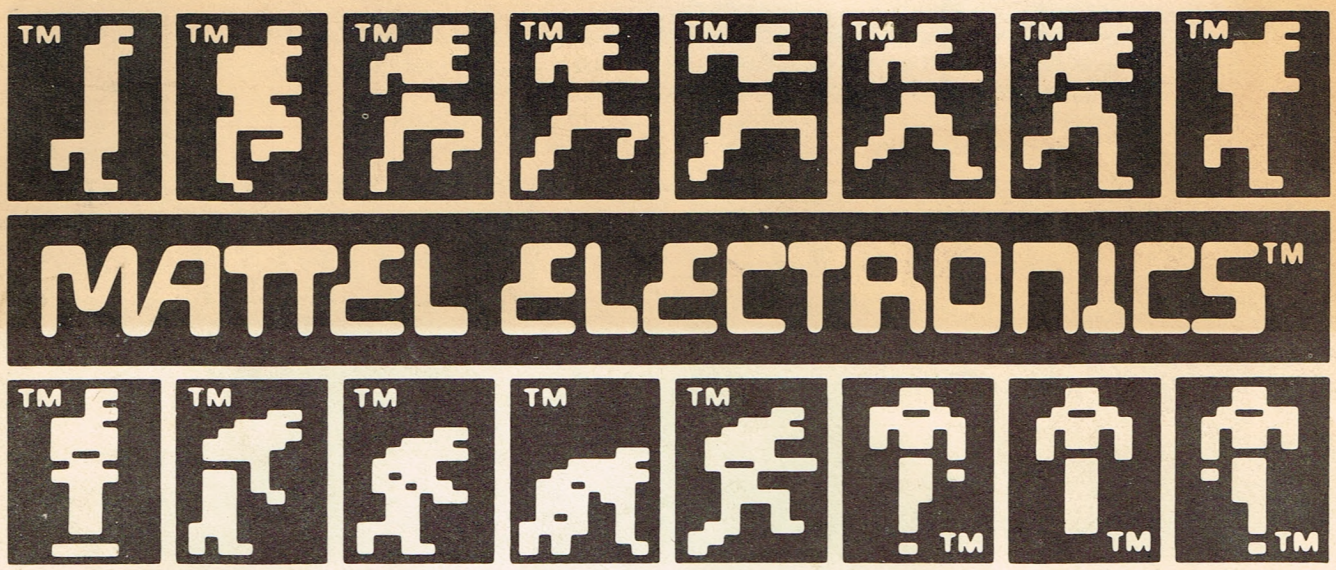


INTELLIVISION™

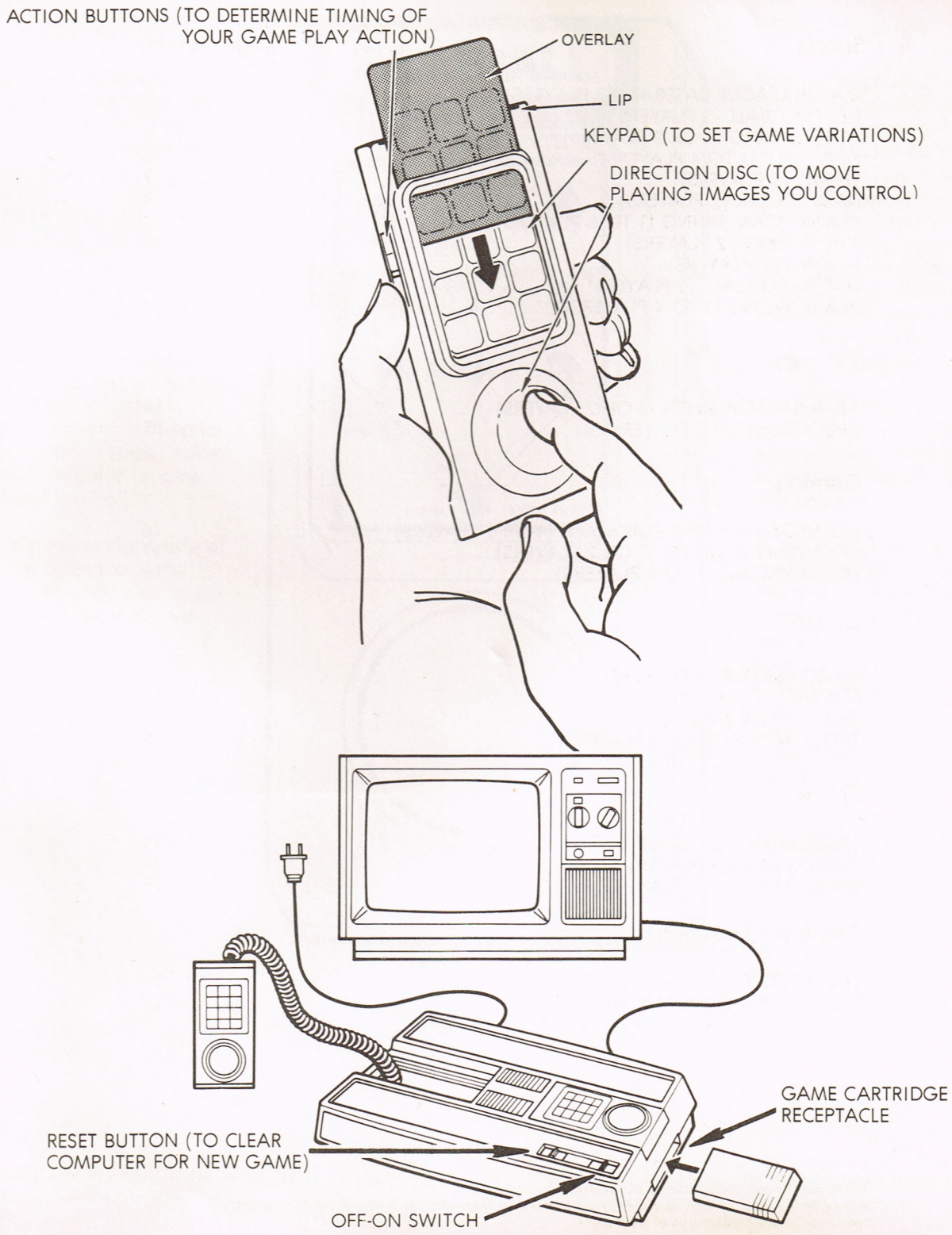
Intelligent Television

Quick guide to Intellivision™ Master Component Cartridges

A new world of computer/television entertainment

IMPORTANT: The playing instructions in this book do not tell you about ALL the strategy and variations that are part of the games. They will get you started in each game and show you how to move the players and kick, run or shoot—or any of the other things your electronic stand-ins can do. For *complete* information about each game, see the detailed instruction book in the cartridge package.

HOW TO USE INTELLIVISION™



To play any Intellivision game, insert cartridge. Set off-on switch to "on." Press reset button. The game title should appear on your television set.

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BASEBALL

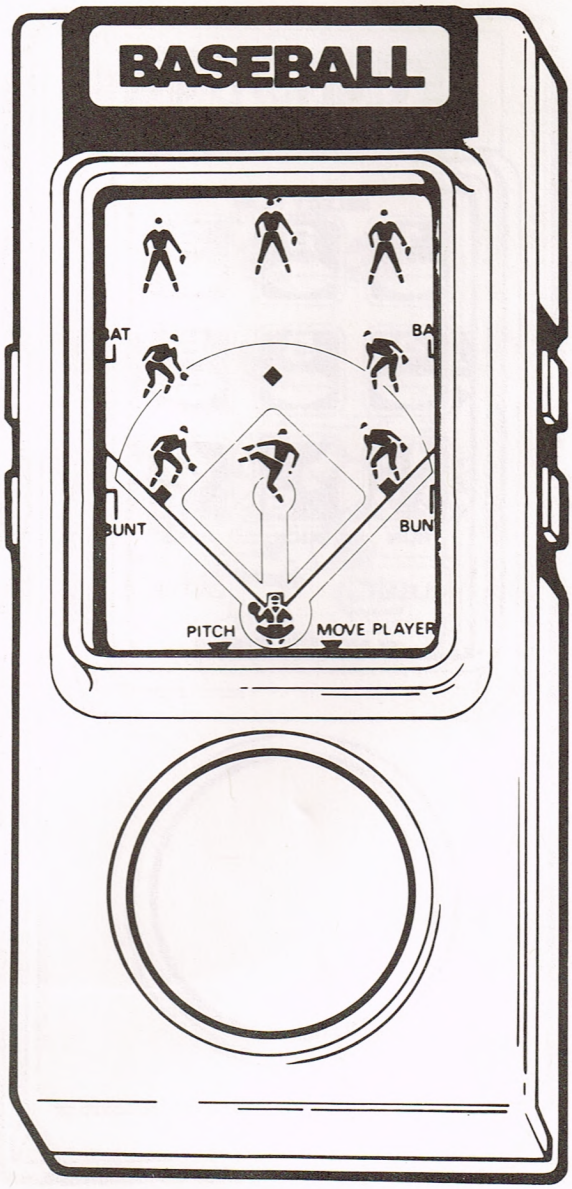
(2 PLAYERS)

1. Press Disc, teams take the field. *Left* Controller has team at bat (Red); *right* Controller has team in field (Blue).

2. *To Pitch:* Press Disc on edge to set speed and control.

3. *To Hit:* As the ball crosses home plate, press either of the top action buttons (to hit away). Press either of the bottom action buttons to bunt. If the pitch is outside or inside, "take" —the computer-umpire will call it a ball.

4. *To Run:* Press right side of Disc to advance along basepath—left side to go back. Only lead runner can steal!



5. *To Field the Ball:* Press the ballplayer symbol on keypad that is closest to the ball (there are no fly catches in this game). That player on the screen will turn black. Now move him with your Disc, by pressing its edge in the direction you want your fielder to move. When you get next to the ball, the fielder will automatically pick it up.

6. *To Throw:* Press the ballplayer symbol on the keypad that matches where you want to throw the ball.

7. After every pitch, press the pitcher's location on keypad to make catcher throw ball back to the mound.

	Key #
Left Fielder	**1**
Center Fielder	**2**
Right Fielder	**3**
Short Stop	**4**
Second Base	**5/6**
First Base	**9**
Third Base	**7**
Pitcher	**8**
Catcher	**0**

IF YOU ARE NOT PLAYING WITH GAME OVERLAY, USE THE CORRESPONDING KEYPAD NUMBERS SPECIFIED IN THESE INSTRUCTIONS.

