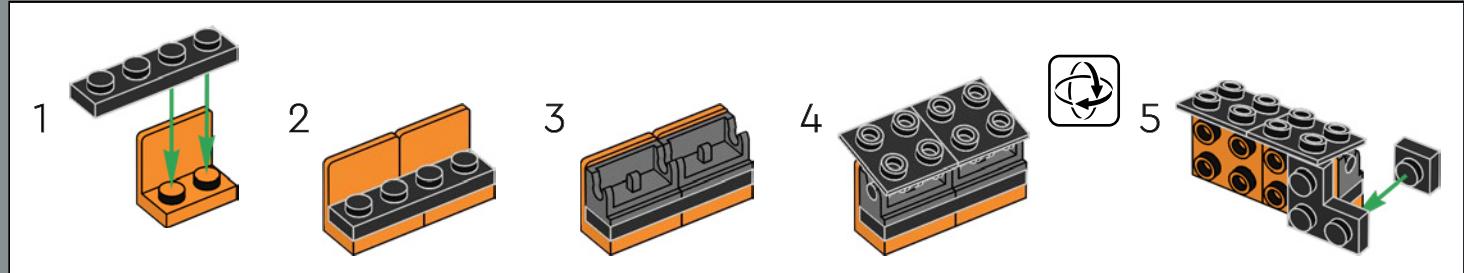
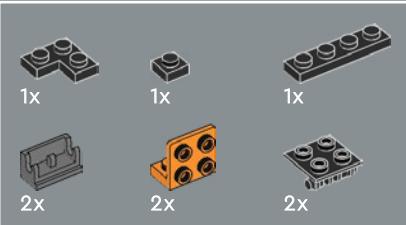


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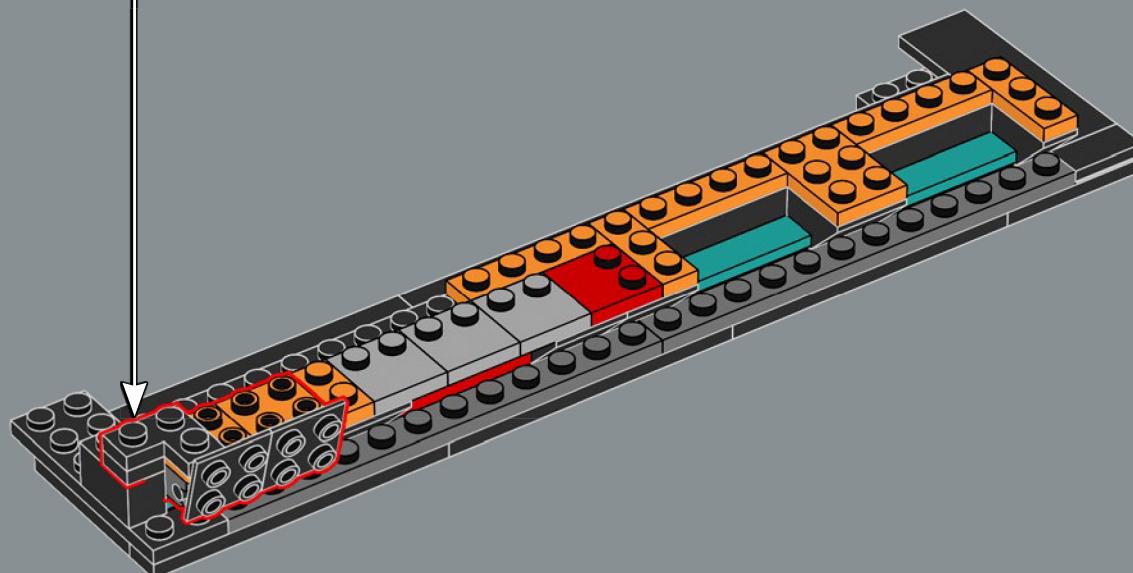


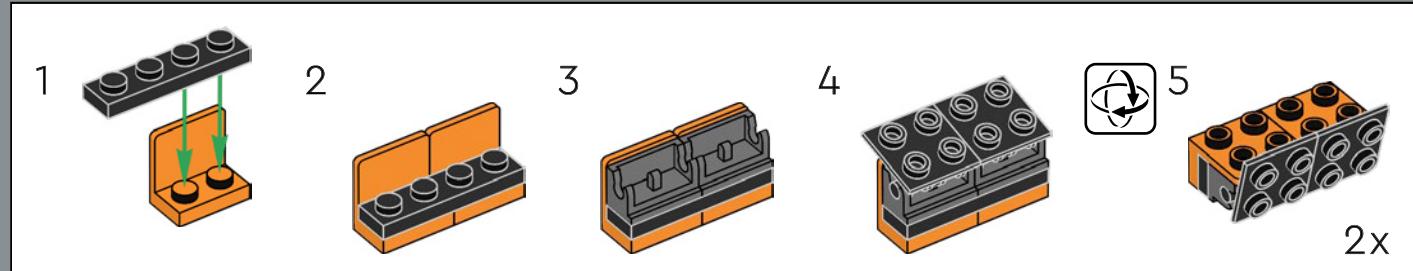
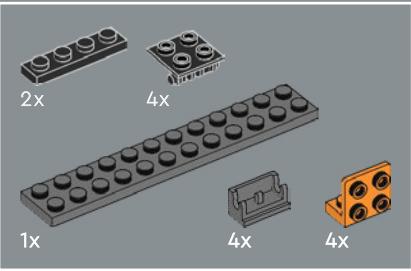
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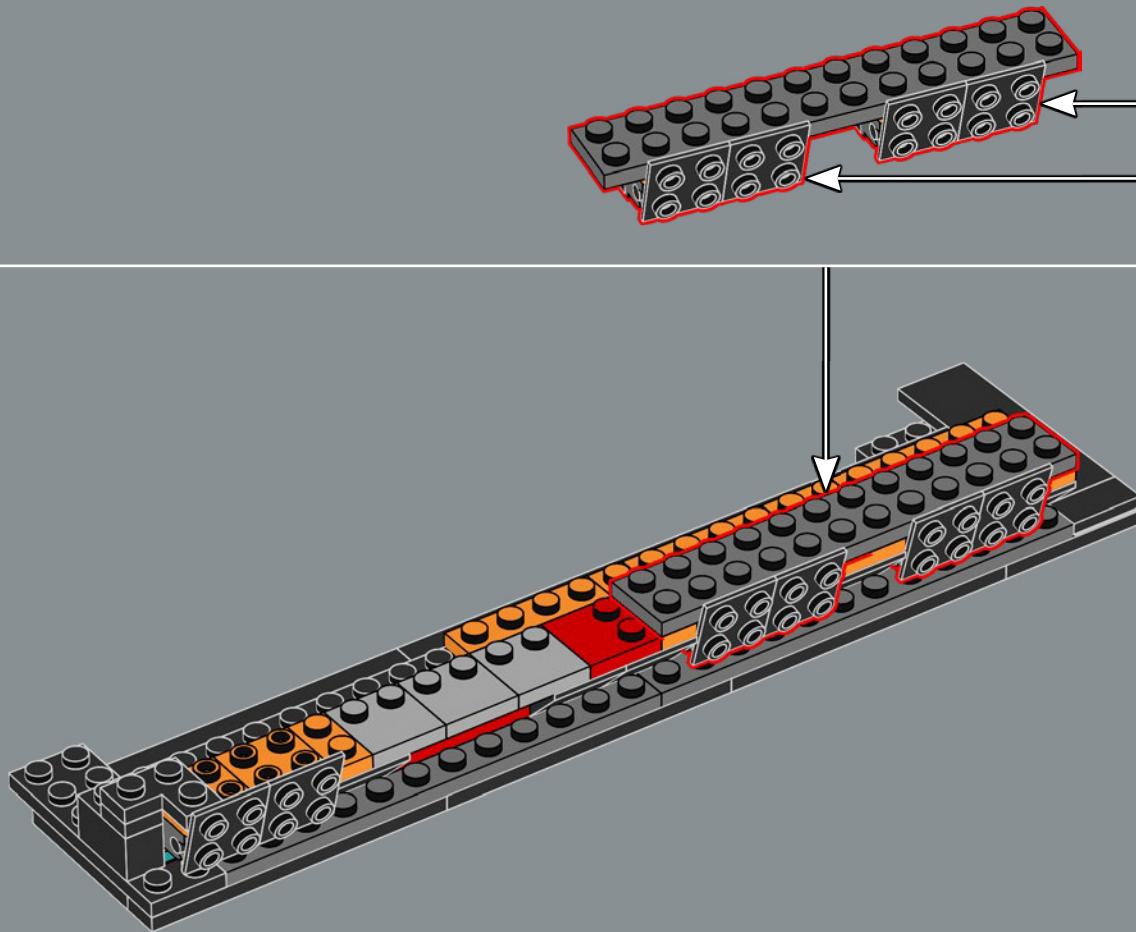


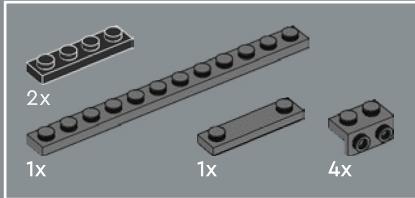
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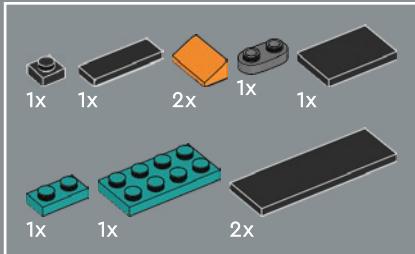
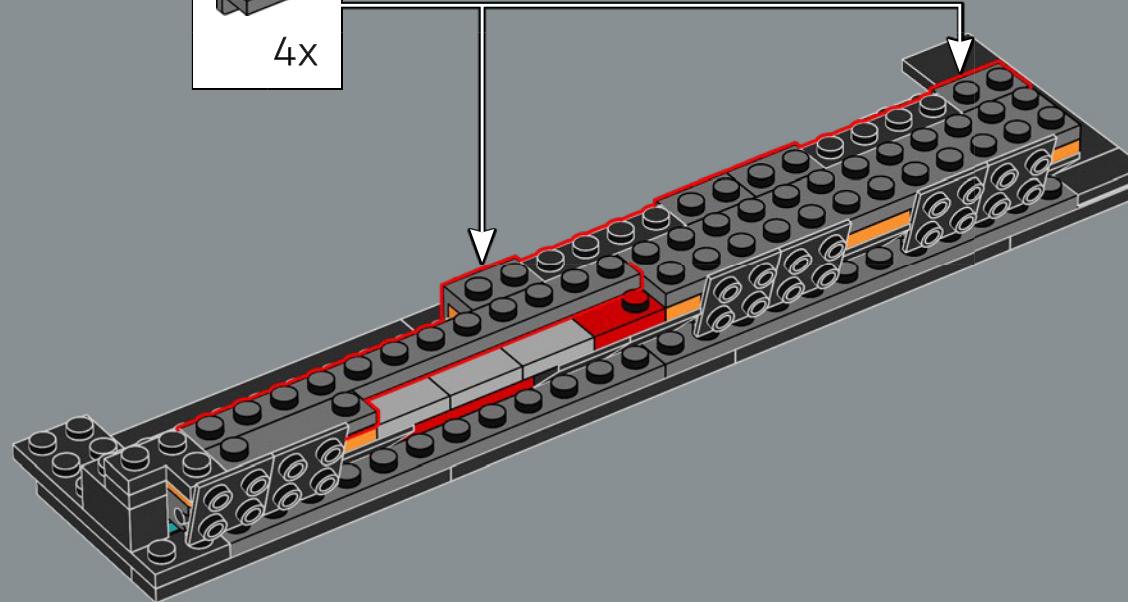
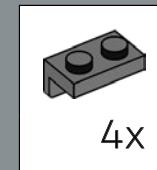


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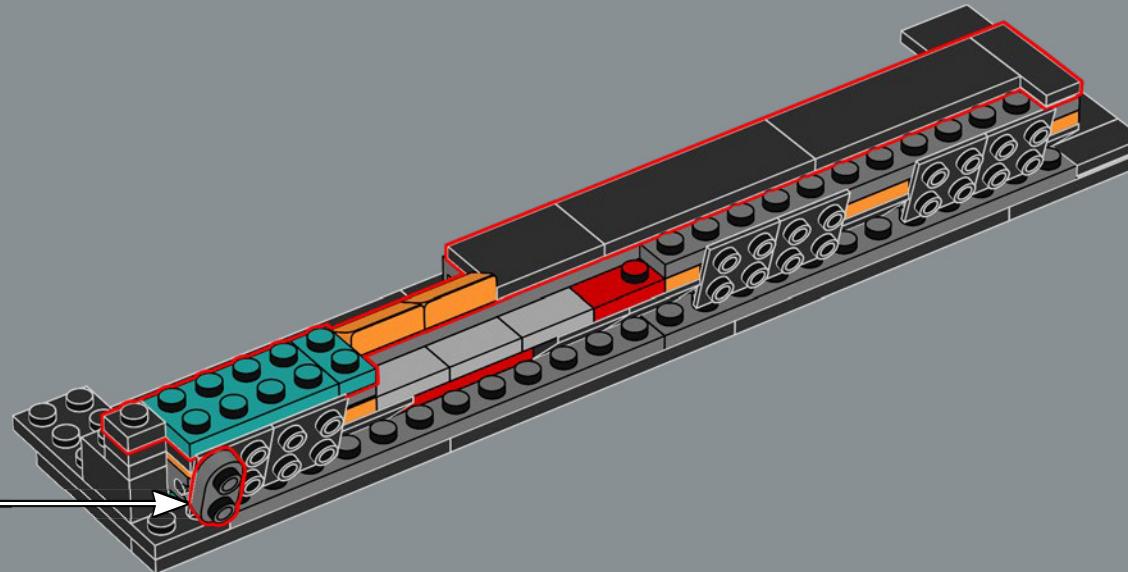
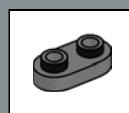




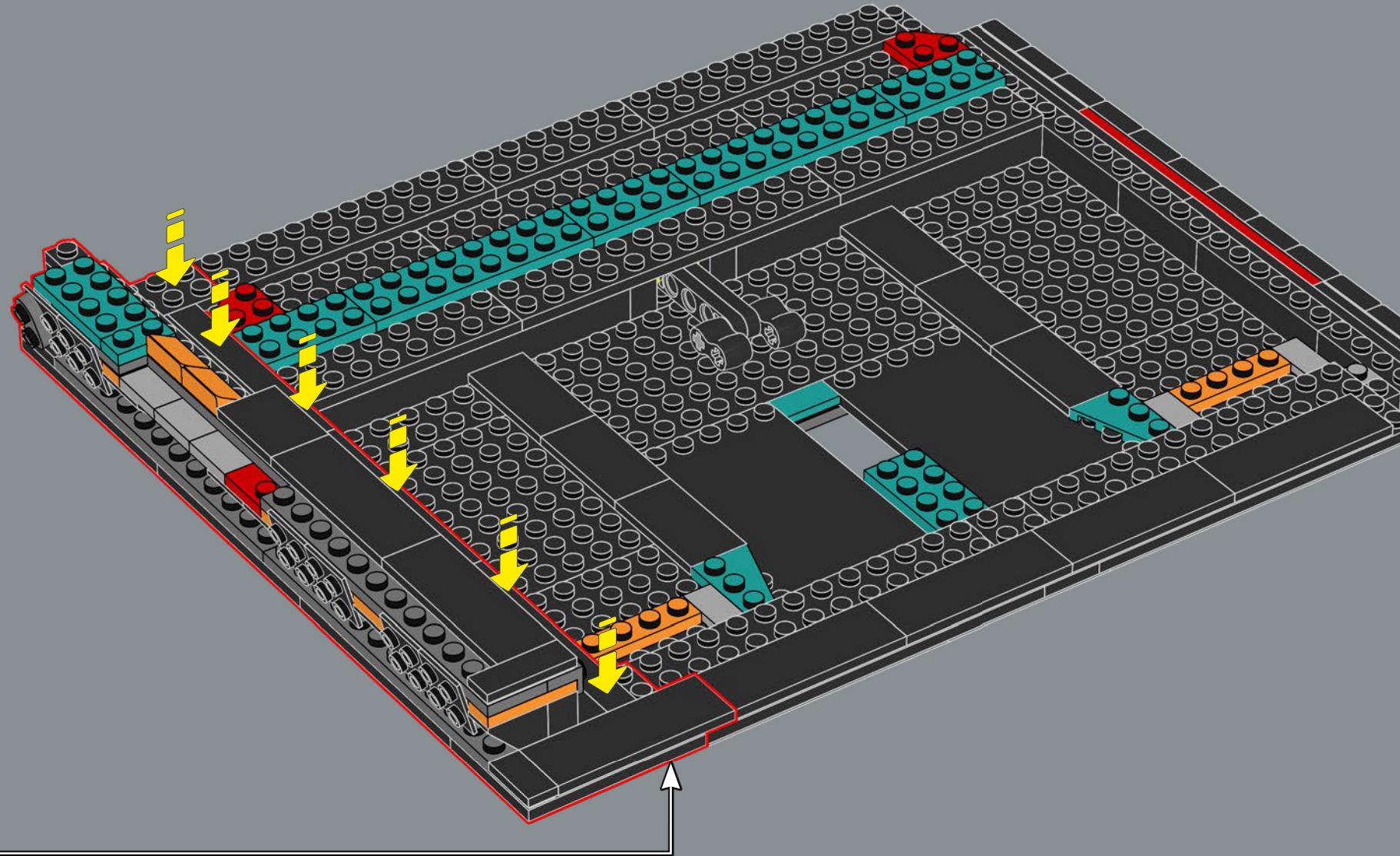
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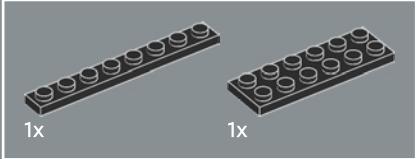
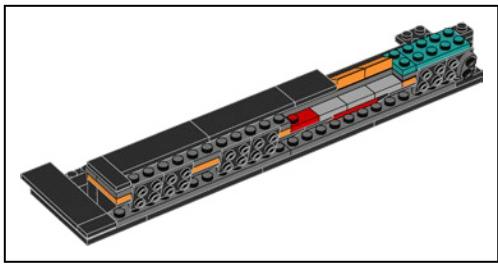


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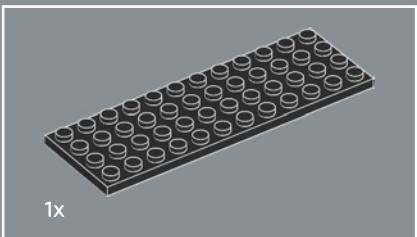
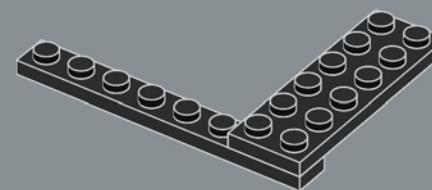


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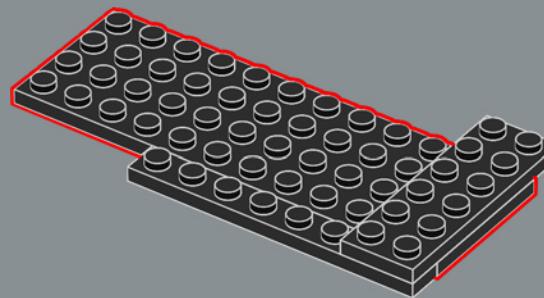


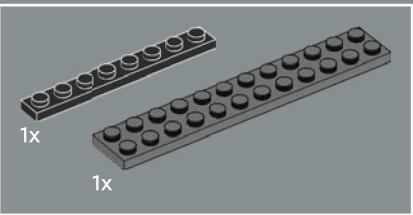


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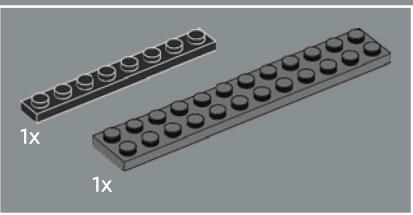
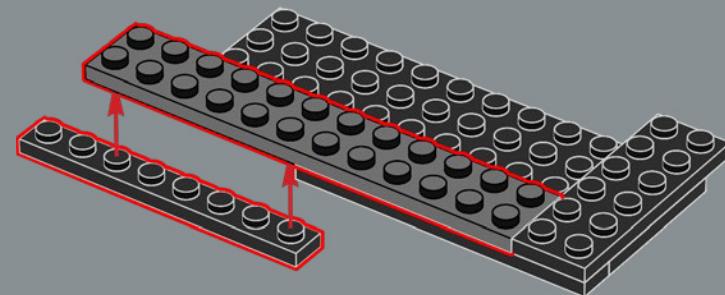


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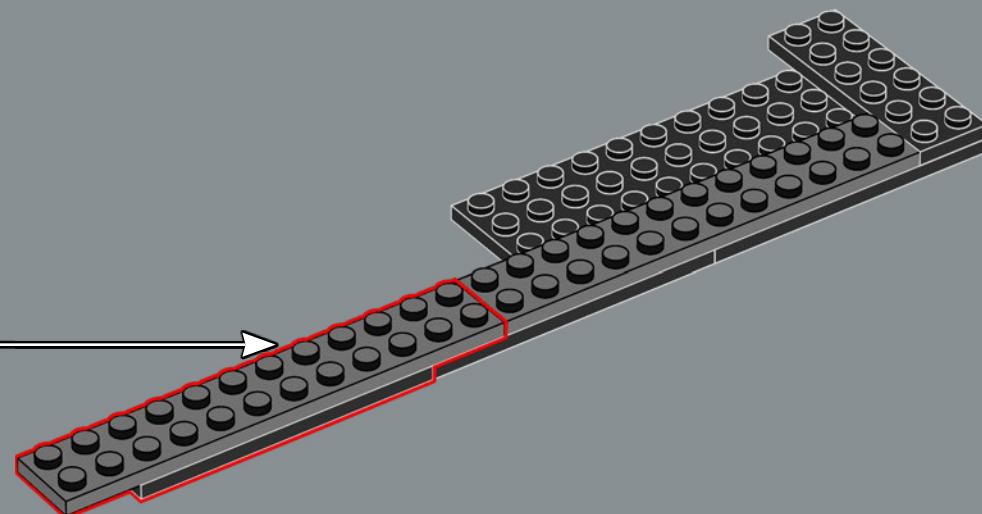
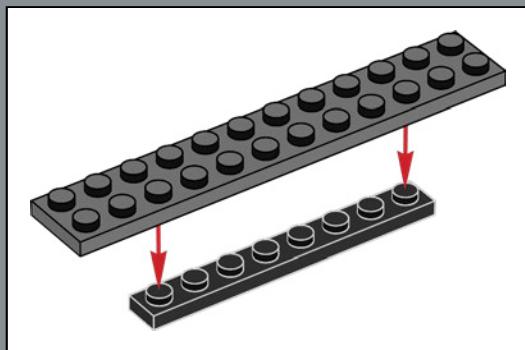


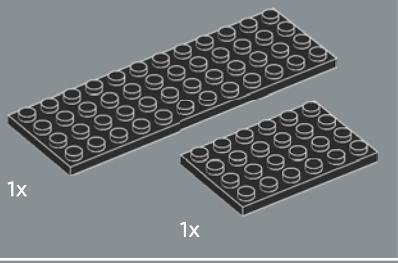


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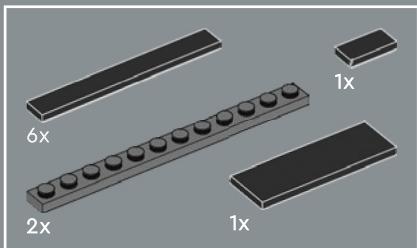
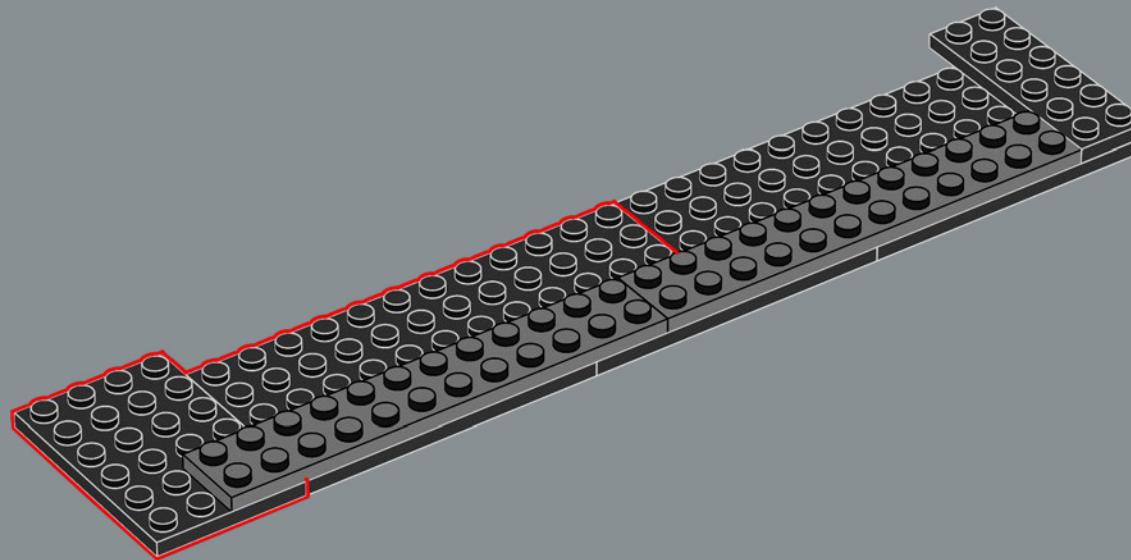


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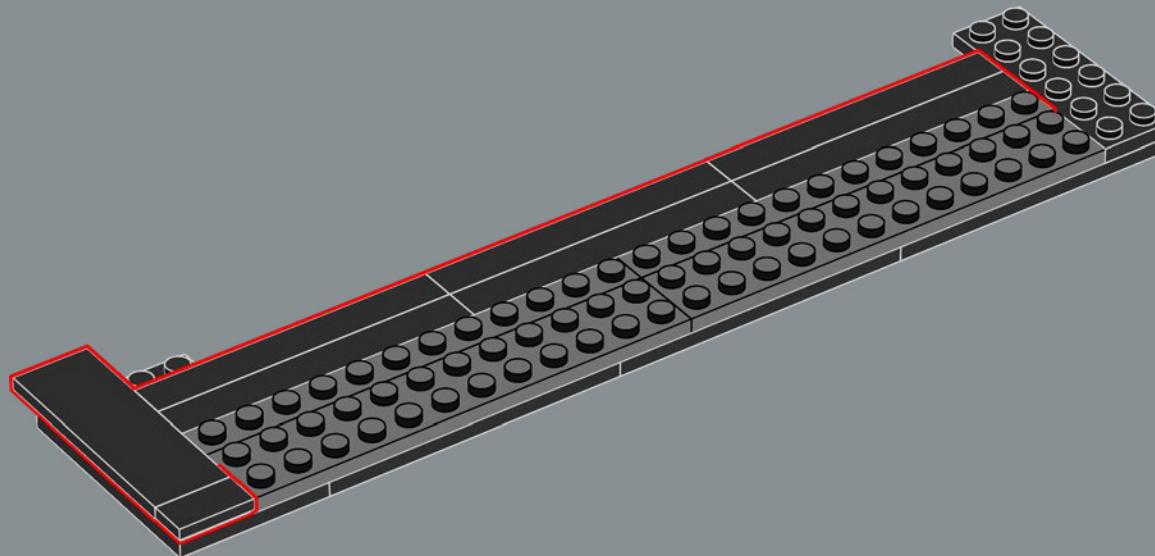


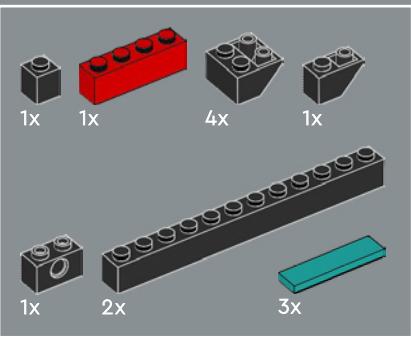


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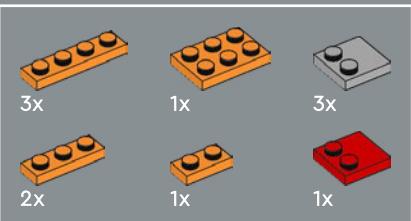
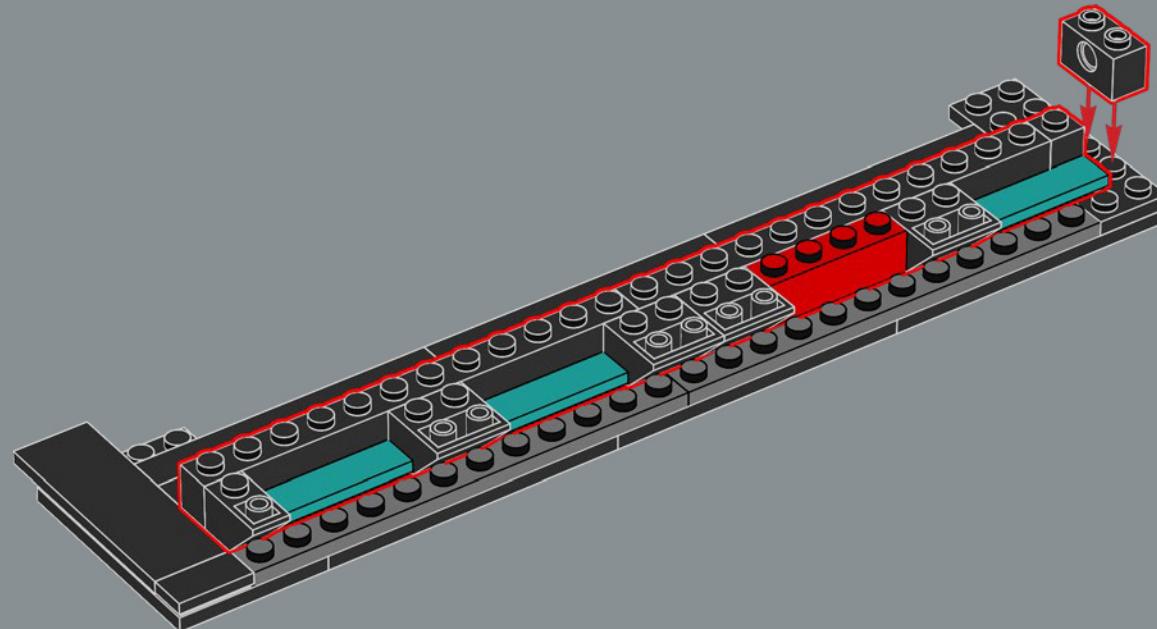


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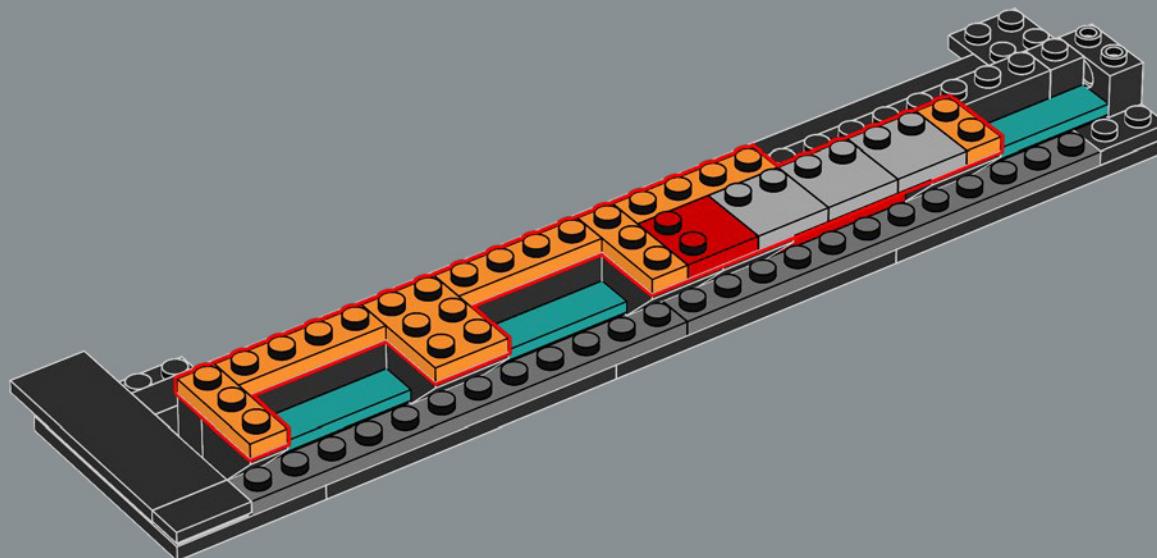


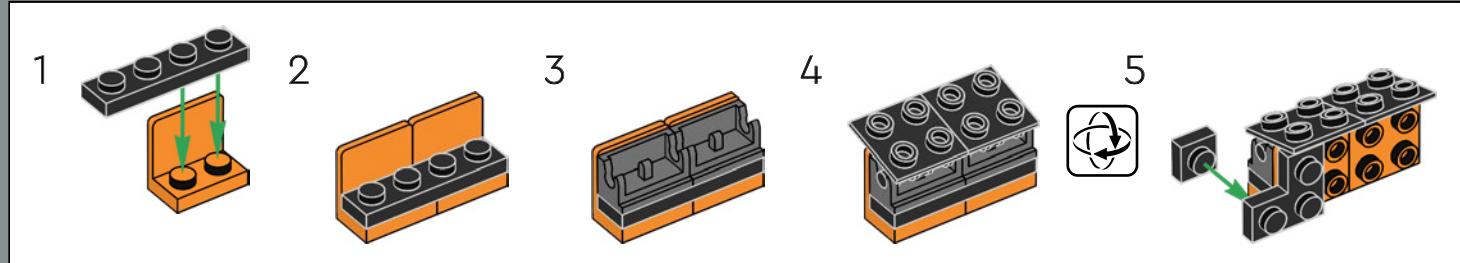
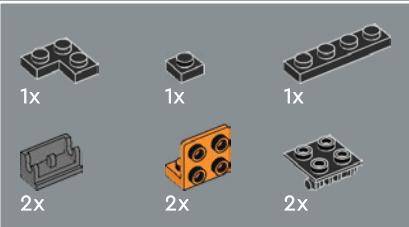


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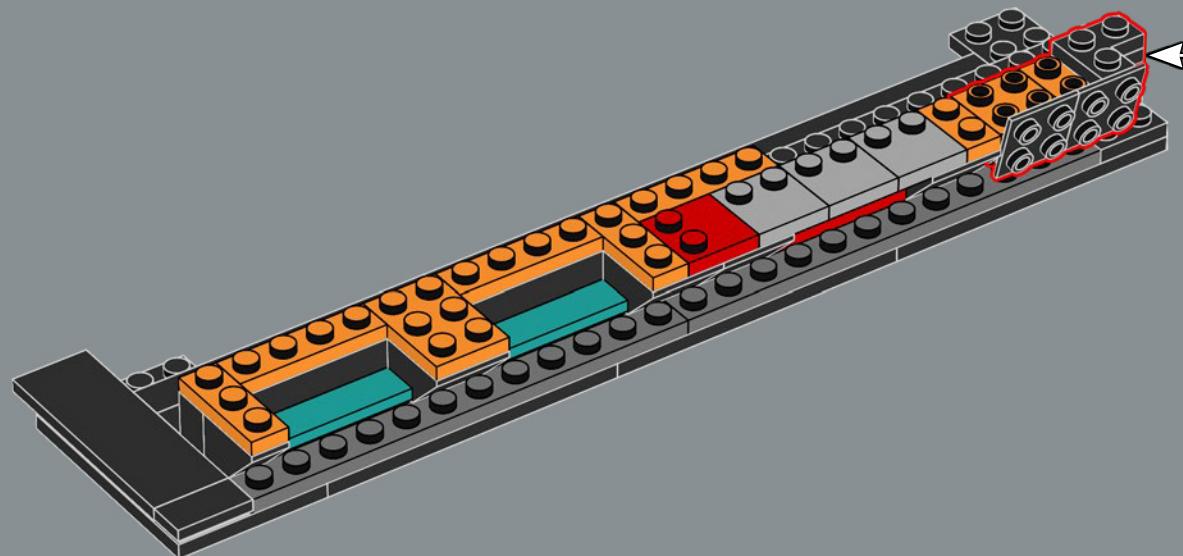


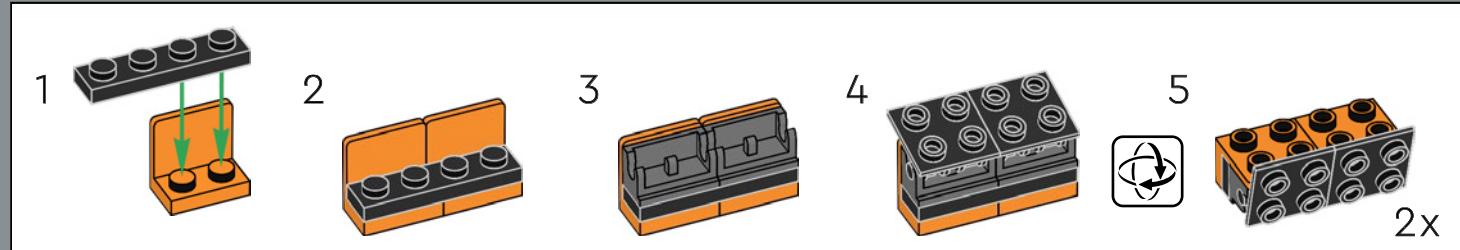
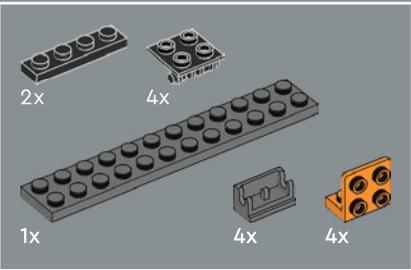
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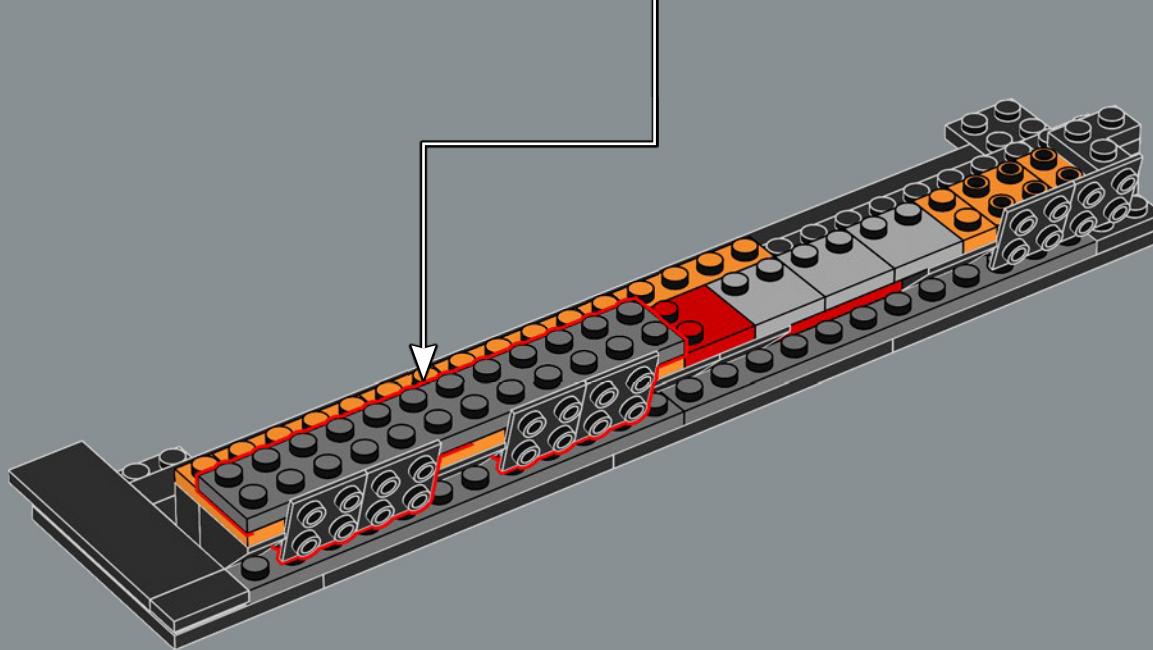
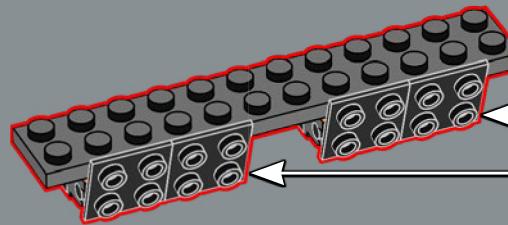


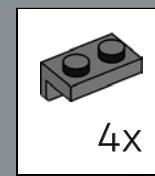
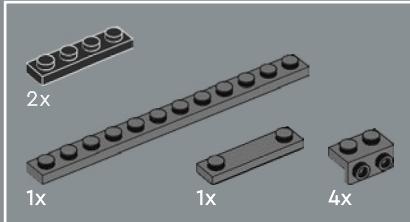
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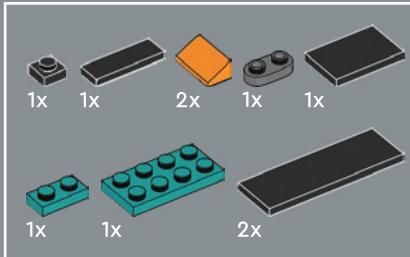
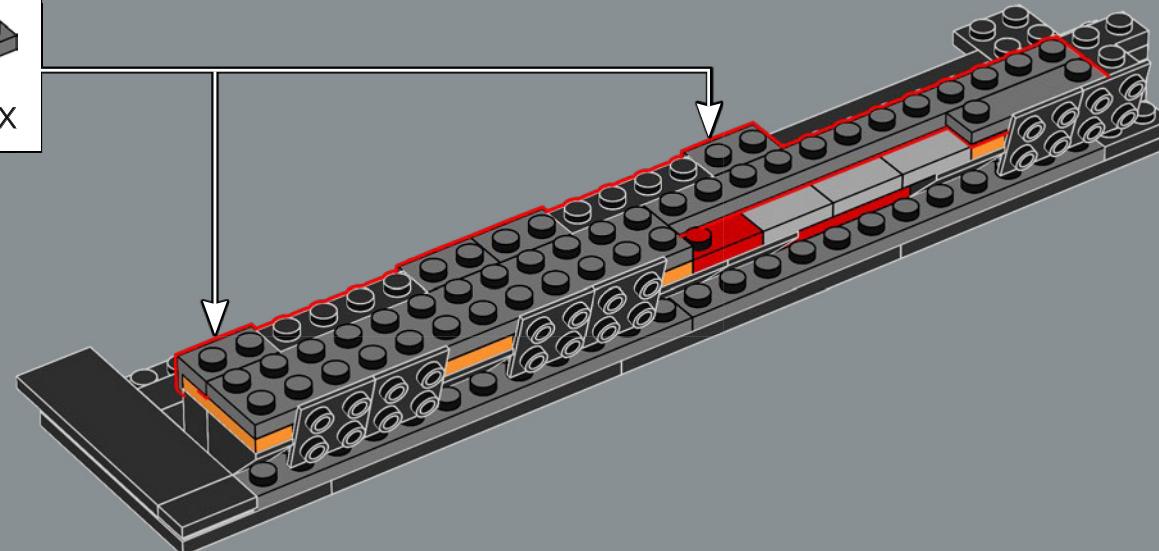


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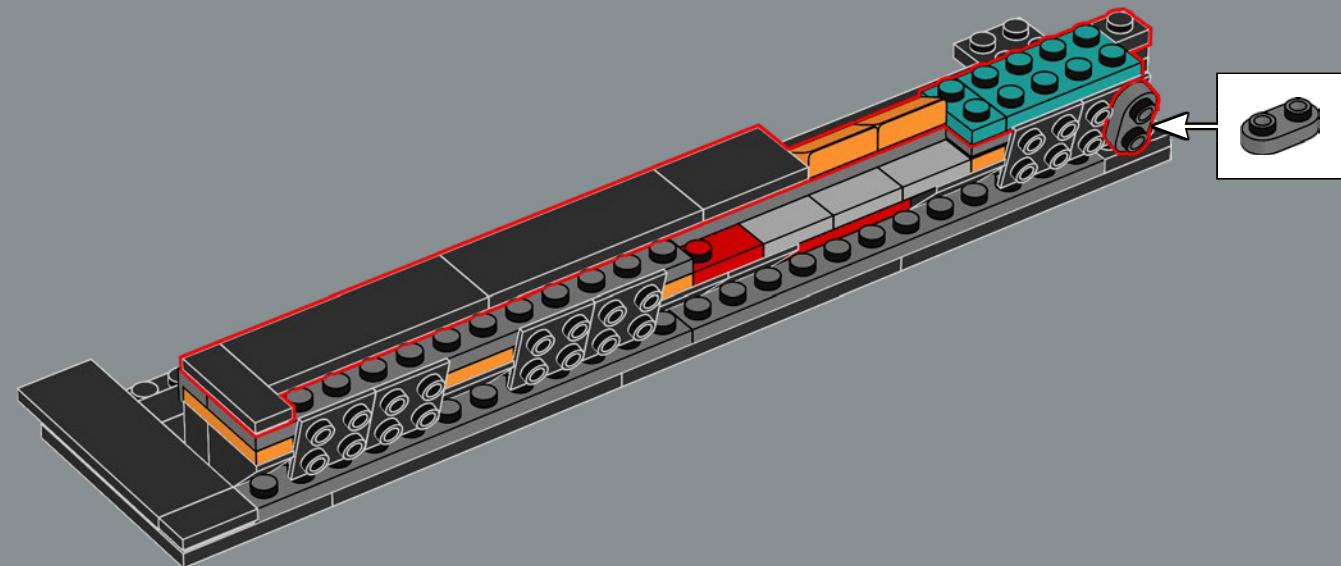




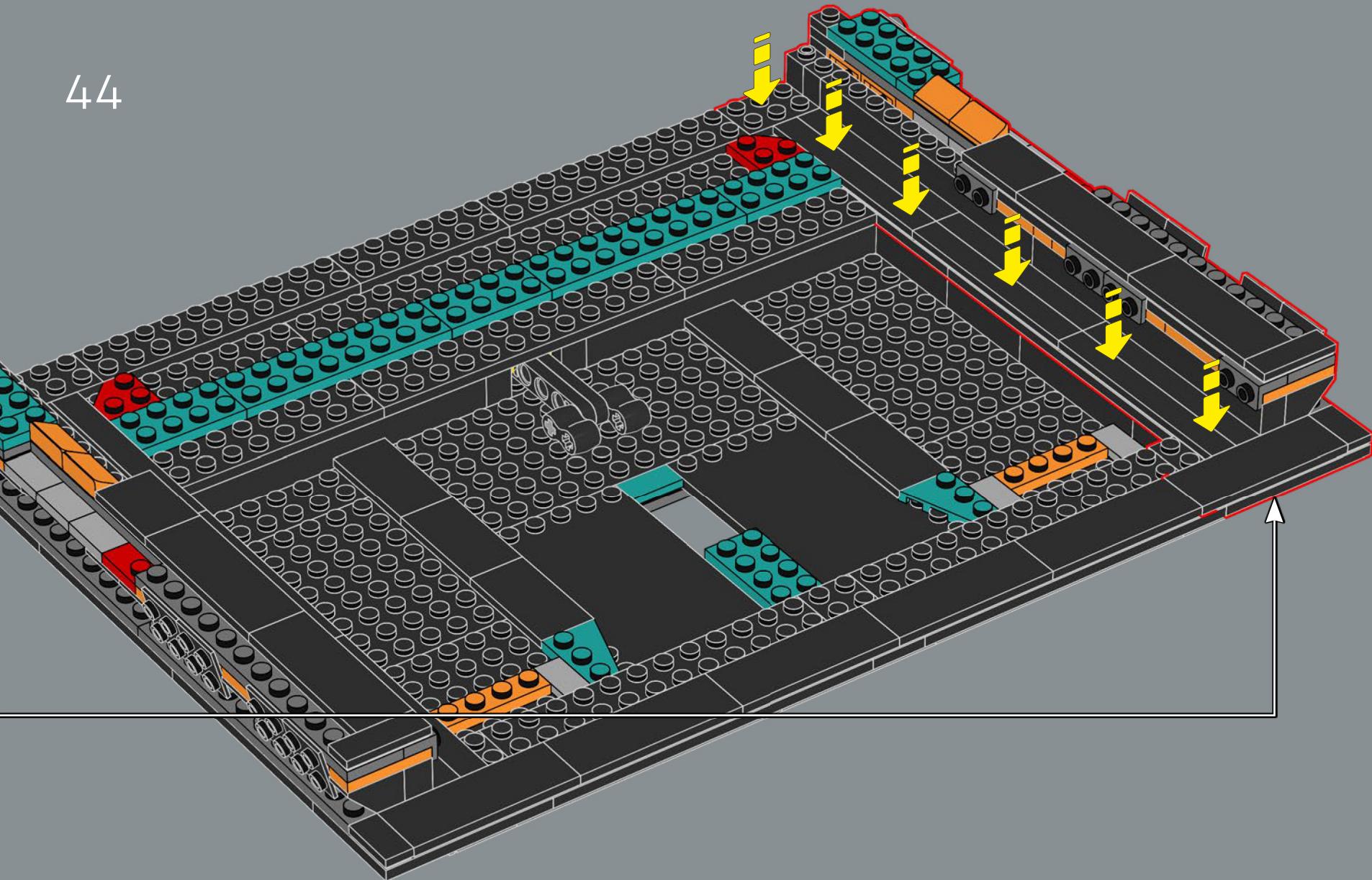
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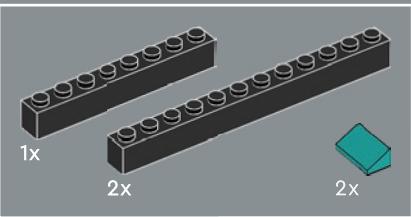
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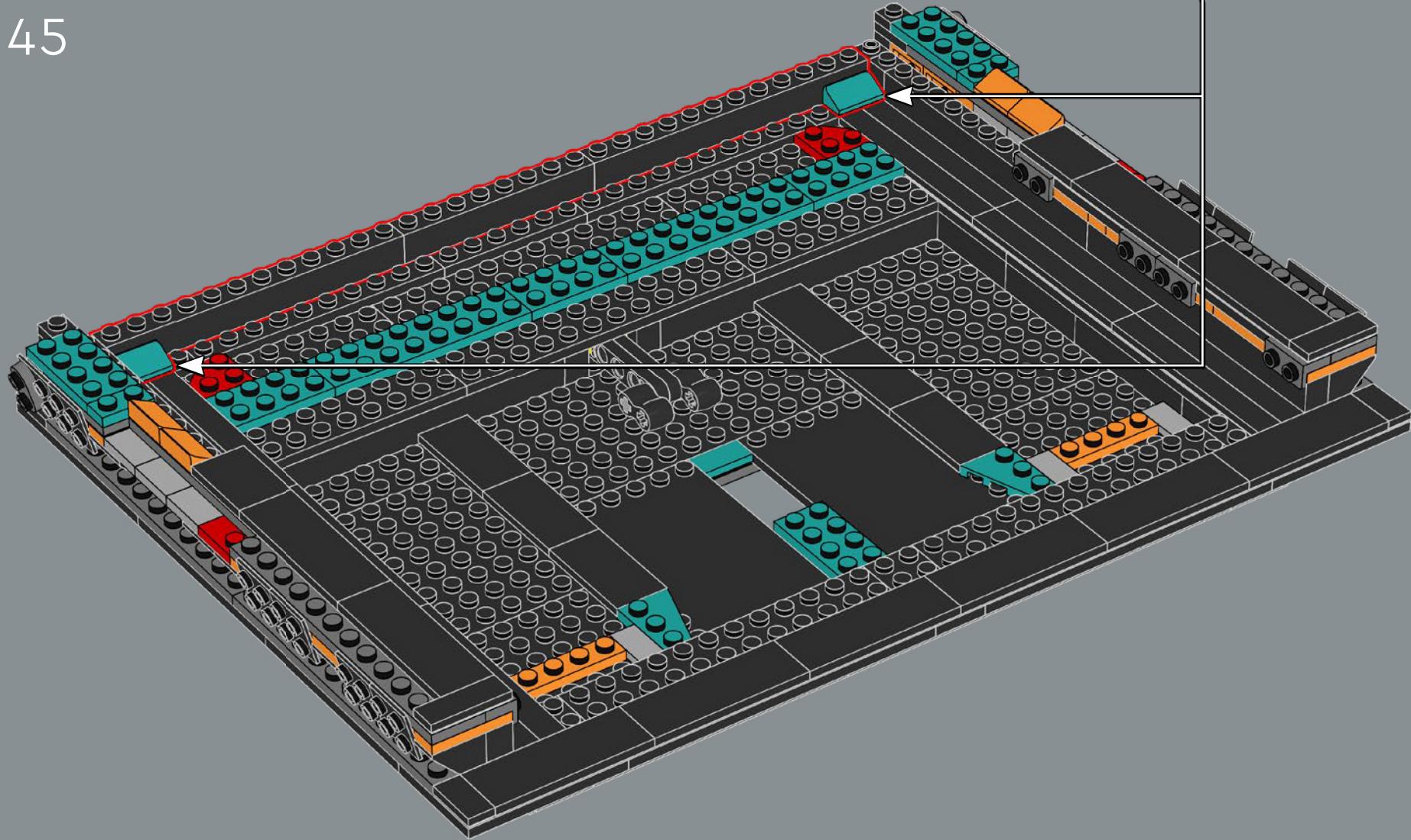
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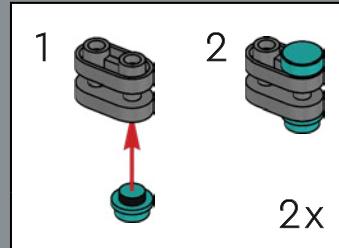
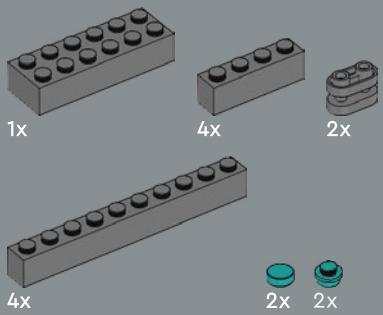




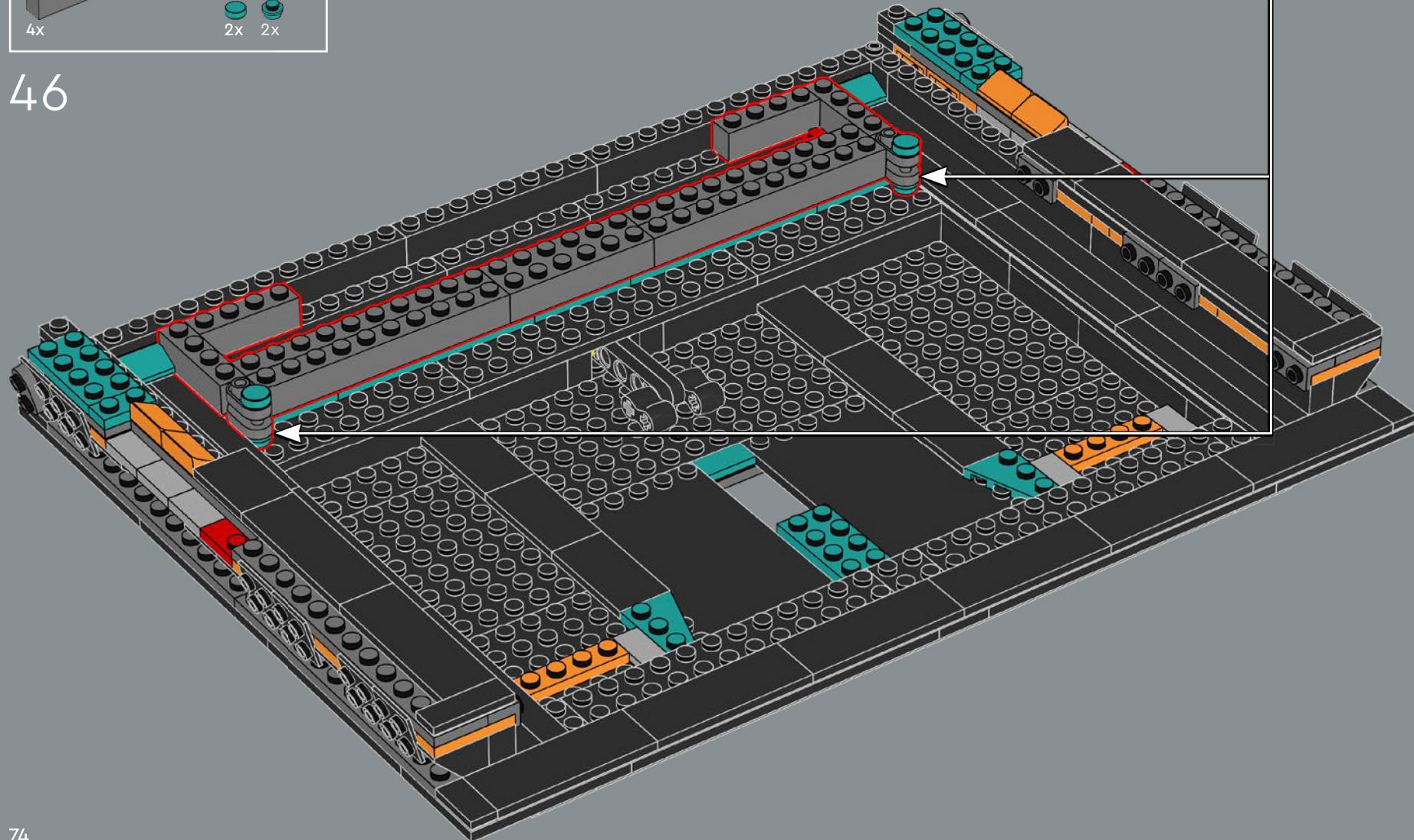


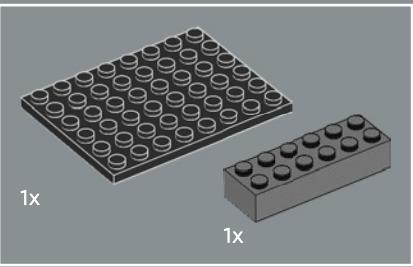
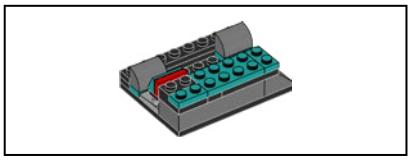
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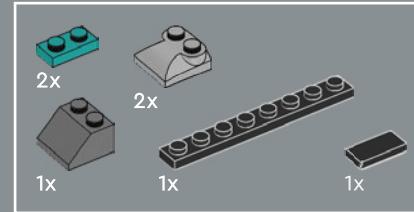
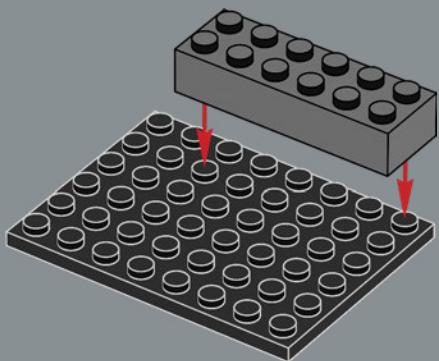


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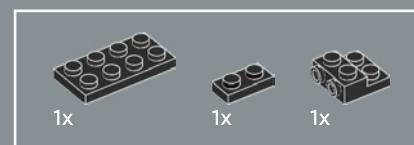
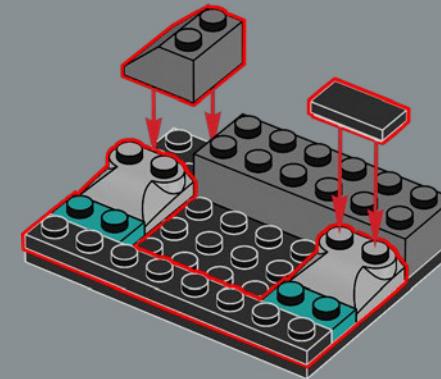




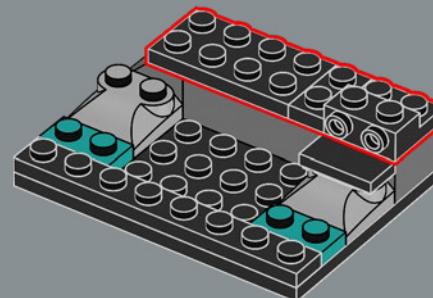
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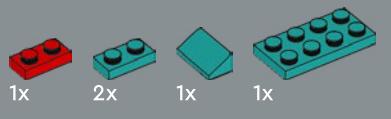


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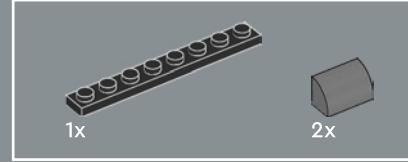
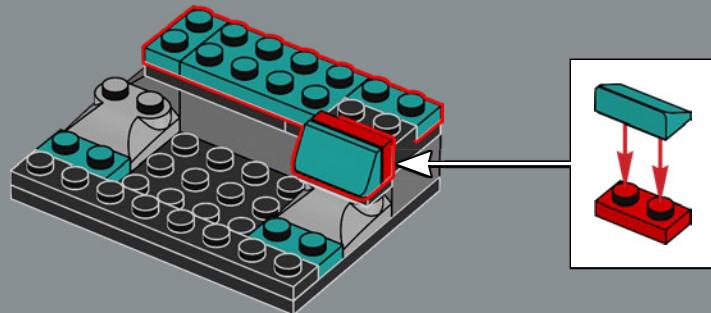


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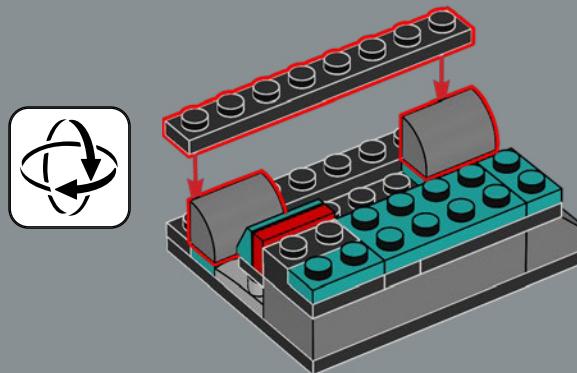




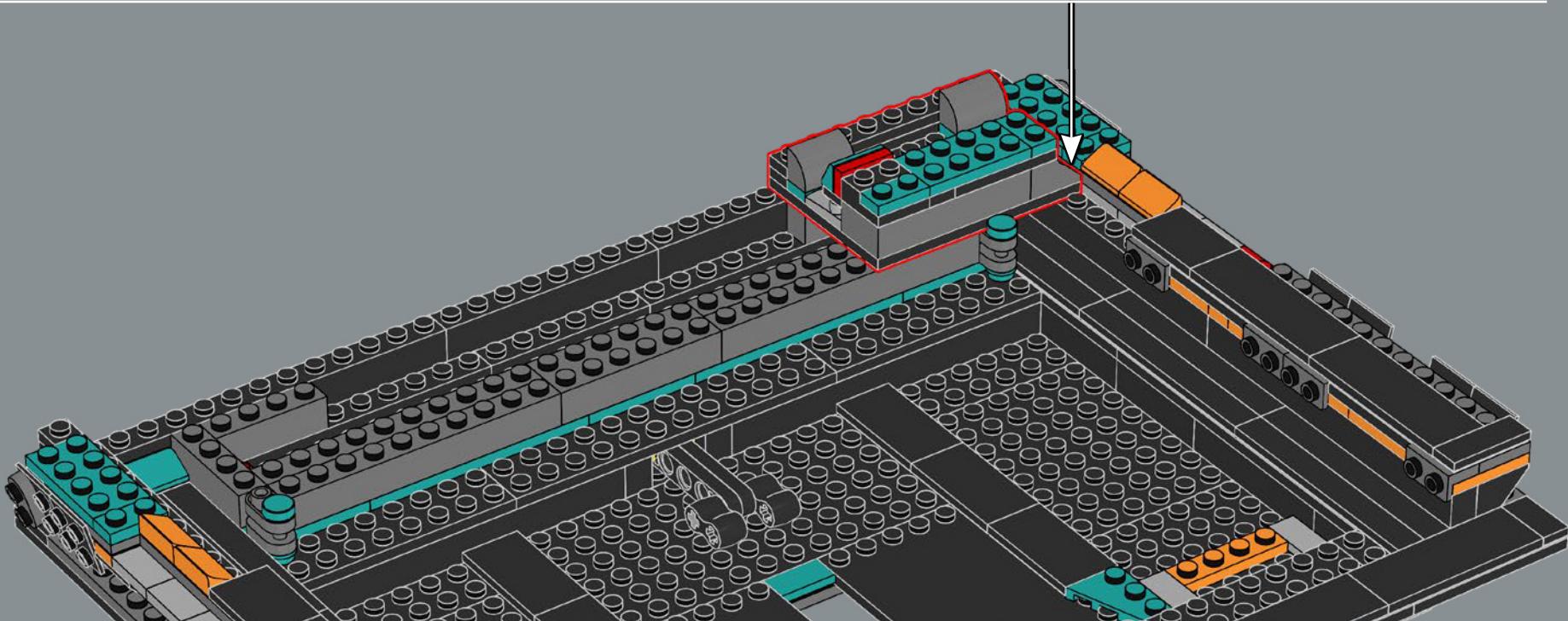
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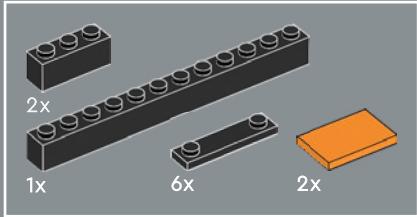


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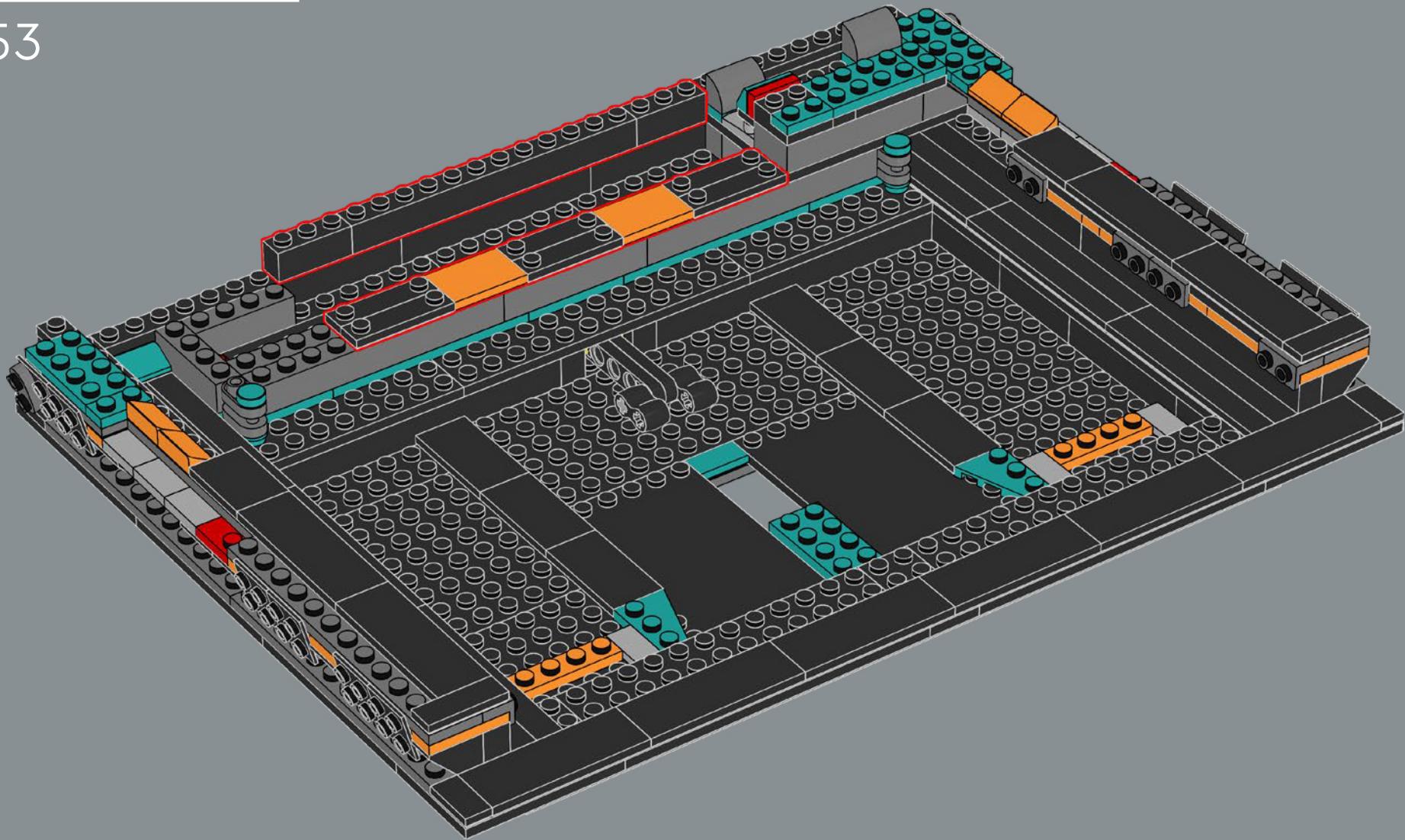


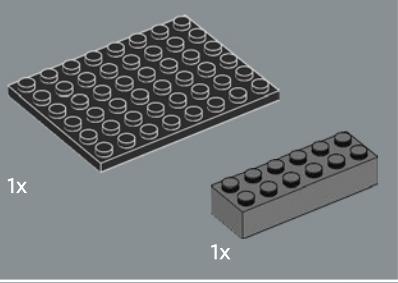
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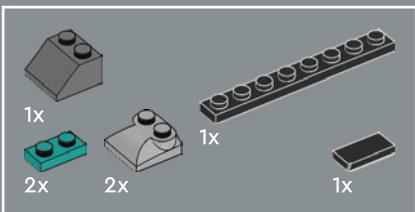
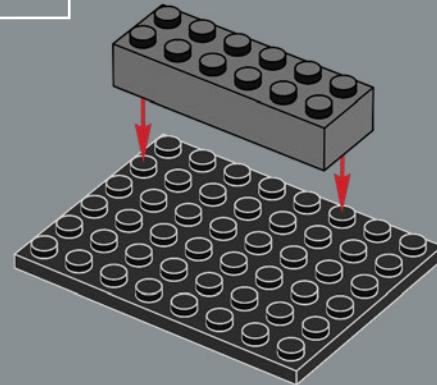


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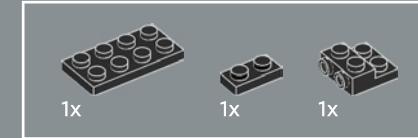
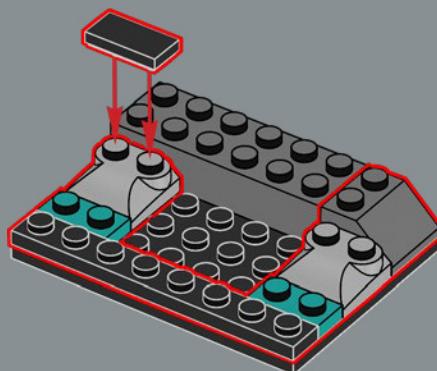




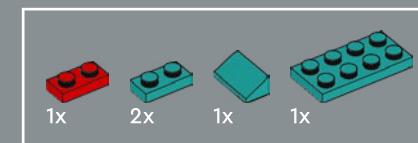
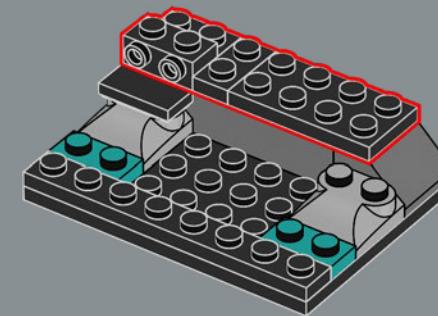
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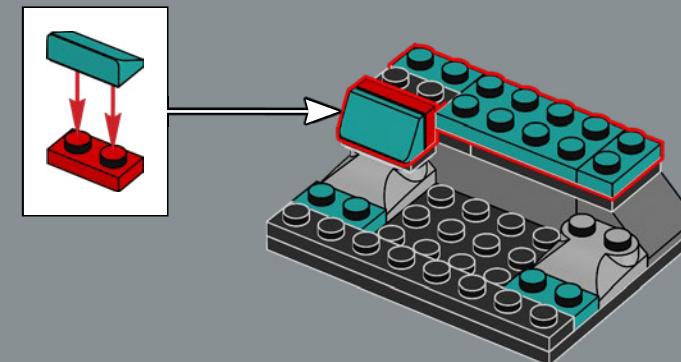
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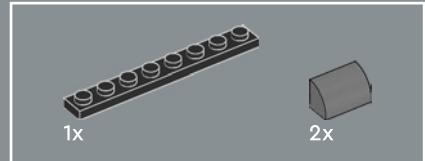


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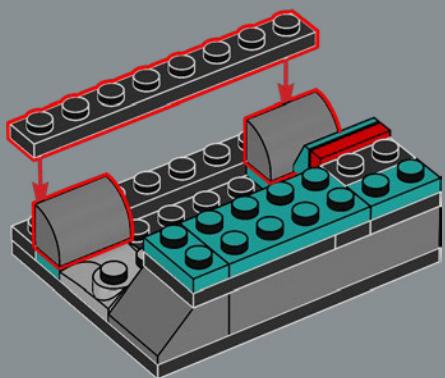


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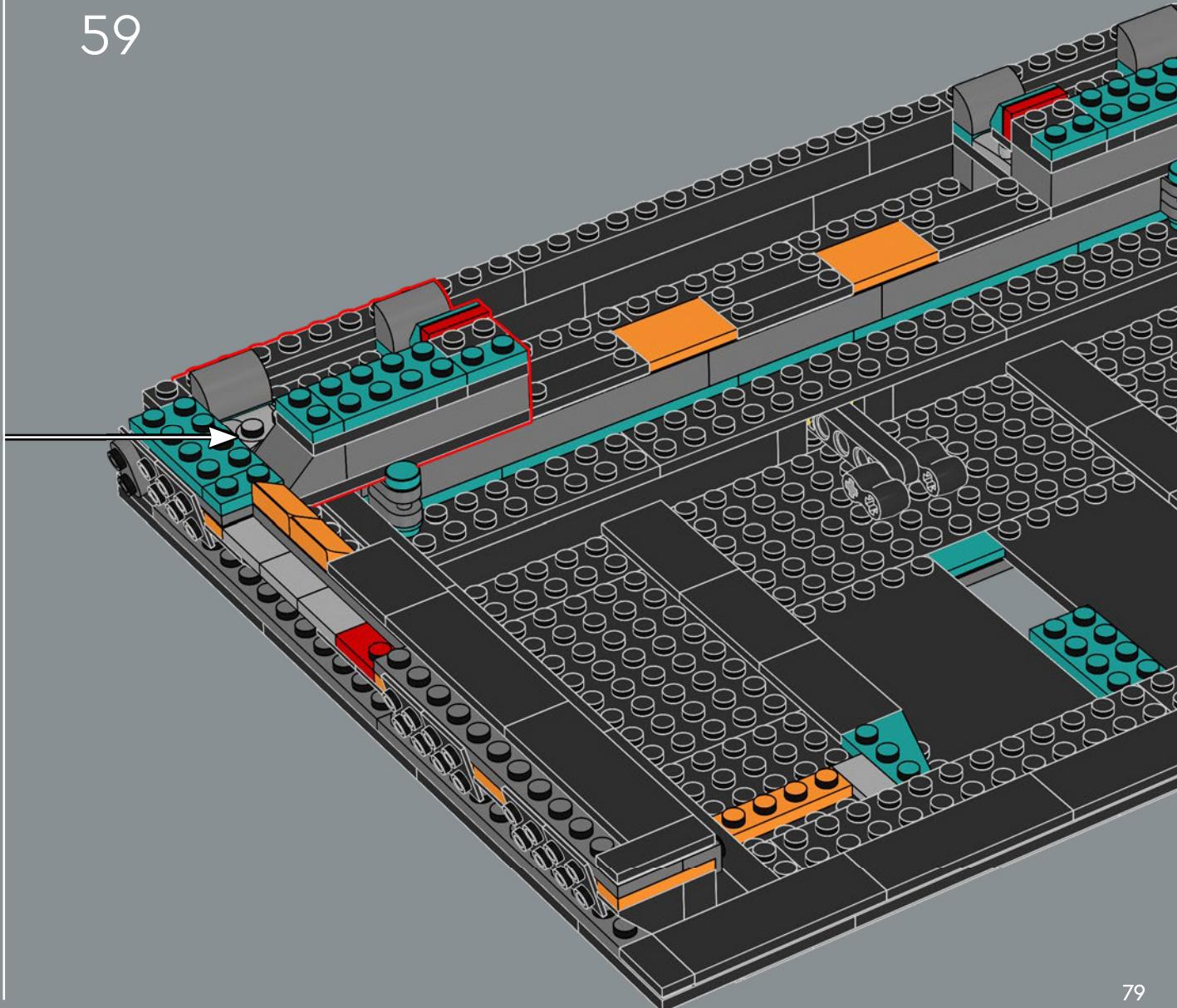


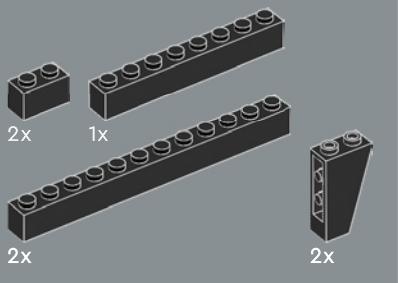


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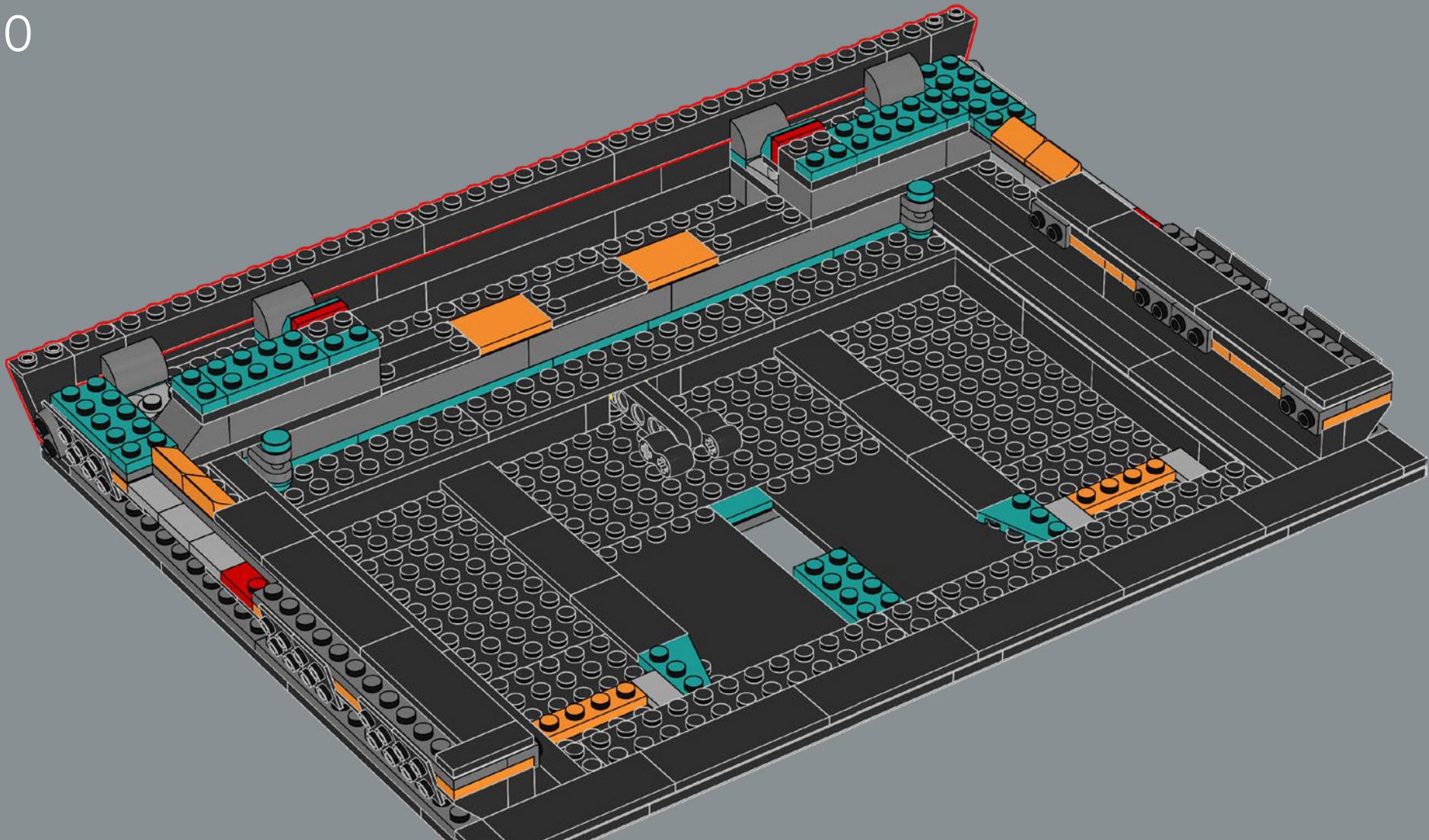


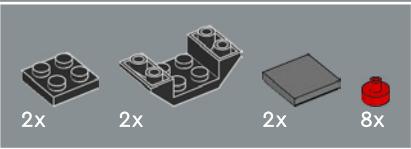
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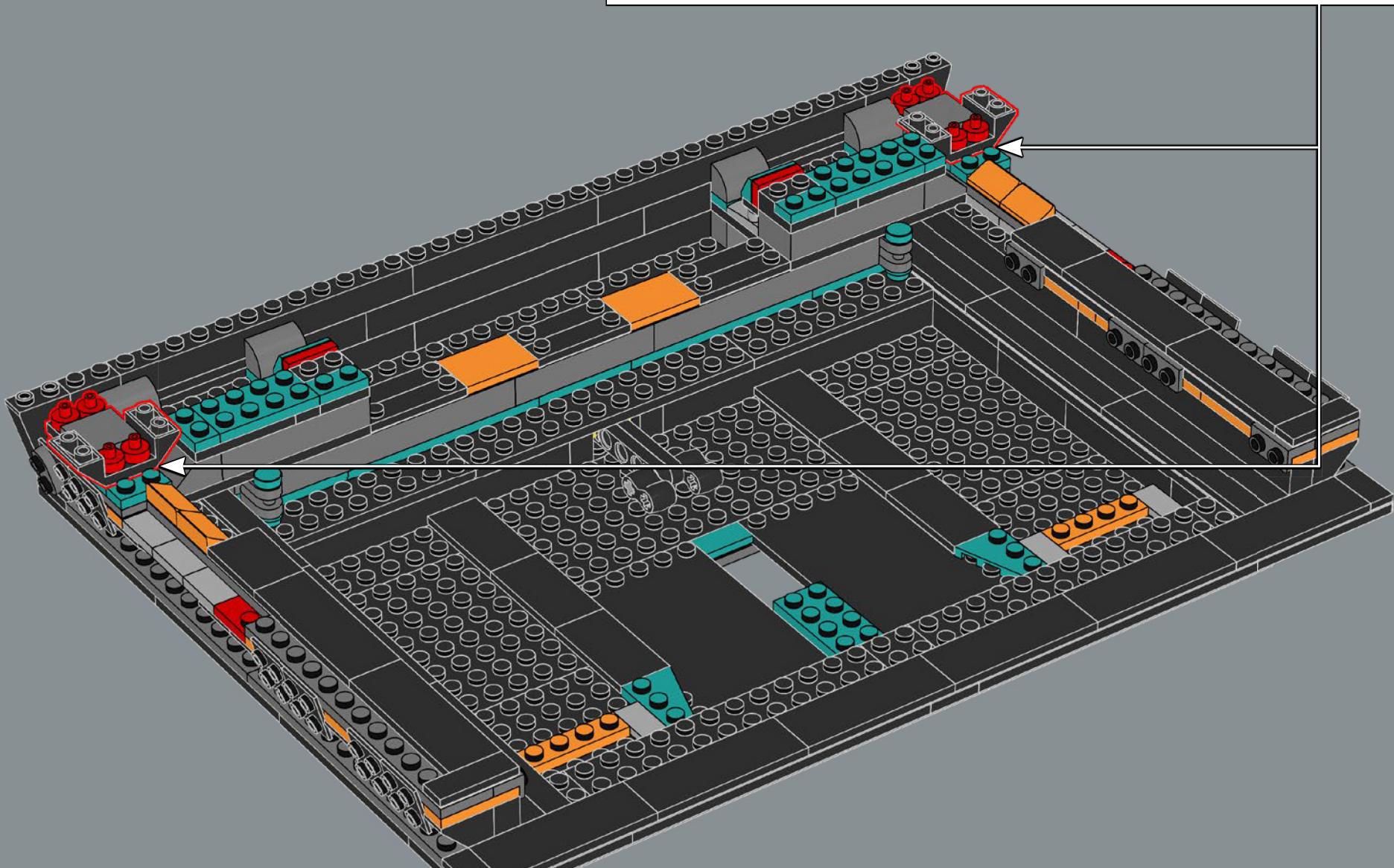
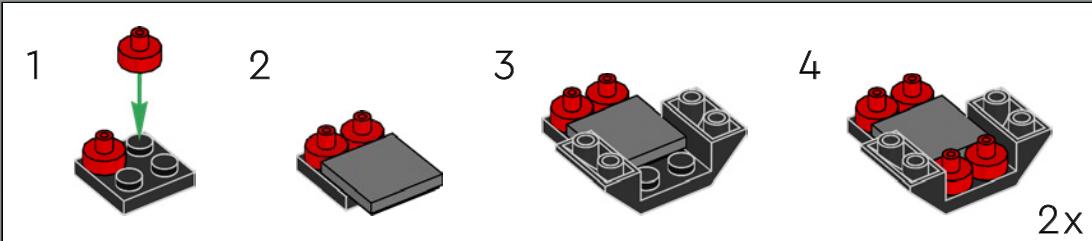


