

THE INTELLIVISION COLLECTOR'S GUIDE 2012

146 GAMES REPORTED

218 VARIANTS DISCOVERED

600+ AUCTIONS RECORDED

INTERVIEWS WITH DEVELOPERS

PROTOTYPES

HARDWARE

MEMORABILIA

HOME BREWS

**Edition VI
By VALTER PRETTE**



Introduction to the Guide

Welcome to the Mattel Intellivision Collector's Guide.

If you're reading this introduction I assume you to be a genuine Intellivision fan and a collector of videogames. Maybe you have been collecting those items since you were young and you keep looking for rarities by using internet stores. In this case, you may be in the right place to discover that you own a treasure and you are not aware of it.

Do you know what the actual value of your collection is? Do you know that there are many box variants of the same game, and that their value is very different?

This Guide is the work done by a collector for collectors, to deliver to you all this information, that is hard to find and often out of date on the internet. I'm confident this Guide will give you the most recent and correct info concerning your personal Intellivision collection.

Also, this book aims to be the place where homebrew development will be exposed to the community.

Valter Prette

Summary

Introduction to the Guide	1
How to use the Guide.....	3
Loose carts evaluation.....	3
Legend.....	5
All time bestsellers.....	6
Top 20 Wanted List	10
New games and new variants from previous edition	11
Cartridges List by value	12
Cartridges List in alphabetical order.....	16
Hardware	20
Catalogs/books/manuals/memorabilia collectibles	21
Hardware Catalog Year 1978.....	23
Hardware Catalog Year 1982.....	23
Games Catalog Year 1978	24
Games Catalog Year 1979	24
Games Catalog Year 1980	25
Games Catalog Year 1981	26
Games Catalog Year 1982	27
Games Catalog Year 1983	29
Games Catalog Year 1985	33
Games Catalog Year 1986	33
Games Catalog Year 1987	33
Games Catalog Year 1988	34
Games Catalog Year 1989	34
Games Catalog Year 2000	34
Games Catalog Year 2004	35
Games Catalog Year 2005	35
Games Catalog Year 2008	35
The art of Advertising	36
Rumored prototypes, demos & homebrews.....	58
Snapshots from the Eighties.....	80
Who's Who in Intellivision History.....	85
Introducing: David Crane	85
Introducing: David Rolfe	90
Introducing: Michael Becker	96
Introducing: Joe Zbiciak	103
Introducing: David Harley	108
Guide to the Collector's Guide	110
References & acknowledgments.....	114

How to use the Guide

The process followed by this guide is simple: record real selling prices of games!
We are considering eBay auctions as the main reference, to collect real prices paid for items, not requested prices. All the prices are in US dollars.

To evaluate the price ranking, I follow these rules:

- 1. Recording up to the thirty last prices
- 2. Average calculation of price based on history
- 3. I only consider games sold complete with box, manual and overlays (if available), preferably in mint condition
- 4. The price must refer to a closed auction.

To evaluate the rarity ranking, I use the following procedure:

- 1. All items are classified in a list with seven categories, including Common items, Uncommon items, Rare items, Extremely Rare items, Unbelievable Rare items, Homebrews, and Prototypes
- 2. The starting point of this classification is the average evaluation of the three most accurate rarity lists available: the Hot Spot List of Games, the Tom Heroes Rarity List, and the Digital Press Collector’s Guide.
- 3. The initial ranking is modified periodically by considering the average number of items-per-month showing at eBay/stores during the last 12 months.

This Guide also introduces the Reliability Factor (R Factor), a powerful way to understand how realistic are the values are which have been reported in the lists. When a new cart debuts in the classification, the value is fluctuant and may refer to a single sale. This is the explanation of some weird prices you might find, mostly concerning very rare items. The R Factor tells you how the reported value is close to the true value, by considering the amount of findings.

The RF Factor can be defined as follows:

- 1. Low (value documented by very few findings)
- 2. Average (value documented by 5 findings or more)
- 3. Reliable (value documented by 10 findings or more)

Loose carts evaluation

How about buying loose carts? The lists reported in the Guide do not consider incomplete games, but you can refer to the following principles to estimate the value.

First, you should consider the different parts of the complete package: cartridge, box, manual, and overlays (if any). You should distribute percentages of the value reported in the Guide in this way:

- Cartridge 50% (60% if no overlays exist)
- Box 20%
- Manual 10%
- Overlays 10% (each of two)



