Mattel Electronics
1981 Intellivision Point-of-Purchase Display

Dimensions:	4' wide x 6' tall x 3' deep. Holds a 19" color TV (not included).
Color:	Beige top. Walnut grain base. Clear tempered glass doors. Black Pedestal.
Storage Area:	272 cartridges and cassettes.
Special Features:	Electronic cartridge selection. Built-in instruction, program guide rolls. Ten-minute gameplay limit. New product/promotion window. 1-year warranty.

ARMOR BATTLE
(2 Players)

Either player press **SWITCH TANKS** star, then press Disc.

Left Hand Controller runs black tanks; right Controller directs blue. To move your tank, press **"FORWARD"** button on either side of Controller. Tanks only go forward. Steer with Disc, by pressing it in direction you want to go. Aim at an enemy tank. To fire cannon, press **"SHOOT"** button on either side of Controller. Recoil changes aim, and you have to re-aim your tank before firing again.

To change tank you control, press **SWITCH TANKS** star. To lay a mine (once each battle), press **LAY MINE** star. Mine goes off on contact after 5 seconds. Don't blow yourself up!

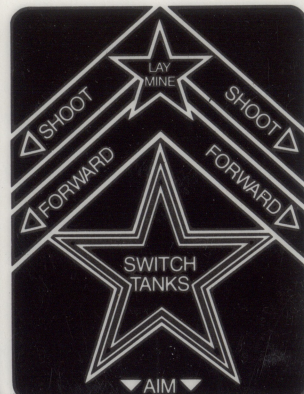You move fastest on roads, slower on grass, slowest through woods and water.

3 hits destroy your target tank. When a player's tanks are both knocked out, score appears. To see new battle map, press any control.

KEEP MOVING, USE WOODS & BUILDINGS FOR COVER, SWITCH TANKS TO KEEP ENEMY OFF GUARD!

ARMOR BATTLE™

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SHOOT • LAY MINE • SHOOT
FORWARD • FORWARD
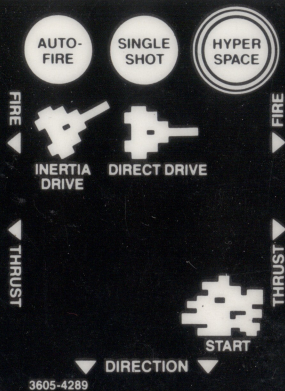SWITCH TANKS
▼ AIM ▼

ARMOR BATTLE

ASTROSMASH

(1 player)

1. Press **DISC**.

2. Use left and right sides of **DISC** to move laser gun. To **FIRE** press either **TOP SIDE BUTTON**; for **RAPID FIRE** hold button in and tap **DISC**.

3. You lose points for every rock that lands. You get a new laser gun when your peak score goes up 1,000 points.

ASTROSMASH™

© Mattel Inc. 1981.

AUTO-FIRE   SINGLE SHOT   HYPER SPACE

FIRE ◄   ► FIRE

INERTIA DRIVE   DIRECT DRIVE

◄ THRUST   THRUST ►

START

3605-4289

▼ DIRECTION ▼

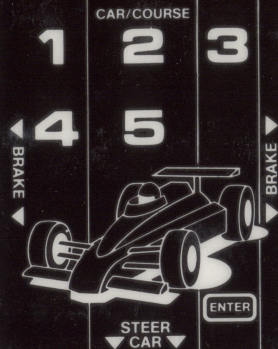Two full-color program overlays included with each game cartridge.

AUTO RACING

(1 or 2 players)

1. Press **DISC**. Select course **1**. Press **ENTER**.
2. Select car **1**. Press **ENTER**. Press **ENTER** on unused hand controller.
3. Race starts. Press **LEFT SIDE** of **DISC** to steer left; **RIGHT SIDE** to steer right. Use **SIDE BUTTON** to brake.
4. If you **CRASH**, press **SIDE BUTTON** to restart at last checkpoint.

AUTO RACING

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CAR/COURSE

1   2   3

4   5

◄ BRAKE ◄   ► BRAKE ►

ENTER

▼ STEER CAR ▼

Two full-color program overlays included with each game cartridge.
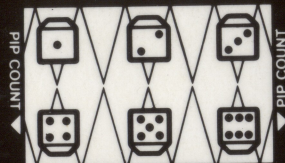
AUTO RACING

BACKGAMMON

(1 or 2 players)

1. Press **DISC.** One player, select **LEVEL 1** (easy) or **LEVEL 2** (advanced). Press **ENTER.** Two players, press **TWO PLAYER.**

2. Computer plays black, you play white. Tap **DISC** to move cursor over piece. To **MOVE**, press **DICE KEY** (1-6) to match rolled dice.

3. Repeat to move next piece. Press **ENTER.**

BACKGAMMON

© Mattel Inc 1979

PIP COUNT

PIP COUNT

SELECT GAME

TWO PLAYER

LEVEL 1

LEVEL 2

GIVE UP

CLEAR

MOVE TWO

ENTER

▼ MOVE CURSOR ▼

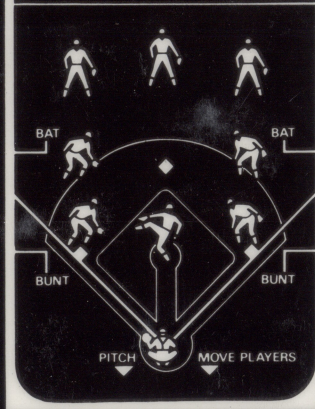Two full-color program overlays included with each game cartridge.

BASEBALL
(2 players)

1. Press **DISC**. Right Hand Controller directs Home team, Left Hand directs Visitors.

2. **TO BAT:** Press **TOP SIDE BUTTON** to **HIT**, **BOTTOM SIDE BUTTON** to **BUNT**. Press **RIGHT SIDE OF DISC** after ball is hit to make batter **RUN**.

3. **TO PITCH:** Press **DISC: TOP** for fastball, **SIDES** for inside/outside, **BOTTOM** for change-ups.

4. **TO FIELD:** No fly balls! Press nearest fielder on Keypad, move him to ball with **DISC**. Then press base where throw should go.

BASEBALL

© Mattel Inc 1979

BAT · BAT
BUNT · BUNT
PITCH · MOVE PLAYERS

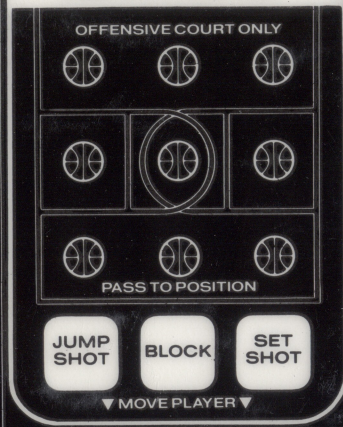Two full-color program overlays included with each game cartridge.