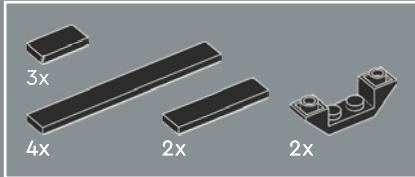
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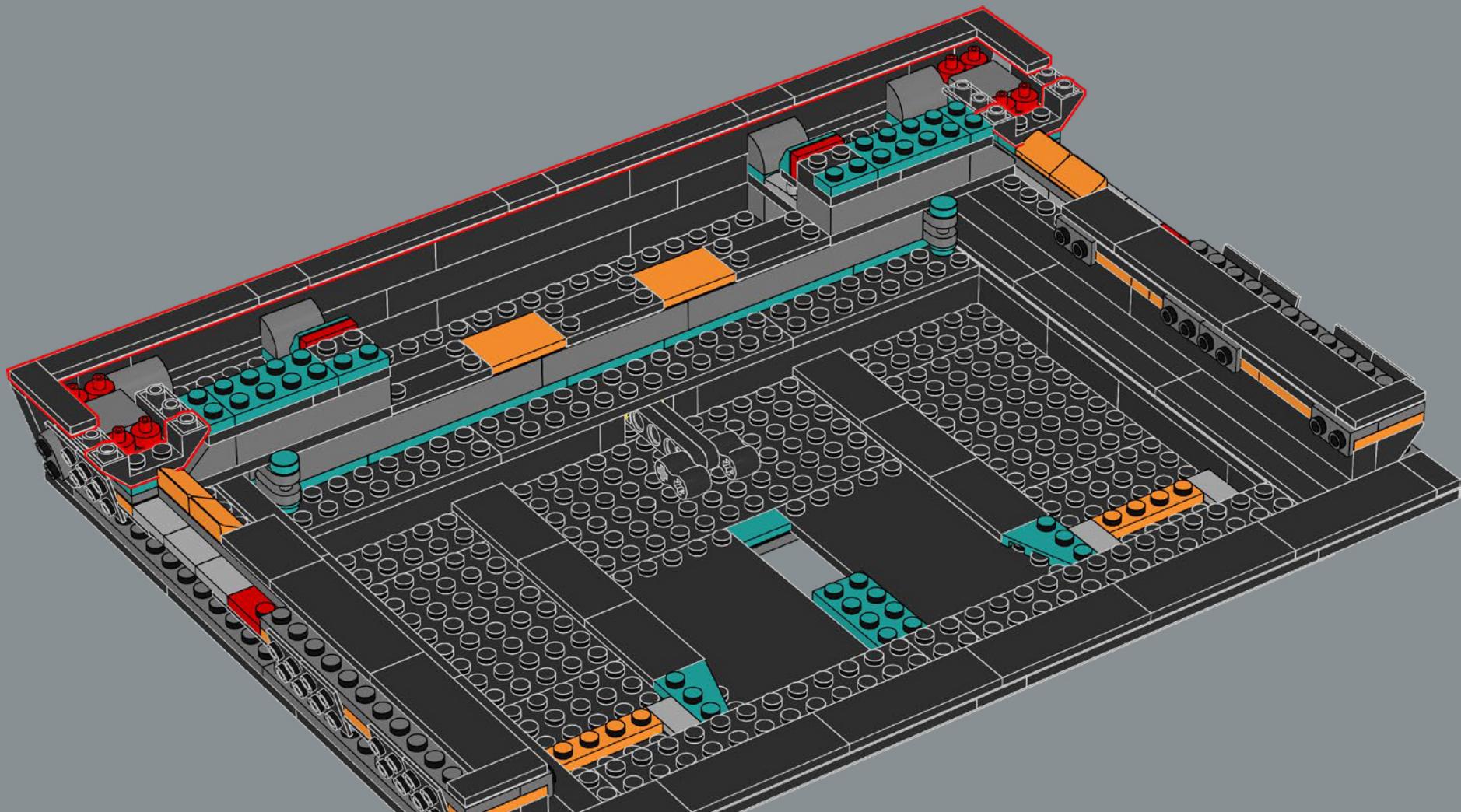


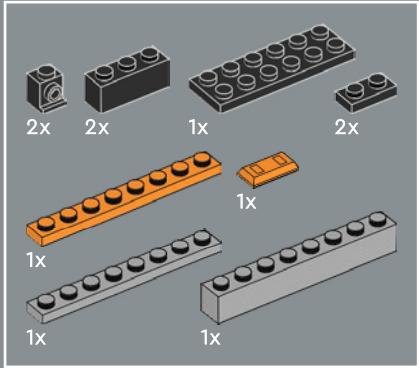
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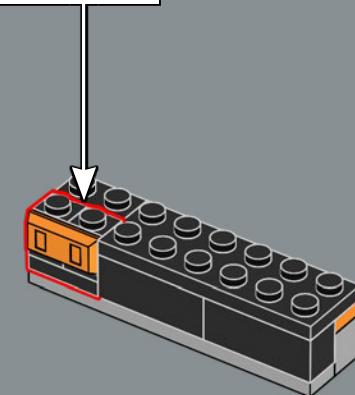
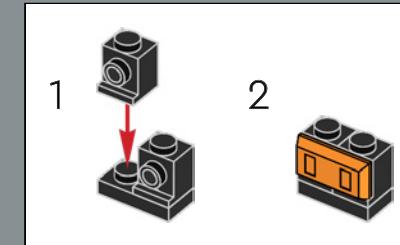
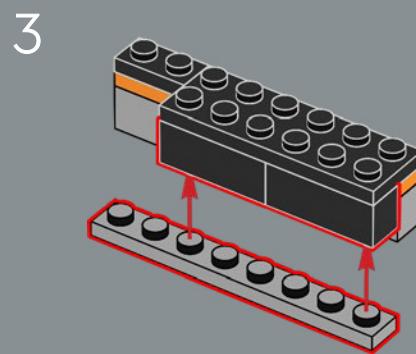
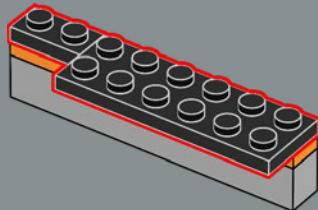
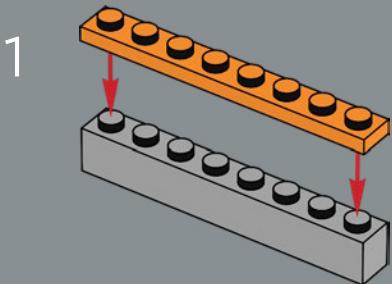


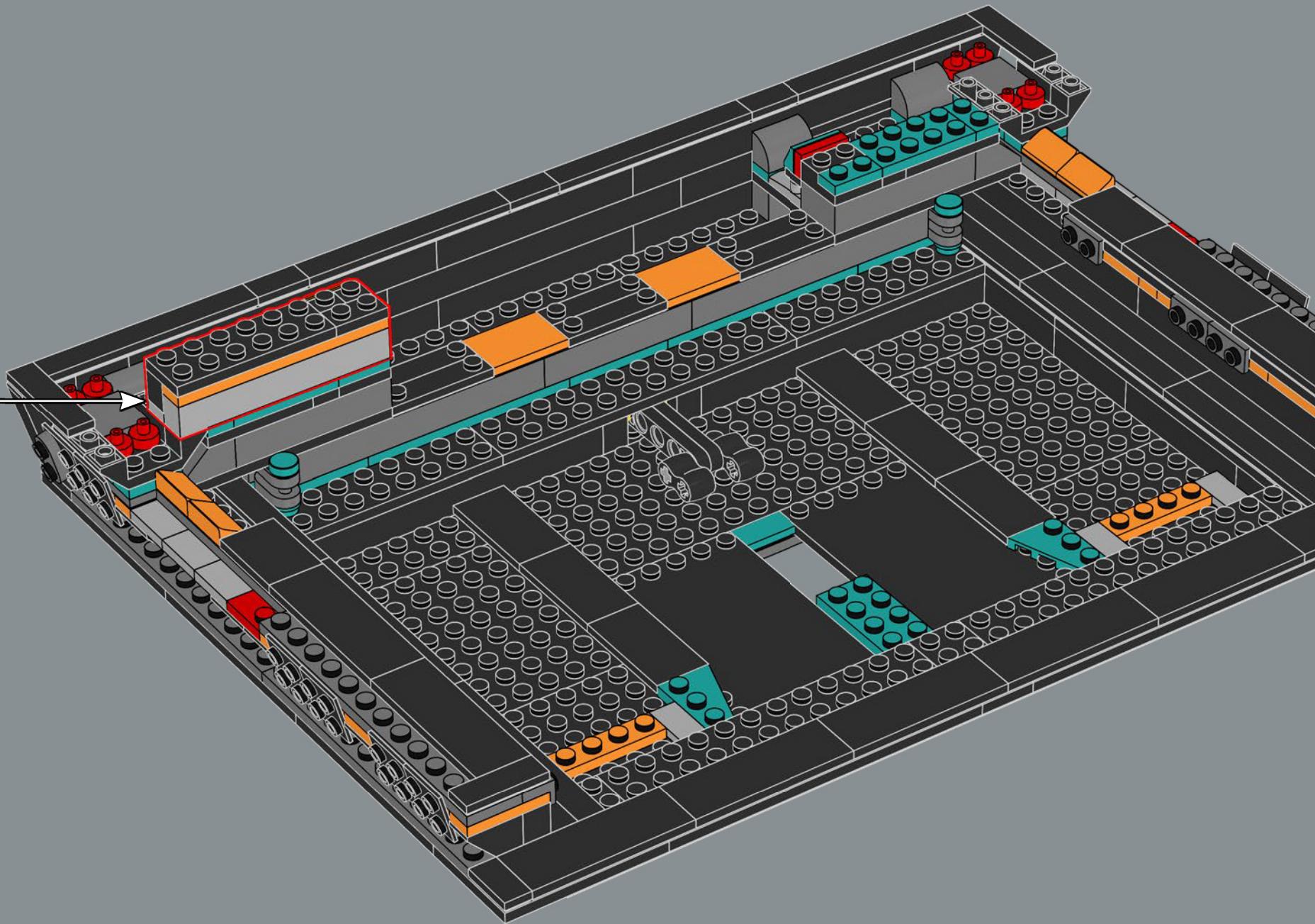
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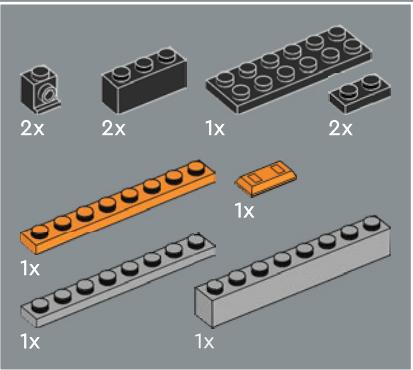




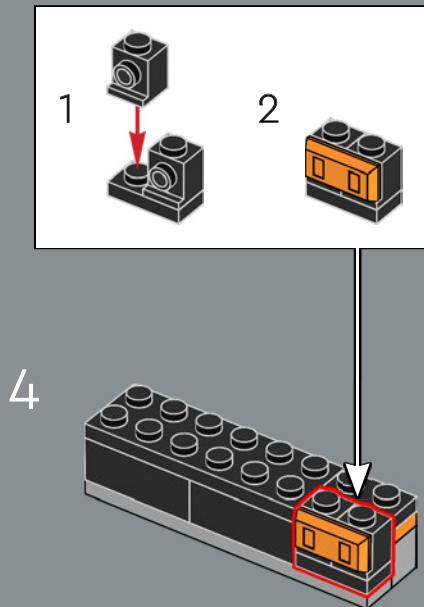
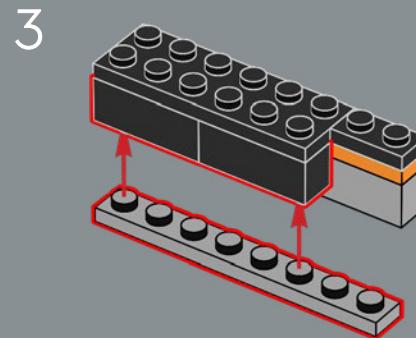
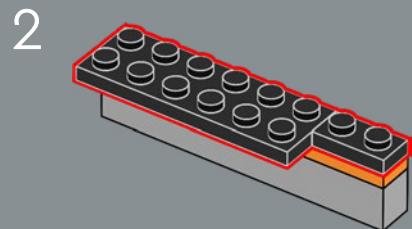
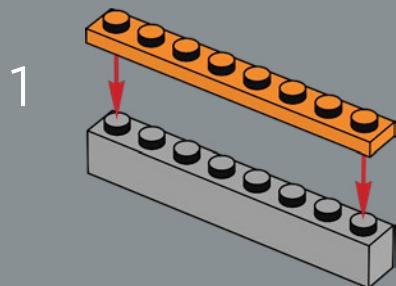
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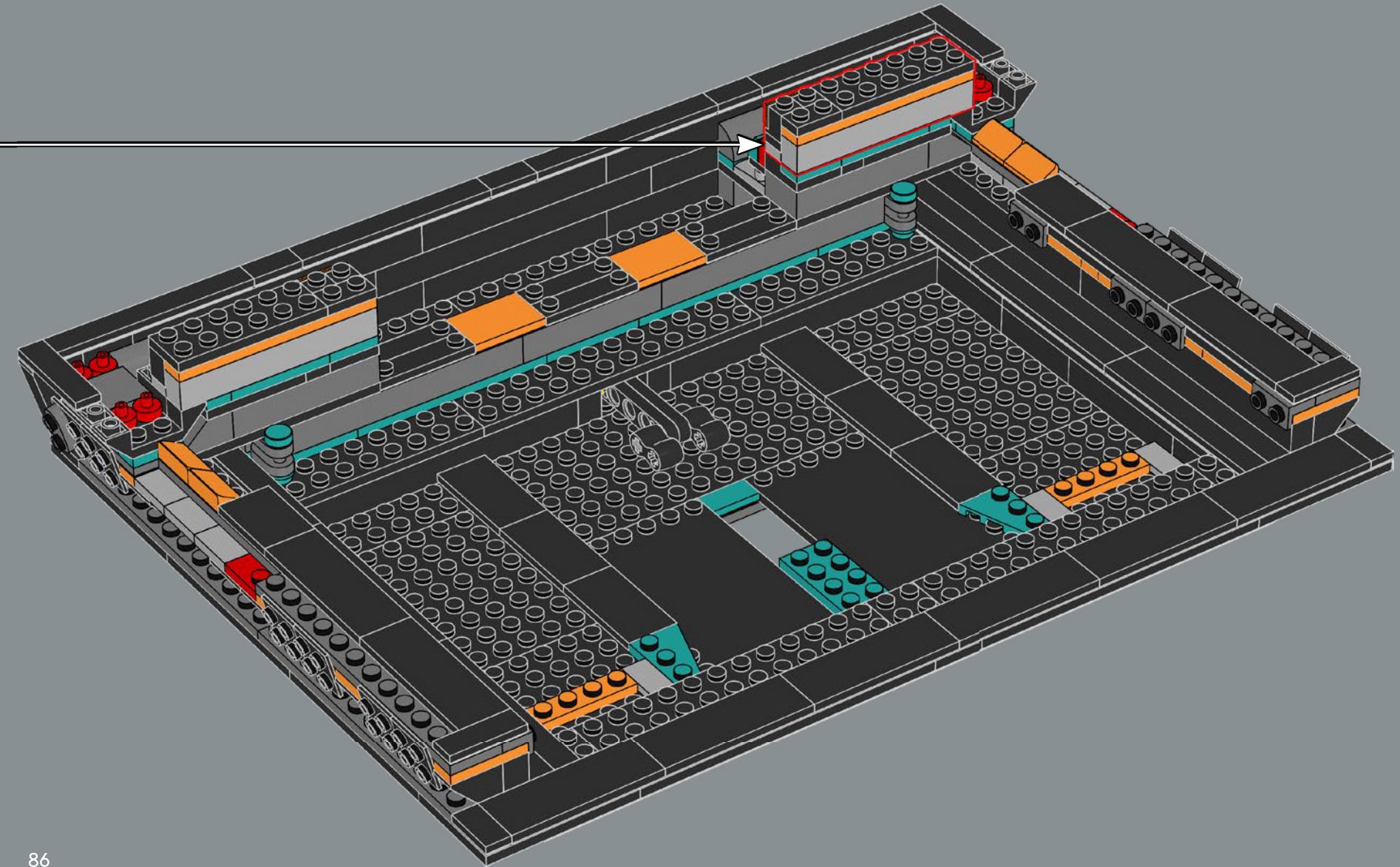


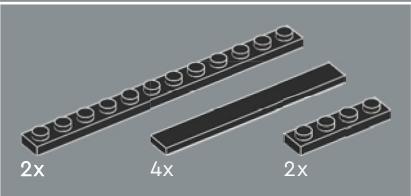




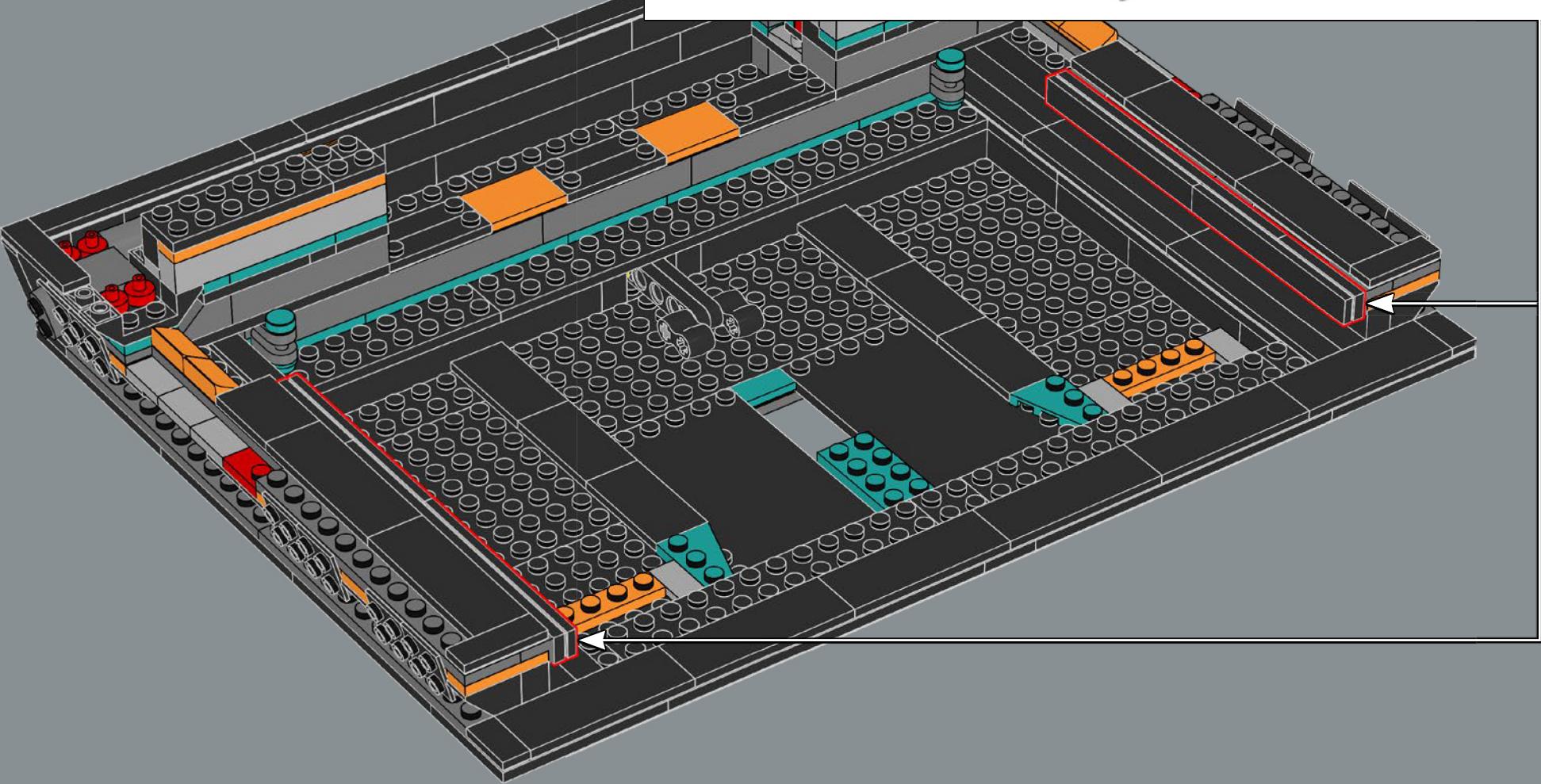
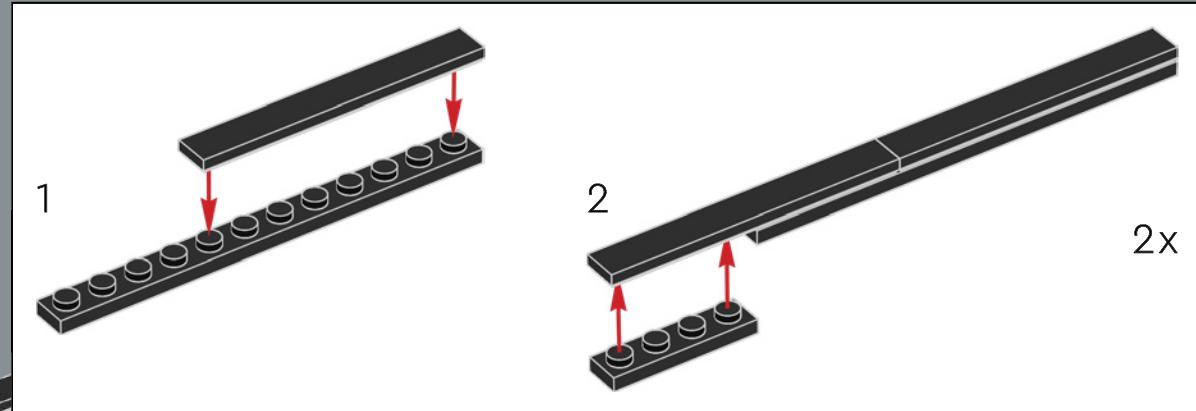
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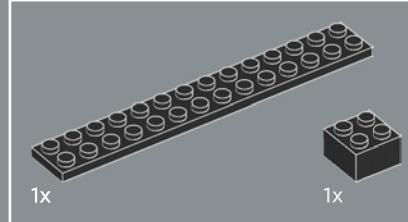




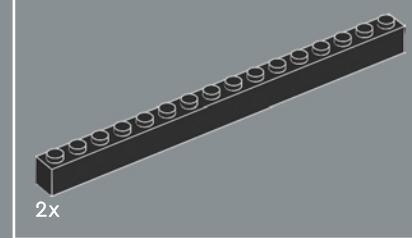
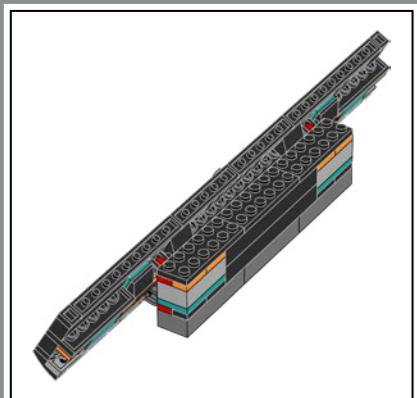
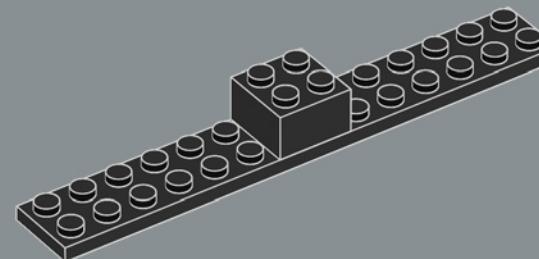


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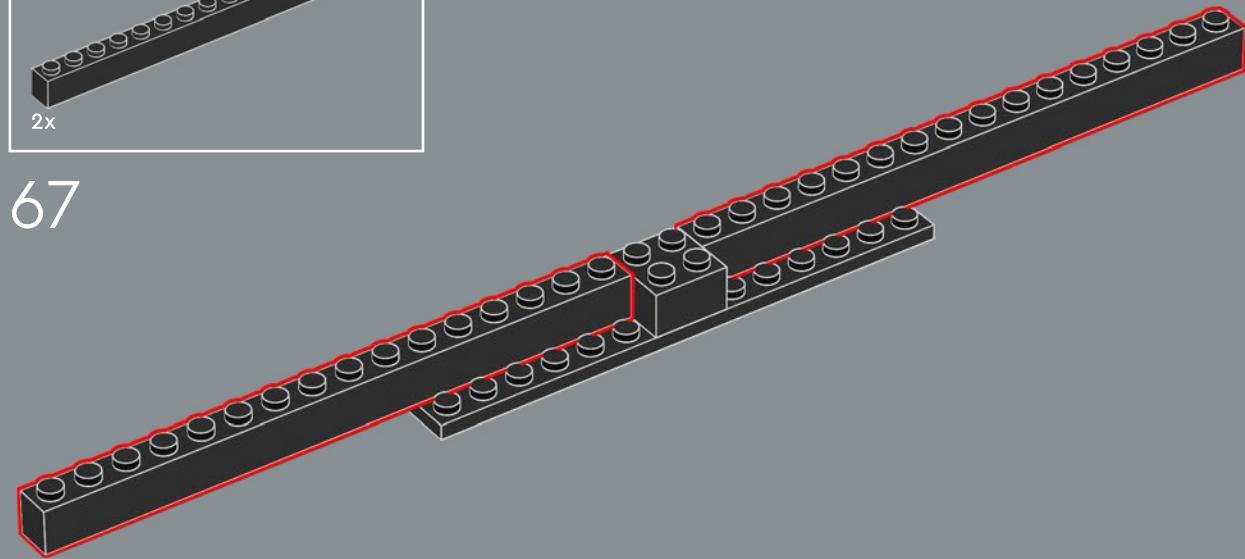


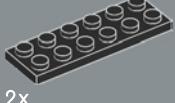


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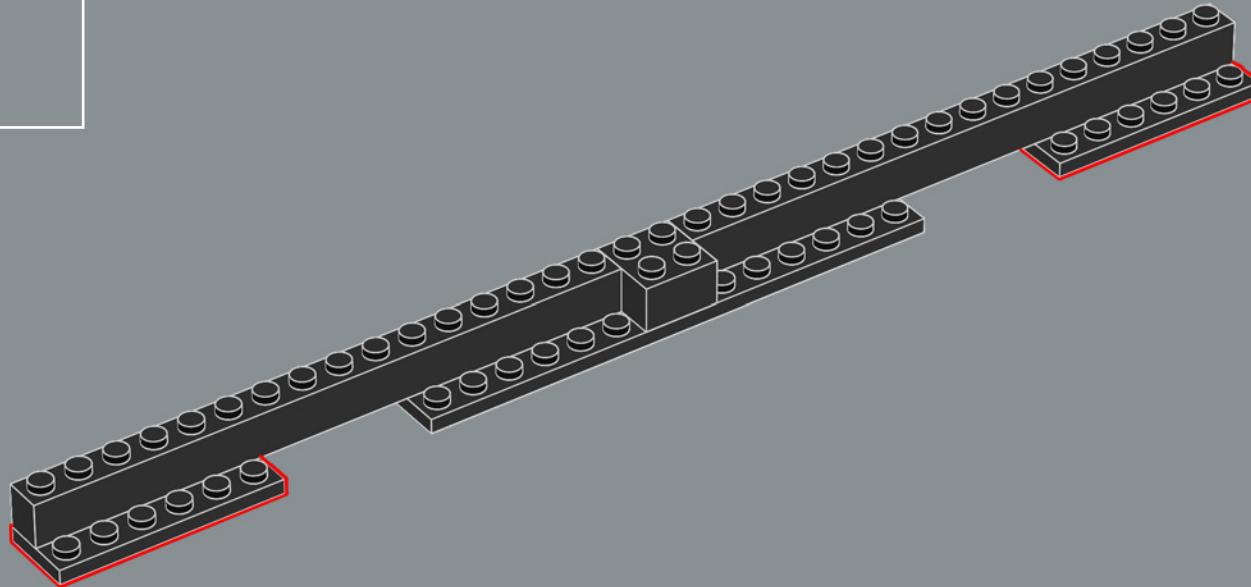
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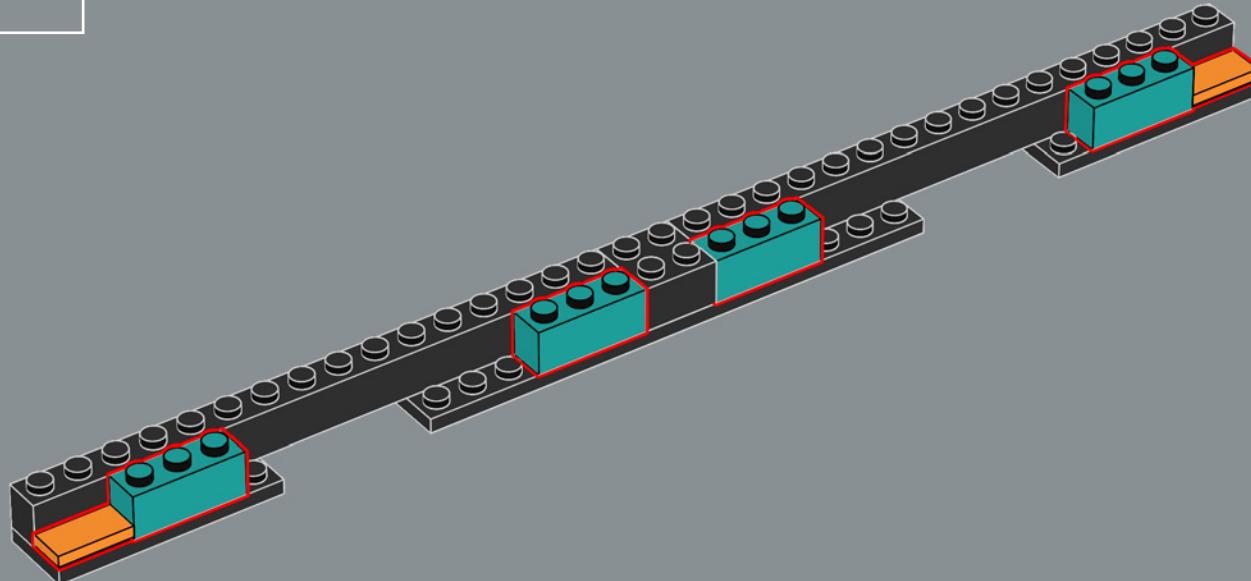


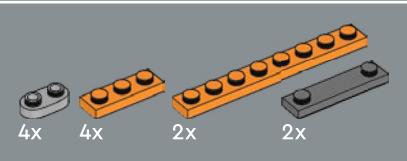
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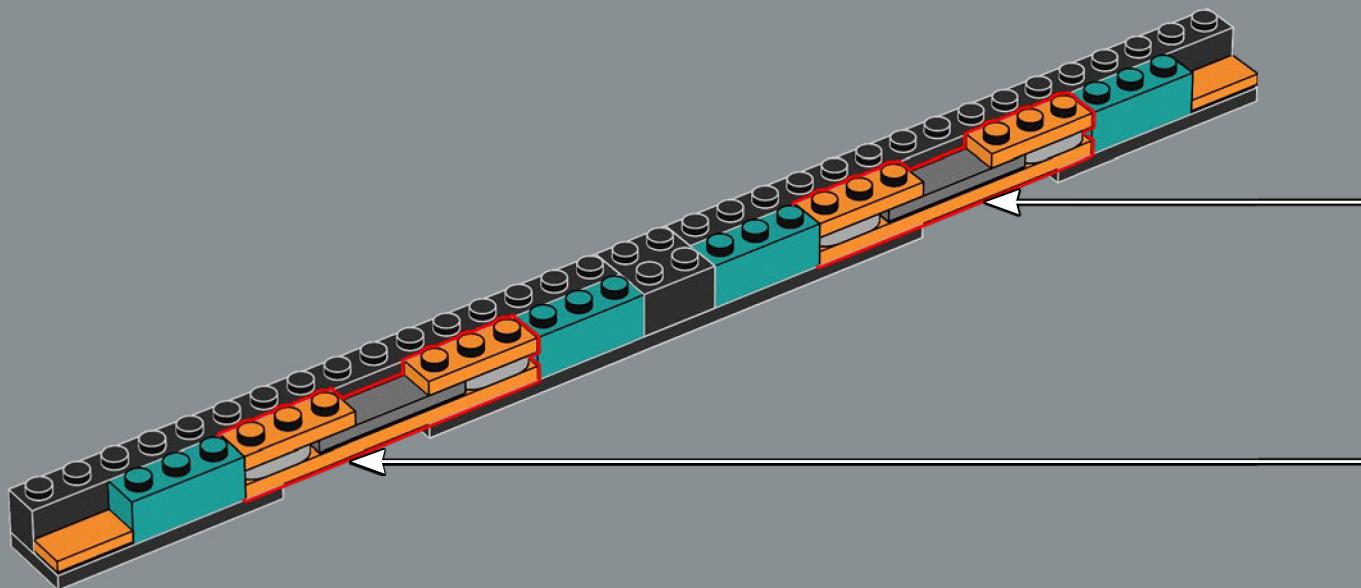
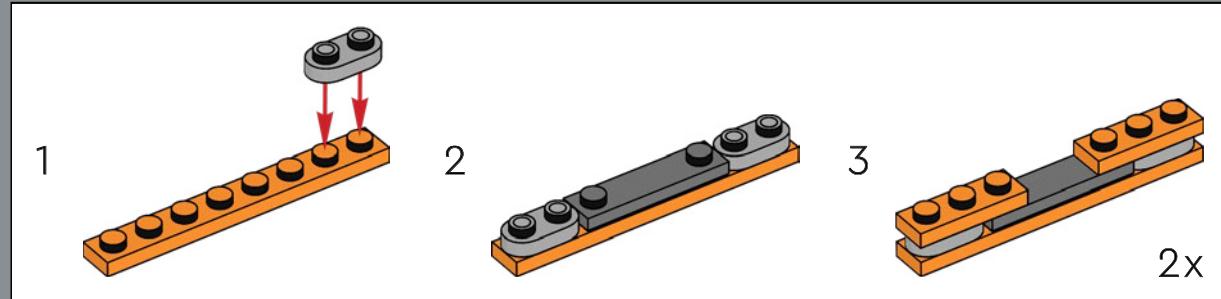
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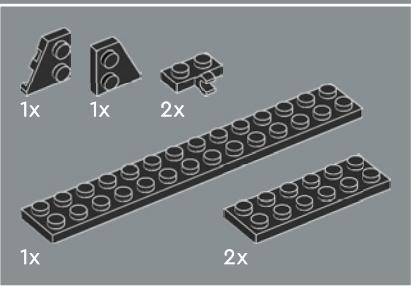
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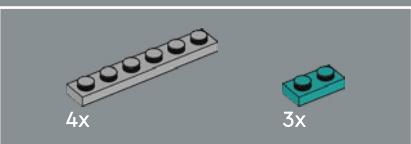
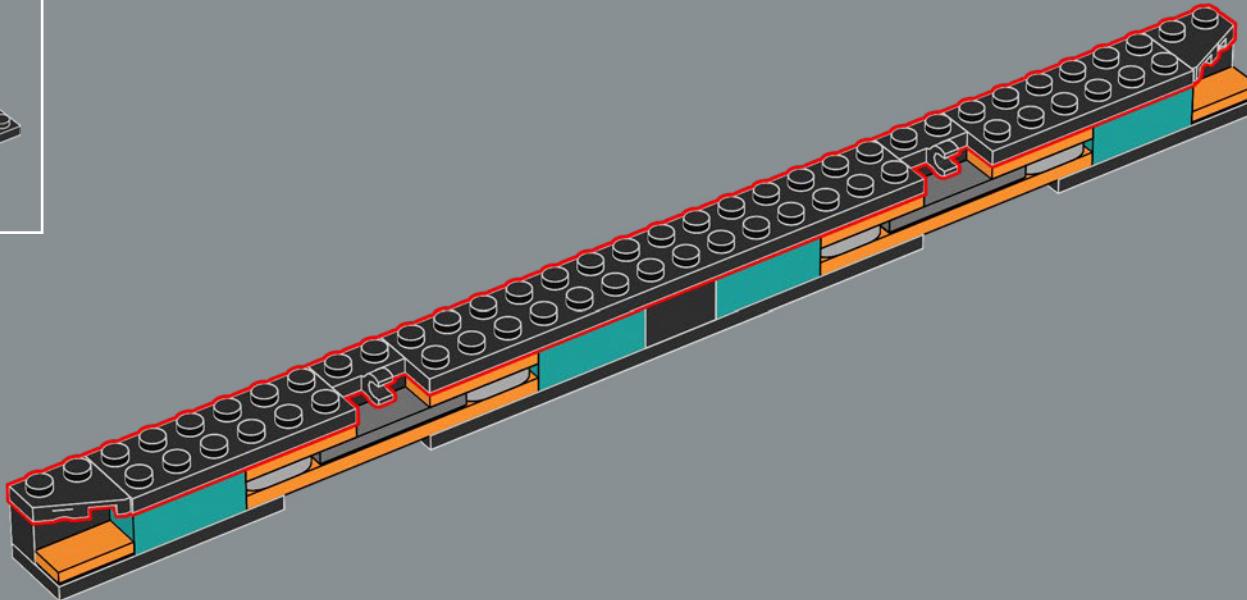


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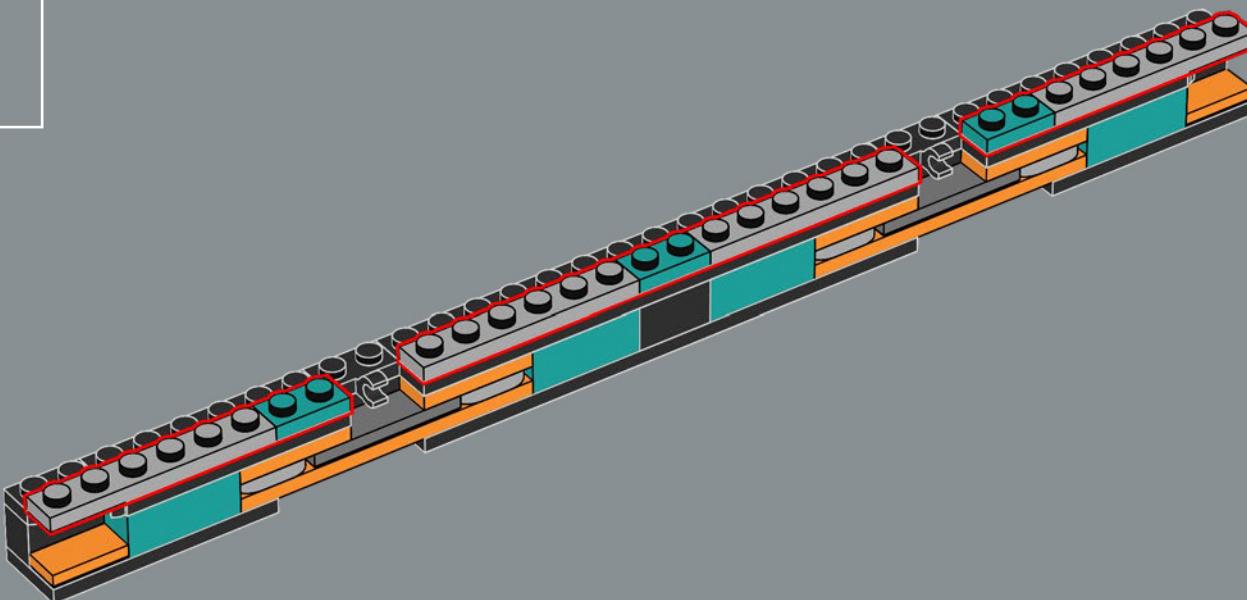




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72



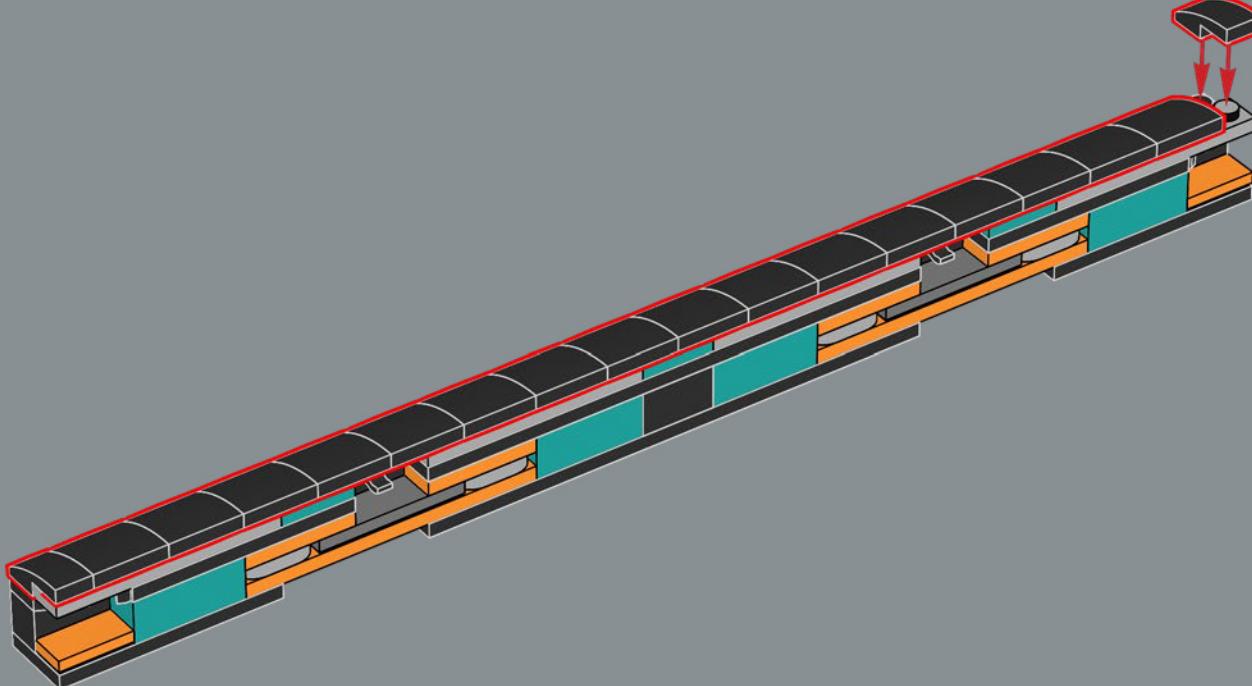


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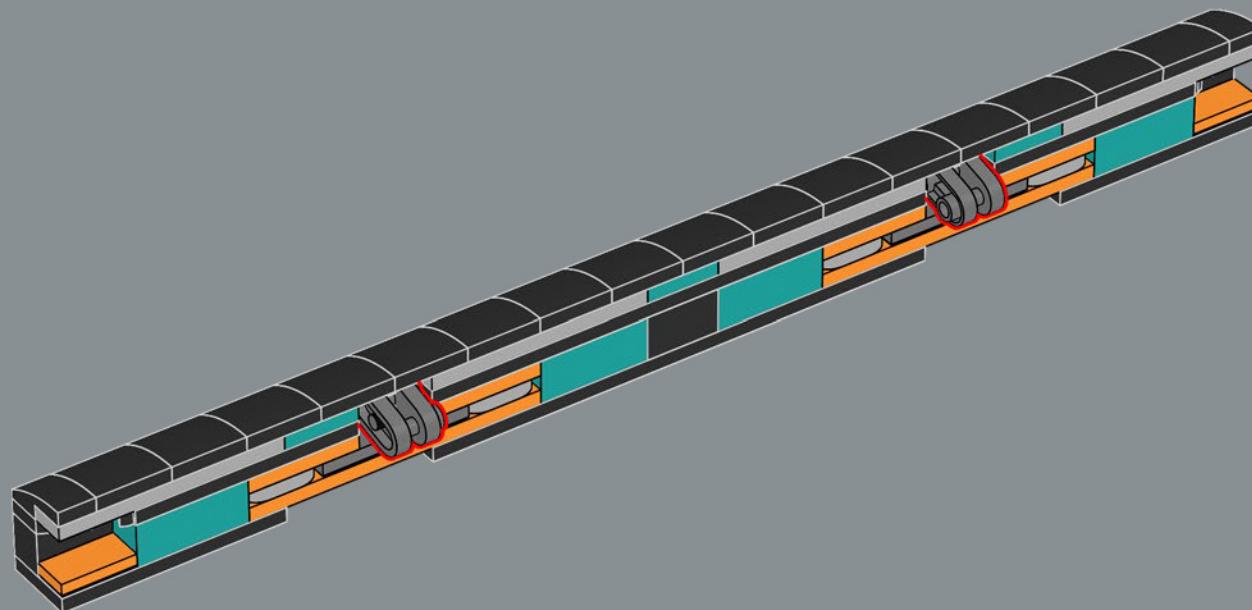
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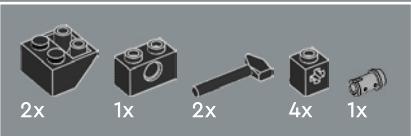
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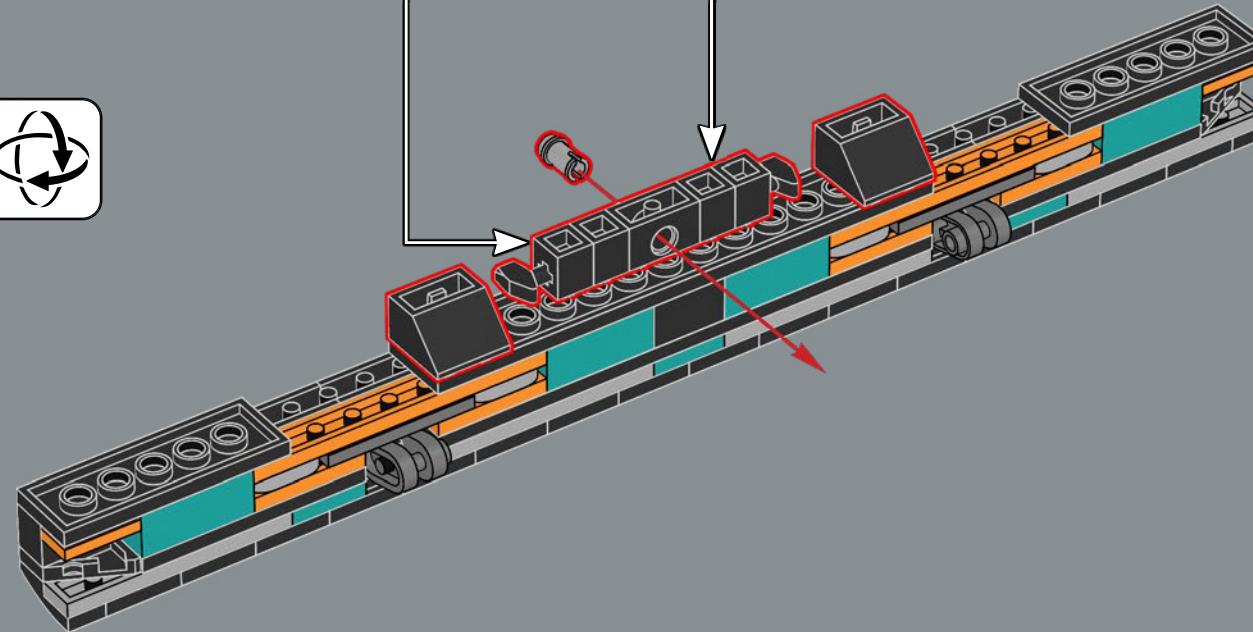
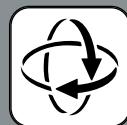
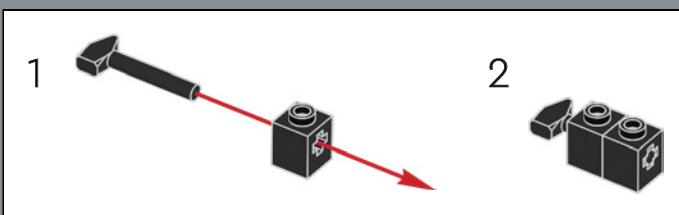
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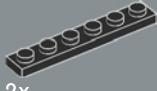


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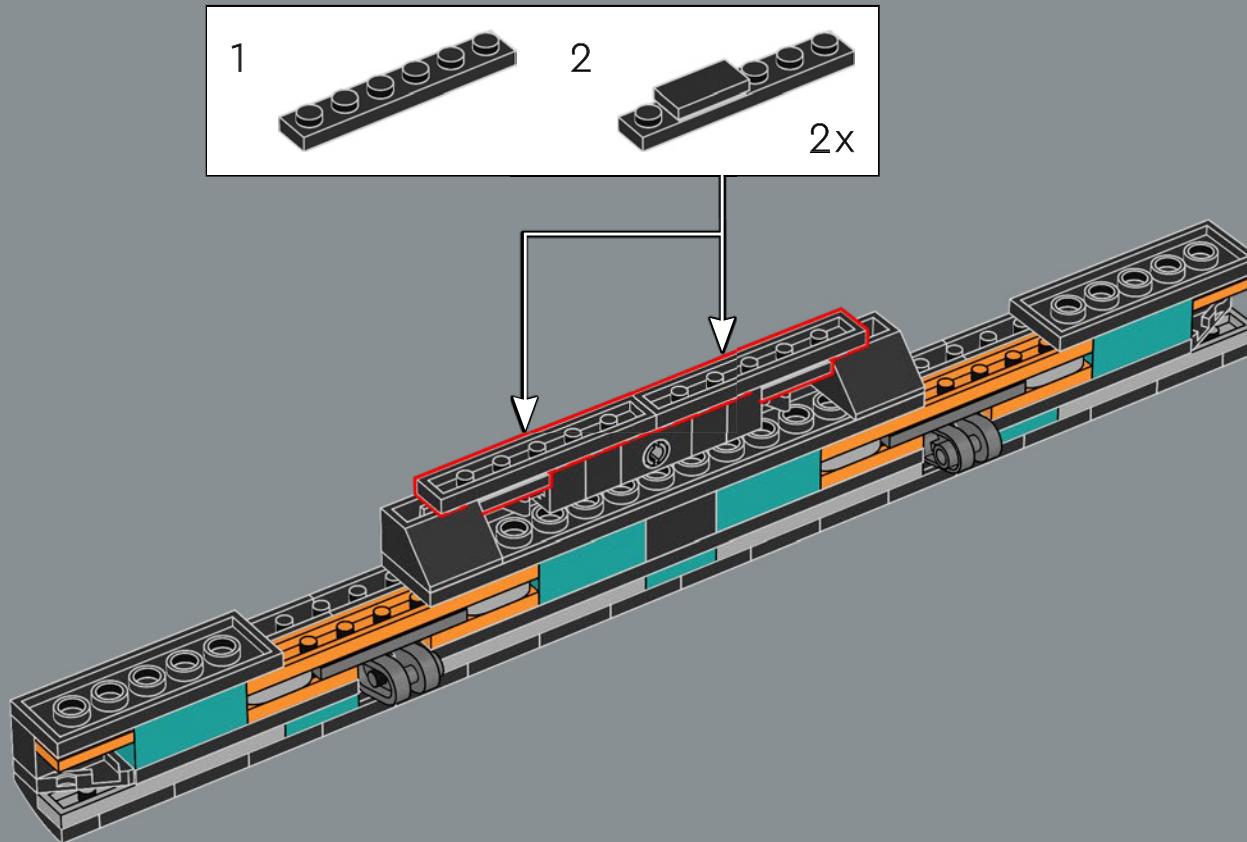


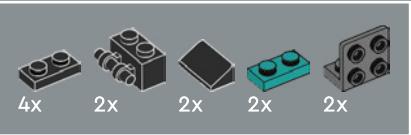
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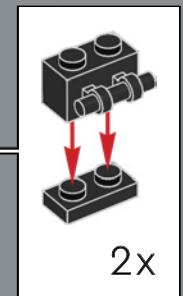
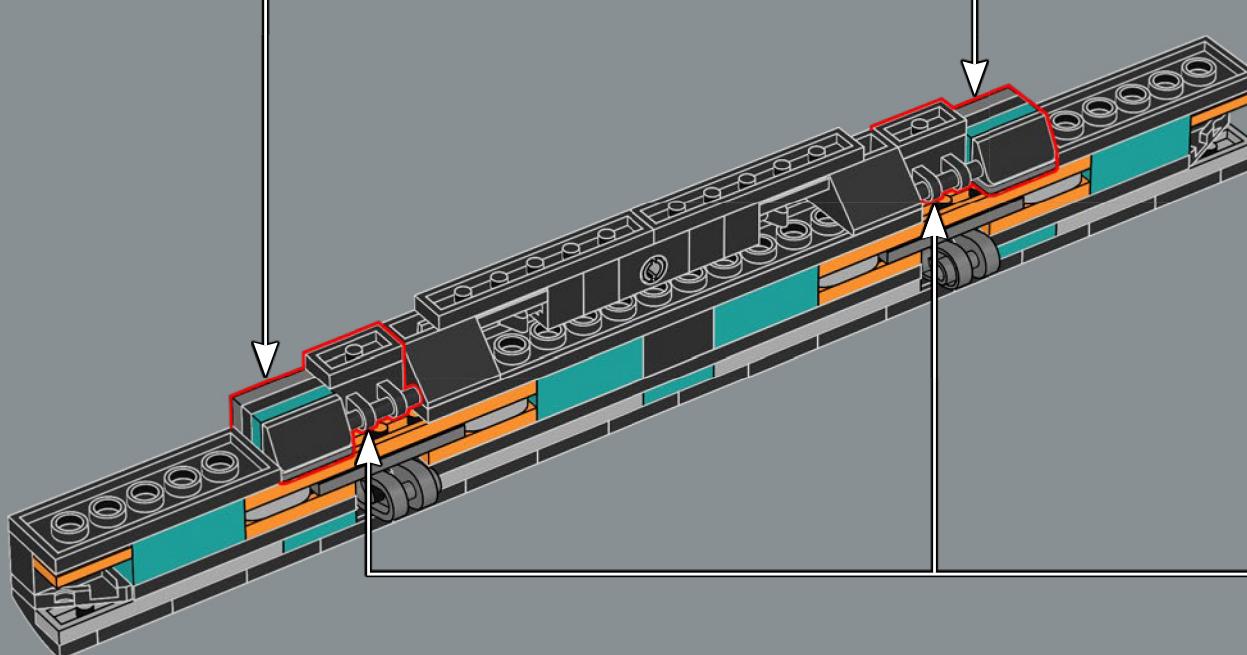
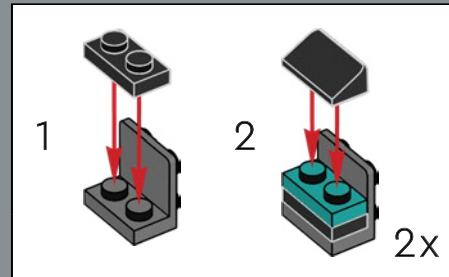
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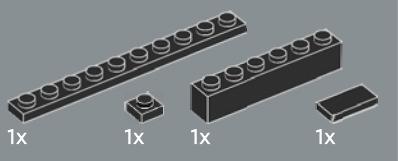
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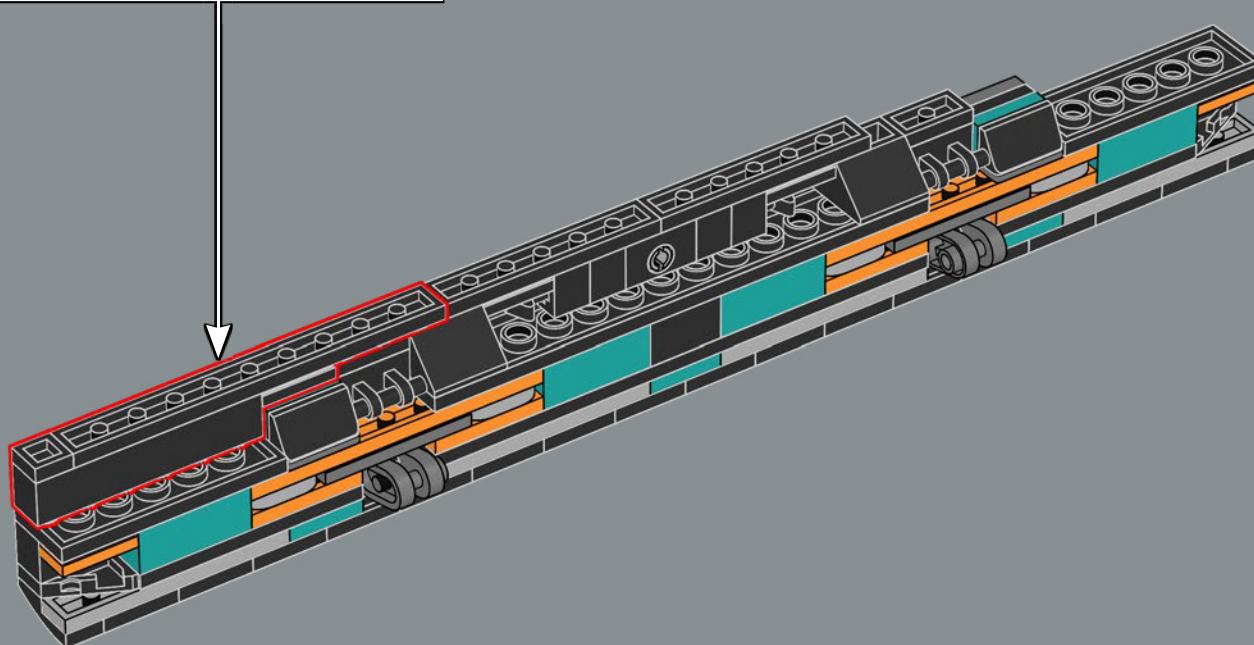
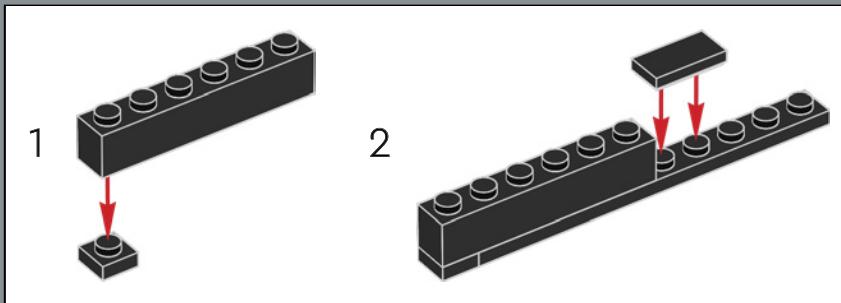


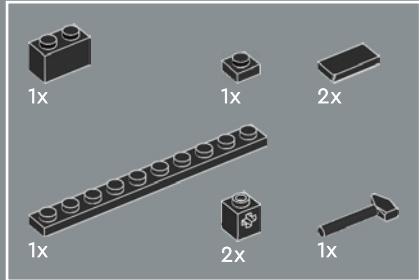
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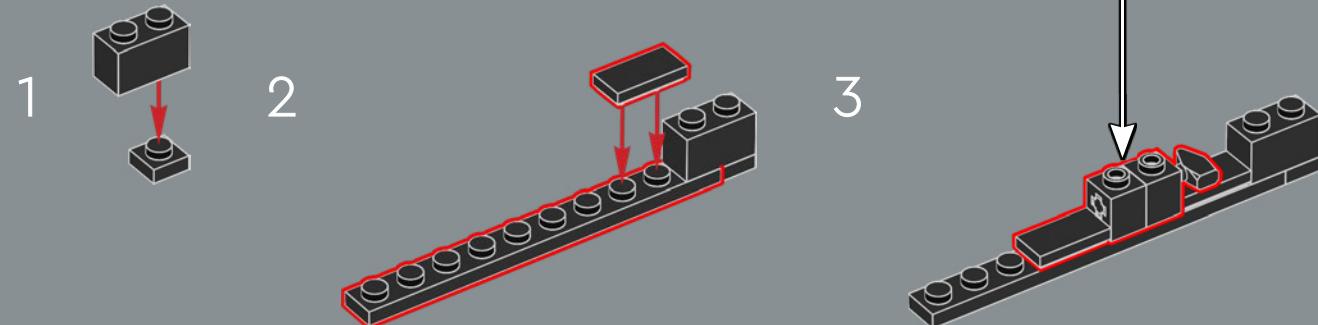


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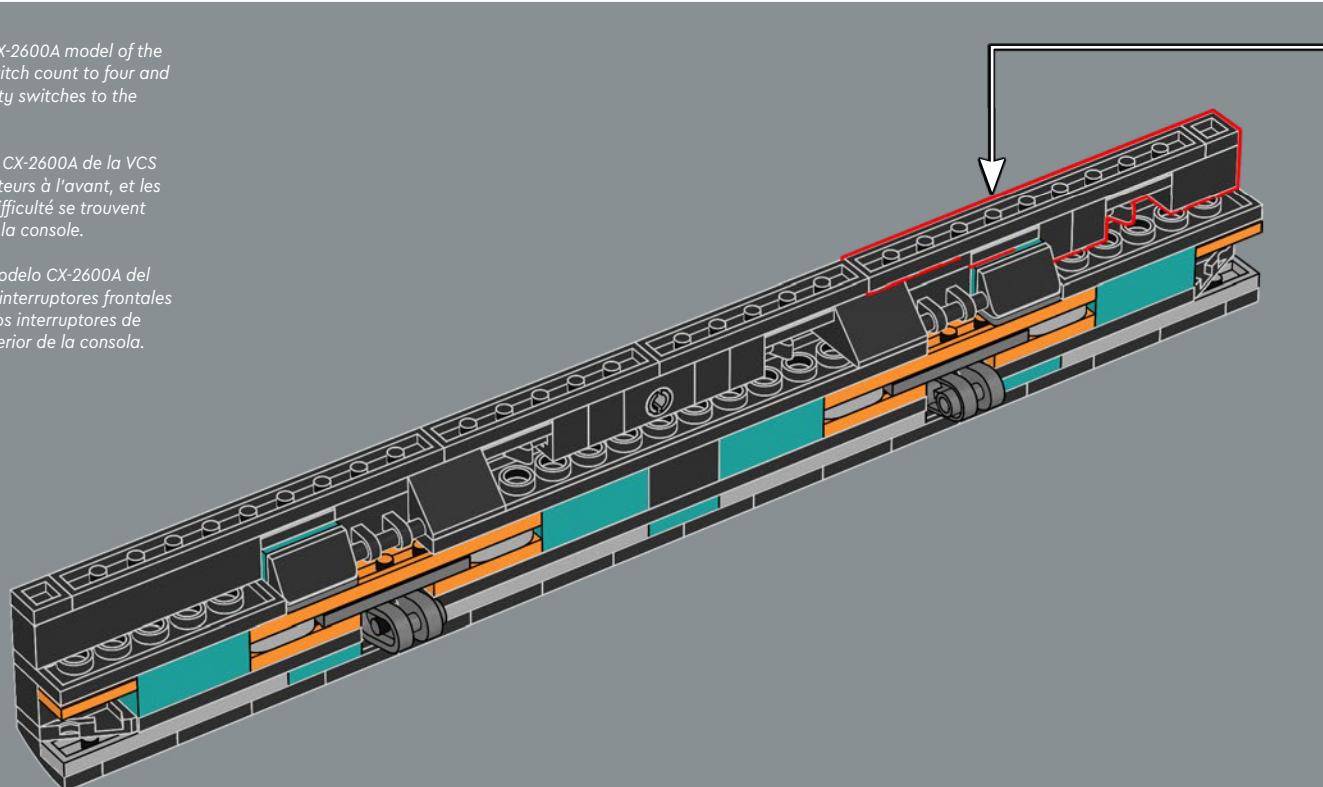
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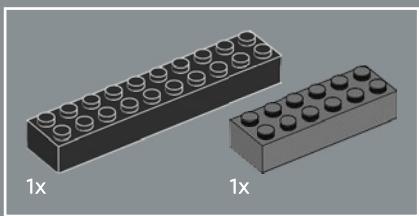
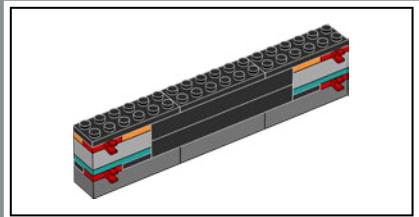


Introduced in 1980, the CX-2600A model of the VCS reduced the front switch count to four and relocated the two difficulty switches to the back of the console.

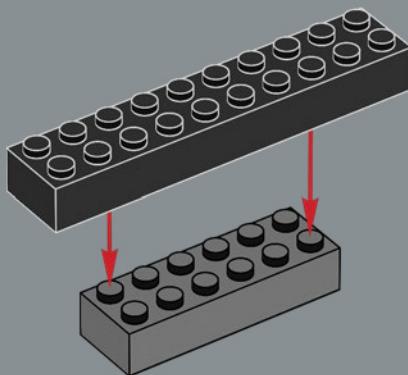
Lancé en 1980, le modèle CX-2600A de la VCS compte quatre commutateurs à l'avant, et les deux commutateurs de difficulté se trouvent maintenant à l'arrière de la console.

Introducido en 1980, el modelo CX-2600A del VCS redujo el número de interruptores frontales a cuatro y trasladó los dos interruptores de dificultad a la parte posterior de la consola.

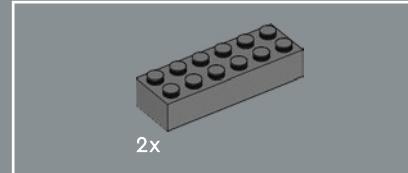




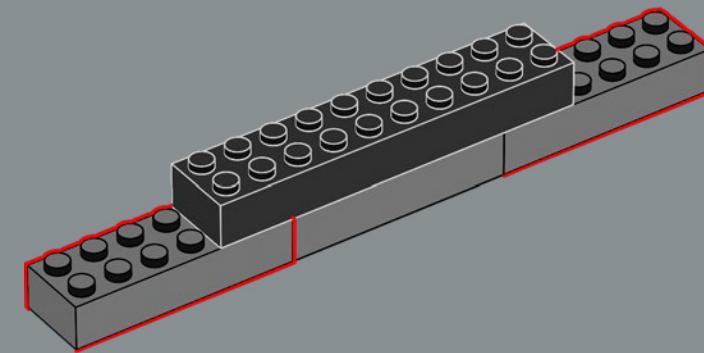
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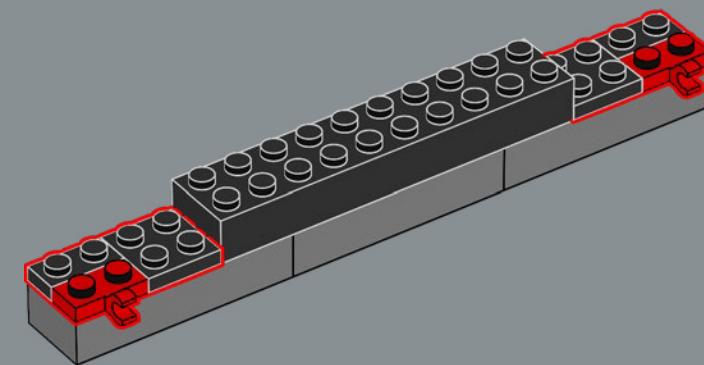
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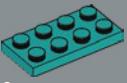


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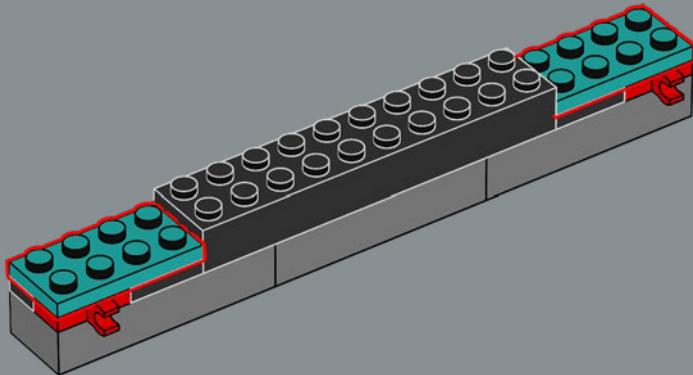


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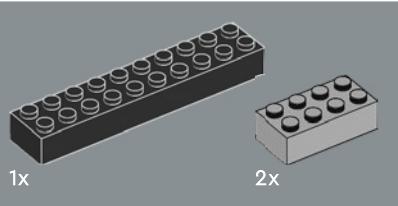
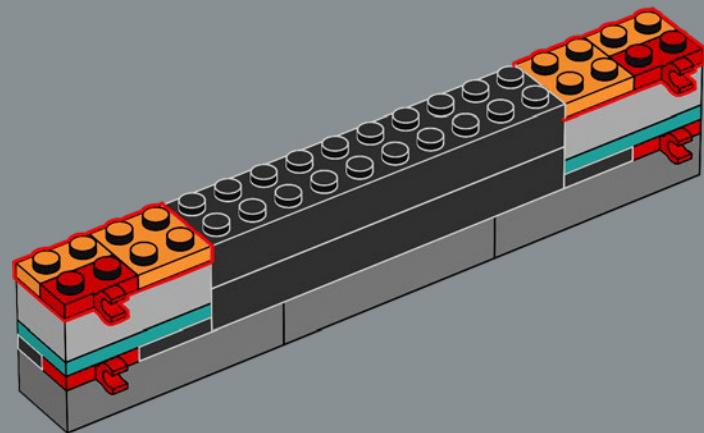




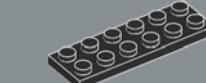
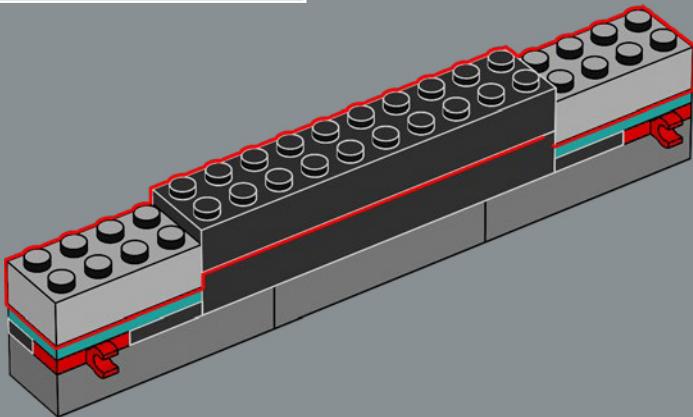
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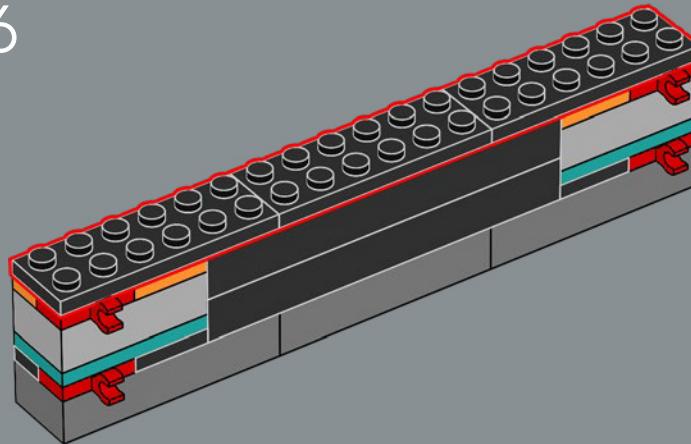
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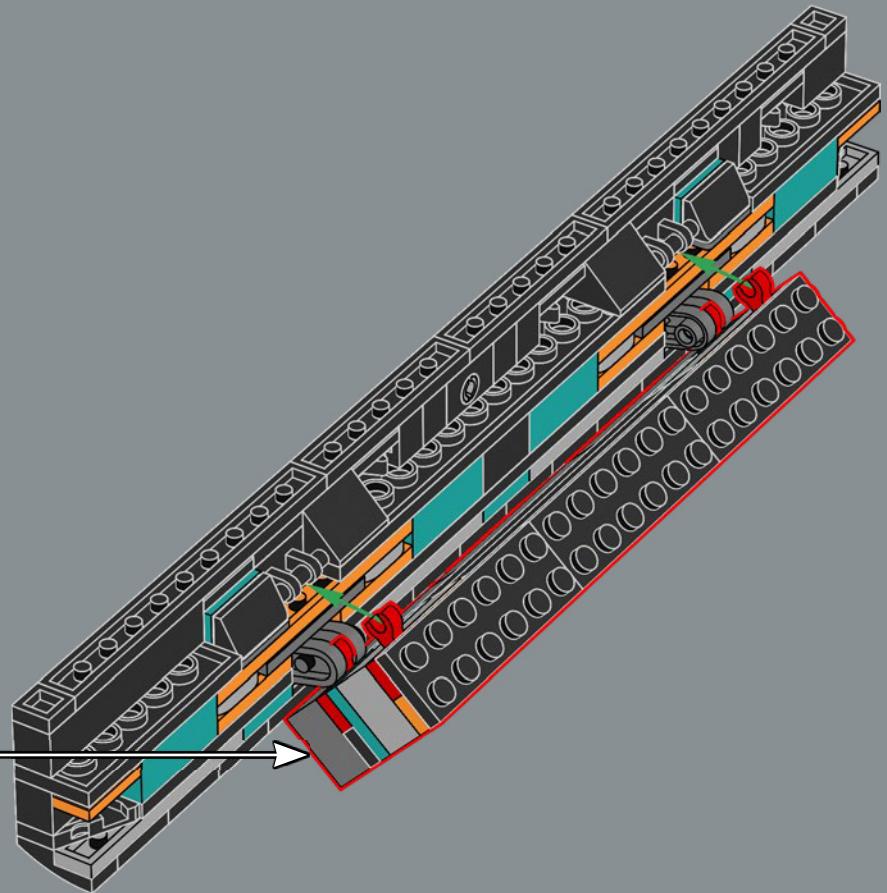
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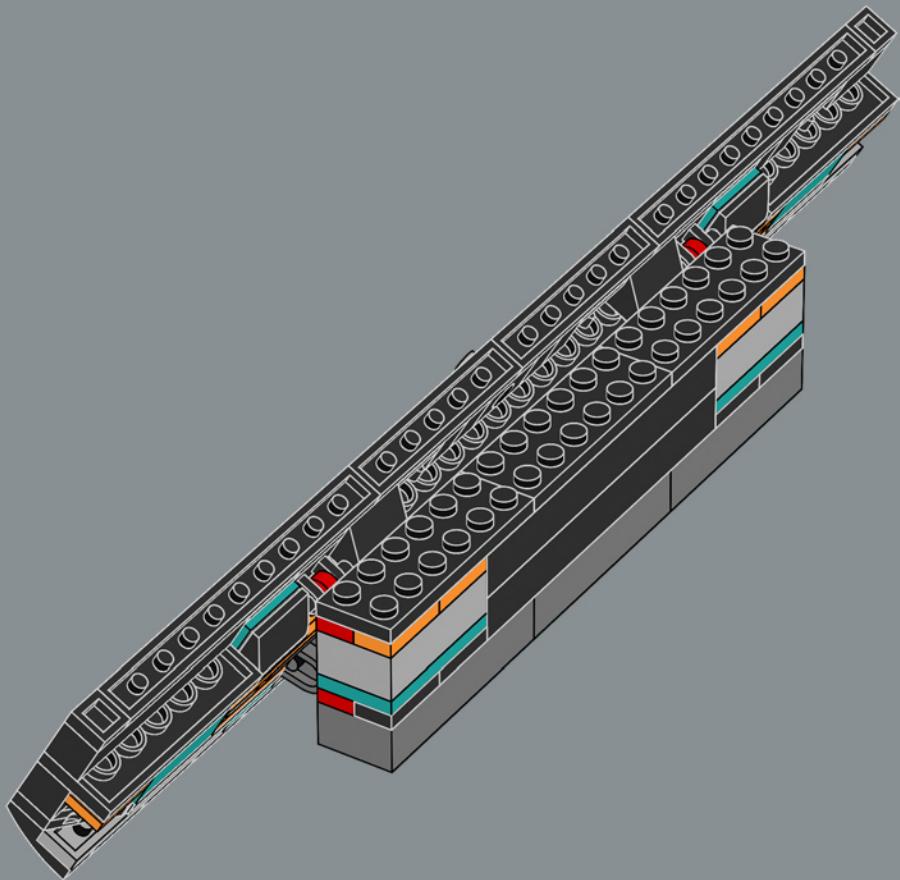
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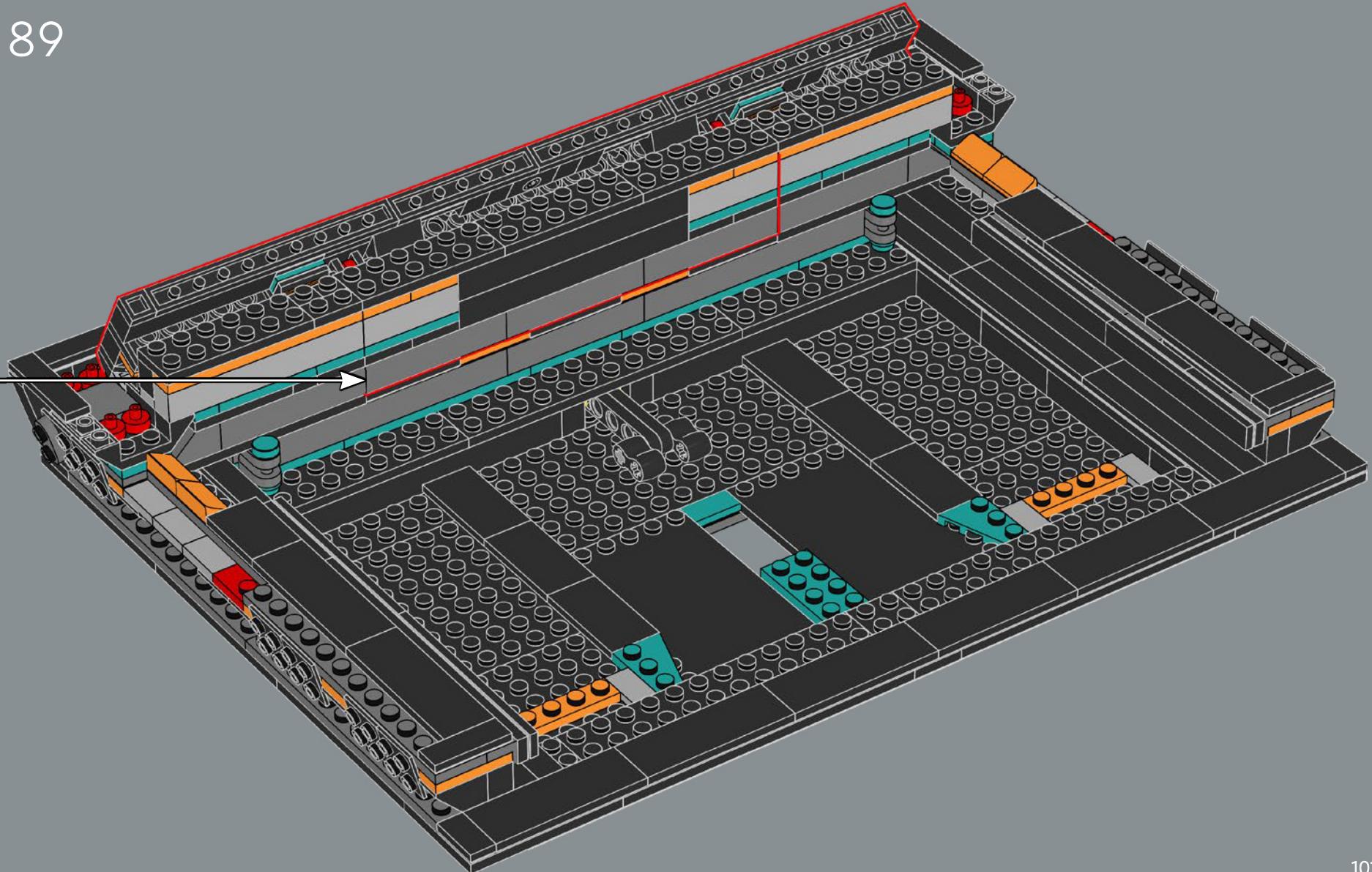
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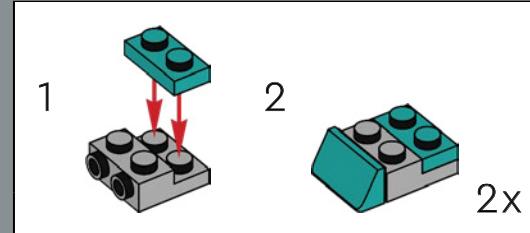
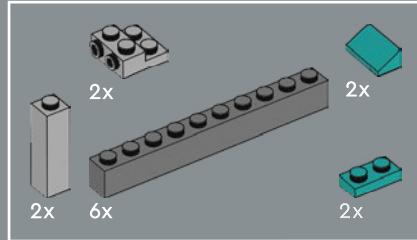
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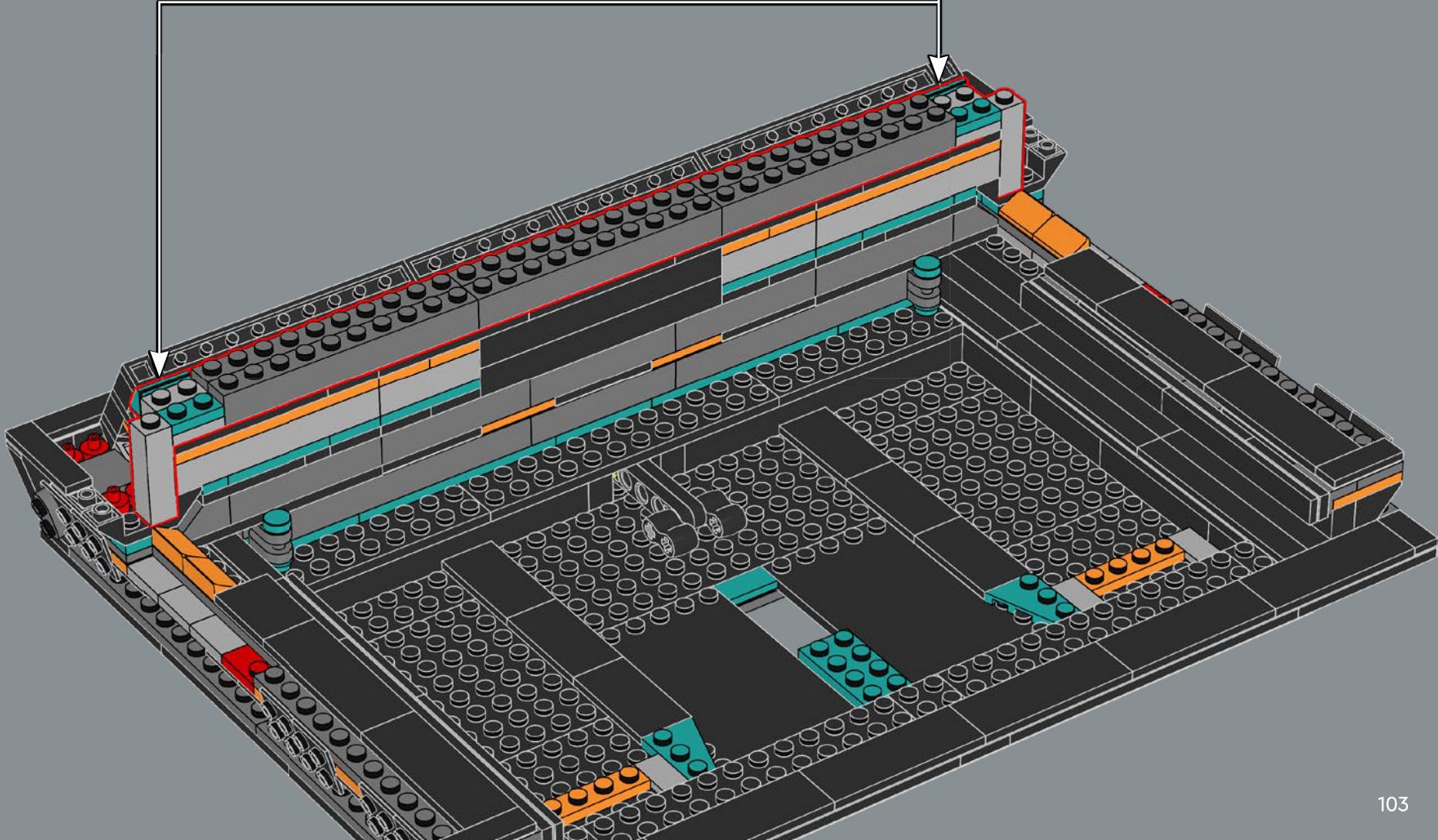
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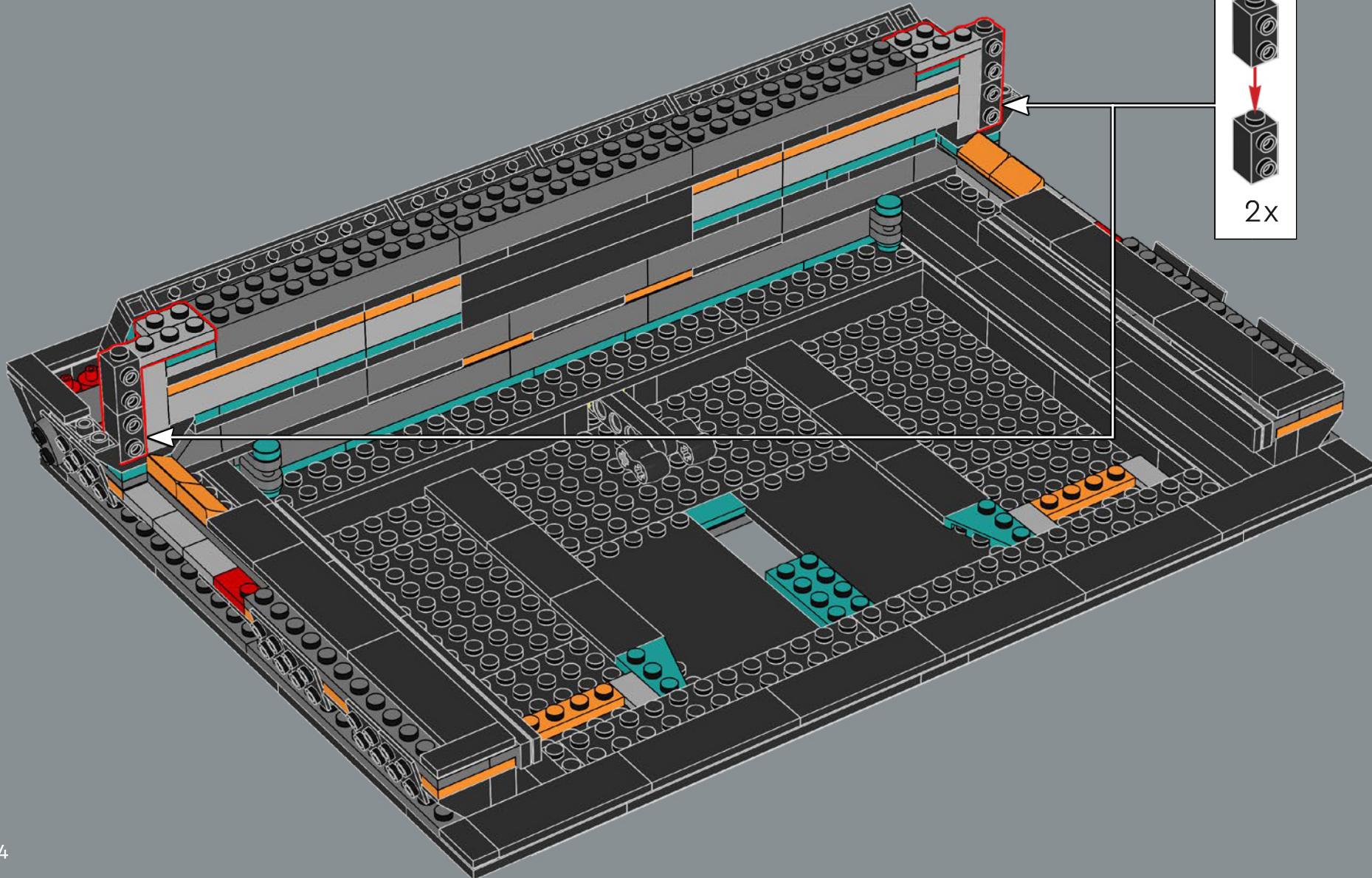


