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16. SYSTEMA "SPACE ATTACK"
ELECTRONIC LCD GAME. Battle against the
Starship Fighters. 2 skill levels, 4 directional
movement and sound effects. Battery
supplied. for ages 5 years and over.

Cat. No. 360/2388 £5.99

17. SYSTEMA "GOLF CHALLENGE". The LCD display accurately recreates an 18-hole golf course. 3 skill levels of play, atmospheric conditions and sound effects. Fingertip controls let you choose the right dub and timing of each stroke. Automatic scoring for 1 or 2 players. Batteries supplied. For ages 8 years and over.

Cat. No. 360/2340

£29.99

18. SYSTEMA "FORMULA ONE RACING CAR" ELECTRONIC LCD GAME. Avoid the oil slicks and racing cars. Two skill levels and sound effects. Battery supplied. For ages 5 years and over.

Cat. No. 360/2003

£4.99

19. TOMY "DINGBOT". Ahappy but confused robot who has lost his way. Watch him bump into objects, stop, talk to himself, then whizz off. Uses LR6 battery (order 1 of 980/1444 at £1.25 pair). For ages 4 years and over.

Cat. No. 360/1619

£6.49

20. GRANDSTAND "OUT RUN" LCD ELECTRONIC GAME. Take the wheel of this high performance sports car and enter the high speed race of a lifetime. Features include steering wheel, brake and accelerator controls, realistic sound effects, automatic scoring, highest score retention and 5 exciting races. Uses 2 x LR14 and 2 x LR6 batteries (order 1 of 980/1451 at £2.35 pair and 1 of 980/1444 at £1.25 pair). For ages 5 years and over.

Cat. No. 360/2429

£35.99

21. TOMY "SUPER CUP" FOOTBALL. Fast action. Each player can be "powered" up and down the pitch and the ball automatically "thrown-in". With scoreboard, reserve players and balls. For 2 players. Uses 2 x LR14 batteries (order 1 of 980/1451 at £2.35 pair). For ages 6 years and over.

Cat. No. 360/1437

£17.45

22. SYSTEMA "TABLE-TOP SOCCER". Gives all the real excitement of a first league football match. Has soft touch control buttons to control the teams and a large dual screen that spans the action area. 2 levels of play. For 1 to 2 players. Requires 2 x LR6 batteries (order 1 of 980/1444 at £1.25 pair). For ages 5 years and over.

Cat. No. 360/2890

£16.99

23. TEXAS INSTRUMENTS "SPEAK & SPELL" TALKING ELECTRONIC LEARNING AID. Improves spelling of children aged 6 years and over. With four skill levels including several games and activity book. Keeps score to give children a measure of progress. Completely portable with carrying handle. Uses 4 x LR14 batteries (order 2 of 980/1451 at £2.35 pair).

Cat. No. 360/0177 £31.00

24. VTECH PHONE PALS. A talking phone that teaches children numbers, colours, shapes, animal sounds, music and more. Dial a character from the attached directory using numbers, colours or shapes on the telephone keys. Features call-back function, where a character will call the child at random, safety break-apart cord and auto shut off. Uses 4 x LR6 batteries (order 2 of 980/1444 at £1.25 pair). Ages 2 years and over.

Cat. No. 360/2955

£19.99

The Lion Mark is a symbol of Toy Safety and all Argos toys are tested for compliance with exactly the same approved safety standard.



25. VTECH "LITTLE TALKING SCHOLAR". A talking computer that teaches numbers, colours, letters, matching, logic and more. Complete with 50 programs in the form of 25 double-sided learning cards. Press the colour buttons to answer any of the 300 questions. Requires 4 x LR6 batteries (order 2 of 980/1444 at £1.25 pair). For ages 3 to 6 years.

Cat. No. 360/2821

£24.99









ELECTRONIC LEARNING AIDS

26. VTECH "SMALL TALK" TALKING ELECTRONIC LEARNING AID. Interactive centre with 6 activities including talking phone, shapes, sounds, numbers, colours and music. Handle makes product easy to carry anywhere. Features safety break-apart cord. Uses 4 x LR14 batteries (order 2 of 980/1451 at £2.35 pair). For ages 2 to 4 years.

