COMMAND CONTROL

COMMAND CONTROL



FOR THE ARCADE — AND NOW FOR THE HOME.

WICO CORPORATION

Consumer Division
6400 W. Gross Point Road • Niles, Illinois 60648

*NOTE: Switch-type joysticks are compatible with most Apple® software programs.

WICO® is a registered trademark of Wico Corporation.

Atari,® Sears, Commodore, Texas Instruments,
Apple® II, IIe, II Plus, Radio Shack® TRS80,® Odyssey,®
IBM,® ColecoVision,™ and Intellivision™ are trademarks respectively of Warner Communications, Sears,
Commodore Inc., Texas Instruments, Apple Computer Inc.,
Tiandy Corp., Magnavox Inc., International Business
Machines Corp., Coleco Industries and Mattel Inc.

© 1983 Wico Corporation.

Congratulations.

You have just purchased the finest joystick money can buy.

28-0795

The arcade joystick comes to the home.

MEET THE ENTIRE COMMAND CONTROL LINE.

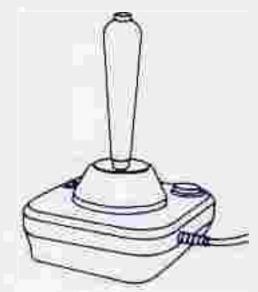
Any one makes a perfect gift.

WICO makes the controls for more than 500 different arcade video games. Arcade owners demand the most durable, most accurate, fastest controls money can buy. That's what WICO delivers. And now, WICO brings the same high quality and high scores to your home video system.

- Superior control.
- Pinpoint firing accuracy.
- Incredible durability.
- Full 5-foot cord for ease of movement.

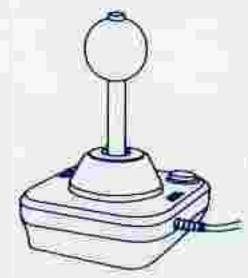
The COMMAND CONTROL joysticks

- Injection-molded modular construction and 6 leaf-type molded switches
 —just like WICO's commercial arcade models.
- Two fre button locations, activated by a base-mounted slide switch.
- Work directly with the Atari® 2600,™ Sears Arcade Game, Atari® 400,™ 600,™ 800™ and 1200™ Home Computers, and the Commodore 64™ and VIC-20™ Home Computers.



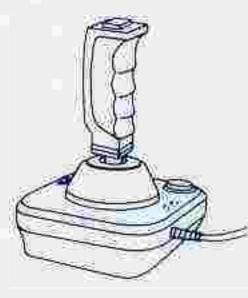
Joystick 15-9714

 Extra-long arcade-style bat handle grip that moves smoothly and easily into all 8 standard positions.



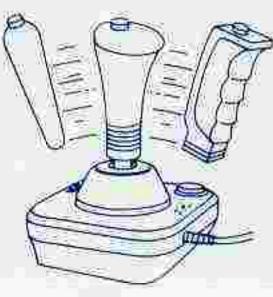
Famous Red Ball™ Joystick 15-9730

 Arcade-type red ball handle that moves smoothly and easily into all 8 standard positions.



Power Grip™ Joystick 50-2020

 Ergonomically-engineered grip handle designed to fit both the hand and mind, and to lessen hand fatigue.

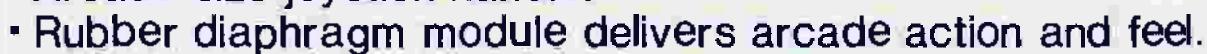


Three-Way Deluxe Joystick 50-2010

 Your choice of three different ergonomic handles to change as easily as you change video games.

The COMMAND CONTROL joystick/keypads





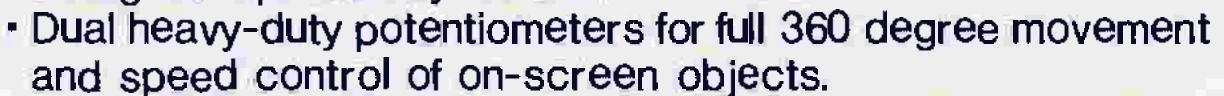
Keypad is 12-key button cluster with tactile feedback switches.

Fire buttons on handle and each side of keypad base.