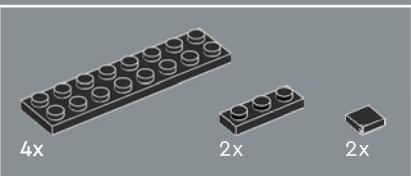
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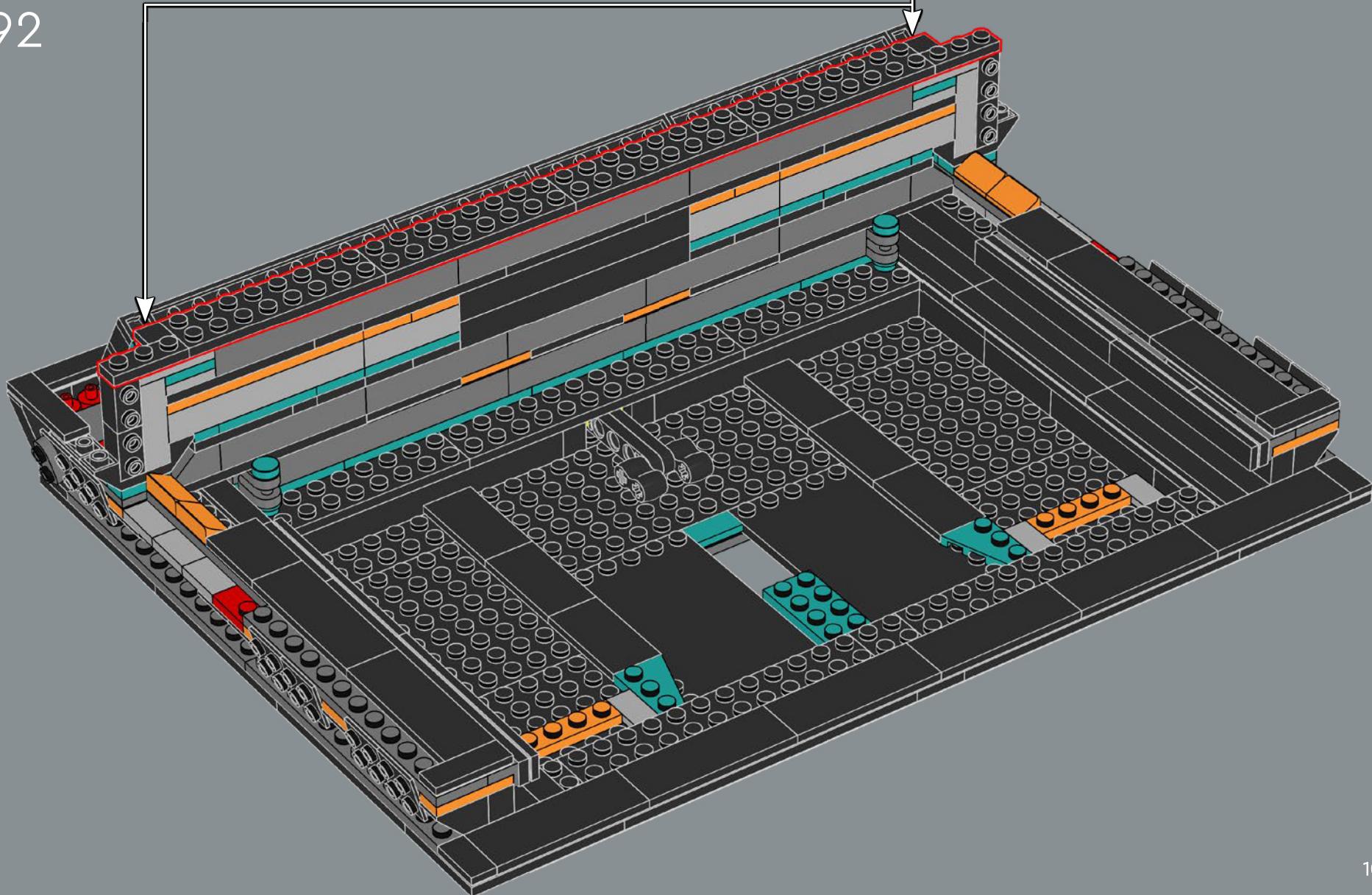
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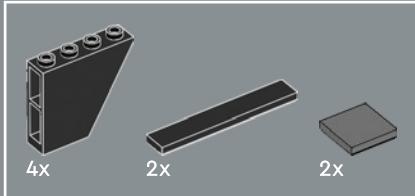
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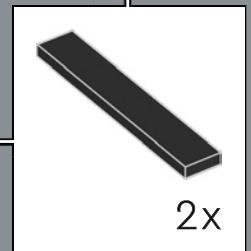
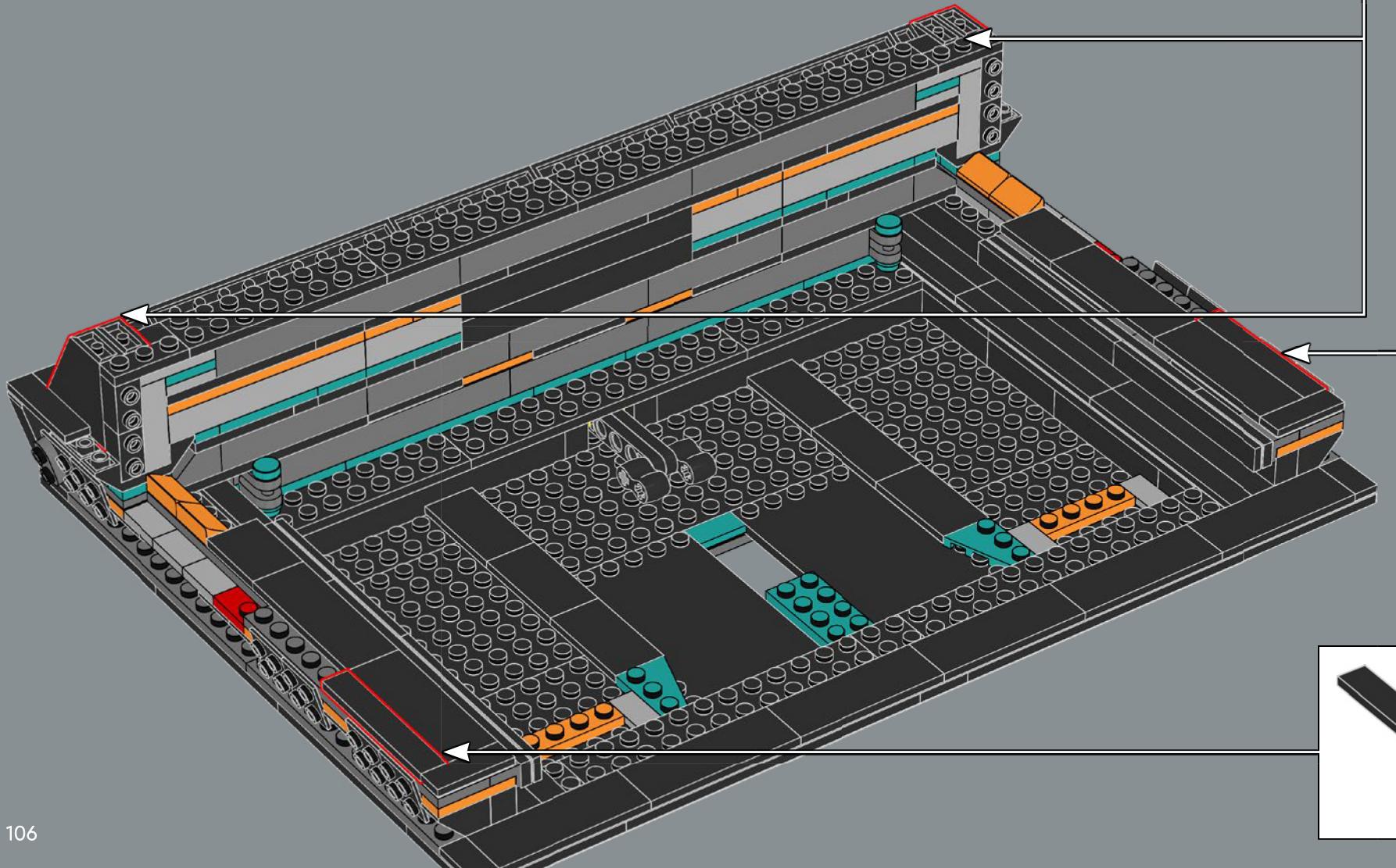
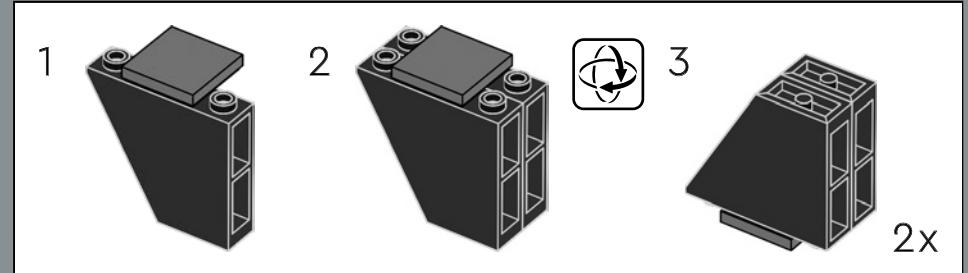


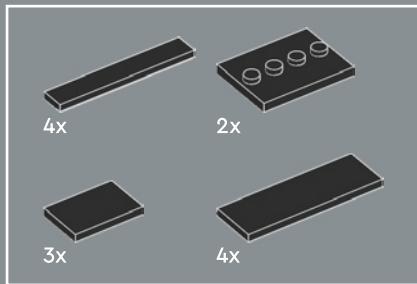
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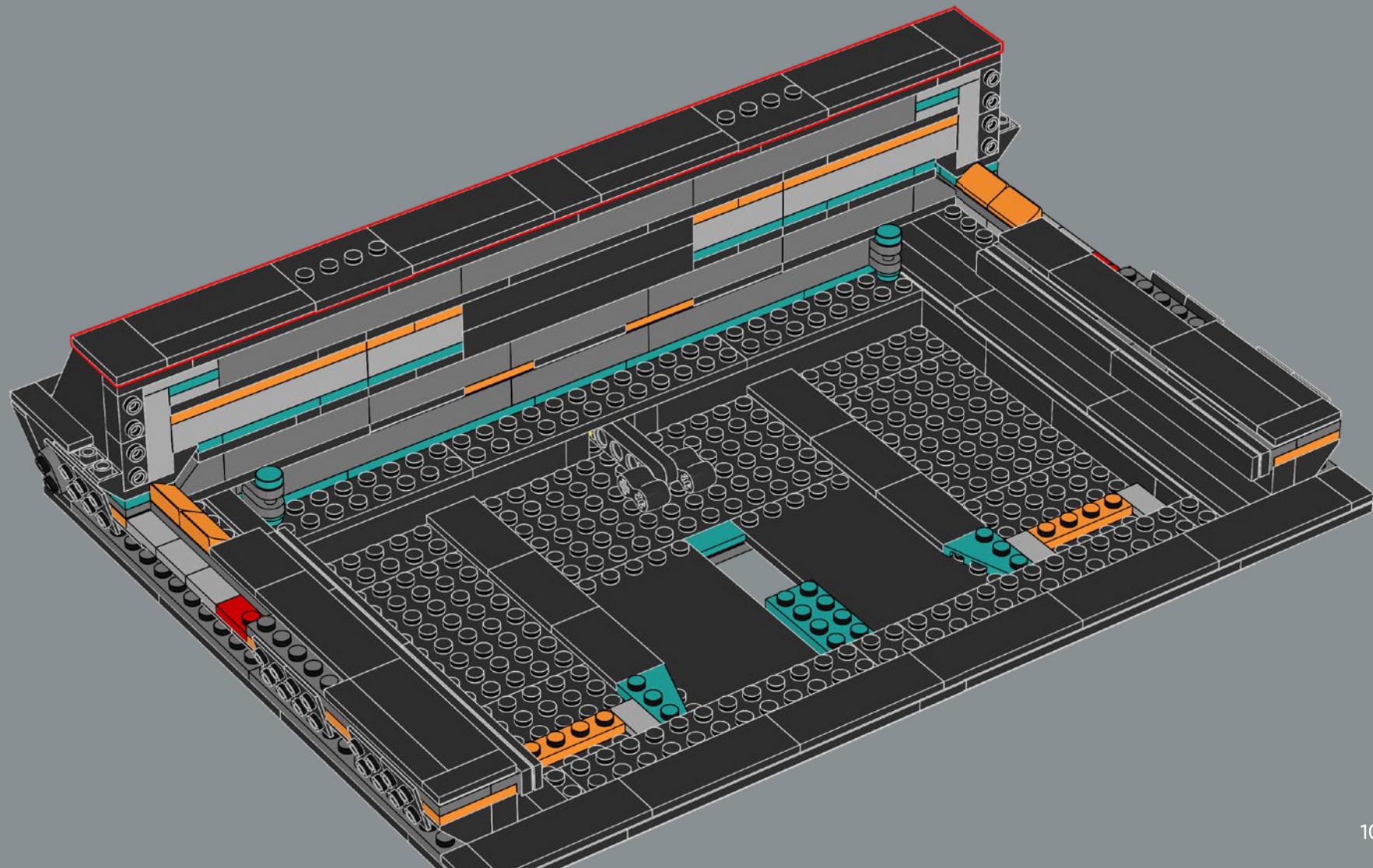


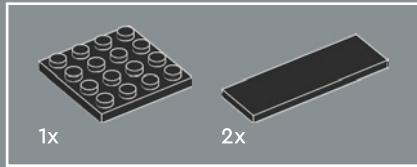
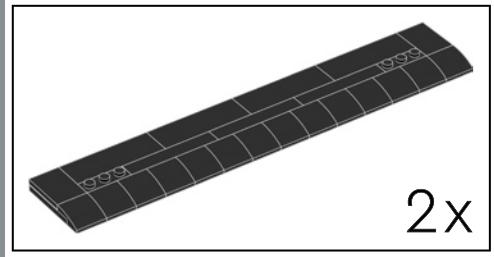
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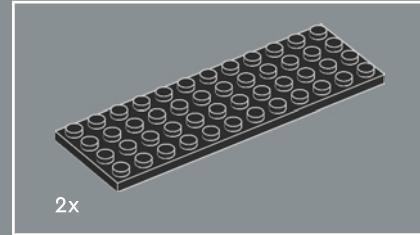
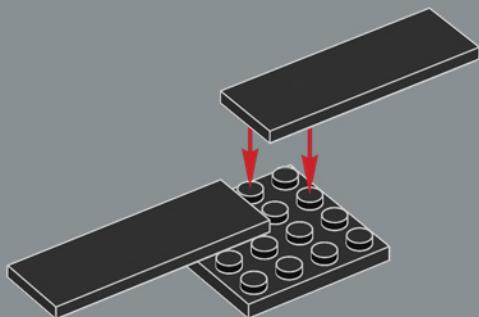


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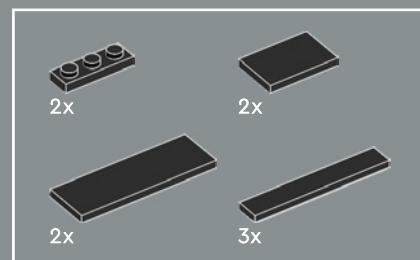
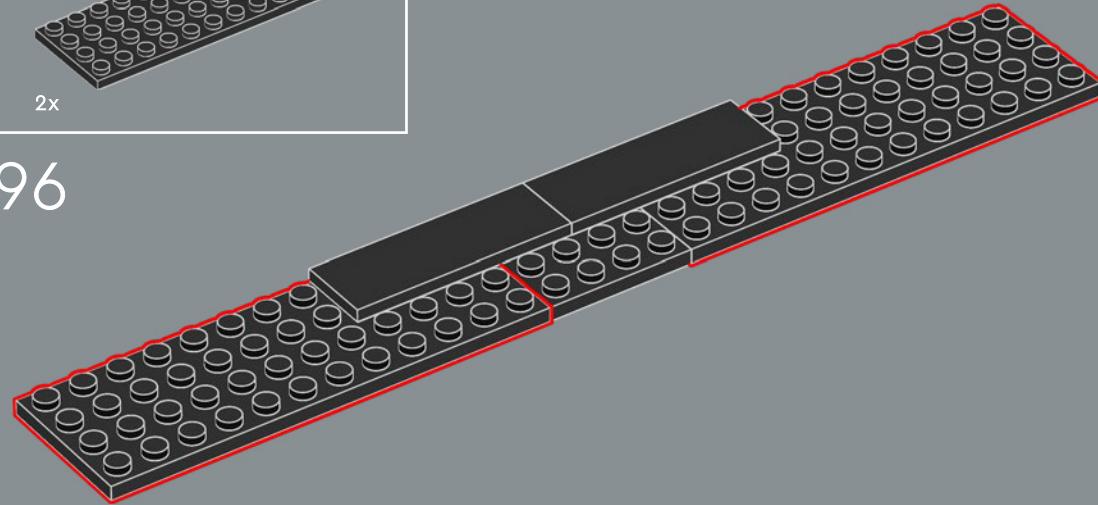




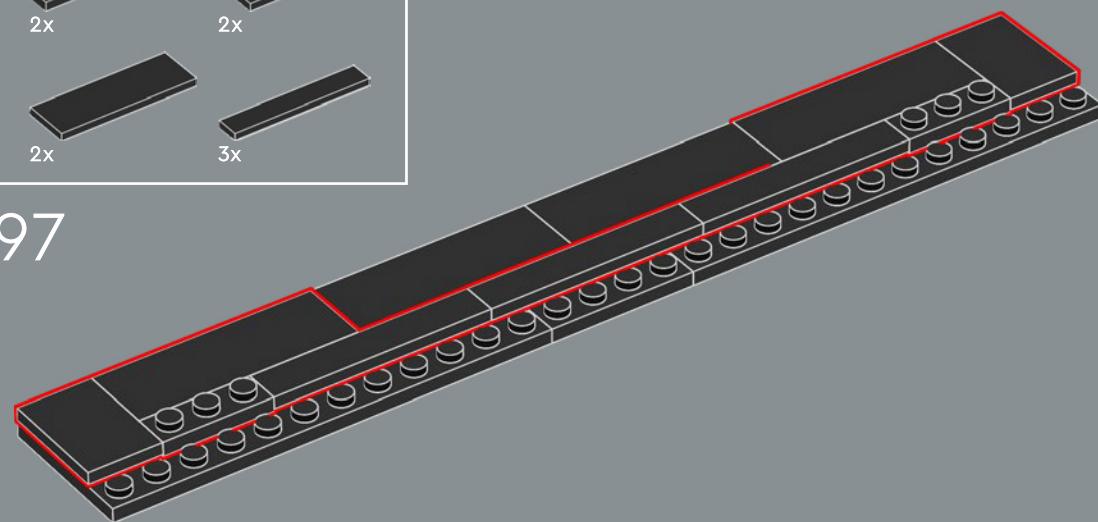
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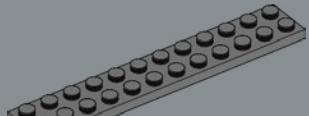
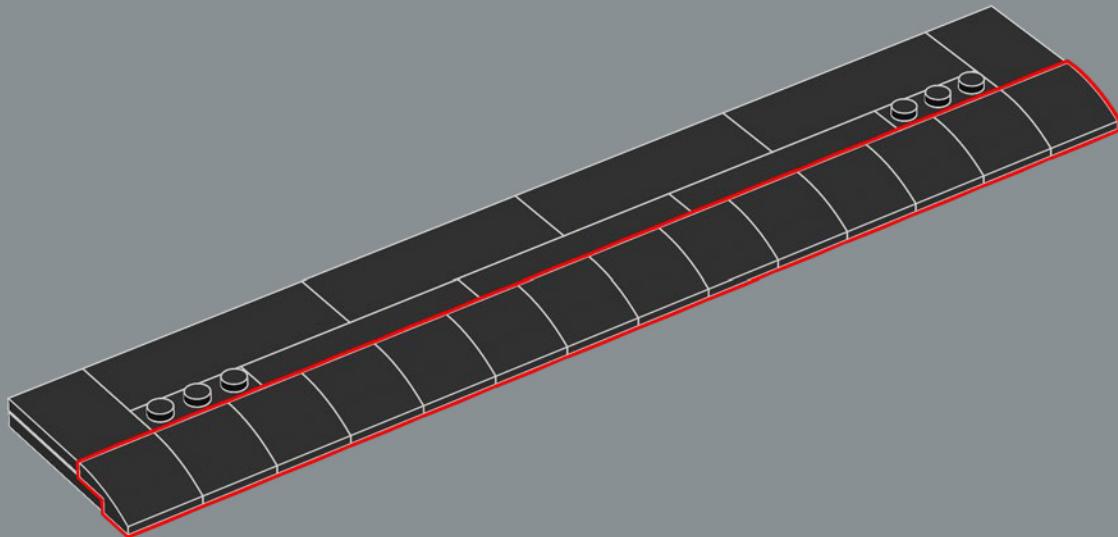
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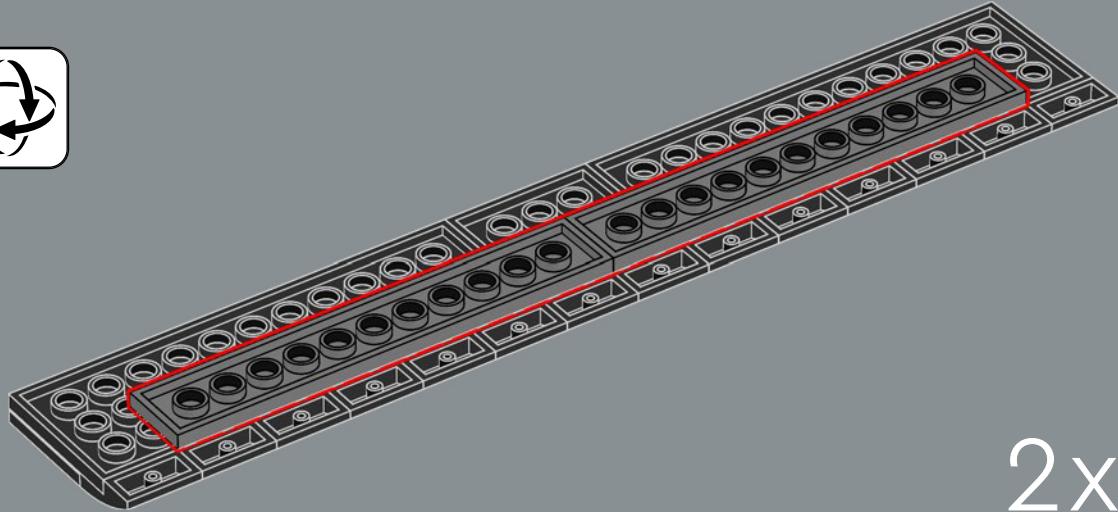
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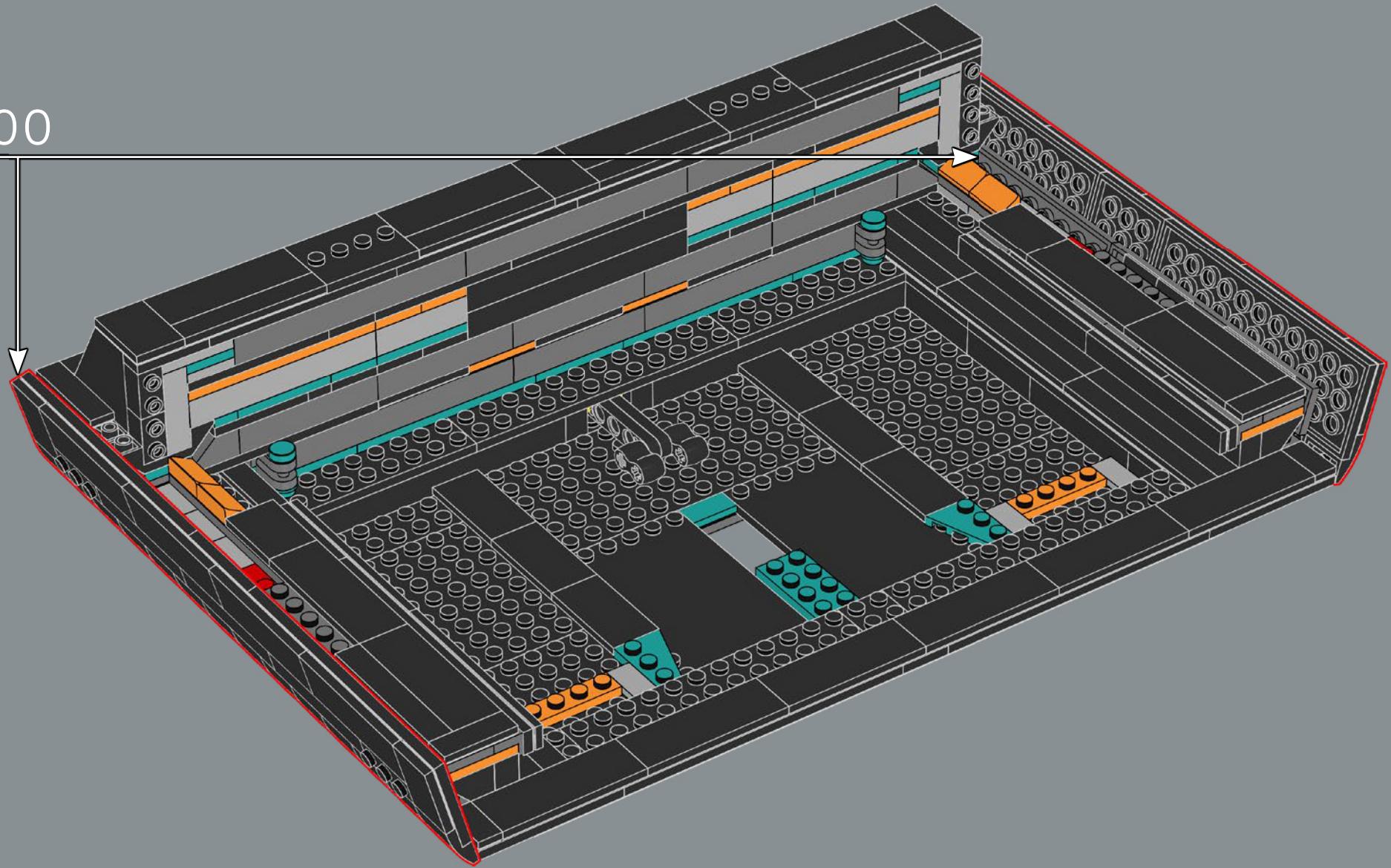
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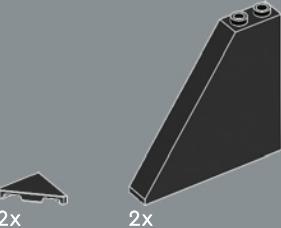
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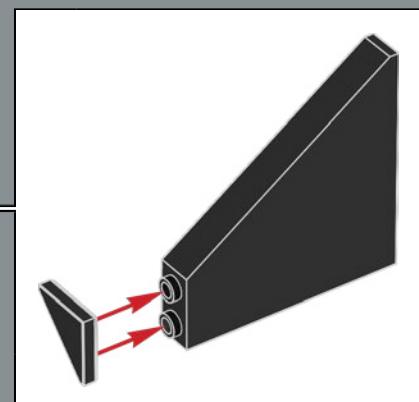
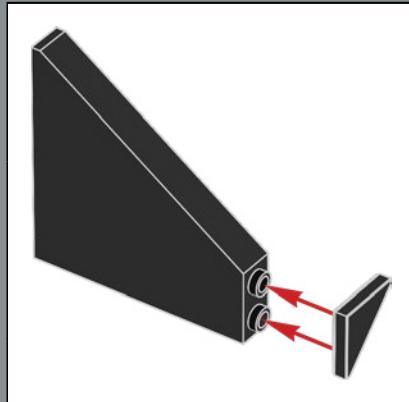
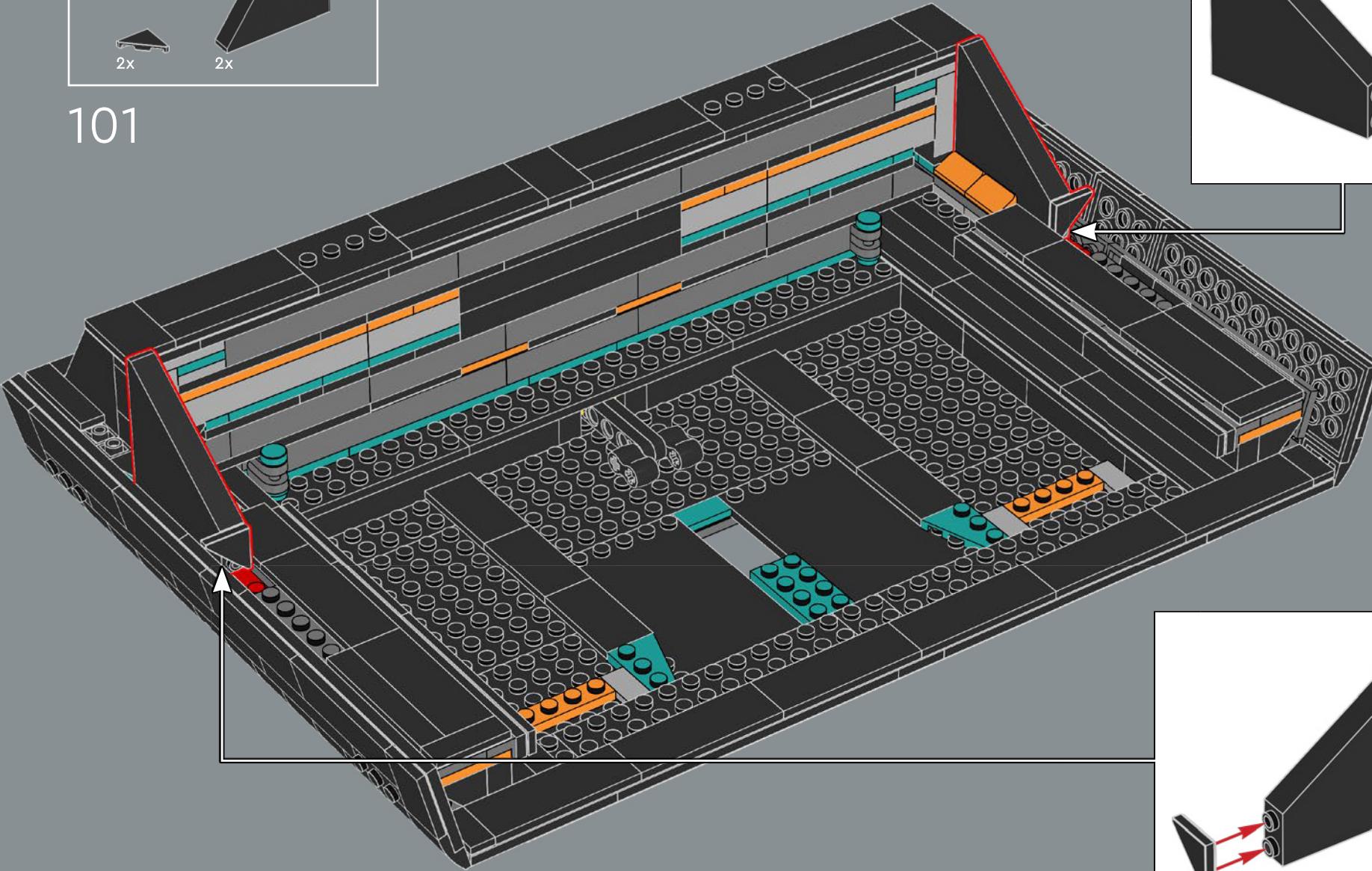
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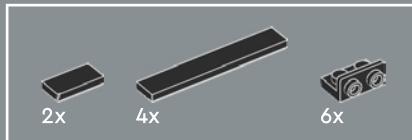




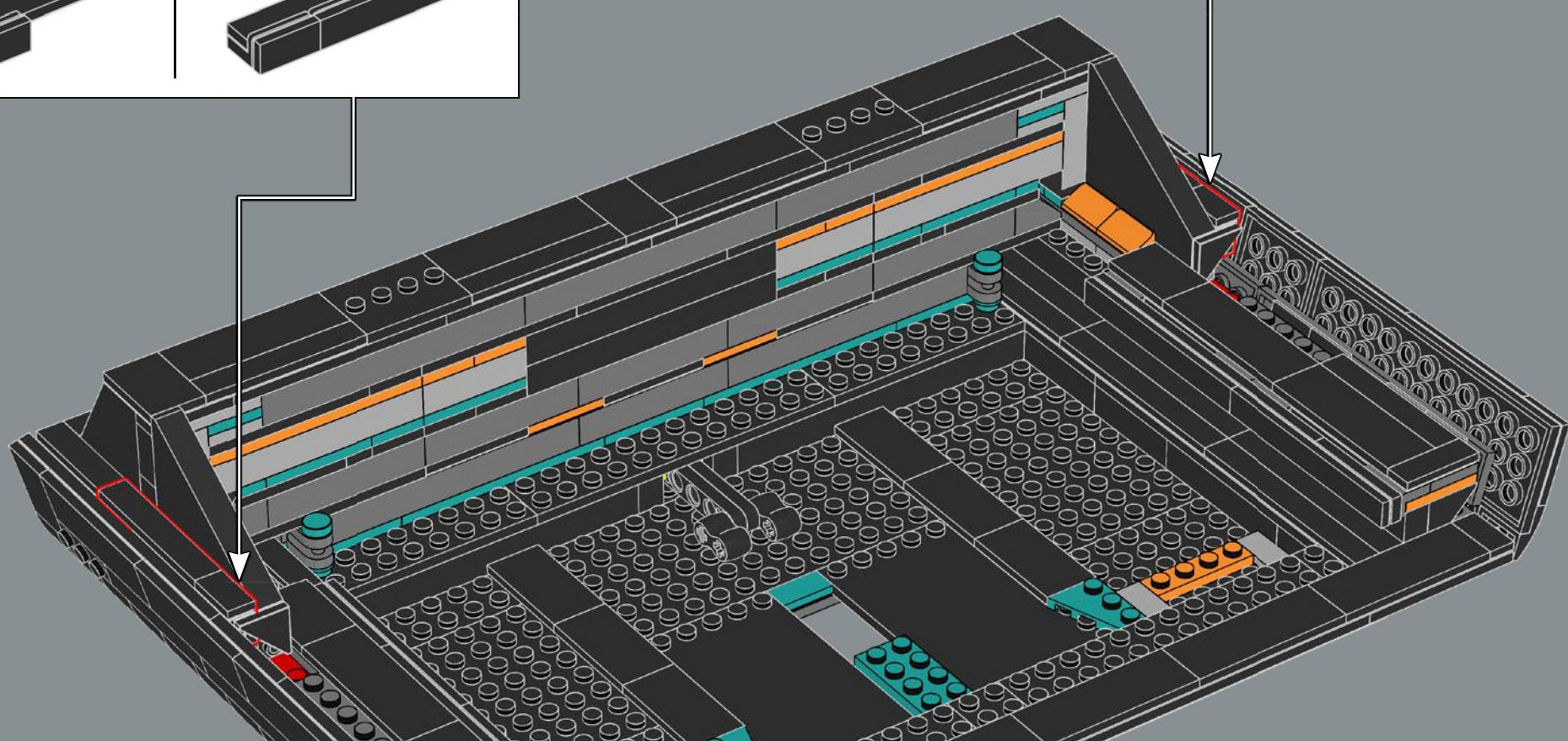
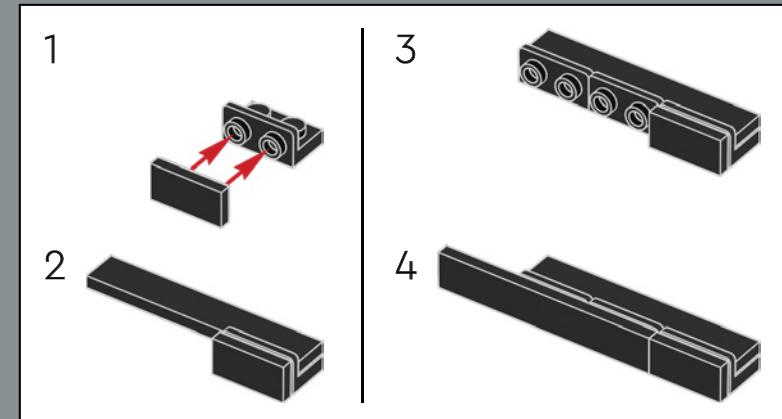
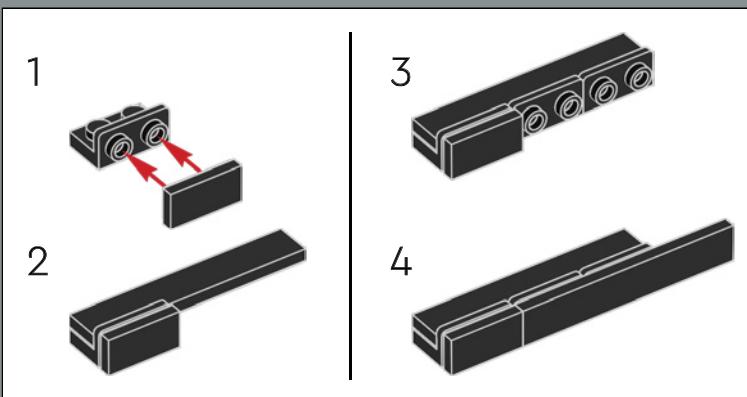
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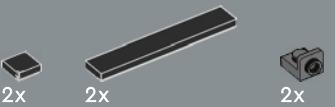


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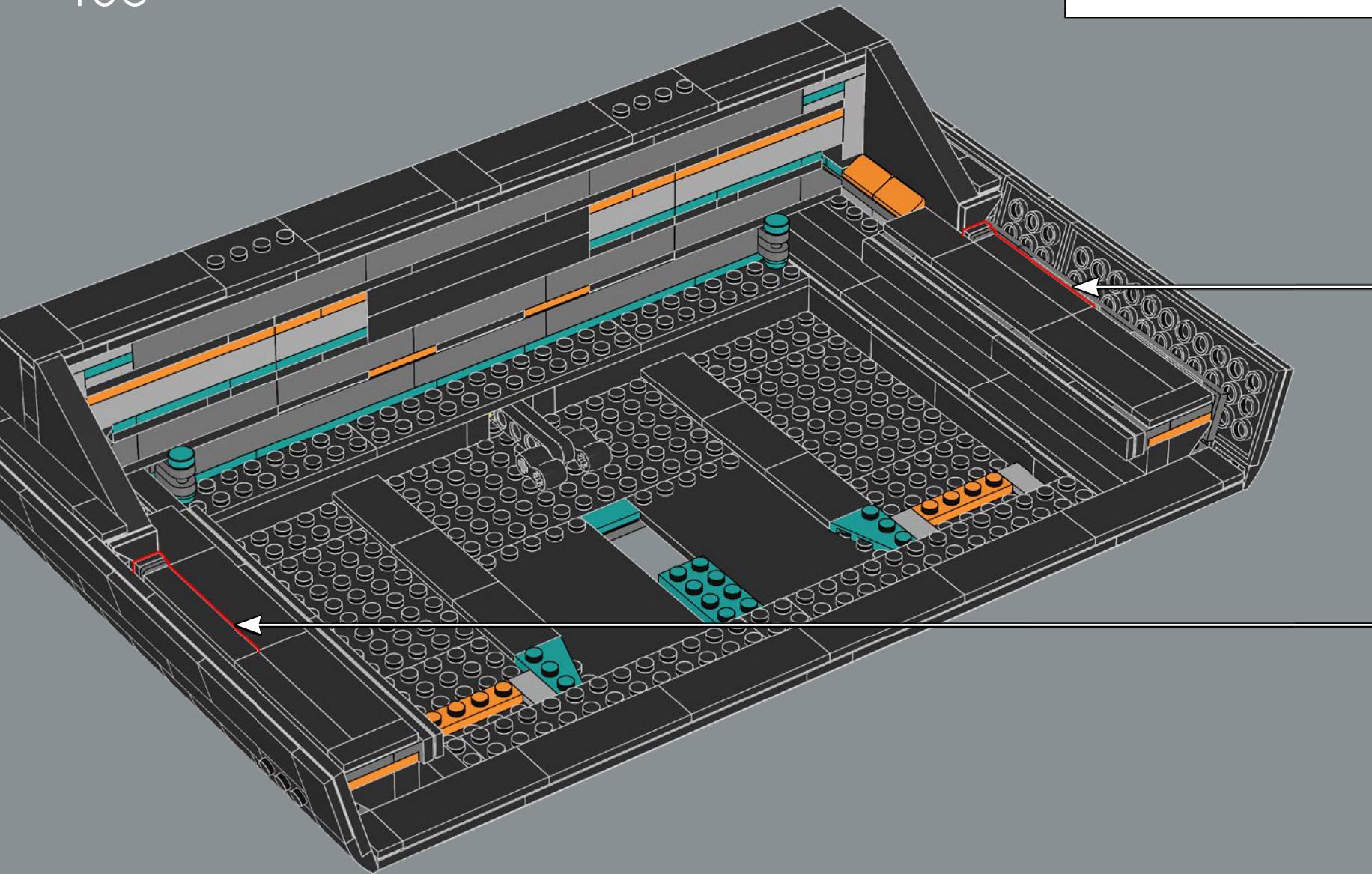
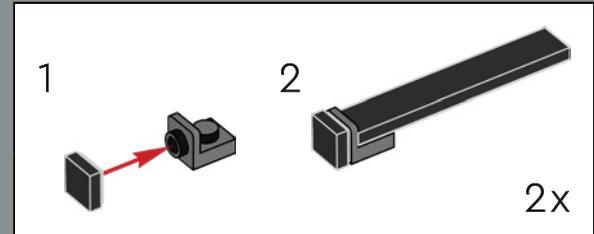


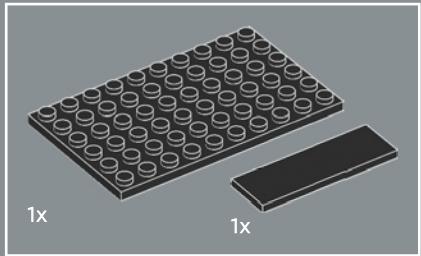
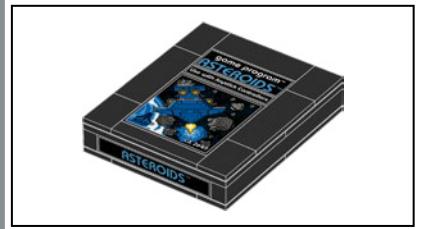
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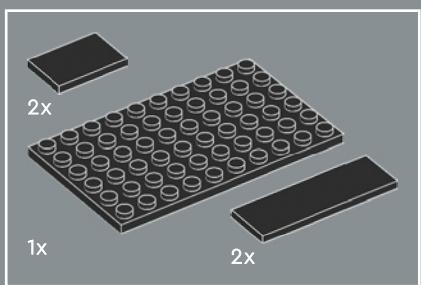


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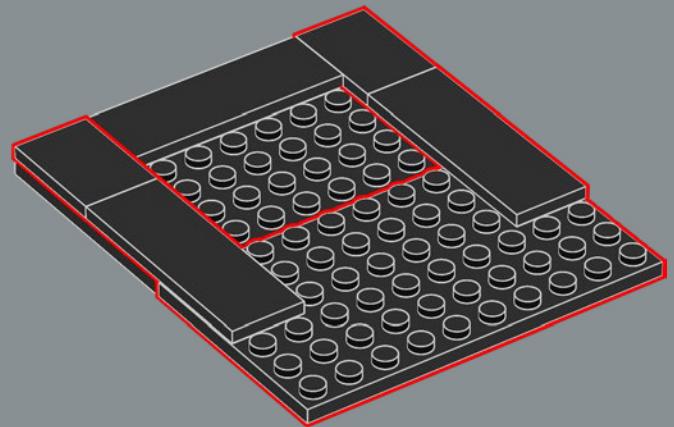
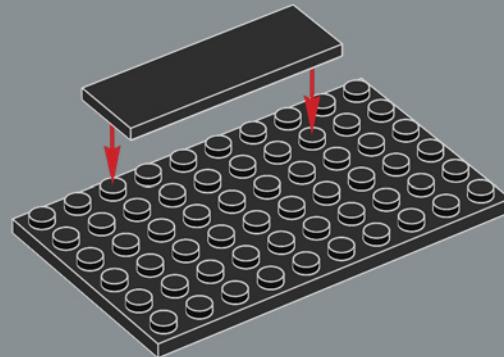


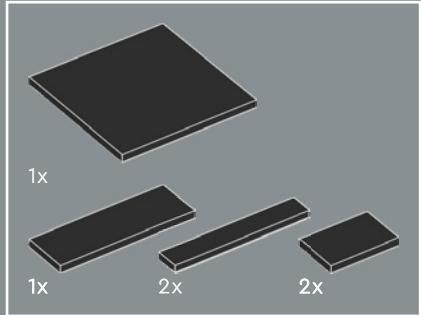


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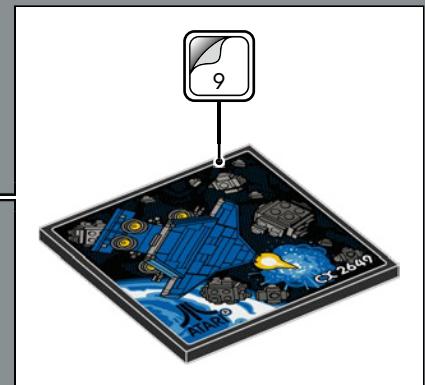
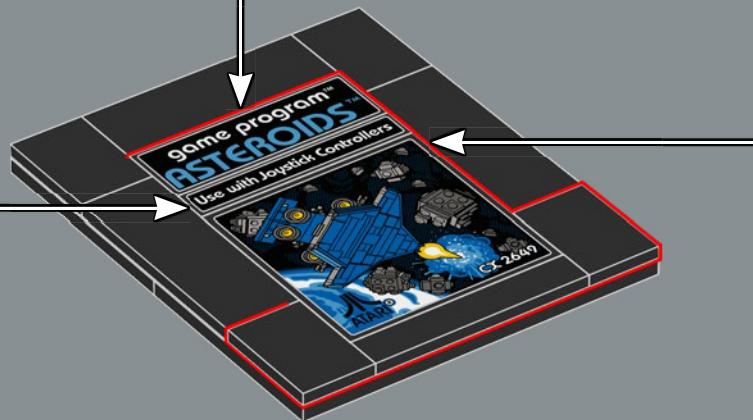
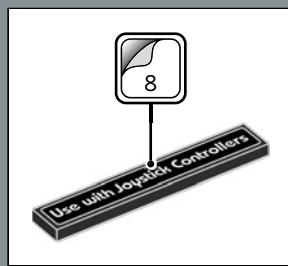
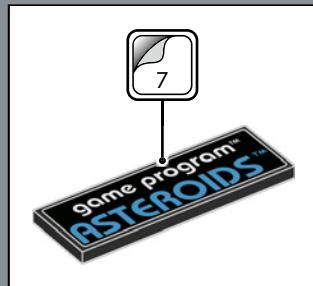


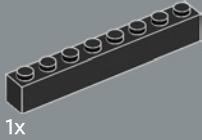
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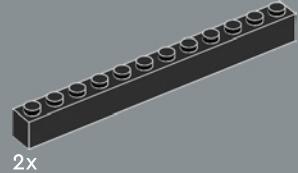
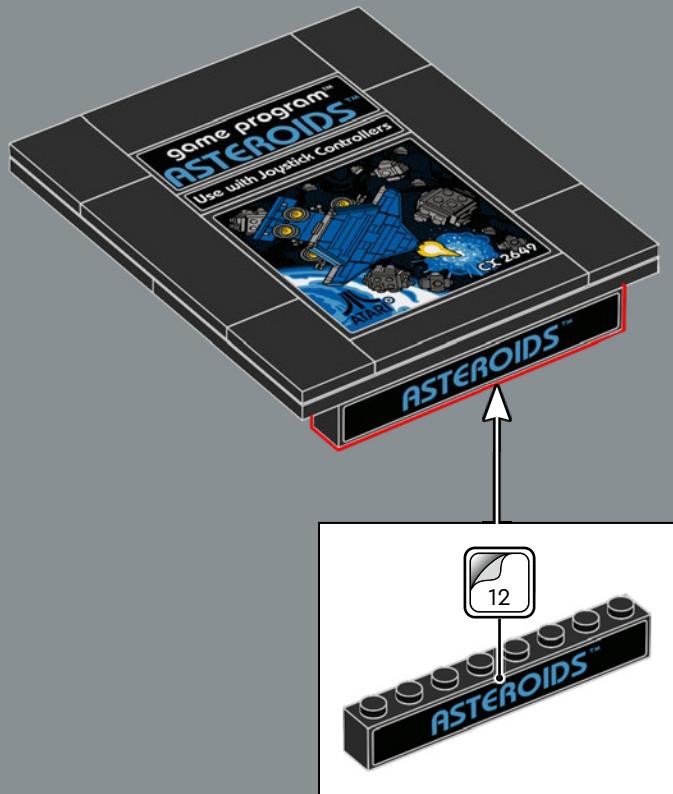


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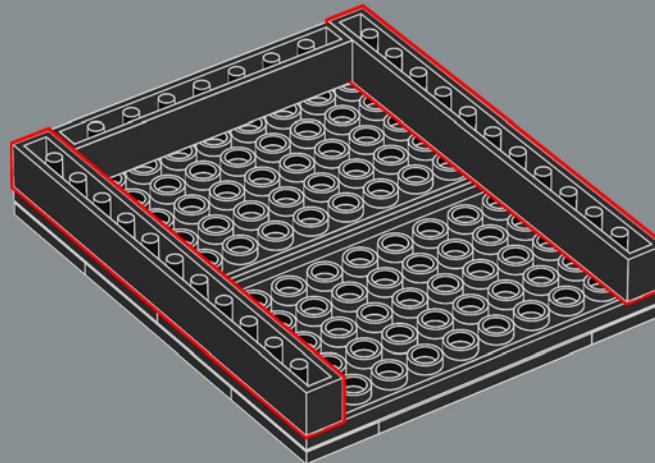
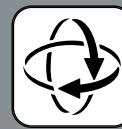


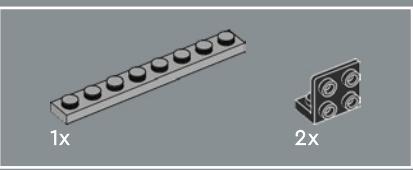
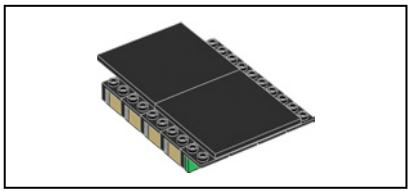


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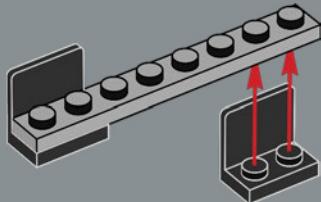


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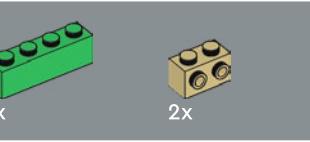




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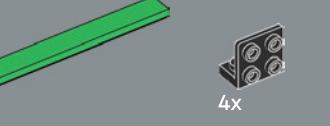
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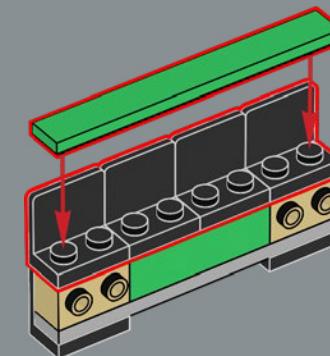
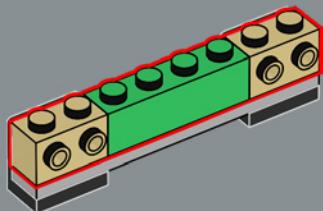
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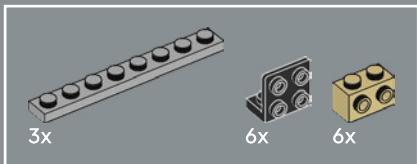
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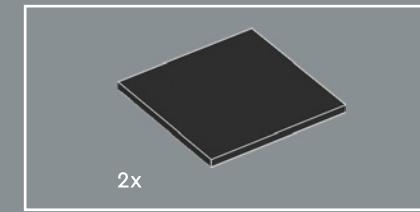
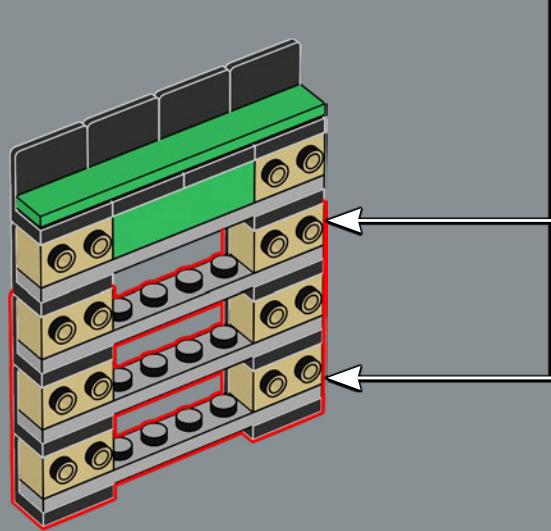
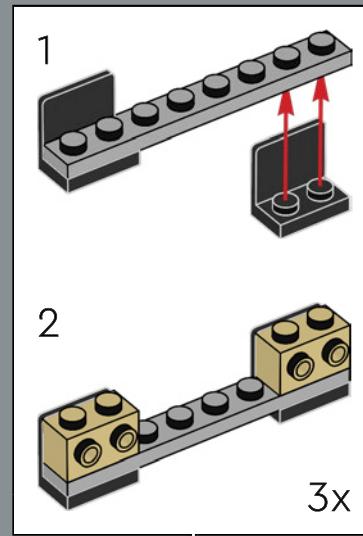
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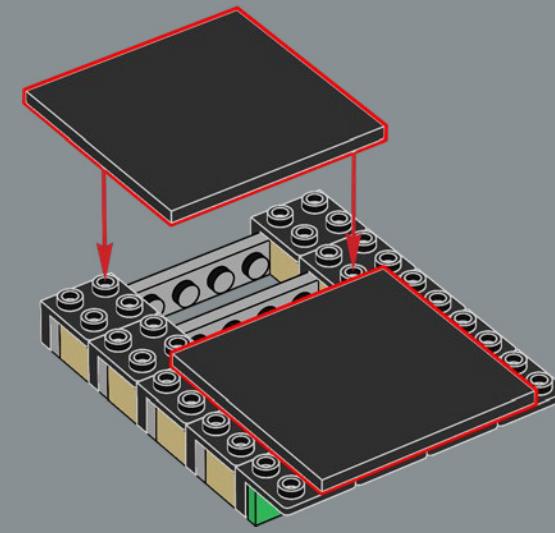
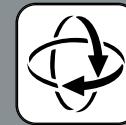




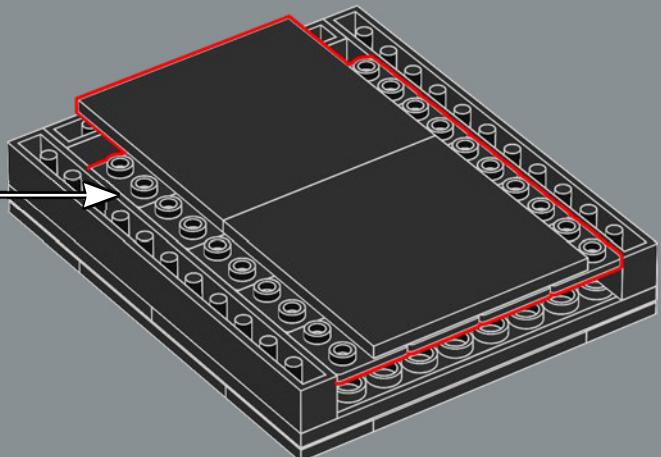
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10



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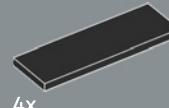


All cartridge artwork has been abstracted to include LEGO® elements, but the Asteroids artwork is particularly special because it features the new LEGO 10497 Galaxy Explorer.

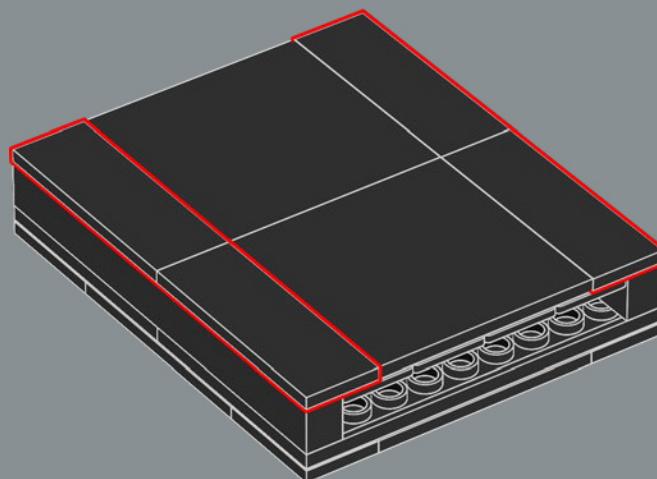


Les illustrations des cartouches contiennent toutes des éléments LEGO®, et celle d'Asteroids présente le nouvel ensemble LEGO 10497 Explorateur galactique.

Todas las carátulas de los cartuchos se han abstraído para incluir elementos LEGO®, pero la de Asteroids es particularmente especial porque incluye el nuevo set LEGO Galaxy Explorer (10497).

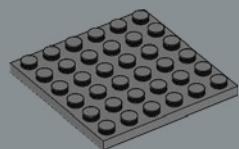
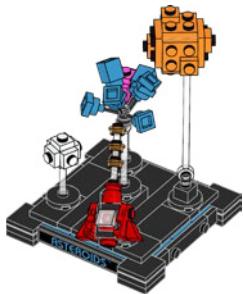


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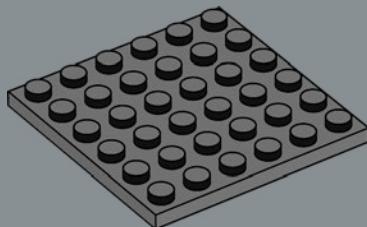


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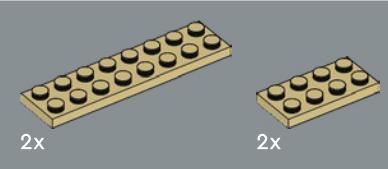




1x



1

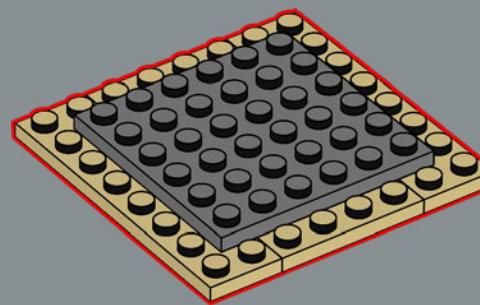


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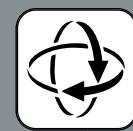


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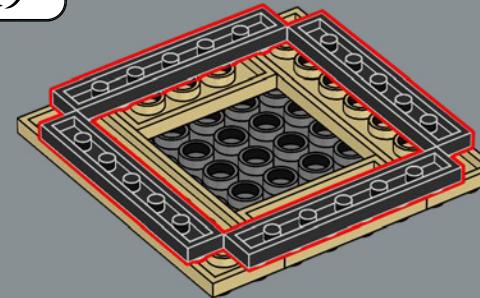
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4x



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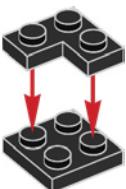




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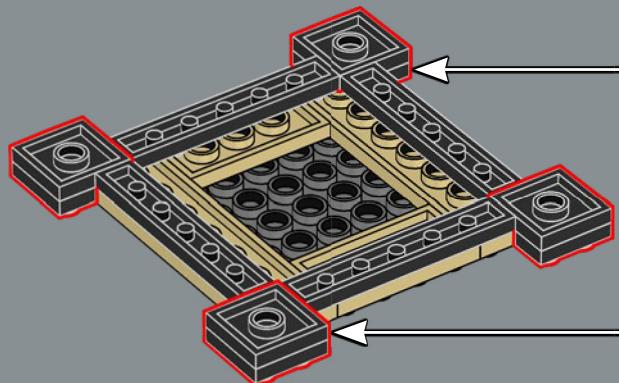


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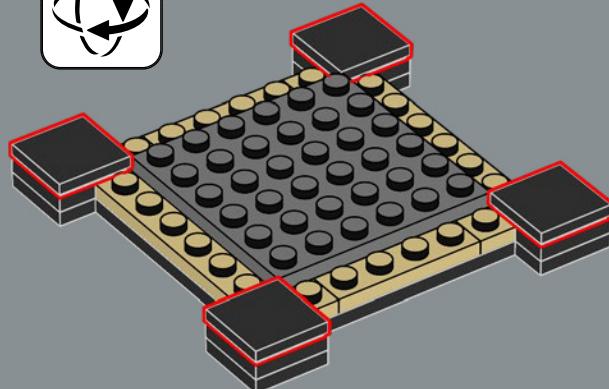
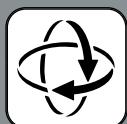
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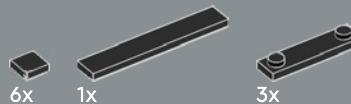
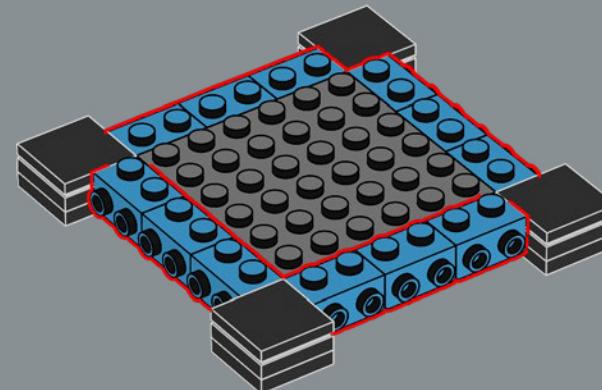
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5



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6



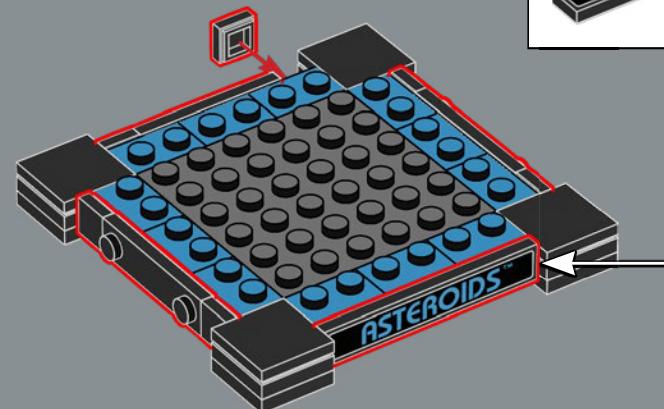
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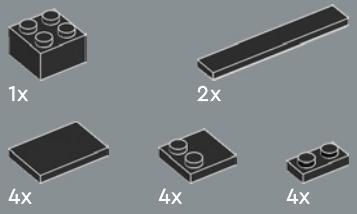
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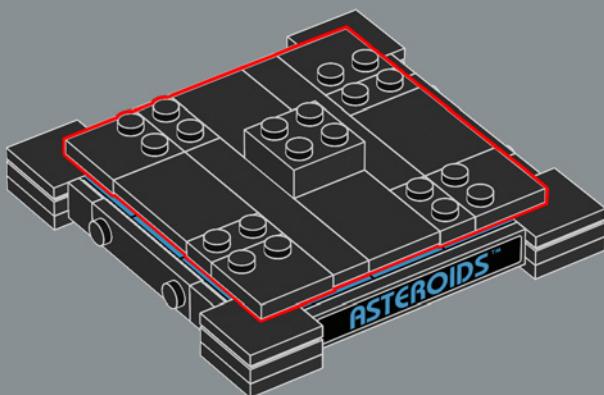


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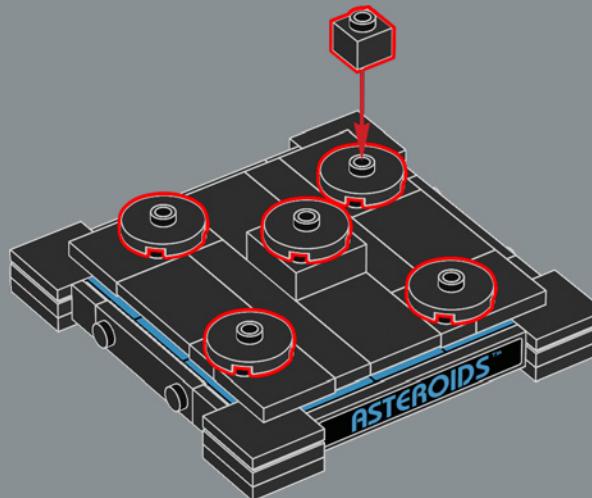


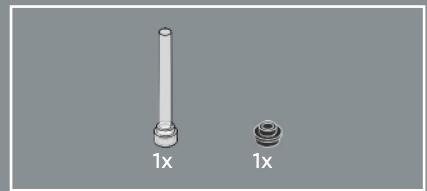
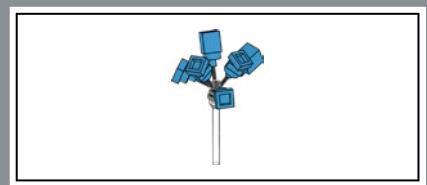


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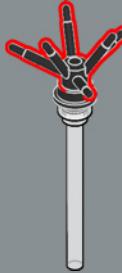


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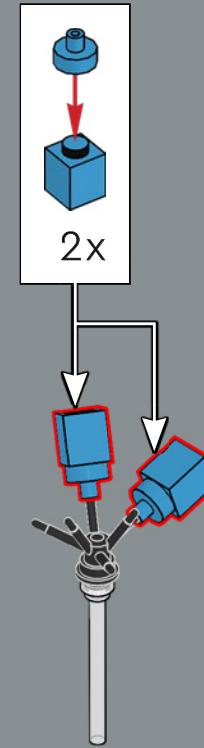


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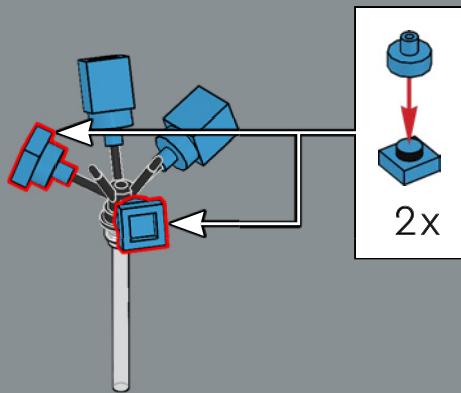
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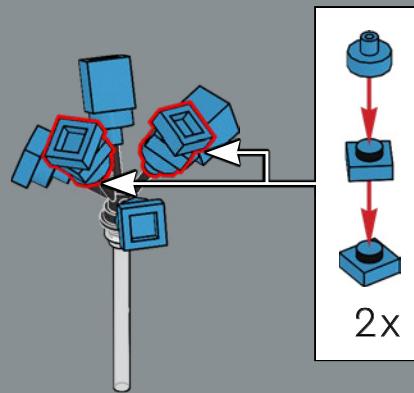




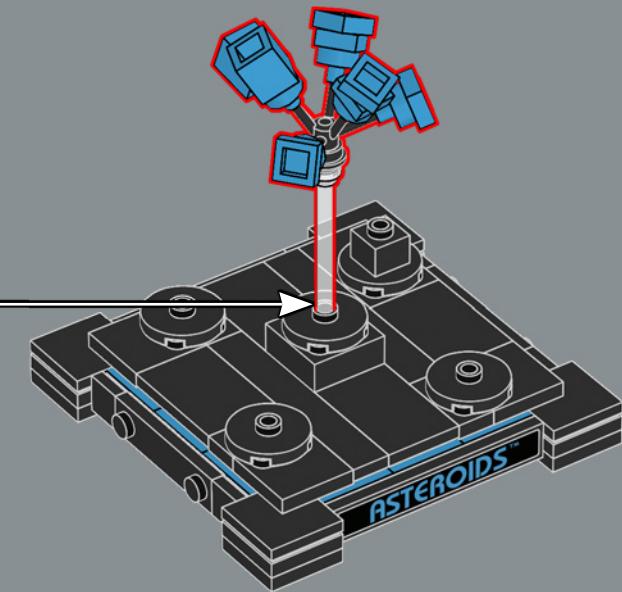
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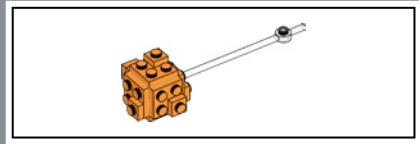


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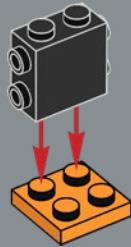


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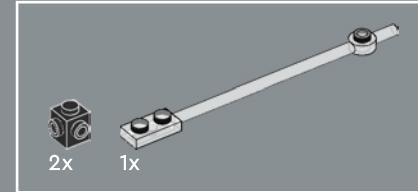
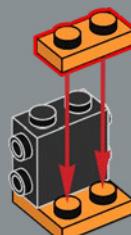




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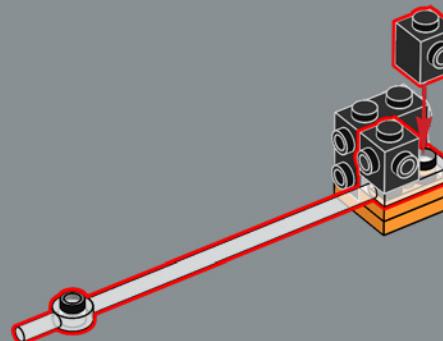


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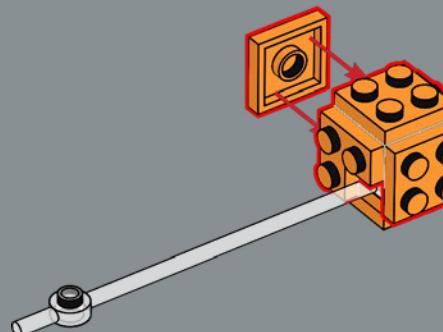


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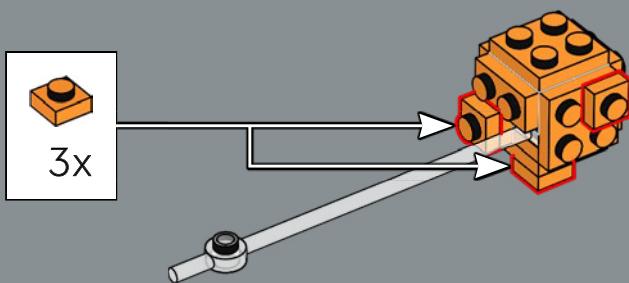
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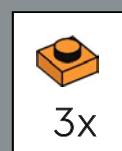
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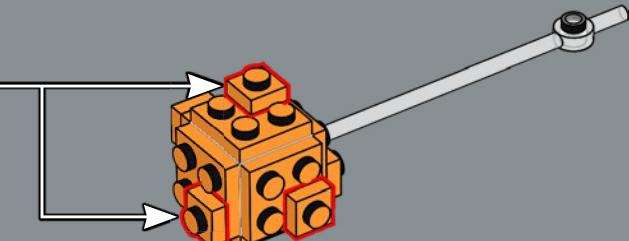


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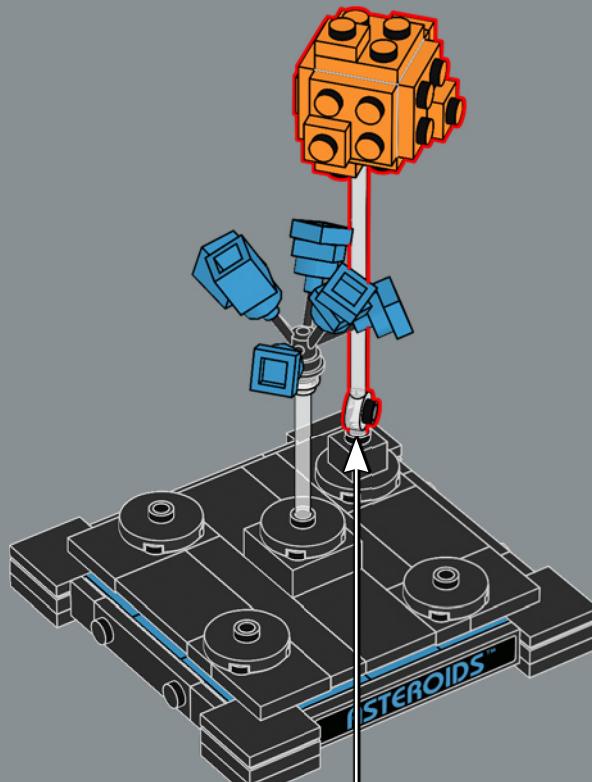
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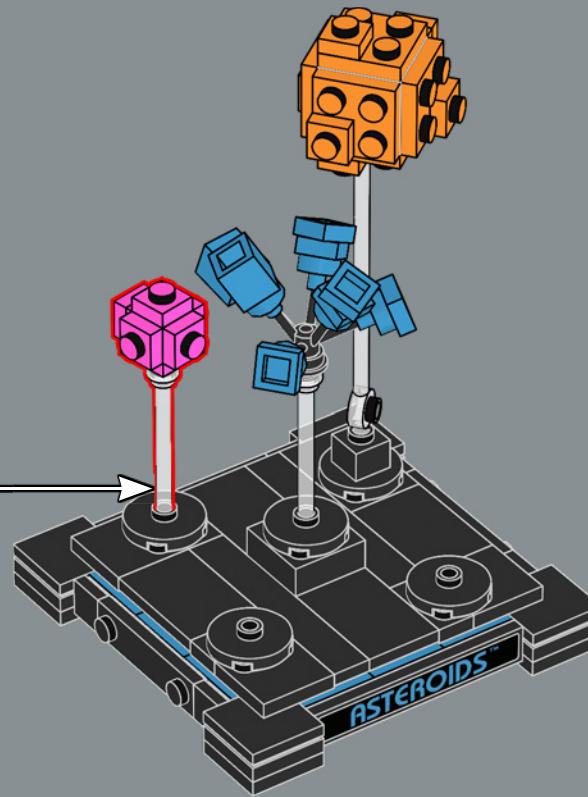
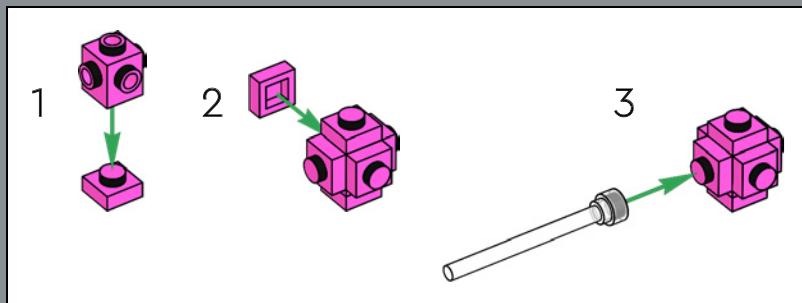


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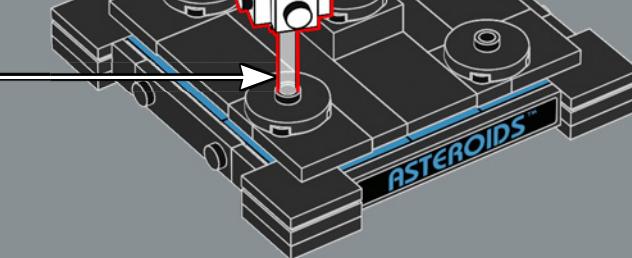
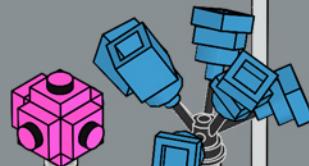
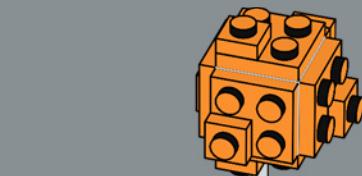


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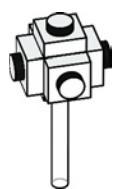




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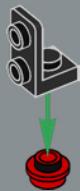


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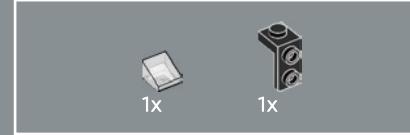




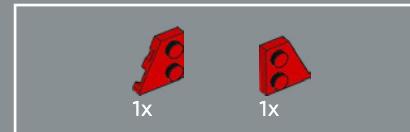
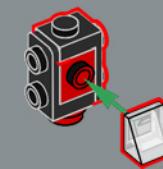
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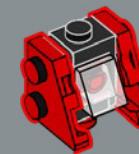
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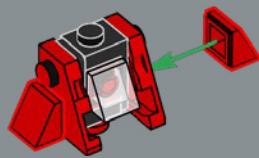


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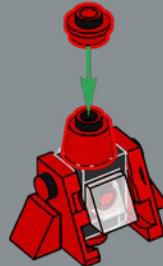




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30



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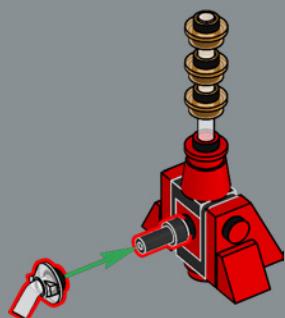


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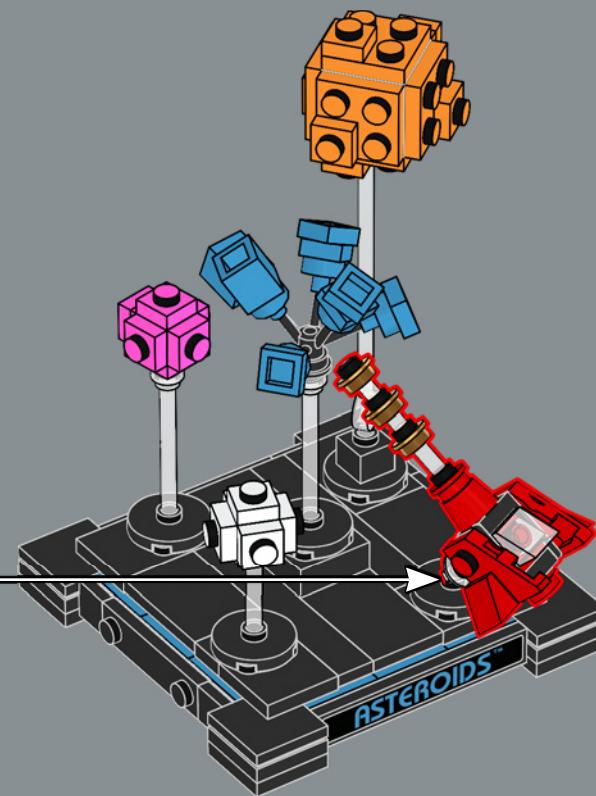


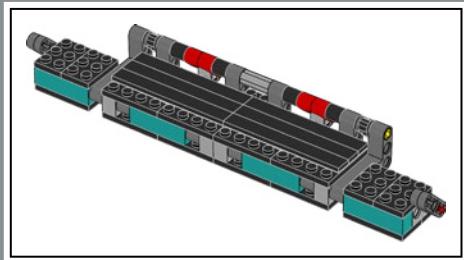


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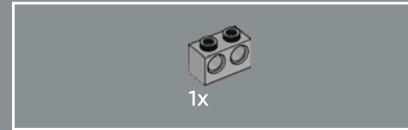
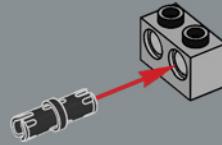


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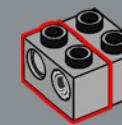




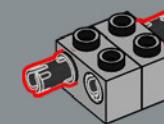
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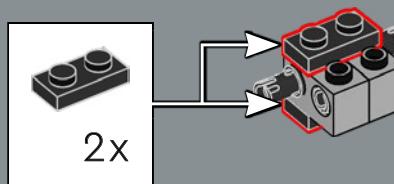