BASKETBALL

1. Press **RESET** to start. **SELECT** game speed by pressing #3 (slow), #2 (medium), #1 (fast), or **DISC** (fastest). **TEAMS APPEAR.**

2. **RED'S** "controlled player" is **BROWN, GREEN'S** is **BLACK.**

3. To **BEGIN GAME**, press **ANY KEY. JUMP BALL** occurs. Use your **DISC** to control **PLAYERS.**

4. Keys #1 through #9 are **PASS BUTTONS,** and refer to different areas of the **COURT.**

5. To use **JUMP SHOT** (shoot a basket), press **CLEAR BUTTON.** To **BLOCK**, press #0. To make a **SET SHOT**, press **ENTER BUTTON.**

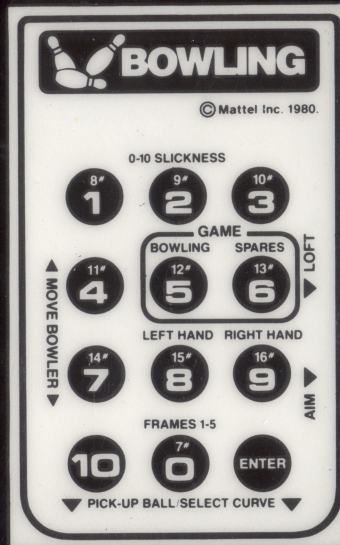NBA BASKETBALL

BASKETBALL

© Mattel, Inc. 1979. PRINTED IN U.S.A.

OFFENSIVE COURT ONLY

PASS TO POSITION

JUMP SHOT | BLOCK | SET SHOT

▼ MOVE PLAYER ▼

Two full-color program overlays included with each game cartridge.

BOWLING
(1 to 4 players)

1. Press **DISC**. Press **5** for Bowling, then **ENTER**.
2. Select number of players (1 to 4). **ENTER**. Press **1** for alley slickness. **ENTER**. Press **3** for 10 lb. ball. **ENTER**. Press **9** for right hand bowler. **ENTER**.
3. Press **DISC** to pick up ball. Move bowler with **LEFT SIDE BUTTONS. HOLD LOWER RIGHT SIDE BUTTON IN UNTIL WHITE SPOTTER IS WHERE YOU WANT TO AIM.** Release button to bowl.
4. Before bowler reaches line, press **DISC** to set curve (3 o'clock position least curve, 6 o'clock most).

BOWLING

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0-10 SLICKNESS

| 8# | 9# | 10# |
| 1 | 2 | 3 |

GAME

BOWLING / SPARES — LOFT ▶

◀ MOVE BOWLER ▼

| 11# | 12# | 13# |
| 4 | 5 | 6 |

LEFT HAND / RIGHT HAND

| 14# | 15# | 16# |
| 7 | 8 | 9 |

AIM ▶

FRAMES 1-5

| 10 | 7# / 0# | ENTER |

▼ PICK-UP BALL/SELECT CURVE ▼

Two full-color program overlays included with each game cartridge.
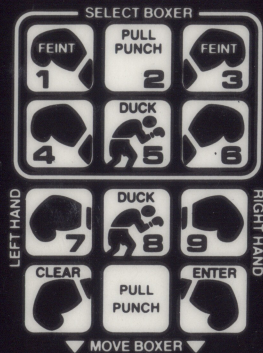
BOWLING

BOXING
(2 players)

1. Press **DISC**. Each player select boxer (#1–6), then press **ENTER** on both controllers.
2. Press **DISC** to start fight (15 rounds, 1:30 each).
3. Use **DISC** to move fighters, press keys to **PUNCH**, **FEINT**, or **DUCK**.
4. Computer keeps round, fight scores and knockdown clock.

BOXING

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SELECT BOXER

FEINT 1	PULL PUNCH 2	FEINT 3
4	DUCK 5	6

LEFT HAND — RIGHT HAND

7	DUCK 8	9
CLEAR	PULL PUNCH	ENTER

▼ MOVE BOXER ▼

1819-4289-G1

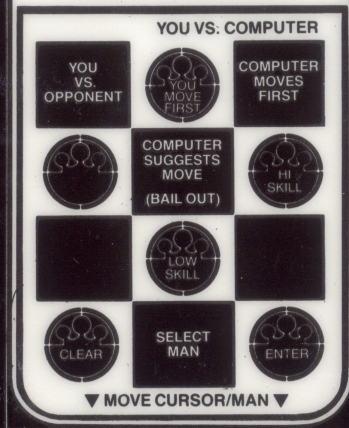Two full-color program overlays included with each game cartridge.

BOXING

CHECKERS

1. Press **RESET** to start. Press any button to see board. To play **OPPONENT**: press #1. To play **COMPUTER**: press either #2 (you move **FIRST**), or #3 (computer moves **FIRST**.)

2. If **PLAYING COMPUTER**: Select **SKILL LEVEL** by pressing #8 for **LOW SKILL**, or #6 for **HIGH SKILL**.

3. Use **DISC** to move **TAN CURSOR** to man you wish to move. Then press #0 to **PICK UP PIECE**. After moving, press **ENTER**.

4. To **JUMP**, following instructions for a regular move, then press **DISC**. To change a move, press **CLEAR**.

5. When a single man reaches the end of the board (**KING'S ROW**), a dash will appear over it. He is now a **KING**.

CHECKERS

YOU VS: COMPUTER

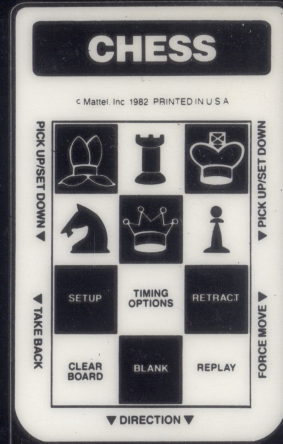| YOU VS. OPPONENT	YOU MOVE FIRST	COMPUTER MOVES FIRST
	COMPUTER SUGGESTS MOVE (BAIL OUT)	HI SKILL
	LOW SKILL	
CLEAR	SELECT MAN	ENTER

▼ MOVE CURSOR/MAN ▼

Two full-color program overlays included with each game cartridge.

CHESS

1. To begin, press **DISC**. You play against **COMPUTER**.
2. Press the edge of the **DISC** to move **CURSOR** from square to square.
3. Use **TOP ACTION BUTTONS** on side of handcontrol to **PICK UP** piece. When you've moved it to desired square, press these buttons again to **PUT DOWN** piece.
4. To **CASTLE**, move **KING** two squares **TOWARD** the **ROOK**. Action is automatic.
5. When a **PAWN** reaches the other side of the board, you can promote the piece by pressing #1, **BISHOP**, #2, **ROOK**; #3, **QUEEN**; #4, **KNIGHT**; or #6, **PAWN**.
6. To **RETRACT A MOVE**, press **LOWER LEFT ACTION BUTTON** on side of handcontrol.