*SPECIAL NOTE: There are 160 possible offensive plays and 9 defensive formations in the game playbook.

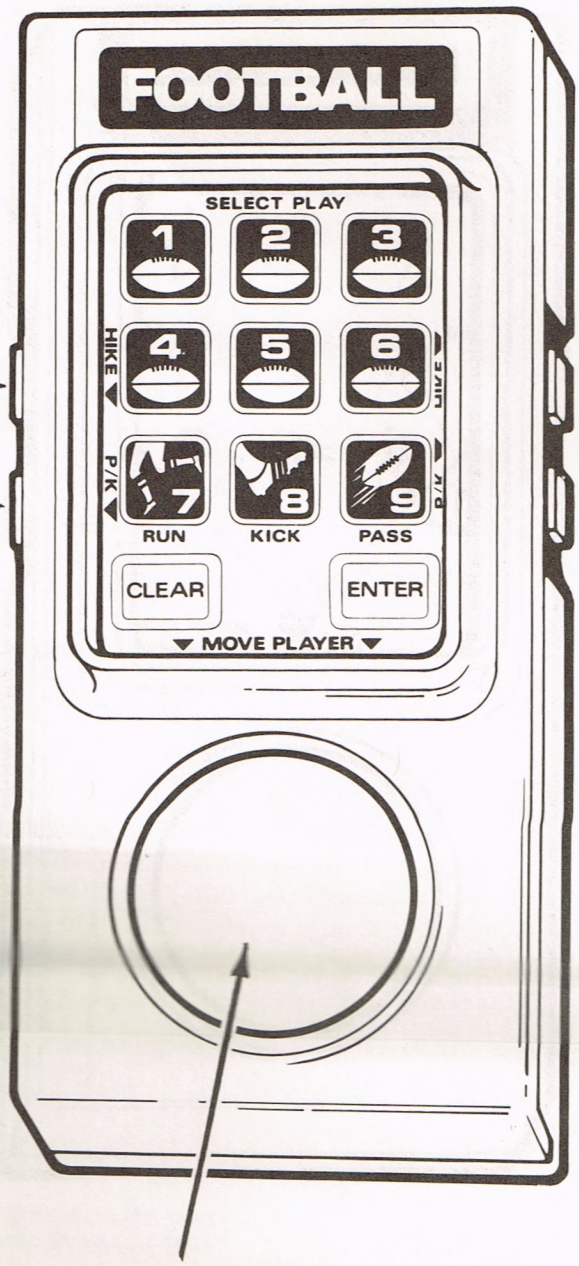
FOOTBALL

(2 PLAYERS)

1. Press Disc, game starts with Kickoff. *Left* Controller has Orange team, *Right* Controller has Blue team. Blue ("Visitors") always receives first kickoff.

PRESS TO HIKE BALL →

PRESS TO PASS OR KICK →



MOVE CONTROLLED PLAYER

When both teams move to line of scrimmage, press either top action button to hike ball. Use Disc to avoid tacklers. Watch for your receiver. Use either bottom action button to pass. Disc then controls your pass receiver.

2. *On Offense:* Use Disc to move quarterback or pass receiver. You control black player. Press edge in direction you want to run. The computer controls rest of your team. Your players will block and run interference.

Calling Plays: Use keypad numbers to call plays. Try these:

End Run—
Press **7 8 ENTER**
Short Pass over Middle—
Press **9 6 1 1 ENTER**
Long Pass
Near Far Sideline—
Press **9 3 1 6 ENTER**
Lateral Pass
to Near Sideline—
Press **9 9 2 3 ENTER**
Punt—Press **8 ENTER**

Press **CLEAR** and begin again if you make a mistake.

3. *On Defense:* Use Disc to move your "free safety," which is a different color than your other players. The computer controls rest of your team. Your players will tackle runner *if possible*. Use your controlled player to intercept passes and make downfield tackles.

Setting Defensive Formation: Before every play except punts, use one keypad number to set your lineup. Try these:

Defense Against a Run—
Press **5 ENTER**
Defense Against
a Long Pass—
Press **1 ENTER**
Defense Against
a Short Pass—
Press **6 ENTER**

Press **CLEAR** and key another number if you make a mistake.

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AUTO RACING

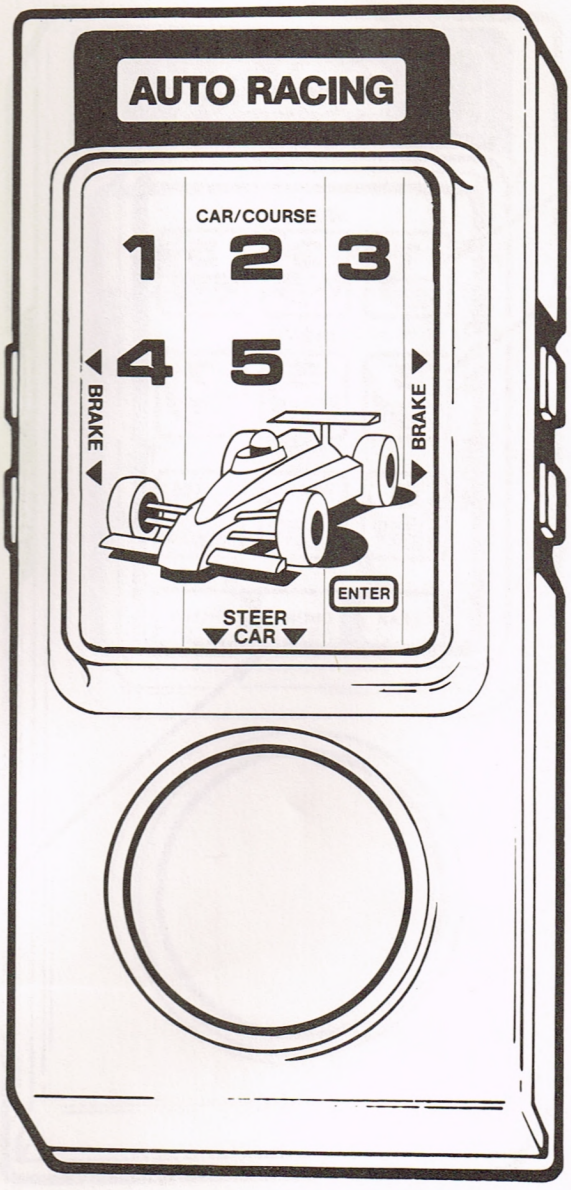
(1 OR 2 PLAYERS)

1. Press Disc.

2. Use a keypad number from 1 to 5 to select course (we recommend #1), then press **ENTER**.

3. Use keypad number to select car(s):
   #1 corners best but is slowest
   #2 accelerates fast, corners "good"
   #3 accelerates and corners "good"
   #4 fastest top speed, corners "fair"
   #5 identical to #4

4. Press **ENTER** on both hand Controllers.



5. Steer with Disc: press edges to control your car.

   Press any *one* action button to apply brakes; car accelerates automatically when you are not braking.

6. *One Car Racing:* 5 laps against the clock. If you crash, press any action button to restart at last checkpoint.

   Two Car Racing: First car to win 50 points wins race. 2 points when competitor crashes; 1 point when you get far "ahead." Press any action button to restart at last checkpoint.

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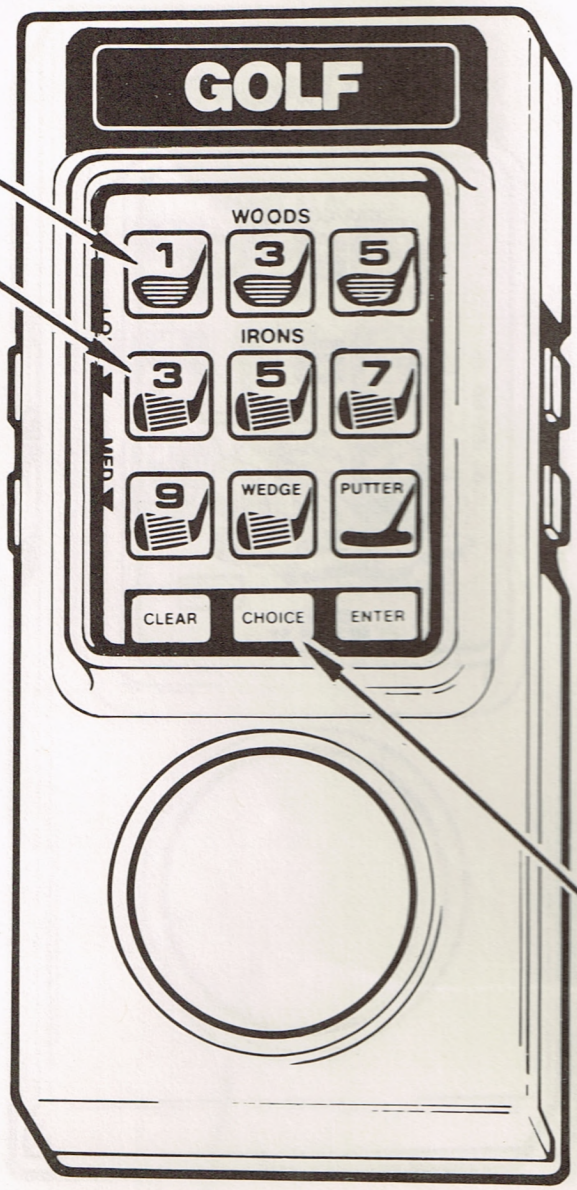
GOLF

(1 TO 4 PLAYERS)

1. Press Disc.
2. Use keypad to set number of players, then press **ENTER.**
3. Pick a club by pressing its key, then press **ENTER.**
4. Golfer is white bar next to ball, *always hitting right-handed.* Adjust stance with Disc.
5. *To Hit Ball,* press either of the top action buttons for long shot; either bottom button for short distances.

   To Hook Ball, (to left), press that same action button *before* club in inset picture reaches bottom of swing.

   To Slice Ball, (to right), press that same action button just *after* bottom of swing.
   To Hit Straight, press that same action button as club reaches bottom of swing.



6. Press **CHOICE** if you go in water and want to hit again from same place.
7. Use irons or wedges to get out of woods and sand traps.
8. Hole strokes shown at bottom of screen. Press **ENTER** to see total scores.