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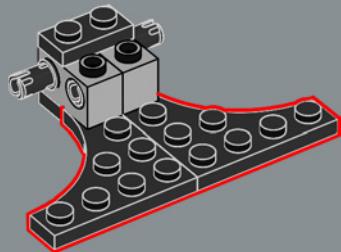




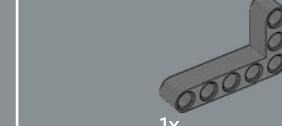
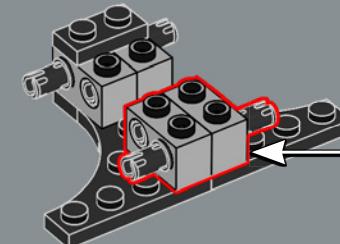
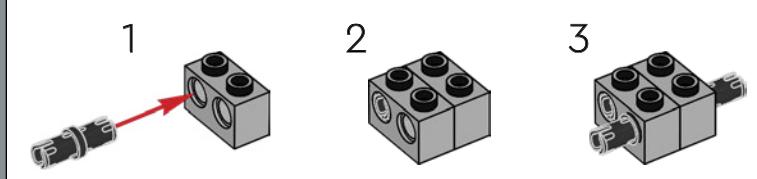
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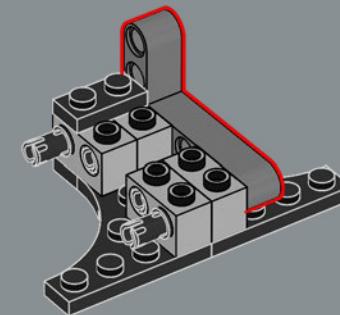
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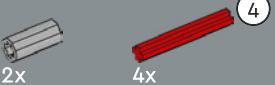


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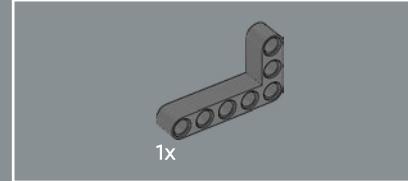
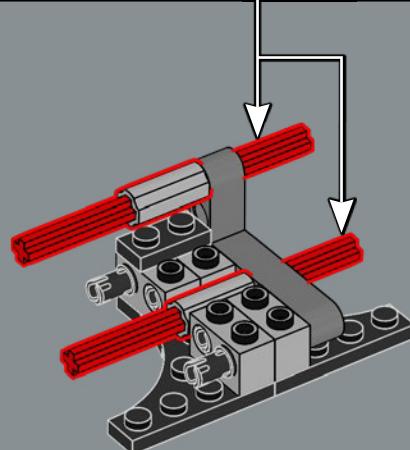
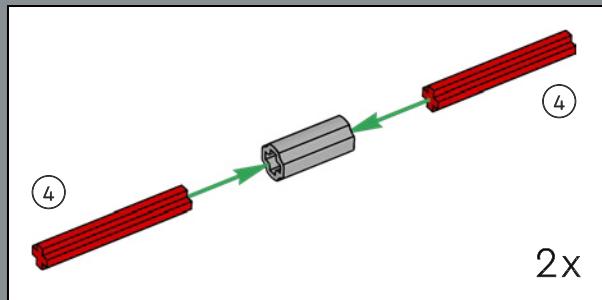


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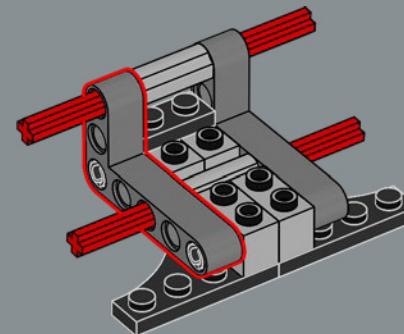




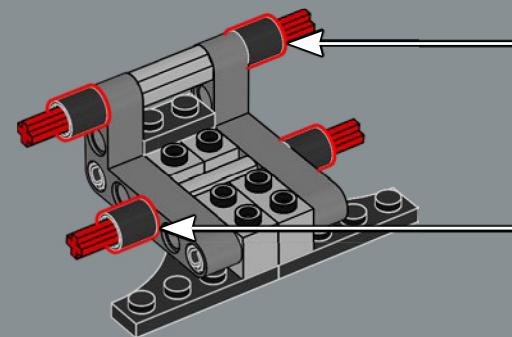
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112



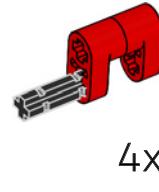
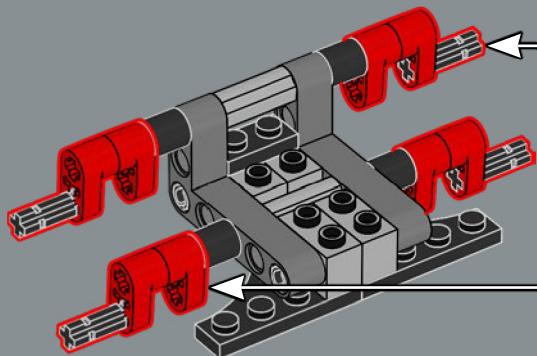
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134



114



4x



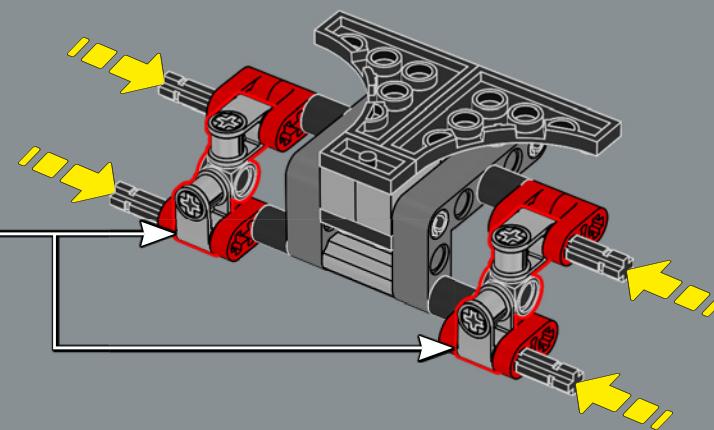
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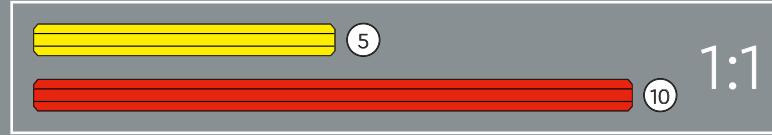
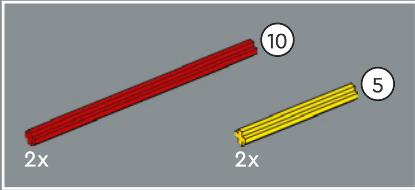


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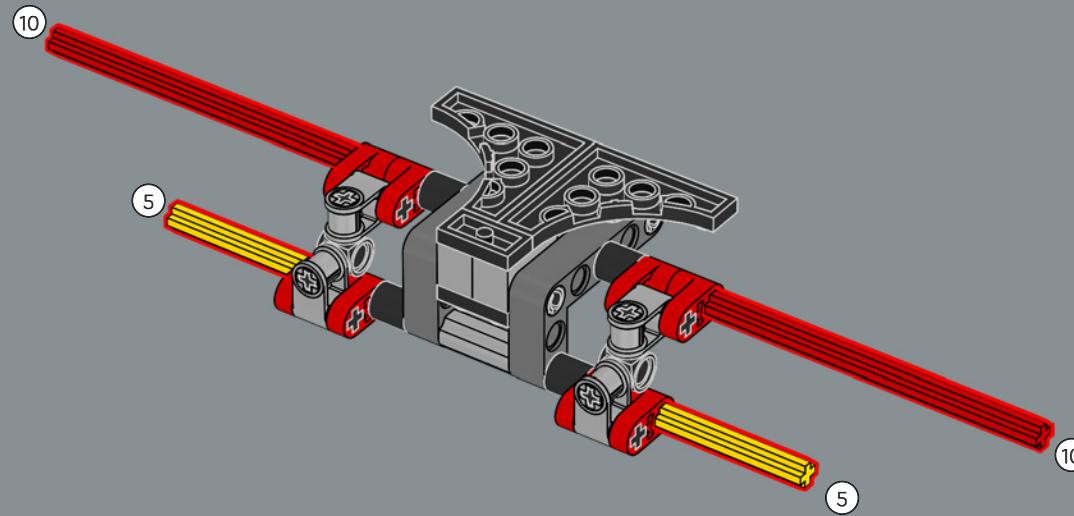


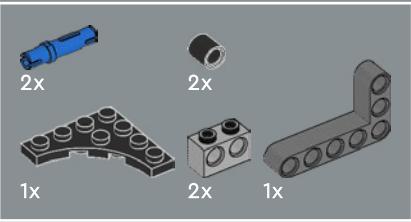
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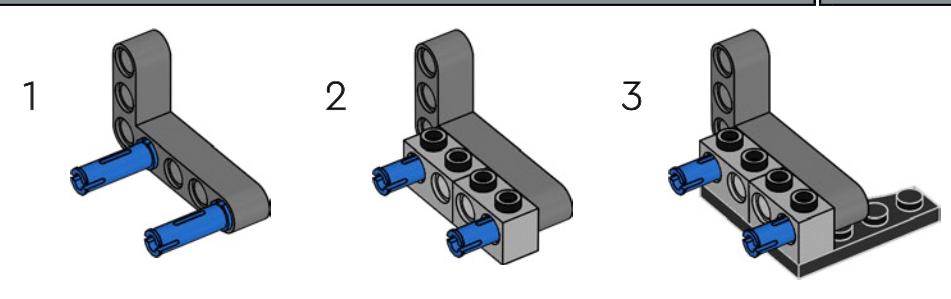
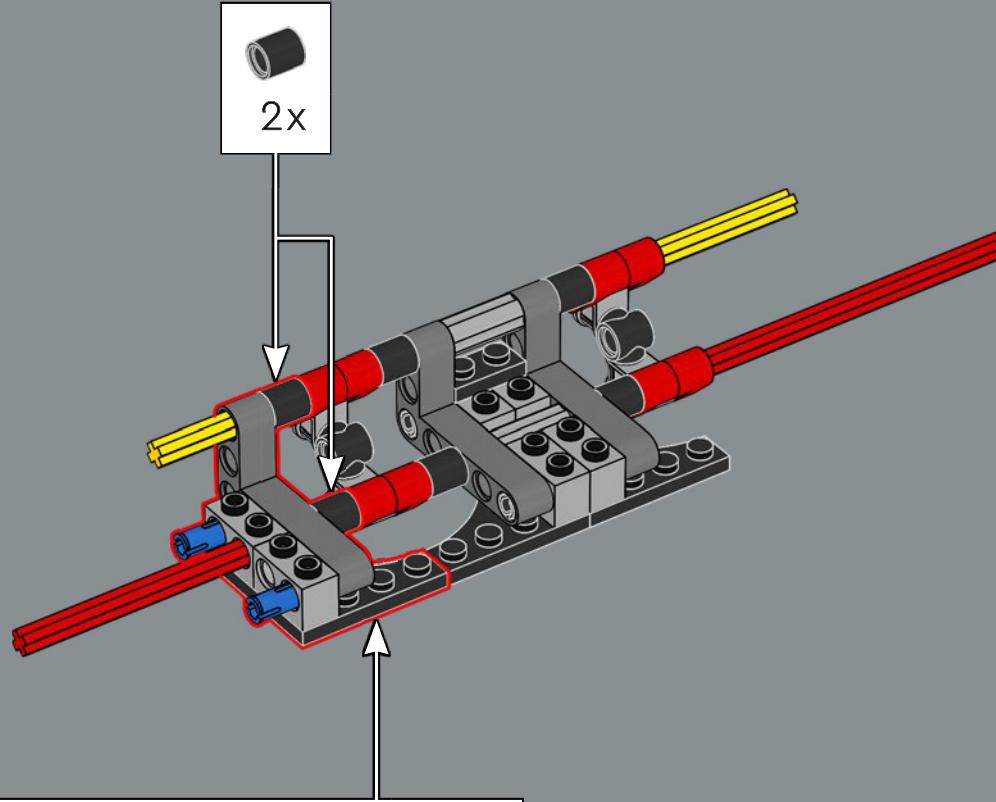


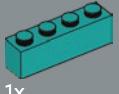
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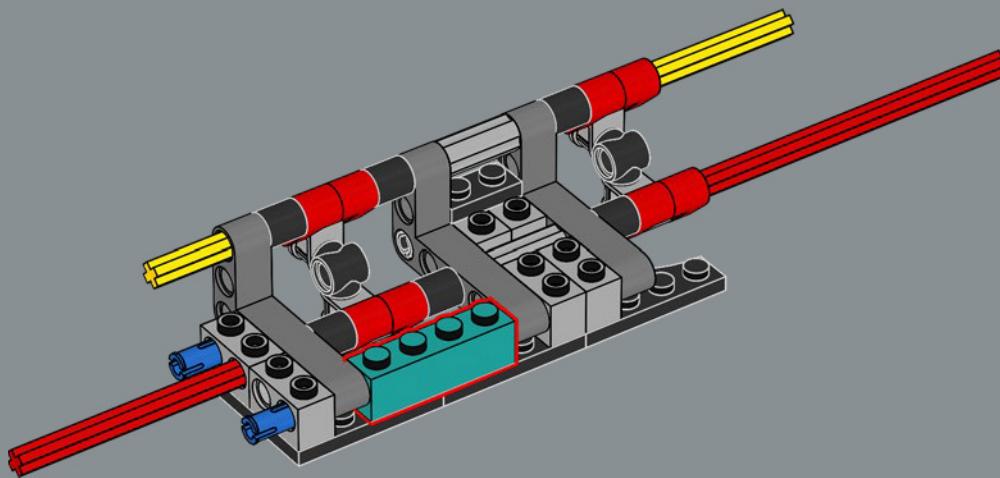
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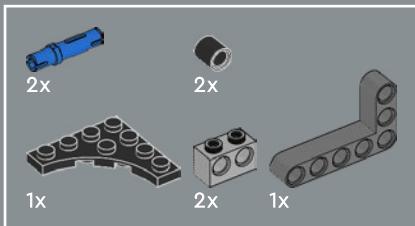




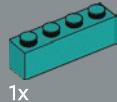
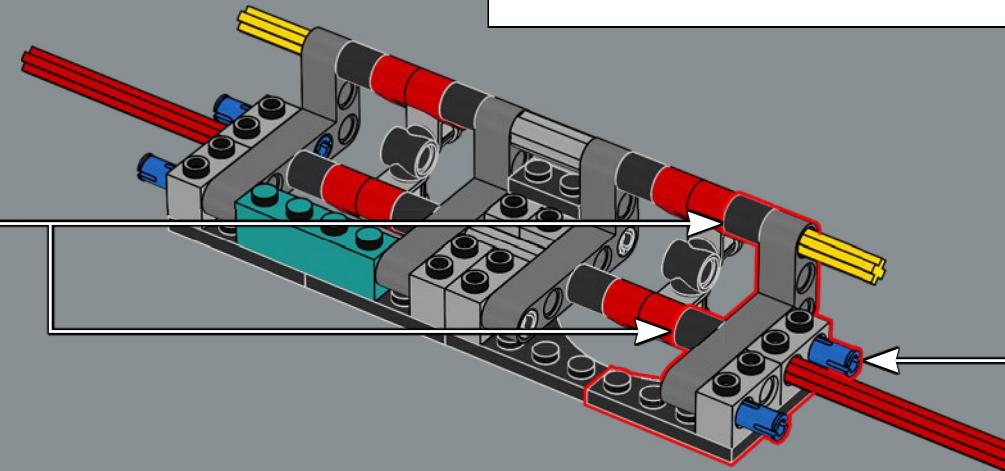
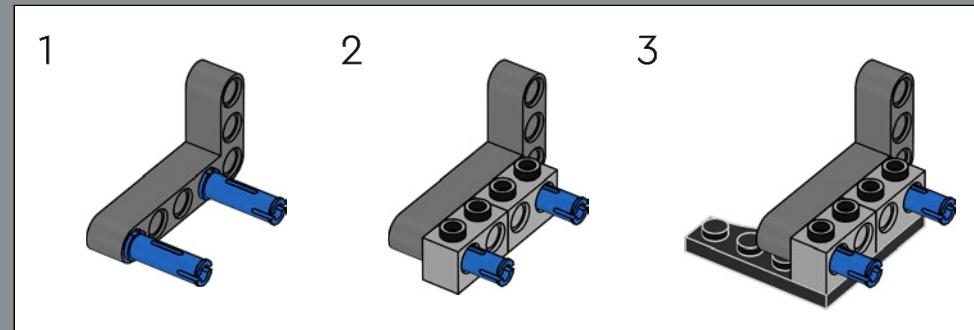
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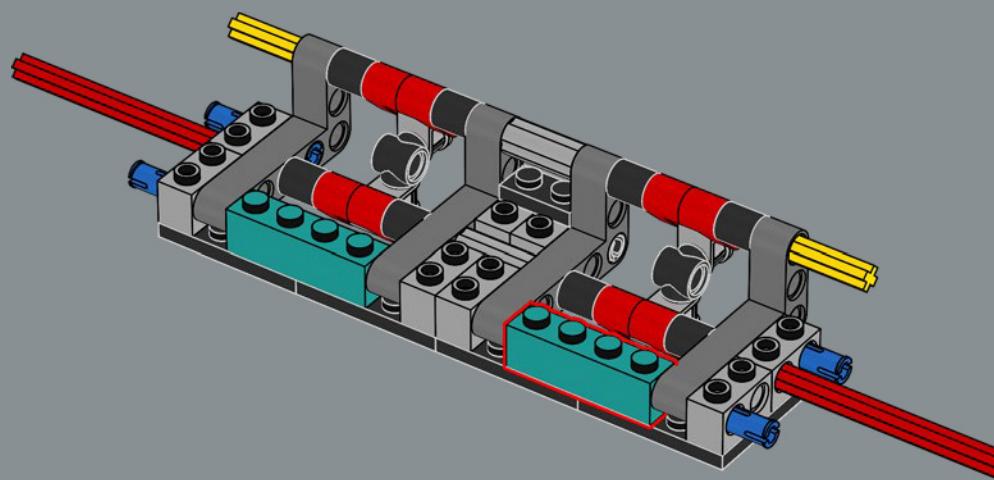




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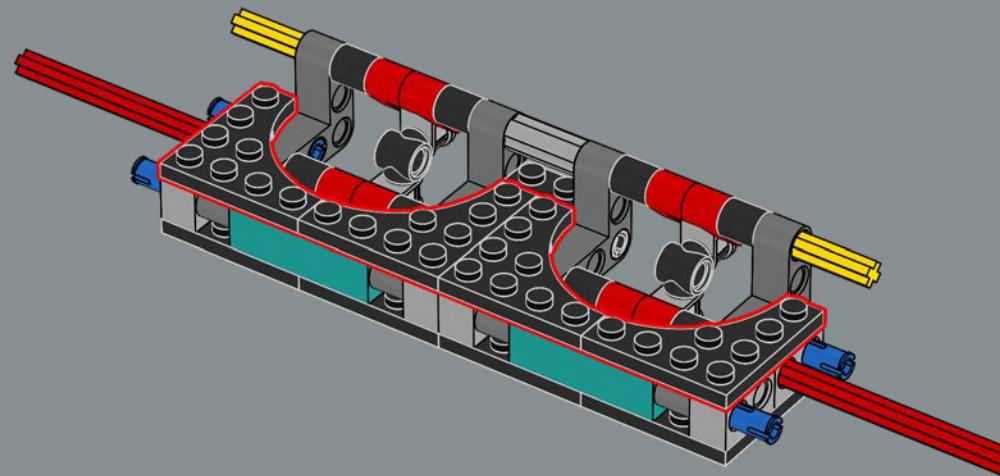
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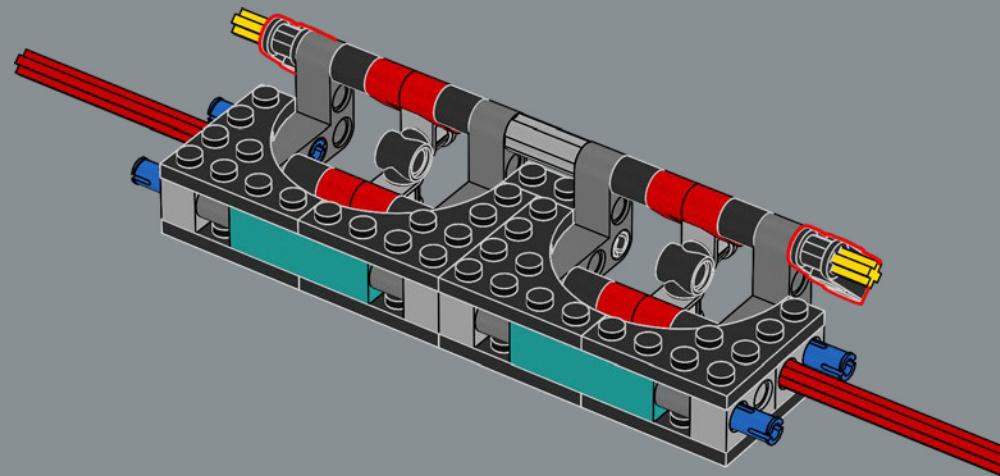
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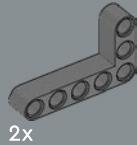
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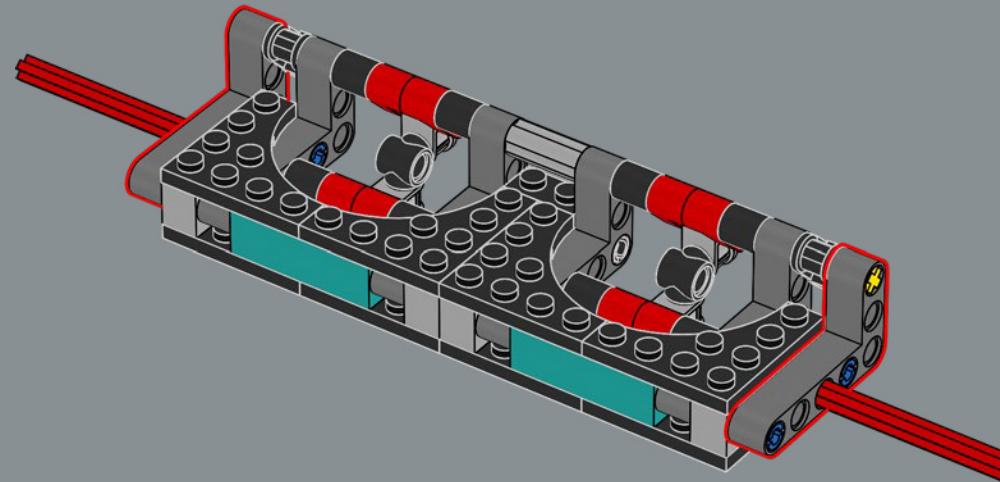
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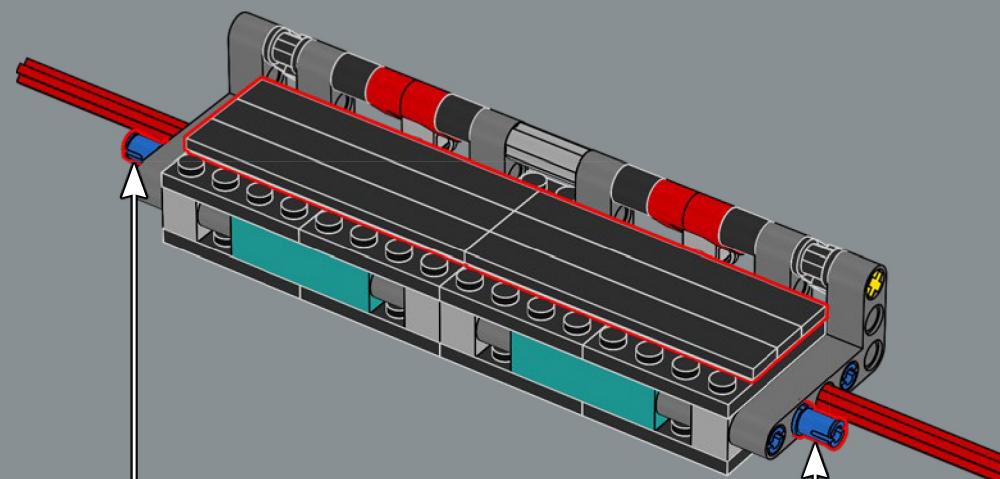


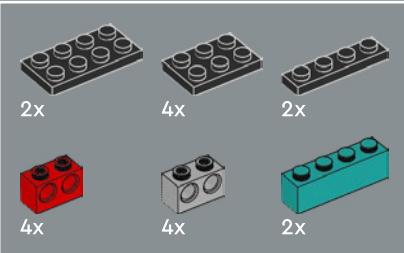


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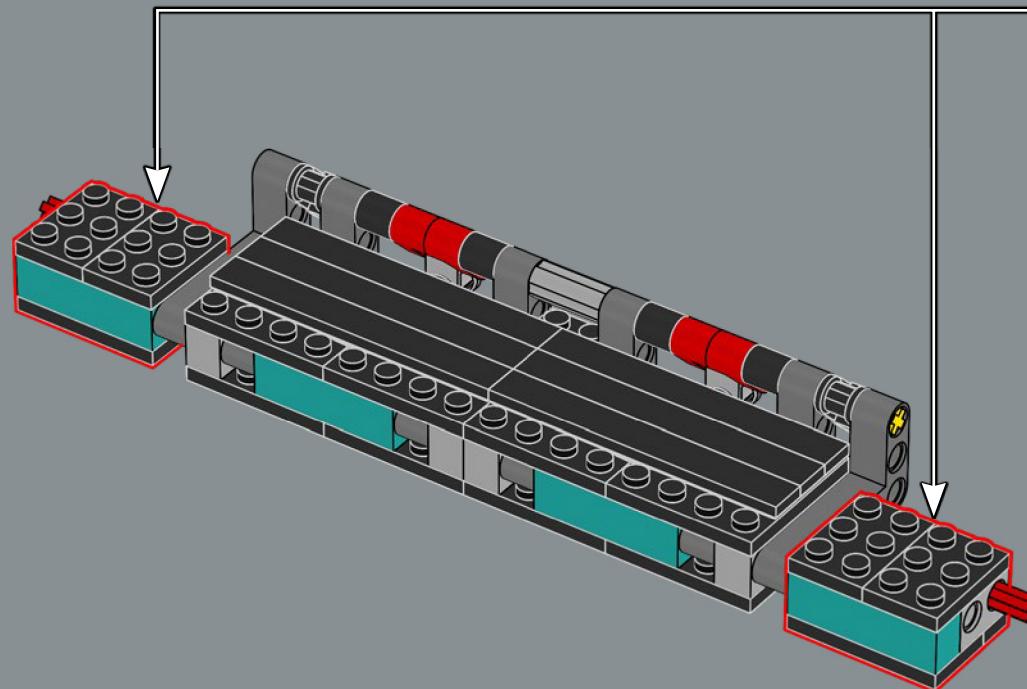
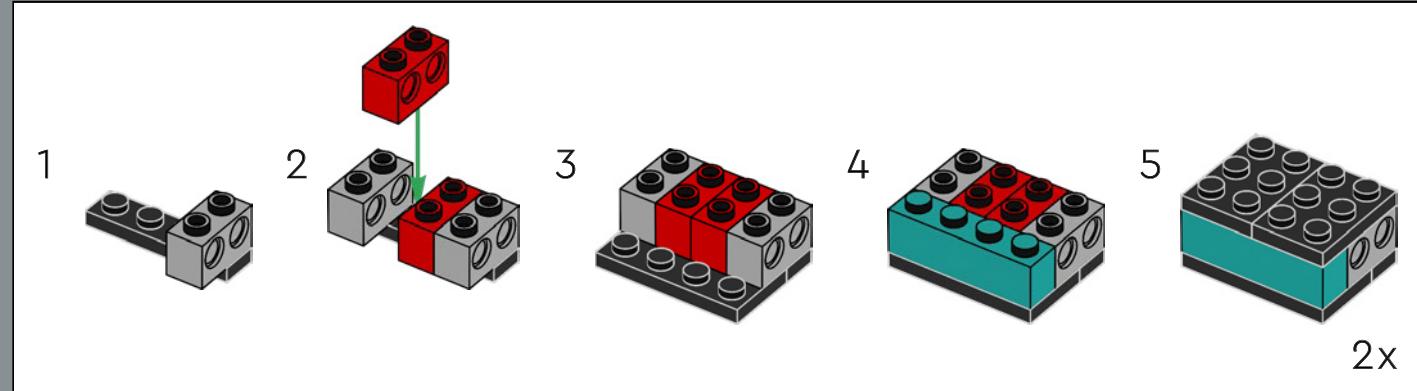


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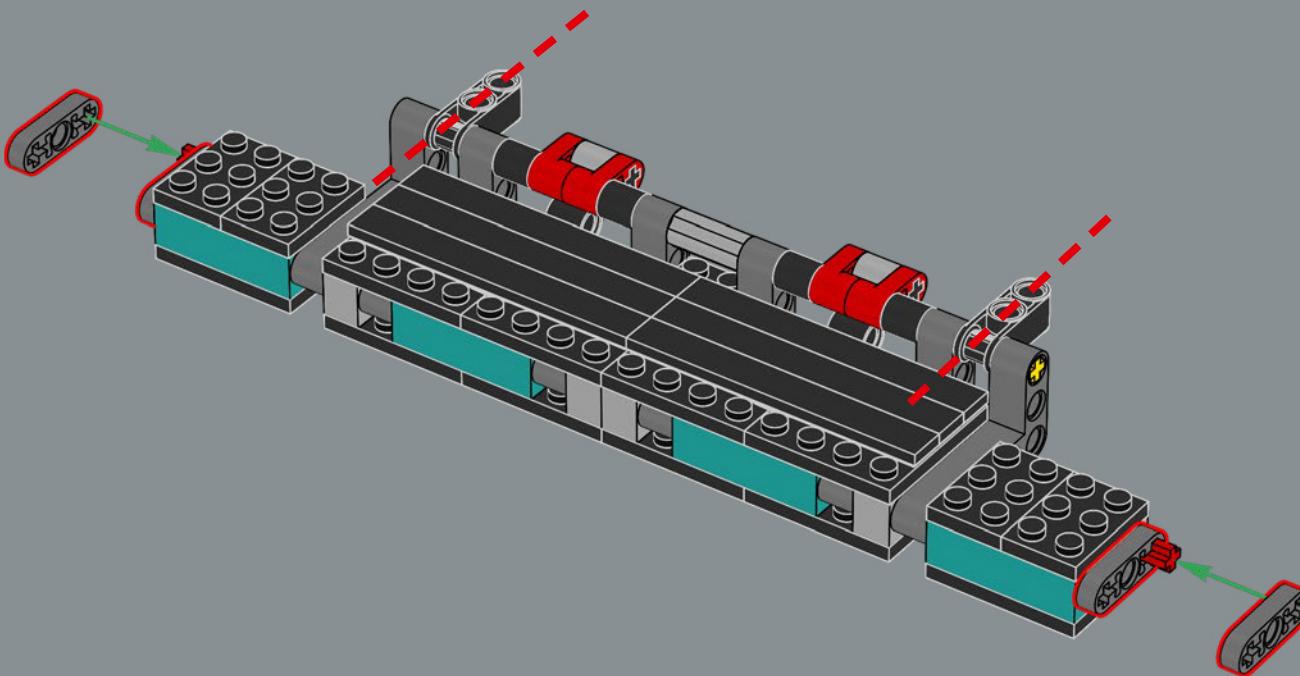


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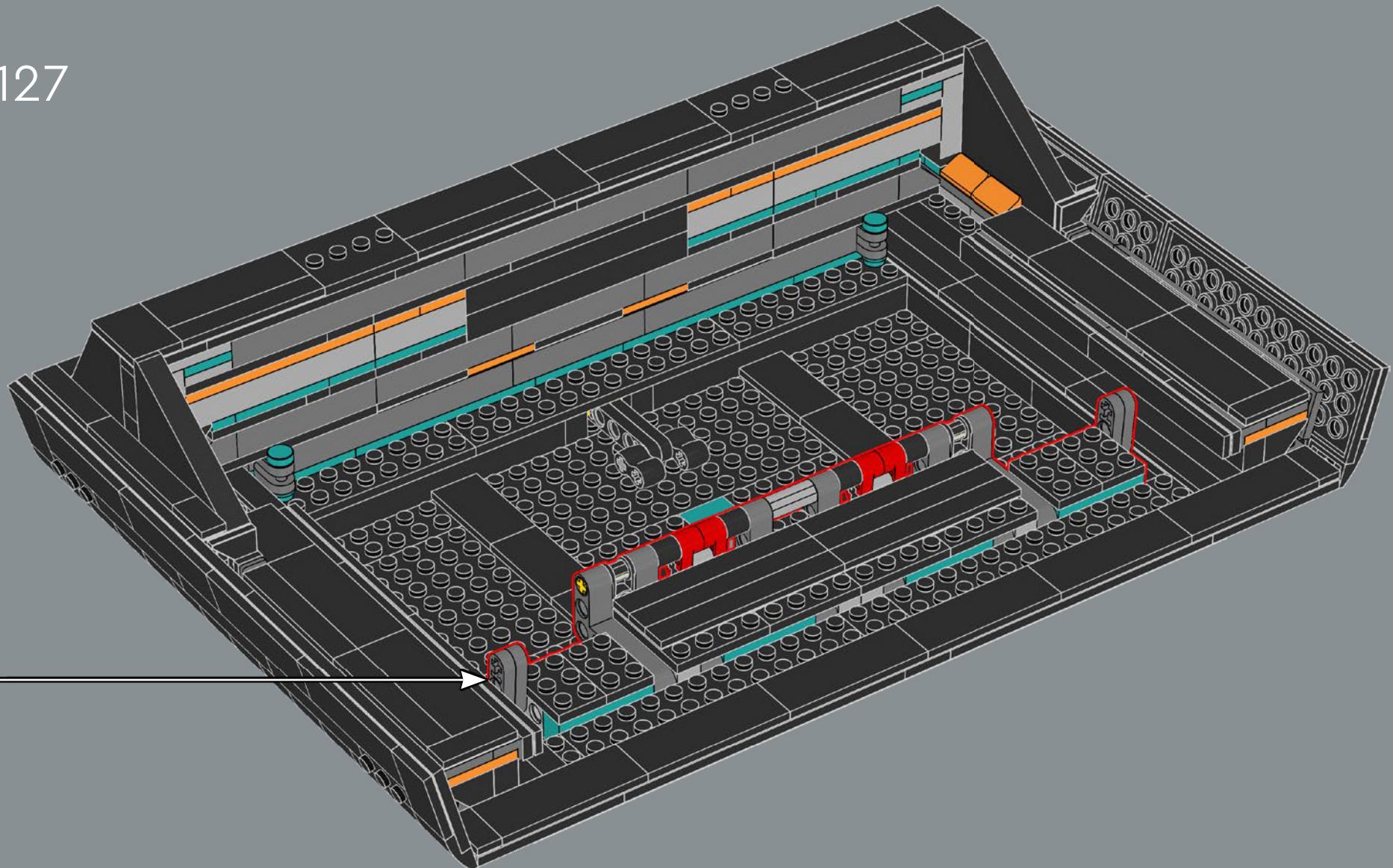




126



127



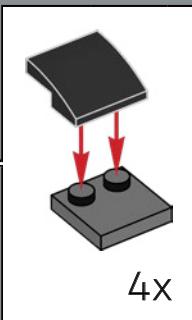
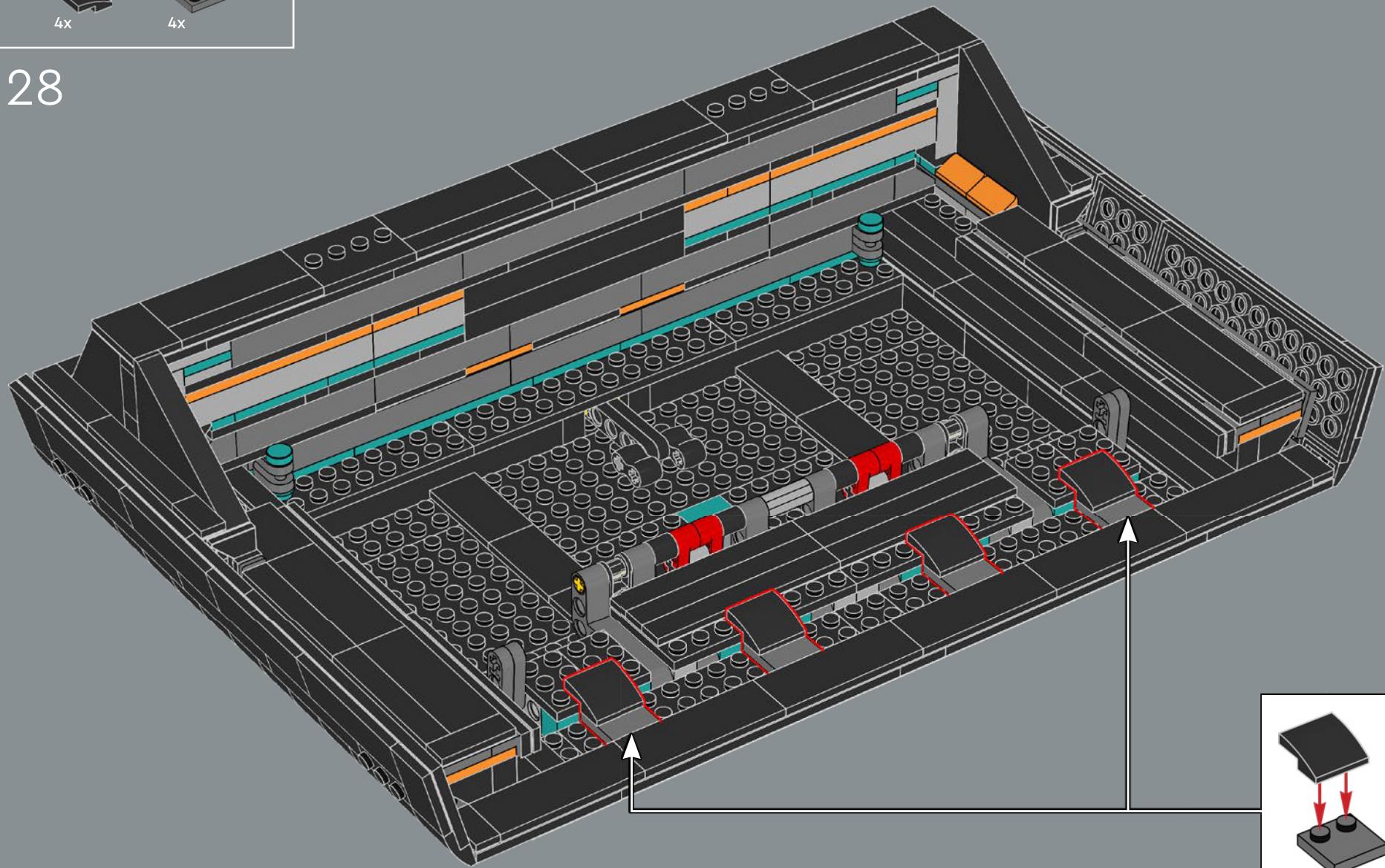


4x



4x

128



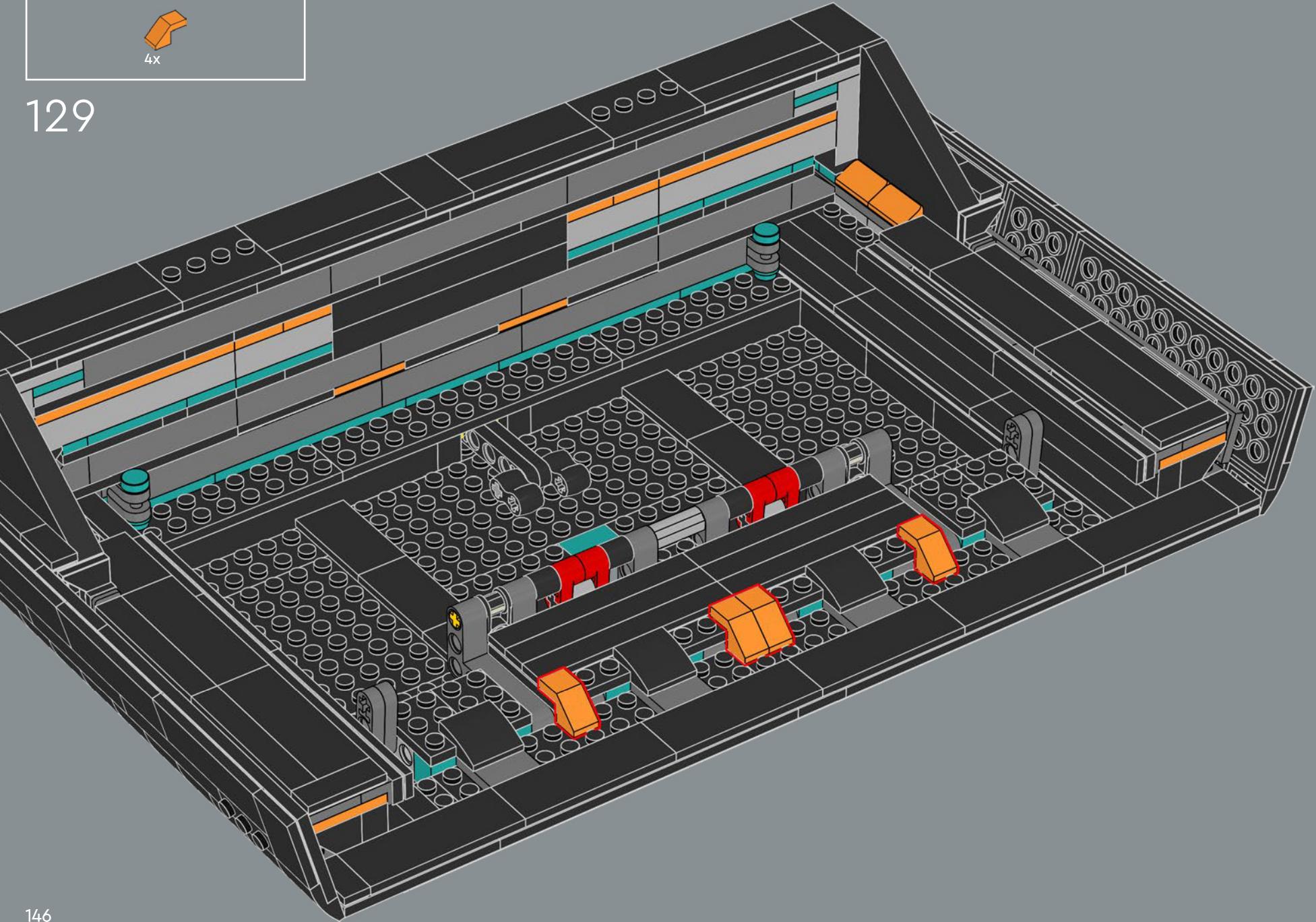
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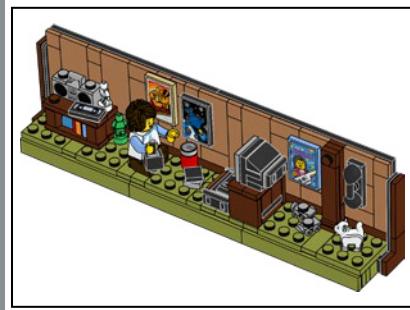
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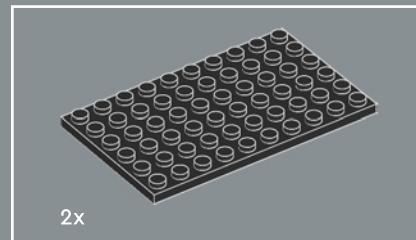
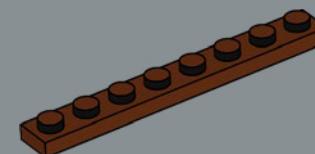
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129

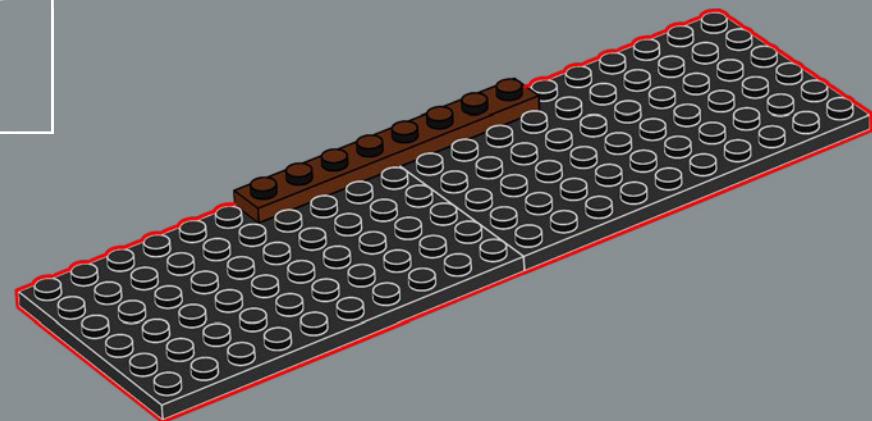




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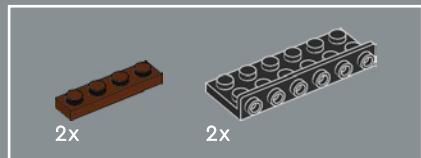
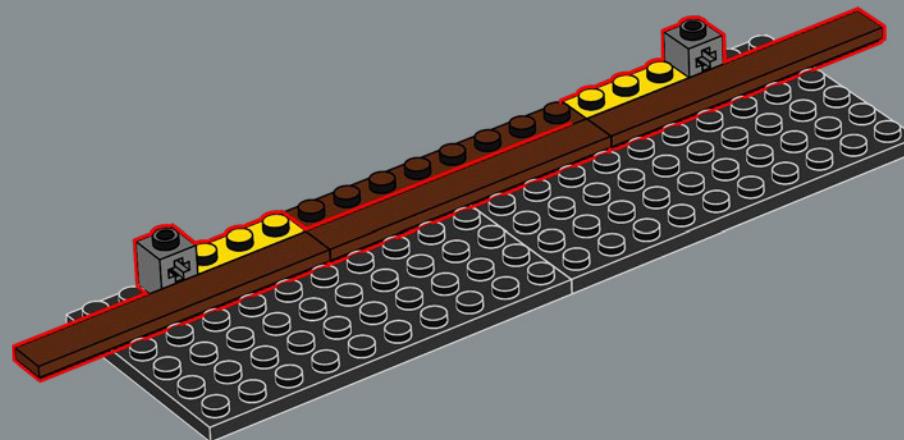


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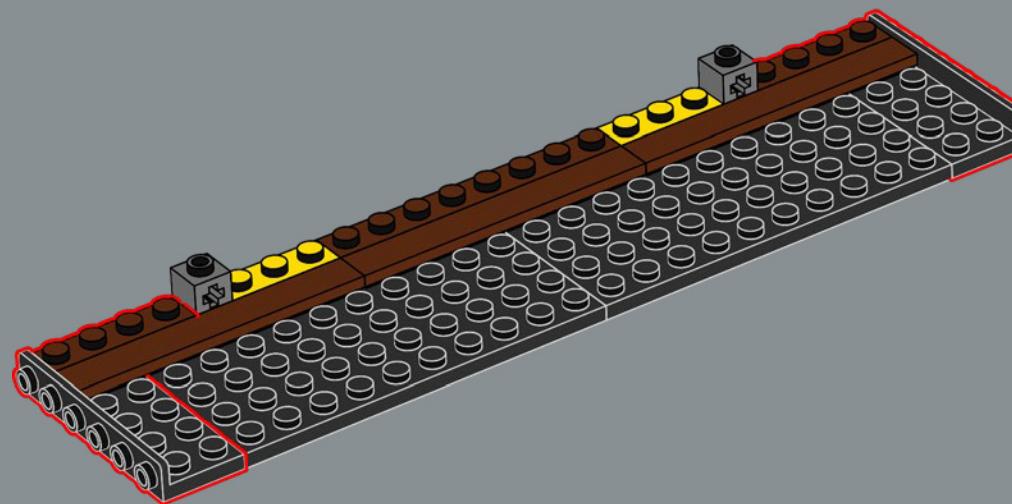


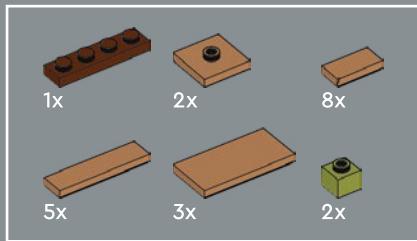


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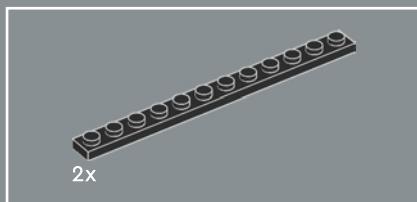
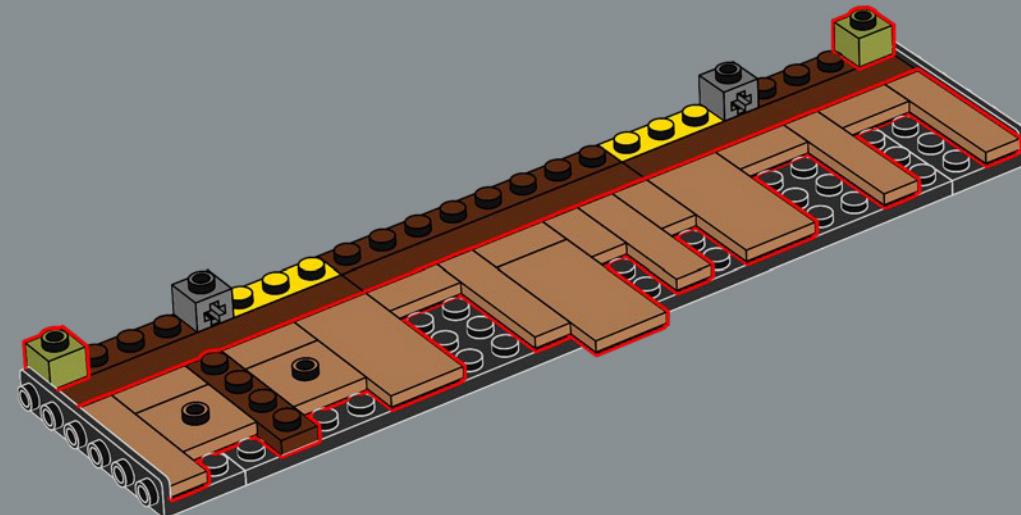


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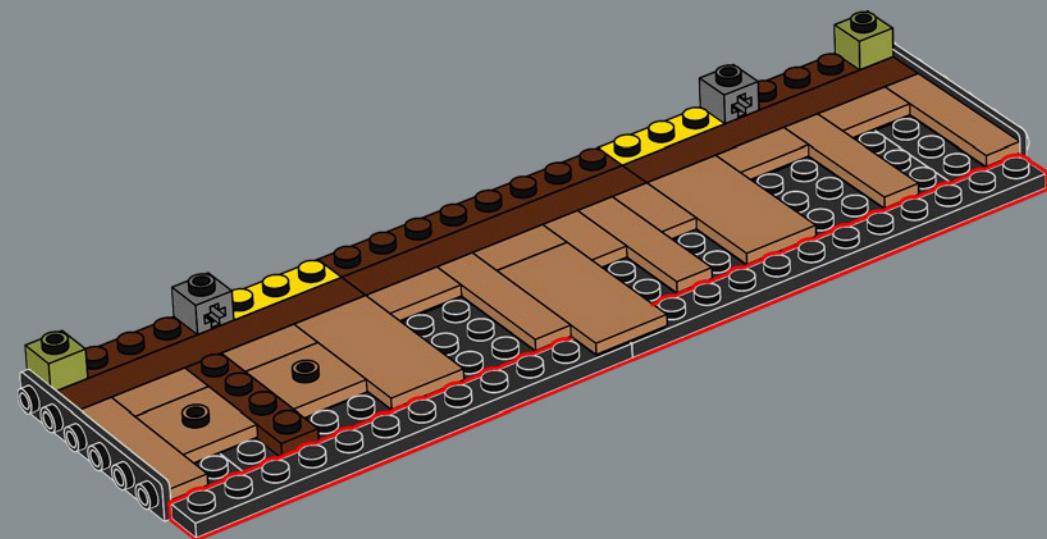


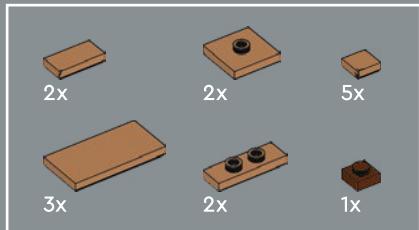


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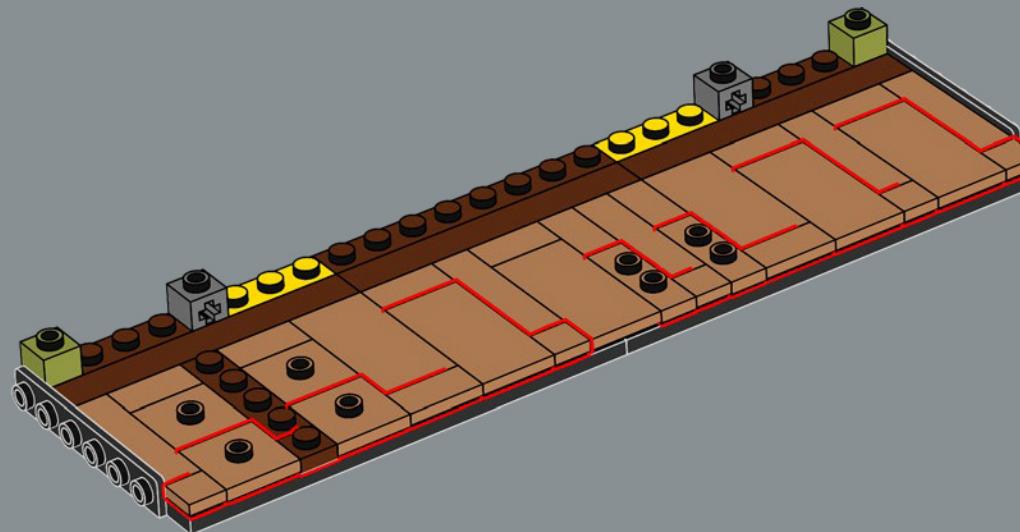


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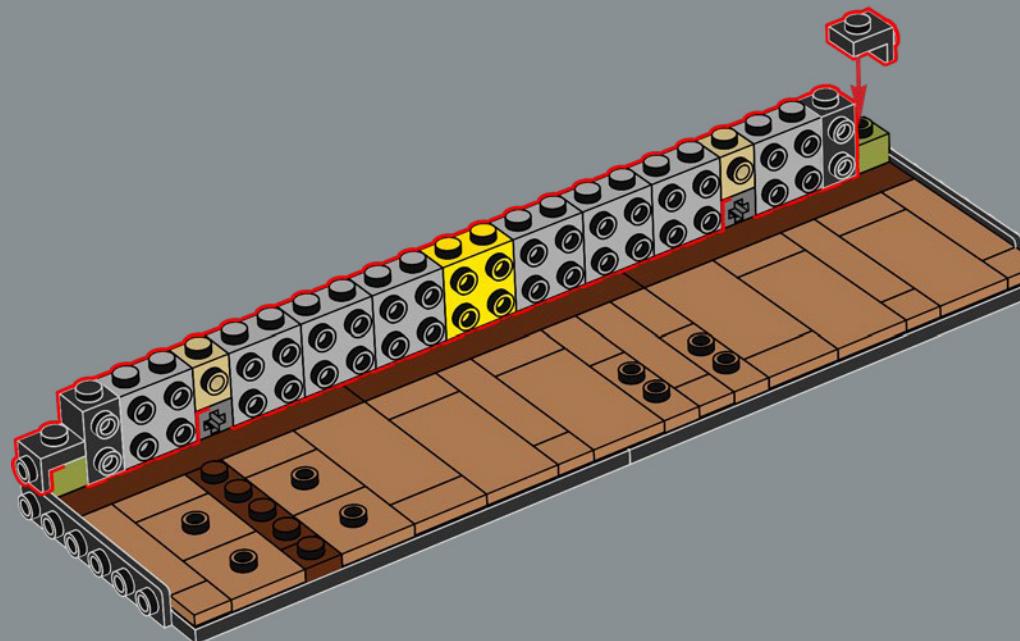




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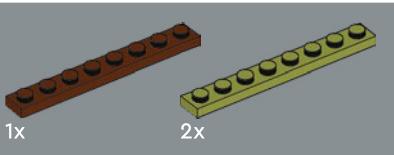
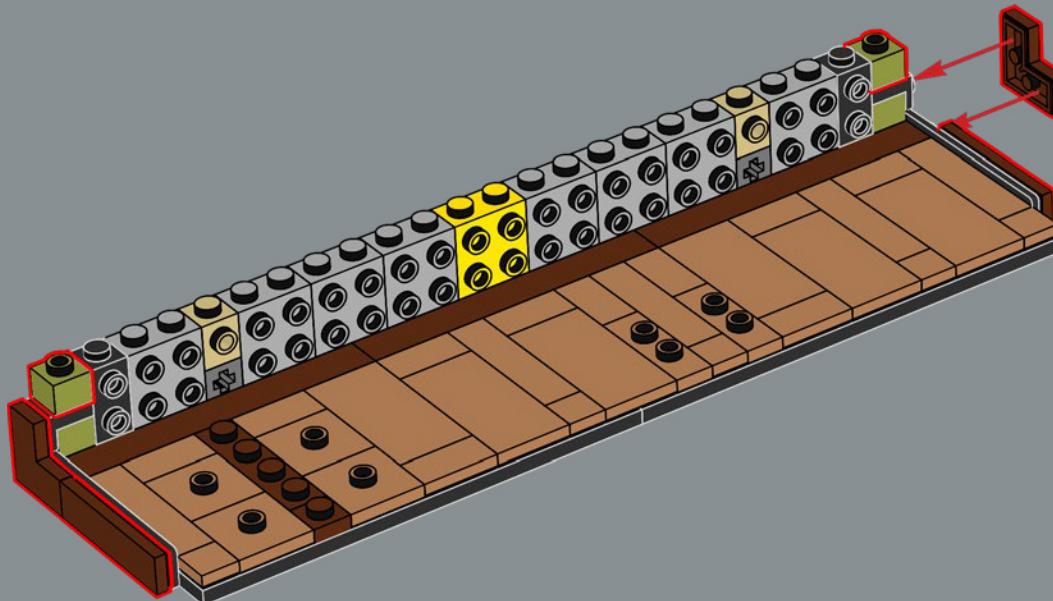


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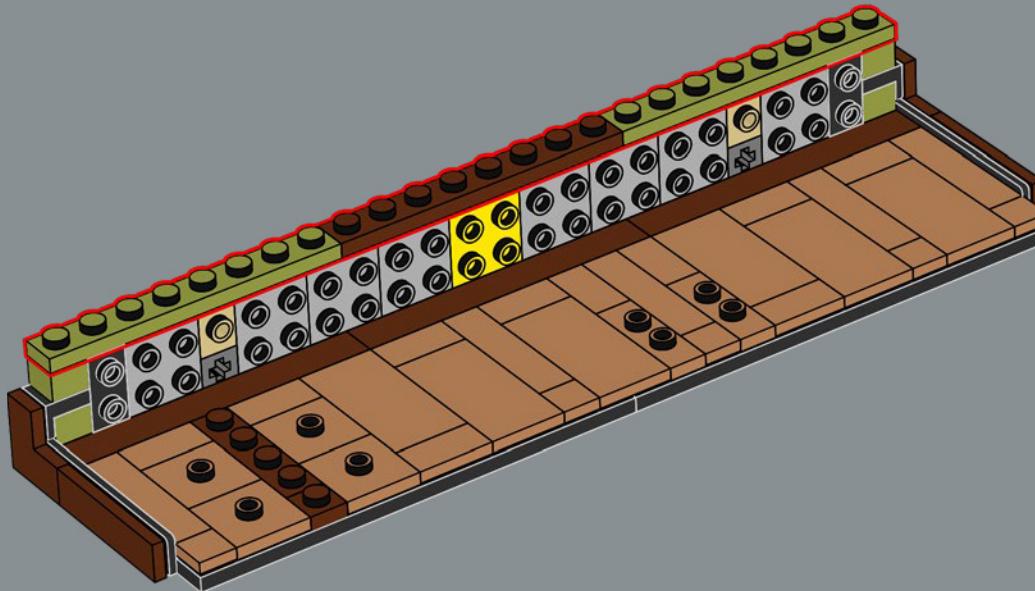


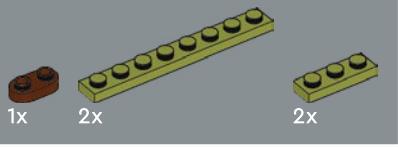


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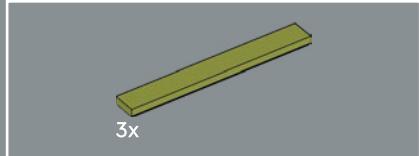
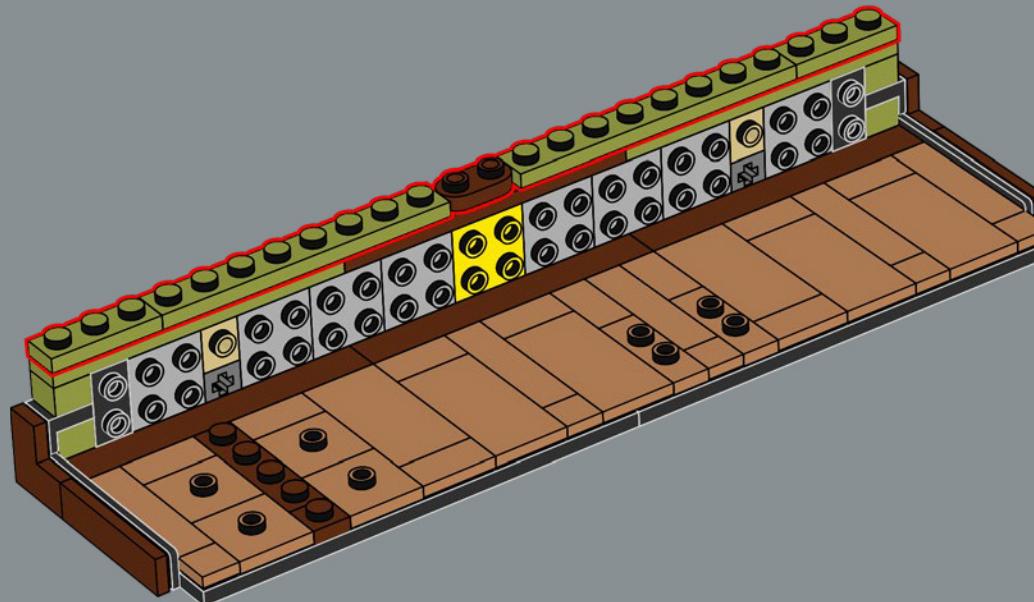


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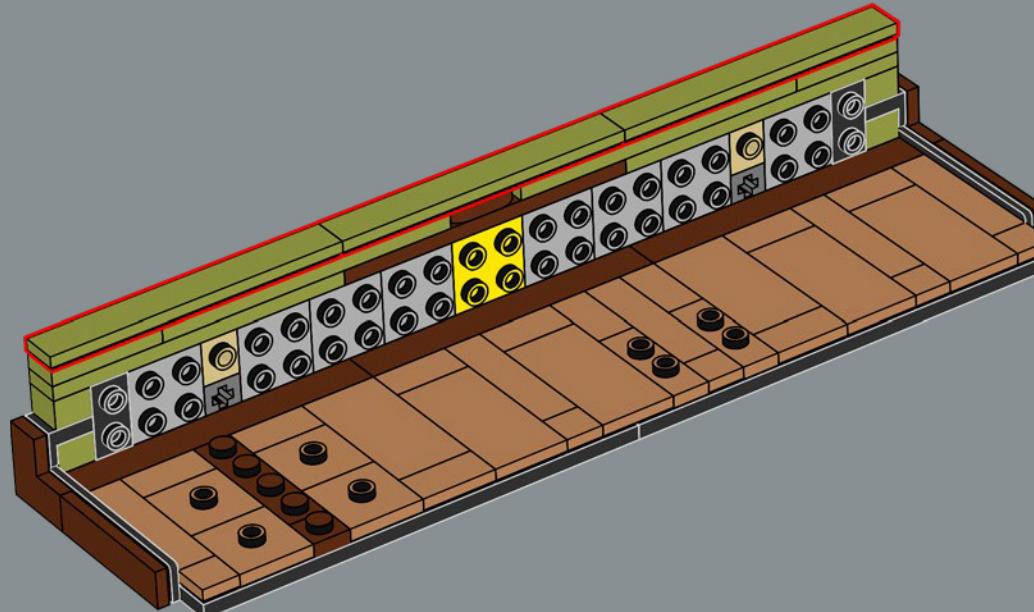




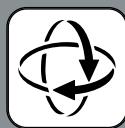
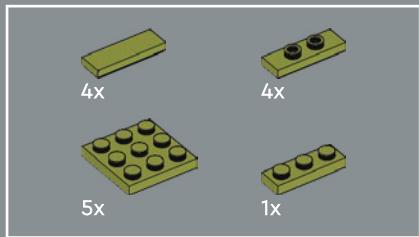
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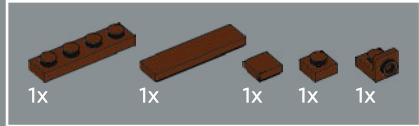
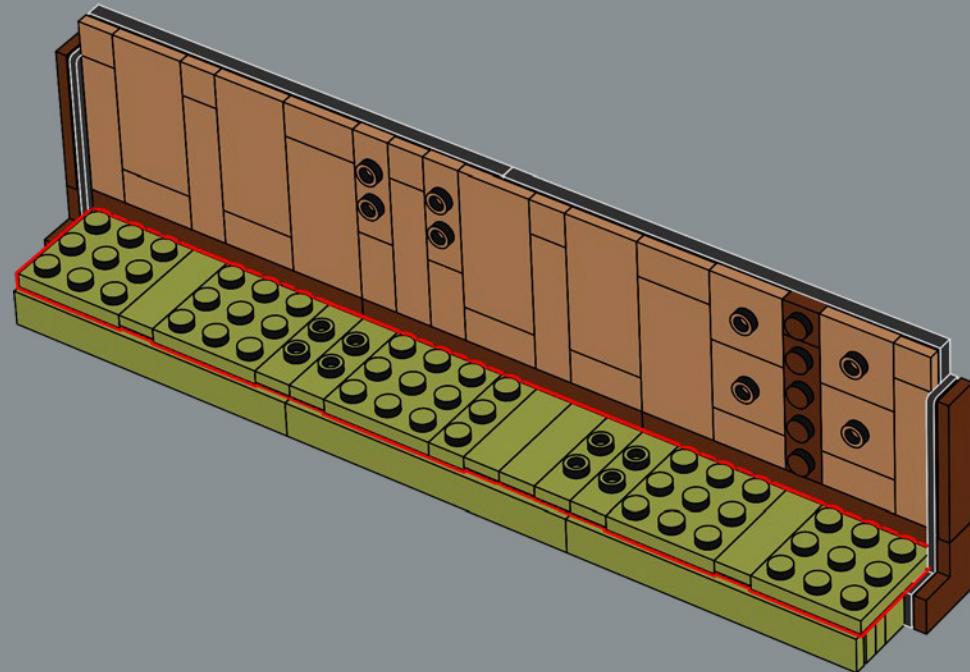
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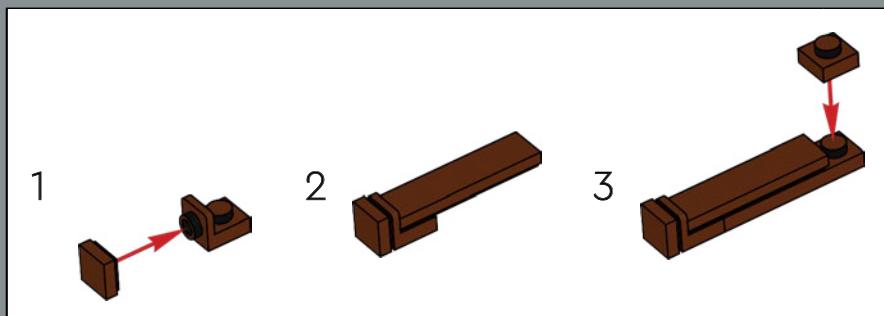
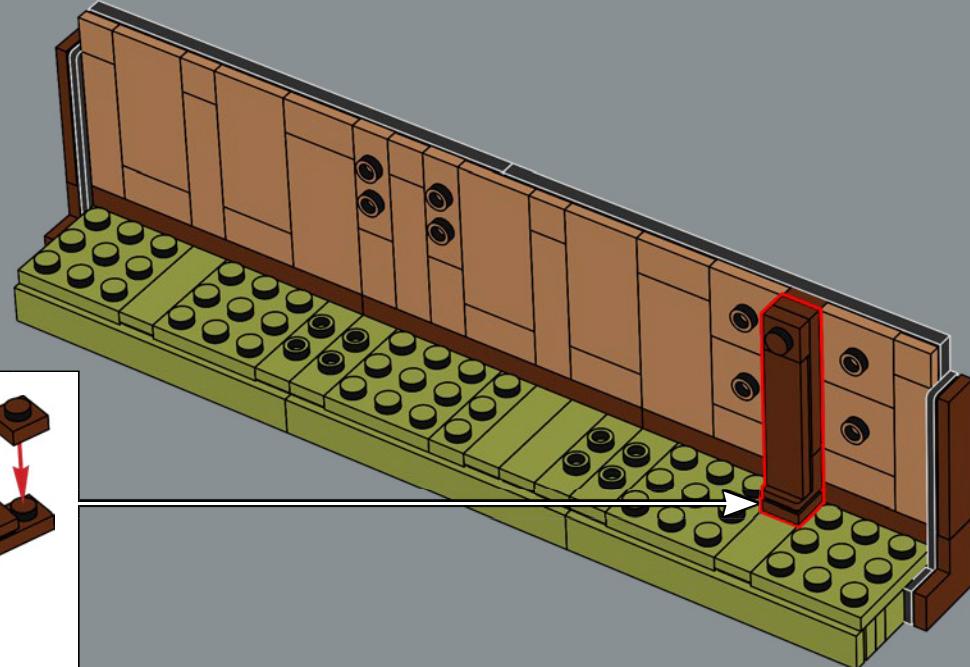
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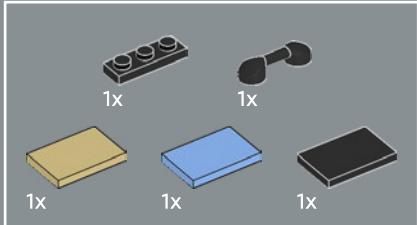


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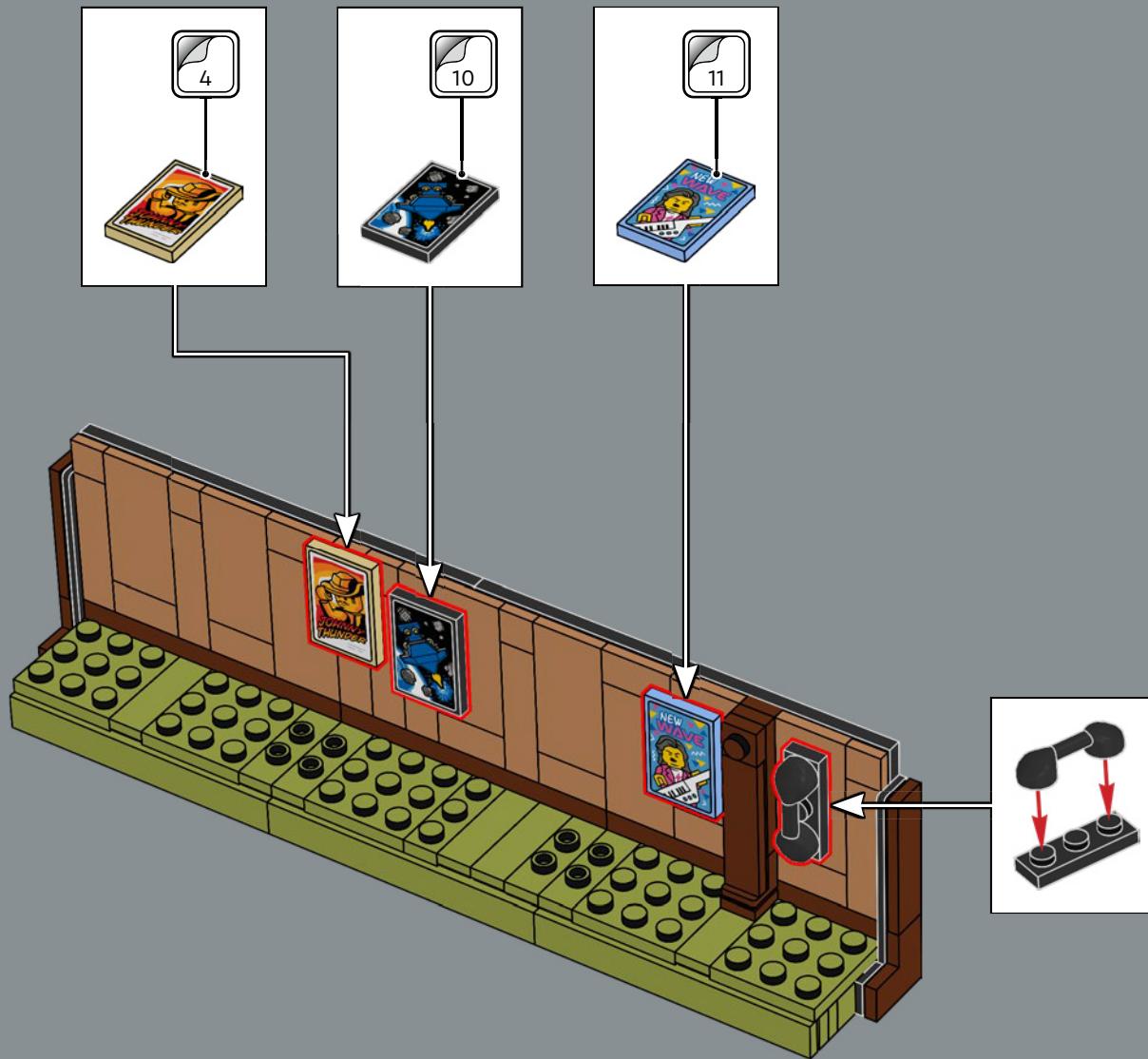


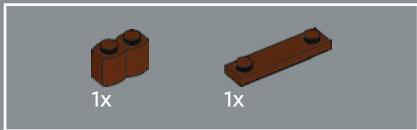
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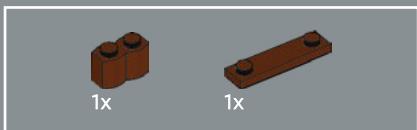
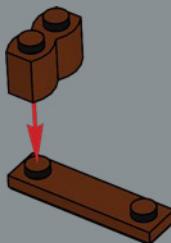


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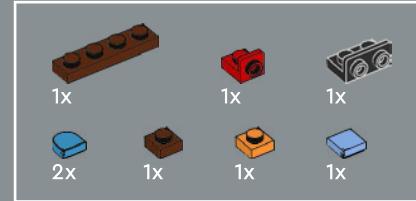
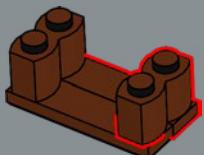




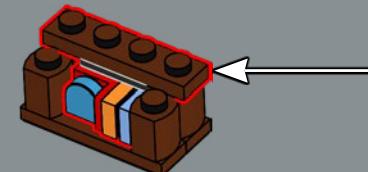
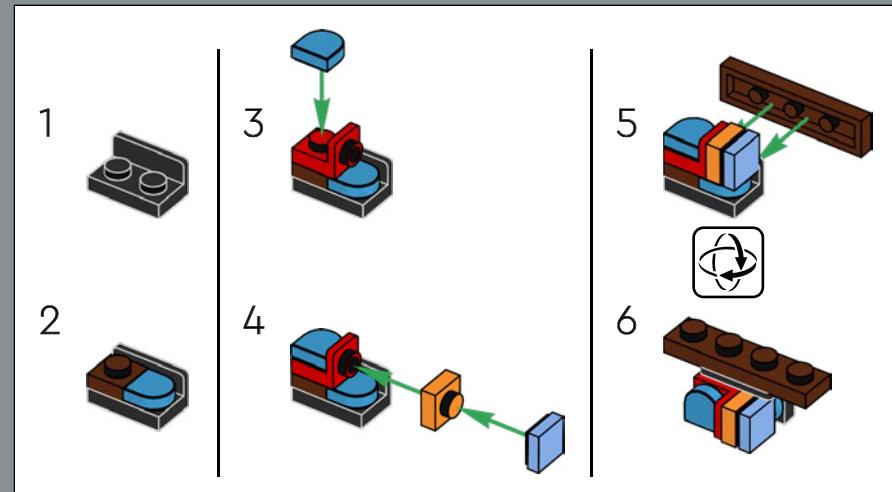
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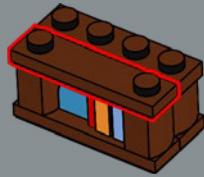
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148



1x



1x

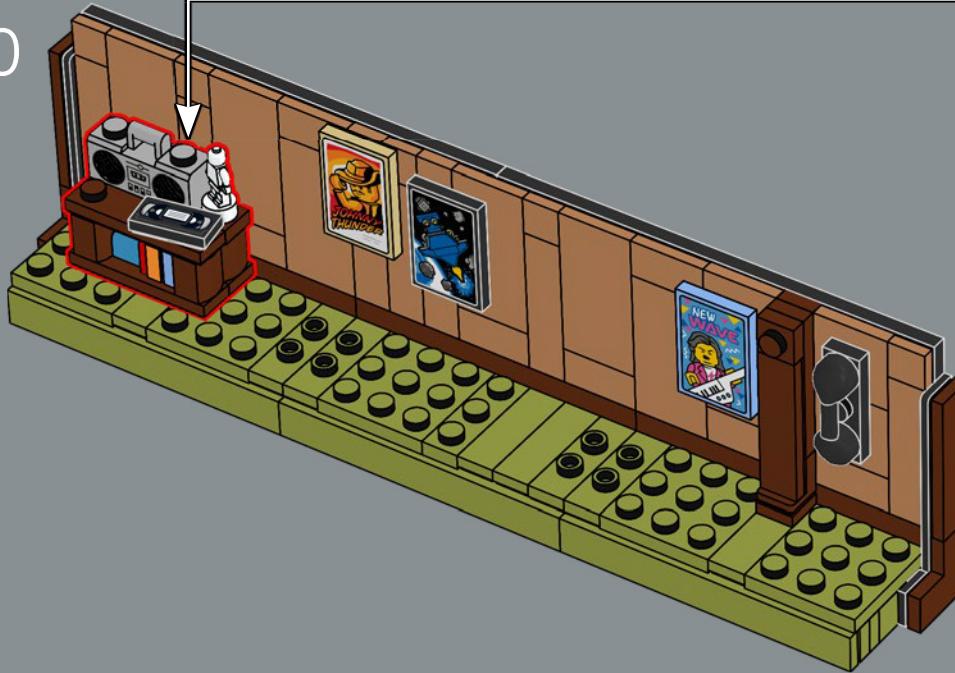


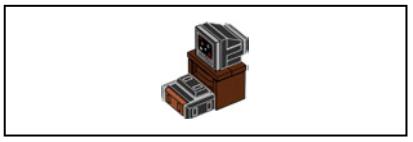
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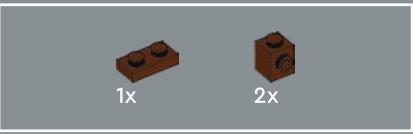
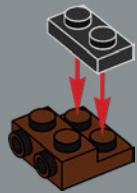


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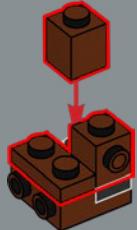




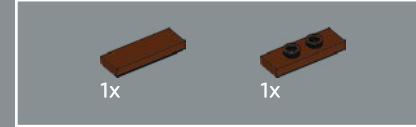
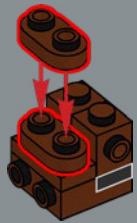
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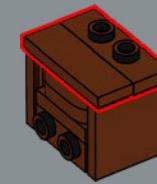
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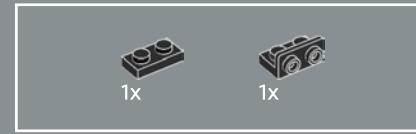
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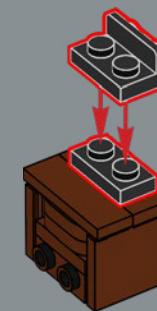
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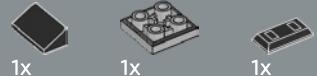
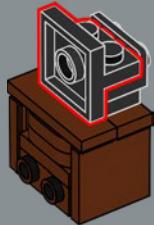


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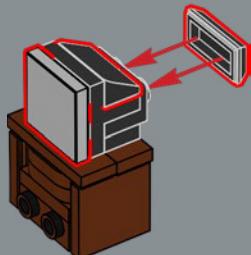




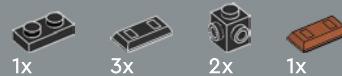
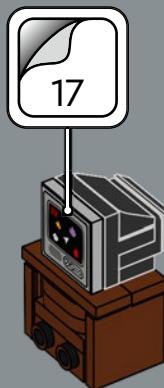
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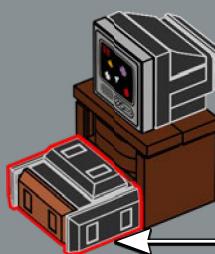
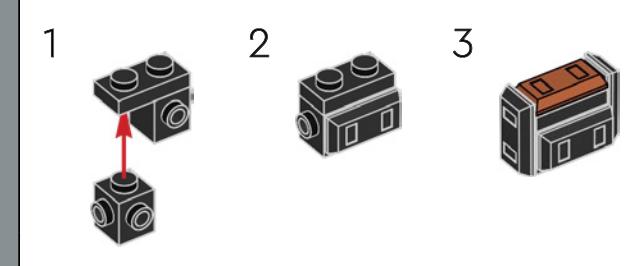
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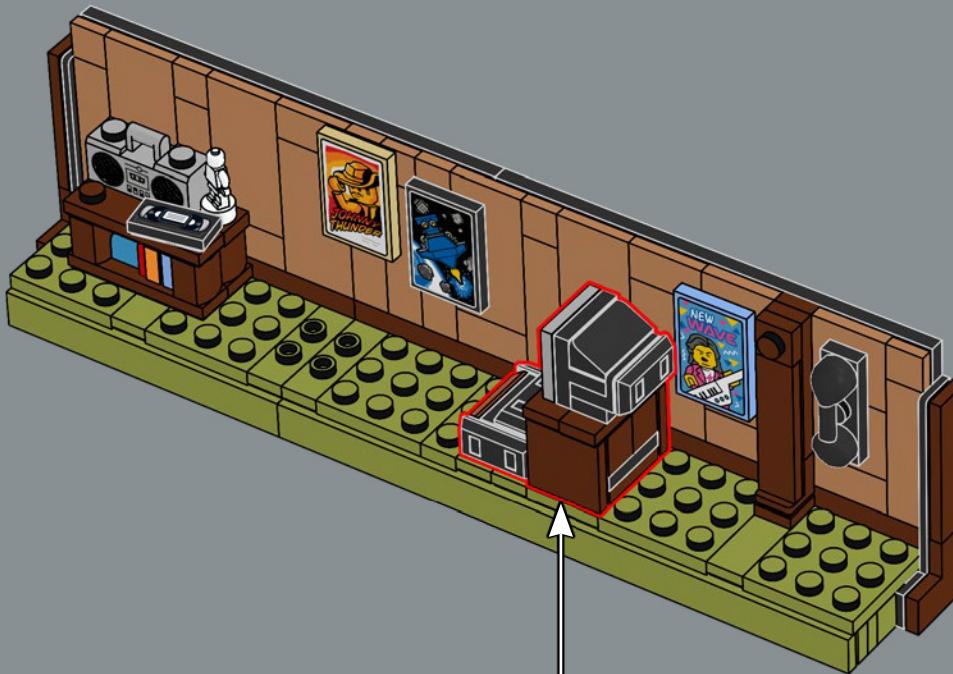


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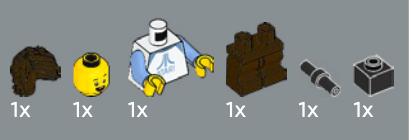