CHESS

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PICK UP/SET DOWN ▼   ▼ PICK UP/SET DOWN

SIDES	COLOR	NEW GAME
DIFFICULTY LEVEL	BLANK	MODE

▲ TAKE BACK   FORCE MOVE ▲

▼ DIRECTION ▼

CHESS

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PICK UP/SET DOWN ▼   ▼ PICK UP/SET DOWN

SETUP	TIMING OPTIONS	RETRACT
CLEAR BOARD	BLANK	REPLAY

▲ TAKE BACK   FORCE MOVE ▲

▼ DIRECTION ▼

Two full-color program overlays included with each game cartridge.

CHESS

FOOTBALL

1. Press **RESET** to start. To select **GAME SPEED**, press #3 (slow); #2 (moderate); #1 (fast); or **DISC** (fastest.)

2. At **START, BLUE TEAM** is **OFFENSE**. Choose **FORMA-TION** by press #1 through #9, then **ENTER**.

3. **DEFENSE:** Press #1 through #9 for formation, then **ENTER**.

4. **OFFENSE** presses **TOP ACTION BUTTON** on side of handcontrol to **HIKE. ACTION BEGINS.** Control players with **DISC**.

5. **TYPE OF PLAY:** Offense press #7 for **RUNNING**, #8 for **KICK**, or #9 for pass. Then **ENTER**. Use **BOTTOM BUT-TON** to coordinate pass with player.

FOOTBALL

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SELECT PLAY

1	2	3
4	5	6
7 RUN	8 KICK	9 PASS

HIKE ▼ P/K ▼   ▼ P/K ▼ HIKE

CLEAR   ENTER

▼ MOVE PLAYER ▼
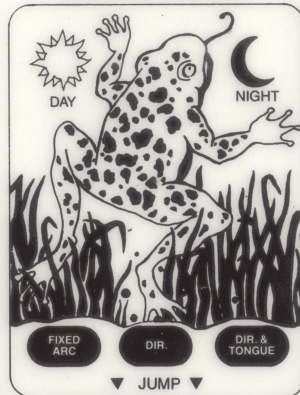
Two full-color program overlays included with each game cartridge.

FROG BOG

1. To select skill level, press CLEAR (easy), #0 (hard), or **ENTER** (hardest).
2. Press either #1 for **DAY GAME**, or #3 for **NIGHT GAME**. (If skill level is easy, **DAY GAME** is automatic.)
3. Press **DISC** to move frog. **CATCH INSECTS** by moving your frog close to them.

FROG BOG

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DAY

NIGHT

FIXED ARC · DIR. · DIR. & TONGUE

▼ JUMP ▼

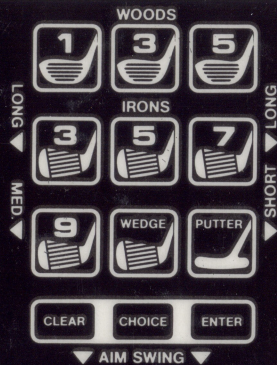Two full-color program overlays included with each game cartridge.

GOLF
(1 to 4 players)

1. Press **DISC**. Select number of players (1 to 4) and press **ENTER**.
2. Select club. Use **DISC** to adjust aim (white bar next to ball).
3. To hit ball, press one of the **SIDE BUTTONS** (long-medium-short).
4. To **HOOK**, press button again **BEFORE** club reaches bottom of swing. To **HIT STRAIGHT**, press again **AT** bottom of swing. To **SLICE**, press **AFTER** bottom of swing.
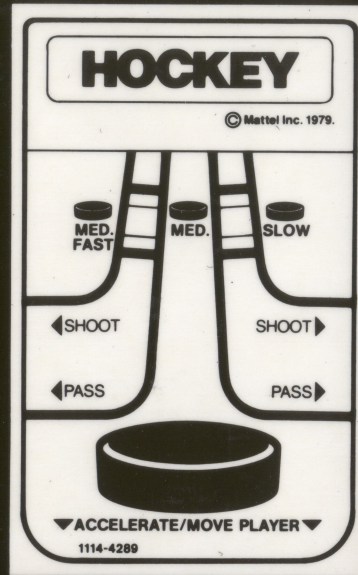
GOLF

© Mattel Inc. 1980.

WOODS

| 1 | 3 | 5 |

IRONS

| 3 | 5 | 7 |

| 9 | WEDGE | PUTTER |

LONG ▲ MED. ▲   ▲ LONG SHORT ▼

| CLEAR | CHOICE | ENTER |

▼ AIM SWING ▼

Two full-color program overlays included with each game cartridge.

HOCKEY

(2 players)

1. Press **DISC**. Each player controls one man. **GREEN** player turns **LIGHT BLUE, TAN** player turns **DARK BROWN.**

2. To **SKATE WITH PUCK**, press edge of **DISC** in direction you want. To **PASS** or **SHOOT**, use **DISC** to turn man towards intended target, and **HOLD DISC DOWN** while pressing side **PASS** or **SHOOT** buttons.

3. Computer controls both goalies.

HOCKEY

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MED. FAST   MED.   SLOW

◀ SHOOT   SHOOT ▶

◀ PASS   PASS ▶

▼ ACCELERATE/MOVE PLAYER ▼

1114-4289

Two full-color program overlays included with each game cartridge.

HORSERACING

1. Press **RESET** to start. Press **ANY KEY** or **DISC** to see **BETTING SHEET**.

2. Choose a # from 1-6. This will be your player #. **DO NOT ENTER YET. PRESS ANY ACTION BUTTON** on side of hand control. The **COMPUTER** "rides" the upper **TWO HORSES, PLAYERS** ride the lower. When **SIDE BUTTON** is released, **BETTING SHEET** reappears.

3. To **BET:** Key in your player number; press **ENTER.** Key in amount (up to $250) of bet; press **ENTER.** Then press **ENTER** a final time.

4. Select a **HORSE** by press #1 through #8. Then **ENTER.** When ready to **RACE,** press #0, then **ENTER.**

5. To **COAX** your horse, press **TOP ACTION BUTTON.** To **WHIP** your horse, press **LOWER ACTION BUTTON.**

HORSE RACING

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COAX ▼

WHIP ▼

1	2	3
4	5	6
7	8	WIN EXACTA 9
CLEAR	START RACE 0	ENTER
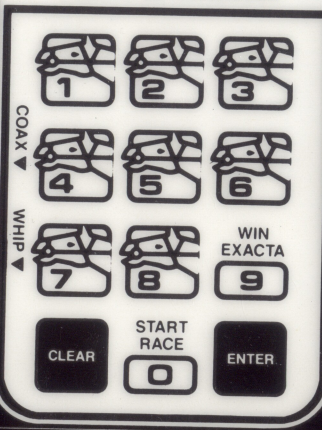
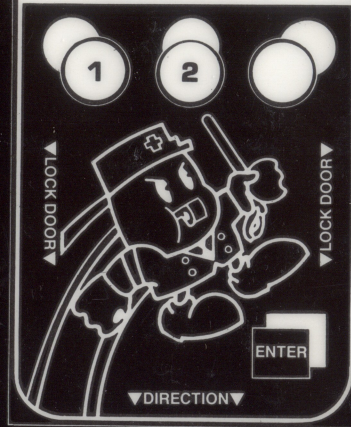Two full-color program overlays included with each game cartridge.