- Two different models available:
 - ColecoVision™ model—50-0299
 - Intellivision™ I and II model—50-0300

The COMMAND CONTROL Atari® 5200™ analog joystick 50-1043





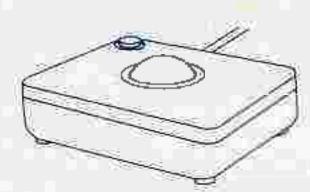
 Arcade-size handle features spring return/free positioning option.

Two leaf-switch activated fire buttons.

Includes Y-cord for use with original Atari® 5200™ controller.

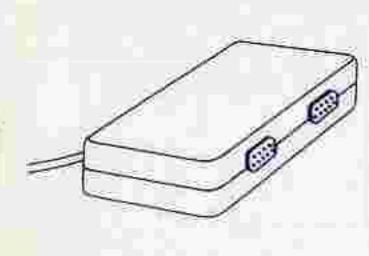
Externally mounted trim controls.

The COMMAND CONTROL trackballs



- Injection-molded modular construction.
- Phenolic ball provides unique 360 degree movement to an infinite number of positions and varies the speed of onscreen objects.
- Quick-action fire button(s) next to the ball, for smooth, two-handed control.
- Three different models available:
 - Atari[®] Sears and Commodore model—72-4545
 - Texas Instruments model—72-4560
 - Odyssey® Video Game model—72-4555

The COMMAND CONTROL adaptors

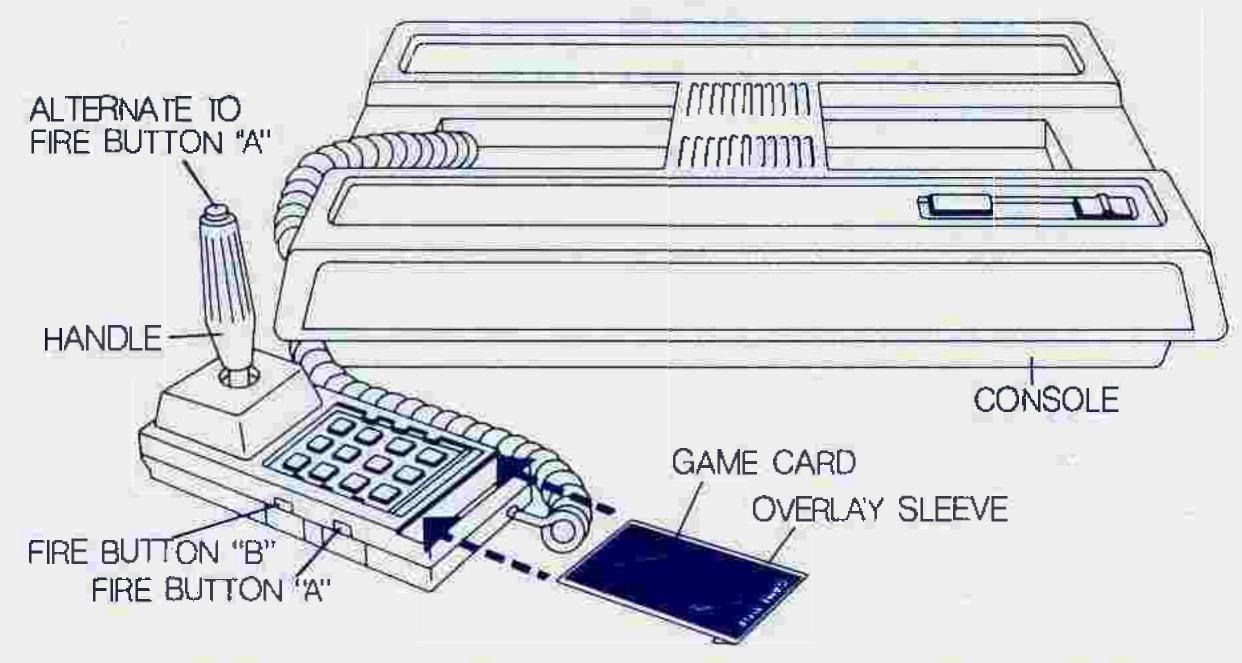


- •Make Command Control and THE BOSS™ switch-type joysticks (except ColecoVision™/Intellivision™ models) work with up to 13 different home video games and computers.
- Three different models available:
 - Texas Instruments Home Computer 72-4530
 - Apple® II, lie, II Plus Home Computers*-72-4525
 - Odyssey® Home Video Game (plug-in controls)—72-4540