Cat. No. 360/2106

£27.00

27. VTECH "PRE-COMPUTER 1000". A learning aid introducing computer functions. OWERTY keyboard. 8 built-in programs and 1000 questions teach typing, geography, programming, maths, spelling, history, science and general knowledge. With 3 electronic games and full function calculator. Uses 6 x LR14 batteries (order 3 of 980/1451 at £2.35 pair). Ages 9 years and over.

Cat. No. 360/2508

£57.99

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28. GRANDSTAND "MY FIRST COMPUTER". Educational toy with 14 built-in activities including spelling, maths and music, a large LED display and touch sensitive keyboard makes learning fun. Requires 6 x LR14 batteries (order 3 of 980/1451 at £2.35 pair). For ages 5 years and over.

Cat. No. £29.99

29. GRANDSTAND "FIRST TALKING COMPUTER". Electronic learning aid, covering maths, spelling, music and logic. Features 19 activities, touch sensitive keyboard and friendly computer voice. Operates from 6 x LR14 batteries (order 3 of 980/1451 at £2.35 pair). For ages 5 years and over.

Cat. No. 360/2364

360/1736

£44.99

30. GRANDSTAND MAINS ADAPTOR. Can be used with item nos 28, 29 and 31.

Cat. No.

£5.99

31. GRANDSTAND "TALKING WHIZZ KID". Educational toy with cards to teach maths, music, spelling and memory skills. Computer voice and easy-to-read LCD screen. Uses 6 x LR14 batteries (order 3 of 980/1451 at £2.35 pair). For ages 5 years and over.



TEXAS INSTRUMENTS PHINE PALS







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1. "SPHINX GRANADA" ELECTRONIC CHESS COMPUTER. Plays standard openings. Features move take-back, set up and position verification. Warns against threats and saves unfinished games. Uses 4 x MN1500 batteries (order 1 of 982/1565 at £2.45 for 4). For ages 8

2. NOVAG "SOLO" ELECTRONIC CHESS COMPUTER. Pocket size, 8 skill levels. Features memory save, move take-back and position verification. Requires 4 x LRO3 batteries (order 2 of 980/1437 at £1.25 pair). For ages 8 years and over.

For items 3, 4 and 5, see page 329 for details.

6. NINTENDO GAME BOY. Portable, hand held video game. Game Boy is completely self-contained and features patented Nintendo controls - cross key joystick, A, B, start and select buttons, plus screen contrast and volume control. Includes Tetris Game Pak, stereo earphones and game link for simultaneous multiple player competition when linked up with other Nintendo Game Boy's. Batteries supplied. For ages 8 years and over.

£69.95

7. ATARI VCS 7800 VIDEO GAME CONSOLE. Advanced video games system including 2 controllers and built-in "Asteroids De Luxe" software game. Super graphics and sound on your TV with classic arcade action. Complete with mains lead. For ages 6 years and over.

8. TYCO "VIDEO DRIVER". Experience the thrill of a high speed pursuit on your own television screen in a motorized Porsche Turbo. Includes driving console with working steering wheel, shift control and digital dashboard with score readout. Works with any VHS video cassette recorder and a colour television with a 13-20 inch screen size. Includes 71/2 minute VHS Road Adventure "California Chase" video tape. Operates from 4 x LR14 batteries (order 2 of 980/1451 at £2.35 pair). For ages 4 years and over.

9. SEGA MASTER SYSTEM. High quality games console, connects directly to any TV set providing high quality graphics. With two control pads and built-in action adventure game. Includes aerial splitter and mains adaptor. For ages 6 years and

10. COMMODORE NIGHTMOVES/ MINDBENDERS PACK. Includes C64 computer, cassette unit and two joysticks. Indudes game packs, Nightmoves titles: Nightbreed, Shadow Warriors, Midnight Resistance and Secret Agent/Slyspy. Mindbenders titles: Trivial Pursuit, Snare, Confuzion and Split Personalities. For ages 6 years and over. Cat. No. 364/0151 £159.00

11. NINTENDO CONTROL DECK. High quality video games system. Just connect to any ordinary television to experience exciting, high quality graphics. With games console, two hand controllers and Super Mario Bros game. For ages 8 years

Always choose toys that suit the age and ability of your child.