LOCK 'N' CHASE

1. To start, press **DISC** when **BLUE DOT** appears on screen.
2. Press #1 on handcontrol, then press **ENTER**.
3. Move thief through maze by using the **DISC**.
4. Lock doors by pressing **ACTION BUTTONS** on left side of handcontrol.

LOCK 'N' CHASE

1   2

◀ LOCK DOOR ▶   ▼ LOCK DOOR ▼

ENTER

▼ DIRECTION ▼

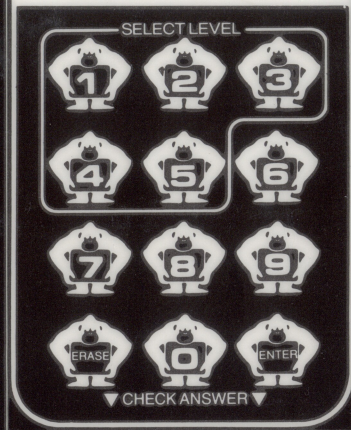Two full-color program overlays included with each game cartridge.

MATH FUN

1. Press **RESET** to start. Then press **ENTER**. Select # **OF PROBLEMS** (up to 99). For **COLOR LEVEL**, select #1 (easy) through #5 (hardest). For **SKILL LEVEL**, press #1 or #2. Then press **ENTER**. Player #2 now selects **LEVELS**. (If only 1 player, press 0, then **ENTER** on **RIGHT HAND CONTROL**.)
2. **GORILLAS APPEAR,** encountering problems. To **ANSWER**, press correct numbers, then **ENTER**.
3. If **CORRECT**, gorilla remains on banks of river. If **INCORRECT**, gorilla is thrown into river by pressing **ENTER** <u>again</u>. To get back on land, answer correctly.
4. To check answer, press **DISC**. To erase, press **CLEAR**.

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SELECT LEVEL

1	2	3
4	5	6
7	8	9
ERASE	0	ENTER

▼ CHECK ANSWER ▼
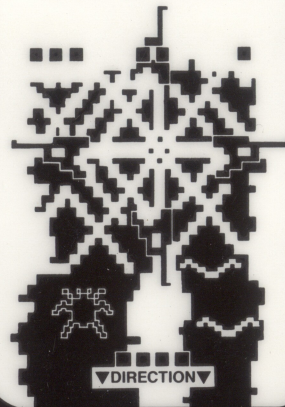
Two full-color program overlays included with each game cartridge.

NIGHT STALKER

1. Press **DISC** to start. Select game speed by pressing #1 (slow), #2 (medium), #3 (fast), or **DISC** (fastest).

2. Move **STALKER** through maze by pressing disc. **PICK** up weapons by moving Stalker over them.

3. Press #2 to shoot **STRAIGHT UP**, #4 to shoot **LEFT**, #6 to shoot **RIGHT**, or #8 to shoot straight down.

NIGHT STALKER

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▼DIRECTION▼

Two full-color program overlays included with each game cartridge.

POKER & BLACKJACK

(1 or 2 players)

1. Press **DISC**. Type in stake (up to $9999) and press **ENTER**. Press **ENTER** on 2nd controller if only one player.

2. Press game selection (1 to 5).

3. Press **DISC** to see hole card in **POKER**. To bet, type in amount and press **ENTER**. You can **CALL**, **RAISE** or **DROP** in **POKER**; **HIT**, **DOUBLE DOWN**, or **STAND** in **BLACKJACK**.

Las Vegas **Poker & Blackjack**

©Mattel Inc. 1980

1 FIVE CARD STUD	**2** SEVEN CARD STUD	**3** FIVE CARD DRAW
4 BLACK JACK	**5** DEALERS CHOICE	**6** SAME GAME

SELECT GAME

◄ DROP

7 HIT	**8** DOUBLE DOWN	**9** STAND

DROP ►

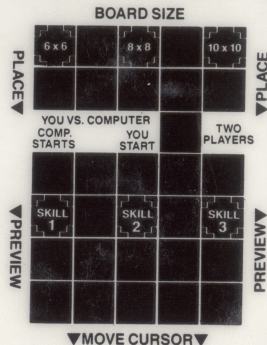| CLEAR	**0**	CALL RAISE ENTER

▼ **VIEW CARDS** ▼

Two full-color program overlays included with each game cartridge.

REVERSI

1. Press **DISC** to start. Press #1 for **EASY** board size, #2 for medium, or #3 for hard.

2. Press #4 for **COMPUTER** vs. **COMPUTER**, #5 for **YOU** vs. **COMPUTER,** or #6 for **PLAYER** vs. **PLAYER.**

3. Select skill level by pressing #7 (easy), #8 (medium), or #9 (hard).

4. **OBJECT:** Turn most of the pieces to your color by bracketing your opponent's in any row (vertically, horizontally, or diagonally).

5. Use **DISC** to move the **CURSOR** to the square you want. To **PLACE** piece, press either **TOP ACTION BUTTON** on side of handcontrol.

6. To **PREVIEW** a move, press either **LOWER ACTION BUTTON.**

REVERSI

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BOARD SIZE

| 6 x 6 | 8 x 8 | 10 x 10 |

◀ PLACE   PLACE ▶

YOU VS. COMPUTER

| COMP. STARTS | YOU START | TWO PLAYERS |

| SKILL 1 | SKILL 2 | SKILL 3 |

▼ PREVIEW   PREVIEW ▼

▼ **MOVE CURSOR** ▼

Two full-color program overlays included with each game cartridge.

REVERSI

ROULETTE

1. Press **RESET** to start. **PLAYER ONE** is on the left. Press **DISC** to select **STAKES**. Enter a bet up to $9,999. Press **ENTER**. If only **ONE PLAYER,** enter 0 on right handcontrol.

2. **PLAYER #1** plays chips that are **LIGHT BLUE, PLAYER #2** plays chips that are **GRAY.**

3. Use **DISC** to move chip to place on **ROULETTE BOARD.** When chip is in position, press **NUMBERED KEYS** to indicate amount of your pretend bet (from $1.00 to $99.00). Press **ENTER.** Do this for **TWO MORE CHIPS.**

4. Press **LOWER RIGHT ACTION BUTTON** on side of **HAND-CONTROL** to start the roulette wheel spinning.

5. Press either **TOP ACTION KEY** to see wins and losses.

6. To **REPLACE BET,** press **ENTER KEY,** then repeat steps 2 to 4.

Las Vegas **ROULETTE**

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CHANGE BET DISPLAY ▼

CHANGE BET DISPLAY ▼

1 2 3
4 5 6
7 8 9

▼ READY

ENTER
$ 0 $

▼ MOVE CURSOR ▼

Two full-color program overlays included with each game cartridge.