The COMMAND CONTROL extension cords

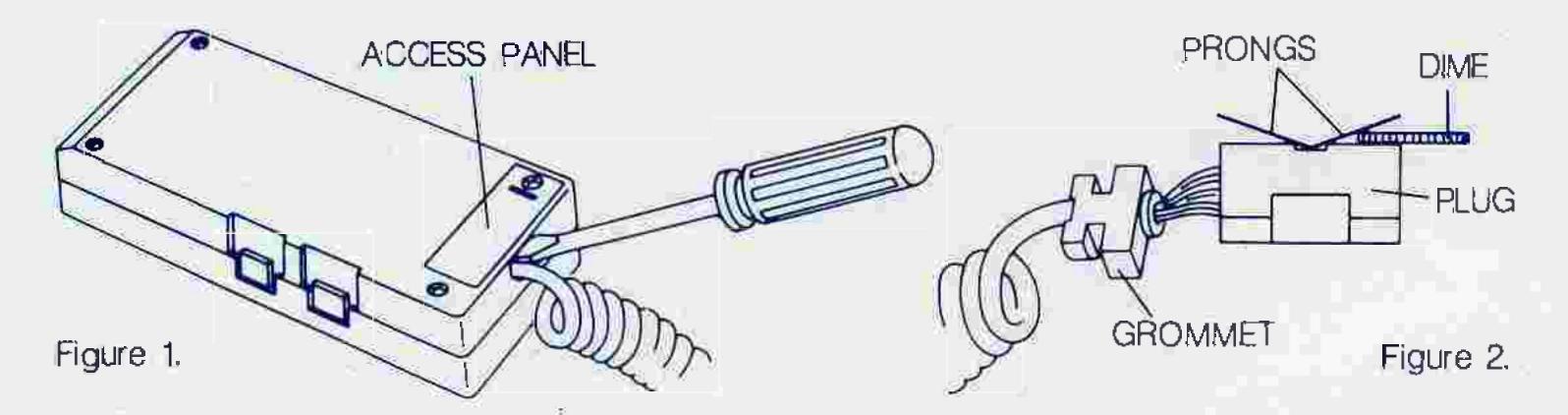
- For use with all Command Control joysticks, adaptors and trackballs (except the WICO Joystick/Keypad for Intellivision™ I).
- Two lengths available: 6' length-15-1755 12' length-15-1756