Cart value

The R Factor

All time top selling prices

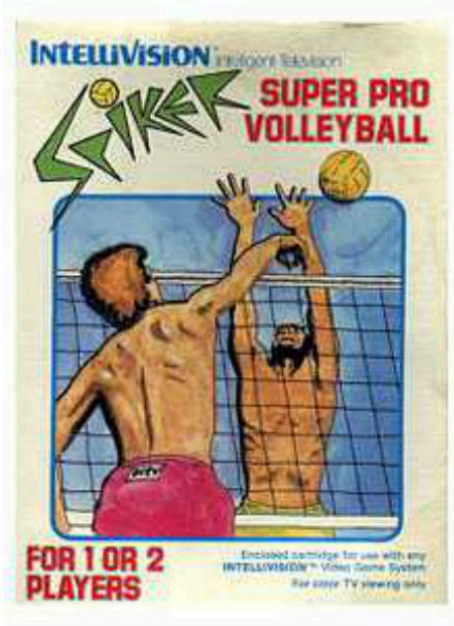
Rarity range

Legend

C	Common This item is easy to find in good condition.
U	Uncommon This item is not easy to find on the first try. You may need several attempt to find one complete in box.
R	Rare This item is hard to find. When you find one in mint condition it may be expensive.
ER	Extremely Rare This item is a good catch for your collection. It is very difficult to find in mint condition, and loose copies are not cheap either.
UR	Unbelievable Rare This item may take years find. When you find it, expect to pay huge money.
HB	Homebrew Homemade game. Usually shipped in few copies. You rarely see one of these.
P	Prototype This item was never distributed and may be a unique copy. Price is hard to rank.

All time bestsellers

Games

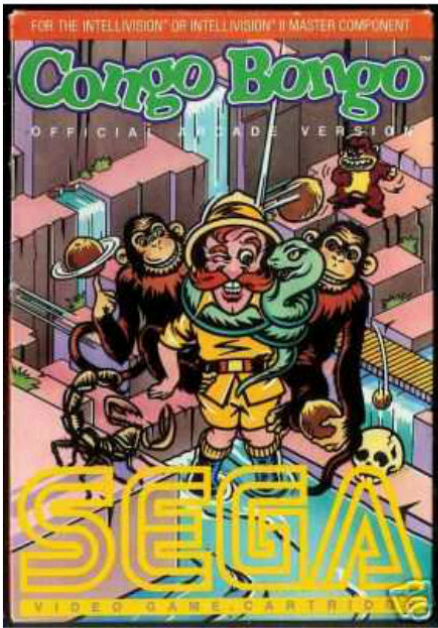


Spiker

Sold for: 1826 \$

Where: St. George, UT, United States

In date: May 31, 2011



Congo Bongo

Sold for: 839 \$

Where: United States

In date: January 23, 2008

Hardware



Compro Videoplexer 8

Sold for: 575 \$

Where: Unknown

In date: Unknown



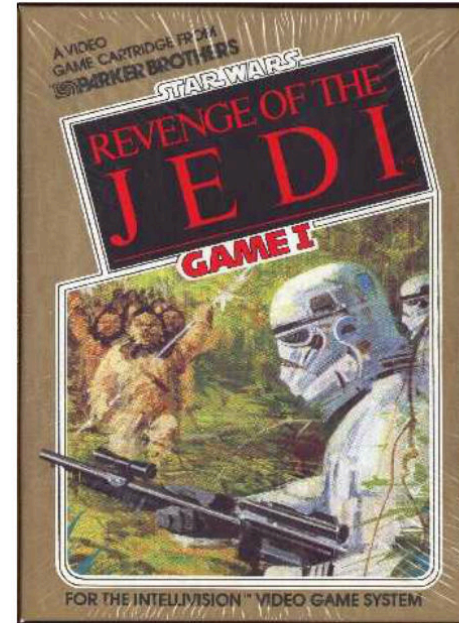
Mattel Intellivision II combo with Burgertime cartridge (factory sealed)