ROULETTE

ROYAL DEALER

1. Press **DISC** to start. Select game by pressing the number key for that game. Then press **ENTER**.
2. Select # of players. **ENTER**.
3. To **SELECT** card from your hand, press **DISC** until desired card turns **BLUE**. To **PLAY** a card, press **TOP ACTION BUTTONS** on side of handcontrol. (Also for **DISCARD**.)
4. To **REARRANGE** a card in your hand, press **BOTTOM RIGHT ACTION BUTTON**.
5. In **CRAZY EIGHTS**: To **DRAW** a card, press **BOTTOM RIGHT ACTION BUTTON**. To **REARRANGE**, press **BOTTOM LEFT ACTION BUTTON**. To **DISCARD, TOP ACTION BUTTONS**; to **DECLARE A SUIT**, press #5 for Hearts, #7 for Clubs, #9 for Diamonds, #0 for Spades. Then **ENTER**. To **PASS**, press #8.
6. In **RUMMY: SIDE ACTION BUTTONS** remain the same. To **TAKE THE UP CARD**, press #1. To **DECLARE GIN**, press #3.
7. **ALL SUIT BUTTONS** remain same in all games.

ROYAL DEALER

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PLAY/DISCARD ▼

1 UP CARD **2** **3** GIN ► PLAY/DISCARD

4 ♥ ♦ REARRANGE ►

▼ DRAW ♣ PASS ♦

CLEAR ♠ ENTER
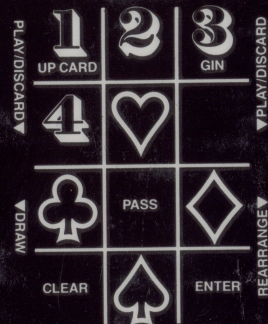
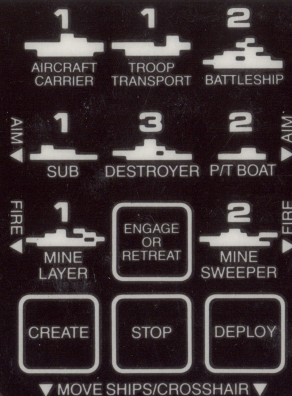Two full-color program overlays included with each game cartridge.

SEA BATTLE

1. Press **RESET** to start. Press **ANY BUTTON** to show **STRATEGY MAP**.

2. To make a fleet, press **CLEAR,** then press buttons #1–#9 to create a max. of 3 ships. Then press **ENTER.**

3. Press **DIRECTION DISC** to move fleet toward enemy. Press #0 to stop.

4. When two fleets are in **COMBAT RANGE, ENGAGE** in **BATTLE** by pressing #8.

5. To control individual ships, press that ship's button and use **DISC** to steer.

6. To **AIM** your ship, press either **TOP ACTION BUTTON** on side of handcontrol. To **FIRE,** press either **BOTTOM ACTION BUTTON.**

SEA BATTLE

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1	1	2
AIRCRAFT CARRIER	TROOP TRANSPORT	BATTLESHIP
1	3	2
SUB	DESTROYER	P/T BOAT
1	ENGAGE OR RETREAT	2
MINE LAYER		MINE SWEEPER
CREATE	STOP	DEPLOY

AIM ◄ / ► AIM

FIRE ◄ / ► FIRE

▼ MOVE SHIPS/CROSSHAIR ▼

Two full-color program overlays included with each game cartridge.

SKIING
(1 to 6 players)

1. Press **DISC**. Select number of players (1 to 6) and press **ENTER**.
2. Select slope **5**. Press **ENTER**. Select course **1**. Press **ENTER**.
3. Press **DISC** to start. Press **LEFT SIDE** of **DISC** to steer left, **RIGHT SIDE** to steer right.
4. **JUMP** moguls by pressing either **BOTTOM SIDE BUTTON** just before reaching them.

SKIING

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EDGE

EDGE

JUMP

JUMP

CLEAR   0   ENTER

DIRECTION
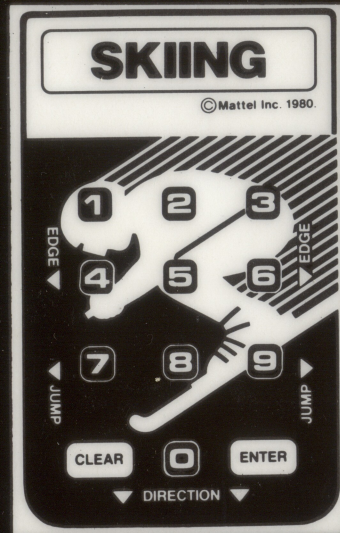
Two full-color program overlays included with each game cartridge.

SKIING

SNAFU

1. Press **RESET** to start. To play **BITE**, press **#4**, **#8**, **#12**, or **#16**. Press **ENTER**. To play **TRAP**, press any other number up to **#15**. Press **ENTER**. Select # of **ROUNDS** by pressing #1 to #99. Press **ENTER**.

2. Set **GAME SPEED** by pressing #3 (slow); #2 (medium); #1 (fast); or **DISC** (fastest.)

3. **TRAP GAMES: LEFT CONTROLLER** directs **RED, RIGHT CONTROLLER** directs **BLUE**. Press **DISC** to move your **TRAIL** in any direction, trapping your opponent.

4. **BITE GAMES: LEFT CONTROLLER** directs **RED SERPENT**, right **CONTROLLER** directs **BLUE SERPENT**. Use **DISC** to control **SERPENT**. To score, bite off your opponents' serpent's tail.

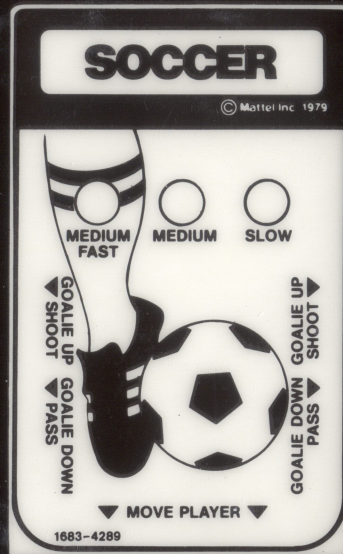## SNAFU

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1 2 3
4 5 6
7 8 9
CLEAR 0 ENTER
▼ DIRECTION ▼
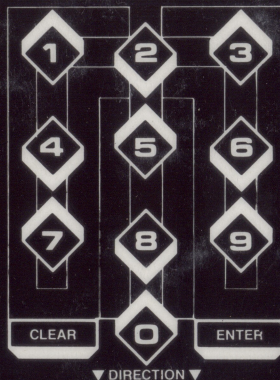
Two full-color program overlays included with each game cartridge.

SOCCER
(2 players)

1. Press **DISC**. Each player controls one man. **YELLOW** player turns **ORANGE, PURPLE** player **BLUE**.

2. To **DRIBBLE**, press edge of **DISC** in direction you want. To **PASS** or **SHOOT**, use **DISC** to turn man towards intended target, and **HOLD DISC DOWN** while pressing side **PASS** or **SHOOT** buttons.