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TENNIS

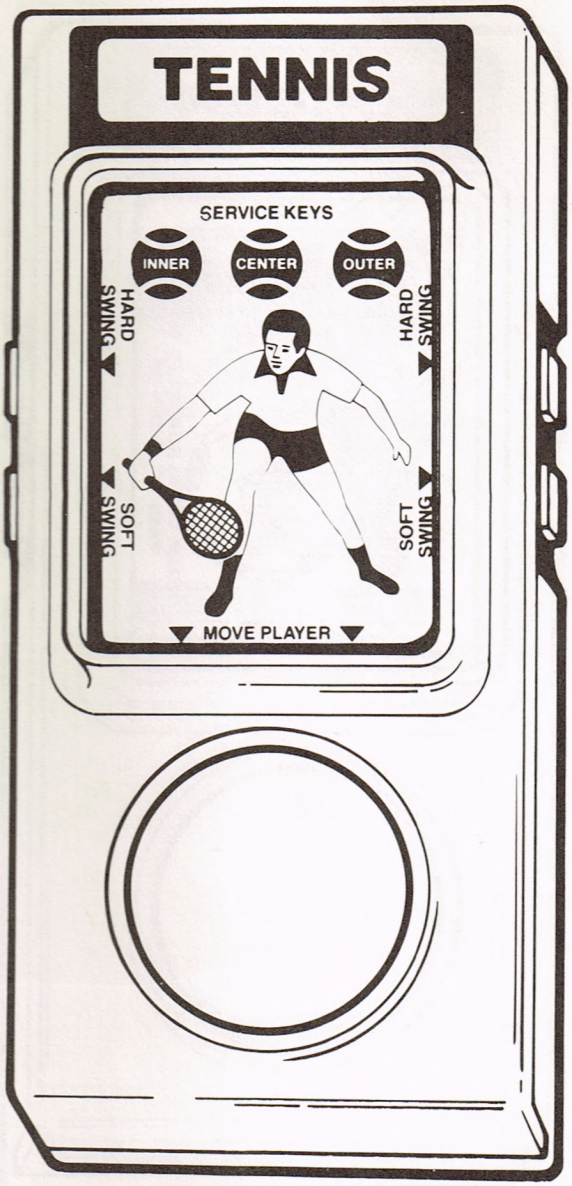
(2 PLAYERS)

1. Press Disc, red and blue players appear. "Red" has first serve, and is played with *left* hand Controller.

2. *To Serve:* Press one of the service keys, then **ENTER**.
   - Left key for serve to inner court (nearest center line).
   - Center key for serve to middle third of service court.
   - Right key for serve to outer court (nearest sideline).

   When ball appears in server's hand, press an action button to "throw" ball in the air... then press same button to hit the ball—as soon as it starts to come down, as in real tennis.
   - Either top button for a hard serve.
   - Either bottom button for a soft serve.

   When serve is returned, use Disc to move your player.

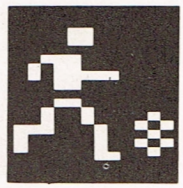


3. *To Receive:* Use Disc to move your player into position behind service court. Press edge in direction you want player to move.

   Move toward ball...when a racket's reach away, press an action button to hit the ball (backhand or forehand):
   - Either top button for a hard return (ground stroke).
   - Either bottom button for a soft return (lob).

   Watch the ball's shadow to improve your timing and placement.

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SOCCER

(2 PLAYERS)

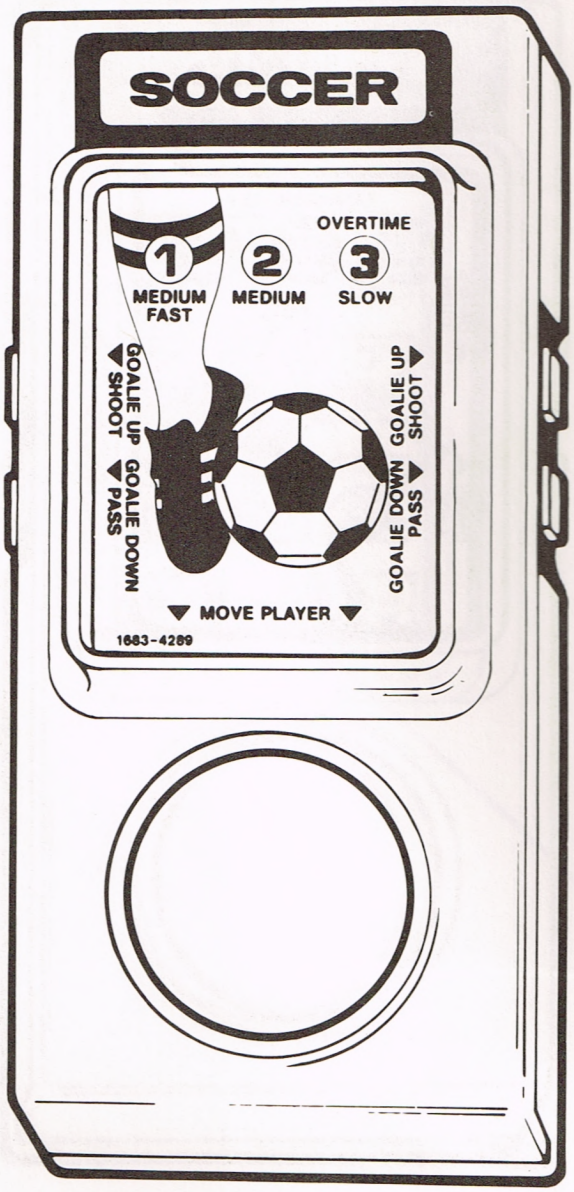
1. Press either Disc, teams take the field.

2. Left Controller moves Orange player on Yellow team—right Controller moves Blue player on Purple team.

3. Yellow team receives first kickoff.

4. *On Offense:* Press Disc edge in direction you want to move player with ball. To pass to a team-mate, use Disc to move ball dribbler to face intended receiver. Continue to press Disc while you press either top action button.

   To shoot for a goal, press Disc to direct the kick while you press either lower action button.



5. *On Defense:* Use Disc to move your controlled player. Run into man with ball to steal it. Protect your goal! Press either top action button to move goalie to top goalpost, lower button to move him to lower goalpost.

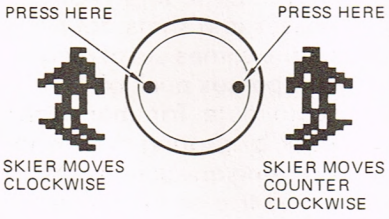
6. Computer gives throw-in, goal kick, corner kick for out-of-bounds play.

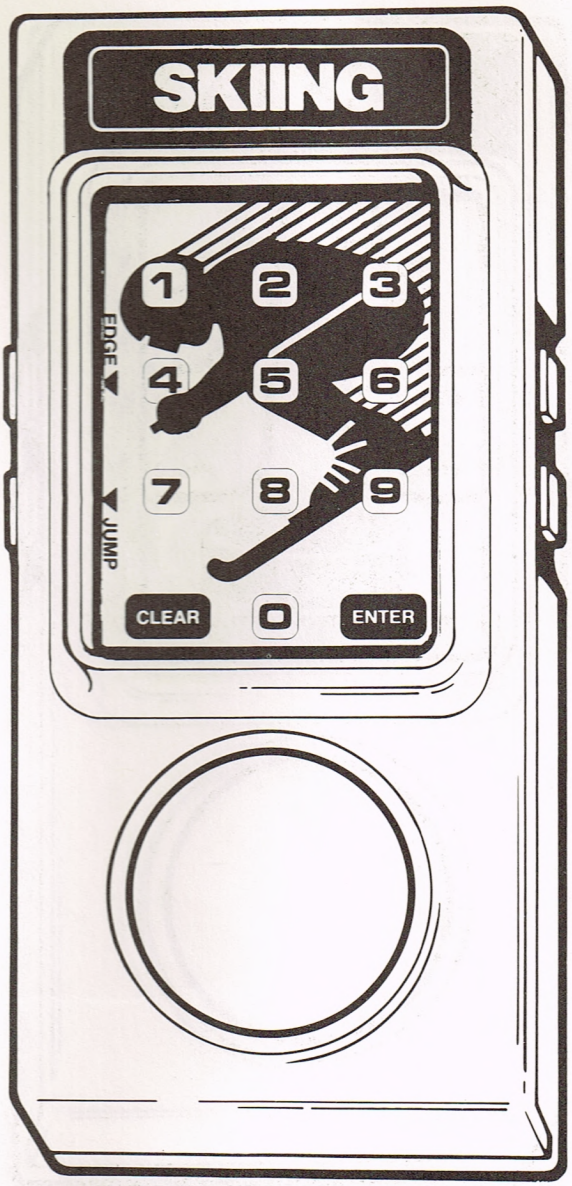
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SKIING

(1 TO 6 PLAYERS)

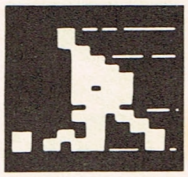
1. Press Disc.
2. Press number of skiers, then **ENTER**.
3. Press number from 1 to 15 for steepness of mountain (15 is fastest), then **ENTER**.
4. Press **1** for downhill, or **2** for slalom, then **ENTER**.
5. Press Disc to start each skier down the mountain, then steer with left or right side of Disc. Time penalty for missed gates!





6. To use edges for sharper turns, press either *top* action button while using Disc.
7. Jump gray-area "moguls" by pressing either *lower* action button, just before your skier reaches the spot.
8. Times for each heat are shown at the end of runs. Each skier gets three heats.