Sold for: 404.99 \$

Where: Lake Linden, Michigan, United States

In date: 15 May 2007

Memorabilia

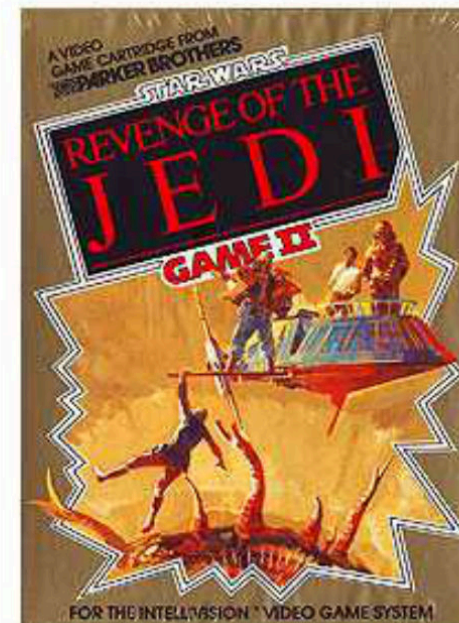


Revenge of the Jedi Game I box

Sold for: 325 \$

Where: Unknown

In date: Unknown



Revenge of the Jedi Game II box

Sold for: 175,44 \$

Where: Unknown

In date: Unknown

Catalogs, books and manuals



Mattel Dealer Catalog 1981

Sold for: 108,09 \$

Where: Unknown

In date: Unknown

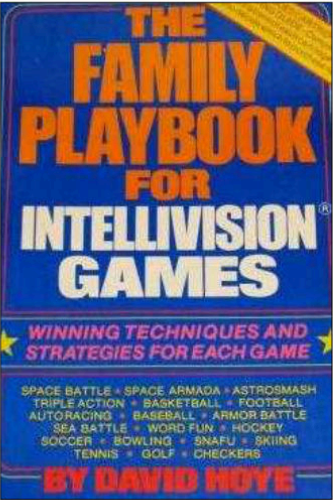


Service Manuals

Sold for: 99 \$

Where: Unknown

In date: Unknown













Family Playbook for Intellivision Games











Sold for: 31 \$

Where: Unknown

In date: Unknown

Top 20 Wanted List

	Title	Average Price
	Spiker! Super Pro Volleyball	936,86
	4-Tris (JZ homebrew edition)	611,50
	Spelling challenge	565,55
	4-Tris Philly Classic Edition	561
	Congo Bongo	338,20
	Stadium Mud Buggies	298
	Learning Fun II	272,50
	Learning Fun I	247,50
	Space C#nt	241,39
	International Demo Cartridge 1983	230,58

	Title	Average Price
	Body Slam Super Pro Wrestling	221,19
	Stampede (Intelligame edition)	195
	Astrosmash Shootout	182
	Super Series Big League Baseball	174.99
	Turbo (EU version)	166,74
	Fathom	153,25
	Happy Trails (Intelligame edition)	150
	Super Cobra	147,61
	Tutankham	142,73
	Mountain Madness Super Pro Skiing	140,52

New games and new variants from previous edition

	Title	Variant	Rarity	Average \$	Max \$	RF	Serial
NEW	Donkey Kong Arcade	Intelligentvision	ER	50,00	50,00	Low	M78A001 M78B001
NEW	Rocky and Bullwinkle	Intelligentvision	ER	50,00	50,00	Low	
NEW	Illusions	Activision	HB	49,00	49,00	Low	
NEW	League of Light	Activision	HB	49,00	49,00	Low	
NEW	Zaxxon	CBS EU version	R	29,90	29,90	Low	
NEW	Tron Maze A Tron	Mattel	U	4,44	4,44	Low	
NEW	Advanced Dungeons&Dragons	Digiplay	ER	0,00	0,00	Low	
NEW	Armor Battle	Intelligame Brazil	UR	0,00	0,00	Low	
NEW	B-17 Bomber	Mattel Intellivoice	R	0,00	0,00	Low	
NEW	Bomb Squad	Mattel Intellivoice	R	0,00	0,00	Low	
NEW	Busy Bodies	Tutorvision	UR	0,00	0,00	Low	
NEW	Carnival	CBS	U	0,00	0,00	Low	
NEW	Demo cartridge 1978	Mattel Hong Kong	UR	0,00	0,00	Low	
NEW	Demo cartridge 1978 International	Mattel	UR	0,00	0,00	Low	
NEW	Geo Graphics	Tutorvision	UR	0,00	0,00	Low	
NEW	Jungle Math	Tutorvision	UR	0,00	0,00	Low	
NEW	Labirintos II (Ad&d Treasure of Tarmin)	Intelligame Brazil	UR	0,00	0,00	Low	
NEW	Lady Bug	Intelligame Brazil	UR	0,00	0,00	Low	
NEW	Map Mazes	Tutorvision	UR	0,00	0,00	Low	
NEW	Mission X	Mattel	U	0,00	0,00	Low	
NEW	Mouse Trap	CBS	U	0,00	0,00	Low	
NEW	Nounsense	Tutorvision	UR	0,00	0,00	Low	
NEW	PGA Golf	Mattel	U	0,00	0,00	Low	
NEW	Pragas (Worm Whomper)	Intelligame Brazil	UR	0,00	0,00	Low	
NEW	Shapes in Space	Tutorvision	UR	0,00	0,00	Low	
NEW	Story Stopper	Tutorvision	UR	0,00	0,00	Low	
NEW	Tale Teller	Tutorvision	UR	0,00	0,00	Low	
NEW	Time Trip	Tutorvision	UR	0,00	0,00	Low	
NEW	Time Trip	Tutorvision CA version	UR	0,00	0,00	Low	
NEW	Tops in Terms	Tutorvision	UR	0,00	0,00	Low	
NEW	Tron Maze A Tron	Shock Vision	HB	0,00	0,00	Low	
NEW	Venture	Shock Vision	HB	0,00	0,00	Low	
NEW	Wordcalc	Tutorvision	UR	0,00	0,00	Low	
NEW	Wordsmith	Tutorvision	UR	0,00	0,00	Low	
NEW	Write it Right	Tutorvision	UR	0,00	0,00	Low	
NEW	Zoo Review	Tutorvision	UR	0,00	0,00	Low	