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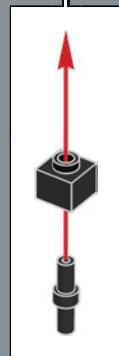
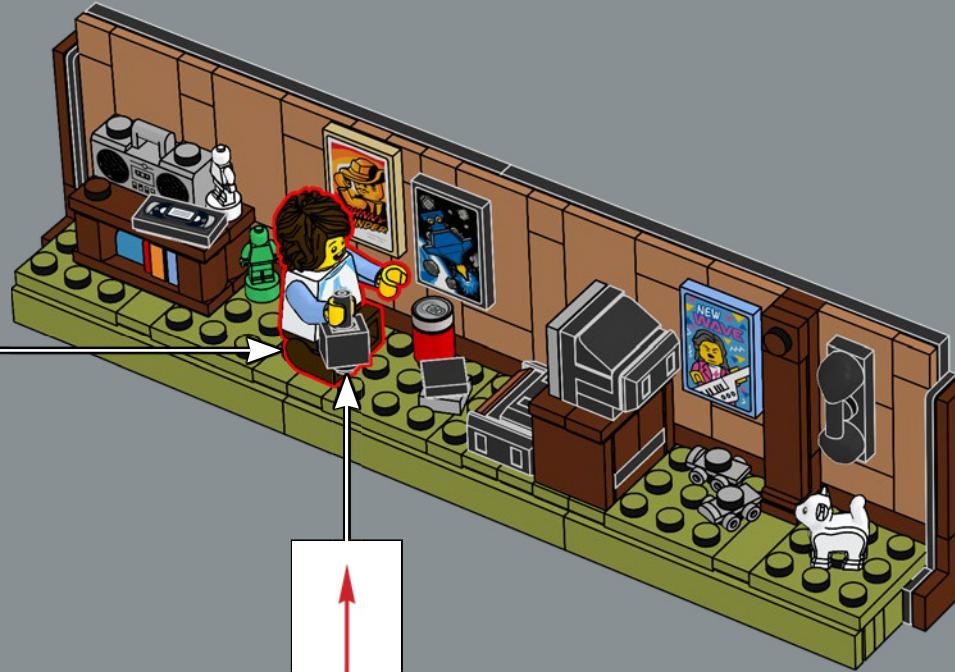
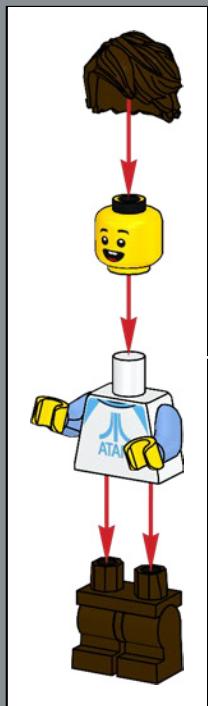
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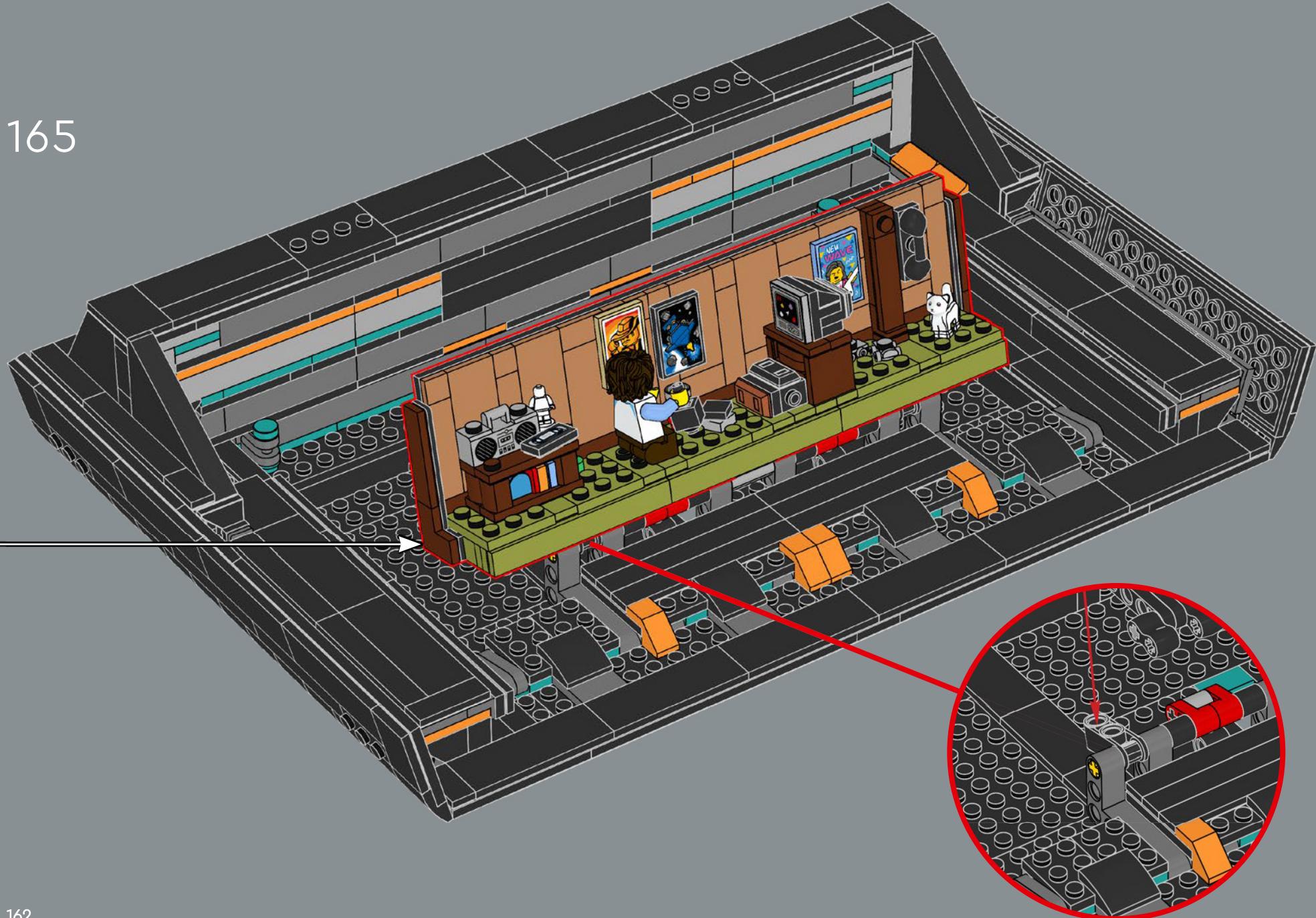
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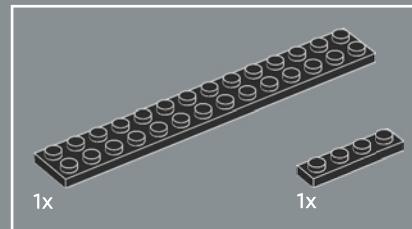
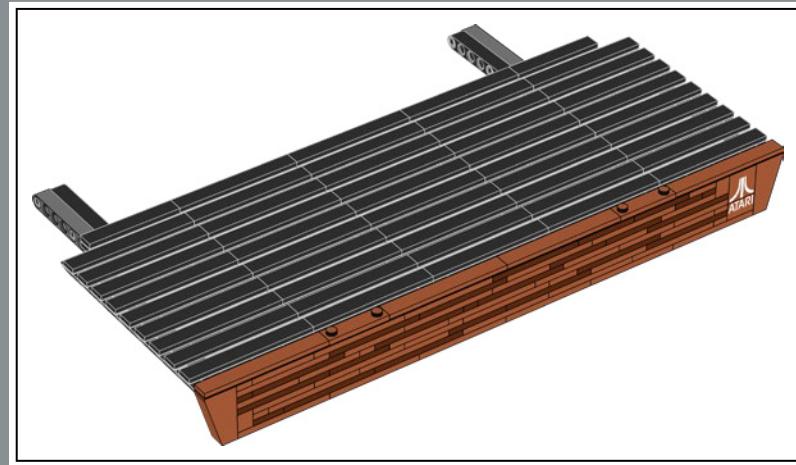
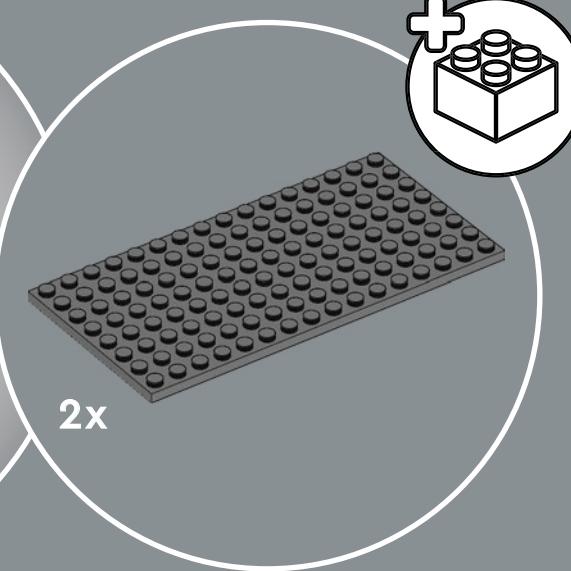
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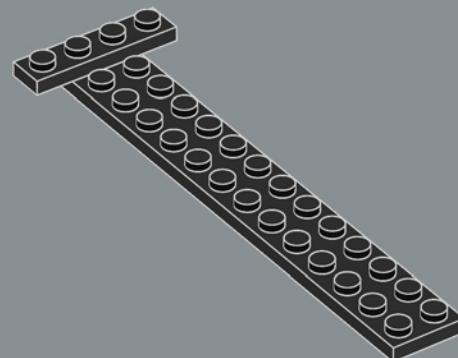
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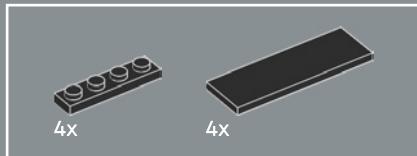


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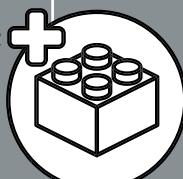
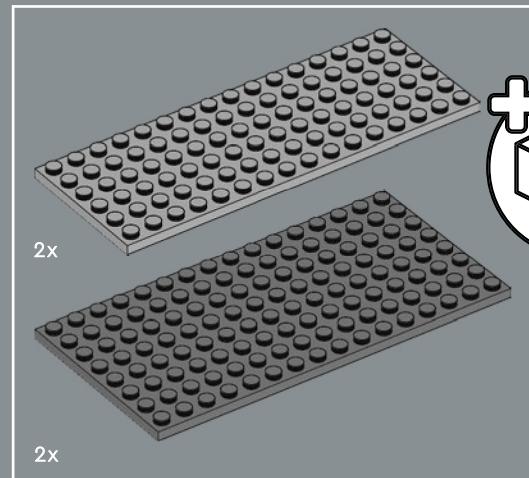
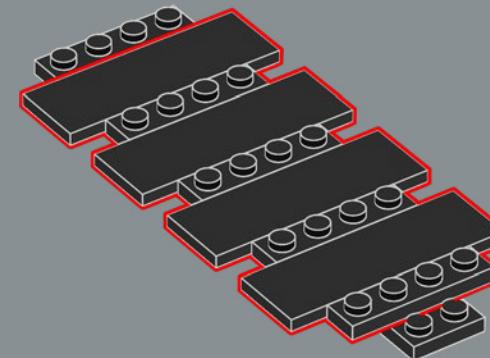


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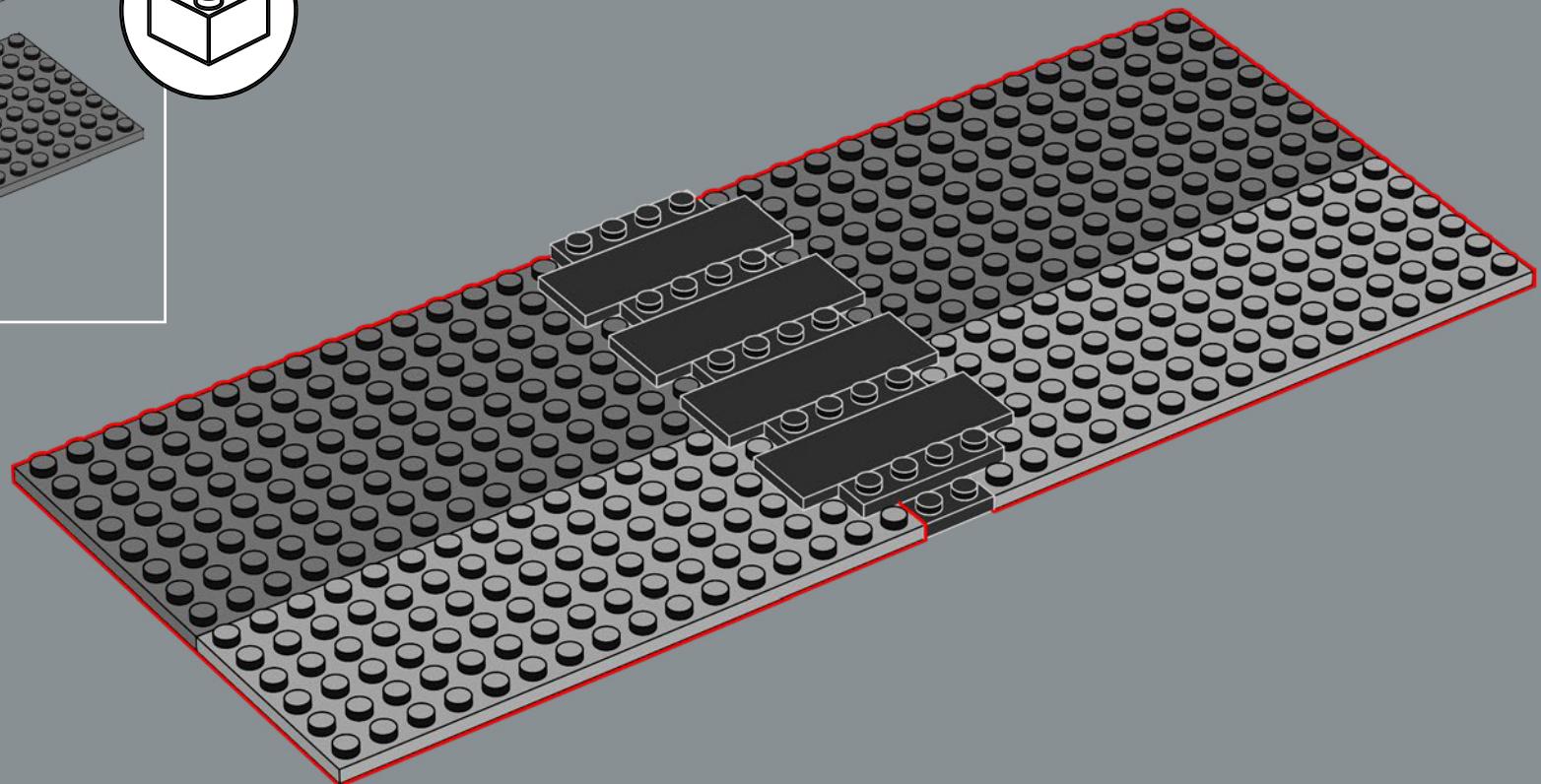




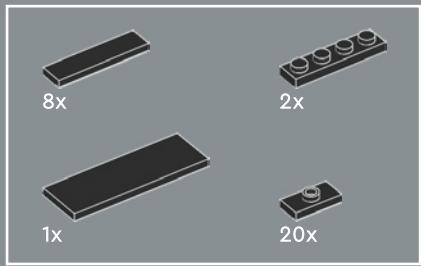
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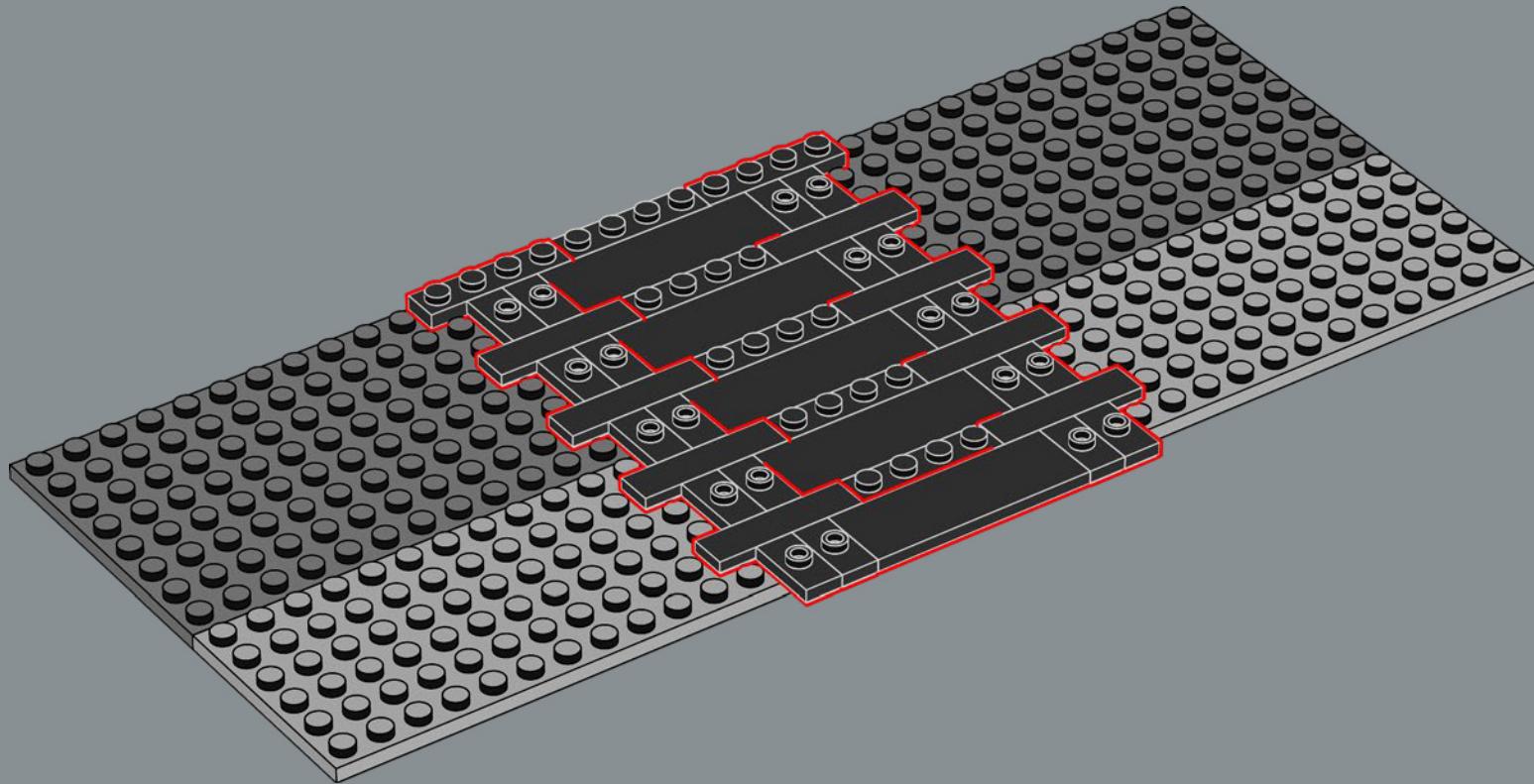
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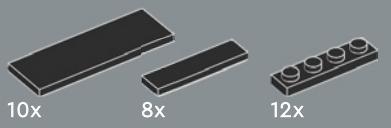


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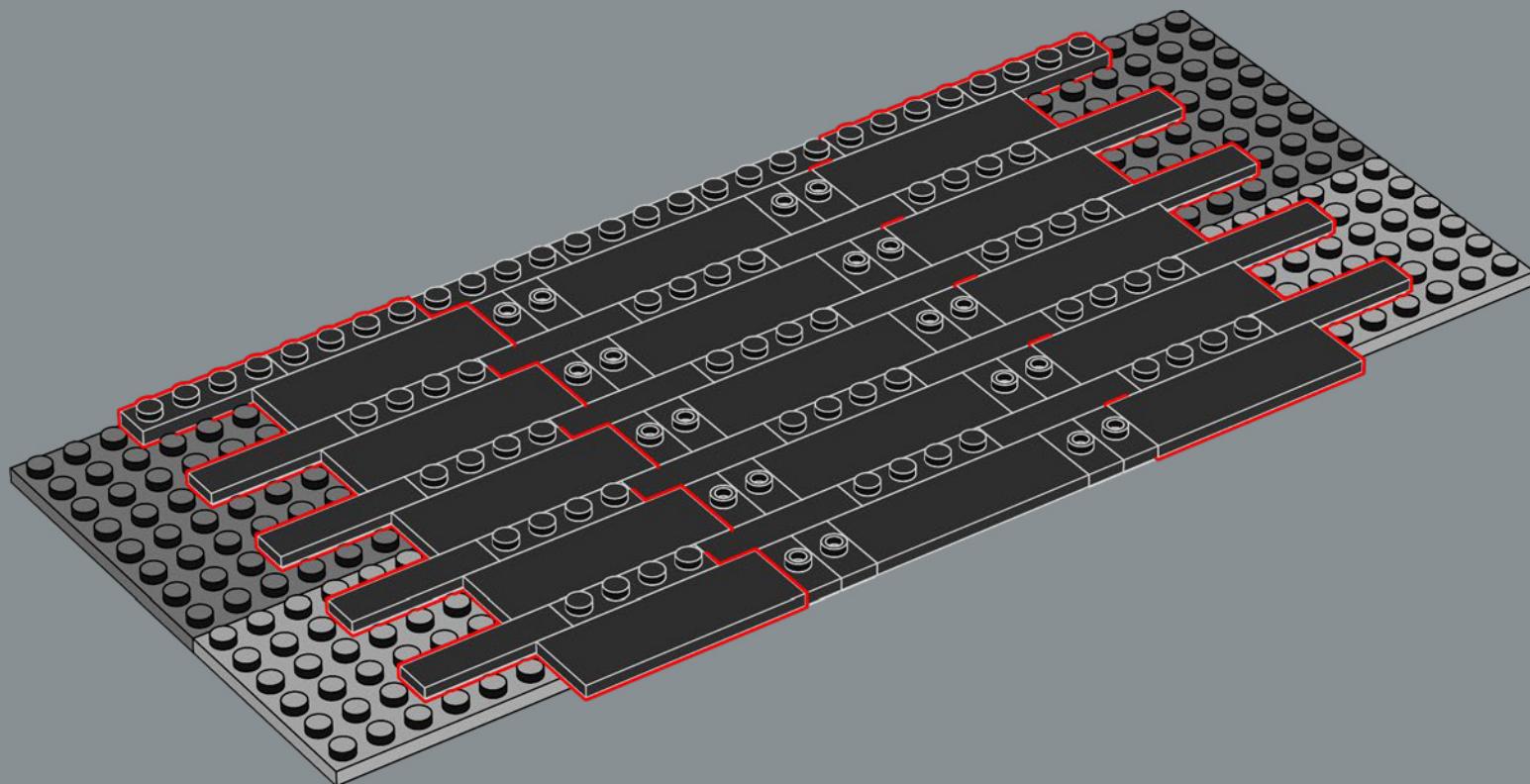


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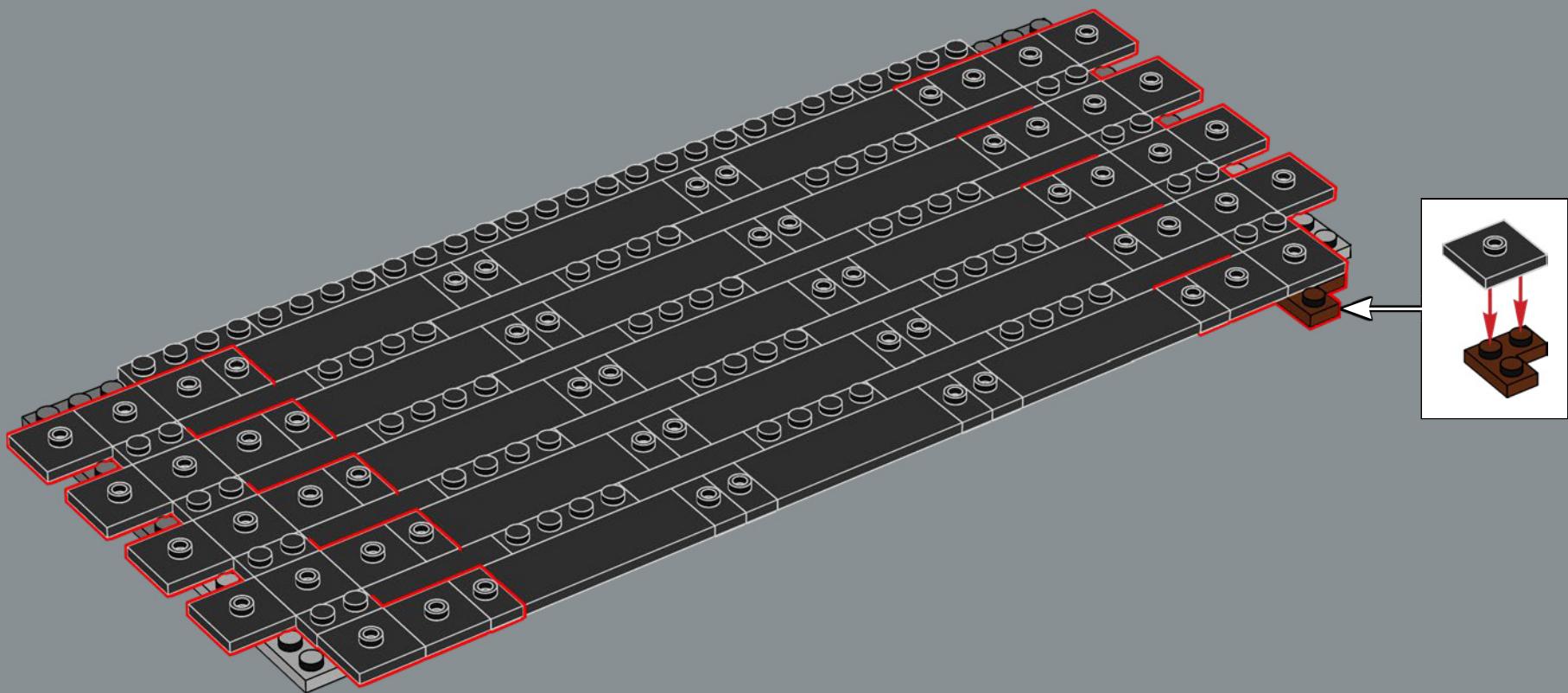


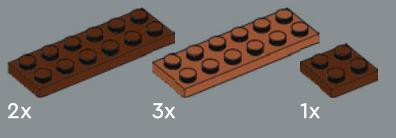
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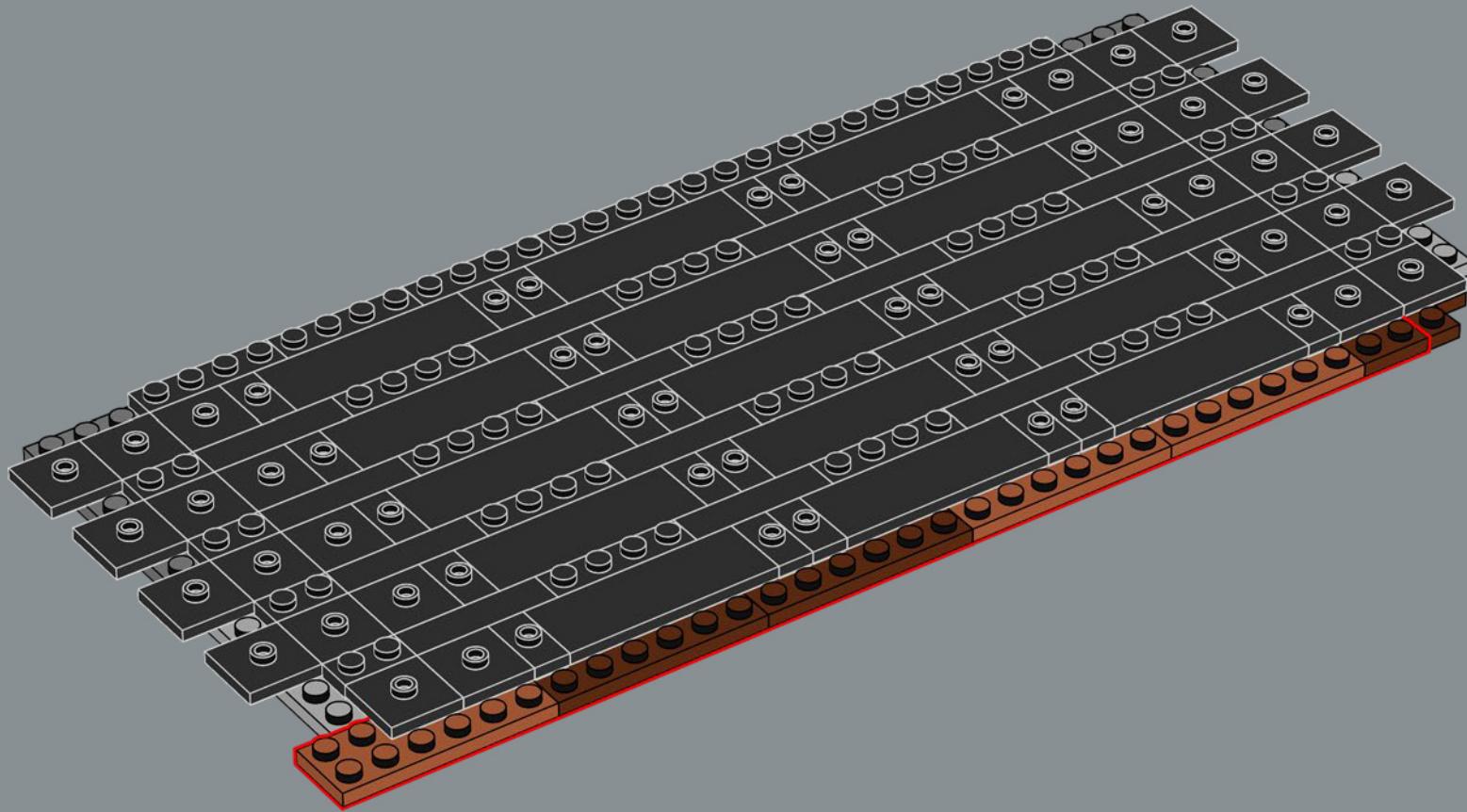


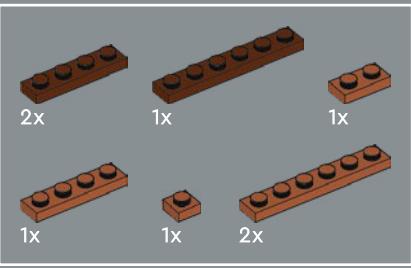
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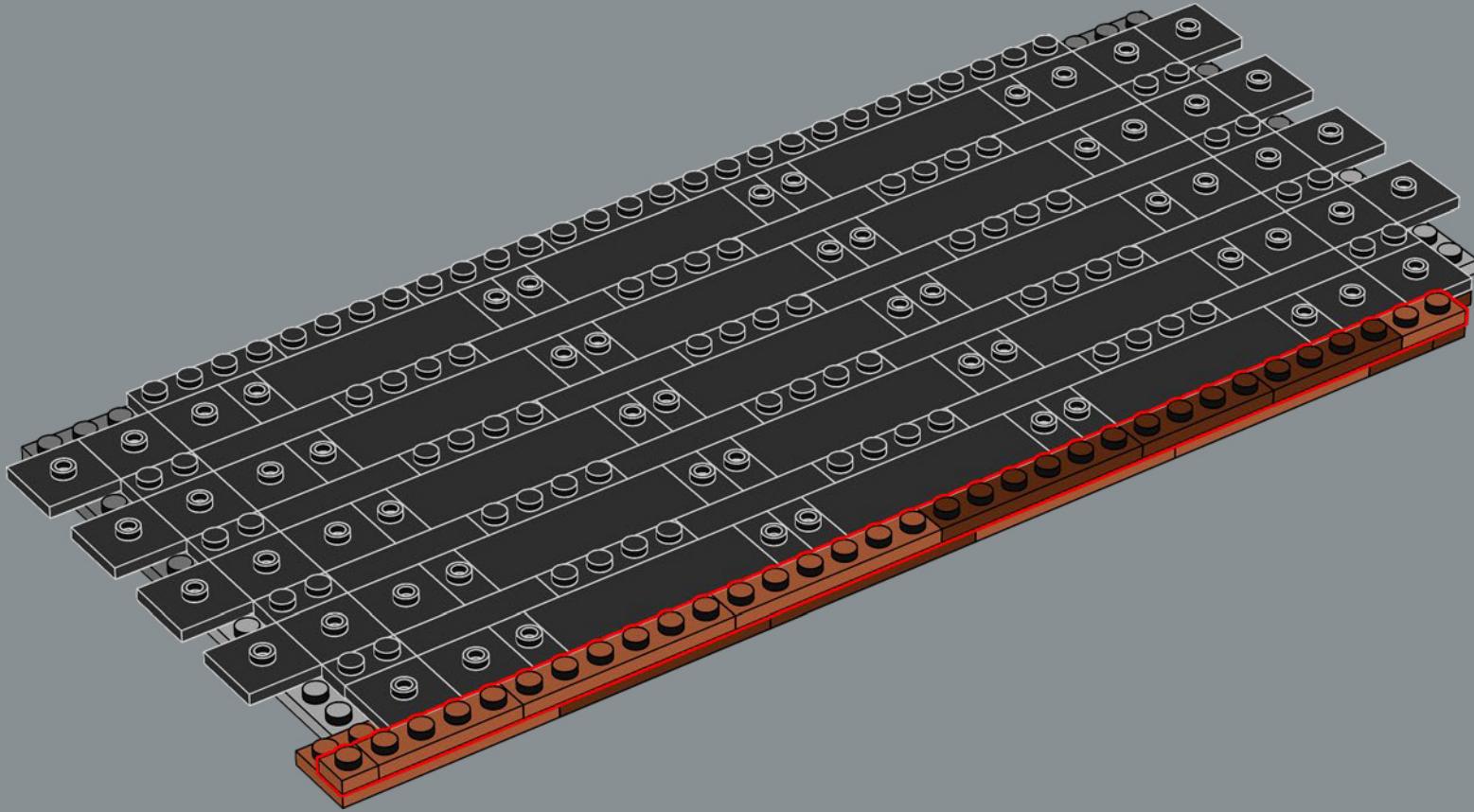


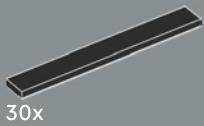
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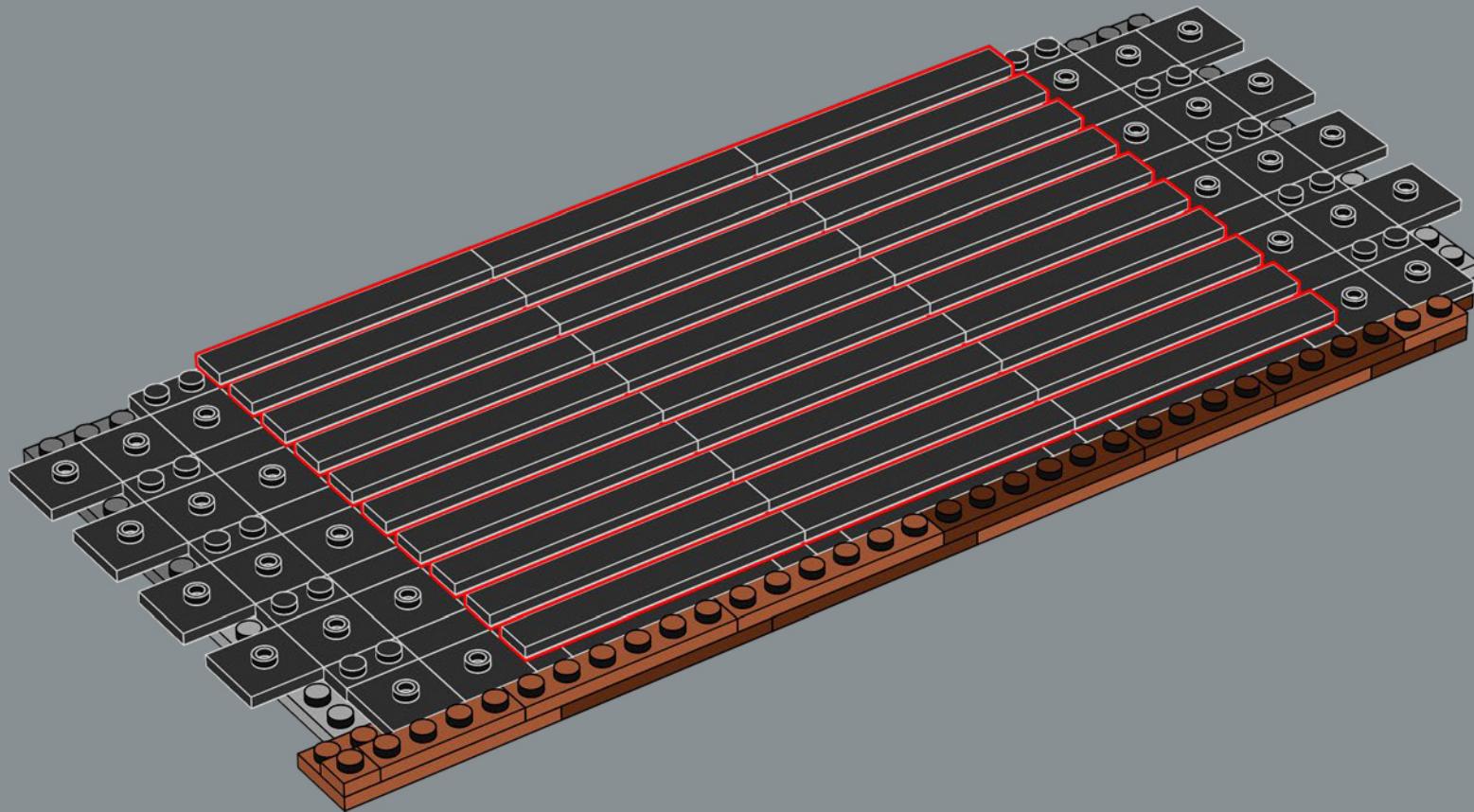
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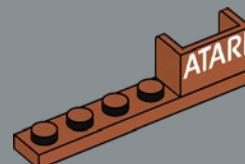
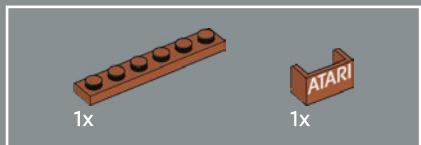
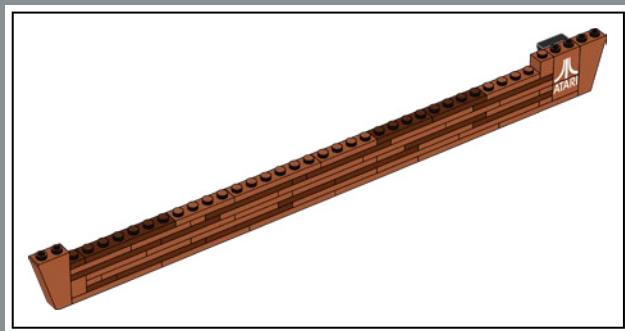




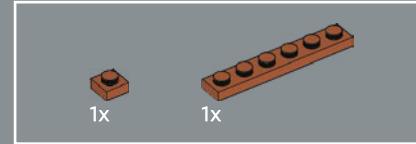
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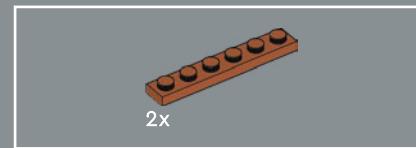
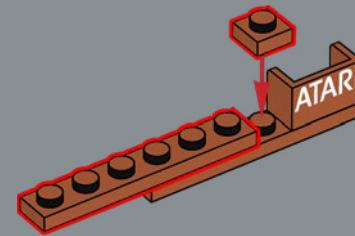




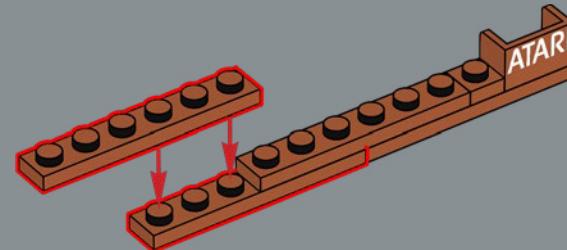
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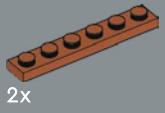


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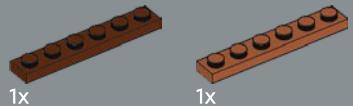
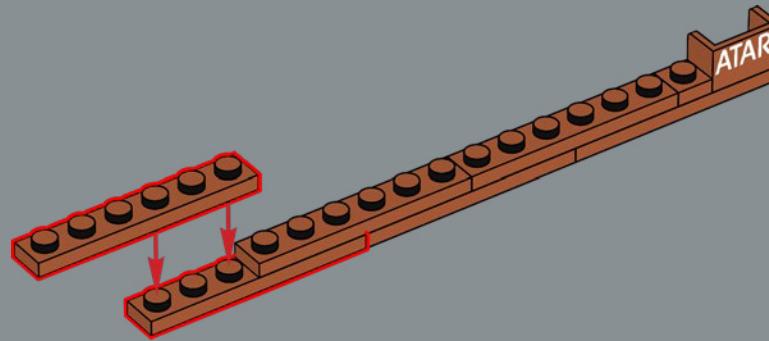


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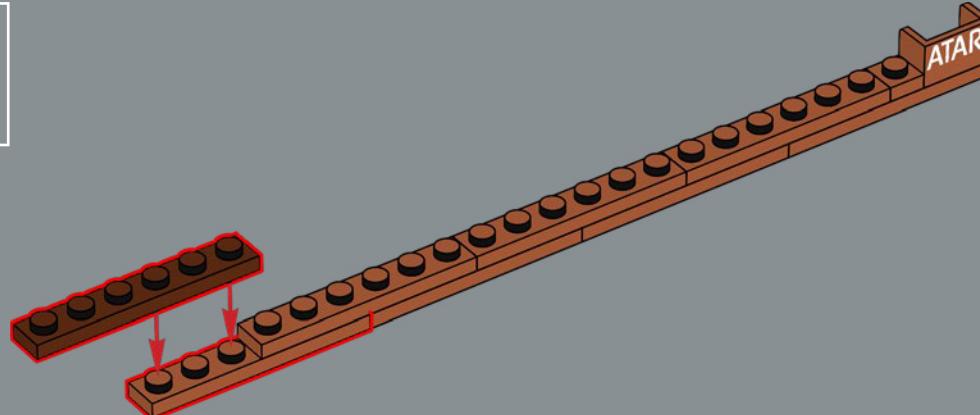


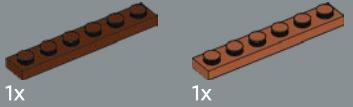


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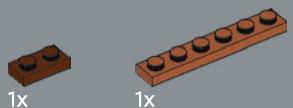
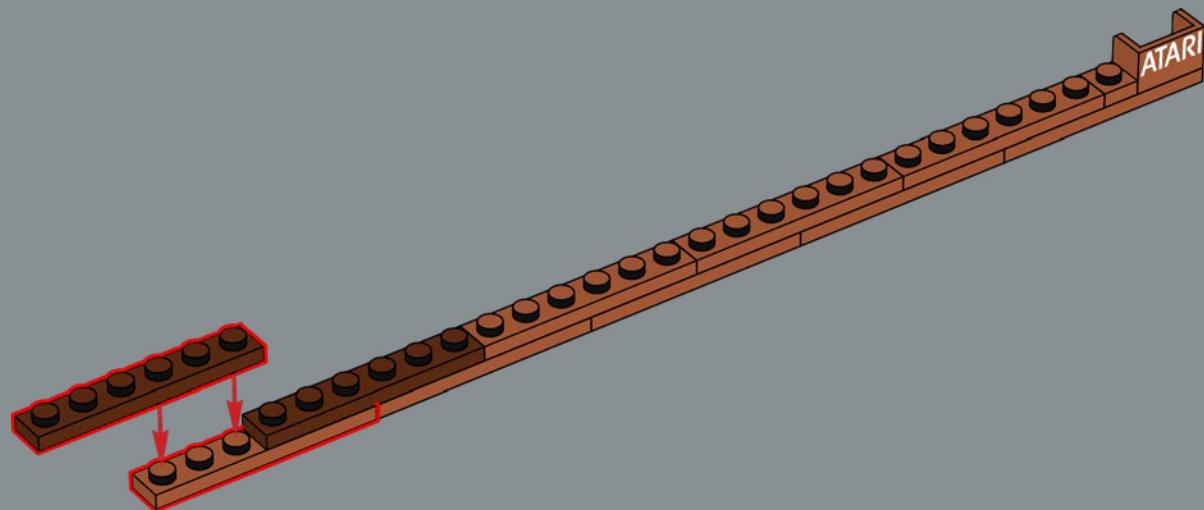


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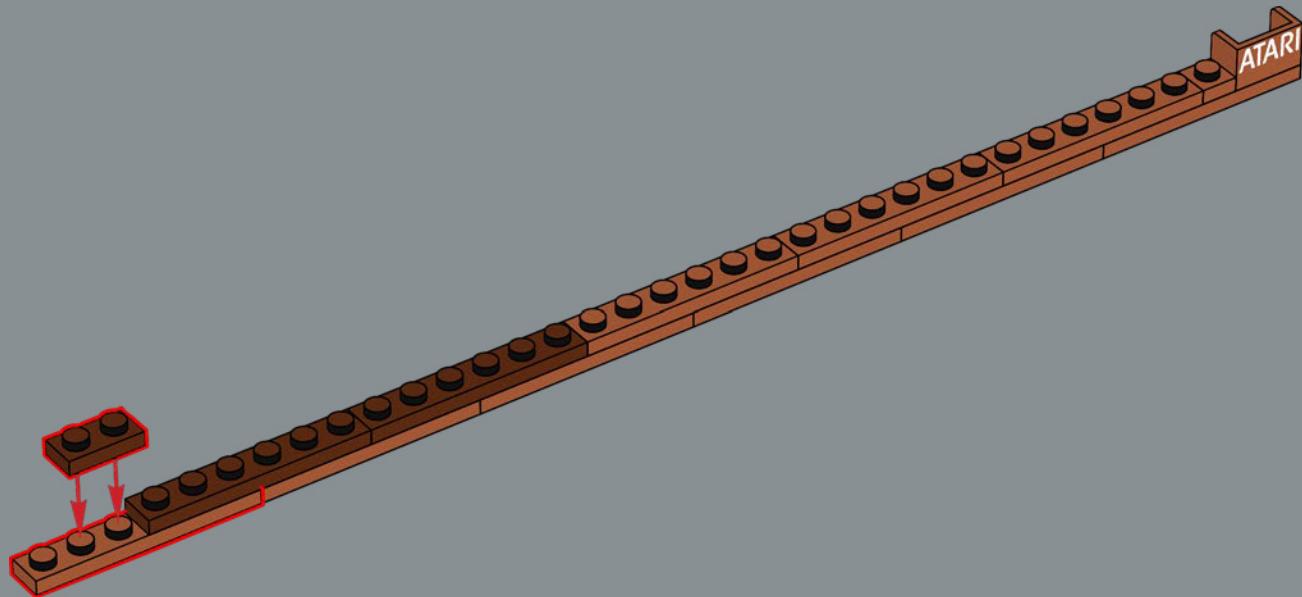


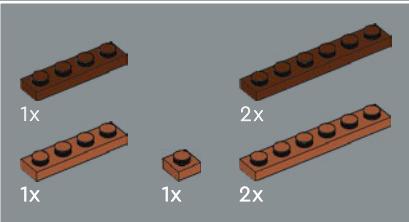


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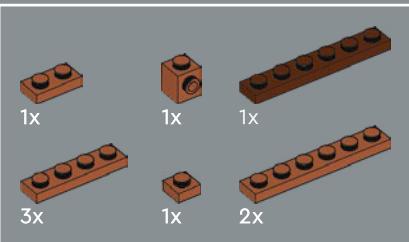
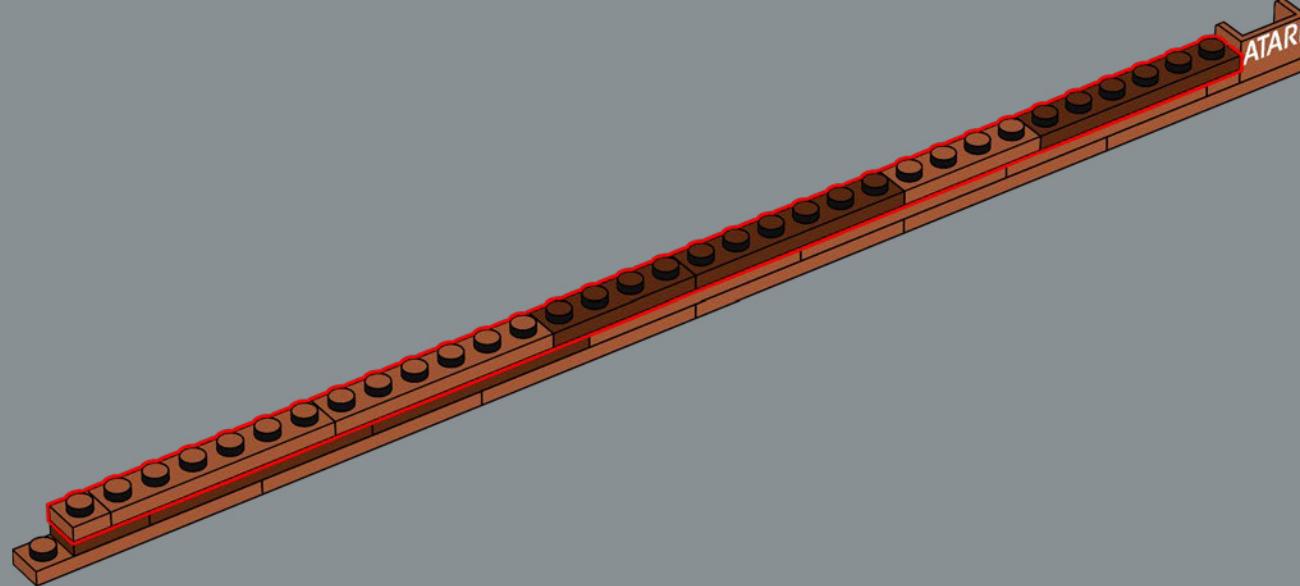


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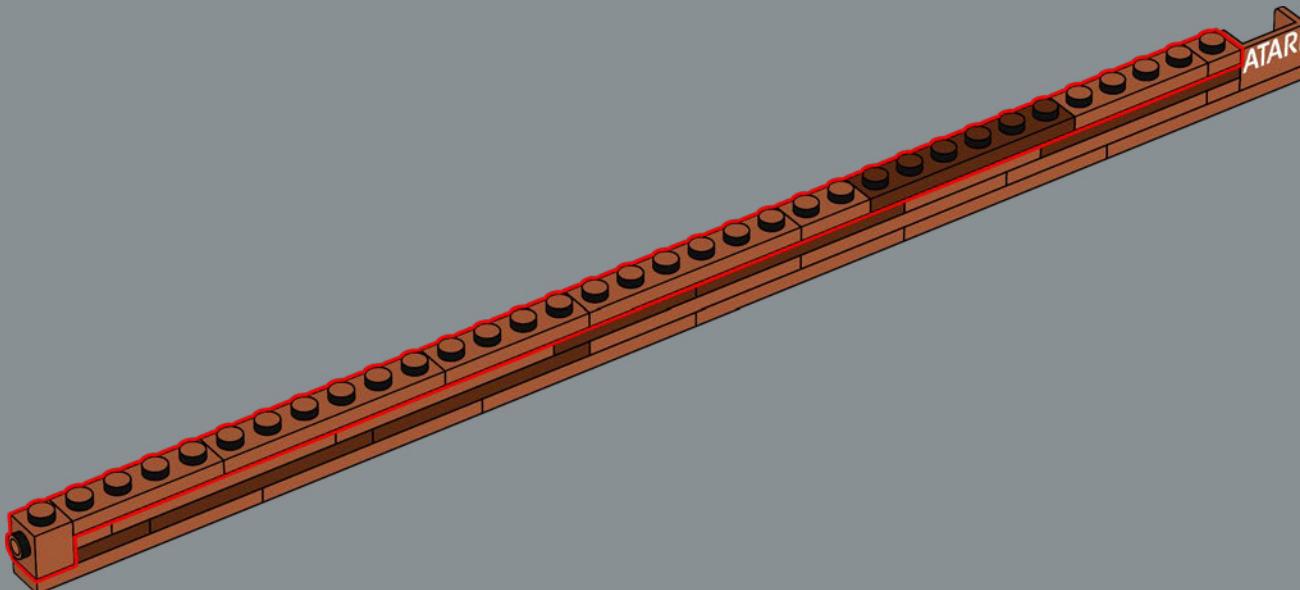




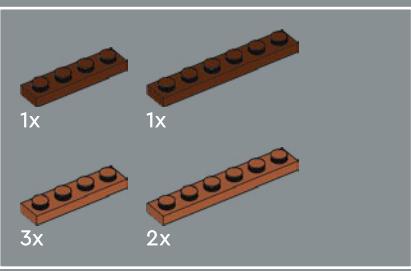
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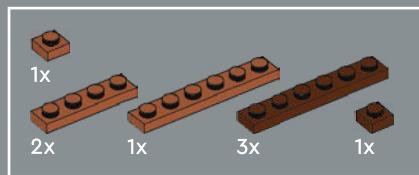
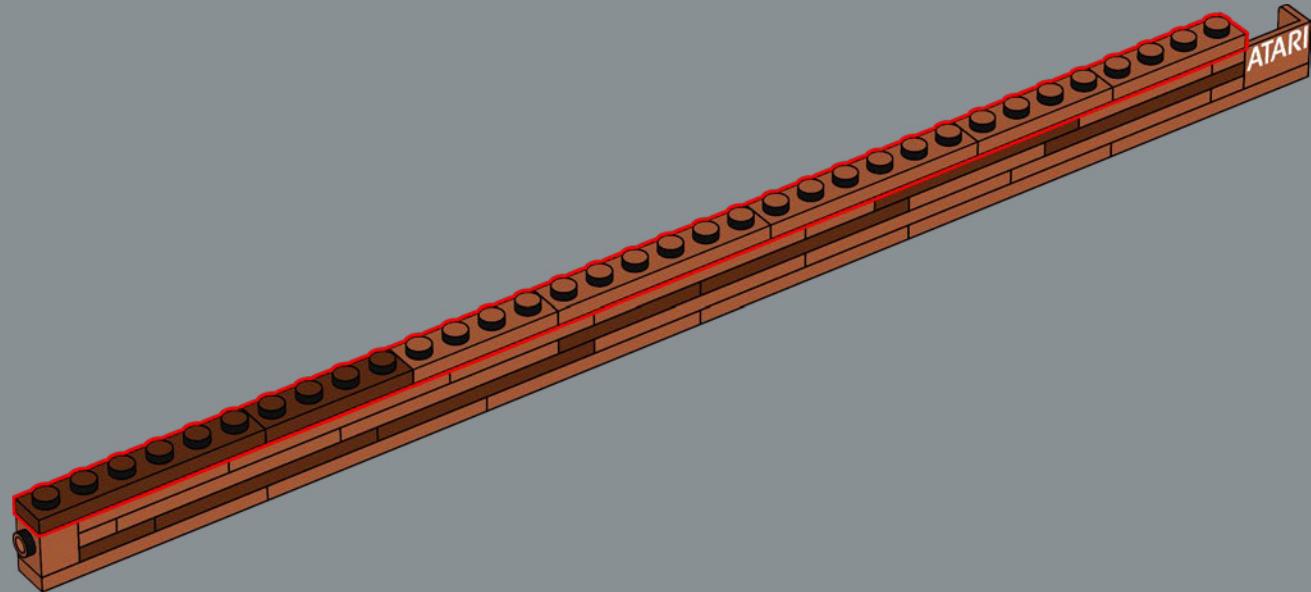
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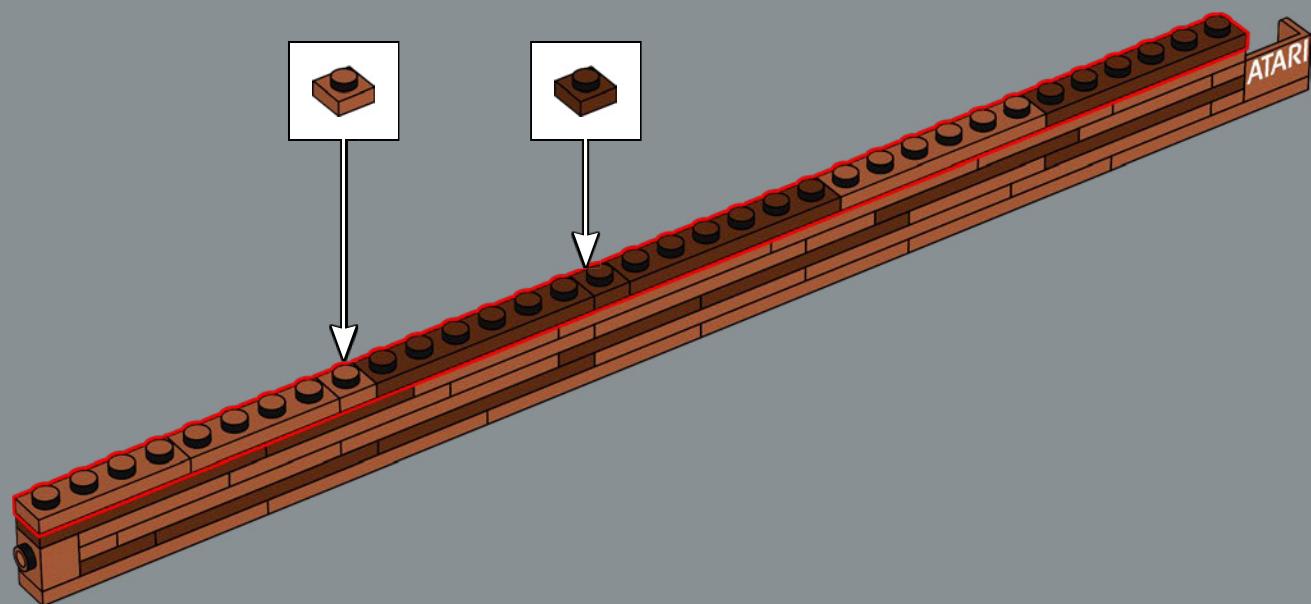
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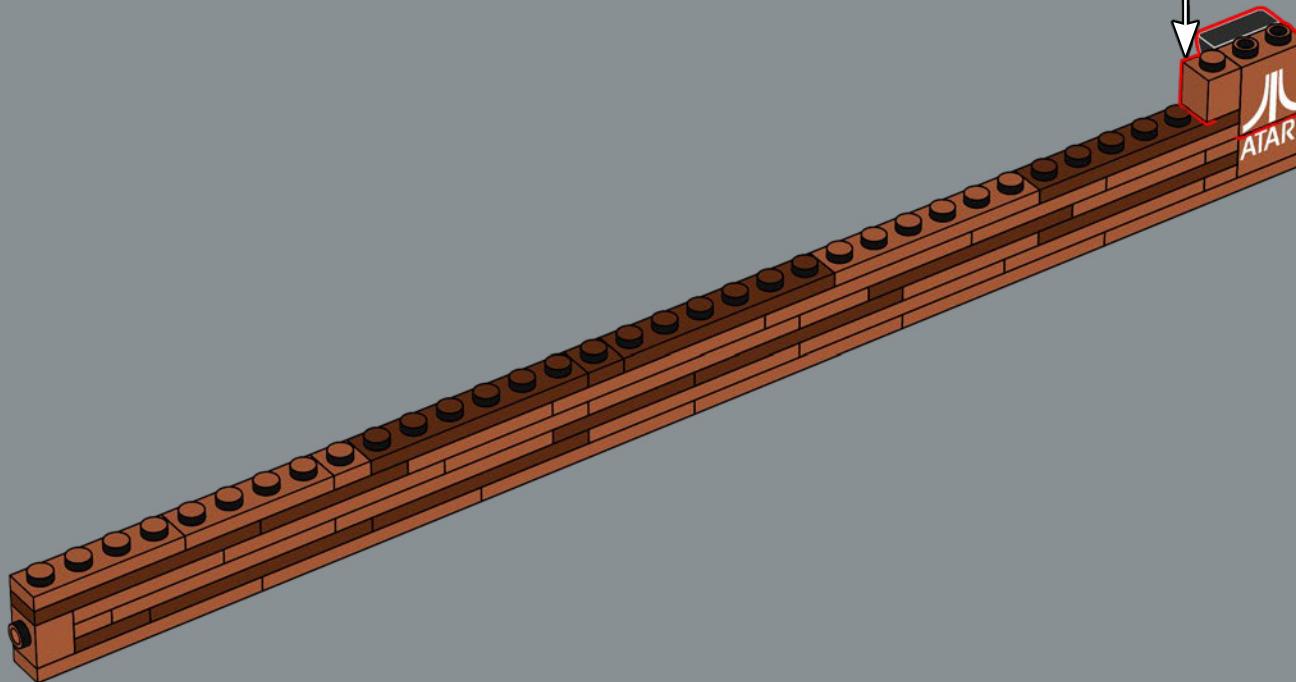
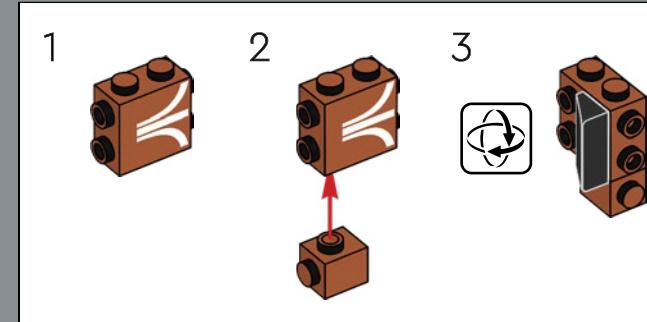


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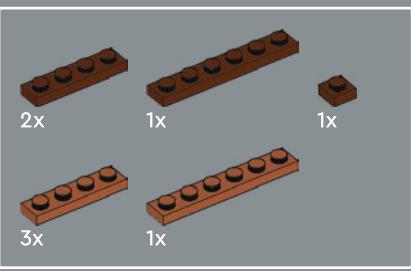
ATARI® was incorporated as a
company on June 27, 1972.



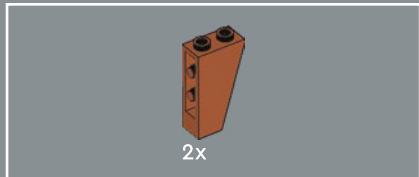
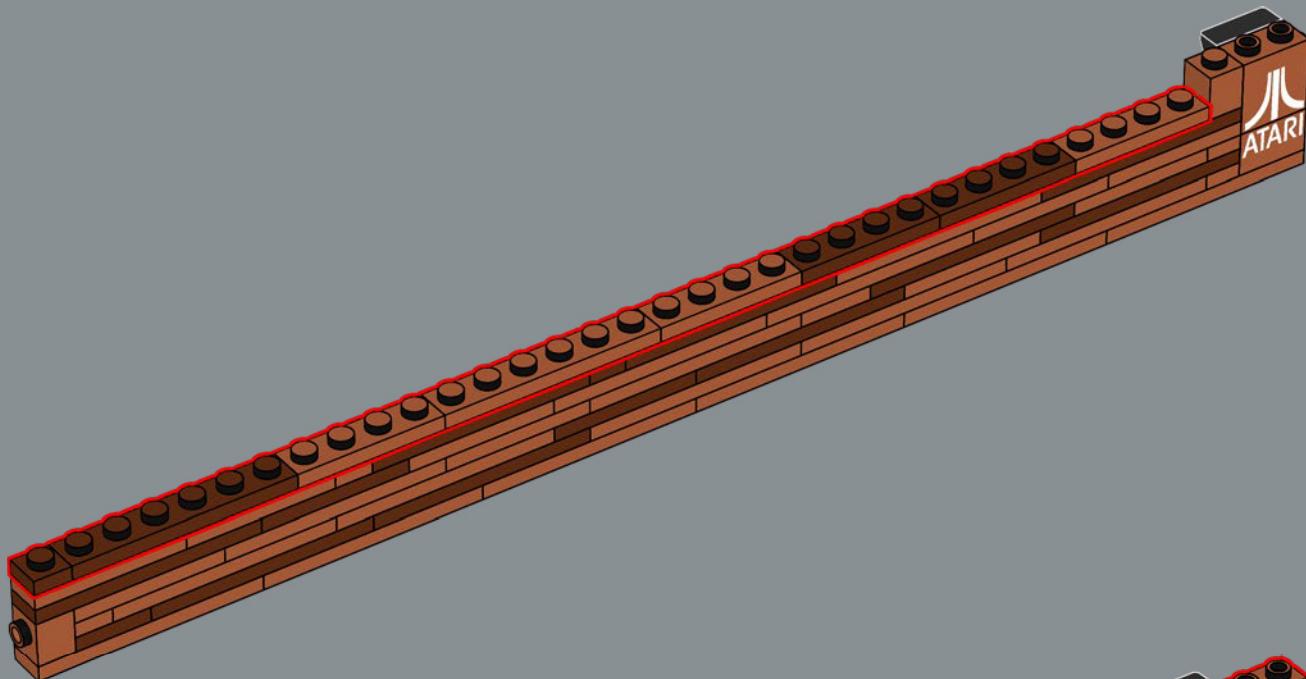
La société ATARI® a été
constituée le 27 juin 1972.



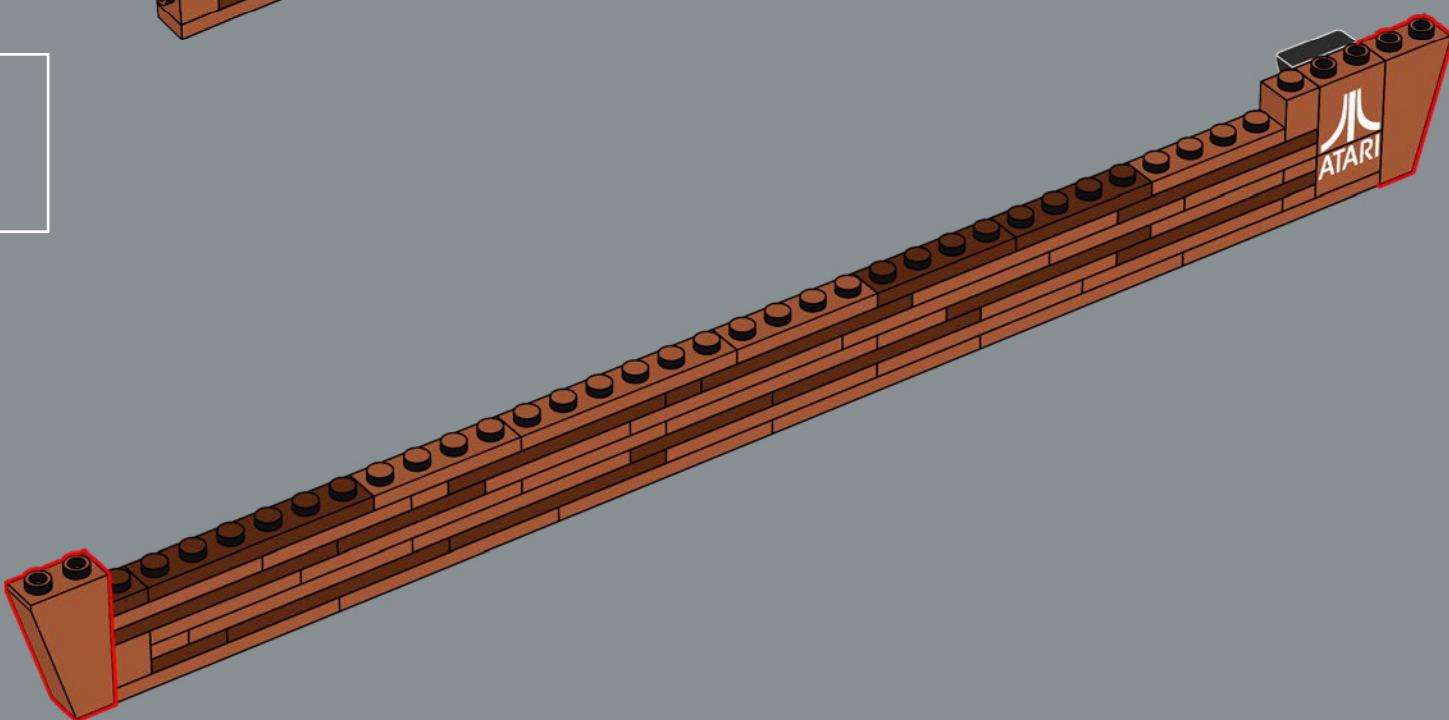
ATARI® se constituyó como
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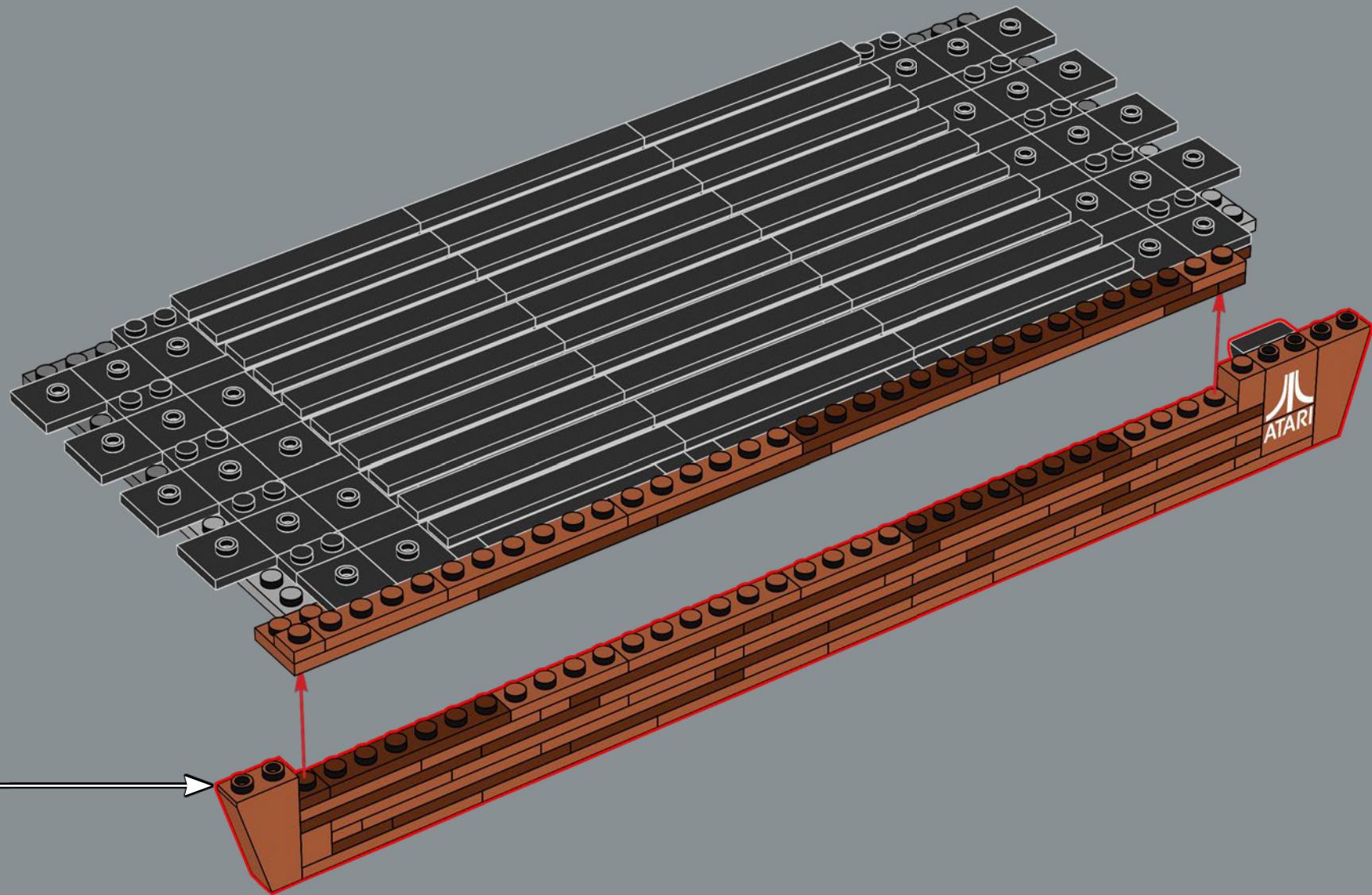
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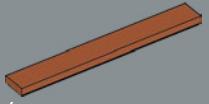


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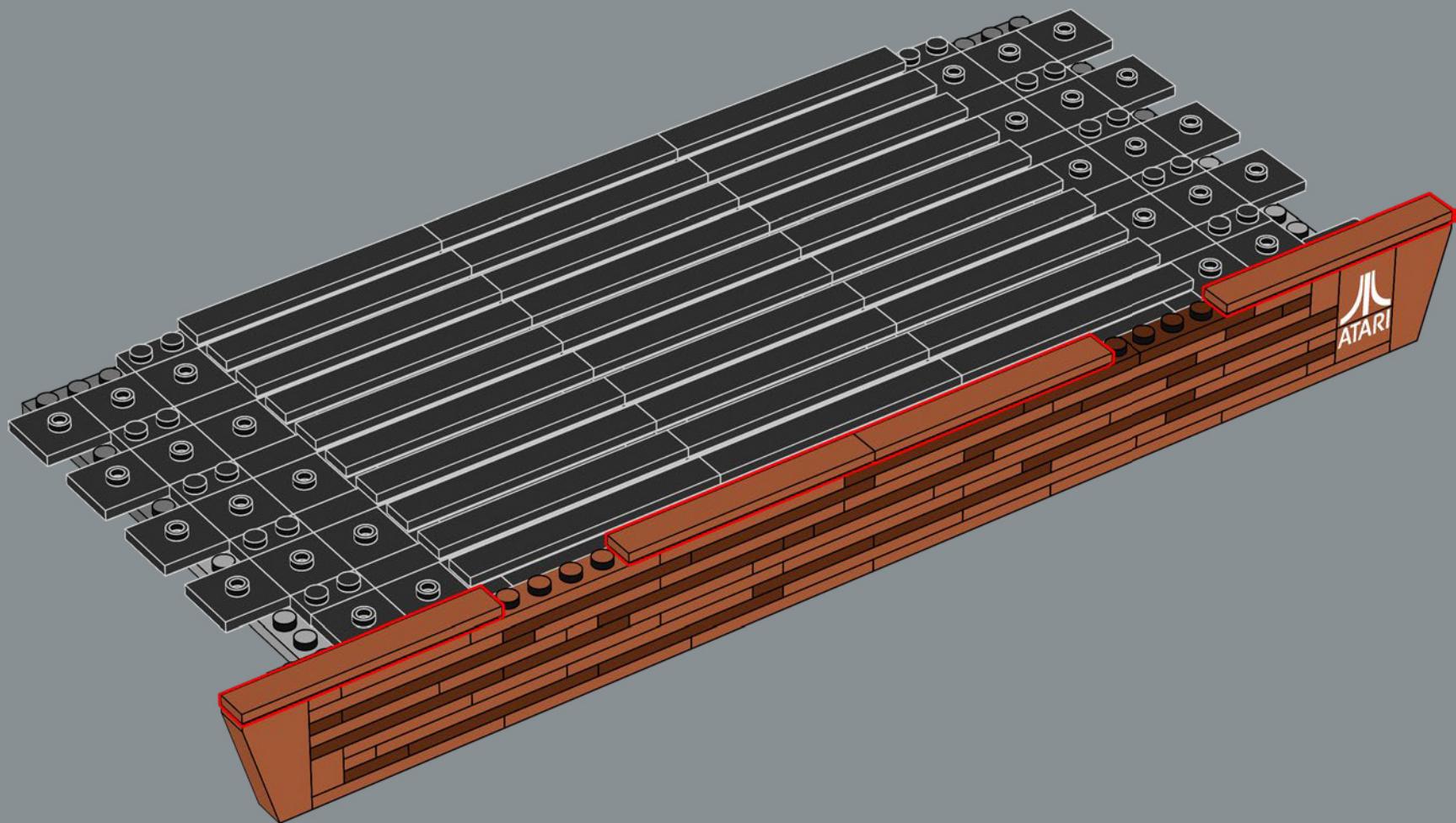
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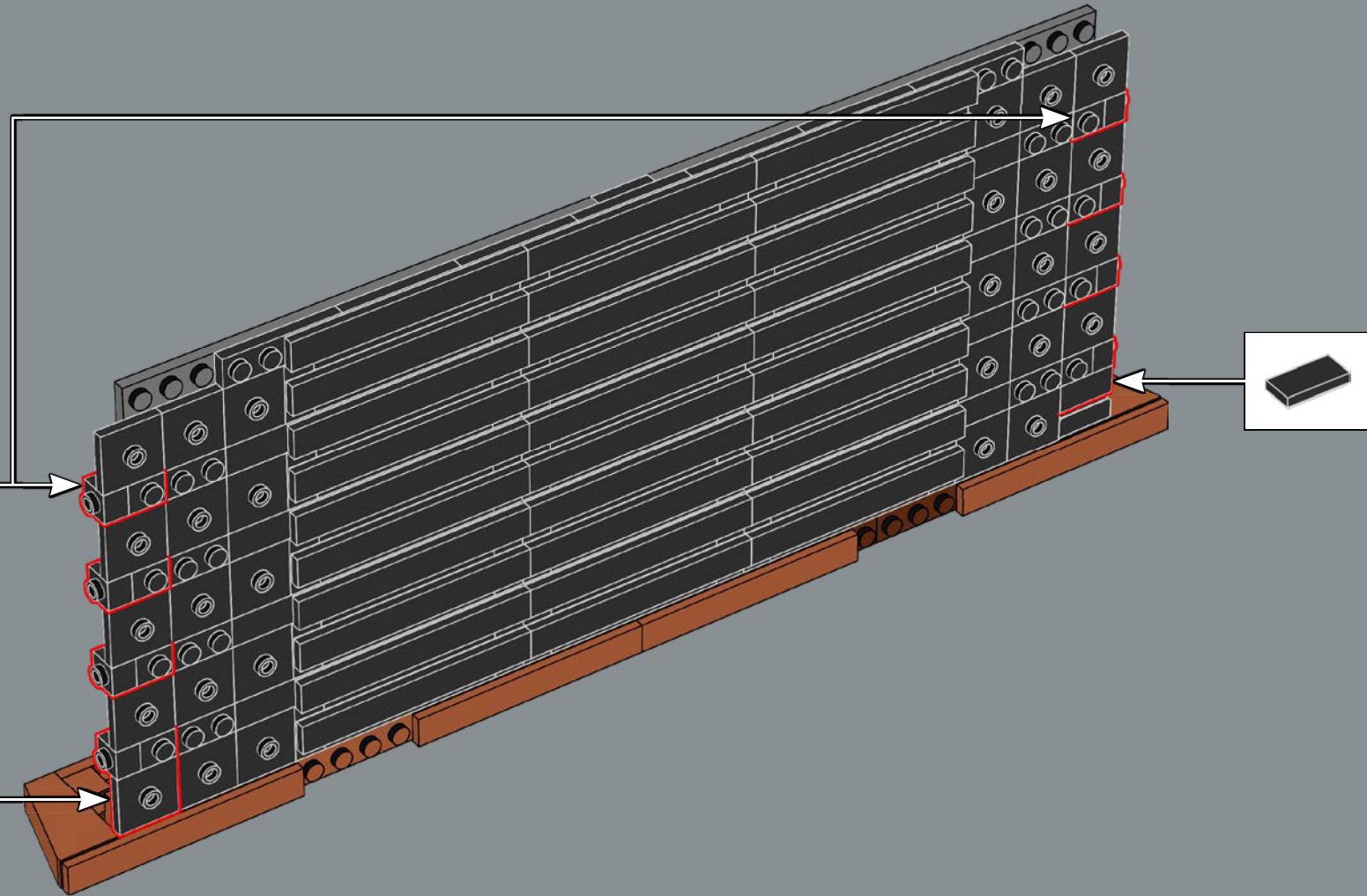
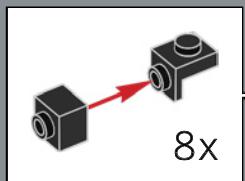
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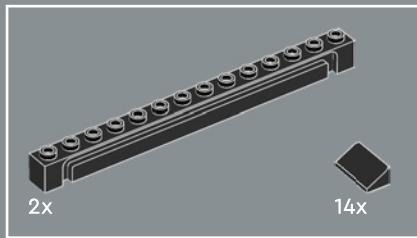
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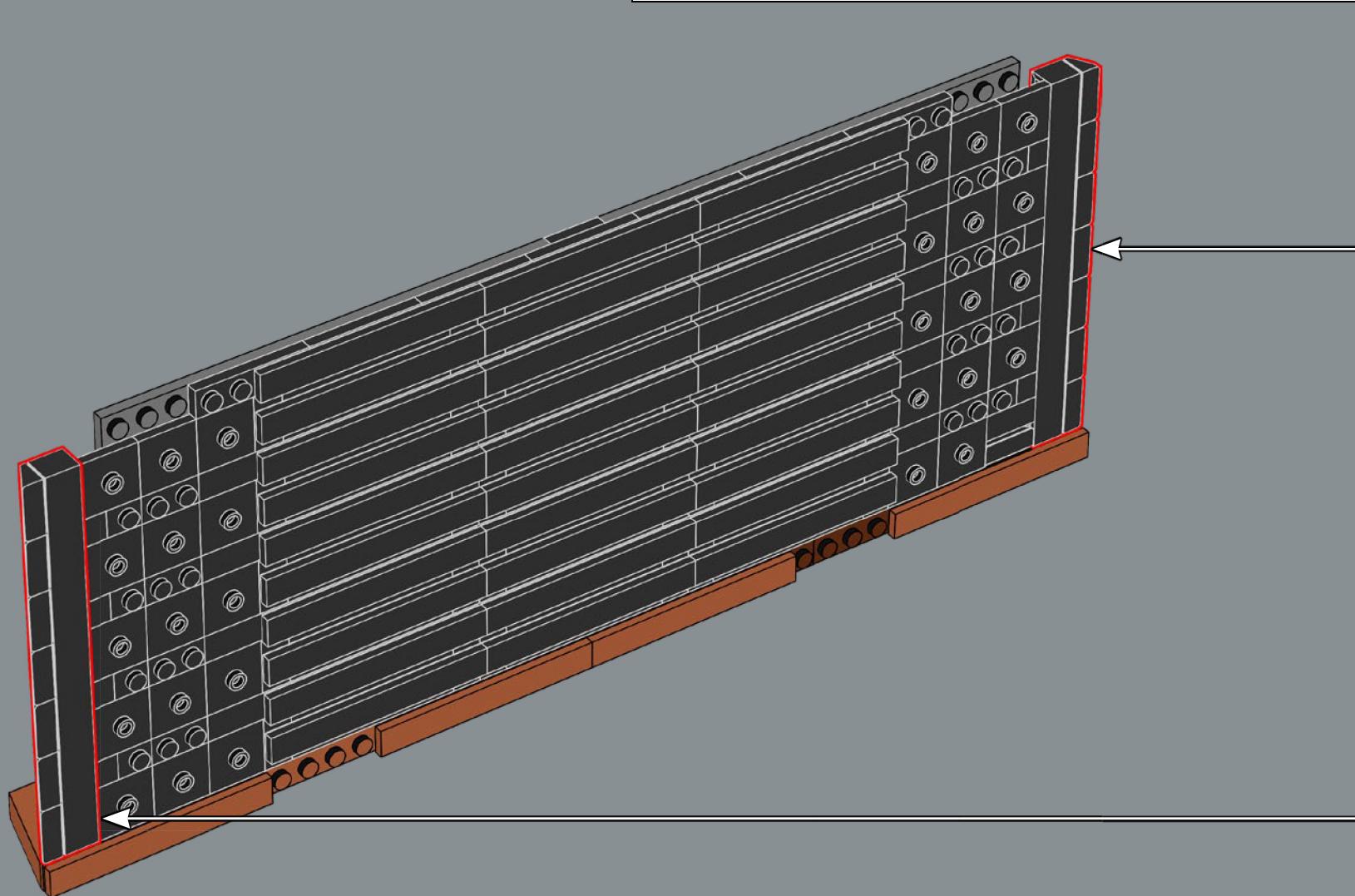
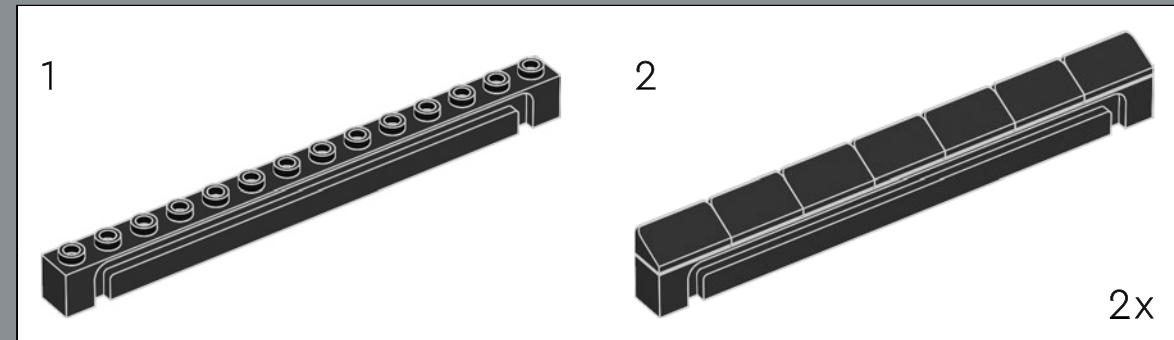