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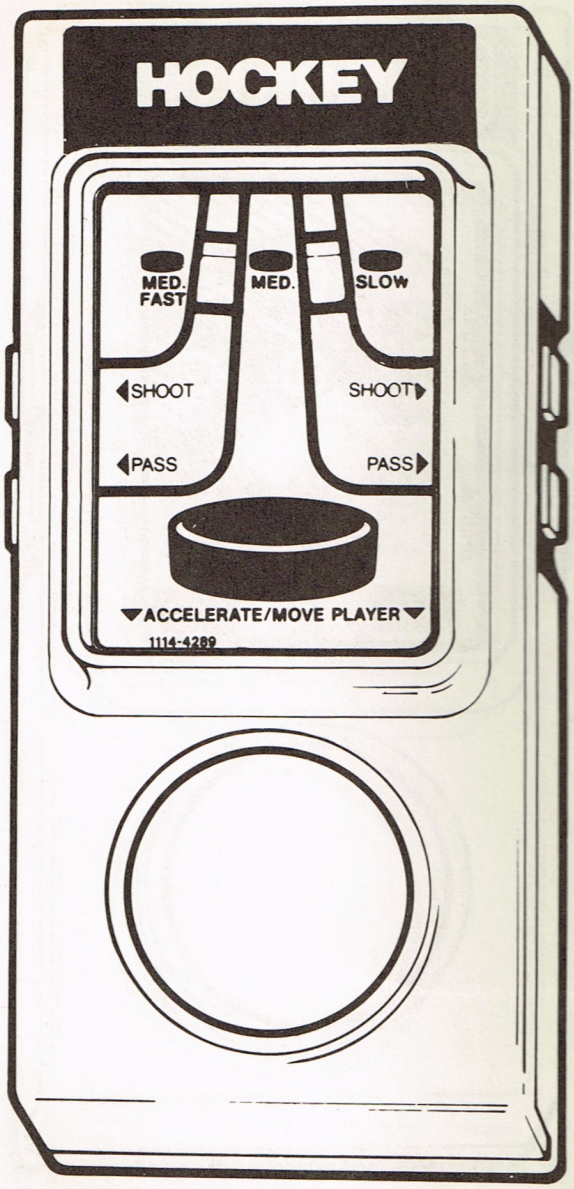


HOCKEY

(2 PLAYERS)

1. Press either Disc, teams skate out on the rink.

2. Left Controller moves dark brown player on tan team—right Controller moves light blue player on green team (the computer moves other team players).



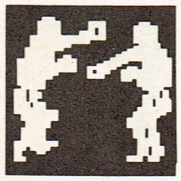
3. *Face Off:* Press Disc again—puck appears at center ice.

   On Offense: Press Disc edge in direction you want to move player with the puck. To pass, keep pressing Disc in direction you want to go, and press either *lower* action button. To score, press Disc to aim your player at net, keep pressing Disc while you press either top action button.

   On Defense: Use Disc to direct your controlled player. Try to intercept passes and shots. Your goalie comes out of crease and passes puck off to team-mate. Trip man with puck by skating close and pressing any action button. If you trip an offensive player who does not have the puck, you *may* draw a 2 minute penalty.

4. Penalty time remaining shows on clock to left or right of penalty boxes. Scoreboard also shows scores, time remaining in period.

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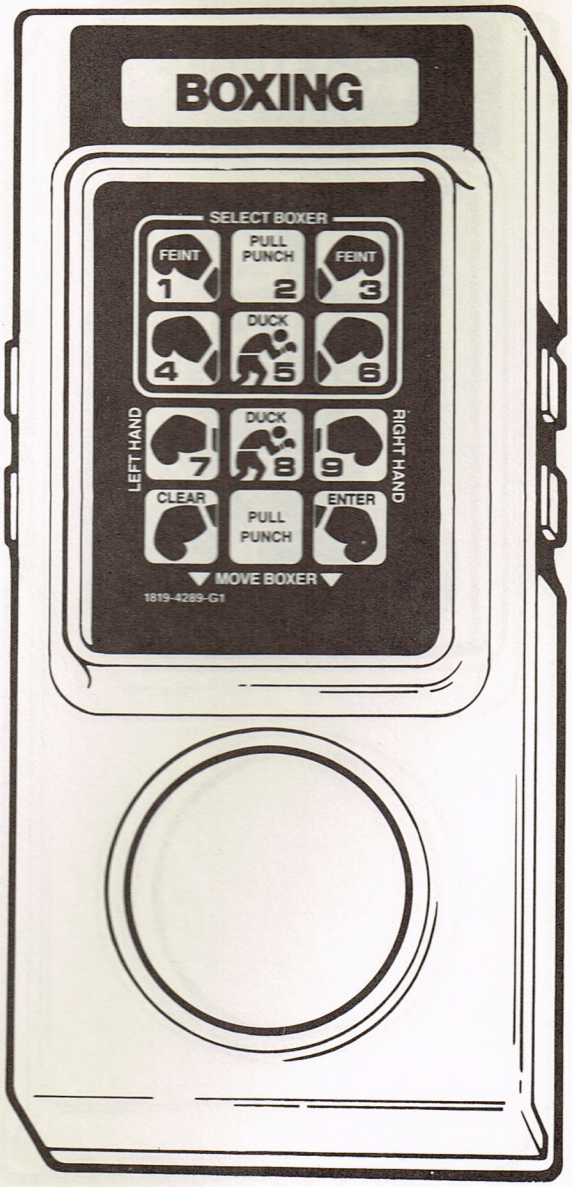
BOXING

(2 PLAYERS)

1. Press Disc.

2. Select fighter (keys #1 to 5):
   #1 Blue—
   Strong Defense
   #2 Red—
   Offensive Power
   #3 Tan—
   Extra Endurance
   #4 Dk Green—
   Balanced Fighter
   #5 Lt Green—
   Balanced Fighter
   #6 Yellow—
   Unpredictable

   Press **ENTER** on both Hand Controllers.



3. Ring appears. Press Disc to start the fight (15 rounds, 1:30 each).

4. Use Disc to move fighters, press keys to throw punches, feint or duck. Each fighter's right hand has a "hole" in it.

5. Computer keeps round and fight scores and knockdown clock.

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BASKETBALL

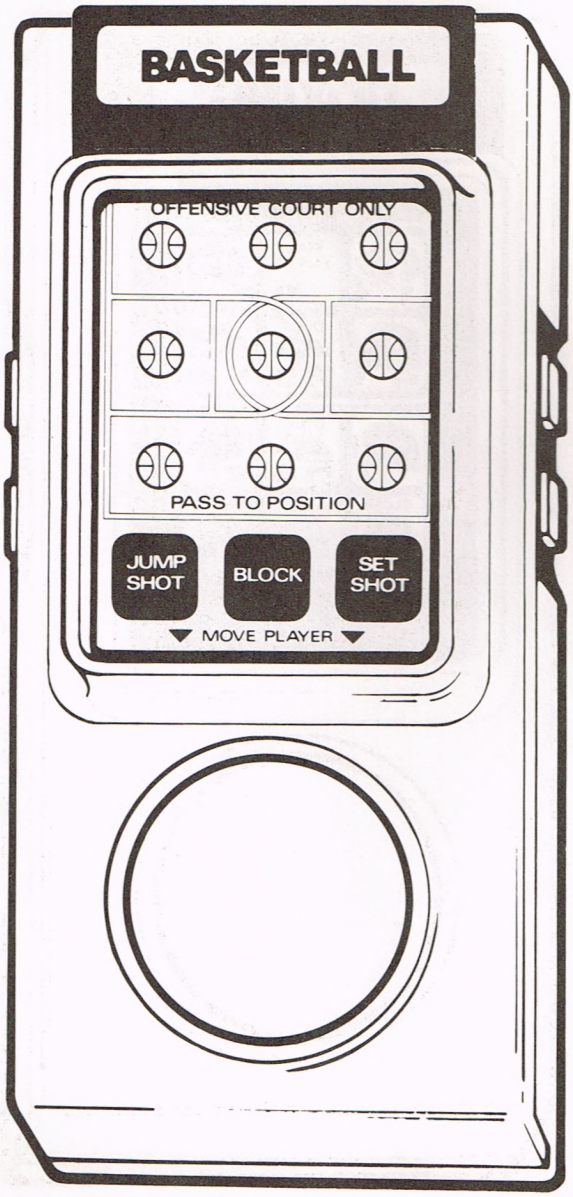
(2 PLAYERS)

1. Press Disc, both teams run out on court.

2. Left Controller moves brown player on red team—right Controller moves black player on green team.

3. Press either Disc again for opening tipoff.

4. *On Offense:* You *must* shoot or pass within 24 seconds (see clock on right side of scoreboard). To pass, press a key corresponding to your pass receiver's location (refer to overlay diagram). To shoot, press **CLEAR** for jump shot when you are close to basket—press **ENTER** for set shot when you are outside. Control dribbler with Disc—ball cannot be stolen when your player is not running.



5. *On Defense:* Use Disc to move your controlled player to steal passes. Computer controls your other players to steal ball from running dribbler. When you have a player between shooter and basket, press **0** to jump higher to block the shot. Go for rebounds! When you get the ball, use fast break to get down court.

6. Press Disc for throw-ins from out of bounds.

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BOWLING

(1 TO 4 PLAYERS)

1. Press Disc.

2. Press **1** for a regular bowling game. Press **2** for "pick-up spares" then press **ENTER**.

3. Press a key to indicate number of players (1 to 4), then press **ENTER**.

4. Select an alley slickness from 0 to 15, using the keypad (we recommend 0—the "slowest" alley, which gives your curve the most break), then press **ENTER.**

5. Select left hand (key **8**) or right hand (key **9**) delivery, then press **ENTER**.

6. Select ball weight.
   Press **0** for
   a light ball
   Press **3** for
   a medium weight ball
   Press **9** for
   a heavy ball

   Then press **ENTER**.

   (Heavier ball gives you more pin action: a lighter ball deflects more when it hits the pins.)



7. The bowling ball appears in each bowler's color:

   #1—Red
   #2—Light Green
   #3—Blue
   #4—Dark Green

   Use *left* action buttons to move bowler to starting spot (top button moves figure *up*, bottom button moves *down*).

8. Press *lower right* action button: *keep pressing it!* You see a white ball sweeping across the alley at the spotter marks. When that white ball is at the exact spot you want your ball to cross (one third of the way down the alley), release the button.

9. Before your bowler gets to the foul line, set the amount of curve by pressing the edge of the Disc . Left handed bowler's curve breaks to the right—right handed bowler's breaks to the left.