Cartridges List by value

	Title	Variant	Rarity	Average \$	Max \$	RF	Serial
UPD	1 Spiker	INTV	UR	936,86	1826,00	Average	IN89A22
	2 4-Tris	Zbiciack limited edition	HB	611,50	611,50	Low	
UPD	3 Spelling Challenge	Mattel Keyboard	UR	565,55	565,55	Low	MK82A09
	4 4-tris	Philly Classic Edition	HB	561,00	561,00	Low	
UPD	5 Congo bongo	Sega	UR	338,20	839,00	Average	SE83A01
UPD	6 Stadium Mud Buggies	INTV	UR	298,00	450,00	Average	IN89A23
	7 Learning Fun II	INTV	UR	272,50	430,00	Low	
UPD	8 Learning Fun I	INTV	UR	247,50	255,00	Low	IN87A12
	9 Space C#nt	Mattel	HB	241,39	241,39	Low	
UPD	10 Demo cartridge 1983 International	Mattel	UR	230,58	358,84	Low	MD83A02
	11 Body Slam super pro wrestling	INTV	UR	221,19	449,00	Average	
UPD	12 Stampede	Intelligame Brazil	UR	195,00	195,00	Low	C83B005
	13 Astromash Shootout	Mattel	UR	182,00	182,00	Low	
UPD	14 Super Series Big League Baseball	Intellivision Inc.	UR	174,99	174,99	Low	I83A006
	15 Turbo	Coleco EU version	ER	166,74	199,99	Low	
UPD	16 Fathom	Imagic	UR	153,25	235,12	Average	PB83A03
	17 Happy trails	Intelligame Brazil	UR	150,00	150,00	Low	
UPD	18 Super Cobra	Parker Brothers	ER	147,61	235,50	Average	PB83A04
UPD	19 Tutankham	Parker Brothers	UR	142,73	257,00	Low	
UPD	20 Mountain Madness Super Pro Skiing	INTV	UR	140,52	307,00	Average	MD83A01
UPD	21 Demo cartridge 1983	Mattel	UR	135,25	142,50	Low	
	22 Triple Challenge	INTV	UR	126,75	132,00	Low	IV04A02
UPD	23 MTE 201 Test Cartridge	Mattel (no box)	UR	125,50	171,50	Low	
UPD	24 Atlantis	Digiplay	ER	121,18	176,36	Low	AT83A02
	25 Minehunter	Intelligentvision	UR	112,66	162,50	Low	
UPD	26 River Raid	Digiplay	ER	109,93	109,93	Low	IN85A01
	27 Master of the Universe	Mattel cyan variant	ER	108,75	141,50	Low	
UPD	28 Super Cobra	Parker CA version	ER	103,07	130,36	Low	IV04A03
UPD	29 Melody Blaster	Mattel ECS	ER	82,63	132,50	Low	
UPD	30 World Series Major League Baseball	Mattel ECS	UR	82,45	103,50	Low	IN86A04
	31 Math Fun	Digiplay	ER	81,00	81,00	Low	
UPD	32 Reversi	Digiplay	ER	81,00	81,00	Low	IV00A01
	33 Dig Dug	INTV	ER	80,04	175,00	Average	
UPD	34 Backgammon	Sears Telegames	R	76,59	76,59	Low	IV05A04
	35 Defender	Atarisoft	ER	74,50	79,00	Low	
UPD	36 World Cup Soccer	INTV	ER	73,97	114,95	Low	AT83A02
UPD	37 The Jetson way with words	Mattel ECS	ER	72,08	136,00	Average	
UPD	38 Tower of Doom	INTV	ER	69,04	123,50	Reliable	IN86A04
UPD	39 Basketball	Digiplay	ER	66,00	66,00	Low	
	40 Demon Attack	Digiplay	ER	65,75	104,49	Low	IV04A03
UPD	41 Space Patrol	Left Turn Only	ER	61,28	72,55	Low	
UPD	42 Thunder Castle	INTV	R	58,44	103,50	Average	IV00A01
UPD	43 Utopia	Intelligame Brazil	UR	56,55	56,55	Low	
	44 Diner	INTV	UR	54,13	81,95	Average	IV05A04
NEW	45 Stonix	Intelligentvision	UR	51,42	52,85	Low	
	46 Happy trails	Digiplay	R	51,00	51,00	Low	IV00A01
NEW	47 Pole position	INTV	ER	50,05	79,95	Average	
NEW	48 Donkey Kong Arcade	Intelligentvision	ER	50,00	50,00	Low	IV05A04
	49 Rocky and Bullwinkle	Intelligentvision	ER	50,00	50,00	Low	
UPD	50 4-Tris	Intelligentvision	UR	49,99	49,99	Low	IV00A01
	51 Samegame&robots	Intelligentvision	UR	49,99	49,99	Low	
UPD	52 Worm Wompher	Activision	R	49,43	80,00	Average	IV05A04
UPD	53 4-Tris	Left Turn Only	ER	49,00	49,00	Low	
NEW	54 Illusions	Activision	HB	49,00	49,00	Low	IV00A01
NEW	55 Lady Bug	Shock Vision	HB	49,00	49,00	Low	
	56 League of Light	Activision	HB	49,00	49,00	Low	IV05A04
	57 Locomotion	Shock Vision	HB	49,00	49,00	Low	