3. Press **GOALIE UP** or **GOALIE DOWN** buttons to defend goal.

SOCCER

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MEDIUM FAST   MEDIUM   SLOW

GOALIE UP SHOOT
GOALIE DOWN PASS

GOALIE DOWN SHOOT
GOALIE UP PASS

▼ MOVE PLAYER ▼

1683-4289

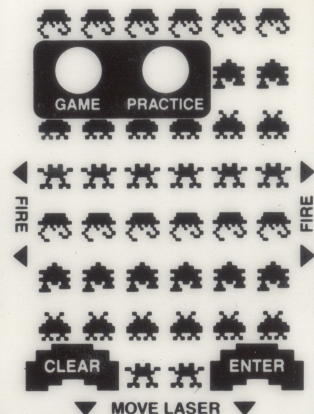Two full-color program overlays included with each game cartridge.

SPACE ARMADA

(1 player)

1. Press **DISC**. Press **1**, then press **ENTER**.
2. Use left and right sides of **DISC** to move laser gun. To **FIRE** at descending targets press either **SIDE BUTTON**.
3. Hit the red flying saucer for bonus points and repair of damaged bunker. You get a new laser gun every time you clear the screen.

SPACE ARMADA™

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GAME PRACTICE

FIRE FIRE

CLEAR ENTER

▼ MOVE LASER ▼

3759-4289

Two full-color program overlays included with each game cartridge.
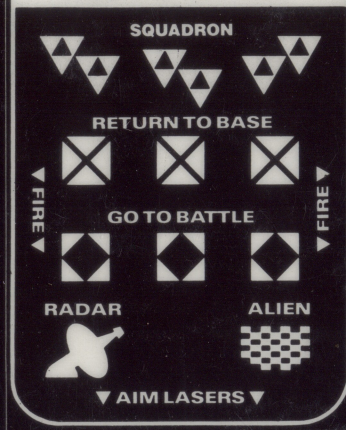
SPACE ARMADA

SPACE BATTLE

1. Press **RESET** to start. Select **GAME SPEED** by pressing #3 (slow); #2 (moderate); #1 (fast): **DISC** (faster); or #4 (fastest). **RADAR SCREEN APPEARS.**

2. Press **ENTER KEY** until **ALIEN SQUADRON** closes to **MOTHER SHIP** (center) turns **PURPLE.**

3. Press #1, #2, or #3 to send your **SQUADRON** to encounter **ALIENS.**

4. When squadron reaches alien, it starts blinking. To **GO TO BATTLE**, press #7 if your squadron is **BLUE**, #8 if **WHITE**, or #9 if **GOLD. BATTLE SCREEN** appears.

5. Use **DISC** to move **GUNSIGHT**. Press **ACTION BUTTONS** on side of **HANDCONTROL** to **FIRE** lasers.

6. Return to **RADAR SCREEN** by pressing **CLEAR** button. To **RETURN** your squadron to mother ship, press #4 if squadron is **BLUE**, #5 if **WHITE**, or #6 if **GOLD.**

SPACE BATTLE

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SQUADRON

RETURN TO BASE

◄ FIRE ►   ◄ FIRE ►

GO TO BATTLE

RADAR   ALIEN

▼ AIM LASERS ▼

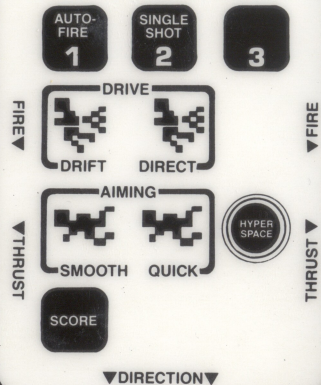Two full-color program overlays included with each game cartridge.

SPACE BATTLE

SPACE HAWK

1. Press **RESET** to start. Set **GAME SPEED** by pressing #3 (slow); #2 (medium); #1 (fast); or **DISC** (fastest).

2. Press **BOTTOM ACTION BUTTONS** on side of handcontrol to **THRUST** hunter through space. Press **TOP ACTION BUTTONS** to **FIRE** ray gun. Use **DISC** to turn Hunter.

3. Press #1 for **AUTOFIRE**. Press #2 for **SINGLE SHOT**.

4. Press #9 for **HYPERSPACE** (escape hopeless situations).

5. For **DRIFT MODE**, press #4. For **DIRECT** mode, #5. For **SMOOTH** mode, #7. For **QUICK** mode, #8.

SPACE HAWK

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AUTO-FIRE **1** SINGLE SHOT **2** **3**

DRIVE

FIRE ▼

DRIFT   DIRECT

▼ FIRE

AIMING

▼ THRUST

SMOOTH   QUICK   HYPER SPACE

THRUST ▼

SCORE

▼ DIRECTION ▼
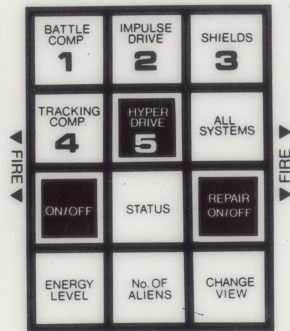
Two full-color program overlays included with each game cartridge.

SPACE SPARTANS

1. Press any **KEY** or **DISC** to start. Press #1 for game speed. **STAR GRID** appears.

2. Press **DISC** to move **CURSOR** to an alien-occupied (black bases) sector. Press any **KEY** to lock your starbase in position. Do this for **THREE** starbases.

3. Move **CURSOR** to alien-occupied sector. Press #5 (hyperdrive), then #7 (on-off) to move ship to that sector. Press **ENTER KEY** to change views.

4. Use **DISC** to move spaceship. Line alien up in your gunsight and press **BUTTONS** on side of handcontroller to **FIRE.**

5. To determine remaining energy, press **CLEAR KEY.** If low return to your star base.

6. To determine number of aliens remaining, press #0.

SPACE SPARTANS

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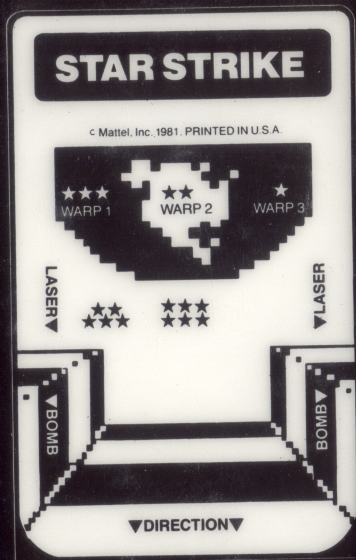|		
BATTLE COMP. **1**	IMPULSE DRIVE **2**	SHIELDS **3**
TRACKING COMP. **4**	HYPER DRIVE **5**	ALL SYSTEMS
ON/OFF	STATUS	REPAIR ON/OFF
ENERGY LEVEL	No. OF ALIENS	CHANGE VIEW

▶ FIRE ▶

▶ FIRE ▶

▼ DIRECTION ▼

Two full-color program overlays included with each game cartridge.