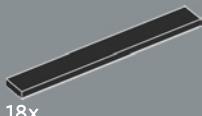
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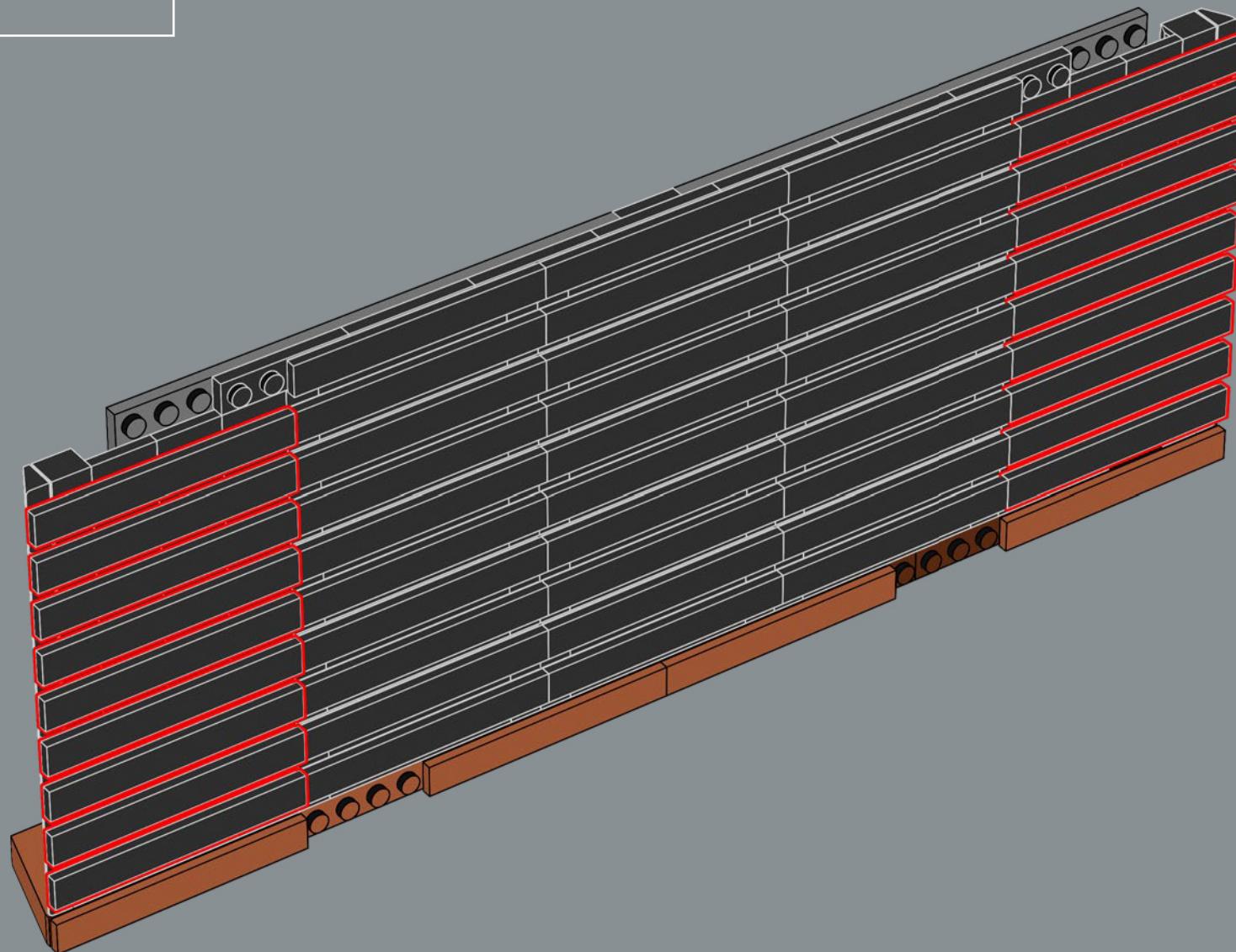
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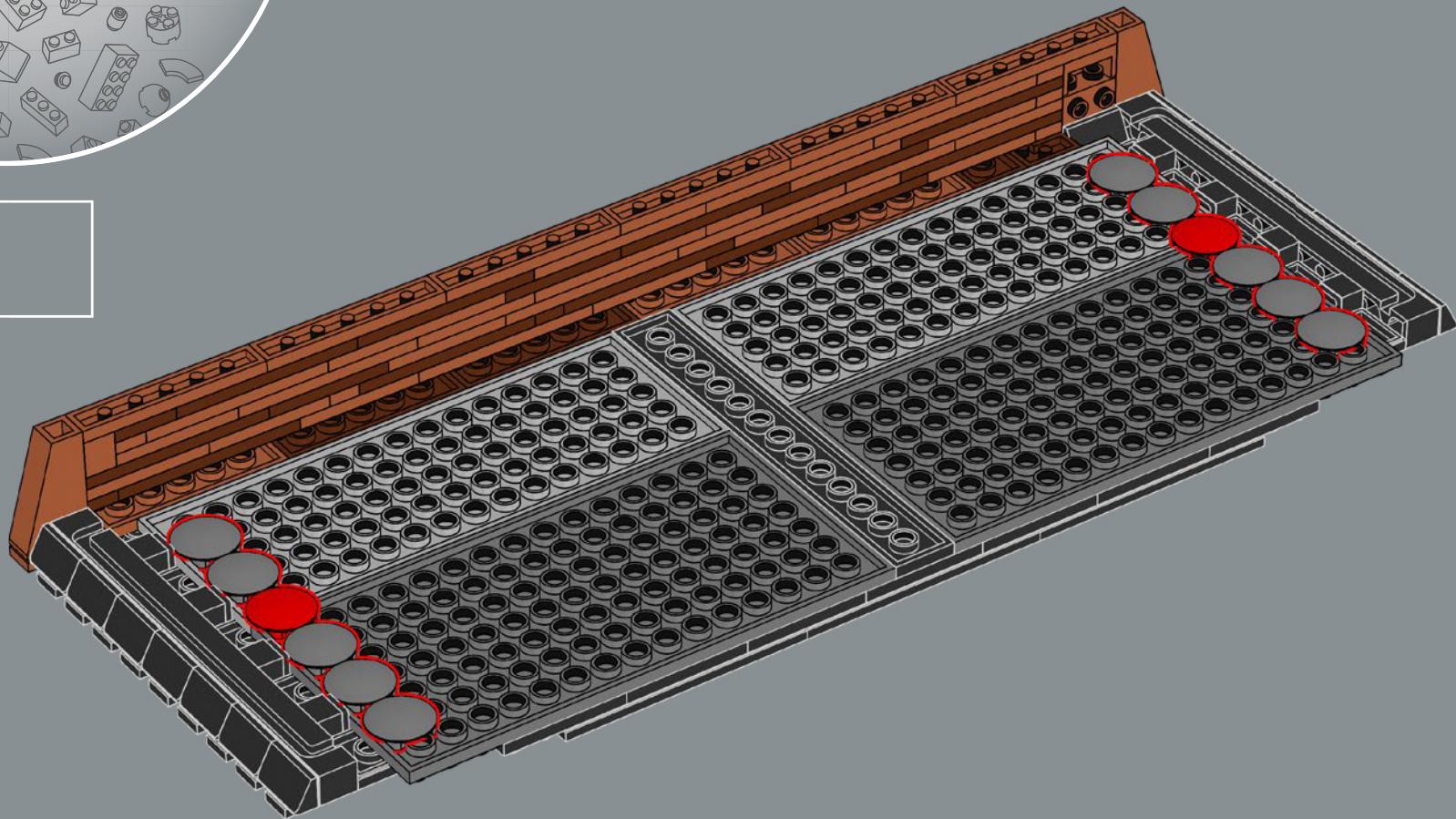
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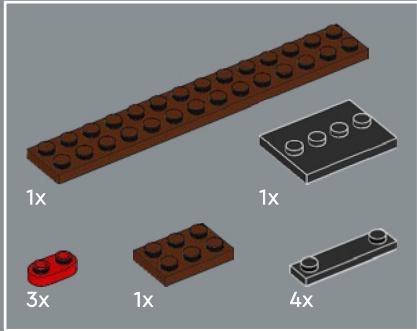
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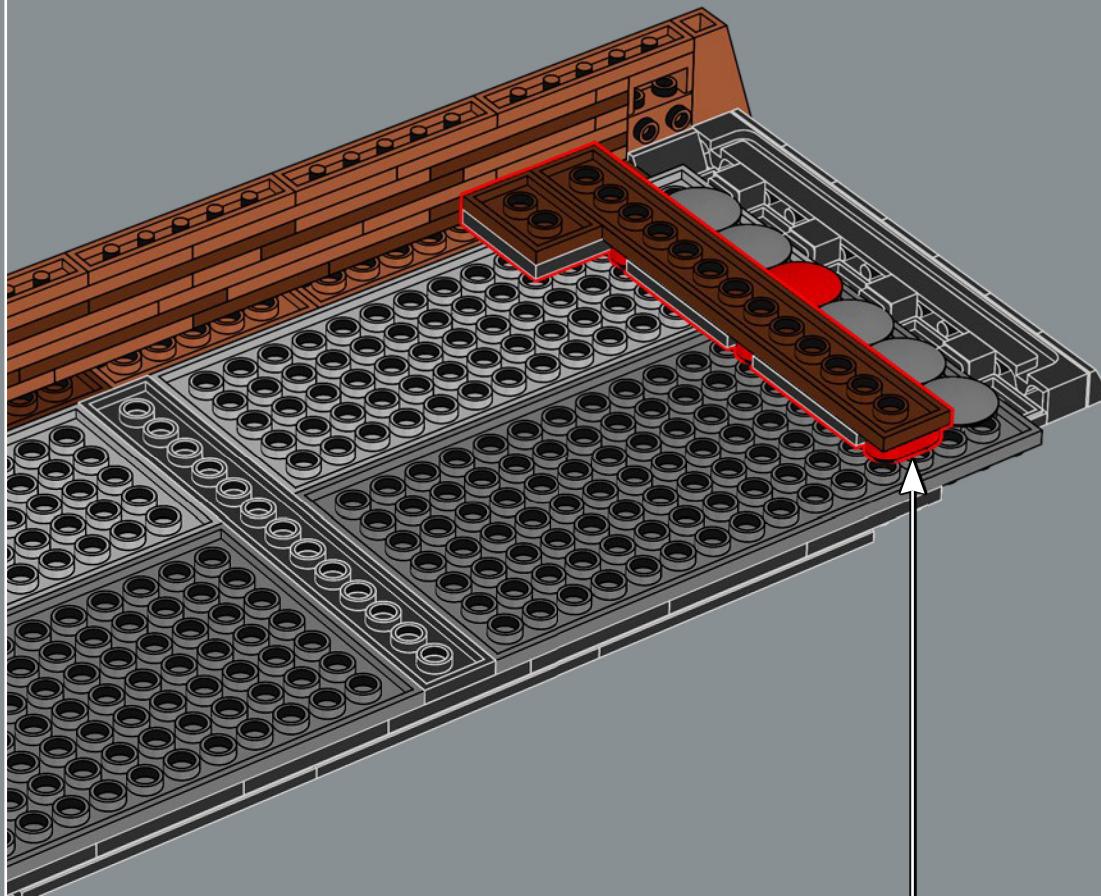
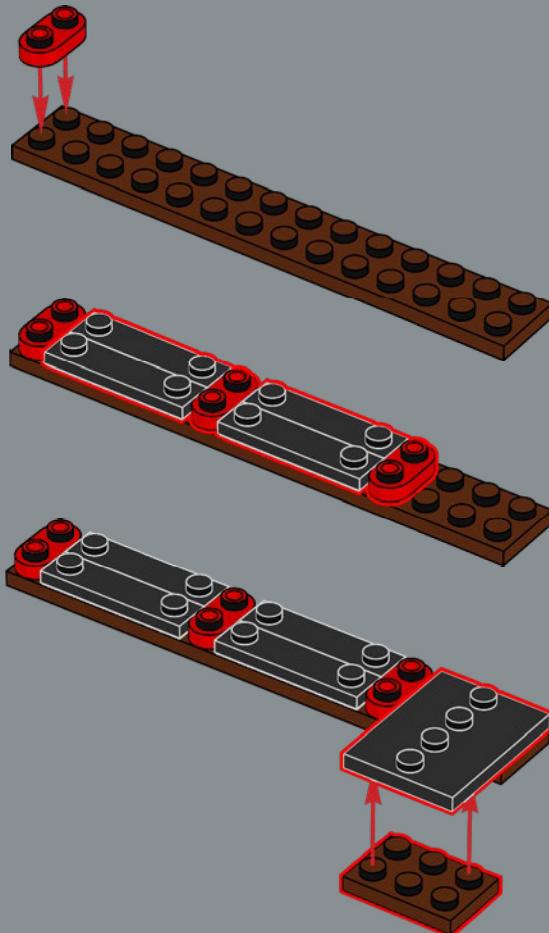


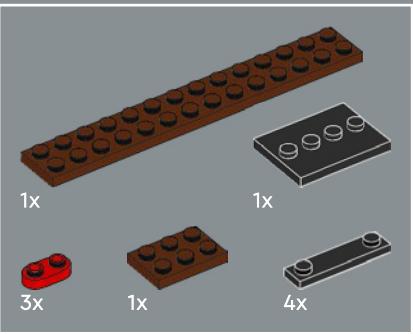
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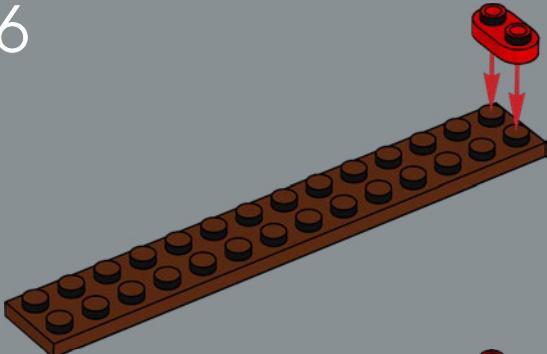
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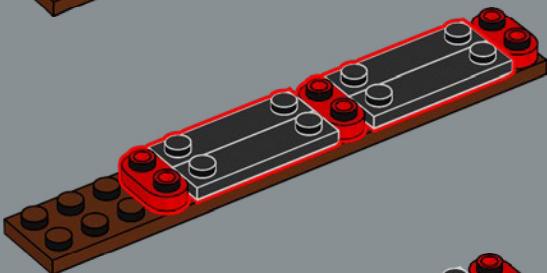


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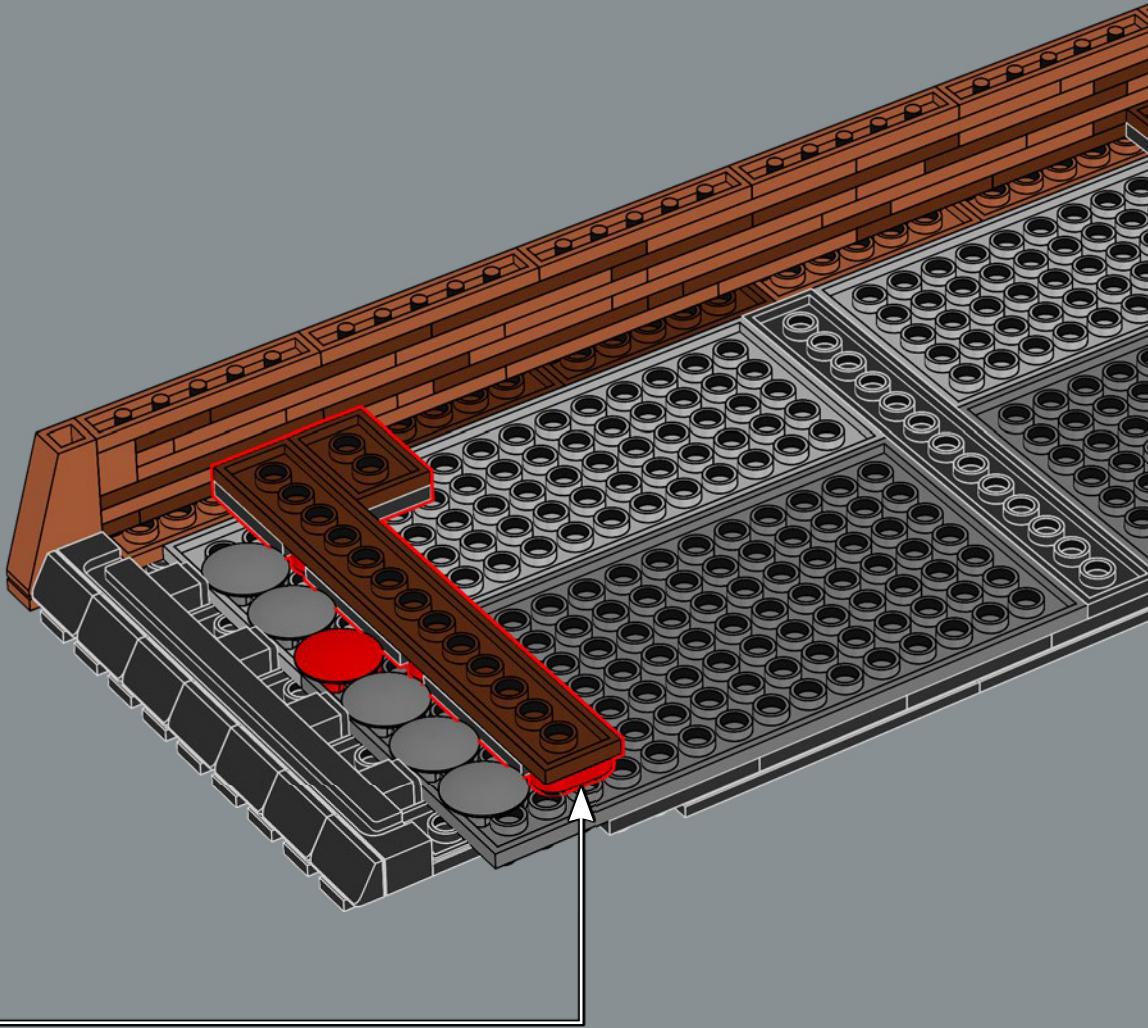
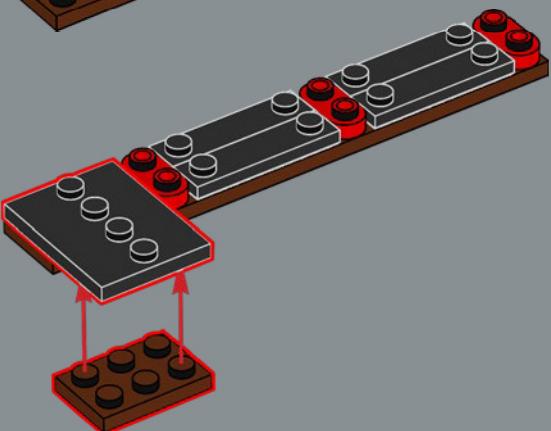
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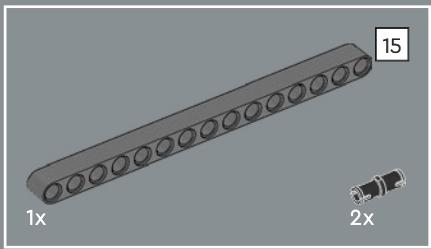
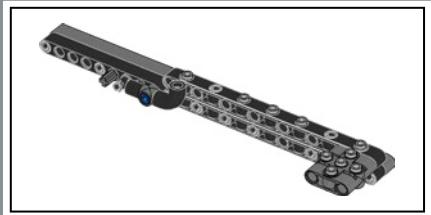


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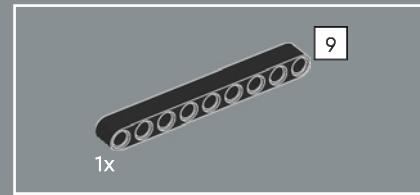
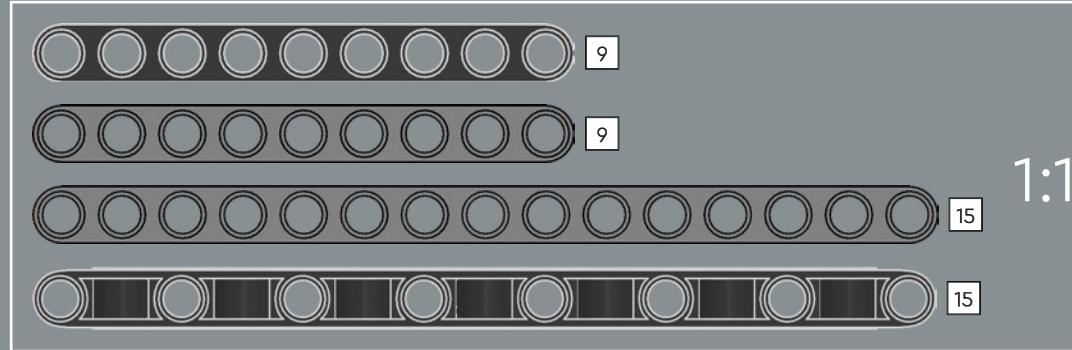


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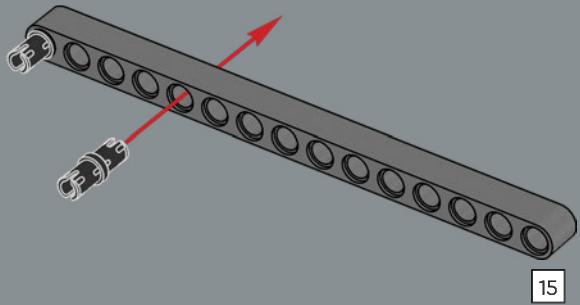




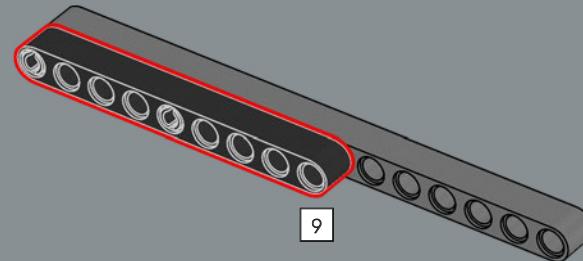
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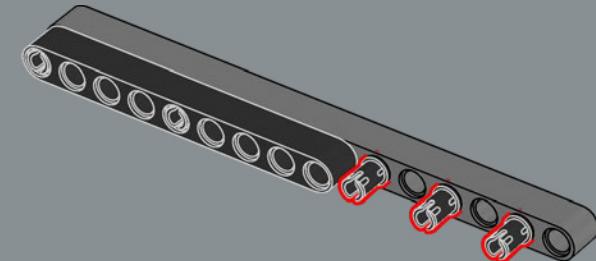
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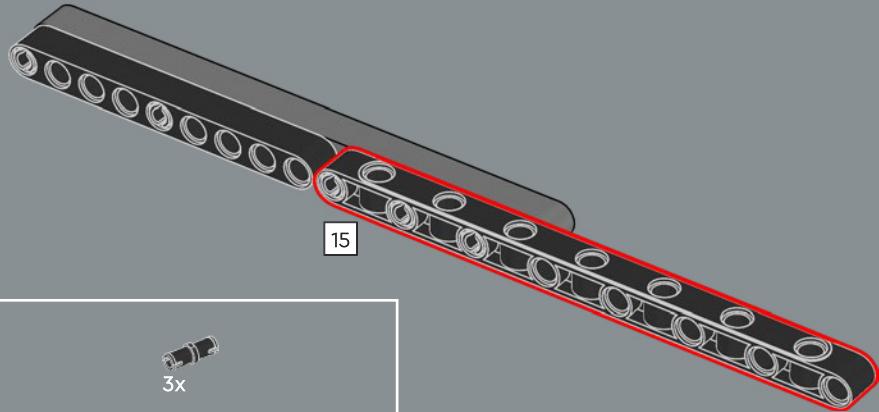


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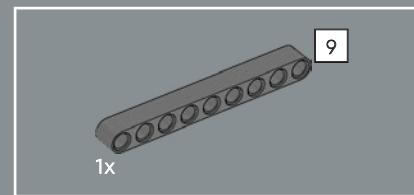
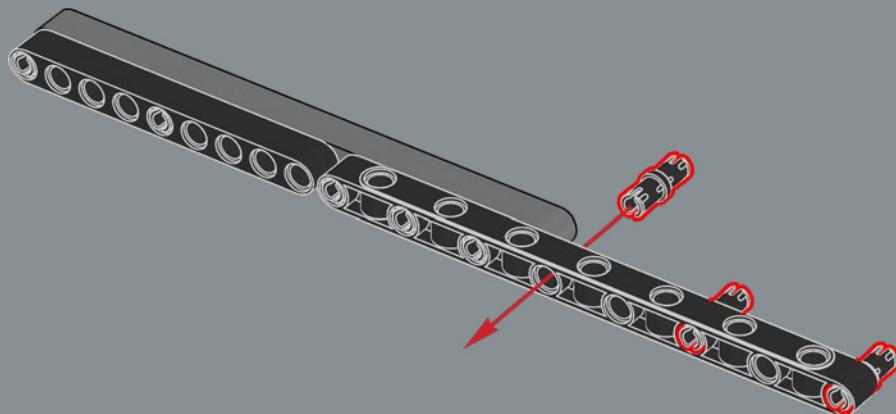




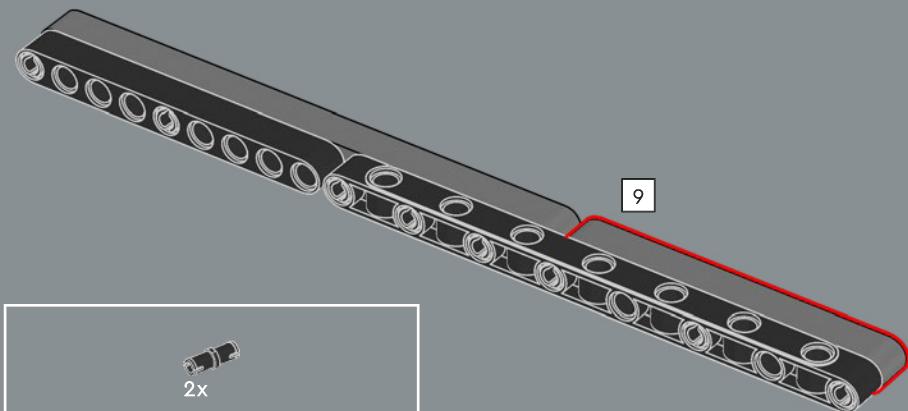
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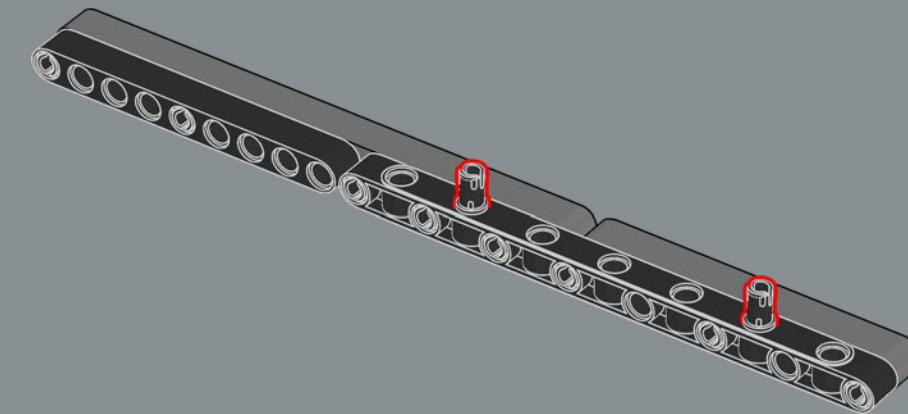
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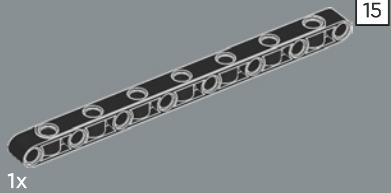


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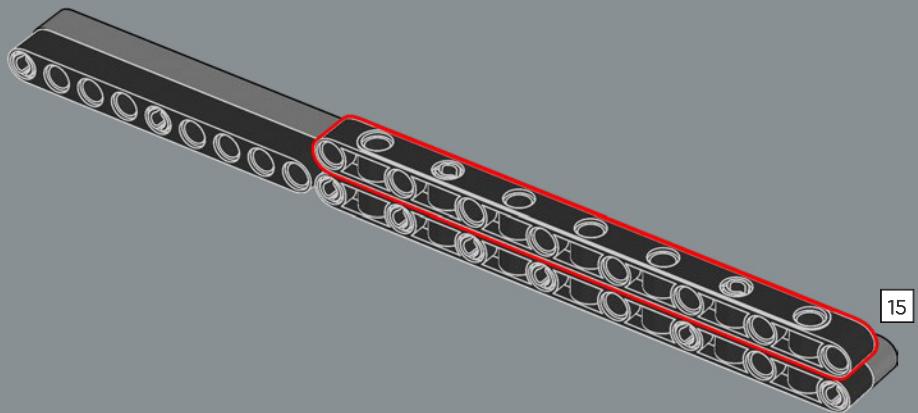


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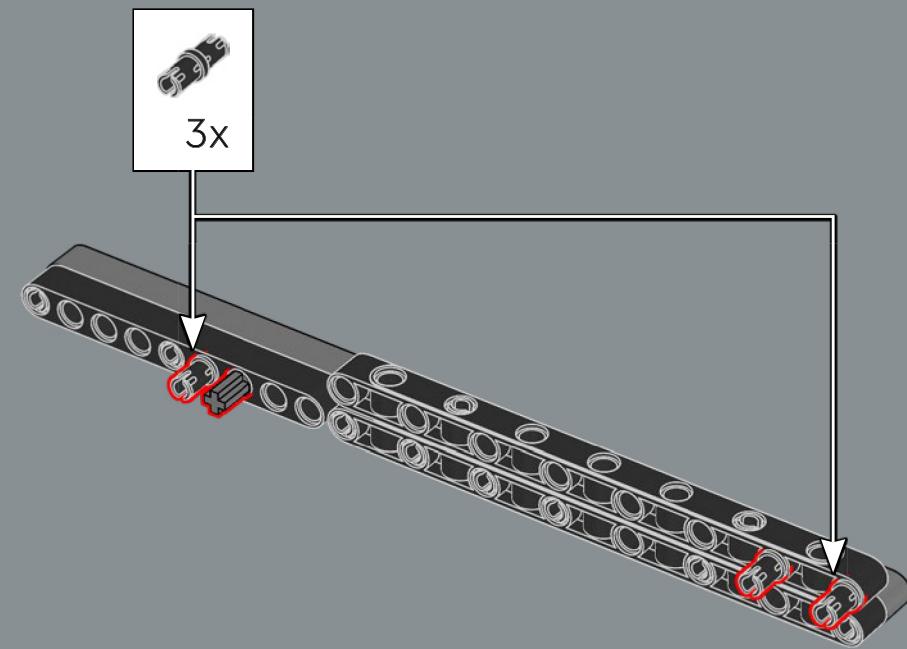


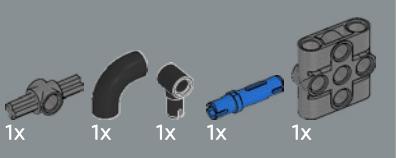


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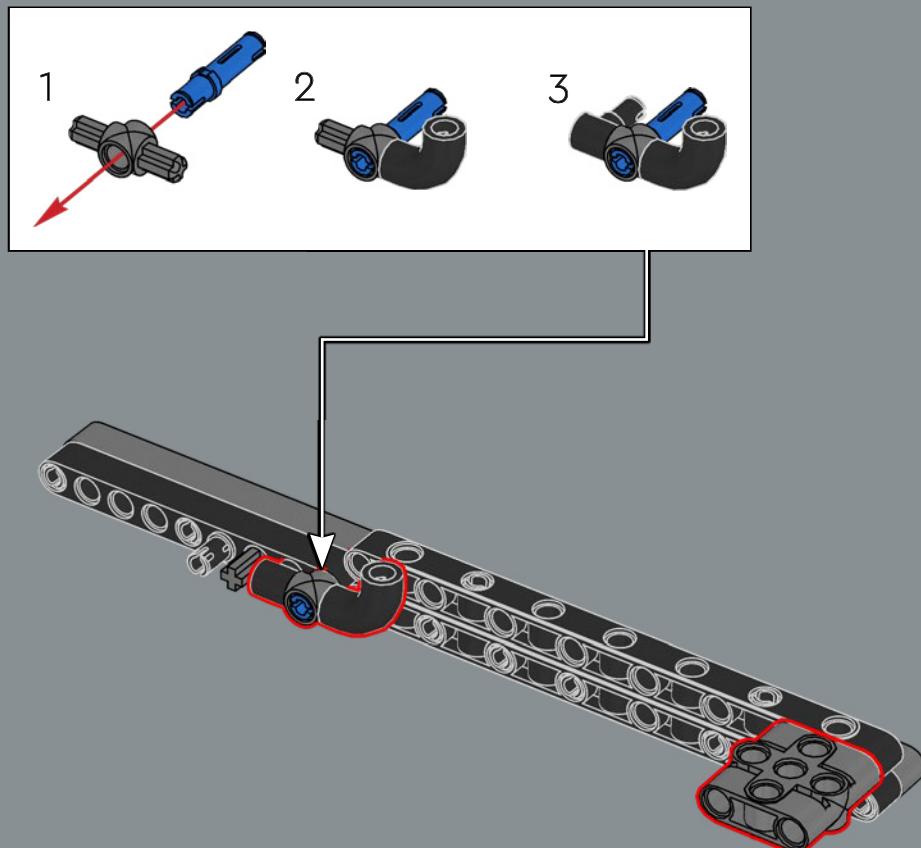


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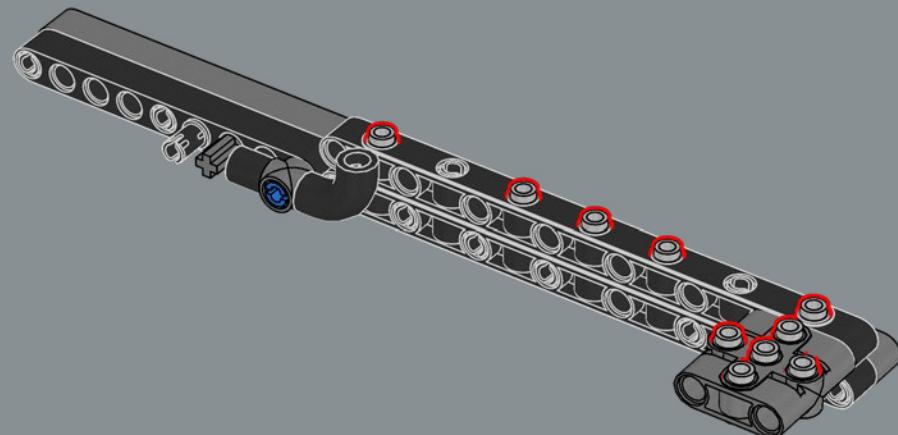


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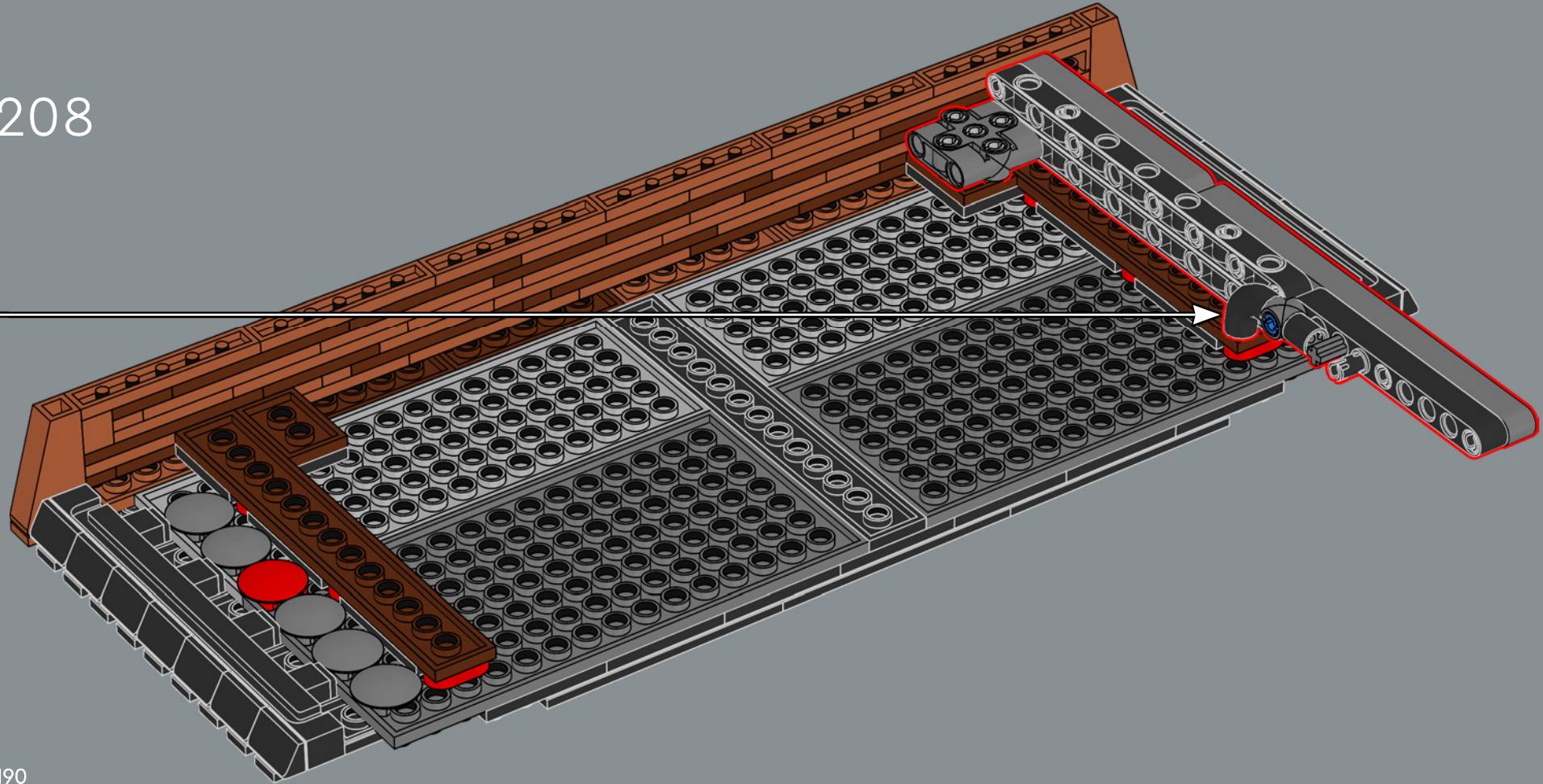


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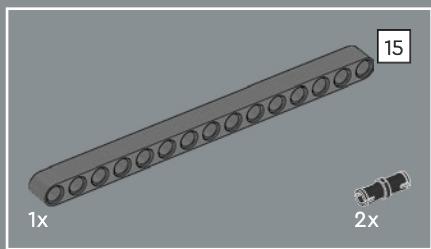
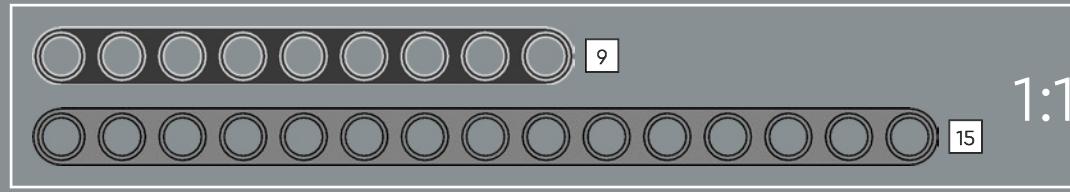
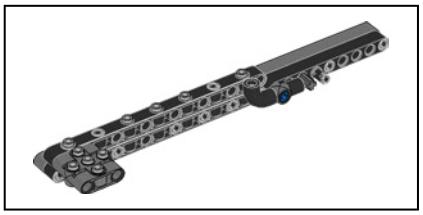
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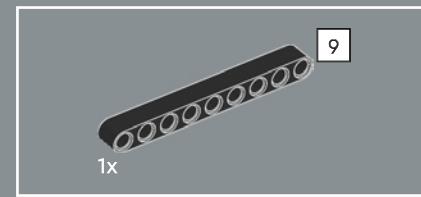
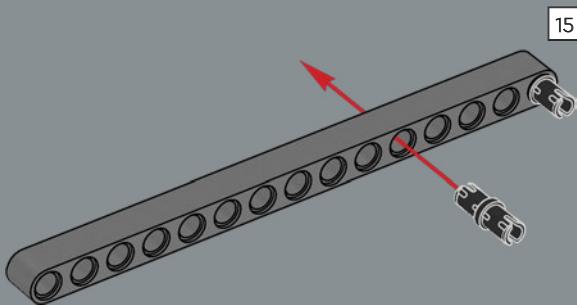
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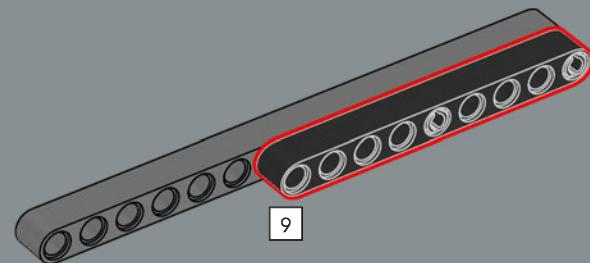
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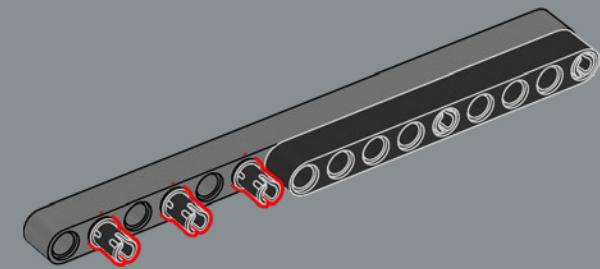
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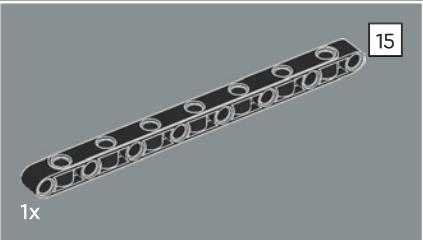


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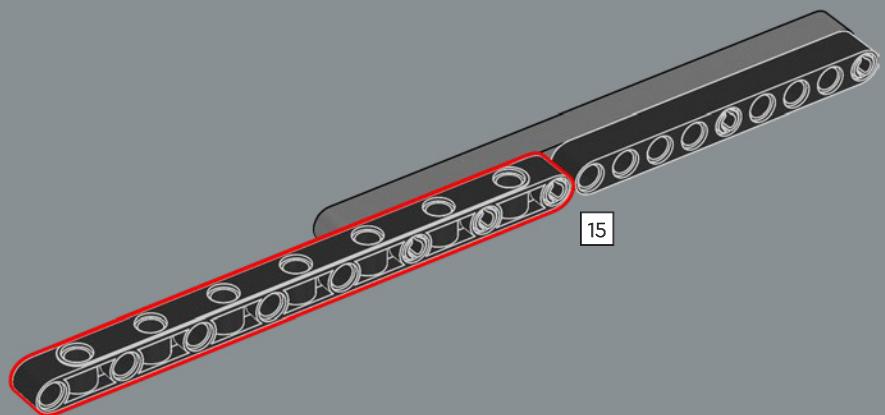


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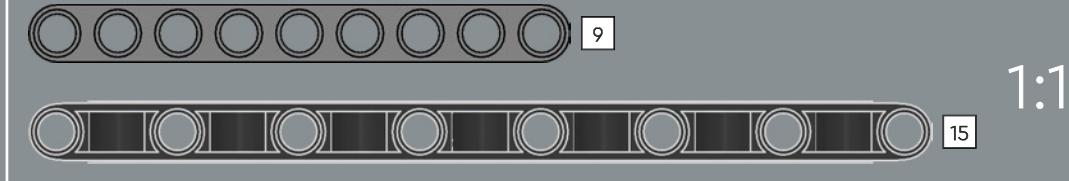
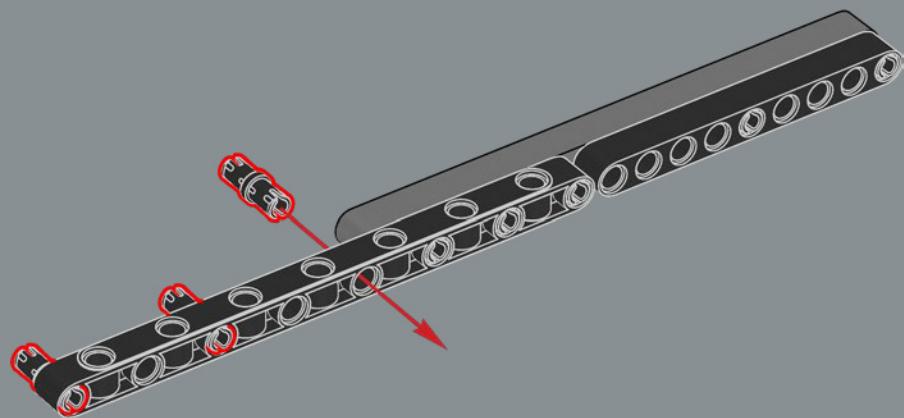




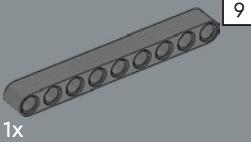
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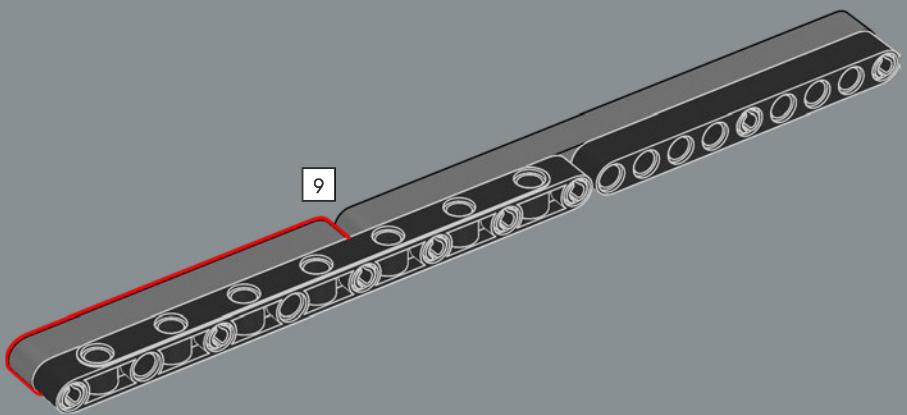


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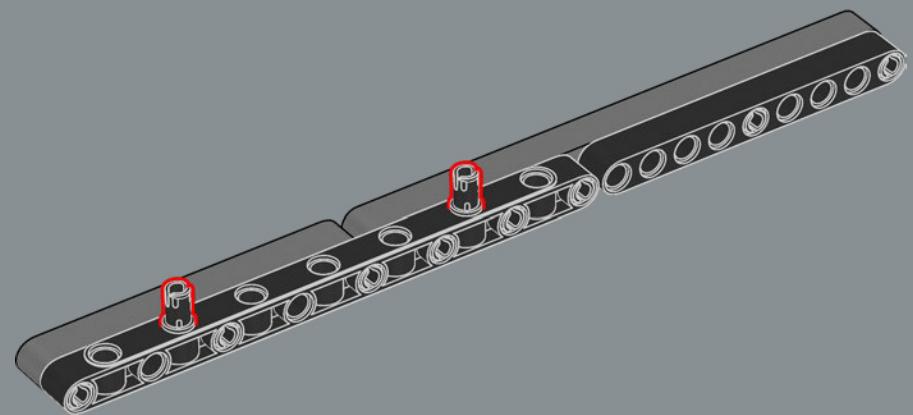


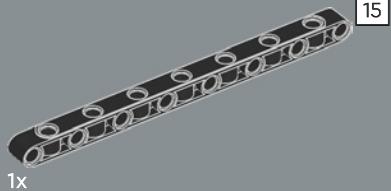
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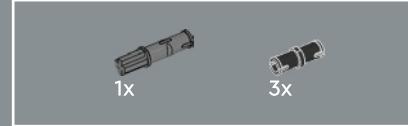
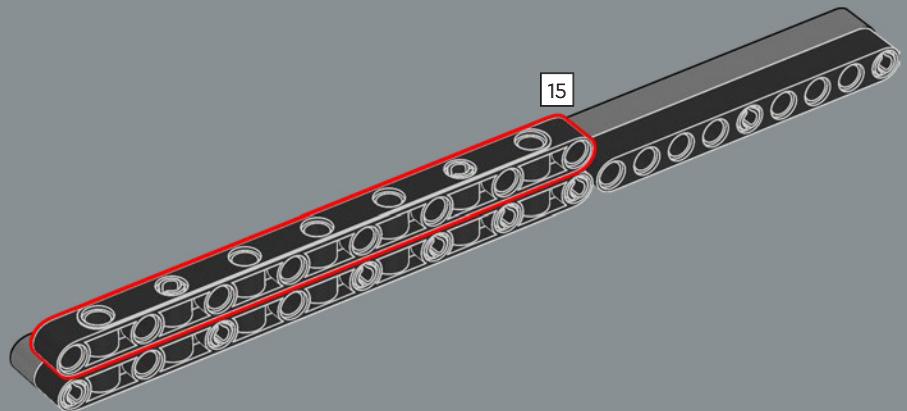
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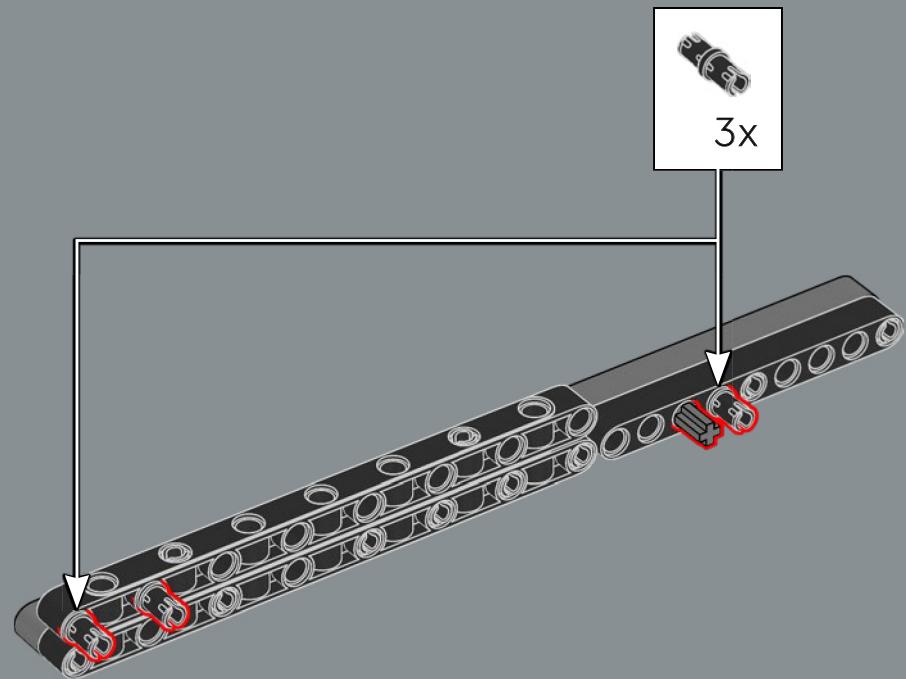


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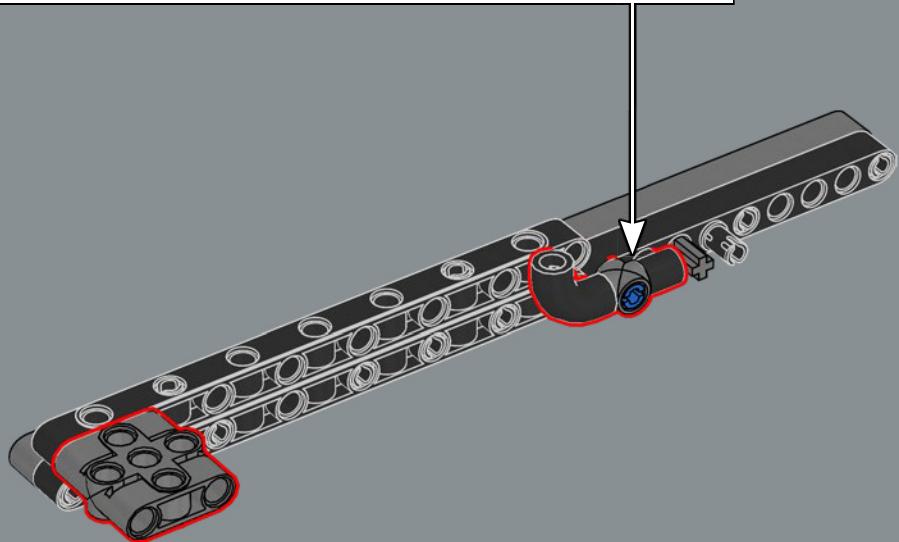
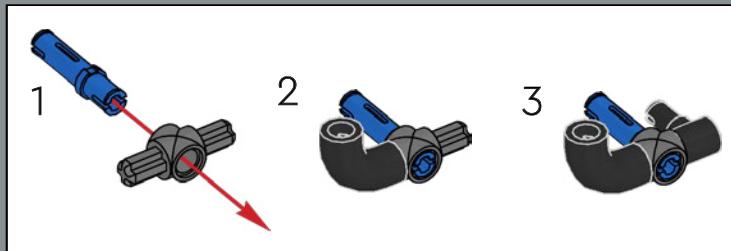


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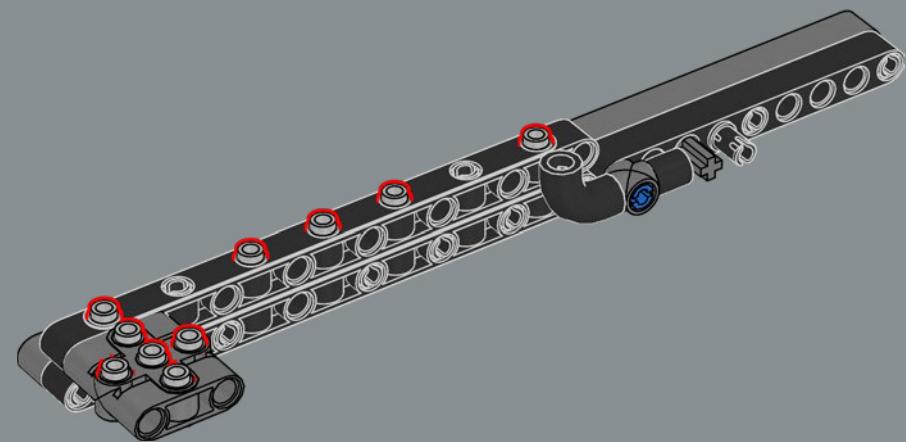


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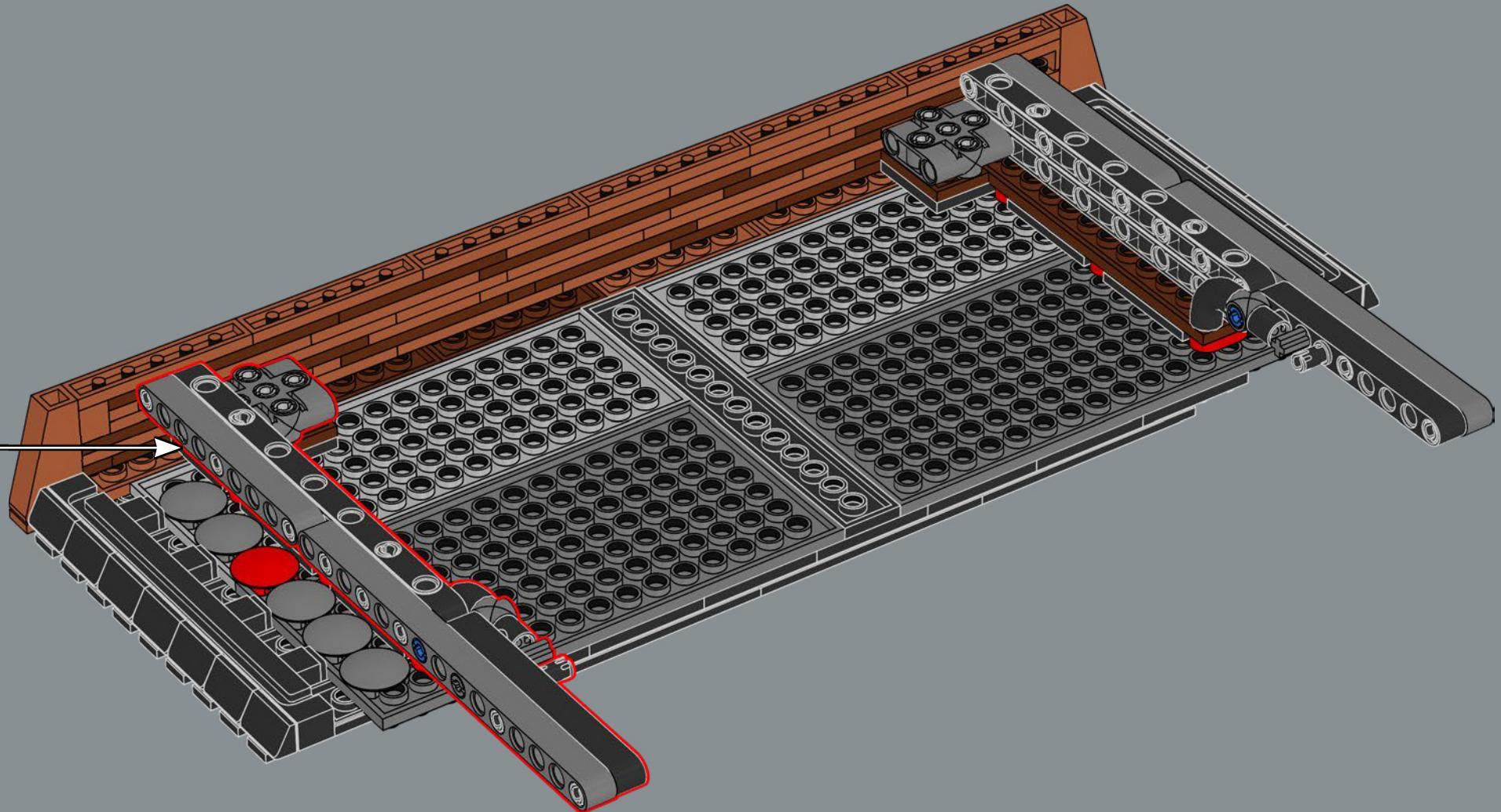


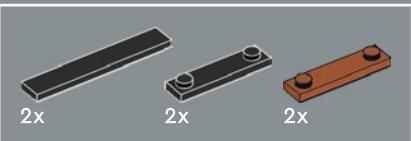
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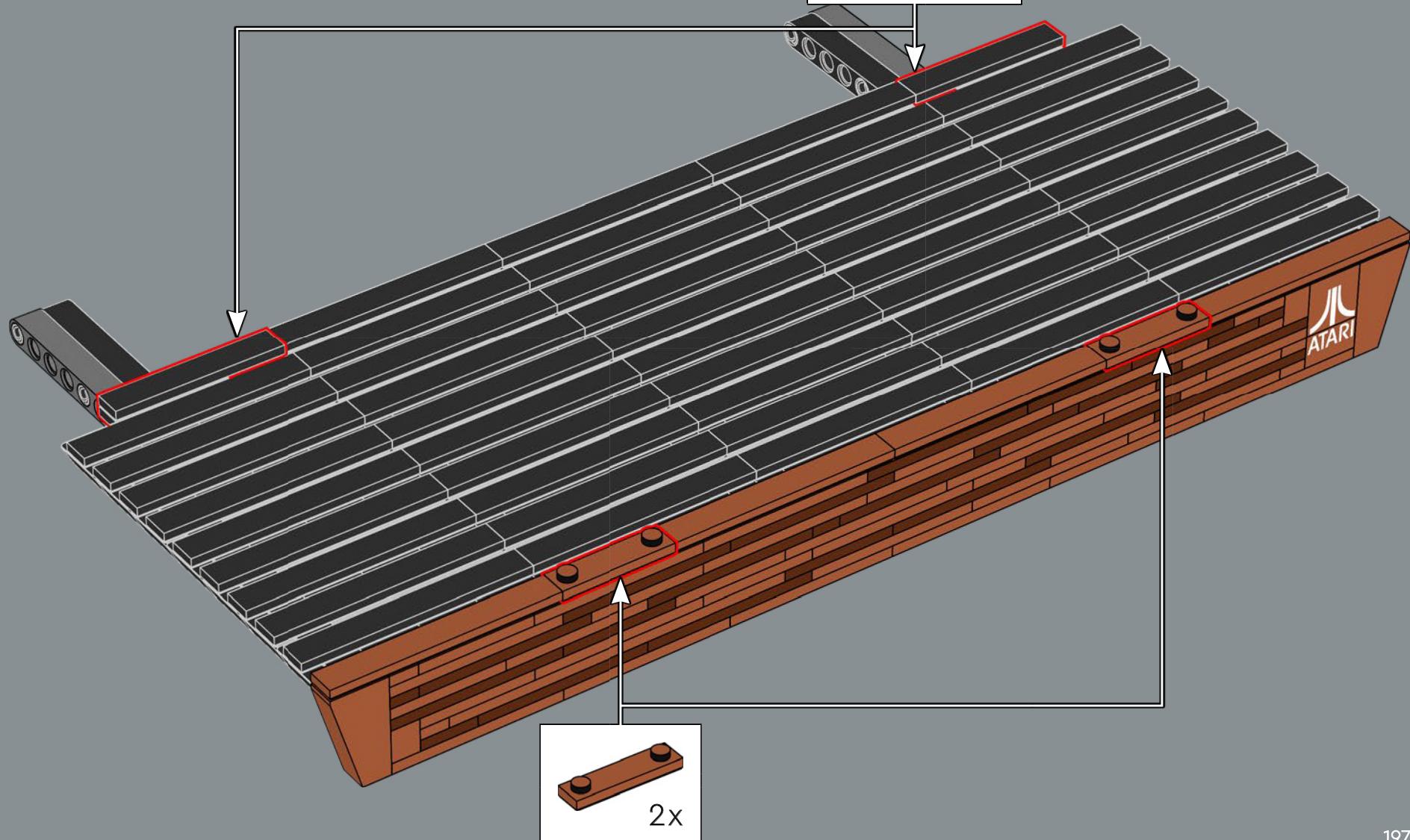
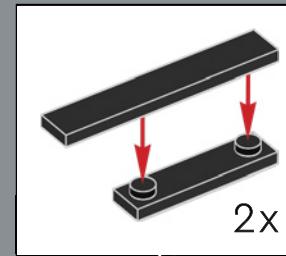


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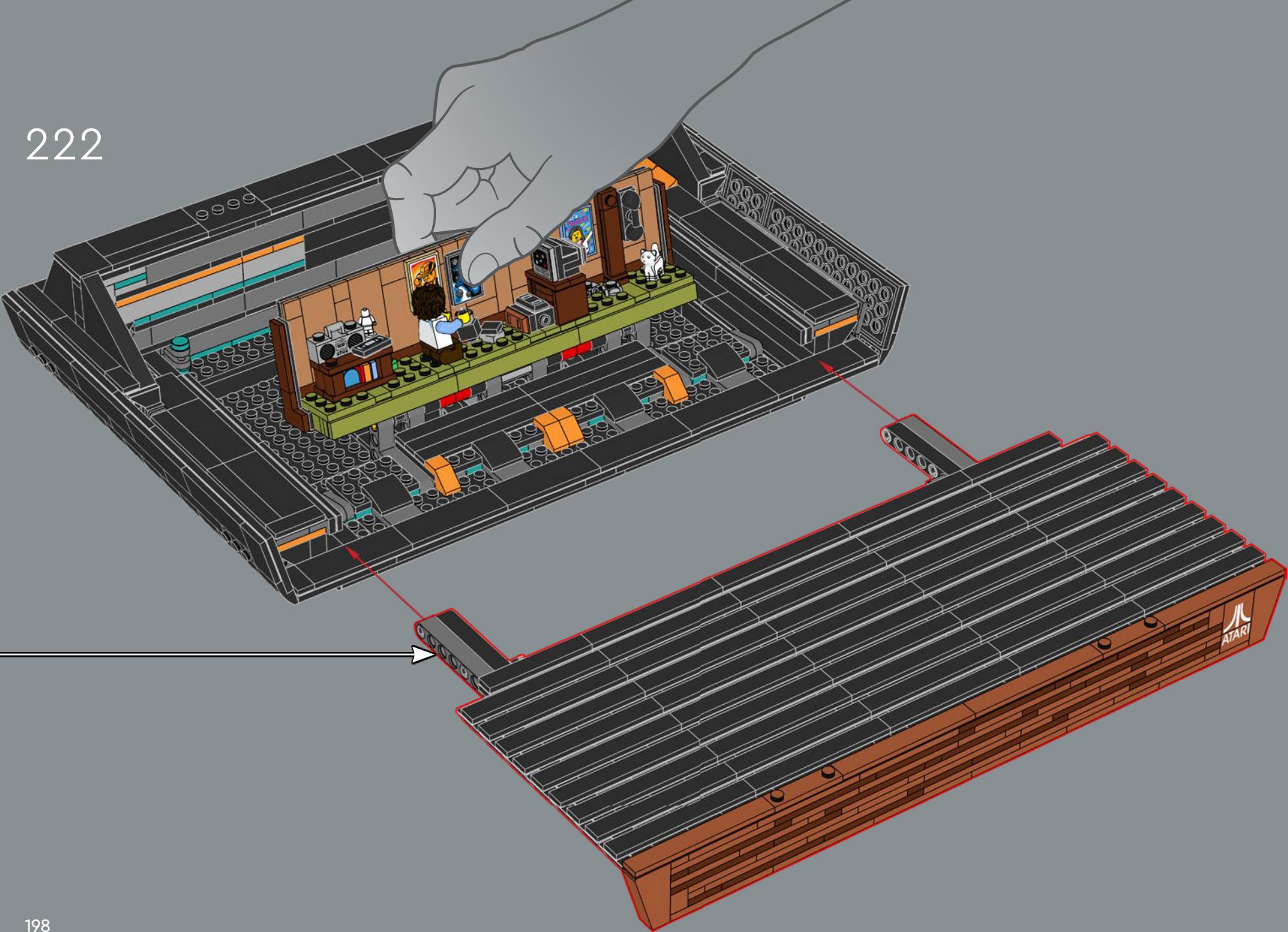


221



2x

222



198

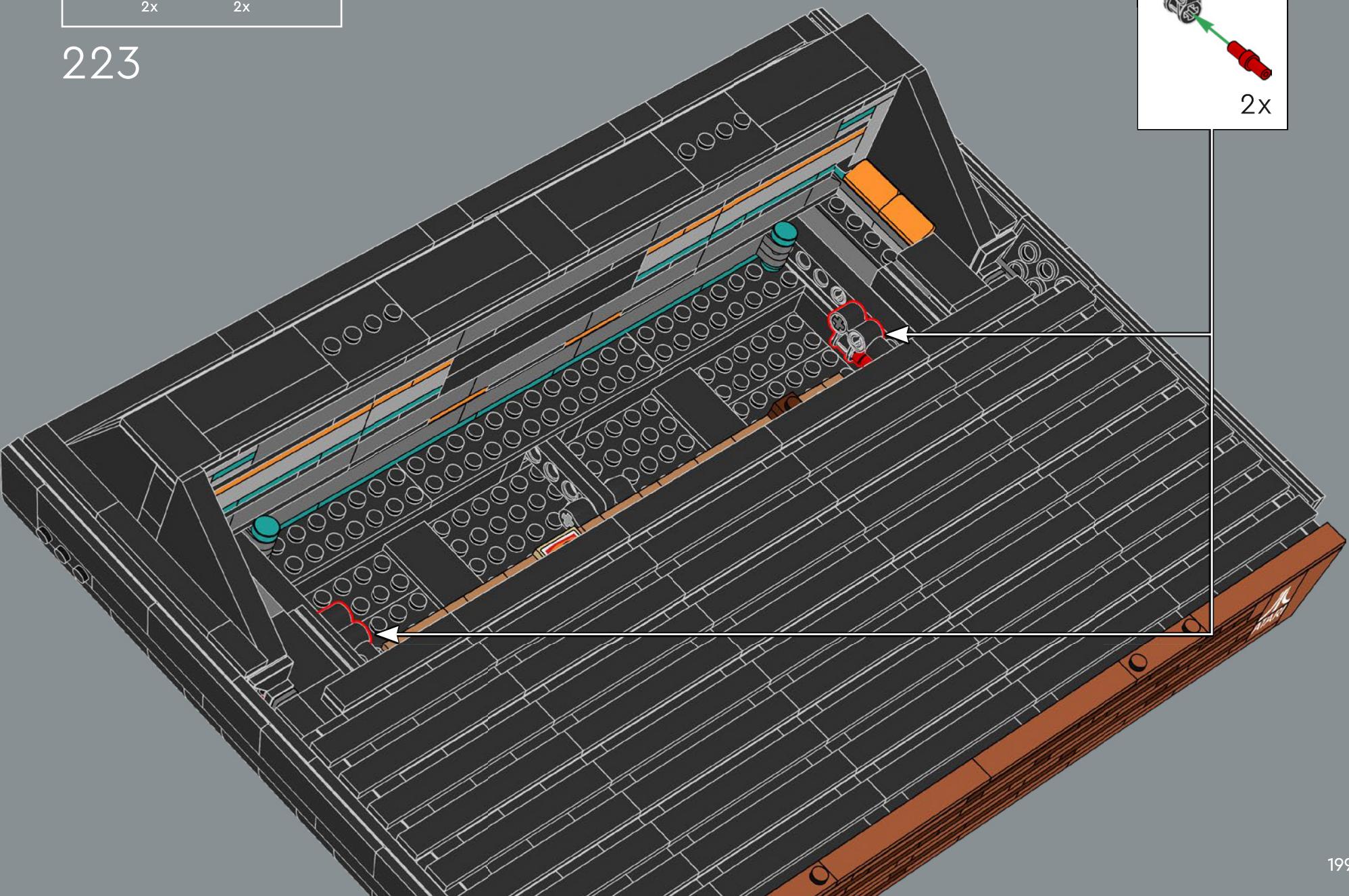


2x

223



2x





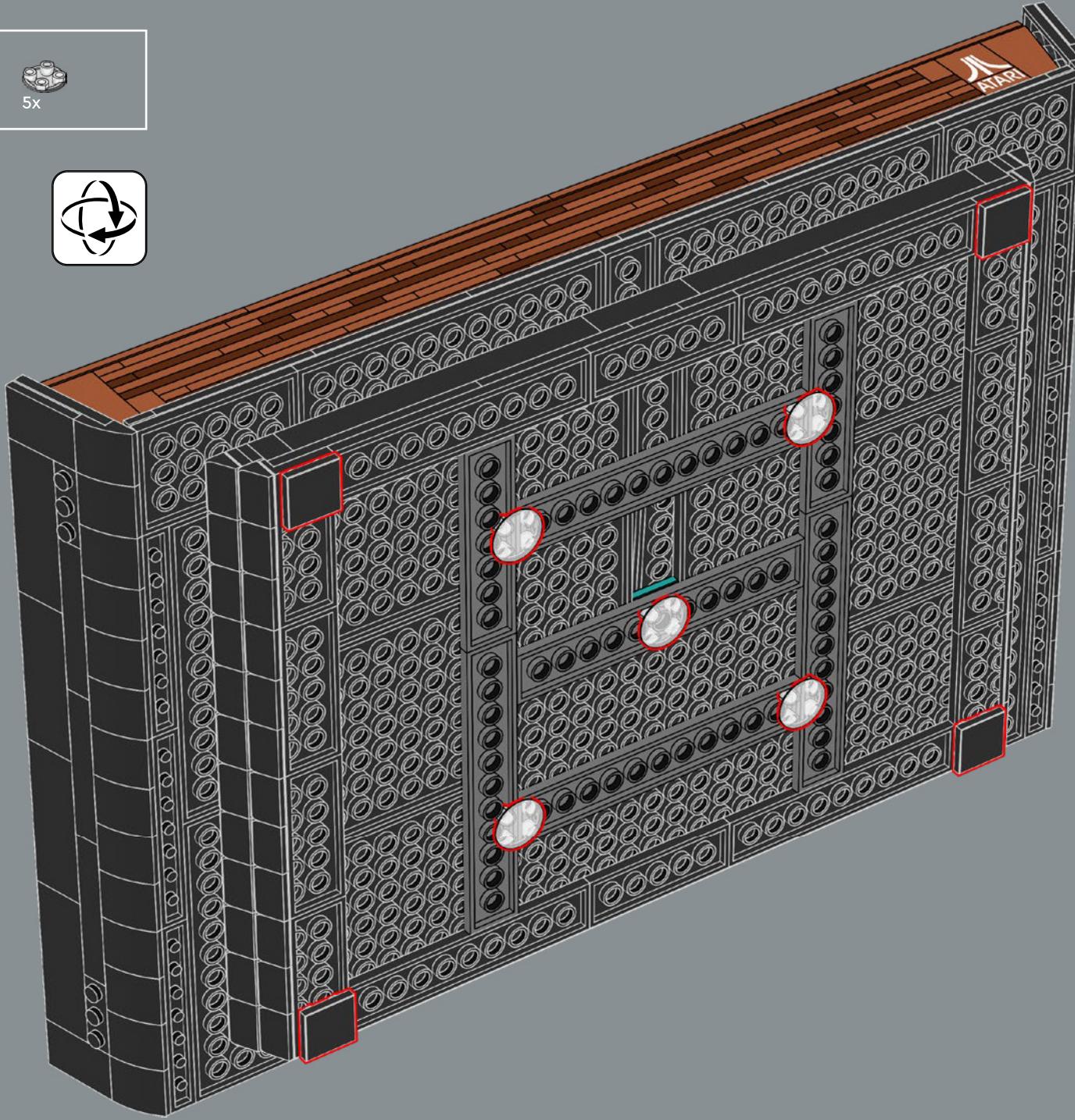


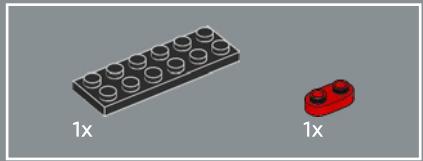
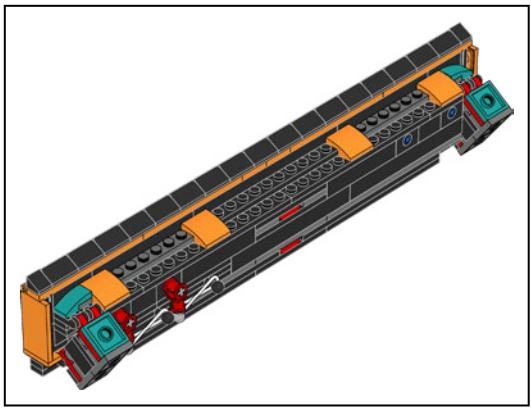
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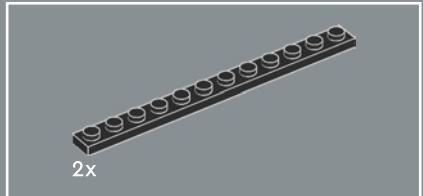
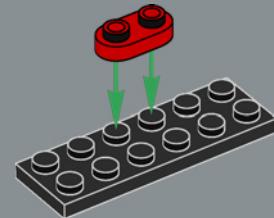
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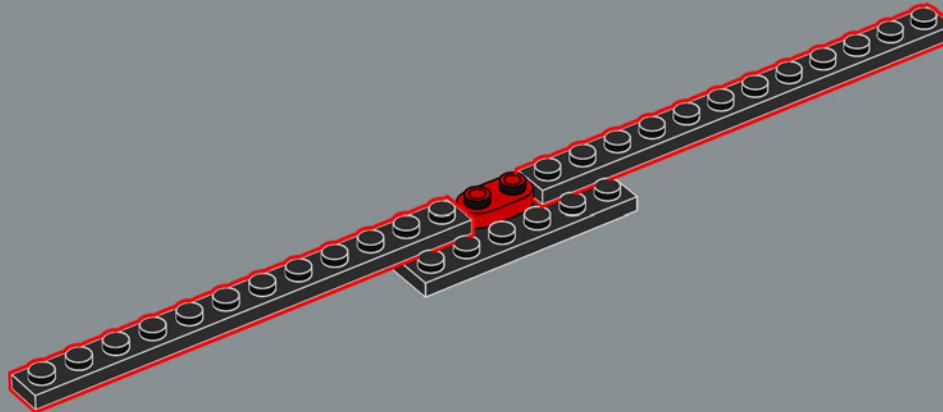


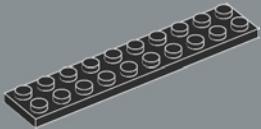


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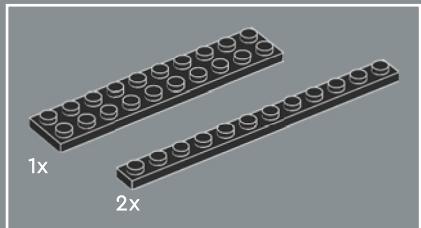
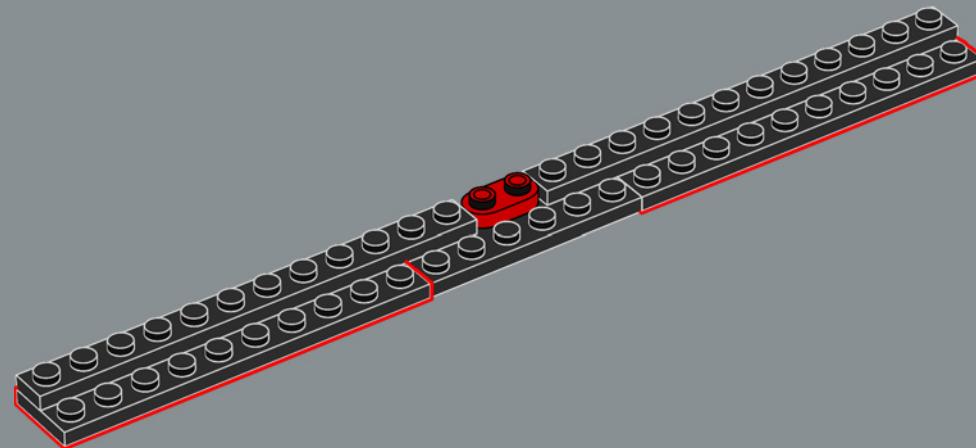
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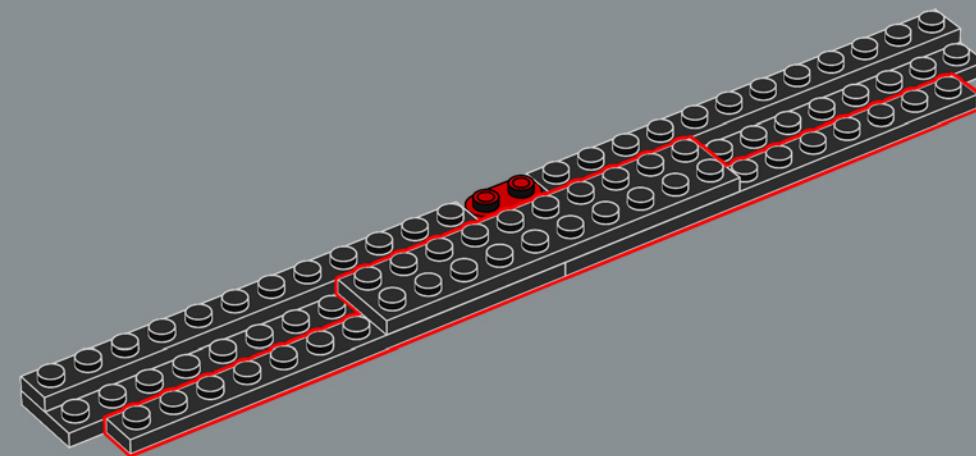
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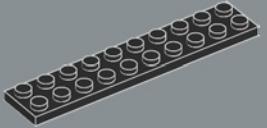
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1x
2x

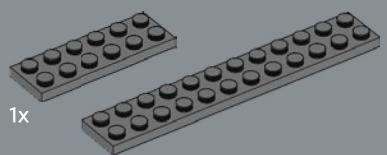
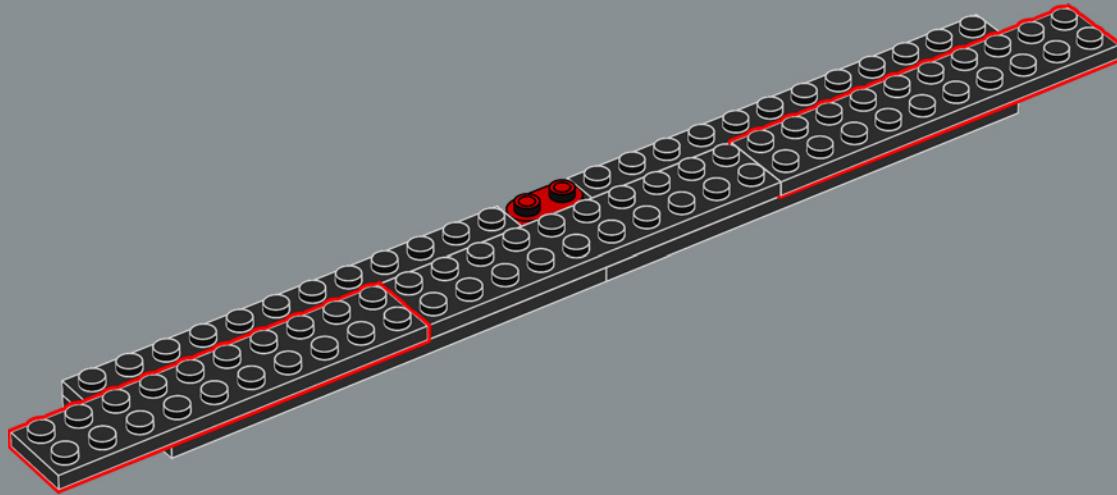
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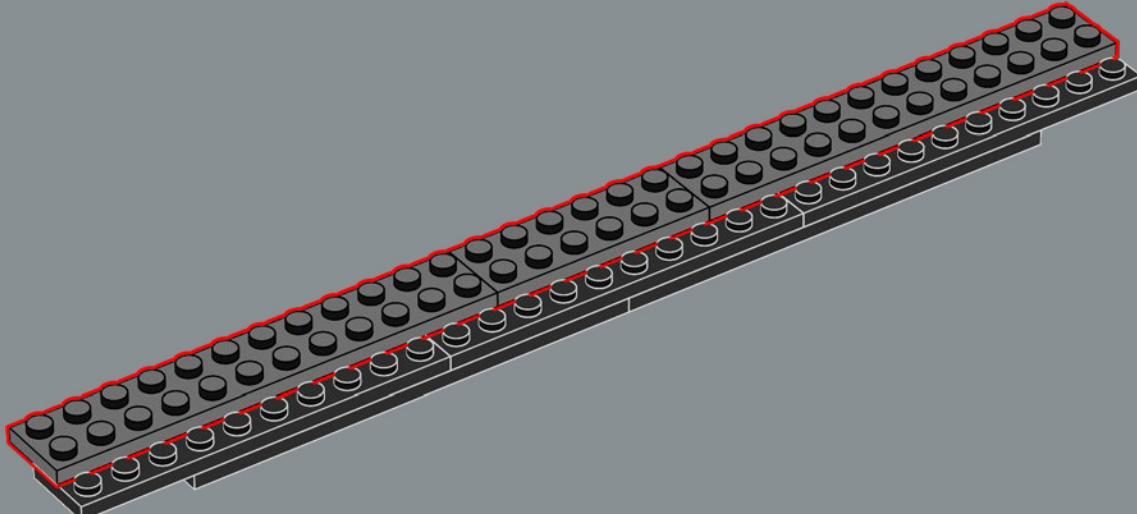