OPERATING INSTRUCTIONS FOR COMMAND CONTROL JOYSTICK/KEYPAD FOR INTELLIVISION™ I & II

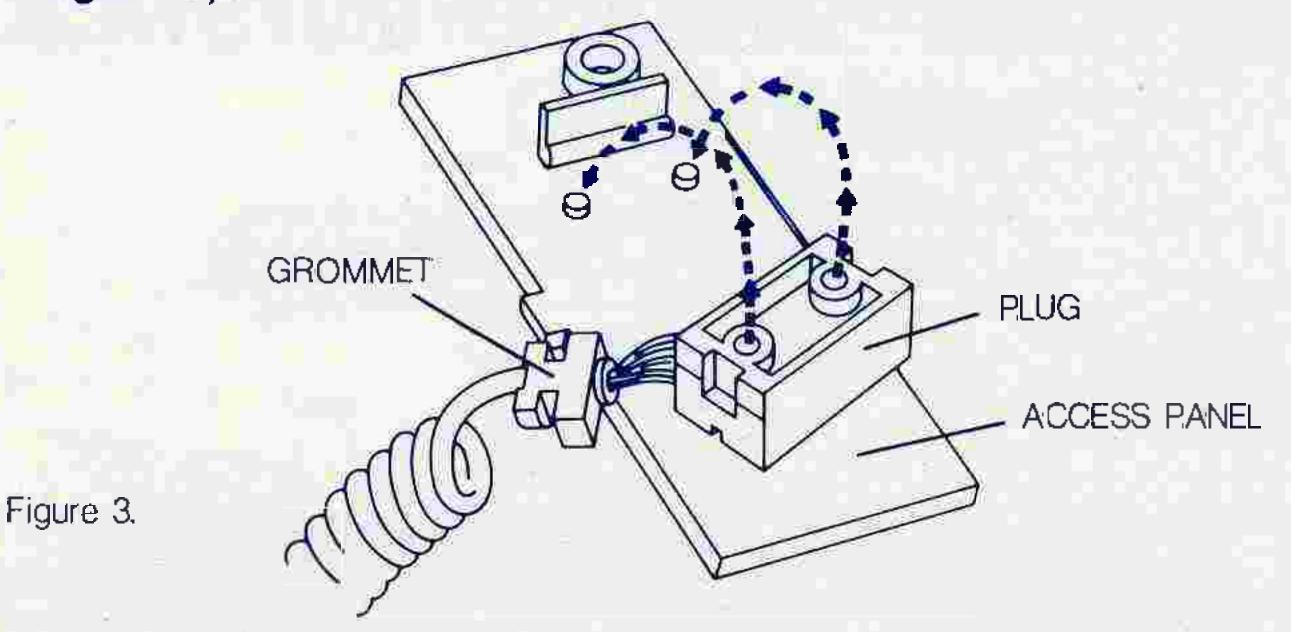


INSTALLATION: Your WICO Command Control Joystick/Keypad for Intellivision™ comes equipped with a plug-in cord for direct operational connection to the Intellivision™ II game system. The unit is also fully compatible with the Intellivision™ I system, and can be quickly and easily connected using one of that system's existing controller cords. Just follow these simple steps.

 REMOVAL OF CORD FROM WICO CONTROLLER. Turn the controller over and remove the single mounting screw from the small access panel, located at the keypad end. Now insert a flat screwdriver between the panel and the cord, and gently pry the panel off. Then pull the cord plug from its setting (see figure 1).



• REMOVAL OF CORD FROM ORIGINAL INTELLIVISION™ I CONTROLLER. Remove the 4 screws from the controller bottom and pull the bottom panel off. Then pull the cord plug from its setting. Be sure the contacts on the plug are bent "up" enough to assure proper contact—to do so, simply take a dime and slide it under each set of prongs, as shown (see figure 2). CONNECTION OF INTELLIVISION™ I CORD TO WICO CONTROLLER.
 Take the Intellivision™ I cord plug and attach it to the two round posts provided on the flip side of the WICO controller's access panel (see figure 3).



REPLACEMENT OF ACCESS PANEL BACK ON WICO CONTROLLER.
 As you reposition the access panel, be sure to place the grommet into the cord notch (see figure 4). Then snap the access panel into place and secure with mounting screw. You're now ready to play!