STAR STRIKE

1. Press **#3** to **START.** Space Station appears. Use **DISC** to control direction of spaceship.
2. Change spaceship speed by pressing buttons #1, #2, or #3.
3. Use **TOP ACTION BUTTONS** on side of handcontrol to **FIRE** at alien ships.
4. Use **LOWER ACTION BUTTONS** on side of handcontrol to **BOMB** five red targets to save Earth.

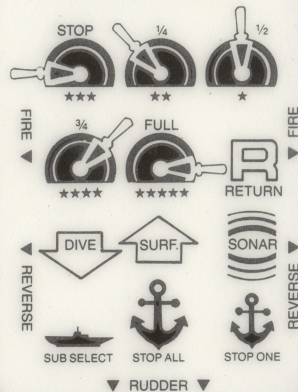Two full-color program overlays included with each game cartridge.

SUB HUNT

1. Press **RESET** to start. Select skill level by pressing #3 (easy); #2 (medium); #1 (hard); #4 (harder); #5 (hardest). **SATELLITE MAP** appears.

2. Press **CLEAR BUTTON** to **SELECT SUB.** Use **DISC** to steer it toward enemy **CONVOY.** Repeat with 3 remaining subs.

3. When **CONVOY** and **SUBS** meet, **SONAR MAP** appears. To set **SUB SPEED:** #1, **STOP;** #2, ¼ speed; #3, ½ speed; #4, ¾ speed; #5, full speed.

4. To **DIVE,** press #7. To **SURFACE,** press #8.

5. Fire **TORPEDOES** by pressing **TOP ACTION BUTTON** on side of handcontrol. **REVERSE ENGINES** by pressing **LOWER ACTION BUTTON.**

6. To **TURN ON/OFF SONAR,** press #9.

SUB HUNT

STOP   ¼   ½
★★★   ★★   ★

FIRE   ¾   FULL   FIRE
★★★★   ★★★★★   R   RETURN

REVERSE   DIVE   SURF.   SONAR   REVERSE

SUB SELECT   STOP ALL   STOP ONE

▼ RUDDER ▼

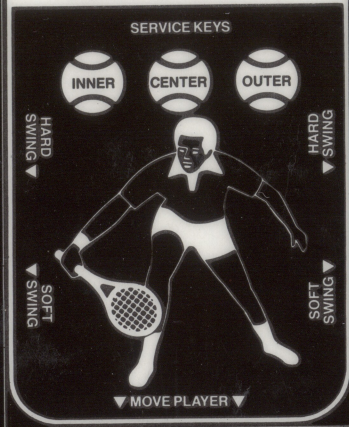Two full-color program overlays included with each game cartridge.

TENNIS

1. Press **RESET** to start. Select game speed by pressing #3 (slow); #2 (moderate); #1 (fast); or **DISC** (fastest). **TENNIS COURT** appears.

2. Press #1 to position **SERVER** in **INNER COURT**; #2 for **CENTER**; or #3 for **OUTER**. Press **ANY ACTION BUTTON** on side of handcontrol to **TOSS BALL INTO AIR.** Press **ACTION BUTTON** again to hit ball. (**TOP ACTION BUTTON:** Hard swing, **LOWER ACTION BUTTON:** softer swing.

3. Use **DISC** to move players to receive ball. In returning a stroke, use **TOP ACTION BUTTON** to make a **GROUND STROKE,** and **LOWER ACTION BUTTON** to make a **LOB.**

TENNIS

SERVICE KEYS

INNER   CENTER   OUTER

HARD SWING ▼   ▼ HARD SWING

▼ SOFT SWING   SOFT SWING ▼

▼ MOVE PLAYER ▼

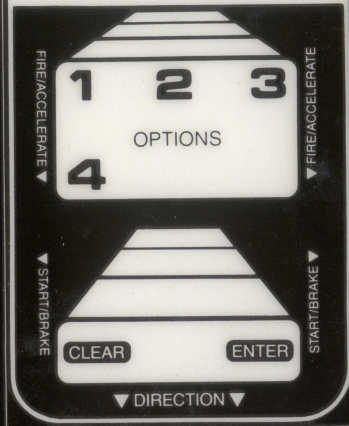Two full-color program overlays included with each game cartridge.

TRIPLE ACTION

1. Press **DISC** to start. Choose **GAME NUMBER,** then press **ENTER.**

2. **BATTLE TANKS:** Choose **OPTION NUMBER** (1, 2, 3, or 4), then press **ENTER.** Press **LOWER ACTION BUTTONS** on side of hand-control to move tank; use **DISC** to steer. Press **TOP ACTION BUTTONS** to **FIRE.**

3. **CAR RACING:** Choose **OPTION NUMBER** (1 or 2), then press **ENTER.** Press **TOP ACTION BUTTONS** to move car forward. Use **DISC** to change lanes. To **BRAKE,** press **LOWER ACTION BUTTONS.**

4. **BIPLANES:** Choose **OPTION NUMBER** (1 or 2), then press **ENTER.** Press **LOWER ACTION BUTTONS** and **TOP EDGE** of **DISC** to **TAKE OFF.** Use **TOP ACTION BUTTONS** to **FIRE** at opponents.

TRIPLE ACTION

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FIRE/ACCELERATE ▼

FIRE/ACCELERATE ▼

1 **2** **3**

OPTIONS

4

▲ START/BRAKE

START/BRAKE ▲

CLEAR   ENTER

▼ DIRECTION ▼

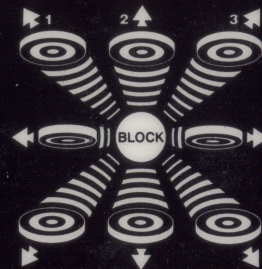Two full-color program overlays included with each game cartridge.

TRIPLE ACTION

TRON DEADLY DISCS

1. Select **SPEED LEVEL** by pressing #1 (slow); #2 (slower); #3 (slowest). For fastest speed, press **ANY OTHER KEY.**
2. Move **TRON** by pressing **DISC.**
3. Press any numbered key except #5, to **FIRE** Tron's discs in direction you choose. For example, pressing #3, will move disc to Upper Right.
4. Press **DISC** to evade opponents' discs.

TRON DEADLY DISCS

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1 2 3

BLOCK

▼DIRECTION▼

Two full-color program overlays included with each game cartridge.

TRON MAZE-A-TRON

1. Select game speed by press #3 (slowest), #2 (medium), #3 (fast), or **DISC** (fastest). Hit any other key than **ENTER** key to begin game.

2. Use **DISC** to move **TRON** through the maze. **RIGHT BOTTOM ACTION BUTTON** on side of handcontrol shields you from red recognizers.