10. Whistle in the 10th frame means the same bowler has another ball.

11. Press **0** to see early frame scoring.

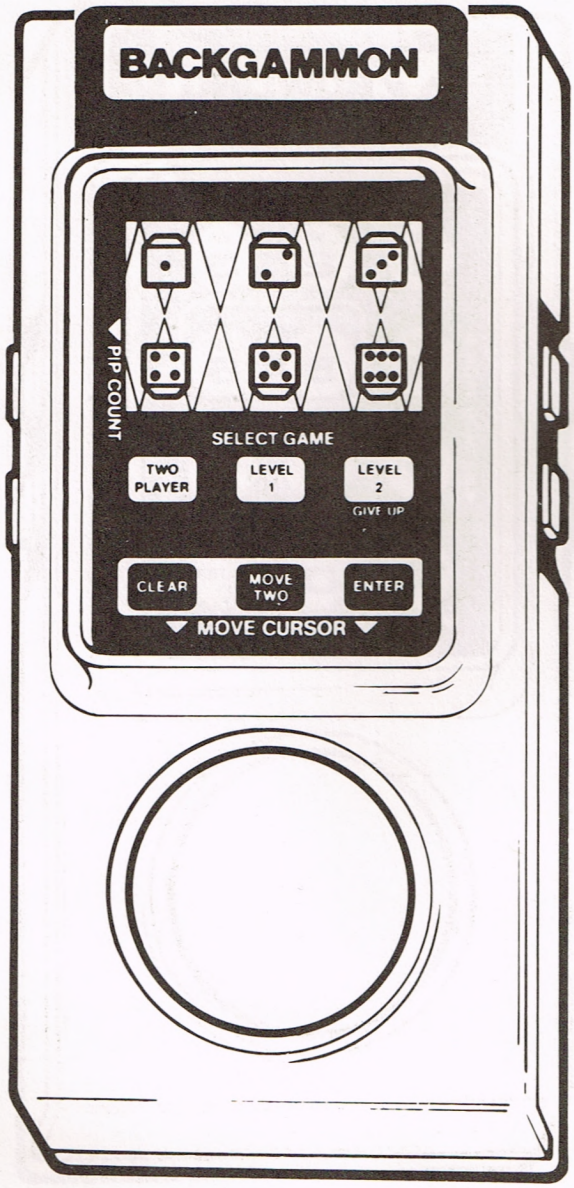
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BACKGAMMON

(1 OR 2 PLAYERS)

1. Press Disc, and the board appears.

2. Select the game: 1 or 2 players:
   Press **7** for a 2 player game, then press **ENTER**.
   Press **8** for a beginner's level game vs the computer, then press **ENTER**.
   Press **9** for a more advanced game vs the computer, then press **ENTER**.
3. *Two Players:* left controller has white pieces, moving clockwise home table lower left. Right controller has black pieces, moving counter-clockwise to home table upper left.



4. *One Player vs Computer:* You have white pieces, moving clockwise to home table lower left.

5. The dice change to blue as their spots are used for moves. Double dice are shown as four.

6. Press Disc to move yellow ring (cursor) to piece you want to move.

7. Use keys 1 through 6 to move according to dice shown in your color.

8. Press **ENTER** to complete move and roll dice for your opponent
   Press **CLEAR** to change your move.

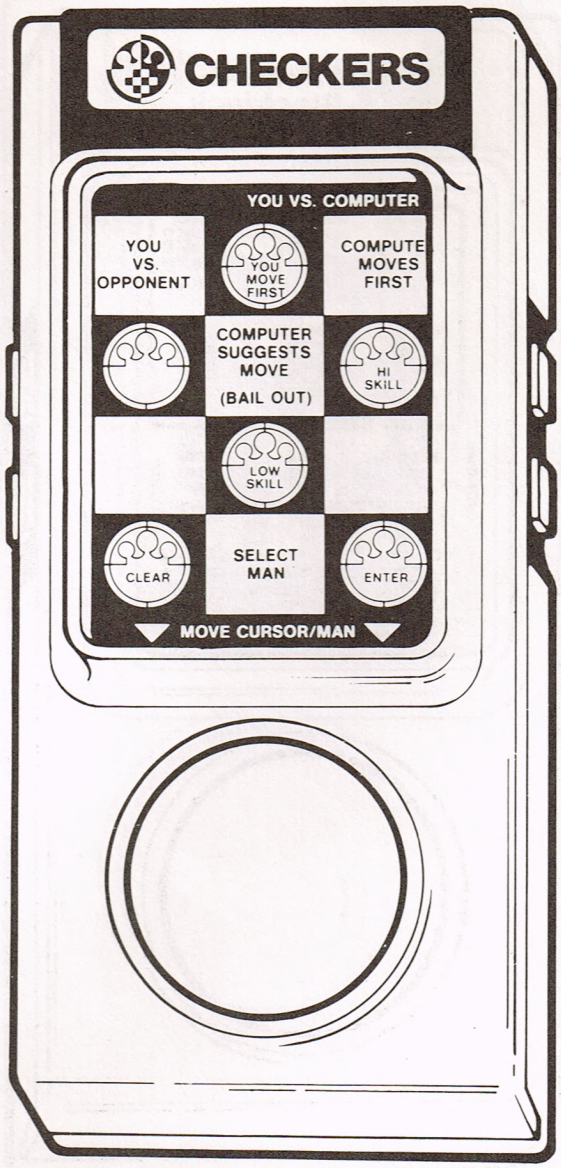
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CHECKERS

(1 OR 2 PLAYERS)

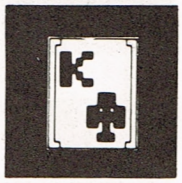
1. Press Disc, checkerboard appears

2. *2 Player Game:*
   - Press **1**, then **ENTER**.
   - Left Controller has white checkers, right Controller has blue.
   - Use Disc to move cursor diagonally to piece you want to move.
   - To move it, press **0**, then **ENTER**—or press **CLEAR** if you change your mind.



3. *You vs the Computer:*
   - Press **2** for first move, then **ENTER**.
   - Press **3** for 2nd move, then **ENTER**.
   - Press **6** to select high or low skill level, then **ENTER**.
   - Use Disc to move cursor diagonally to piece you want to move.
   - To move it, press **0**, then **ENTER**—or press **CLEAR** if you change your mind.

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POKER AND BLACKJACK

(1 OR 2 PLAYERS)

1. Press Disc, the dealer appears.

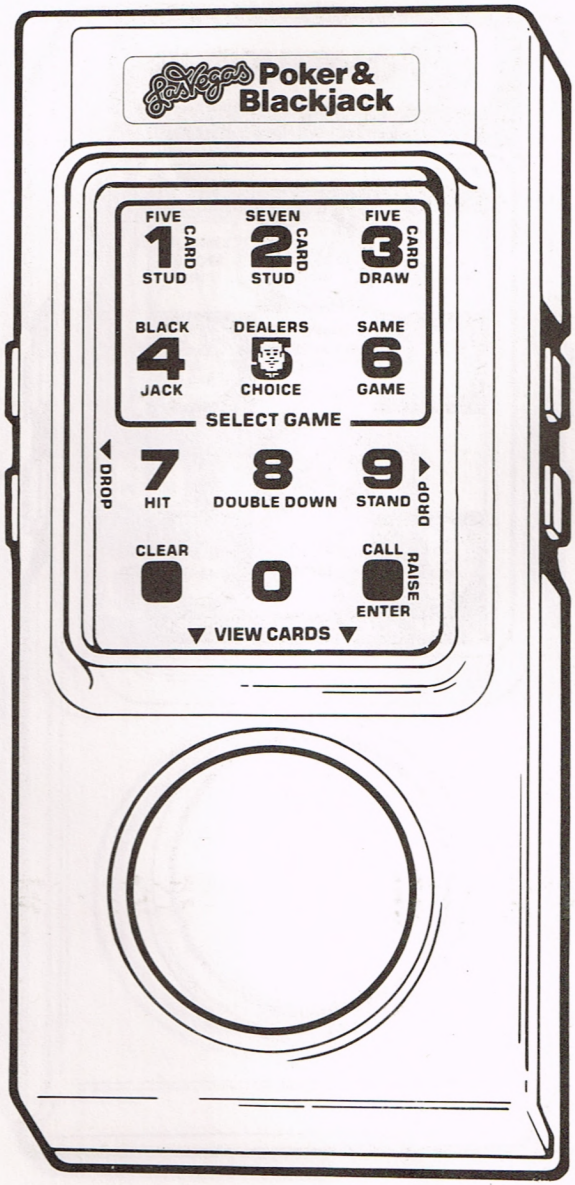


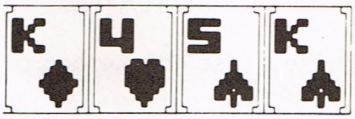
2. When arrow flashes by #1, key in amount of your stake, up to $1,000, then press **ENTER**.

3. If one player, press **ENTER** on unused Controller.

4. If 2 players, 2nd player keys in stake, then presses **ENTER**.

5. Select game:
   #1 for five card stud
   #2 for seven card stud
   #3 for five card draw
   #4 for blackjack
   #5 for dealer's choice
   #6 to repeat game just played.
   Press **ENTER**.





6. *Poker Games:* Press Disc to see your cards. To bet, key in amount (up to your stake), then press **ENTER**. Dealer's bets shown in brackets. To call, press **9**. To raise, key in amount, then press **9**. To drop out of hand, press either lower action button. In draw, key in number of cards to be discarded, from left to right, then press **ENTER**.

7. *Blackjack:* Key in bet, then press **ENTER**. Press **7** for a "hit." Press **9** to "stand." Press **8** to double down.

IF YOU ARE NOT PLAYING WITH GAME OVERLAY, USE THE CORRESPONDING KEYPAD NUMBERS SPECIFIED IN THESE INSTRUCTIONS.

LAS VEGAS ROULETTE

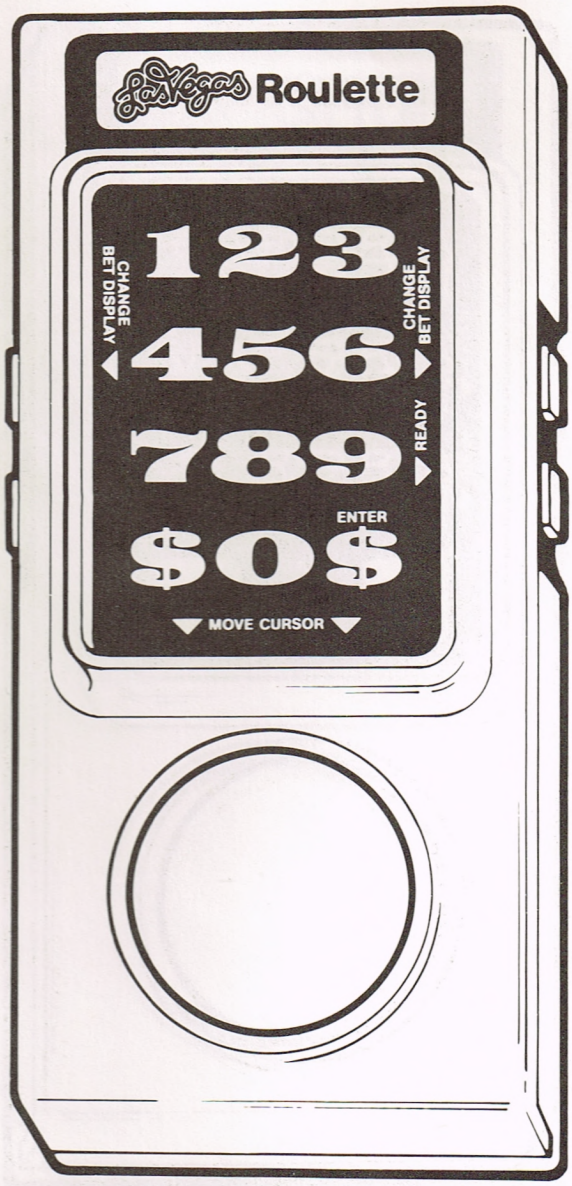
(1 OR 2 PLAYERS)

1. Press Disc, Computer asks for amount of starting stake.

2. Each player keys in amount up to $5,000, then presses **ENTER**. (If only 1 player, use left hand Controller for your bets. Enter **0** stake with right Controller.)