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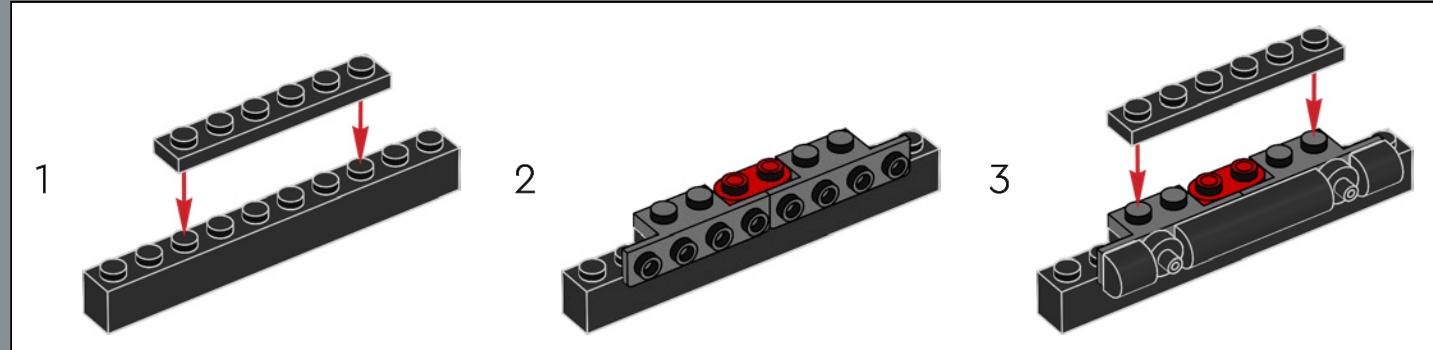
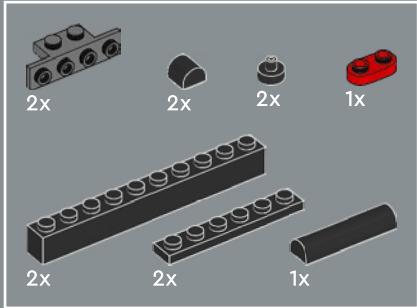
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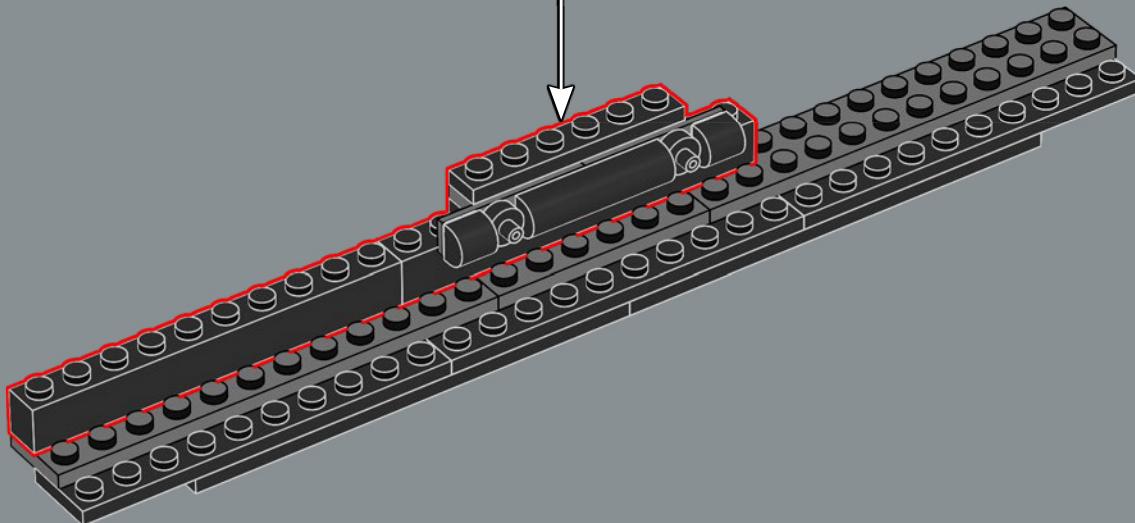
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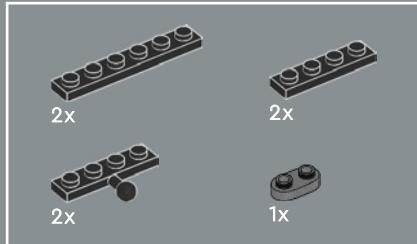


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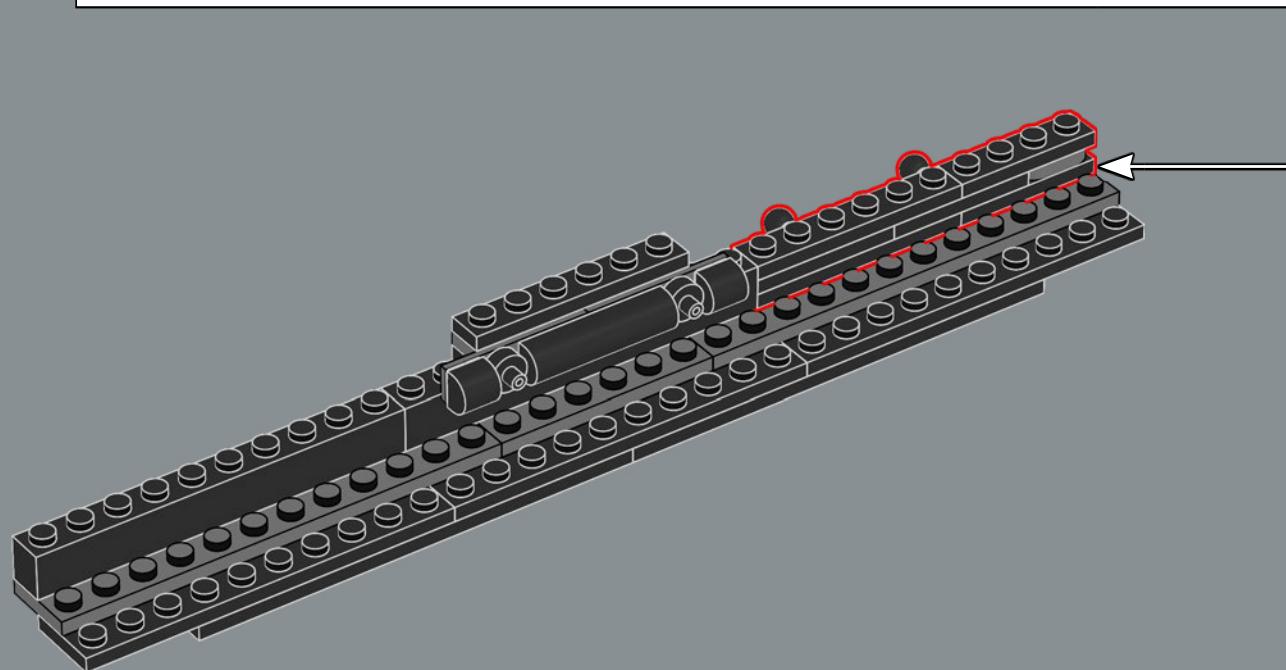
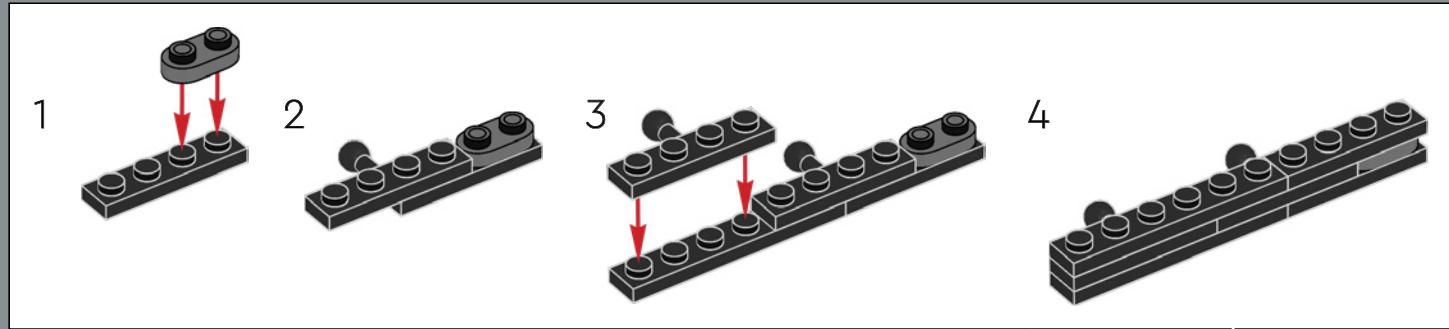


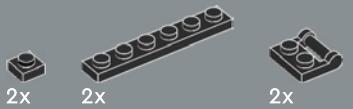
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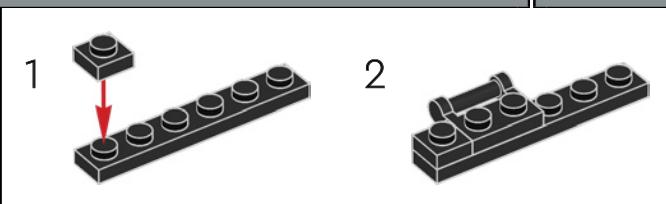
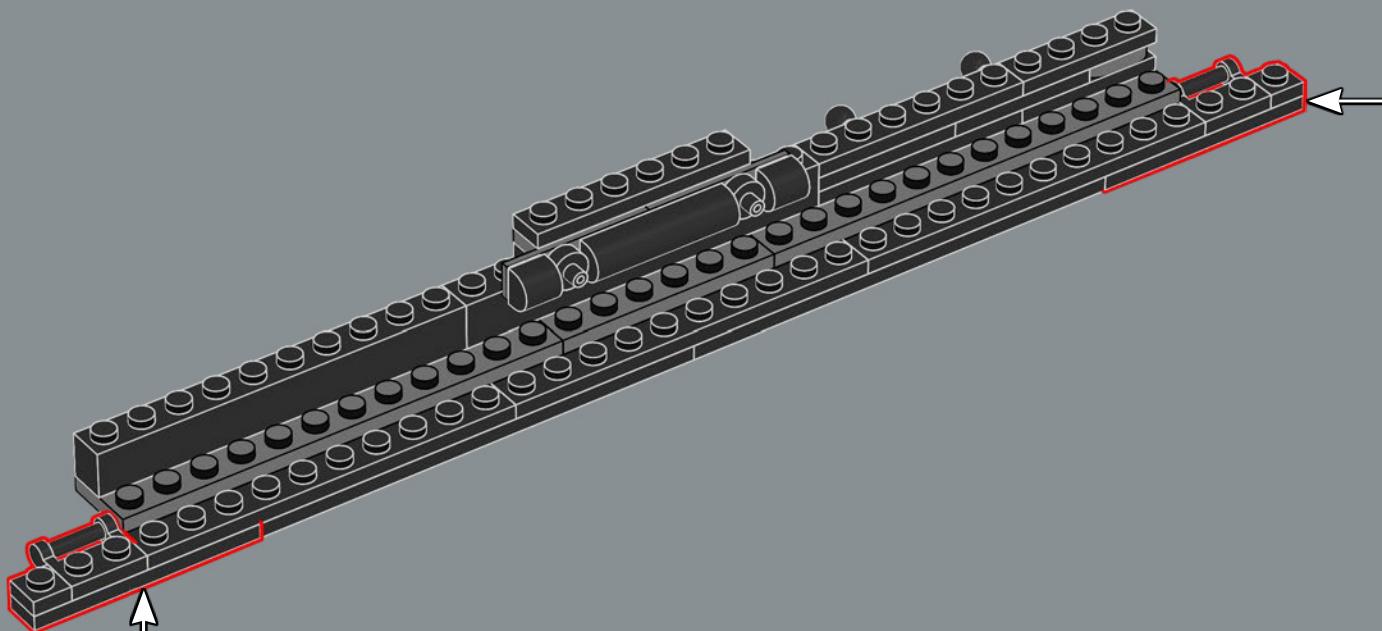
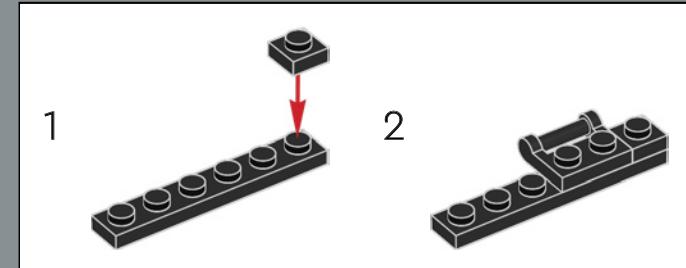


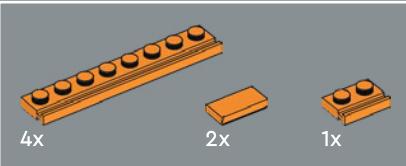
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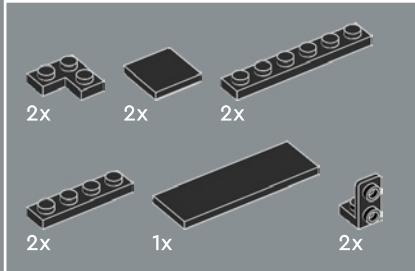
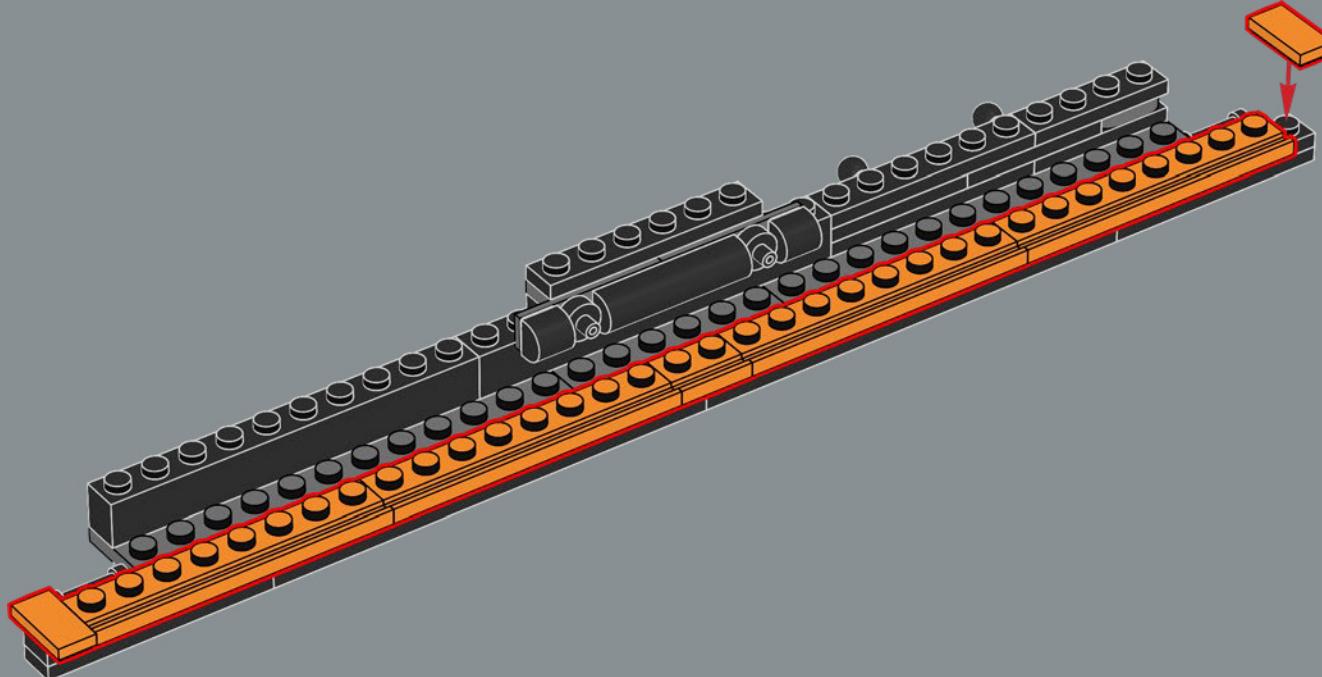


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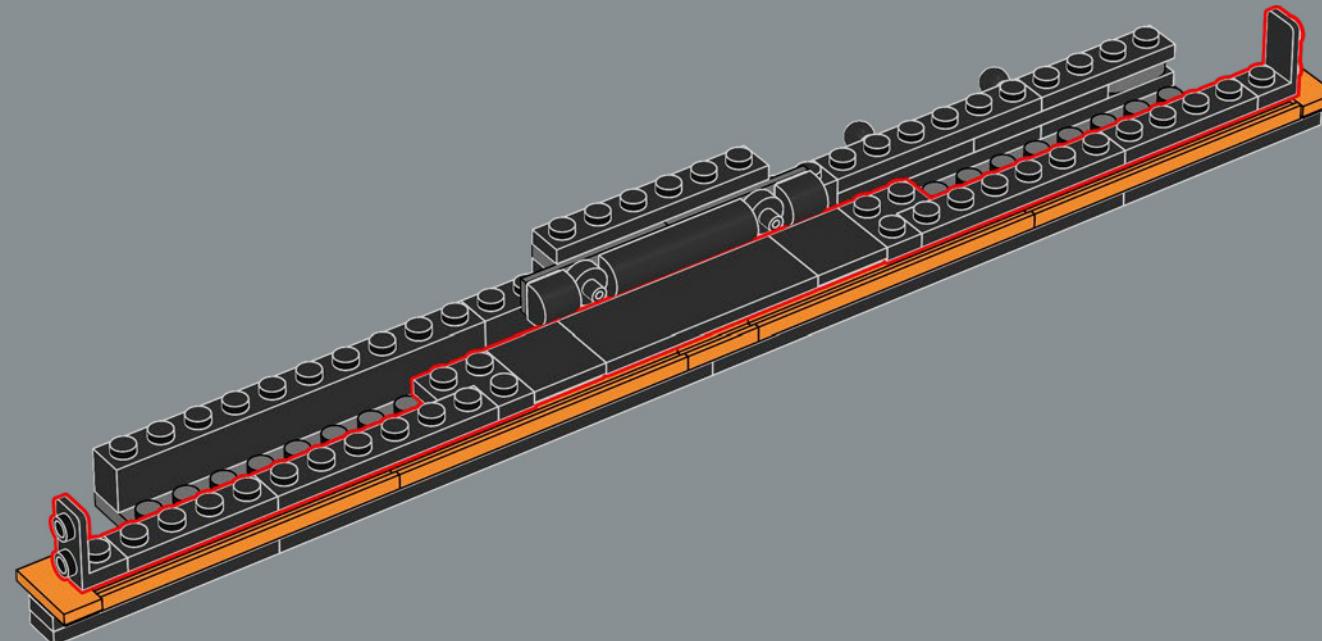


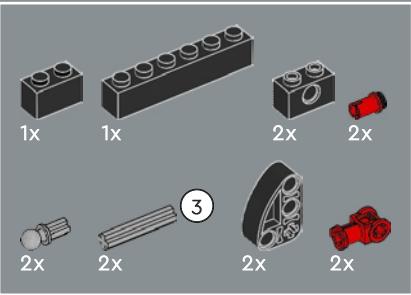


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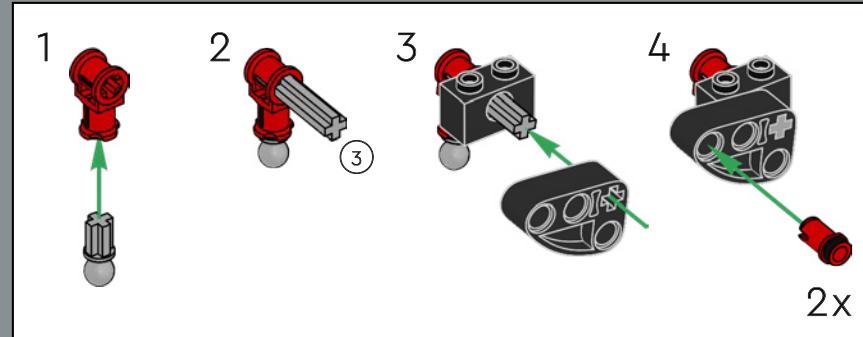


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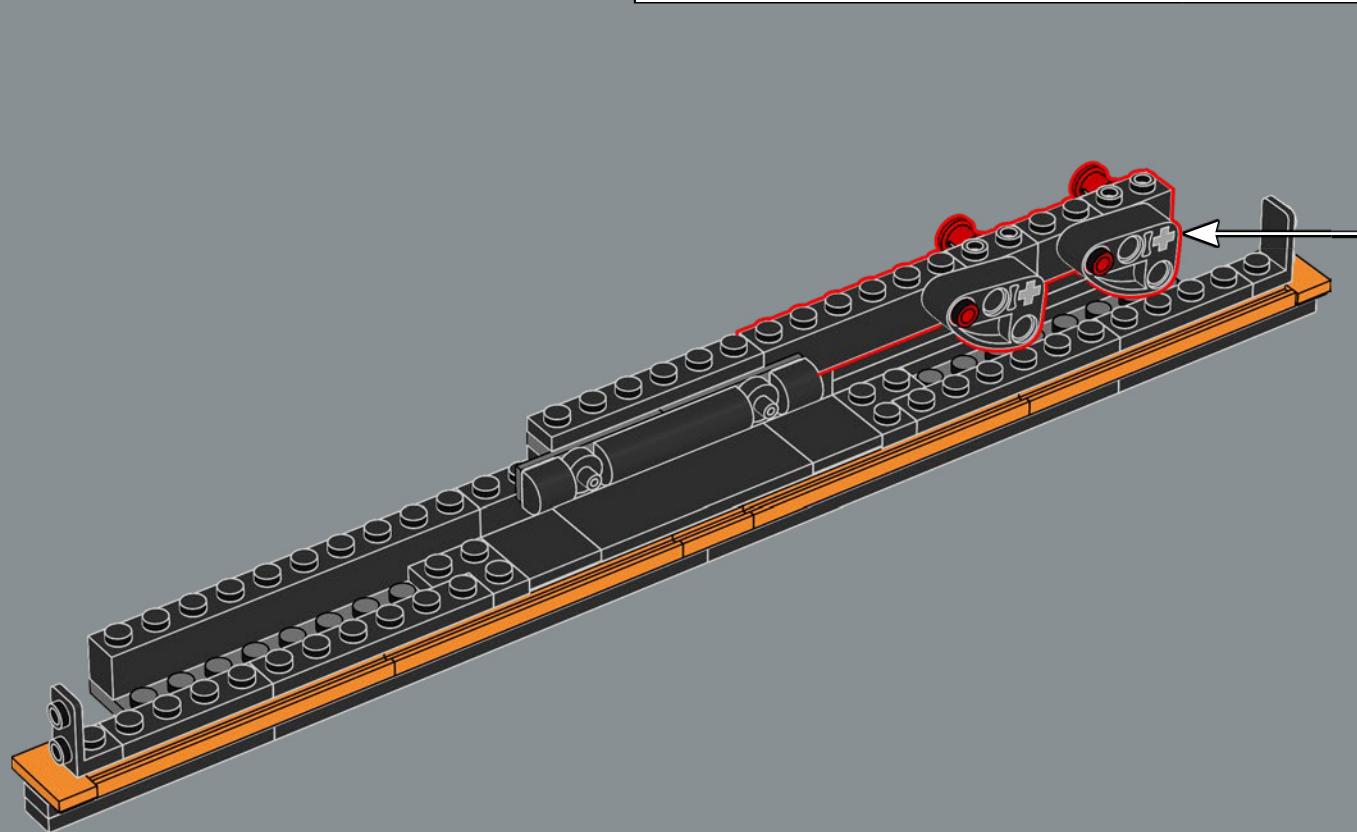


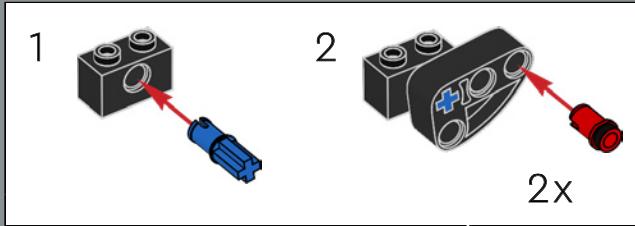
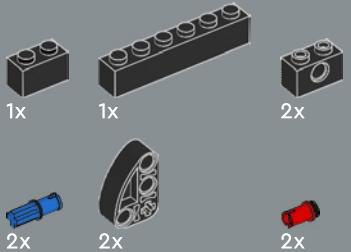


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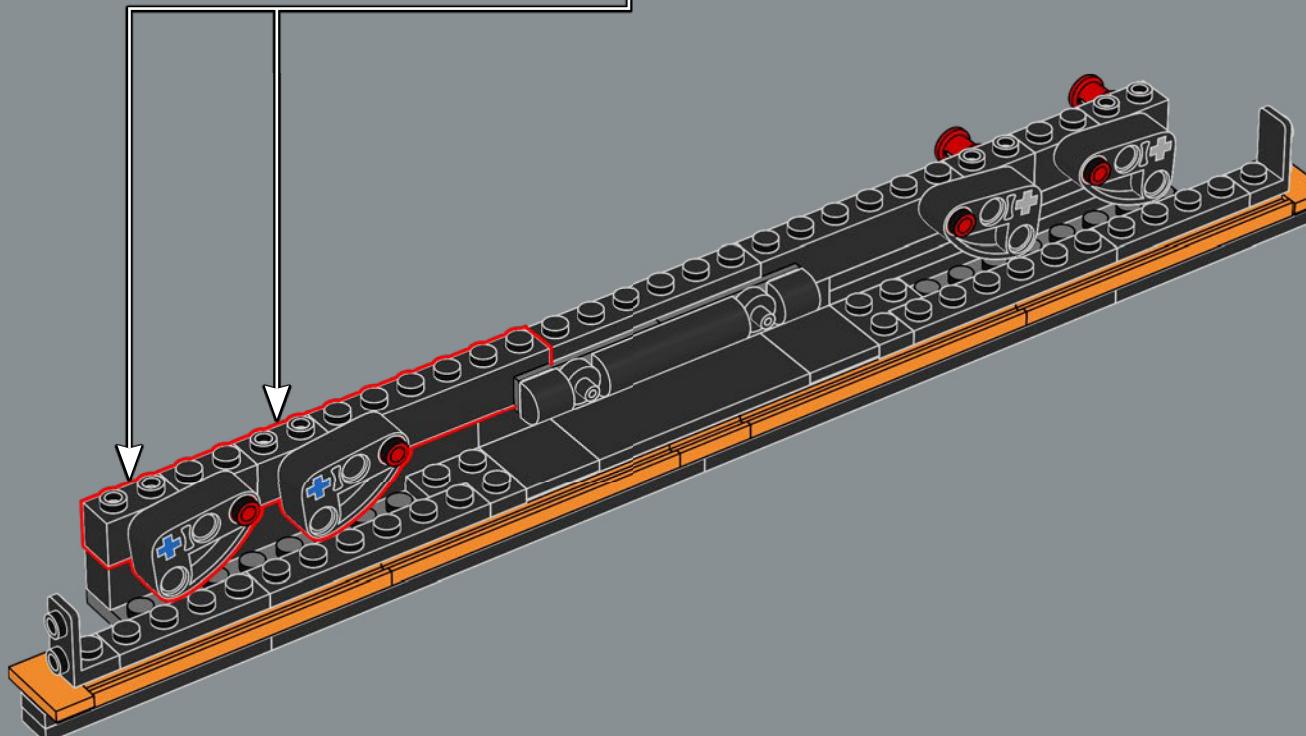


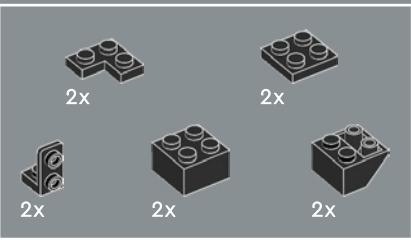
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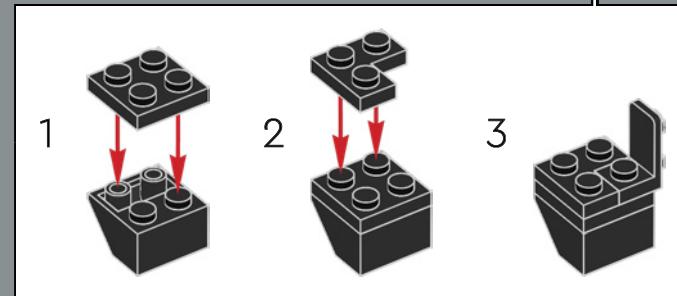
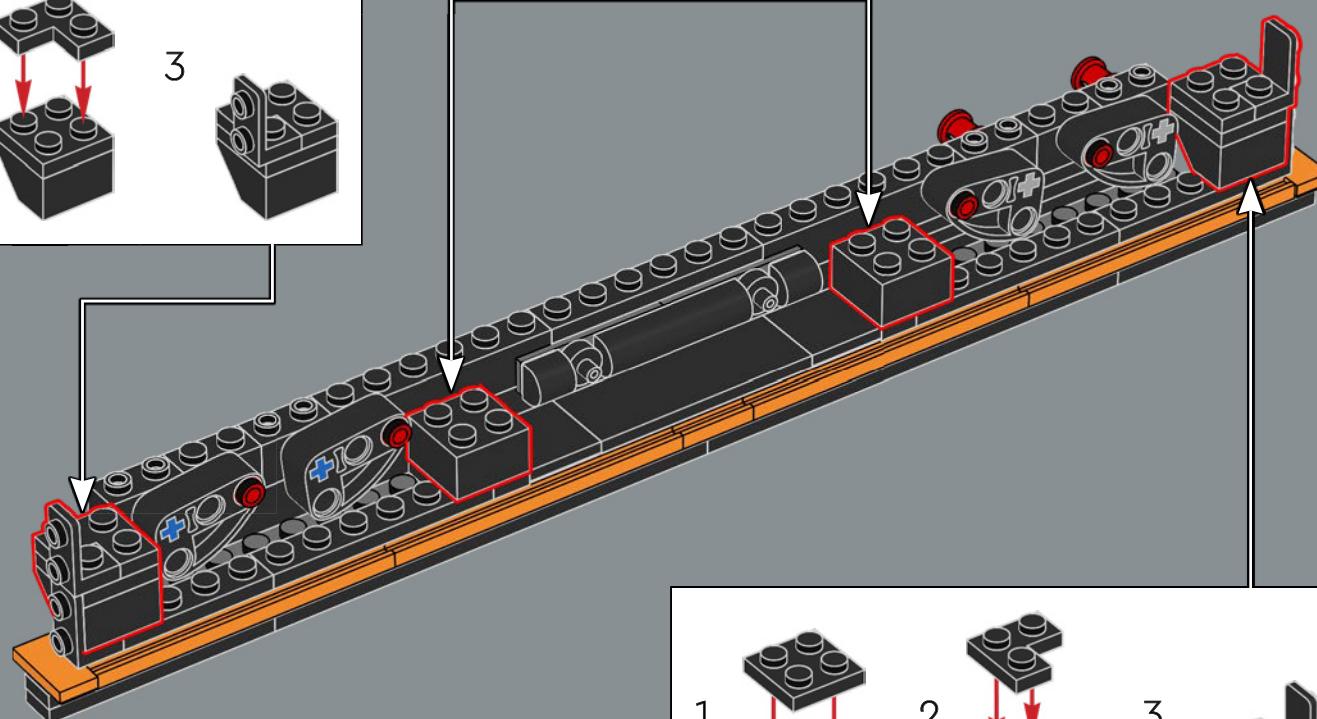
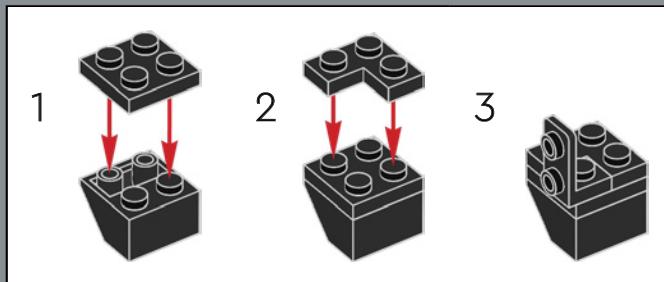


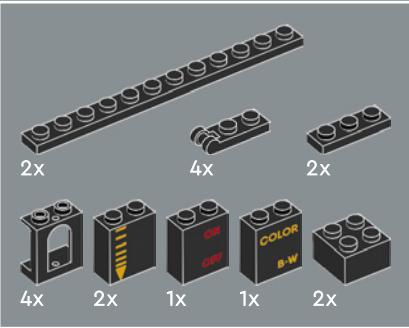
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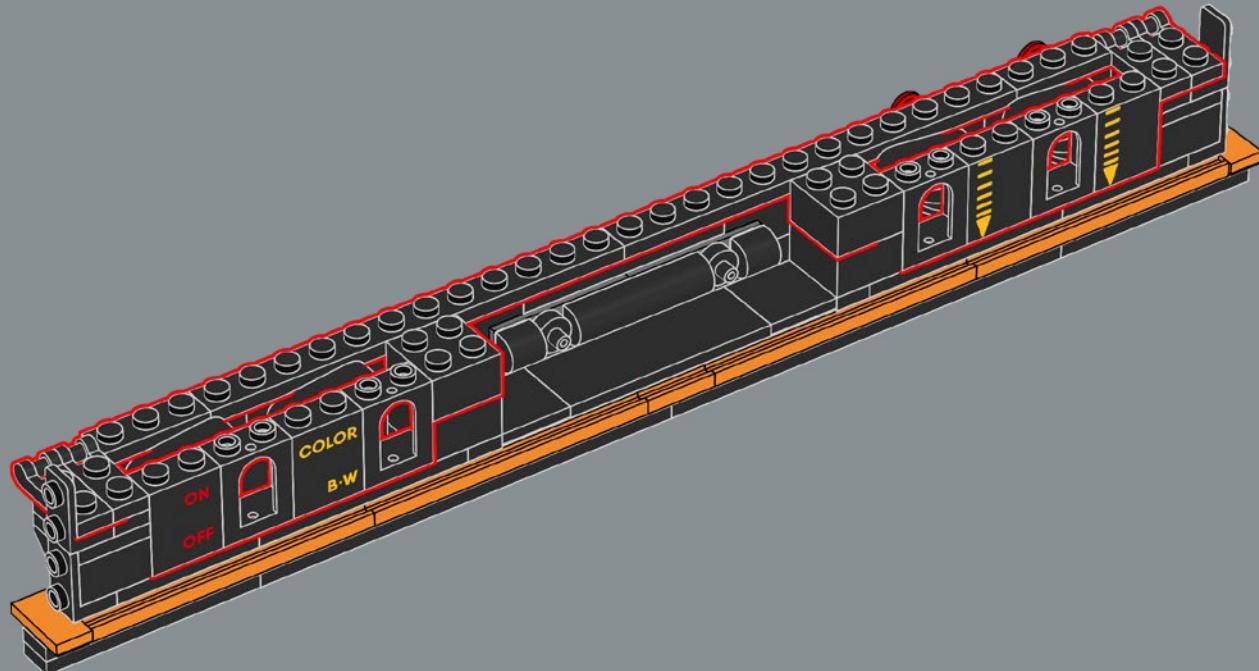


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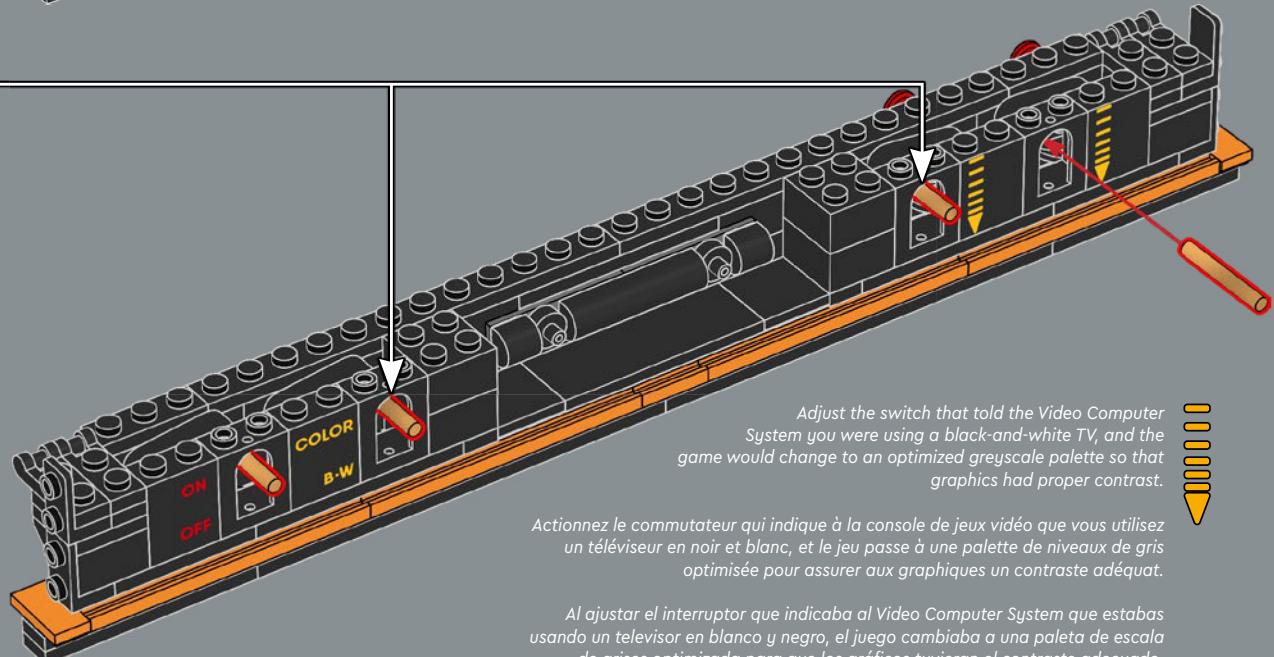
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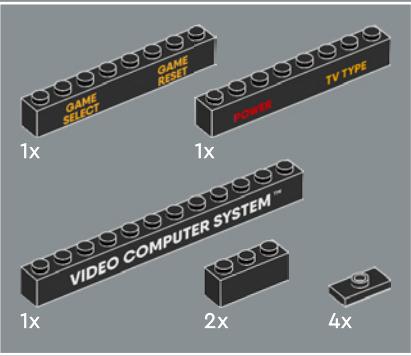


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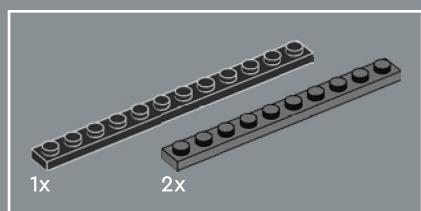
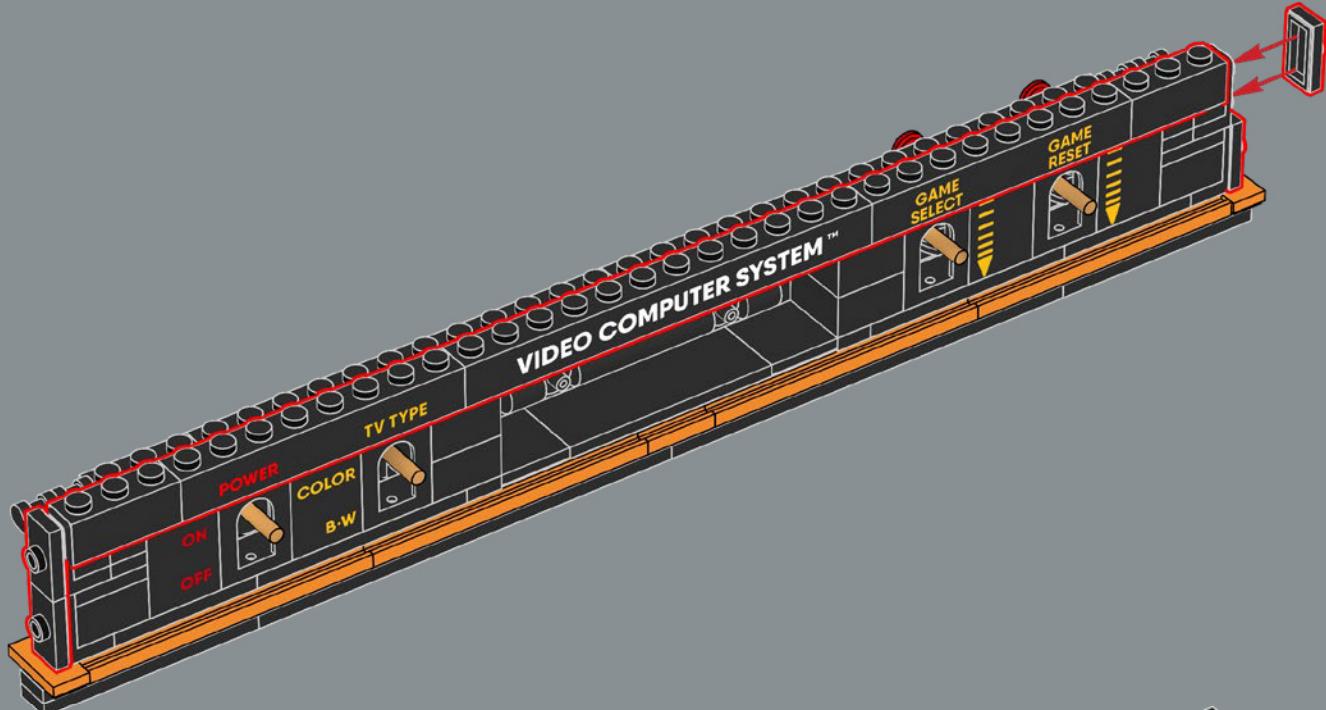
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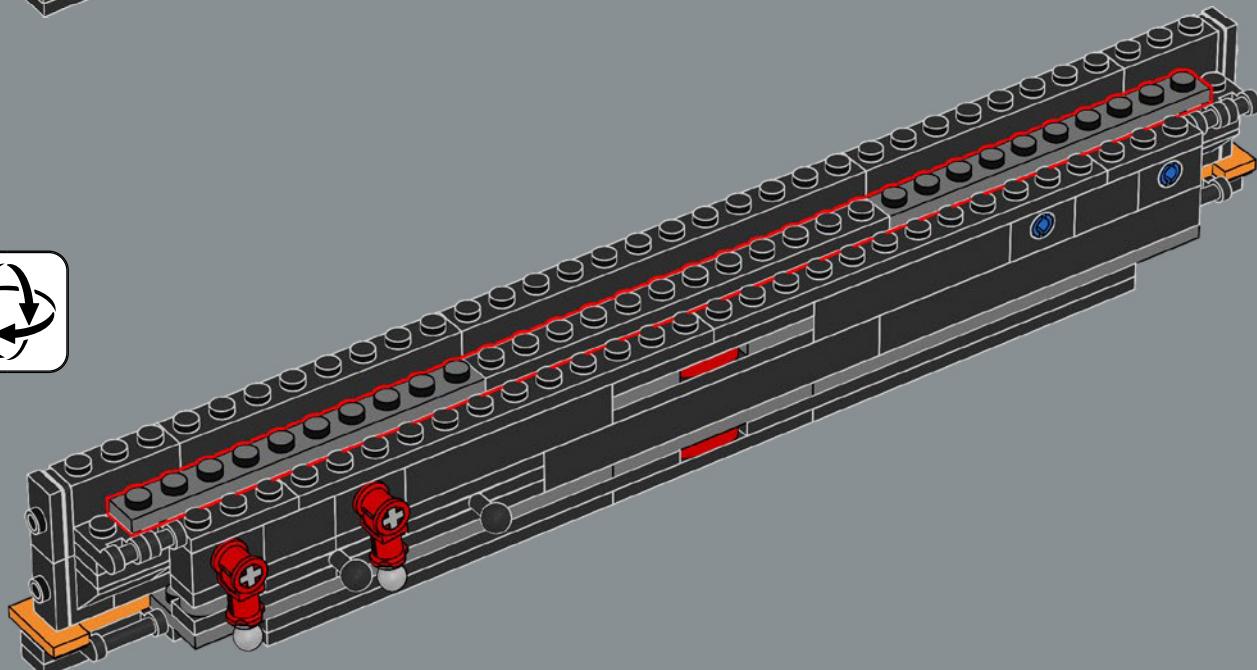




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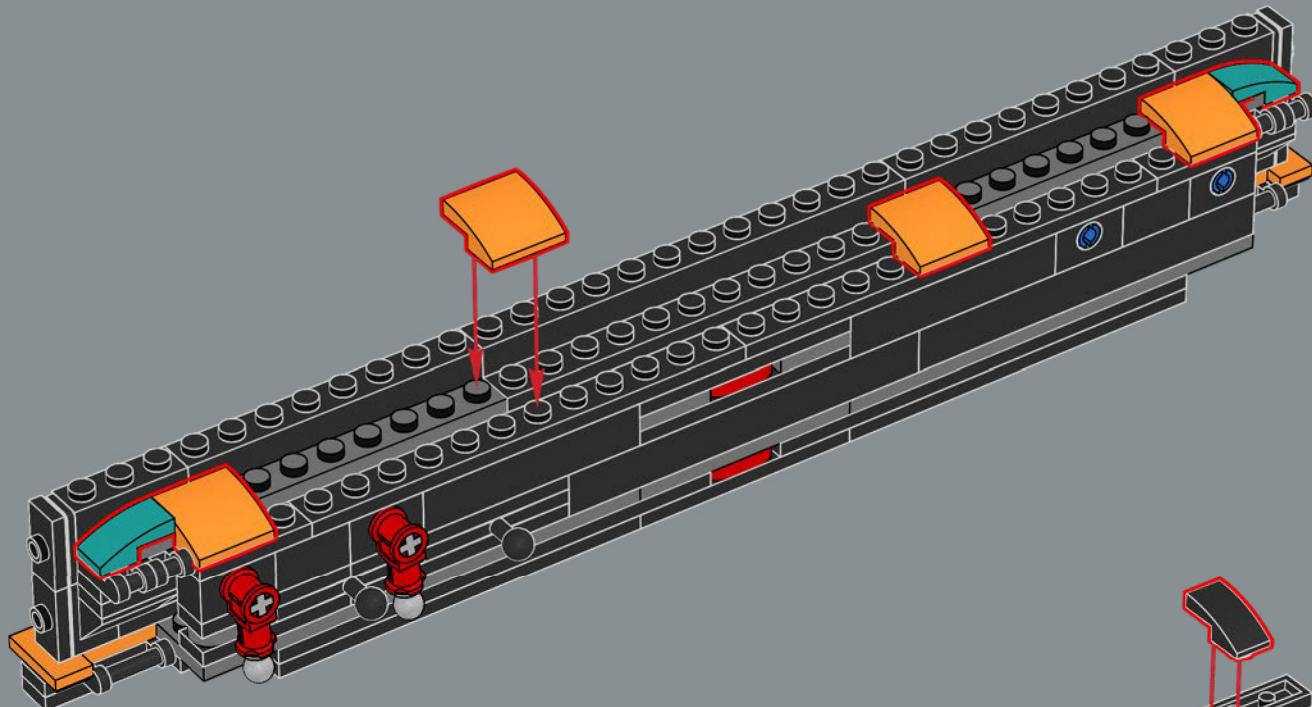


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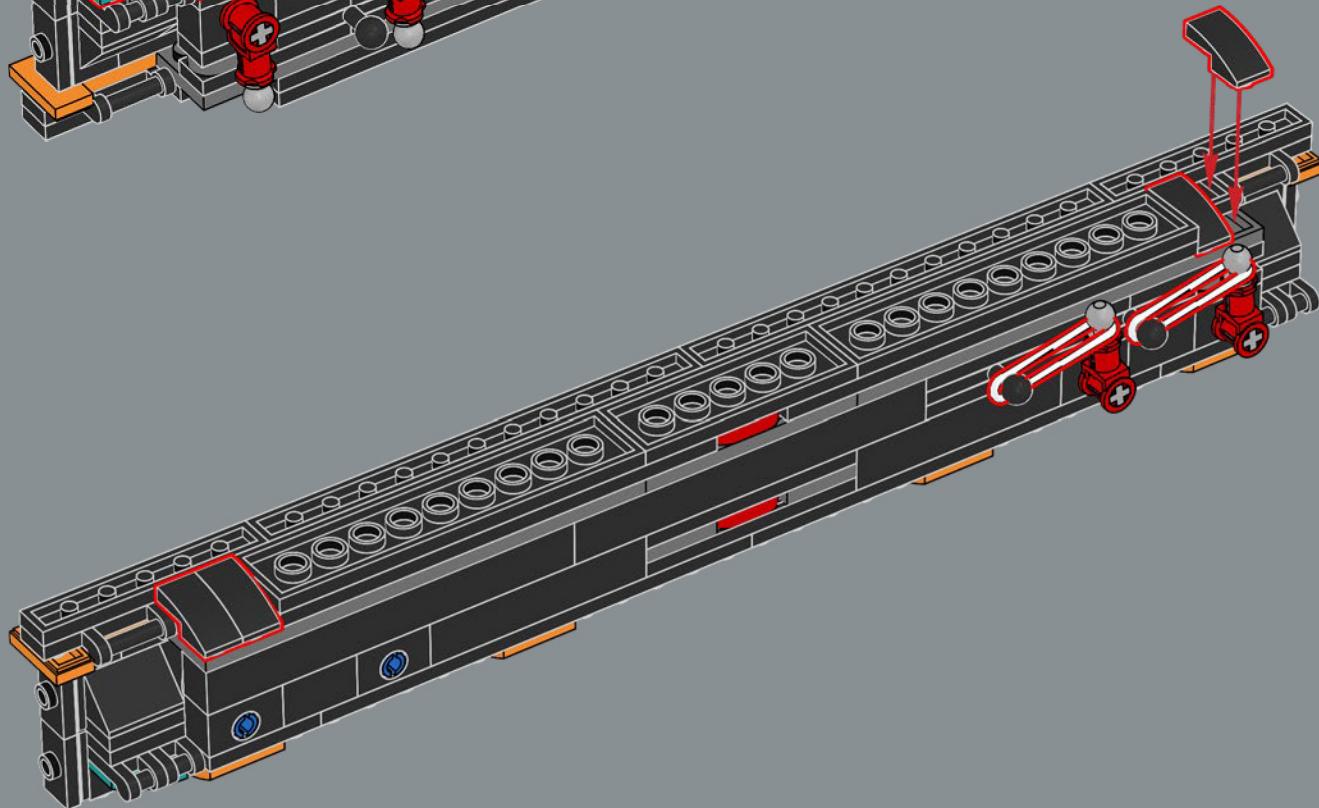
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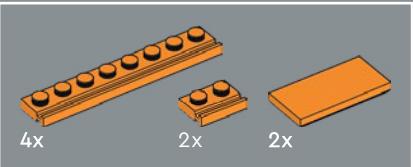
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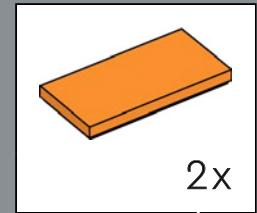
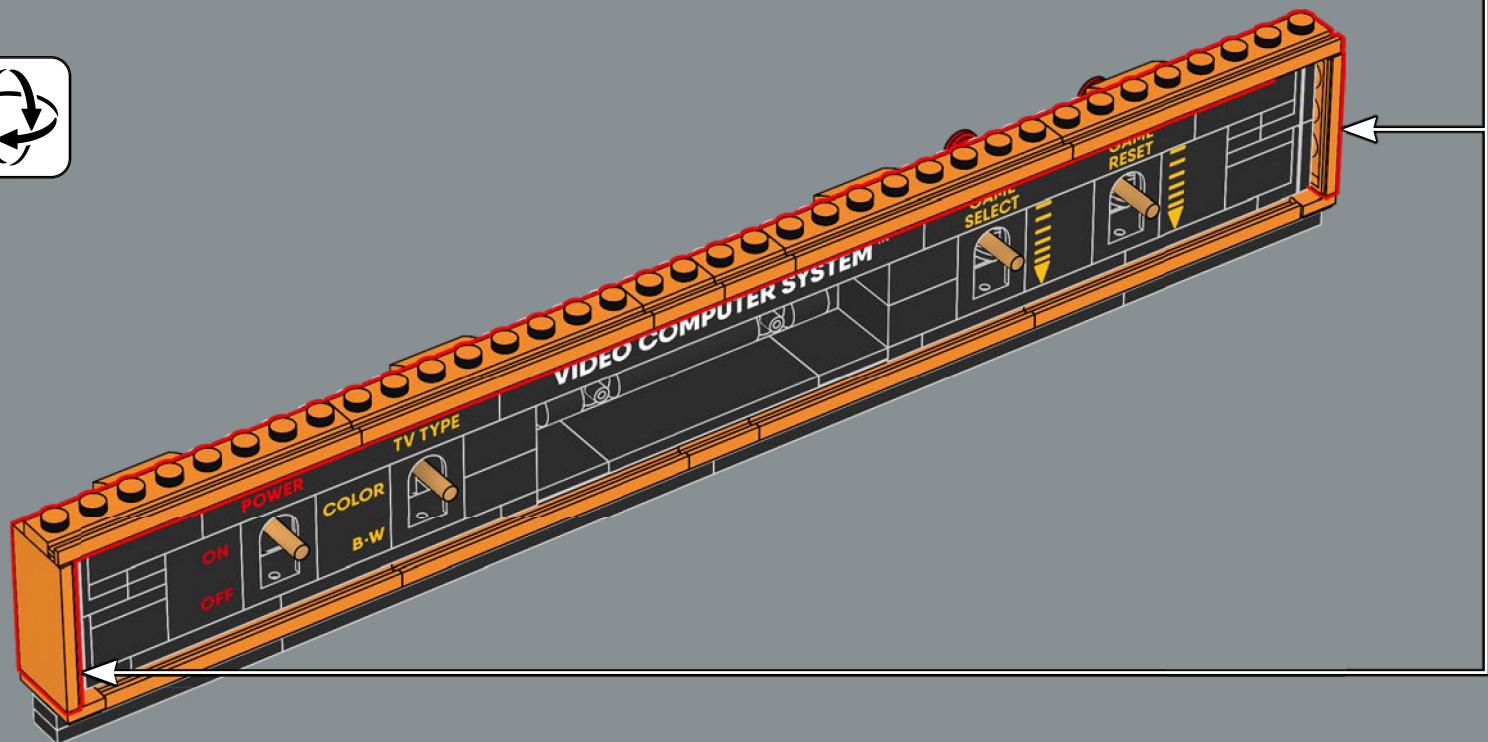
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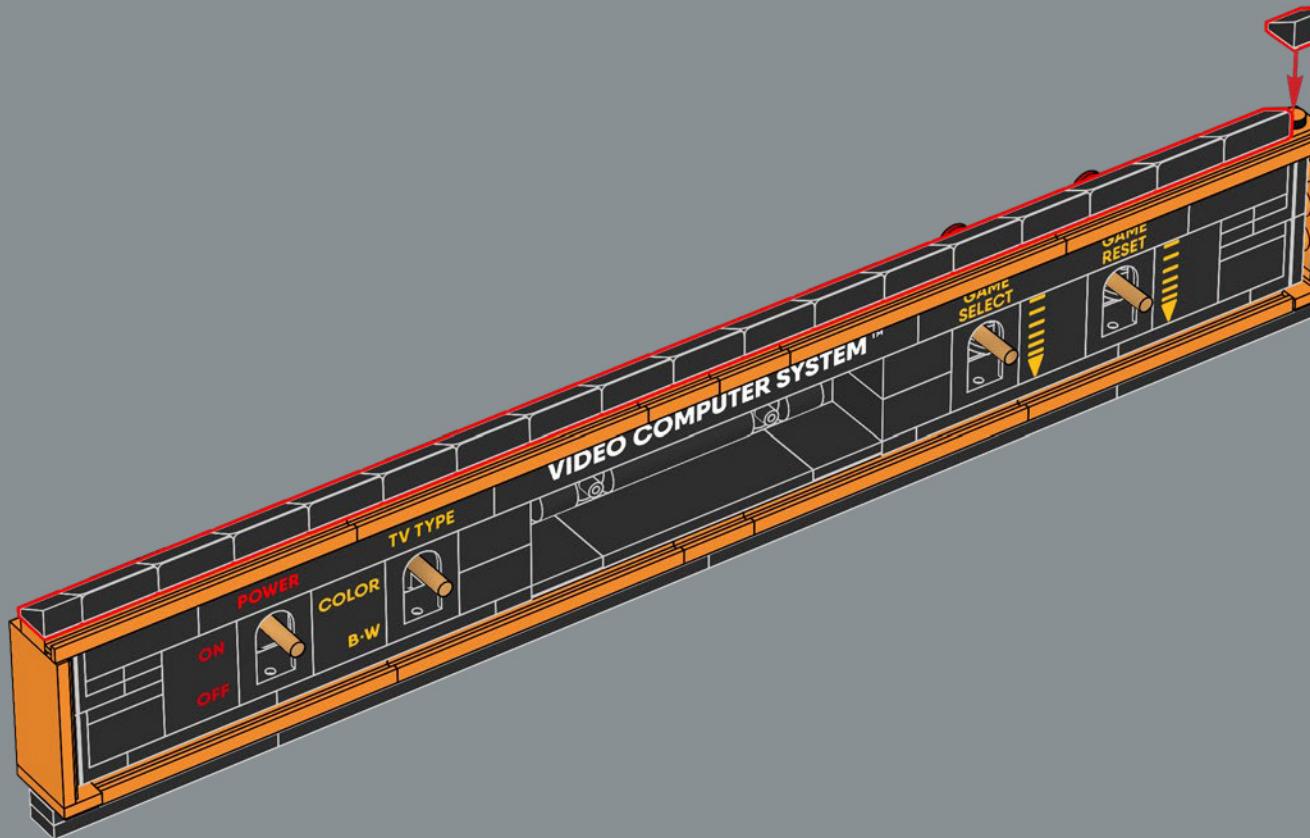
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17x

246





4x

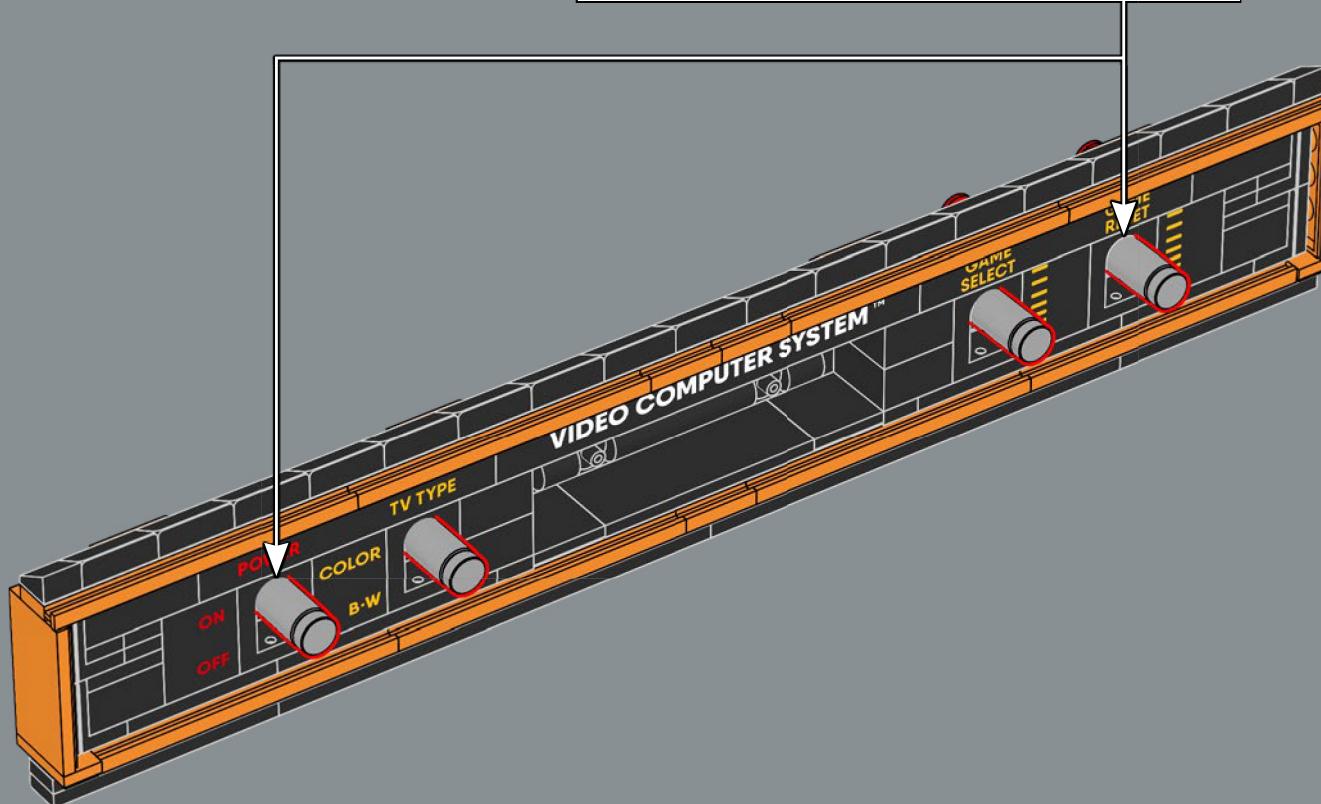
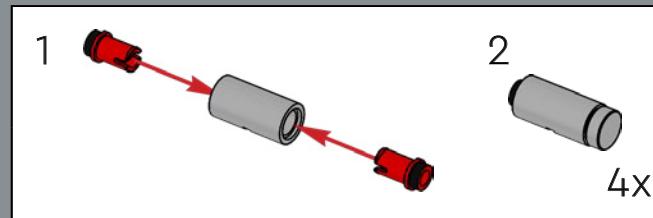


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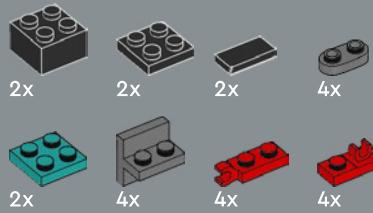
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247





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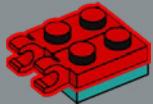


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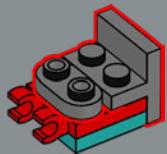
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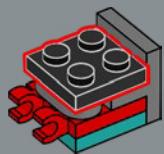
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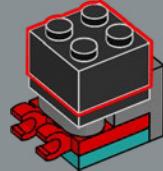
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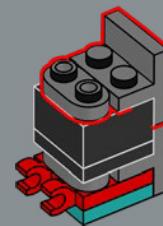
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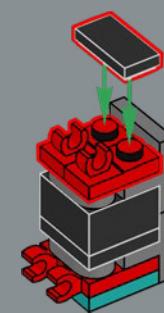
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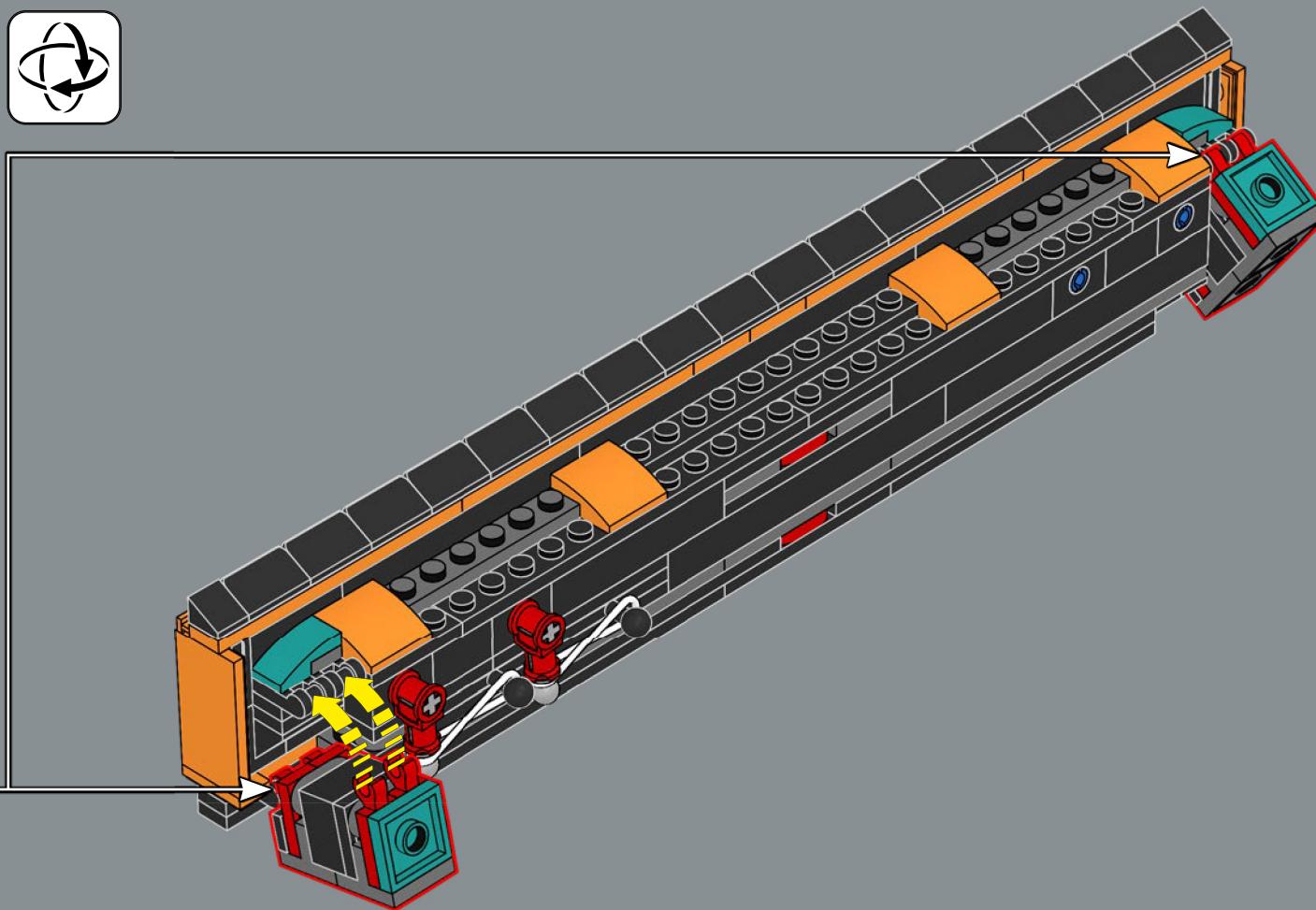
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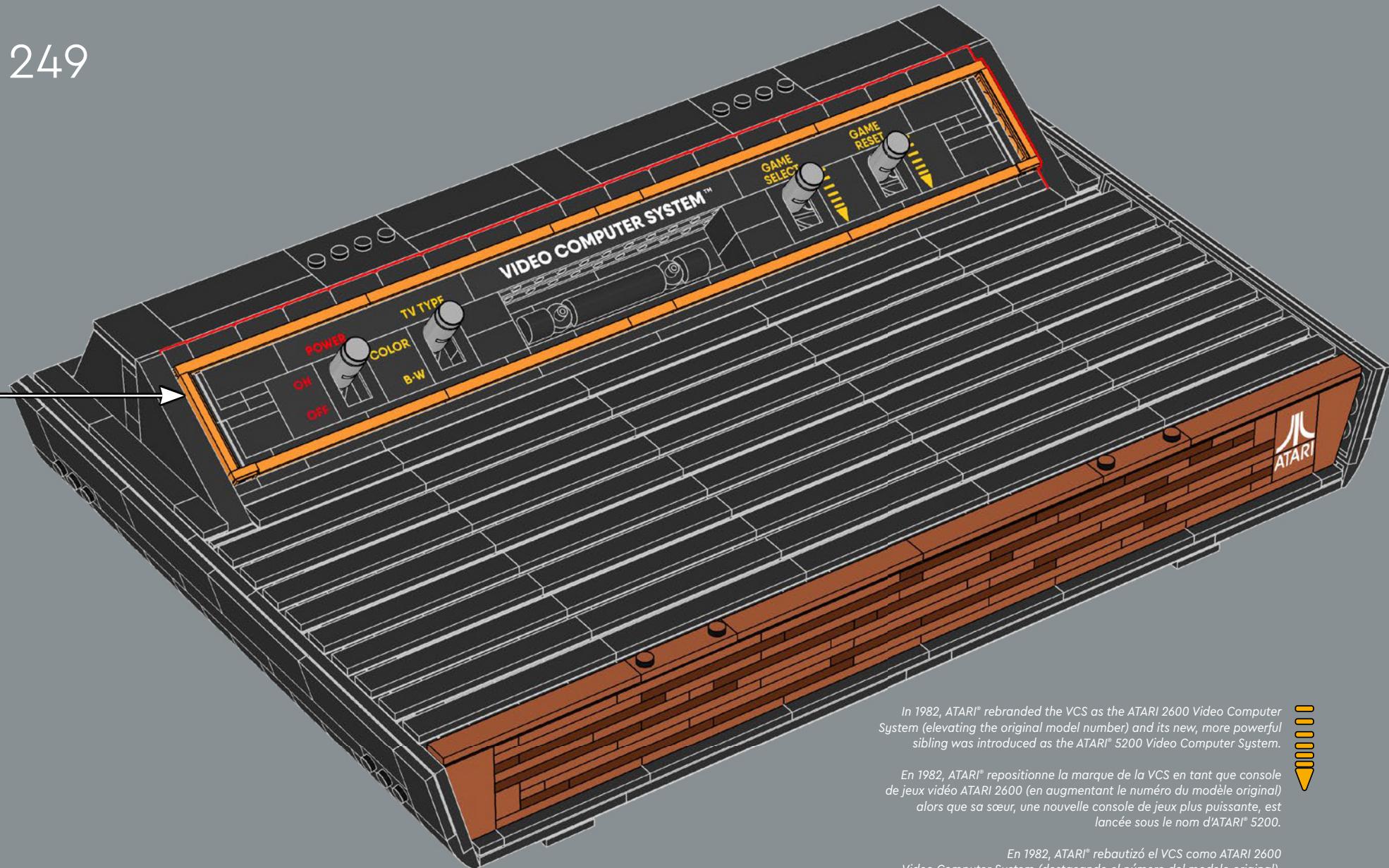


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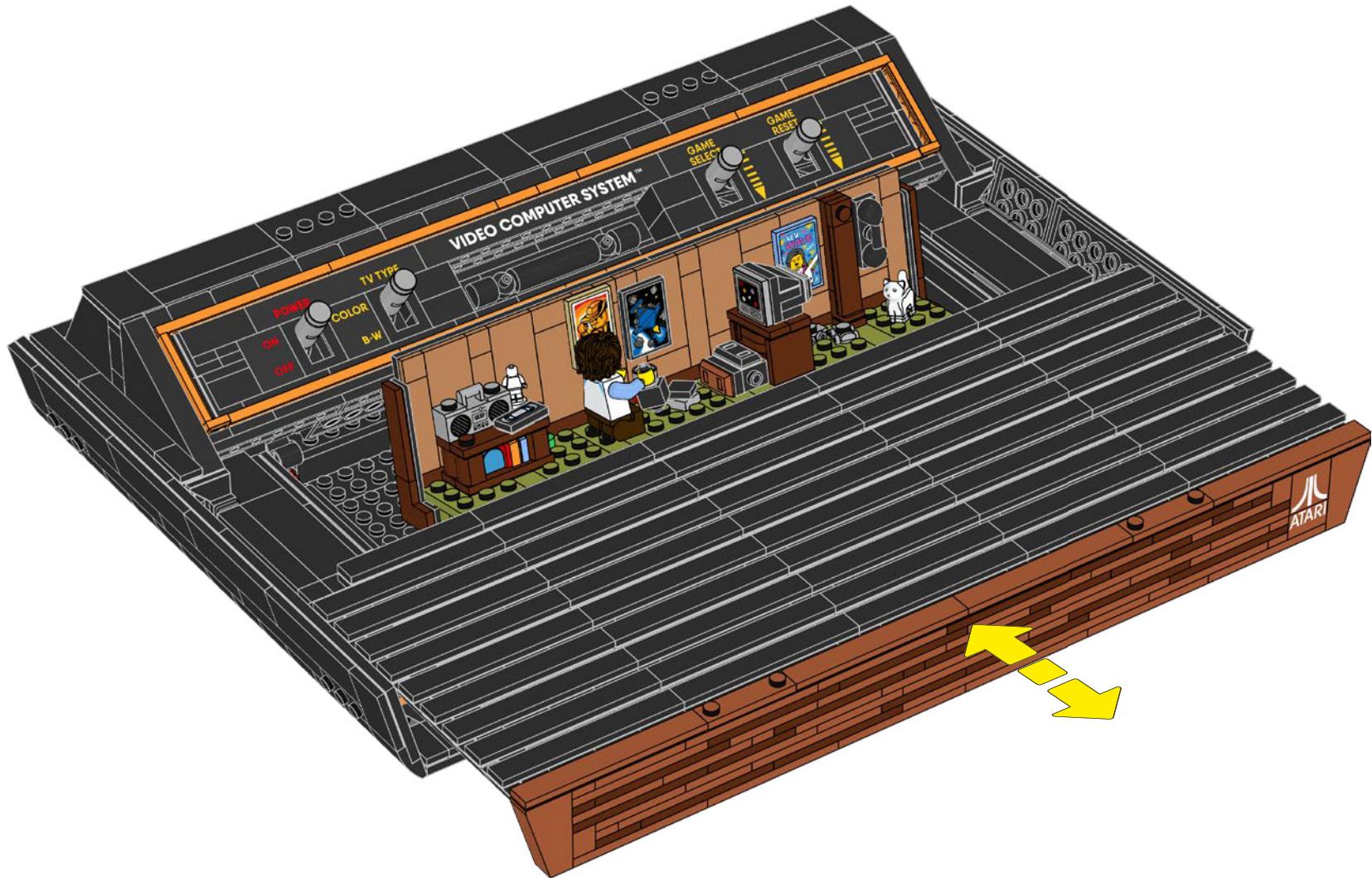


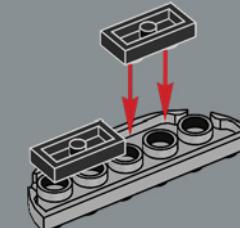
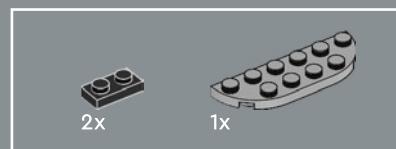
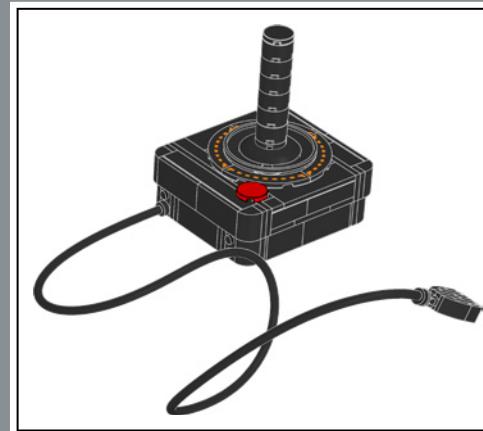
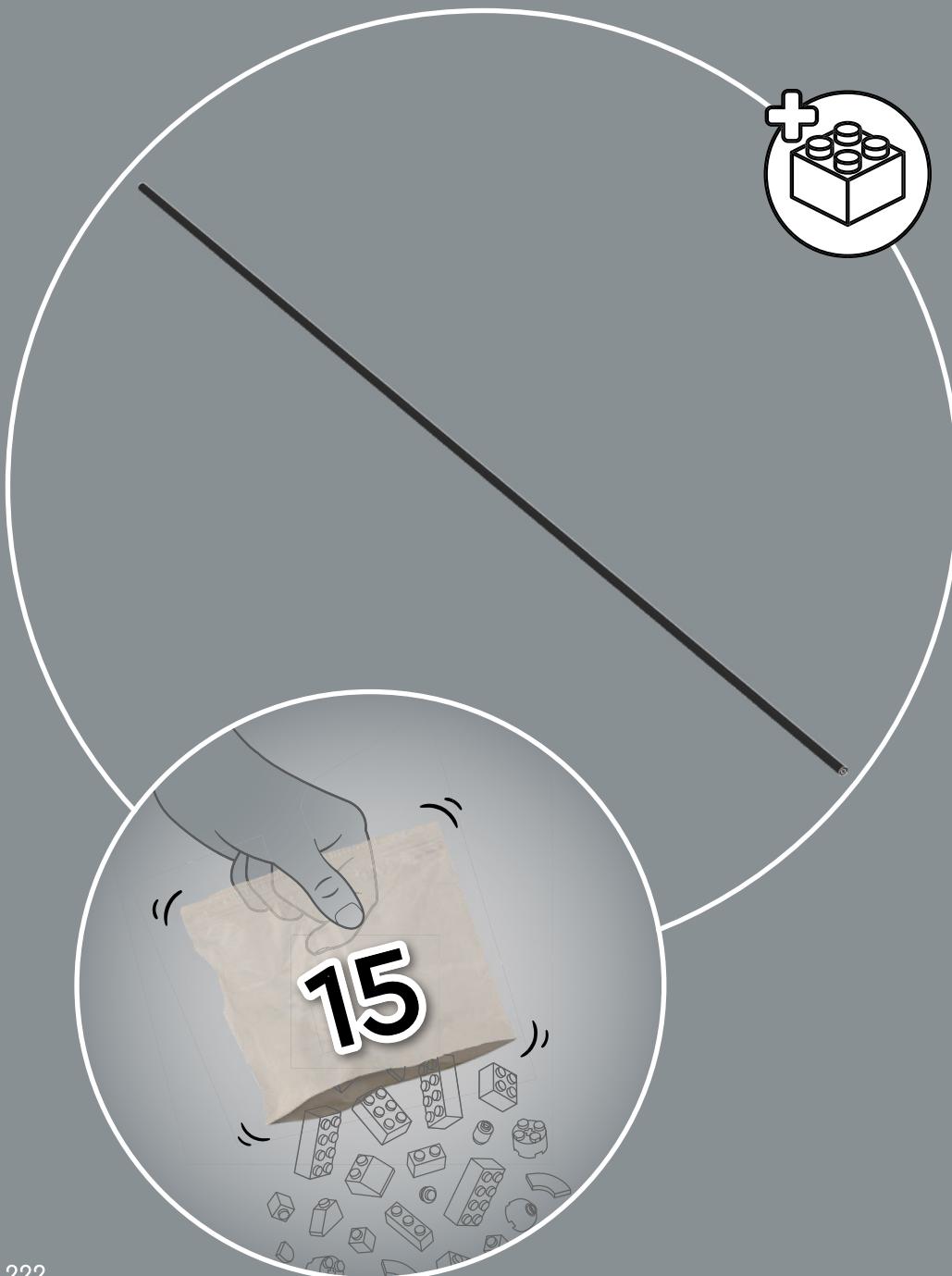
In 1982, ATARI® rebranded the VCS as the ATARI 2600 Video Computer System (elevating the original model number) and its new, more powerful sibling was introduced as the ATARI® 5200 Video Computer System.

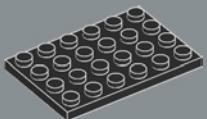
En 1982, ATARI® repositionne la marque de la VCS en tant que console de jeux vidéo ATARI 2600 (en augmentant le numéro du modèle original) alors que sa sœur, une nouvelle console de jeux plus puissante, est lancée sous le nom d'ATARI® 5200.

En 1982, ATARI® rebautizó el VCS como ATARI 2600 Video Computer System (destacando el número del modelo original), y su nuevo y más potente hermano fue presentado como ATARI® 5200 Video Computer System.