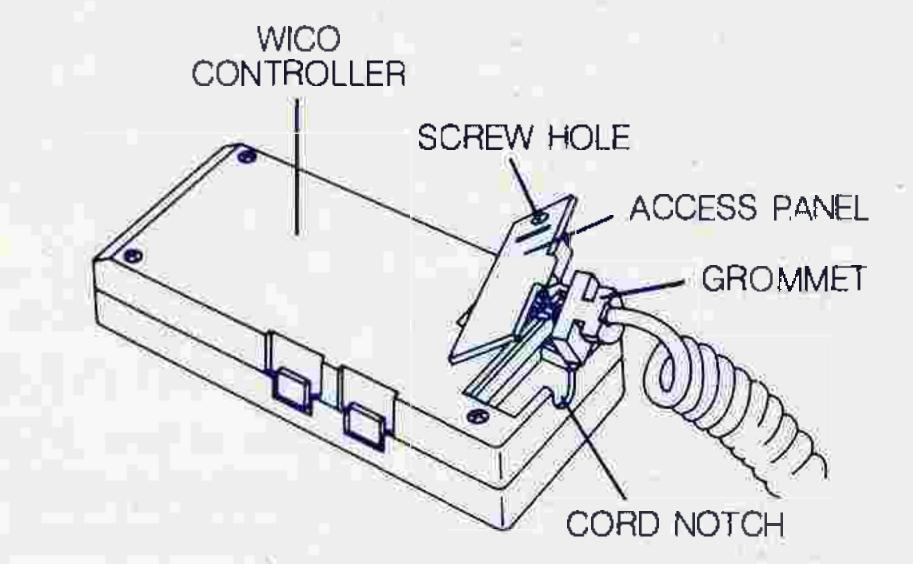


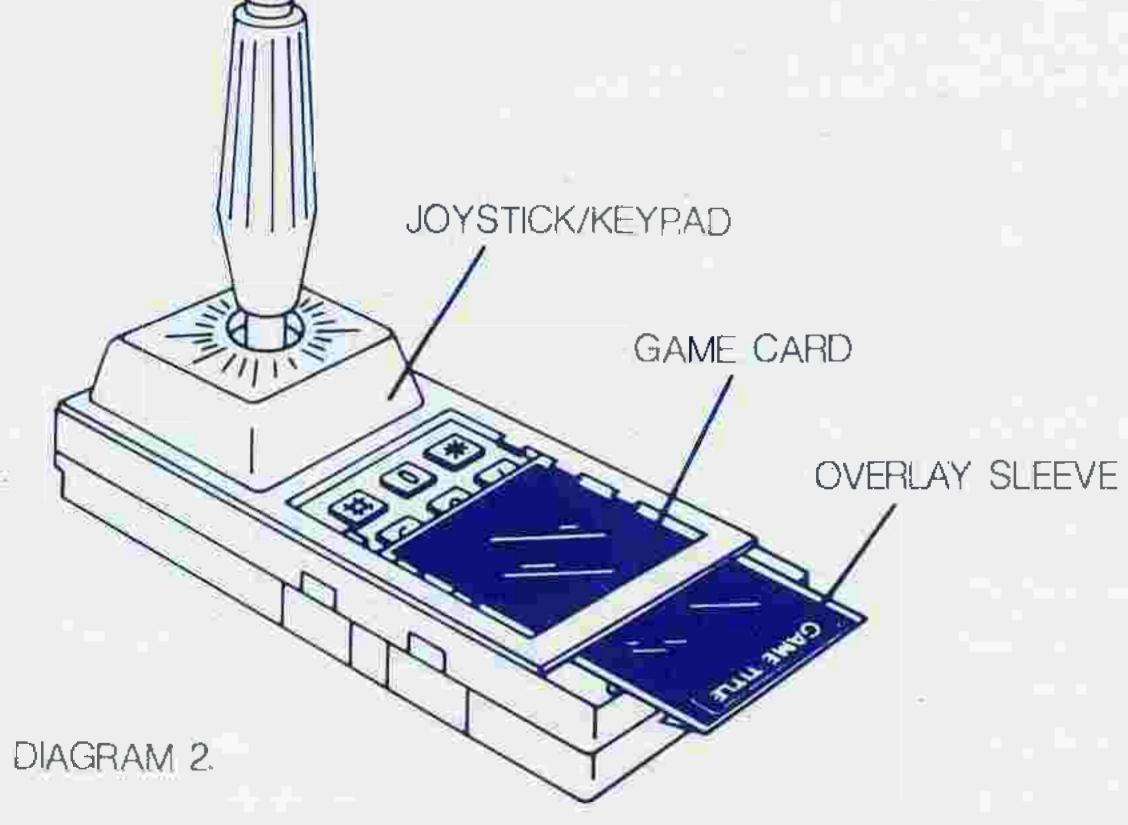
Figure 4.

OPERATION: Hold the Command Control Joystick/Keypad with the joystick end closest to you. The arcade-sized joystick delivers quick, precise 16-way directional control. The keypad, which is sized and laid out exactly like the original controller, provides tactile feedback at the touch of a button, and is compatible with all of your Intellivision™ I game overlays.

FIRE BUTTONS: The side-mounted fire buttons are functionally identical to those on your system's original controller and should be used in the same manner. In addition, your Command Control Joystick/Keypad provides a stick-mounted, arcade-type fire button for use as an alternative to the side mounted fire buttons (see diagram). The fire button on the stick will control primary firing as determined by software or will simply act as a replacement fire button for the button furthest from you on either side of the WICO controller.

INSTRUCTIONS FOR USING GAME CARD OVERLAY SLEEVE





INSTALLATION: Two clear plastic sleeves have been provided to accommodate use of Intellivision™ I & II game overlays with this joystick/keypad. To use, simply insert any Intellivision™ overlay into the sleeve, so the game card face is entirely covered by the plastic and the game title appears in the folded end (see diagram 1). Now slide the sleeve/overlay into position on the keypad, as shown in diagram 2, making sure it is secured by the 3 notches located on either side of the keypad. You are now ready to play.

WICO CONTROLS FOR ANY VIDEO SYSTEM YOU OWN.

COMMAND CONTROL M										
Switch-type joysticks (Joystick, Famous Red Ball,™ Power Grip,™ Three-Way Deluxe)						2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				
Joystick Adaptors										
Joystick/Keypads										
Atari® 5200™ Analog										
Trackballs									100 m	
Extension cords		H.	0.0	100						
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Interface Cards										
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