	58	Pinball	Shock Vision	HB	49,00	49,00	Low	
	59	Popeye	Shock Vision	HB	49,00	49,00	Low	
	60	Qbert	Shock Vision	HB	49,00	49,00	Low	
	61	Shock Adapter	Shock Vision	HB	49,00	49,00	Low	
	62	Master of the Universe	Mattel	R	48,39	81,00	Average	
	63	Master of the Universe	Digiplay	ER	47,99	70,99	Low	
	64	Mr. Basic Meets Bits 'n' Bytes	Mattel ECS	ER	46,57	99,99	Average	
UPD	65	Tron Discos Mortais	Digiplay	ER	45,75	66,00	Low	
	66	Super Pro Decathlon	INTV	ER	44,63	56,43	Average	
	67	Poker & Blackjack	Digiplay	ER	44,50	66,00	Low	
	68	Truckin'	Imagic	ER	43,64	57,90	Average	
	69	Desafio Estelar	Digiplay	ER	43,29	52,59	Low	
UPD	70	Commando	INTV	R	41,95	49,95	Low	
UPD	71	Buzz Bombers	Mattel	U	41,41	32,91	Low	
	72	Chip Shot super pro golf	INTV	ER	41,19	59,95	Average	
UPD	73	Scooby Doo's Maze Chase	Mattel	ER	40,63	65,00	Average	
	74	Snafu	Digiplay	ER	40,50	66,00	Low	
UPD	75	Word Fun	Mattel	U	40,36	62,00	Low	M80A010
	76	River Raid	Activision	ER	40,31	94,95	Average	
	77	Centipede	Atarisoft	ER	40,16	60,00	Low	AT83A03
UPD	78	NFL Football	Bandai	UR	39,99	39,99	Low	
	79	White water	Imagic	R	39,79	64,95	Average	I83A013
UPD	80	Shark Shark	Digiplay	ER	39,33	66,00	Low	
	81	Thin ice	INTV	R	38,42	80,50	Reliable	IN86A03
	82	Kool Aid Man	Mattel	R	34,92	74,33	Average	
UPD	83	Bump 'n' Jump	Mattel blue box	R	32,07	41,00	Low	
	84	Mind Strike	Mattel ECS	R	30,38	52,93	Average	
UPD	85	Pac Man	INTV	ER	30,19	48,95	Average	
NEW	86	Zaxxon	CBS EU version	R	29,90	29,90	Low	
	87	Zaxxon	CBS US version	R	29,50	29,99	Low	C83A008
	88	Venture	CBS US version	R	29,00	29,00	Low	C83A006
	89	Bump 'n' Jump	Digiplay	ER	28,50	31,00	Low	
	90	Checkers	Sears Telegames	R	27,59	27,59	Low	M80A009
	91	Triple action	Digiplay	ER	27,59	27,59	Low	
	92	Astrosmash	Digiplay	ER	27,58	27,58	Low	
UPD	93	Slam Dunk super pro basketball	INTV	R	27,15	30,99	Low	
UPD	94	The Dreadnaught Factor	Activision	R	27,08	37,66	Low	
	95	PBA Bowling	Mattel	U	26,44	33,00	Low	M81A022
	96	Championship Tennis	INTV	R	26,15	36,00	Low	IN85A02
UPD	97	Dracula	Imagic	R	25,72	32,85	Average	I83A011
	98	Beamrider	Digiplay	ER	24,99	24,99	Low	
	99	Frog Bog	Digiplay	ER	24,99	24,99	Low	
	100	Night Stalker	Digiplay	ER	24,99	24,99	Low	
	101	Beamrider	Activision	R	24,75	46,00	Average	
	102	Tropical Trouble	Imagic	R	24,12	36,00	Low	
	103	Nova blast	Imagic	U	22,12	35,00	Low	I83A012
	104	Hover Force	INTV	R	21,96	48,50	Low	IN86A07
UPD	105	Sewer Sam	Interphase	R	20,86	25,50	Low	IP83A02
	106	Frogger	Parker Brothers	U	20,80	30,61	Low	PB83A02
	107	Donkey Kong Jr	CBS US version	R	20,50	20,50	Low	C83A004
	108	Super Pro Football	INTV	R	20,36	35,00	Low	IN86A06
	109	Pac Man	Atarisoft	ER	20,04	27,89	Low	AT83A01
	110	Super Cobra	Intelligame Brazil	UR	20,00	20,00	Low	
	111	Auto Racing	Bandai	UR	19,99	19,99	Low	
	112	Baseball	Bandai	UR	19,99	19,99	Low	
	113	Bowling	Bandai	UR	19,99	19,99	Low	
	114	Frog Bog	Bandai	UR	19,99	19,99	Low	
	115	Skiing	Bandai	UR	19,99	19,99	Low	
	116	Triple action	Bandai	UR	19,99	19,99	Low	
	117	USCF Chess	Mattel	R	19,43	37,11	Low	
	118	Star Wars	Parker Brothers	R	19,24	28,48	Low	PB83A01