3. Use Disc to move up to 3 of your chips to the number or betting position you want.

4. Type in amount you wish to bet (up to $99), then press **ENTER**.



5. When all chips are down and all bets placed, each player press lower right action button to spin the wheel.

6. Winnings and losses are automatically figured by the Computer. To see status, press either top action button.

7. Change chip location and bets *anytime* before wheel spins (steps 3-5) or just "let 'em ride" and press **ENTER**.

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HORSE RACING

(1 TO 6 PLAYERS)

1. Press Disc, get ready to place your bets.

2. Each player press own number (1 to 6), then **ENTER**—then key in amount of bet (up to $250), and press **ENTER**.

3. Press any action button to see race distance, track condition, horses running and opening odds.

4. Release button to go back to betting sheet. Player whose number is gold now can pick a horse "to win." Press **ENTER**. A checkered square appears. Select one of the 4 horses that are running...

Key #	Initial	Color
1	PNK	Pink
2	RED	Red
3	ORG	Orange
4	YLW	Yellow
5	GRN	Green
6	BLU	Blue
7	VLT	Violet
8	WHT	White

Press **ENTER** again.



5. When everyone has placed a bet, start the race by pressing **0**, then **ENTER**.

6. Left Controller can be used to control the horse running nearest to you—the right Controller affects the third horse from the rail.
   - Press top of the Disc to move the horse up nearer the rail; press the bottom to move horse out to pass.
   - Near the start of the race, press either top action button to get a little more speed for passing.
   - Near the finish line, press either lower action button to "whip" the horse to get maximum speed (don't do this too soon or your horse will run out of energy).

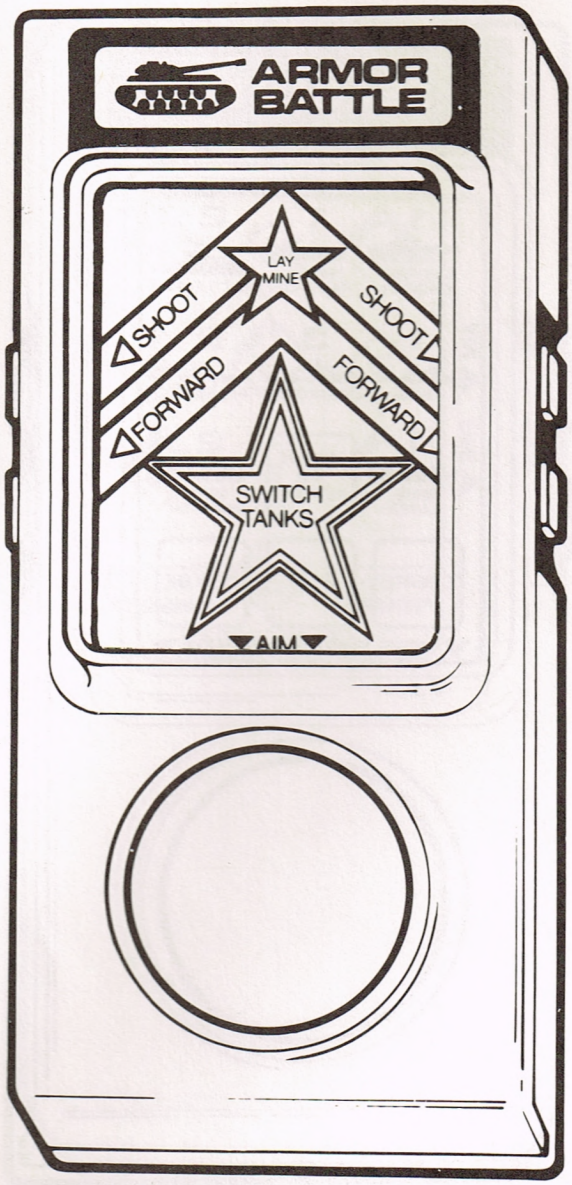
7. When all horses have crossed the finish line, their order of finish is shown on the tote board, from right to left—then the betting sheet appears for the next race.

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ARMOR BATTLE

(2 PLAYERS)

1. Press Disc, battlefield appears.
2. Use left Controller to steer black tanks—right Controller for blue tanks.
3. Either of the lower action keys move a tank forward, then press edge of Disc to change direction.
4. Aim at enemy tank. To fire cannon, press either top action button.



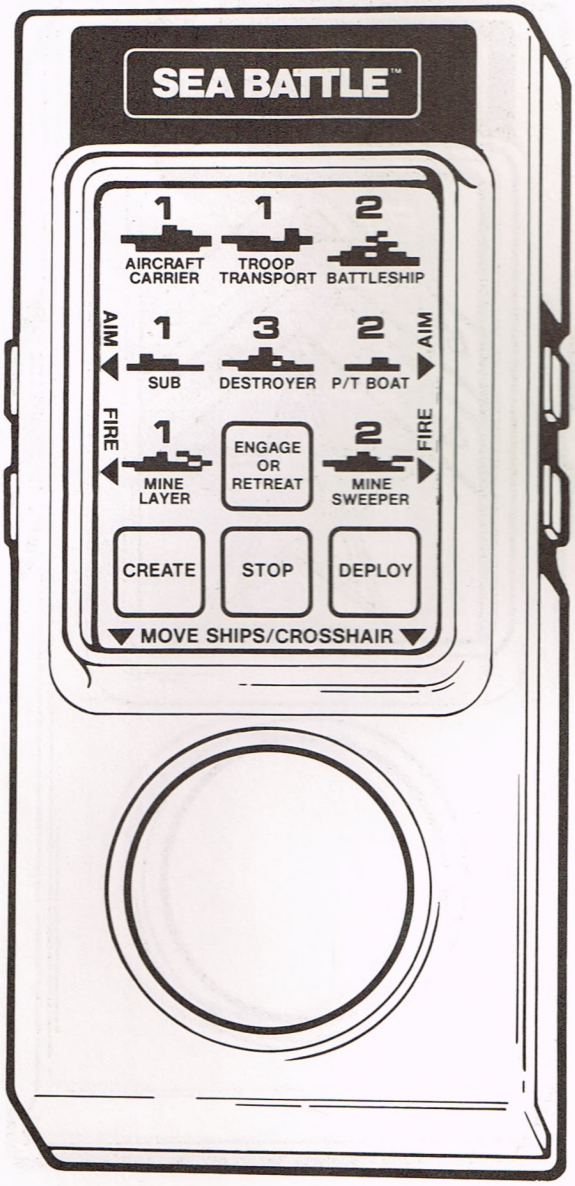
5. Press **8** to switch control to your 2nd tank.
6. Press **2** to place a hidden mine (once each battle). It goes off on contact after 5 seconds: don't blow yourself up!
7. Three hits destroy a tank.
8. Score shows when one player has both tanks knocked out. Press any key for next battle map.

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SEA BATTLE

(2 PLAYERS)

1. Press Disc, large map appears.
2. Each player press **CLEAR**, then 3 keys to select ships (see overlay for kinds of ships and number of each you have in your fleet). Larger ships will take more hits, smaller ones are faster.
3. Press **ENTER** to make ships appear in your home harbor, then move them toward enemy squadron with Disc.
4. When squadrons are close to each other, "General Quarters" alarm sounds and ships flash. Press **8**—close-up map appears.
5. Select ship you want to move by pressing its key, then control it with Disc.
6. Press either top action button while you press Disc, to make crosshairs appear. Maneuver crosshairs so they are on an enemy ship, then press either lower action button to fire! When you release top action button, Disc just moves the ship and crosshairs disappear. You must re-aim crosshairs after every salvo you fire.



7. Don't let your ship run aground! If you contact a land mass, your ship will sink in a few seconds.
8. If you deploy a mine-sweeper (key #9), you can secretly place a mine field while squadrons are in large map phase by pressing that key again.
9. When one player's ships are sunk, map goes back to large scale and you can deploy another squadron (see step 2).
10. Larger ships have longer range, but PT boats and subs can fire torpedos, the most devastating fire-power of all.
11. When your troop transport or aircraft carrier enters enemy's harbor you win the game.

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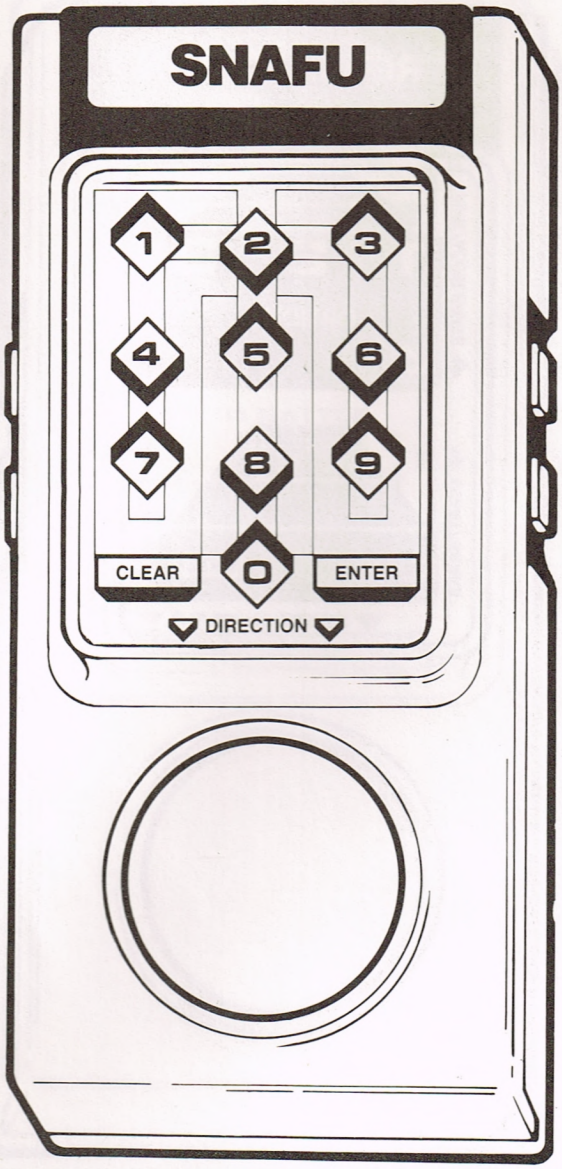


SNAFU

BITE GAME (1 or 2 players)

The object of the bite game is to make contact between the head of your serpent and the tail of your opponent's serpent. The winner is the surviving serpent.