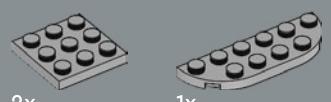
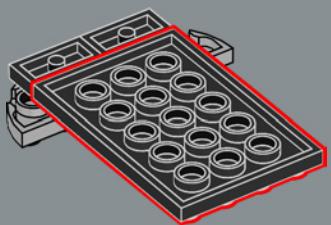




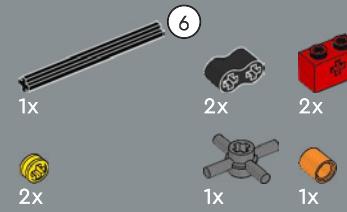
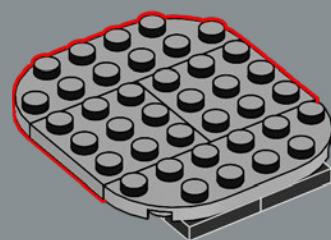




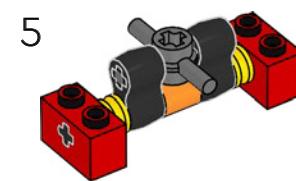
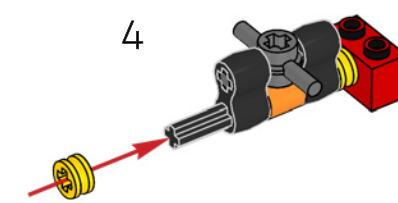
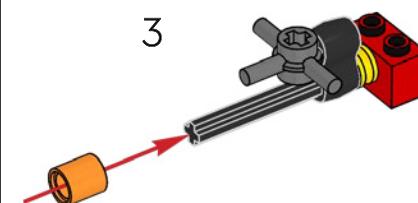
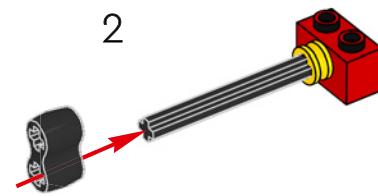
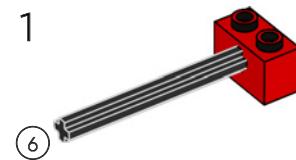
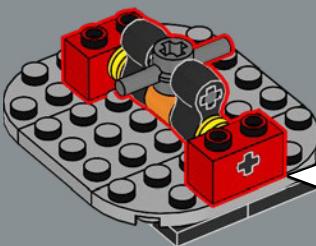
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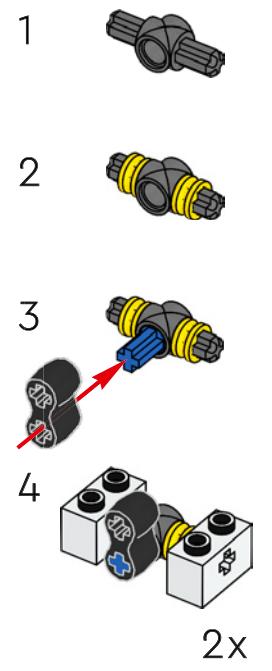
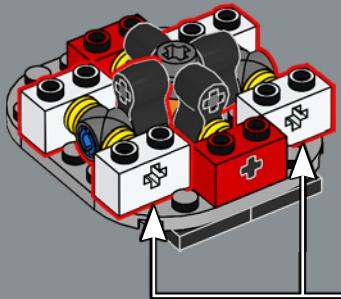


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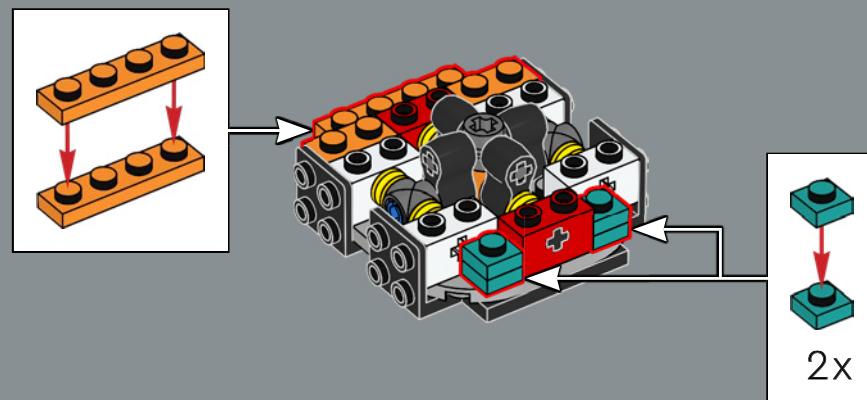




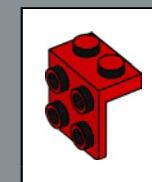
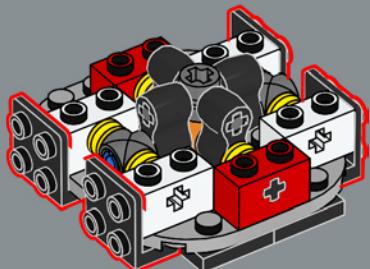
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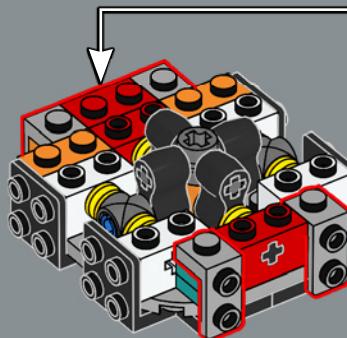
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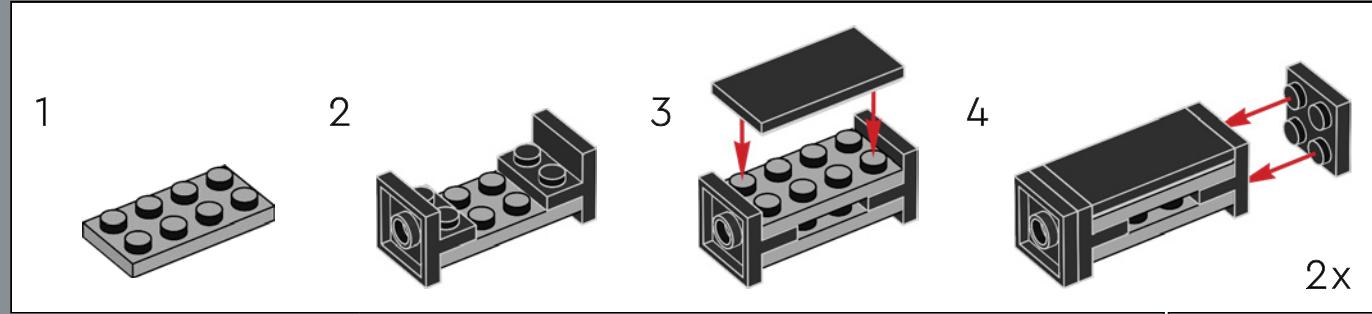
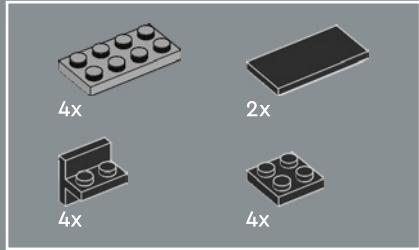


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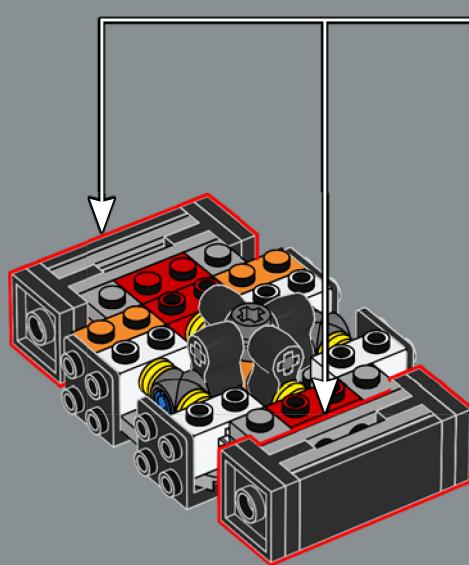


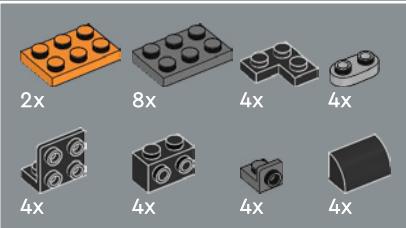
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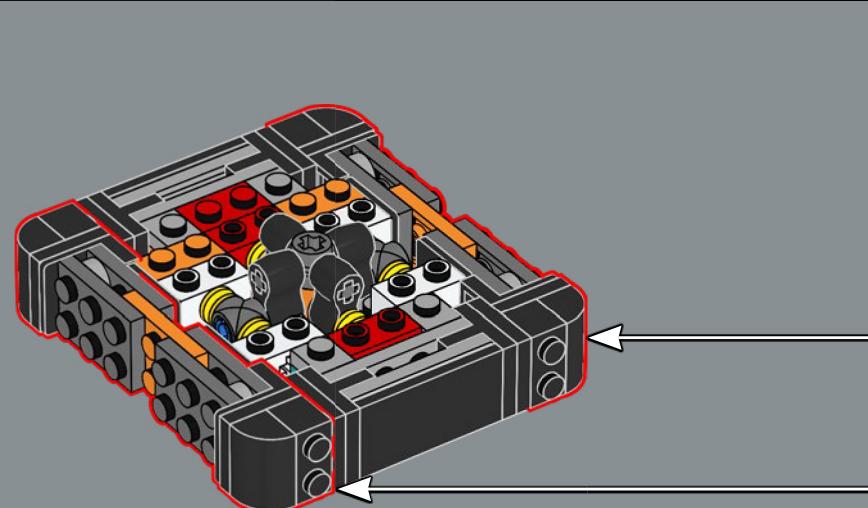
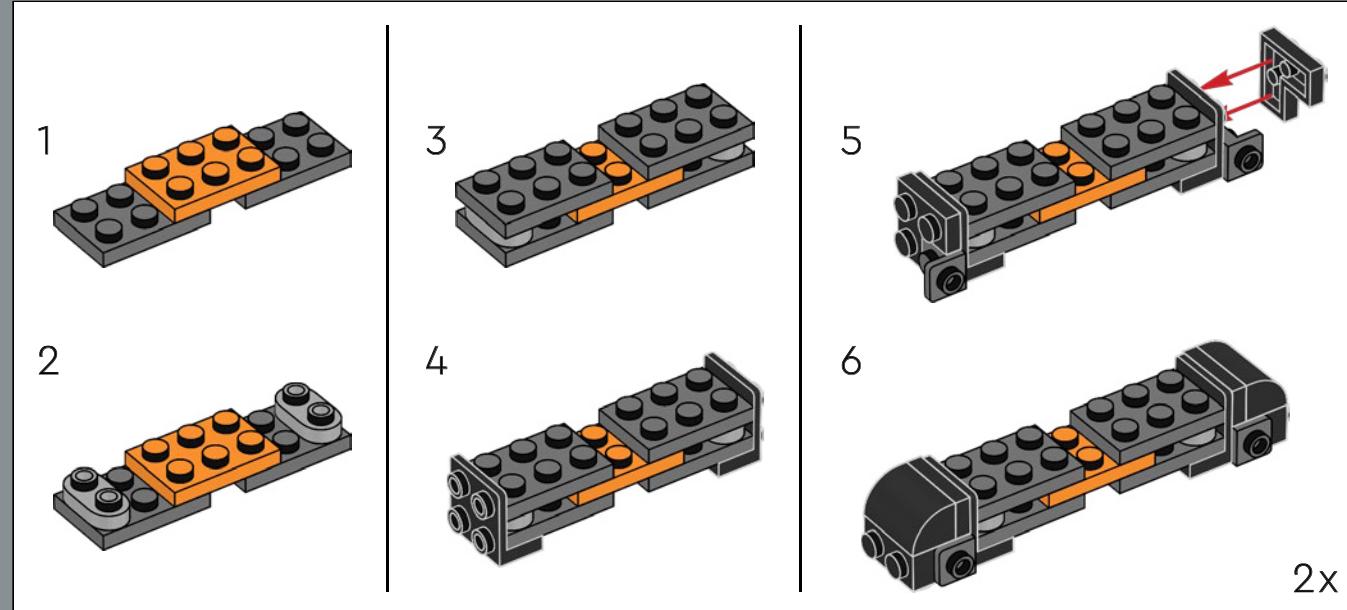


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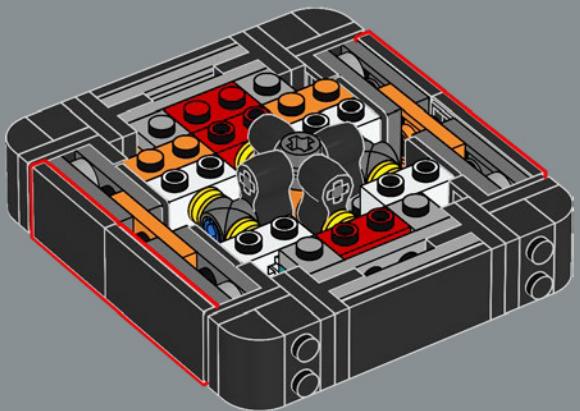


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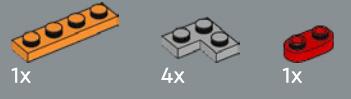
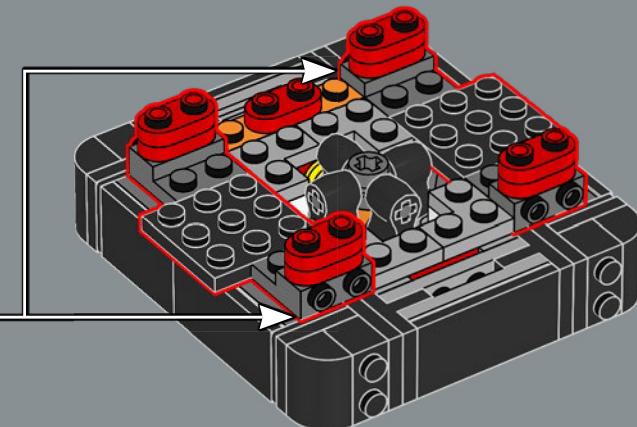
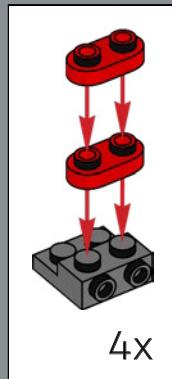




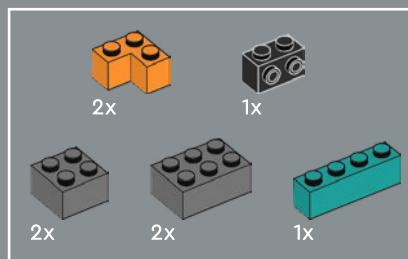
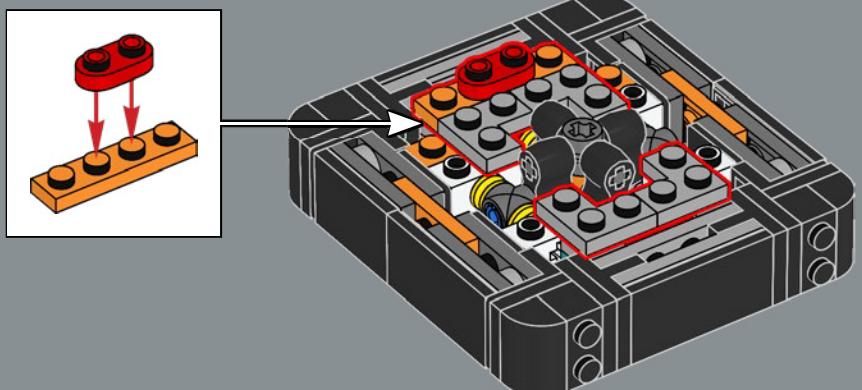
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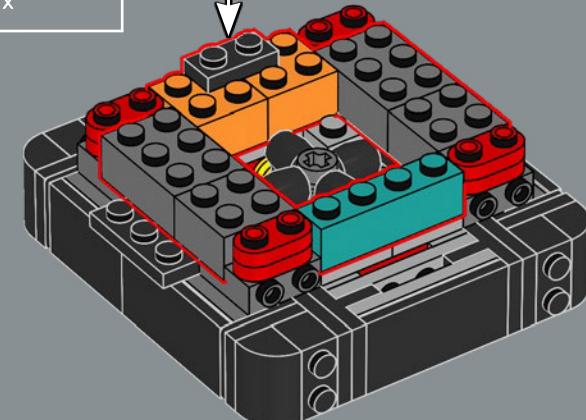
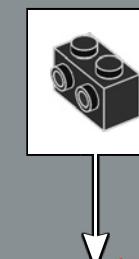
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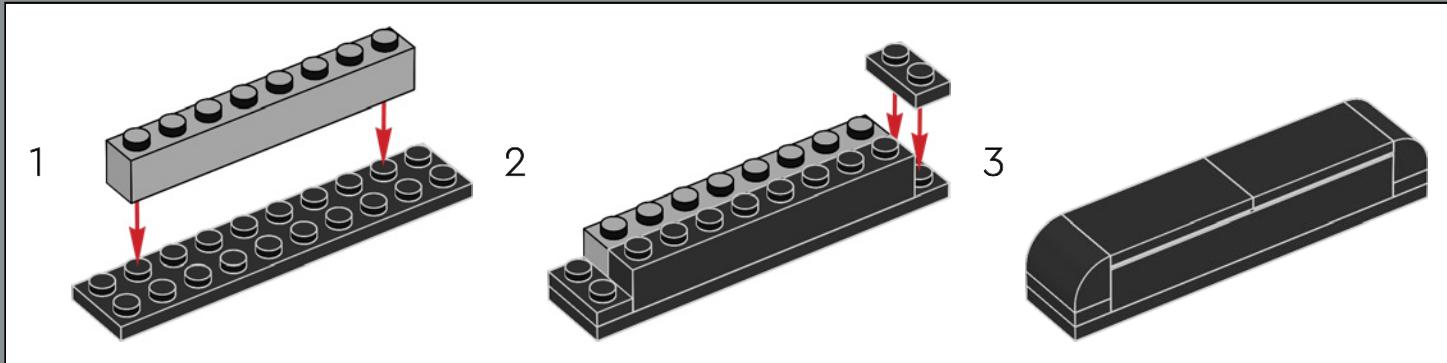
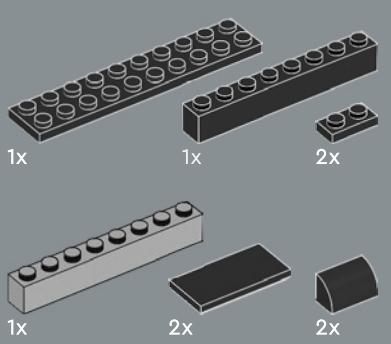


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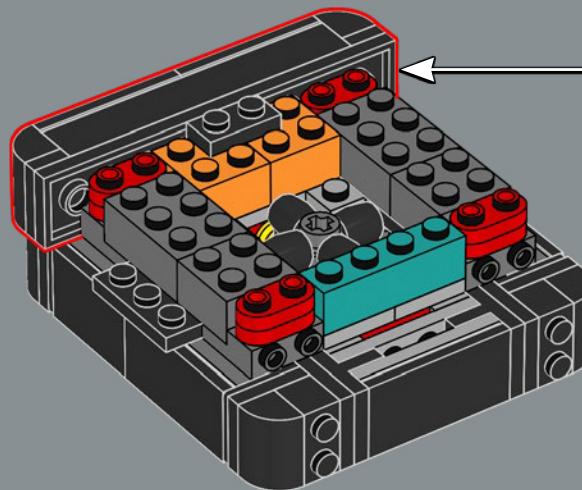


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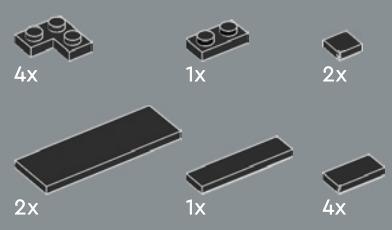
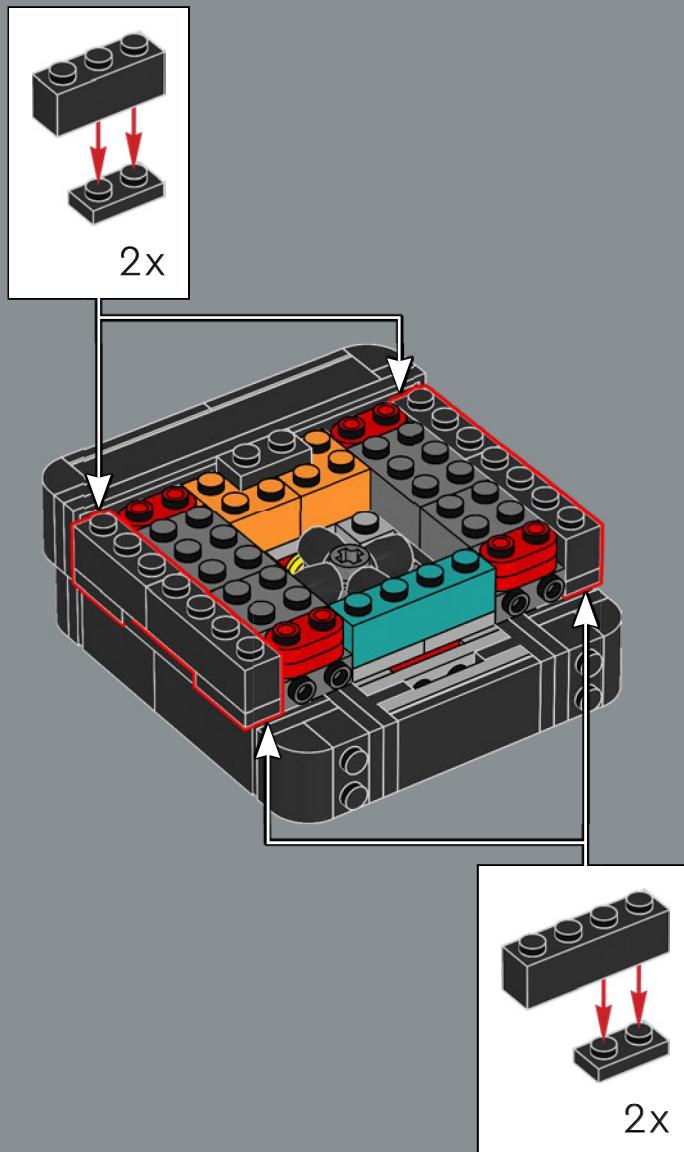


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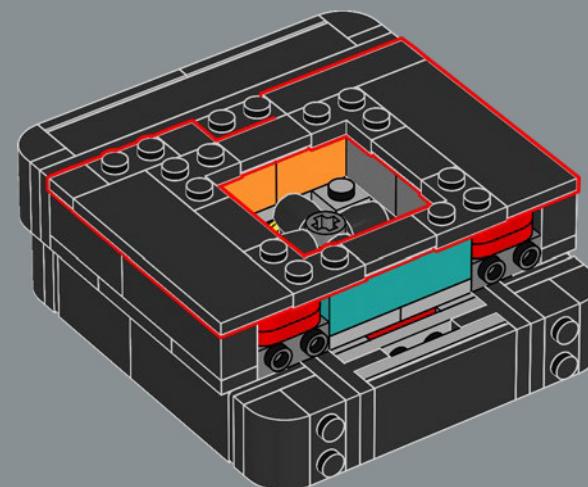


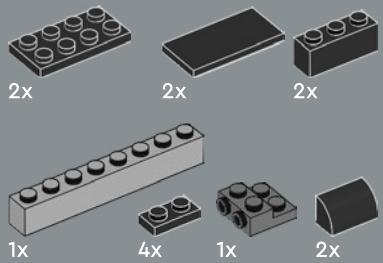


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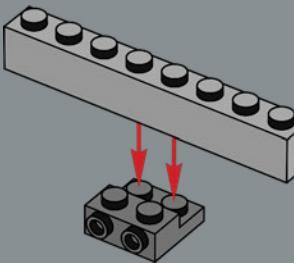
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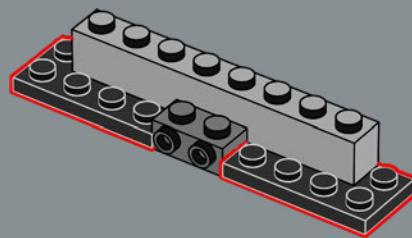


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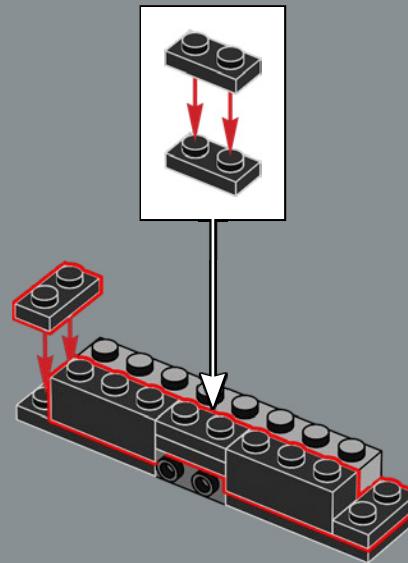
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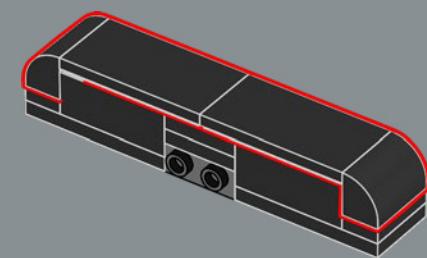
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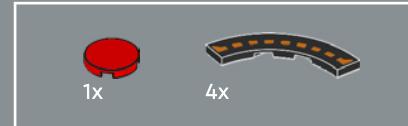
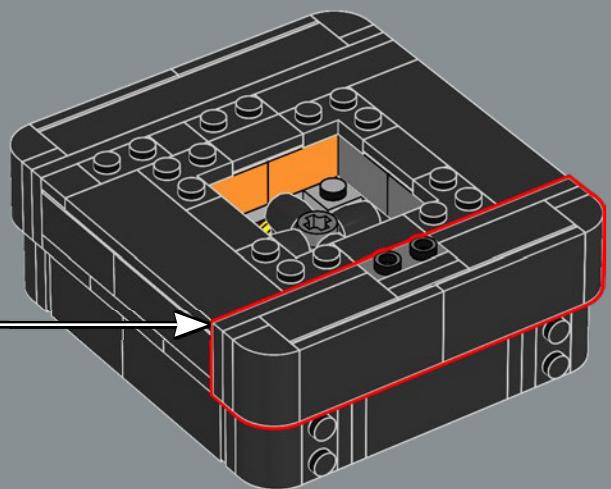


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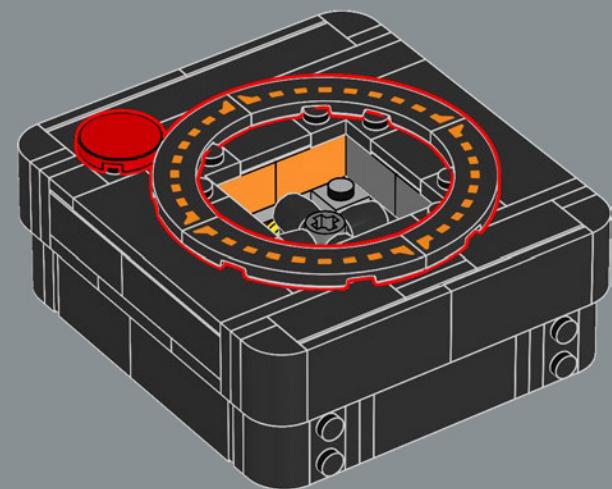


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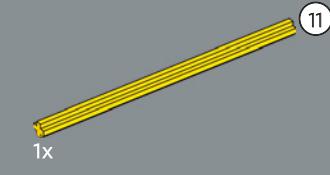
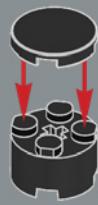
The ATARI® Video Computer System joystick is so iconic that its shape and bright red button is often used in graphical icons to represent gaming.

La manette de la console de jeux vidéo ATARI® est tellement emblématique que sa forme et son bouton rouge vif sont souvent utilisés pour symboliser le jeu vidéo.

El control del ATARI® Video Computer System es tan inconfundible que su forma y su llamativo botón rojo se usan frecuentemente en los íconos gráficos que representan los juegos.



20



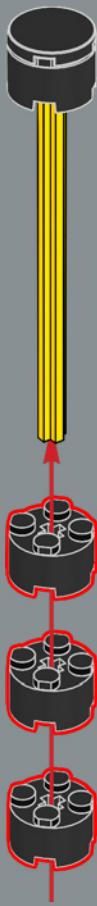
21





3x

22



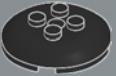
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23





1x



1x

24

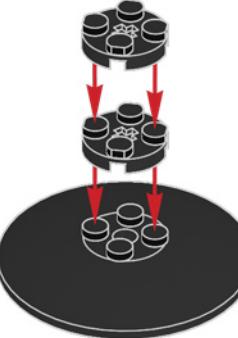


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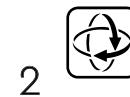


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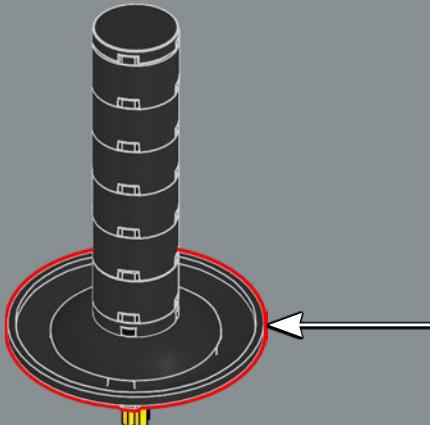
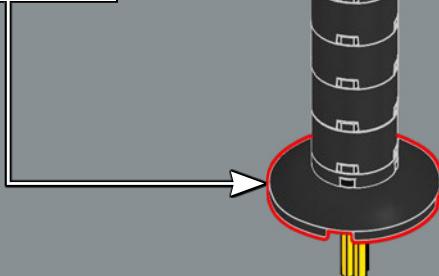
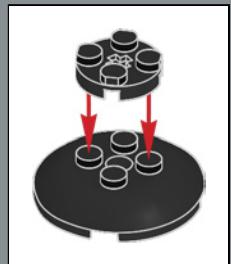
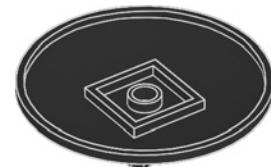
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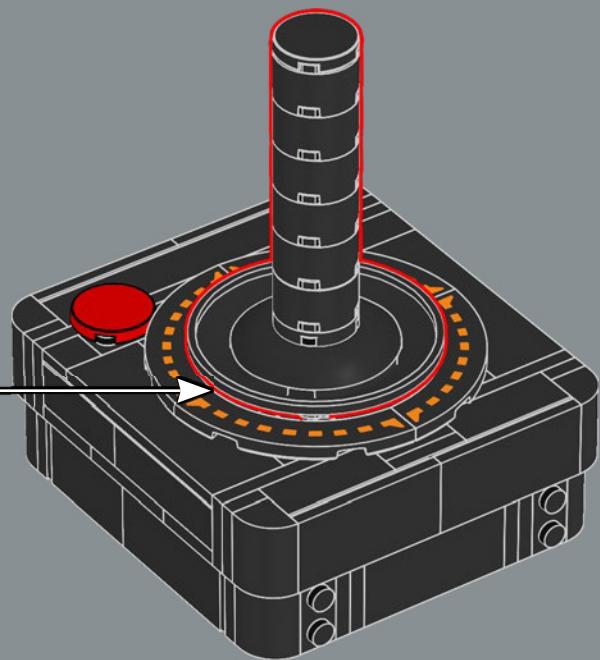


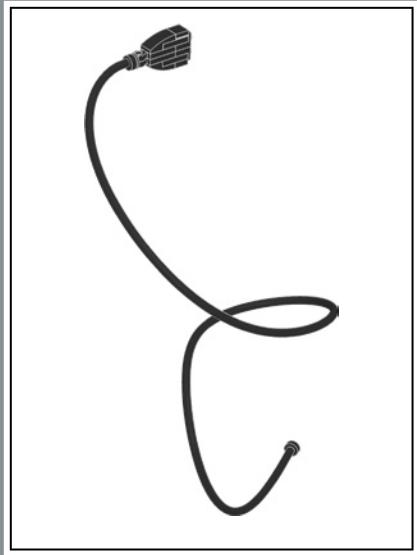
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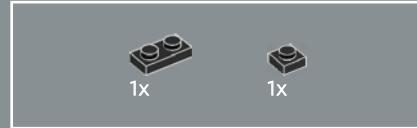
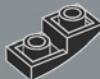
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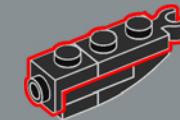
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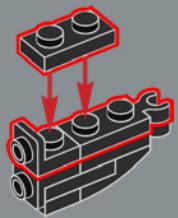


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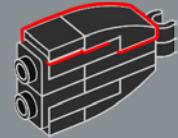




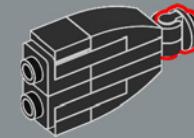
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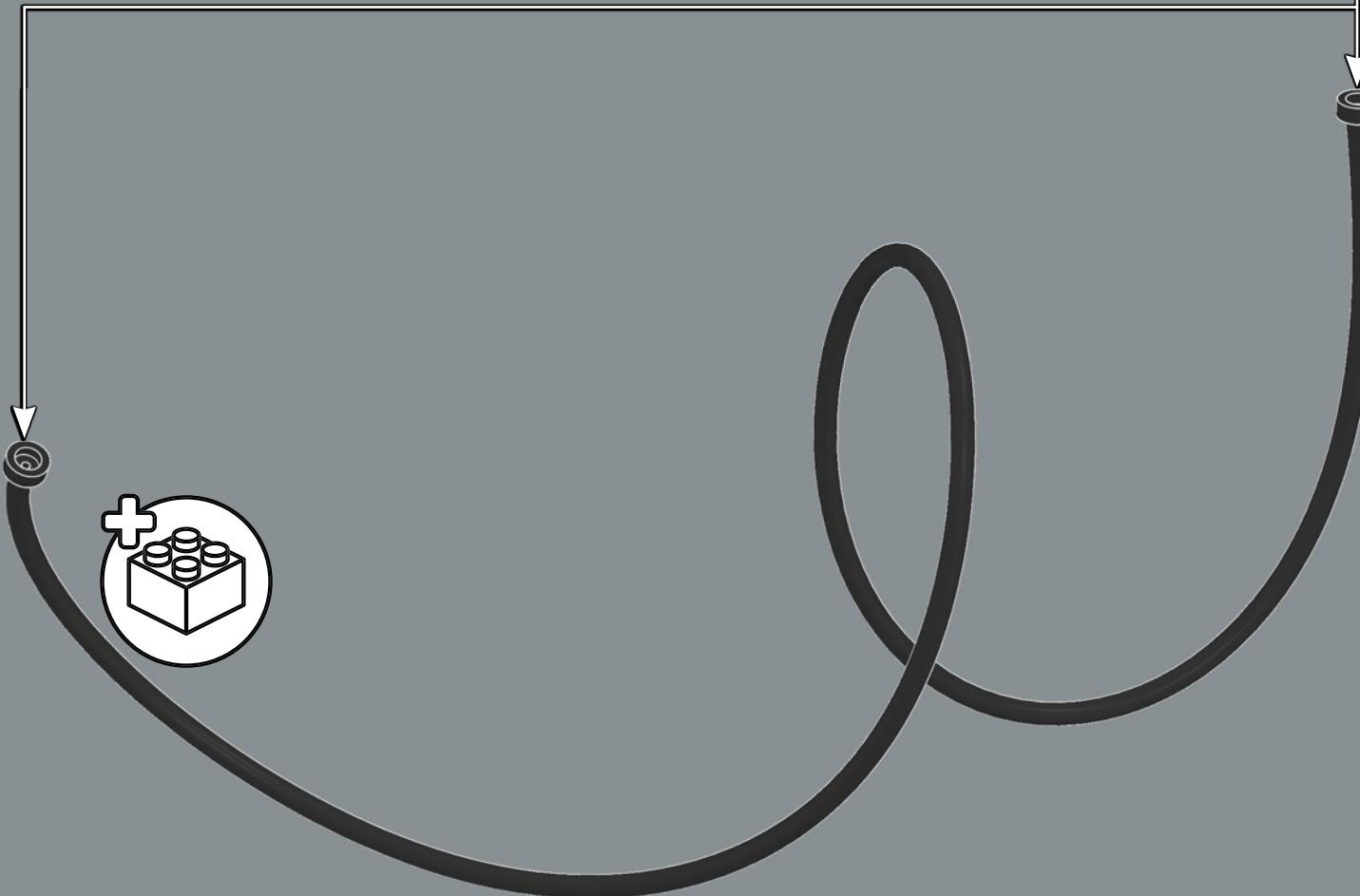


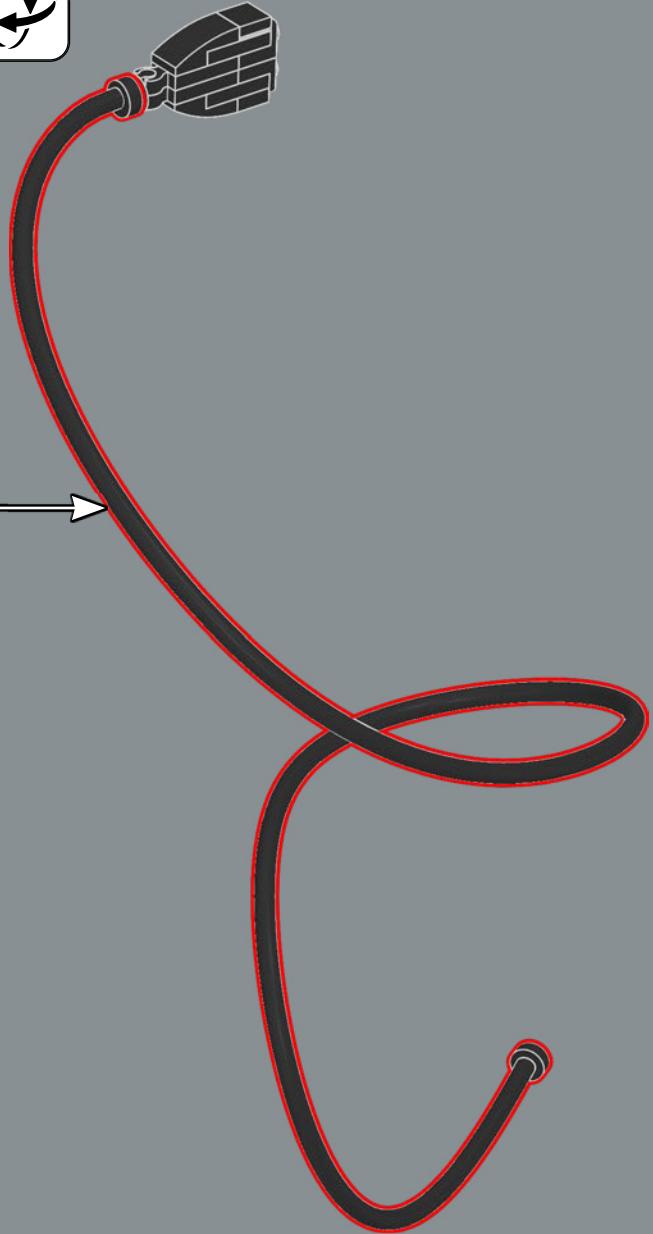
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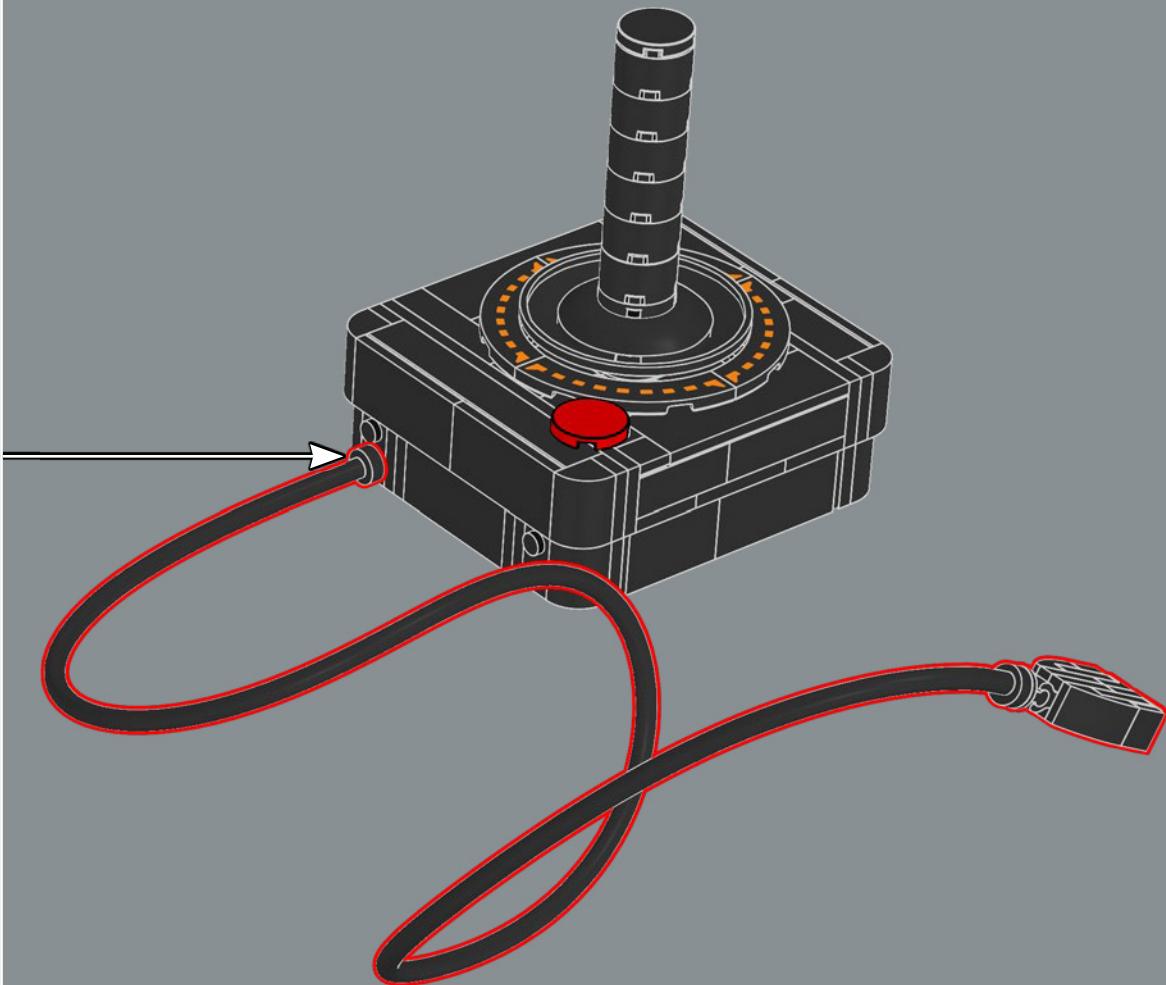


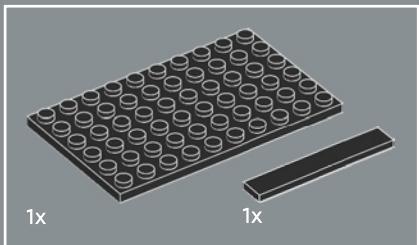
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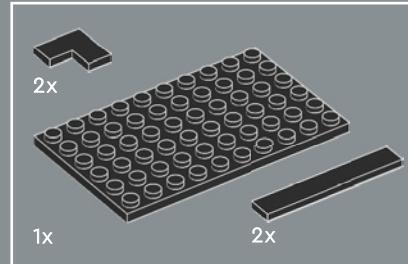
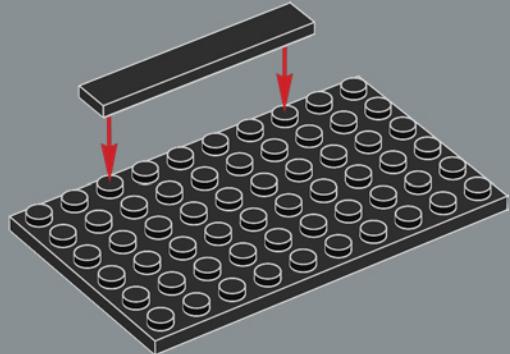


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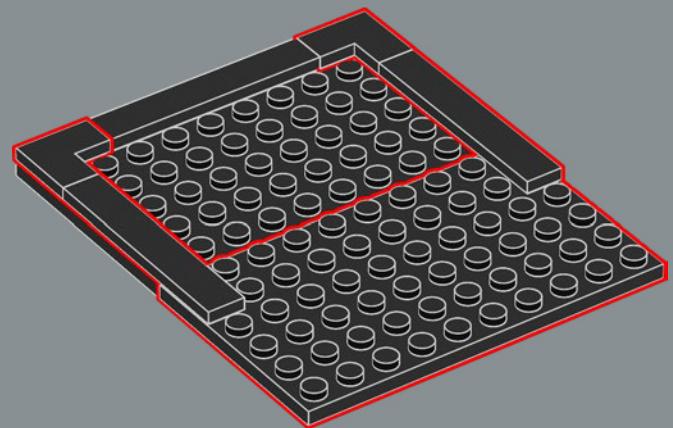


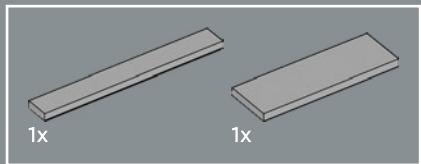


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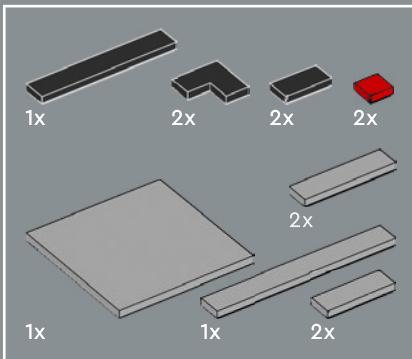
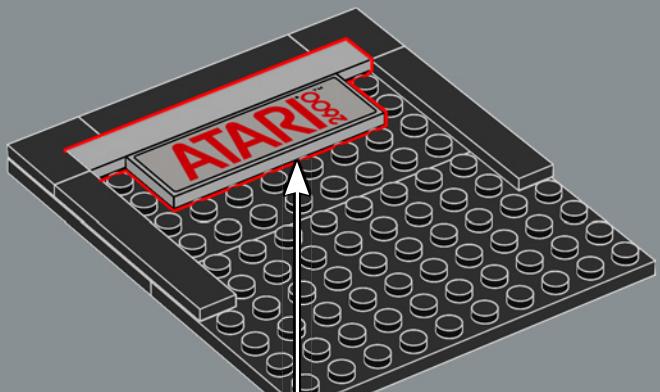


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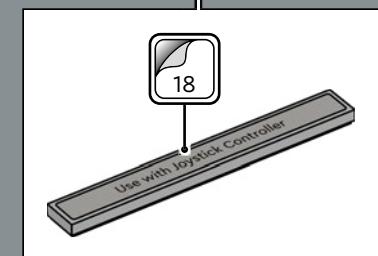
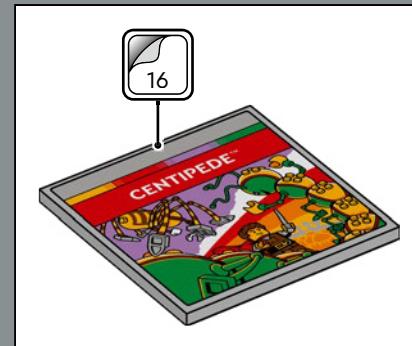


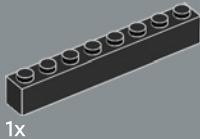


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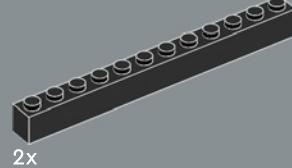
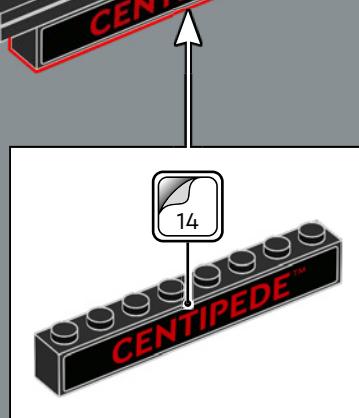


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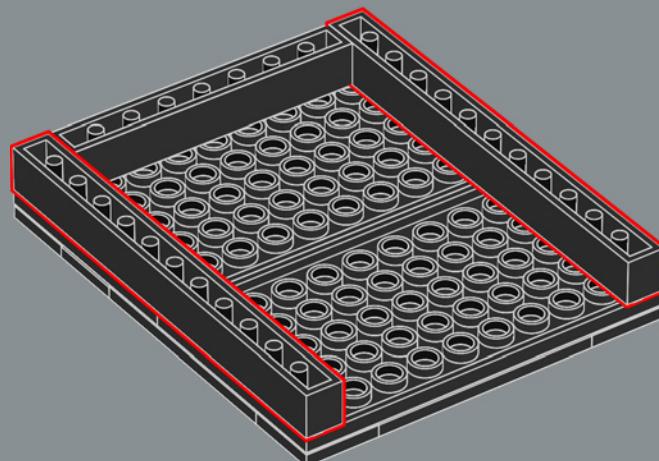
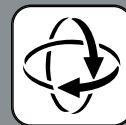


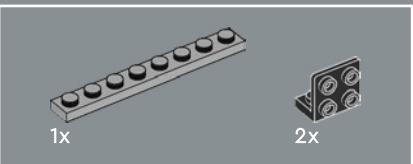
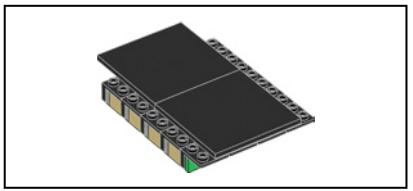


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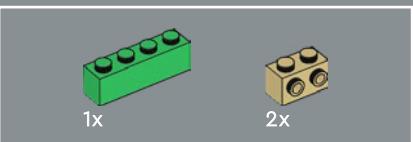
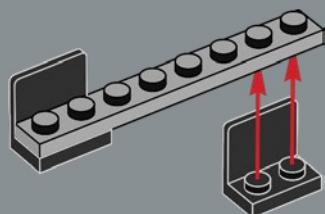


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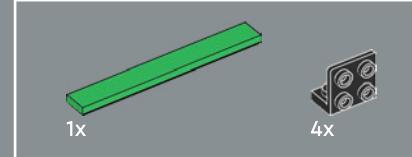
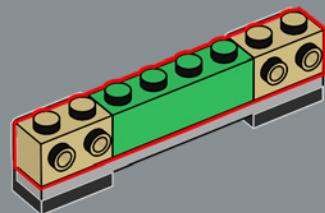




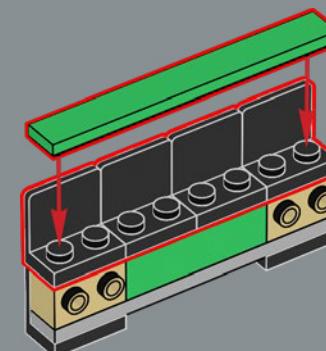
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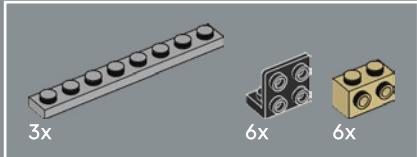


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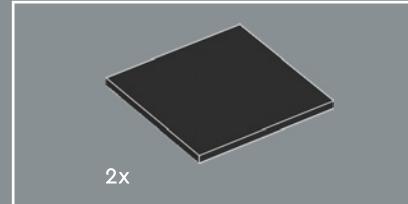
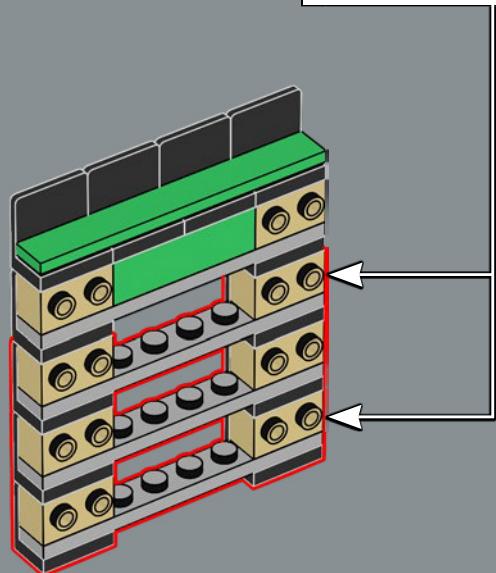
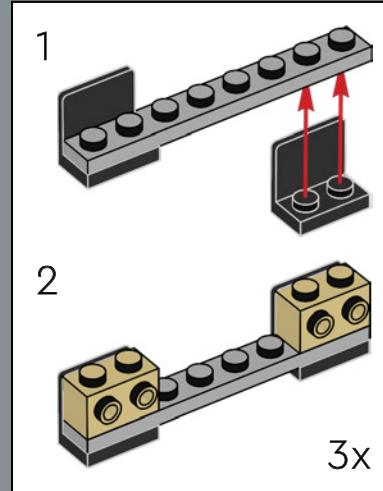


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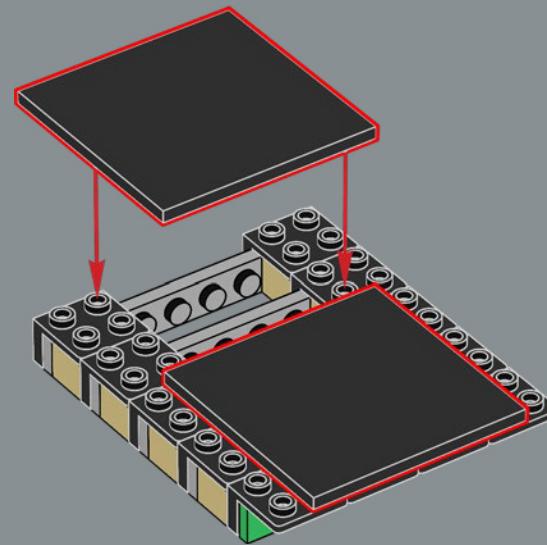




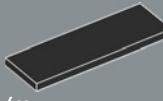
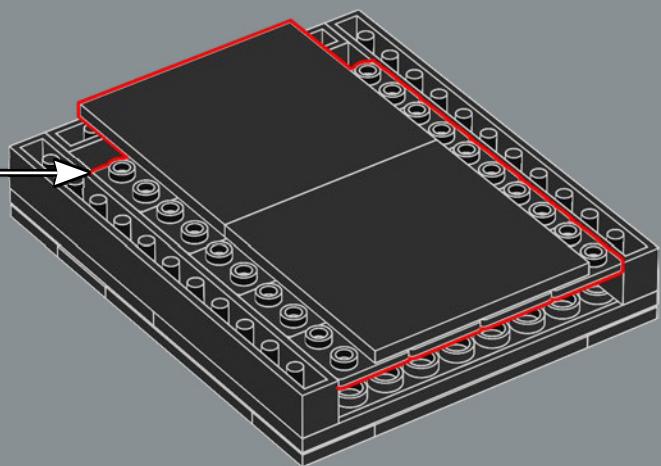
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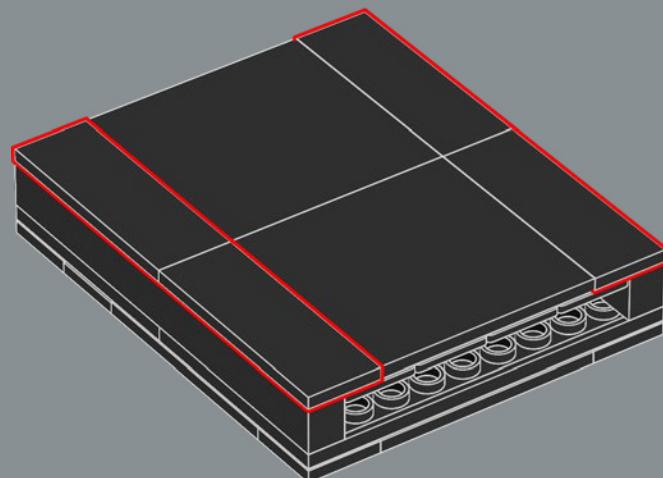
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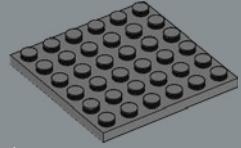


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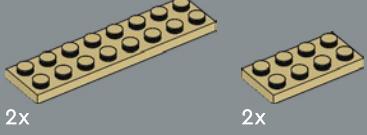
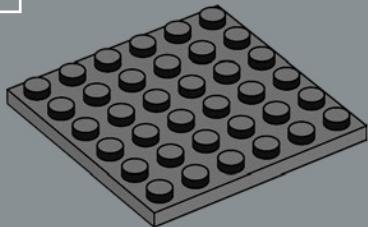
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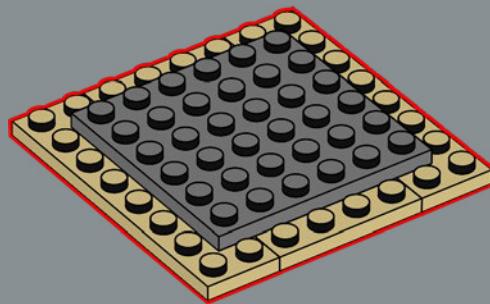
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1



2x

2x

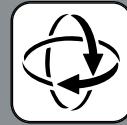


246



4x

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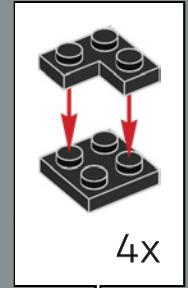
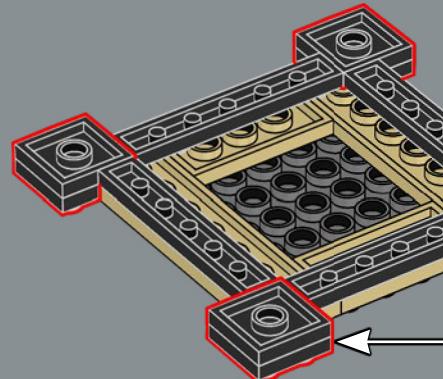


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4x

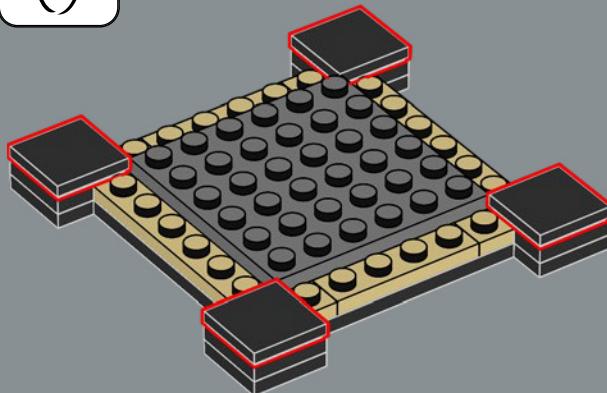
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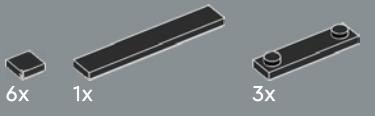
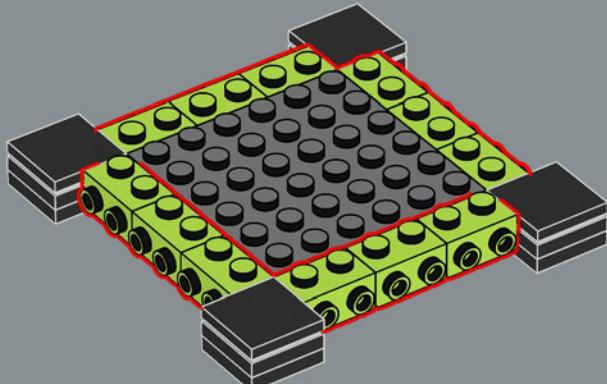
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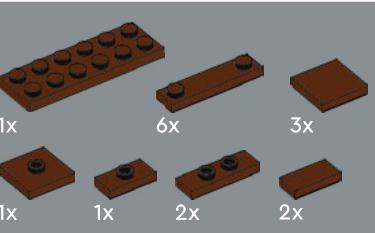
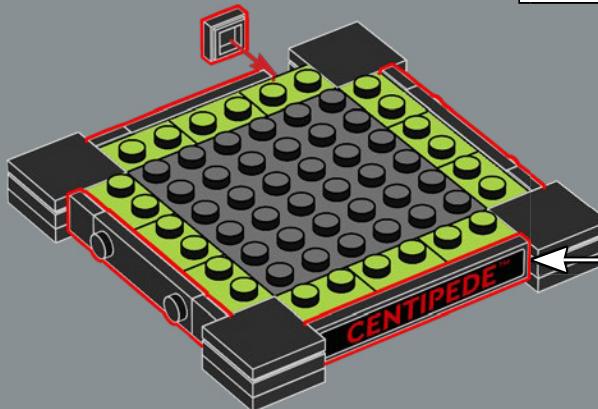
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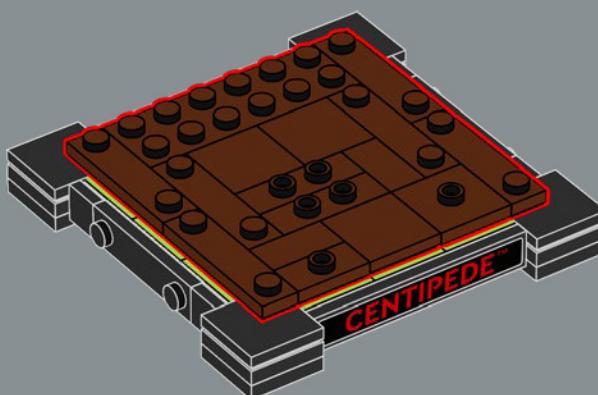
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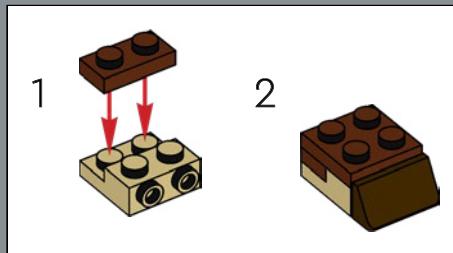
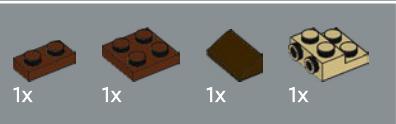


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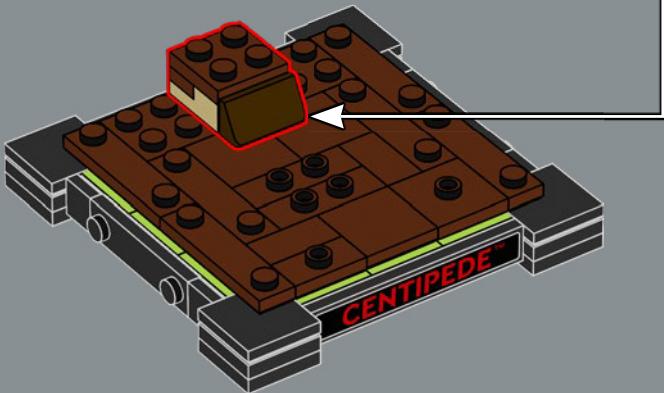


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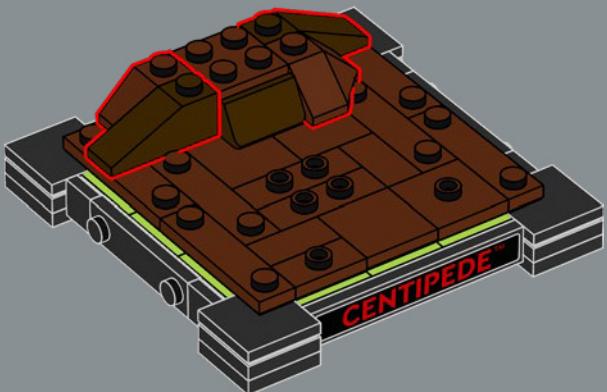




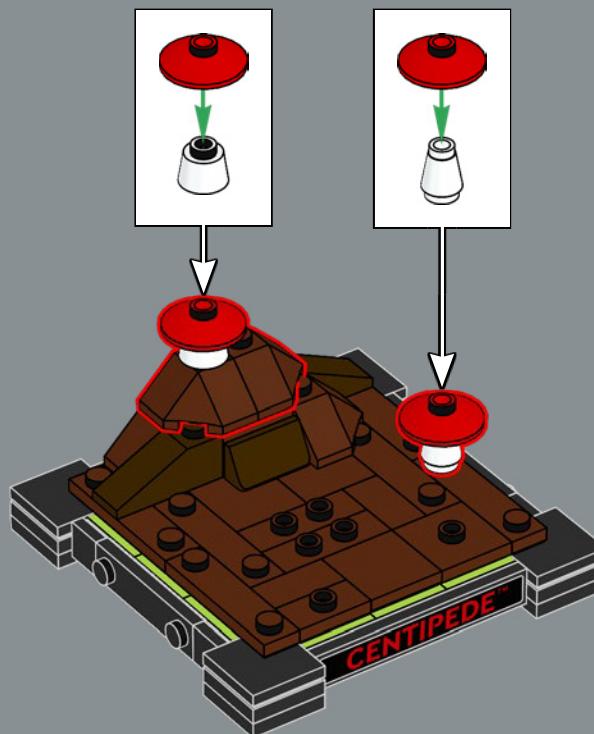
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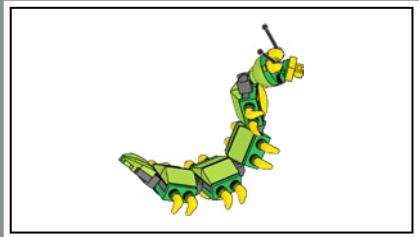


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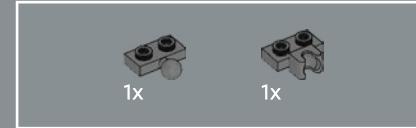




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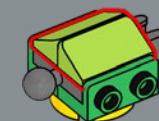
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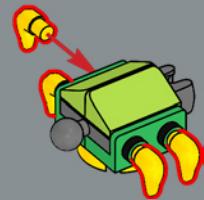
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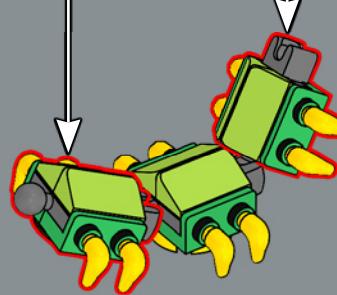
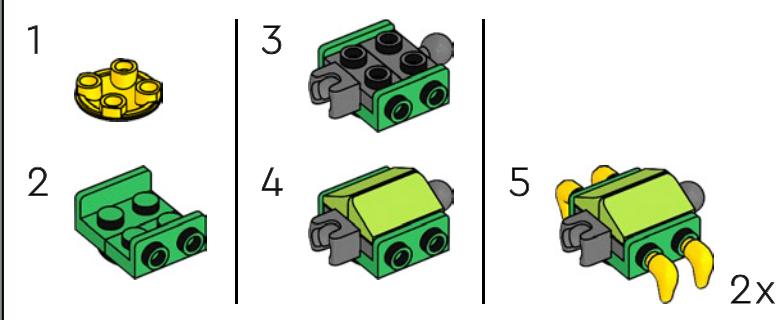


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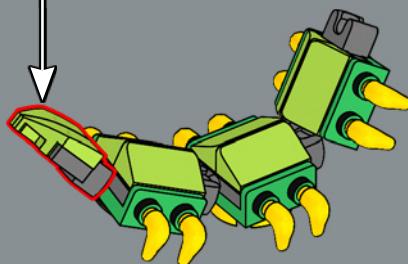
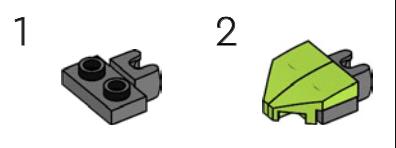


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18



19

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2



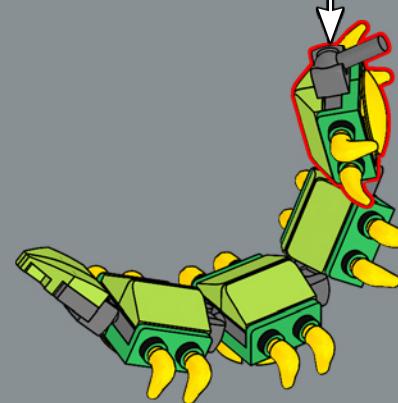
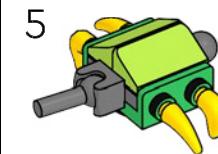
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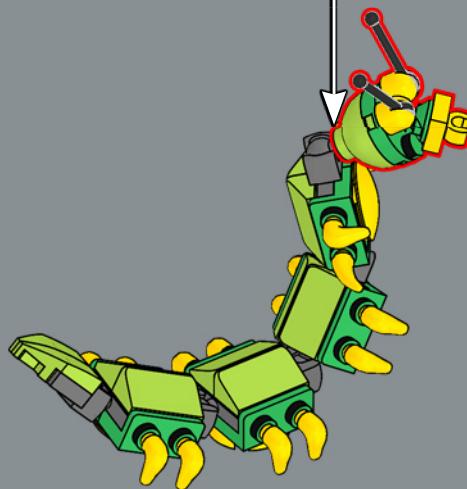
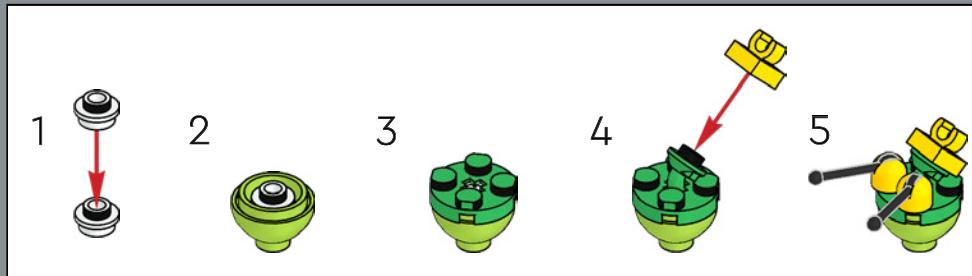


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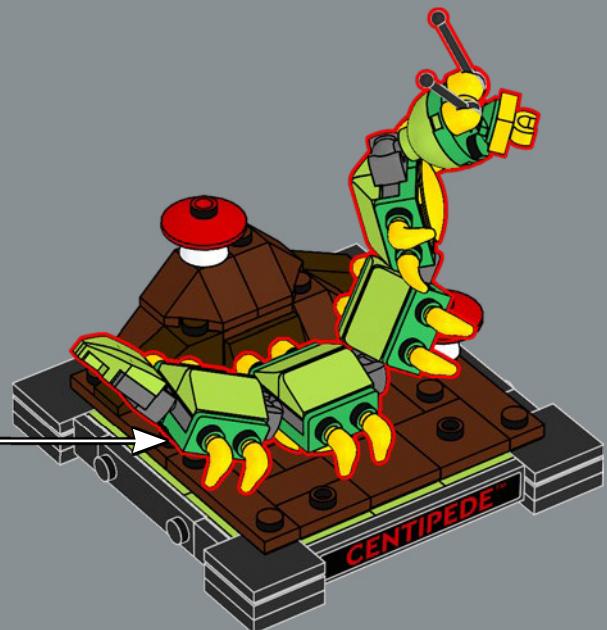




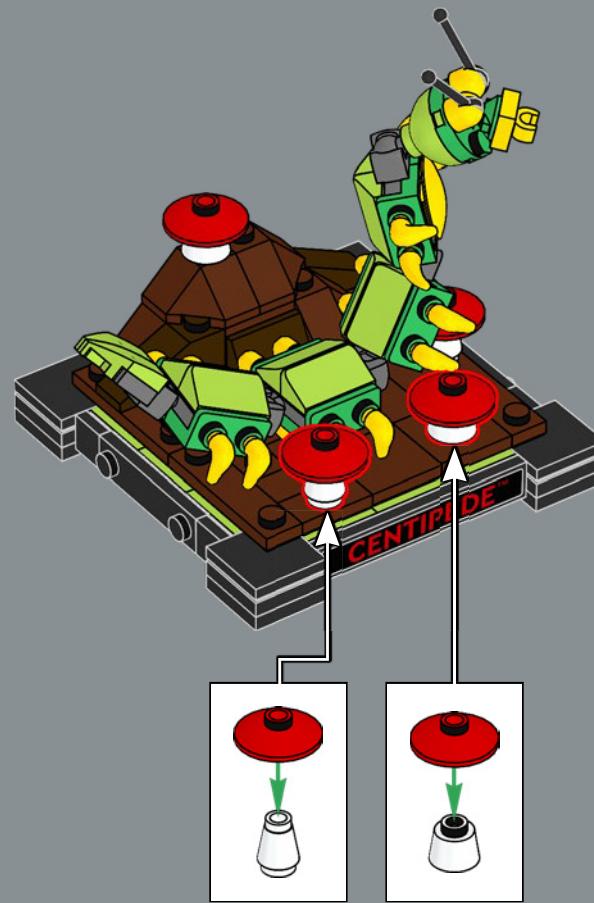
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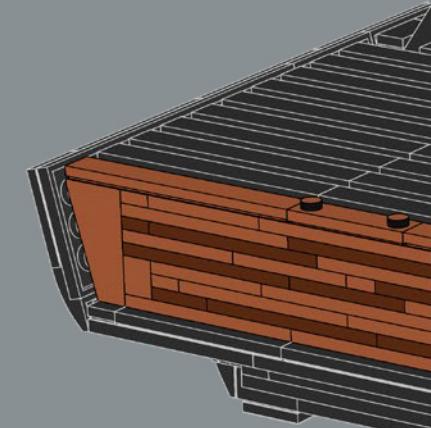
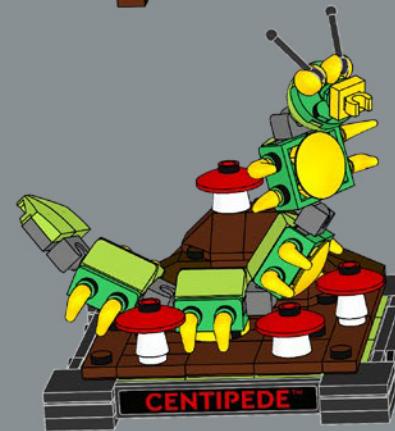
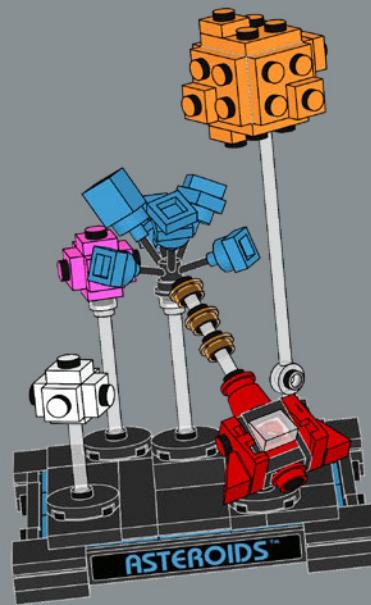
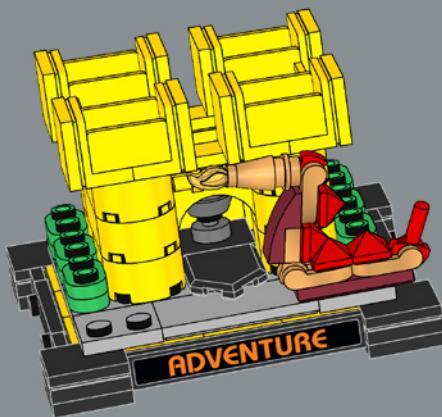


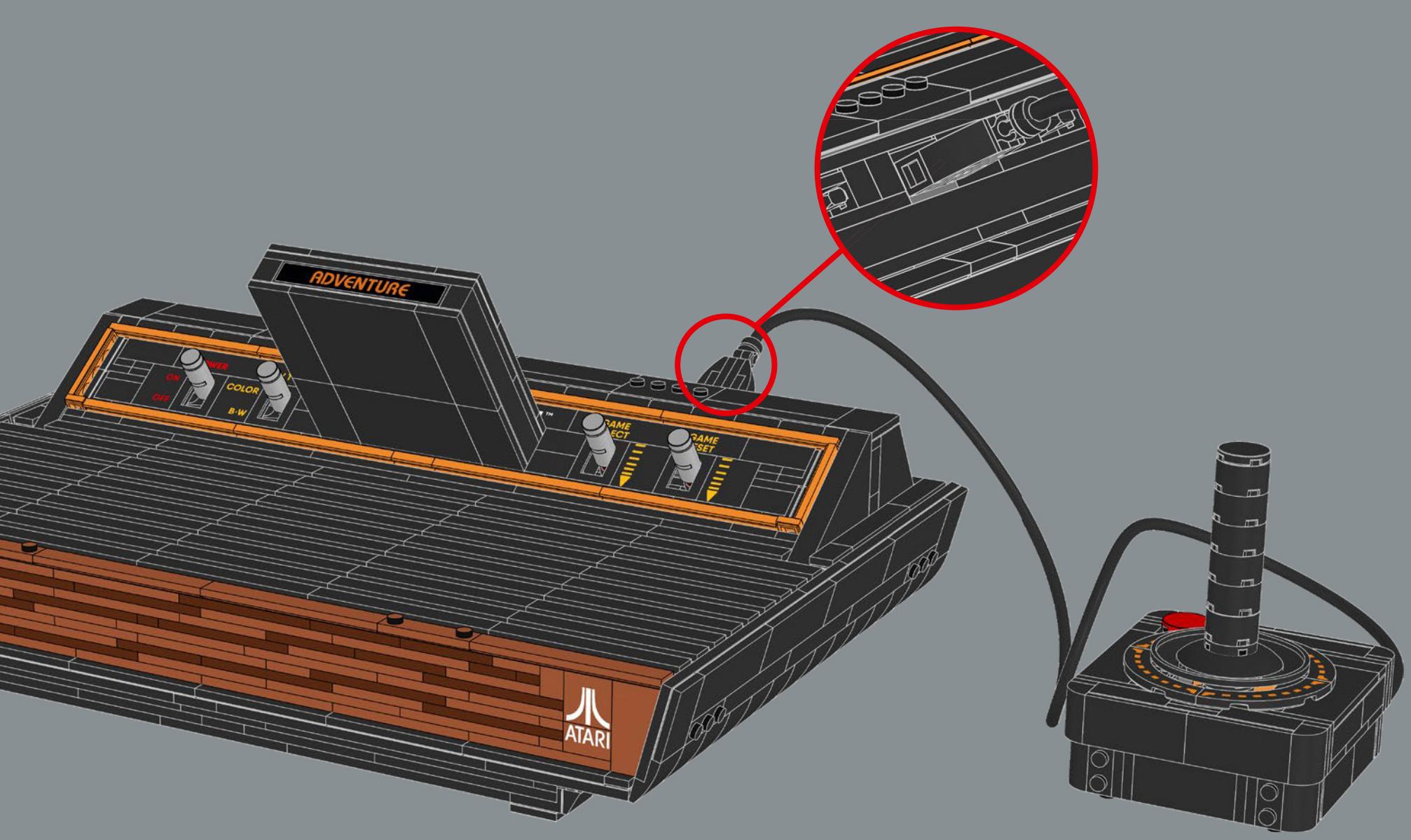
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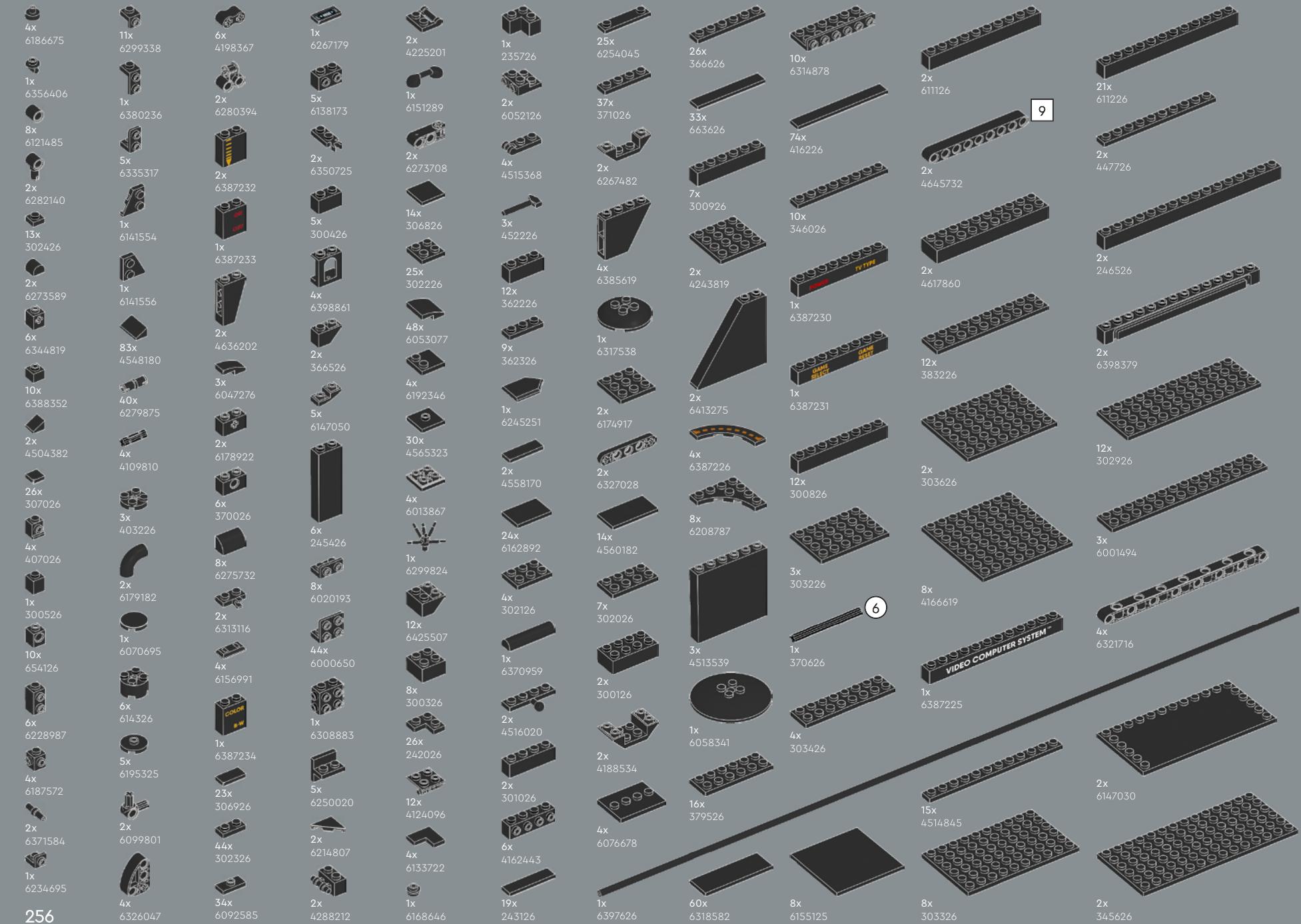
The ATARI® Video Computer System debuted on September 11, 1977, for a price of \$189.95 US (over \$800 in today's money!).

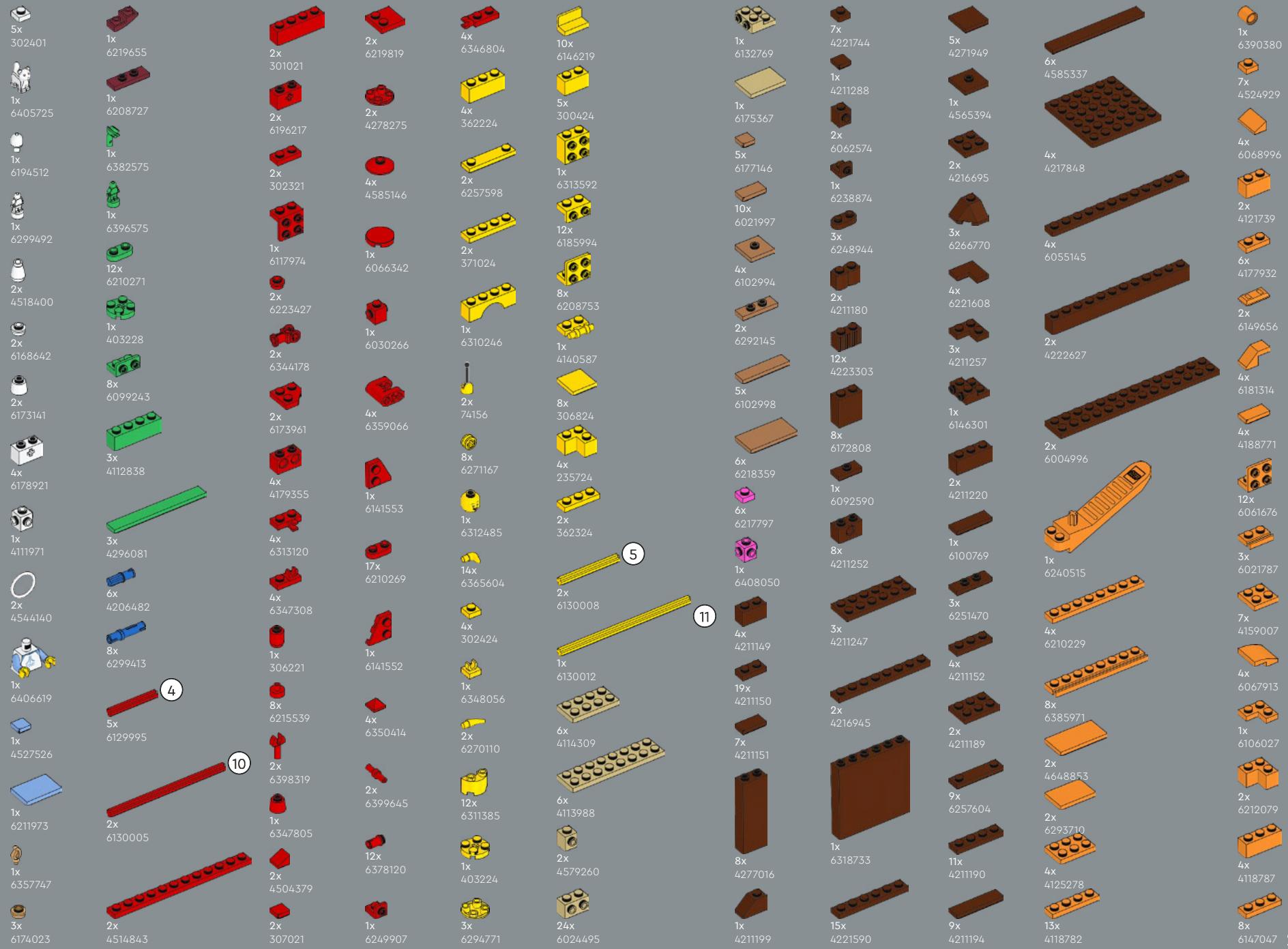
La console de jeux vidéo ATARI® a été lancée le 11 septembre 1977, au prix de 189,95 \$ US (plus de 800 \$ en dollars d'aujourd'hui !).

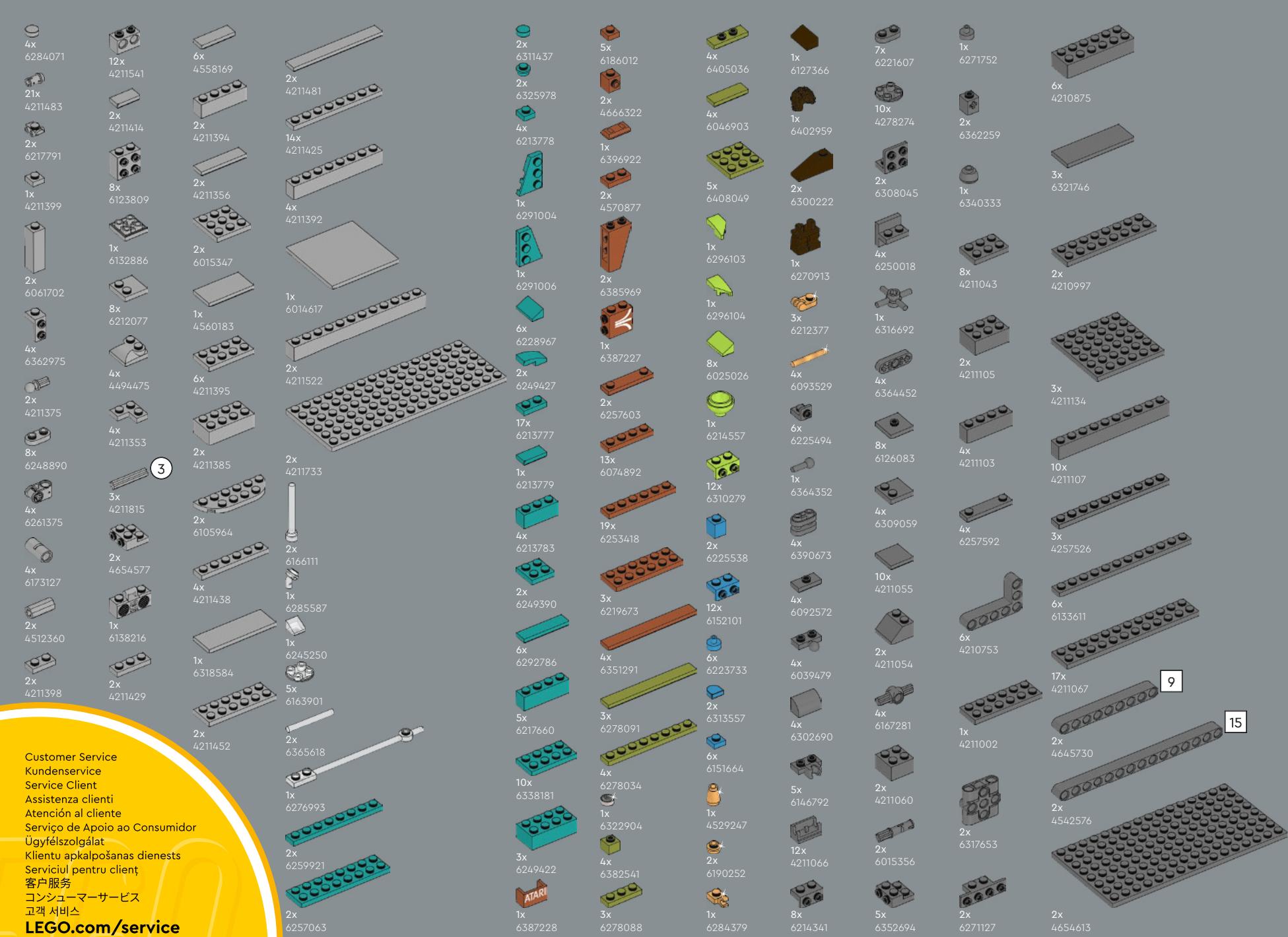
El ATARI® Video Computer System debutó el 11 de septiembre de 1977 a un precio de 189,95 USD (más de 800 USD en dinero de hoy!).













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