	119	Futebol Soccer	Digiplay	ER	17,75	20,50	Low	
	120	Happy trails	Activision	U	17,50	35,00	Low	
	121	Shark Shark	Mattel	R	16,51	23,02	Low	M82A043
	122	Popeye	Parker Brothers	U	16,33	20,50	Low	PB83A06
	123	Demon attack	Imagic	R	16,33	19,99	Low	I82A001
	124	Motocross	Mattel	R	15,75	25,98	Low	
UPD	125	Advanced Dungeons&Dragons	Mattel	C	15,28	21,67	Average	M82A029
	126	Burgertime	Mattel white box intern.	U	14,97	19,99	Low	
	127	Blockade Runner	Interphase	R	14,88	14,88	Low	IP83A01
	128	Pitfall	Digiplay	ER	14,87	25,00	Low	
	129	Ad&d Treasure of Tarmin	Mattel	U	14,84	21,12	Average	
	130	Safecracker	Imagic	R	14,73	27,00	Low	I83A014
	131	Draughts (Checkers)	Mattel UK version	R	14,49	21,94	Low	
	132	Pinball	Mattel	R	14,25	20,00	Low	
	133	Tron Solar Sailer	Mattel	R	14,08	20,25	Low	
	134	Sword & Serpents	Imagic	R	13,88	25,01	Low	
	135	Dragonfire	Imagic	U	13,84	19,99	Low	I82A005
	136	Microsurgeon	Imagic	R	13,78	13,78	Low	I82A004
	137	Frog Bog	Sears Telegames	R	13,65	13,65	Low	
	138	Burgertime	Mattel purple box	U	13,49	19,99	Average	
	139	Armor Battle	Sears Telegames	R	12,50	15,00	Low	
	140	Ice Trek	Imagic	R	11,85	14,50	Low	
	141	Tennis	Mattel	C	11,25	12,50	Low	M80A013
	142	Lock'n chase	Mattel	C	11,17	15,00	Low	M82A041
UPD	143	Utopia	Mattel	U	10,61	14,99	Average	M81A027
UPD	144	Beauty & the Beast	Imagic	C	10,43	13,00	Low	I82A003
	145	Space battle	Sears Telegames	R	10,00	10,00	Low	
	146	Sub Hunt	Sears Telegames	R	9,99	9,99	Low	
	147	World Championship Baseball	INTV	R	9,99	9,99	Low	IN86A05
	148	Checkers	Mattel	U	9,95	12,95	Low	M80A009
UPD	149	Math Fun	Mattel	R	9,93	9,95	Low	M79A005
	150	APBA Backgammon	Mattel	U	9,40	12,00	Low	M79A002
UPD	151	Sharp Shot	Mattel	U	9,38	11,26	Low	M82A042
UPD	152	Las Vegas Roulette	Mattel	U	9,16	10,49	Low	M80A008
	153	Auto Racing	Mattel	C	9,16	12,77	Low	M80A006
	154	Auto Racing	Digiplay	ER	8,75	8,75	Low	
	155	Stampede	Activision	C	8,39	8,39	Low	A82A001
	156	Space Armada	Digiplay	ER	7,99	7,99	Low	
	157	Tennis	Digiplay	ER	7,99	7,99	Low	
	158	Tron Deadly Discs	Mattel	U	7,75	10,50	Low	M82A039
	159	Atlantis	Imagic	C	7,62	9,99	Low	I82A002
	160	NHL hockey	Mattel	C	7,48	9,95	Low	M80A007
	161	Frog Bog	Mattel	U	7,41	7,41	Low	
	162	Reversi	Mattel	R	7,37	9,99	Low	M82A037
	163	Night Stalker	Mattel	C	7,35	11,61	Low	M82A038
	164	Space hawk	Mattel	U	6,69	12,50	Low	M82A035
	165	Space Spartans	Mattel	C	6,50	10,00	Low	M82A030
	166	Snafu	Mattel	C	6,47	9,99	Low	M81A024
	167	Space battle	Mattel	C	6,44	6,99	Low	M80A018
	168	Night Stalker	INTV (white label)	U	6,00	6,00	Low	
	169	Vectron	Mattel	C	6,00	7,74	Low	
UPD	170	Vectron	INTV (white label)	U	5,57	8,15	Low	
	171	Armor battle	Mattel	C	5,34	7,50	Average	M79A003
	172	Donkey Kong	CBS US version	C	5,00	5,00	Low	C82A001
	173	NFL Football	Mattel	C	5,00	5,00	Low	M80A017
	174	Boxing	Sears Telegames	U	4,99	4,99	Low	
	175	Triple action	Mattel	C	4,47	4,95	Low	M81A026
NEW	176	Tron Maze A Tron	Mattel	U	4,44	4,44	Low	
	177	NBA Basket	Mattel	C	4,28	7,56	Low	M80A020
	178	Space Armada	Mattel	C	4,25	5,00	Low	M81A025
	179	Astrosmash	Mattel	C	3,99	3,99	Low	M81A023