1. Press disc and select Number 3, 4, 8, 12, or 16 for one of the bite games then press **ENTER**.
2. The left hand controller guides the red serpent, the right side controls the blue.
3. Move your serpent so it is in a position to bite off the tail of your opponent.
4. Additional links grow if a serpent is not attacked and bitten within 20 seconds.
5. The display at the bottom will tell you how many links each serpent has left.
6. The surviving serpent wins.



TRAP GAME (1 or 2 Players)

The object of the game is to keep your trail moving without colliding, and, at the same time, to block your opponent's trails.

1. Press disc and select 1, 2, 3, 5, 6, 7, 9, 10, 11, 13, 14 or 15 for a Trap game. Then press **ENTER**.
2. Key in desired number of rounds (1 to 99) and press **ENTER**.
3. Direct your trails by using the directional disc. The left hand controller directs the red trail. The right directs the blue. (Yellow and Tan trails are controlled by the computer.)
4. Guide your trail so it keeps moving.
5. Points are awarded to the surviving trails and accumulated throughout the rounds.

3

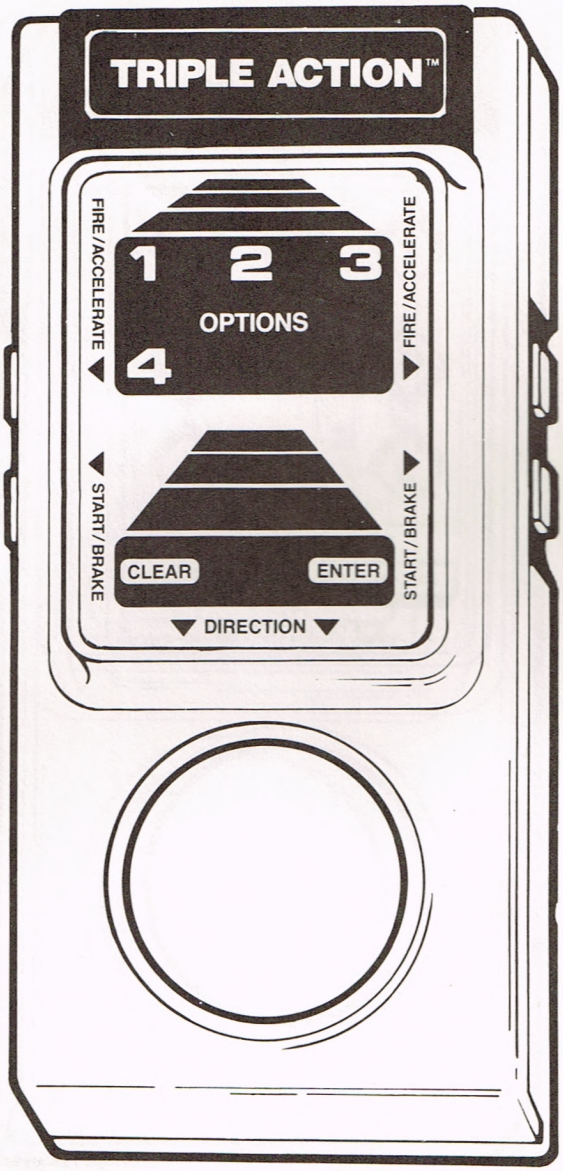
TRIPLE ACTION

CAR RACING (1 or 2 players)

1. Press disc, game number **2**, and **ENTER**. Car and road appear.
2. Choose **1** for normal or **2** for heavy traffic and **ENTER**.
3. Your car will move and keep moving when you press either Top Action Button.
4. Hit the brakes by pressing either Lower Action Button.
5. Change lanes by pressing the right or left side of the Directional Disc.
6. When the odometer reads 100, the game is over.

BIPLANES

1. Press disc, game number **3**, and **ENTER**. Plane and targets appear.
2. Choose **1** for short or **2** for long range bullets and **ENTER**.
3. Take off by pressing either Lower Action Button and the top edge of the Directional disc.
4. To avoid crashing or loss of altitude press the bottom of the Directional disc and try to recover.
5. To attack, aim at the target and press either Top Action Button.
6. When one plane scores 15 points, the game is over.



BATTLE TANKS

1. Press disc then press game number **1** and **ENTER.** Tank and battlefield appear.
2. For long-range bouncing shells press **1**; short-range bouncing shells press **2**; long-range, non-bouncing shells press **3**; short-range, non-bouncing shells press **4**; then press **ENTER**.
3. You move forward by pressing either Lower Action Button.
4. Steer your tank with the Directional Disc.
5. To fire, use one of the Top Action buttons. Remember, since the shells can bounce, you could blow yourself up.
6. If there are 3 shells visible, wait until one disappears before refiring.
7. When one tank scores 15 points the game is over.

SPACE BATTLE

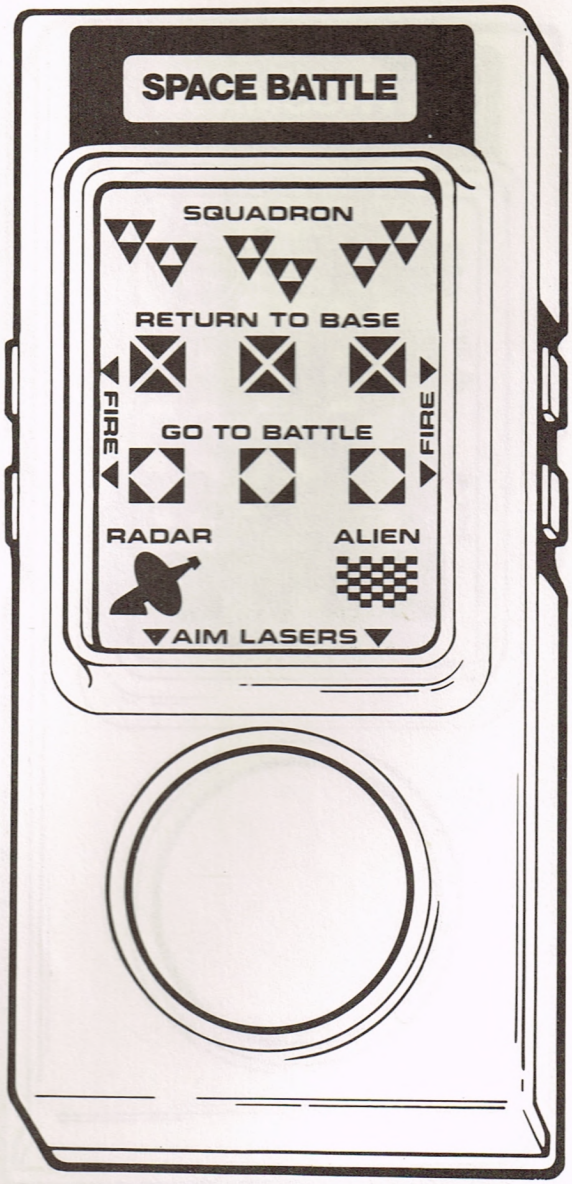
(1 PLAYER)

1. Press Disc (or **2** for slower speed), large scale map appears. Cluster of dots are 5 alien squadrons.

2. Press **9** to change target alien squadron—target squadron turns blue. Keep pressing until blue cluster is the closest to the center circle (your "Mother Ship").

3. Press **3** to send your gold squadron (3 spaceships) after alien you selected. Then press **9** again to select next target alien squadron. Press **2** to send your white squadron.

4. Watch your squadrons close in on aliens. When they flash, press **7** to go to battle mode.



5. *In Battle:* Use Disc to move gunsight. Avoid double red squares—they are enemy lasers, and will blow up your spaceship.

   Move gunsight to lead alien flying saucers, fire your guns with any action button.

   Number in lower left corner: remaining alien ships.

   Number in lower right corner: your remaining ships.

   An alarm sounds when aliens get close to your Mother Ship. Press **7** to leave battle, see situation map. Press **9** to select closest alien, then press **1** to send your last (blue) squadron out. When both squadrons flash, press **7**.

6. If you shoot all alien spaceships you see "all clear" and hear victory siren. If any alien ship reaches your "Mother Ship" screen turns red and the game is over.

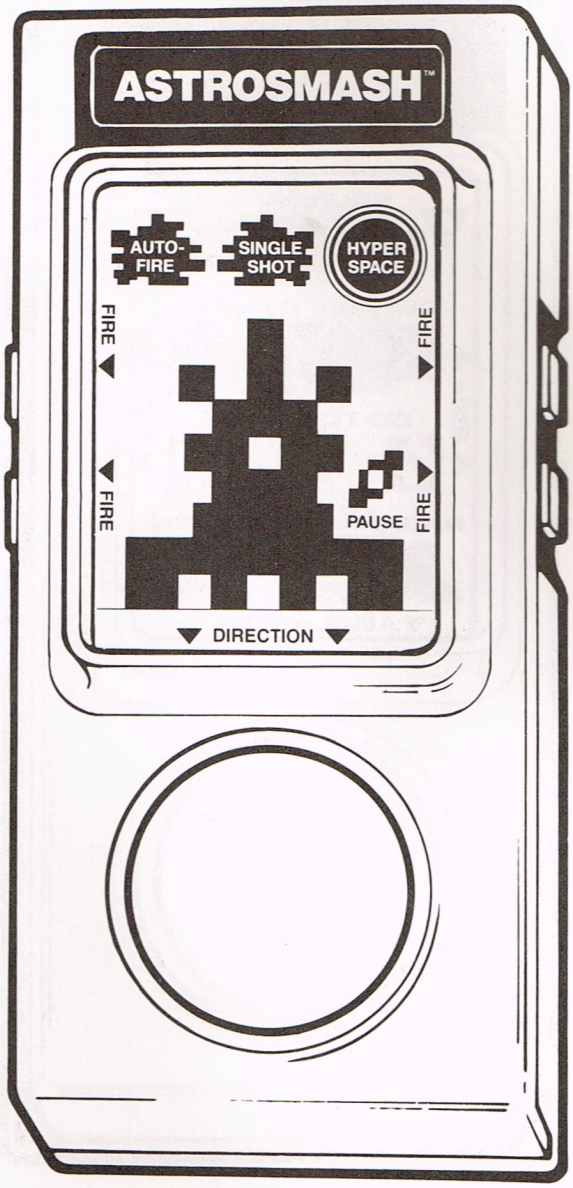
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ASTROSMASH

(1 PLAYER)

1. Press Disc.

2. *Game 1:* Use right and left sides of Disc to move laser gun. Fire at colored rocks and all white objects. Press either top action button to fire single shots —for rapid fire, hold button in and tap Disc.