3. To disable the **MASTER CONTROL COMPUTER (MCP)**, change Black 1's (random access memory chips) to black zeros. Use **UPPER ACTION BUTTONS** on side of handcontrol to do this. Store them in the Latch (lock-shaped containers).

4. Facing the **MCP:** Pressing **DISC** will move gunsight. Align your sight on the moving numbers, and press **TOP ACTION BUTTON** to fire. Keep the numbers from rolling off the screen.

5. Press **LOWER RIGHT ACTION BUTTON** to shield yourself from **MCP'S** laser eyes.

TRON MAZE-A-TRON

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© 1982 Walt Disney Productions.

1   2   3

ZERO/FIRE   ZERO/FIRE

FORCE SHIELD   FORCE SHIELD

STOP   PRACTICE

▼ DIRECTION ▼

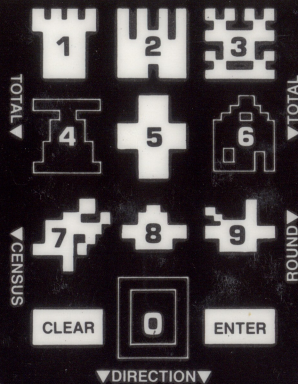Two full-color program overlays included with each game cartridge.

UTOPIA

1. Press **RESET** to start. Press **ANY NUMBERED KEY** to determine **NUMBER OF ROUNDS** (Term of Office) in game. Press **ENTER**. Press **NUMBERED KEYS** to determine length of round (from 30 to 120 seconds.) Press **ENTER**. Islands appear.

2. You have 100 gold bars to purchase "peace and prosperity" for your people. (# of bars seen on sides of screen). Press #1 to build **FORT**: #2, **FACTORY**; #3, **CROPS**; #4, **SCHOOL**; #5, **HOSPITAL**; #6, **HOUSING PROJECT**; #7, **REBEL SOLDIERS** (on other island); #8, **PT BOAT**; #9, **FISHING BOAT**.

3. Use **DISC** to place **CURSOR** over part of island you wish to build or plant crops, then press appropriate number. (If you don't have enough gold, computer will buzz.)

4. Use **TOP ACTION BUTTONS** on side of handcontrol to see **TOTAL SCORE**. Use **LOWER RIGHT ACTION BUTTON** to display score from previous round. Use **LOWER LEFT ACTION BUTTON** to display island's **POPULATION**.

5. To control **BOATS**, use **DISC** to place **CURSOR** over them, then press #0. Cursor now moves boat, by using **DISC**.

UTOPIA

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TOTAL ▼   ▼ TOTAL

▼ CENSUS   ROUND ▼

CLEAR   0   ENTER

▼ DIRECTION ▼

Two full-color program overlays included with each game cartridge.

WORD FUN

1. Press **RESET** to start. Select **GAME SPEED**: press #3 (slow); #2 (moderate); #1 (fast); or **DISC** (fastest.)
2. Select your game by pressing appropriate number.
3. **CROSSWORDS**: Use **DISC** to move **CURSOR**. Press #8 (across) or #9 (down) to indicate direction of word. **SELECT LETTERS** by pressing # beside the letter. After spelling a word, press **ENTER**. Next player presses **ENTER** to begin his turn.
4. **WORD HUNT**: (**PLAYERS** play **SIMULTANEOUSLY**) Use **DISC** to move **MONKEYS**. Press **ACTION BUTTONS** on side of handcontrol to **PICK UP LETTERS**. Take letter to **SCORING AREA**, and press **ACTION BUTTON** again to release letter. When you spell a word, press **ENTER**.
5. **WORD ROCKETS**: Move wagon by using **DISC**. Pick a vowel by pressing **ACTION BUTTON**. Line up wagon with floating "space word." Press **ACTION BUTTON** to blast vowel into word.

WORD FUN

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MOVE LETTERS

FORFEIT ▼

1 2 3
4 5 6
7 → ↓

HORIZ. VERT.

◄ PICK-UP/RELEASE

CLEAR WORD   CLEAR LETTER   ENTER

▼ DIRECTION ▼

▼ FORFEIT

PICK-UP/RELEASE ►

1122-4289

Two full-color program overlays included with each game cartridge.

WORD FUN

S/N 5209 Rev-D

MATTEL ELECTRONICS
ADVERTISING DISPLAY NON-ILLUMINATING

MODEL
3806

115VAC
60HZ
10WATTS

LISTED
(UL)
722Z

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THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC
RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT
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RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER
STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

3806-0330

MATTEL ELECTRONICS   Mattel, Inc., 5150 Rosecrans Ave., Hawthorne, Ca 90250

—————————————— CARTRIDGE PLACEMENT ——————————————

VOICE/
DEMO
ONLY

VOICE
CARTRIDGE
ONLY

EIGHT CARTRIDGES WITH OR WITHOUT VOICE

1   2   3   4   5   6   7   8   9   10

FOR INTELLIVOICE
USE VOICE
CARTRIDGE ONLY

CUSTOMERS
ACCESSIBLE
CARTRIDGE

11

S/N 5209 Rev-D

38...

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MADE IN MEXICO

...EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC
...FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT
...DENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO
...TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER
...NECESSARY TO CORRECT THE INTERFERENCE.

3806-0330

MATTEL ELECTRONICS Mattel, Inc., 5150 Rosecrans Ave., Hawthorne, CA 90250

CARTRIDGE PLACEMENT

VOICE/ DEMO ONLY	VOICE CARTRIDGE ONLY		EIGHT CARTRIDGES WITH OR W...

1   2   3   4   5   6   7

R1   R13   C12   C26
Q3   C18   Q4   Q5   C18   Q6   Q7   Q8

S/N 5209 Rev-D

MATTEL ELECTRONICS®

ADVERTISING DISPLAY, NON-ILLUMINATING

MODEL 3806

115VAC
60HZ
10WATTS

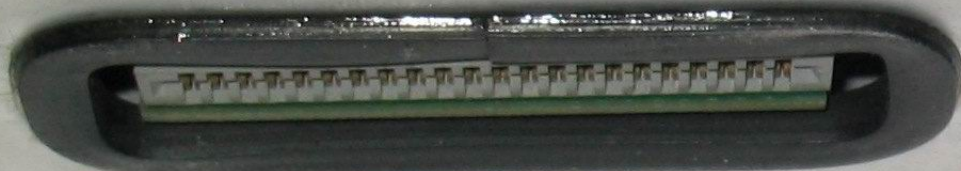LISTED

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CUSTOMERS
ACCESSIBLE
CARTRIDGE
↓
11

FOR INTELLIVOICE
USE VOICE
CARTRIDGE ONLY

MATTEL ELECTRONICS   Mattel, Inc., 5150 Rosecrans Ave., Hawthorne, CA 90250

3806-0310 A

CARTRIDGE PLACEMENT

VOICE/ DEMO ONLY

VOICE CARTRIDGE ONLY

EIGHT CARTRIDGES WITH OR WITHOUT VOICE

1   2   3   4   5   6   7   8   9   10