	180	NASL Soccer	Mattel	C	3,56	4,44	Average	M80A012
	181	Sea Battle	Sears Telegames	R	3,25	3,25	Low	
	182	Las Vegas Poker & Blackjack	Mattel Taiwan version	R	2,99	2,99	Low	
	183	Locomotion	Mattel	C	2,99	2,99	Low	
	184	Sea Battle	Mattel	C	2,55	3,00	Low	M80A016
	185	Horse Racing	Mattel	U	2,47	2,94	Low	M80A011
	186	Skiing	Mattel	C	2,42	3,85	Low	M80A015
	187	Royal Dealer	Mattel	U	2,25	2,50	Low	M82A031
	188	Las Vegas Poker & Blackjack	Mattel	C	1,88	2,25	Low	M79A004
NEW	189	Advanced Dungeons&Dragons	Digiplay	ER	0,00	0,00	Low	
NEW	190	Armor Battle	Inteligame Brazil	UR	0,00	0,00	Low	
NEW	191	B-17 Bomber	Mattel Intellivoice	R	0,00	0,00	Low	
NEW	192	Bomb Squad	Mattel Intellivoice	R	0,00	0,00	Low	
NEW	193	Busy Bodies	Tutorvision	UR	0,00	0,00	Low	
NEW	194	Carnival	CBS	U	0,00	0,00	Low	
NEW	195	Demo cartridge 1978	Mattel Hong Kong	UR	0,00	0,00	Low	M78A001
NEW	196	Demo cartridge 1978 International	Mattel	UR	0,00	0,00	Low	M78B001
NEW	197	Geo Graphics	Tutorvision	UR	0,00	0,00	Low	
NEW	198	Jungle Math	Tutorvision	UR	0,00	0,00	Low	
NEW	199	Labirintos II (Ad&d Treasure of Tarmin)	Inteligame Brazil	UR	0,00	0,00	Low	
NEW	200	Lady Bug	Inteligame Brazil	UR	0,00	0,00	Low	
NEW	201	Map Mazes	Tutorvision	UR	0,00	0,00	Low	
NEW	202	Mission X	Mattel	U	0,00	0,00	Low	
NEW	203	Mouse Trap	CBS	U	0,00	0,00	Low	
NEW	204	Nounsense	Tutorvision	UR	0,00	0,00	Low	
NEW	205	PGA Golf	Mattel	U	0,00	0,00	Low	
NEW	206	Pragas (Worm Whomper)	Inteligame Brazil	UR	0,00	0,00	Low	
NEW	207	Shapes in Space	Tutorvision	UR	0,00	0,00	Low	
NEW	208	Story Stopper	Tutorvision	UR	0,00	0,00	Low	
NEW	209	Tale Teller	Tutorvision	UR	0,00	0,00	Low	
NEW	210	Time Trip	Tutorvision	UR	0,00	0,00	Low	
NEW	211	Time Trip	Tutorvision CA version	UR	0,00	0,00	Low	
NEW	212	Tops in Terms	Tutorvision	UR	0,00	0,00	Low	
NEW	213	Tron Maze A Tron	Shock Vision	HB	0,00	0,00	Low	
NEW	214	Venture	Shock Vision	HB	0,00	0,00	Low	
NEW	215	Wordcalc	Tutorvision	UR	0,00	0,00	Low	
NEW	216	Wordsmith	Tutorvision	UR	0,00	0,00	Low	
NEW	217	Write it Right	Tutorvision	UR	0,00	0,00	Low	
NEW	218	Zoo Review	Tutorvision	UR	0,00	0,00	Low	