For automatic fire (3 shots per second), press **1**. Press **2** to return to single shot. Press **3** to go into "hyper space" (move to another random location). You lose points whenever a rock lands. You lose a laser gun plus points if any white spinner lands or you are hit by a guided missile or UFO (over 20,000 points).

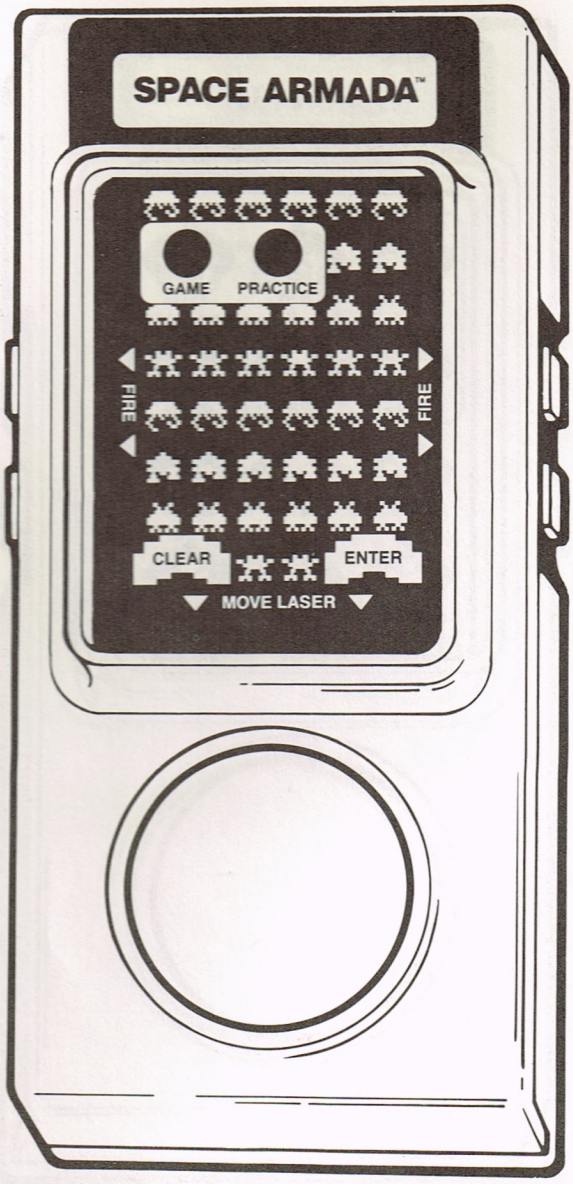
You get an extra laser gun when your peak score goes up every 1,000 points —game is over when all your guns are lost. Score values and game speed increase with your total score.

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SPACE ARMADA

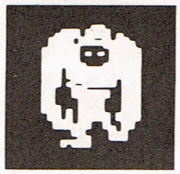
(1 PLAYER)

1. Press Disc.
2. To select mode, press **1** for game or **2** for practice, then press **ENTER**.
3. Use right and left sides of Disc to move laser gun—avoid on-coming bombs and missiles!
4. Press any action button to fire at descending targets.



5. You get a reserve laser gun every time you clear the screen of targets.
6. Hit the red flying saucer for bonus points and repair of your most damaged bunker.
7. Score values increase with every screen.
8. Game is over when you lose all your laser guns or any target reaches bottom of screen.

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THE ELECTRIC COMPANY MATH FUN

(1 OR 2 PLAYERS)

1. Press Disc, then key in number of problems for 1st player (up to 99), then press **ENTER**.
2. Select difficulty level from 1 to 5 (5 is hardest), then press **ENTER**.
3. Select skill level: press 1 to 4 (4 is hardest), and **ENTER**.



4. If 2 players, second player enters number of problems, difficulty and skill. If only one player, press **0** on unused Controller and **ENTER**.
5. Two gorillas appear, running along river bank. Answer each math problem and press **ENTER** (or **CLEAR** if you change your mind).

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THE ELECTRIC COMPANY WORD FUN

(1 OR 2 PLAYERS)

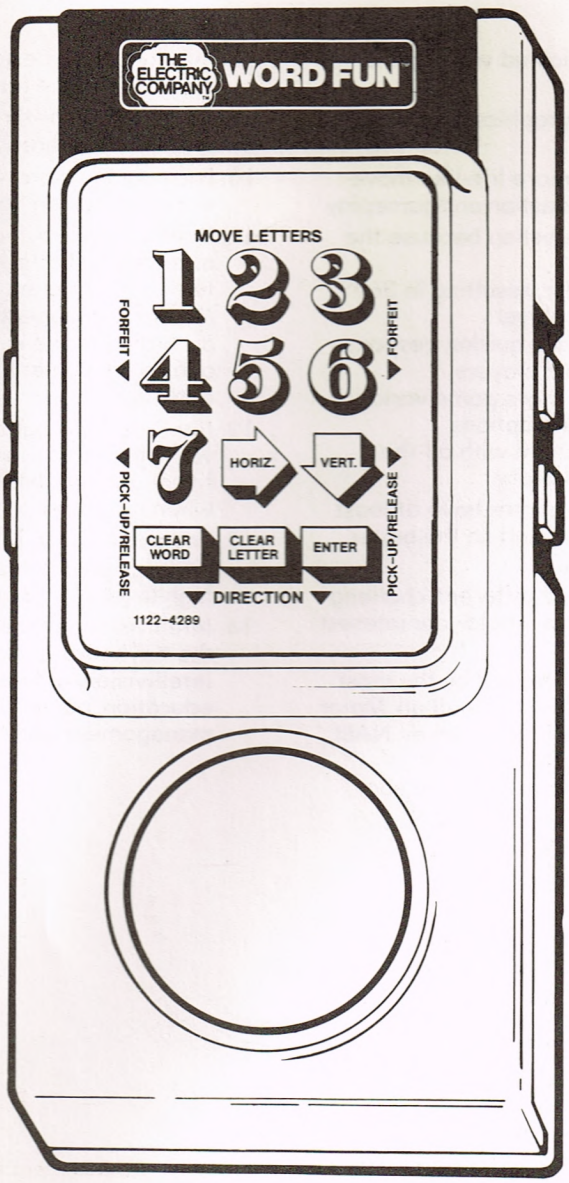
1. Press Disc—or press **1** for slower speed.

2. Select game, by pressing number shown.

3. *Game 1: Crosswords:* Left Controller goes first. Use Disc to move to starting square, then press **8** to build word horizontally, **9** to build word down from starting square (press **CLEAR** if you change your mind).

   Press a key from 1 to 7 to select a letter from left column. When work is complete, press **ENTER**. If word is O.K., opponent presses **ENTER** on the other Hand Controller. If word is wrong, press **CLEAR** then **ENTER**—you lose your turn. To change letters one at a time, press **0**: last letter you used disappears first.

   All words must connect. Winner has highest score after 20 turns.



4. *Game 2: Word Hunt:* Both players move at same time. Use Disc to move monkey, get any letter in jungle. When monkey has tail next to letter you want, press either lower action button, then use Disc to run monkey to your block at bottom of screen. When letter is near box, press lower action button, then run back to get another letter to form a word. To throw away letters, move monkey over bucket in middle of screen, then release letter with lower action button. When you complete a word, press **ENTER**. If word is no good, press **CLEAR**. If a letter is wrong, press **0**.

   When time runs out, check words indicated by arrow. Opponent must press **ENTER** to accept your word; otherwise, you must press **CLEAR**.

5. *Game 3: Word Rockets:* Use left and right sides of Disc to move your wagon. Press any action button to pick up a letter that will complete word floating across sky, then press an action button to "fire" it when the other letters pass over your wagon. If the word is good, you get a point. If it's not, it bounces away. 50 points win the game! Both players try to build words at the same time.

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INTELLIVISION™

KEY SELLING FEATURES

1. Intellivision is the most sophisticated video game available today.
2. Intellivision has more realistic graphics than conventional video games.
3. Intellivision has smoother and more life-like movements resulting in more realistic action and gameplay.
4. You have more control over the action because the Intellivision handcontroller has:
   a) sixteen positions on the disc, resulting in 360° movement of many of the players
   b) four action buttons for easier, quicker response for both right or left handed players
   c) twelve button key pad for more game variation and a wider array of playing options
   d) one handcontroller compatible with all the games in the Intellivision library
5. More challenging games: most games have at least four skill levels, from easy to difficult so the better you get, the harder the game is.
6. Intellivision has a wide variety of different, challenging and entertaining games that will hold your interest over time.
7. Many of the games have been licensed by the most important authority in their field: NFL Football, Major League Baseball, NBA Basketball, NHL Hockey, NASL Soccer, PGA Golf, U.S. Ski Team Skiing, ABPA Backgammon and Children's Television Workshop.
8. Intellivision is designed for fun and challenge for *all* members of the family.
9. Intellivision has three times the sound effects and can produce rich three part harmony.
10. Each game comes with customized overlays for quick visual guides on how to play the games.
11. Intellivision is as easy to install as an indoor TV antenna: just attach the Intellivision switch box to the television antenna terminals, plug in the Intellivision Master Component and replace the antenna leads according to the simple instructions. Intellivision adapts conveniently to most cable and TV antenna hook-ups.
12. Intellivision is lightweight and handsomely styled with simulated woodgrain finish. The handcontrollers fit snugly into the top, keeping cables out of sight when not in use.
13. The powerful 16-bit microprocessor provides a full range of sound effects, music and an extraordinarily high level of resolution.
14. Intellivision is an expandable system: in 1982, the Keyboard Component will be available and Intellivision will become a true family computer for education, personal enrichment, home financial management and entertainment.

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