Cartridges List in alphabetical order

	Title	Variant	Rarity	Average \$	Max \$	RF	Serial
UPD	Spiker	INTV	UR	936,86	1826,00	Average	IN89A22
	4-Tris	Zbiciack limited edition	HB	611,50	611,50	Low	
	4-tris	Philly Classic Edition	HB	561,00	561,00	Low	
	4-Tris	Intelligentvision	UR	49,99	49,99	Low	IV00A01
UPD	4-Tris	Left Turn Only	ER	49,00	49,00	Low	
	Ad&d Treasure of Tarmin	Mattel	U	14,84	21,12	Average	
UPD	Advanced Dungeons&Dragons	Mattel	C	15,28	21,67	Average	M82A029
NEW	Advanced Dungeons&Dragons	Digiplay	ER	0,00	0,00	Low	
	APBA Backgammon	Mattel	U	9,40	12,00	Low	M79A002
	Armor Battle	Sears Telegames	R	12,50	15,00	Low	
	Armor battle	Mattel	C	5,34	7,50	Average	M79A003
NEW	Armor Battle	Inteligame Brazil	UR	0,00	0,00	Low	
	Astrosplash	Digiplay	ER	27,58	27,58	Low	
	Astrosplash	Mattel	C	3,99	3,99	Low	M81A023
	Astrosplash Shootout	Mattel	UR	182,00	182,00	Low	
	Atlantis	Digiplay	ER	121,18	176,36	Low	
	Atlantis	Imagic	C	7,62	9,99	Low	I82A002
	Auto Racing	Bandai	UR	19,99	19,99	Low	
UPD	Auto Racing	Mattel	C	9,16	12,77	Low	M80A006
	Auto Racing	Digiplay	ER	8,75	8,75	Low	
NEW	B-17 Bomber	Mattel Intellivoice	R	0,00	0,00	Low	
	Backgammon	Sears Telegames	R	76,59	76,59	Low	
	Baseball	Bandai	UR	19,99	19,99	Low	
	Basketball	Digiplay	ER	66,00	66,00	Low	
	Beamrider	Digiplay	ER	24,99	24,99	Low	
	Beamrider	Activision	R	24,75	46,00	Average	
UPD	Beauty & the Beast	Imagic	C	10,43	13,00	Low	I82A003
	Blockade Runner	Interphase	R	14,88	14,88	Low	IP83A01
	Body Slam super pro wrestling	INTV	UR	221,19	449,00	Average	
NEW	Bomb Squad	Mattel Intellivoice	R	0,00	0,00	Low	
	Bowling	Bandai	UR	19,99	19,99	Low	
	Boxing	Sears Telegames	U	4,99	4,99	Low	
	Bump 'n' Jump	Mattel blue box	R	32,07	41,00	Low	
	Bump 'n' Jump	Digiplay	ER	28,50	31,00	Low	
	Burgertime	Mattel white box intern.	U	14,97	19,99	Low	
	Burgertime	Mattel purple box	U	13,49	19,99	Average	
NEW	Busy Bodies	Tutorvision	UR	0,00	0,00	Low	
UPD	Buzz Bombers	Mattel	U	57,64	32,91	Low	
NEW	Carnival	CBS	U	0,00	0,00	Low	
	Centipede	Atarisoft	ER	40,16	60,00	Low	AT83A03
	Championship Tennis	INTV	R	26,15	36,00	Low	IN85A02
	Checkers	Sears Telegames	R	27,59	27,59	Low	M80A009
	Checkers	Mattel	U	9,95	12,95	Low	M80A009
	Chip Shot super pro golf	INTV	ER	41,19	59,95	Average	
UPD	Commando	INTV	R	41,95	49,95	Low	
UPD	Congo bongo	Sega	UR	338,20	839,00	Average	SE83A01
UPD	Defender	Atarisoft	ER	74,50	79,00	Low	AT83A02
NEW	Demo cartridge 1978	Mattel Hong Kong	UR	0,00	0,00	Low	M78A001
NEW	Demo cartridge 1978 International	Mattel	UR	0,00	0,00	Low	M78B001
	Demo cartridge 1983	Mattel	UR	135,25	142,50	Low	MD83A01
	Demo cartridge 1983 International	Mattel	UR	230,58	358,84	Low	MD83A02
	Demon Attack	Digiplay	ER	65,75	104,49	Low	
	Demon attack	Imagic	R	16,33	19,99	Low	I82A001
	Desafio Estelar	Digiplay	ER	43,29	52,59	Low	
UPD	Dig Dug	INTV	ER	80,04	175,00	Average	
	Diner	INTV	ER	54,13	81,95	Average	

	Donkey Kong	CBS US version	C	5,00	5,00	Low	C82A001
NEW	Donkey Kong Arcade	Intelligentvision	ER	50,00	50,00	Low	
	Donkey Kong Jr	CBS US version	R	20,50	20,50	Low	C83A004
UPD	Dracula	Imagic	R	25,72	32,85	Average	I83A011
	Dragonfire	Imagic	U	13,84	19,99	Low	I82A005
	Draughts (Checkers)	Mattel UK version	R	14,49	21,94	Low	
	Fathom	Imagic	UR	153,25	235,12	Average	I83A006
	Frog Bog	Digisplay	ER	24,99	24,99	Low	
	Frog Bog	Bandai	UR	19,99	19,99	Low	
	Frog Bog	Sears Telegames	R	13,65	13,65	Low	
	Frog Bog	Mattel	U	7,41	7,41	Low	
	Frogger	Parker Brothers	U	20,80	30,61	Low	PB83A02
	Futebol Soccer	Digisplay	ER	17,75	20,50	Low	
NEW	Geo Graphics	Tutorvision	UR	0,00	0,00	Low	
	Happy trails	Intelligame Brazil	UR	150,00	150,00	Low	
	Happy trails	Digisplay	R	51,00	51,00	Low	
	Happy trails	Activision	U	17,50	35,00	Low	
	Horse Racing	Mattel	U	2,47	2,94	Low	M80A011
	Hover Force	INTV	R	21,96	48,50	Low	IN86A07
	Ice Trek	Imagic	R	11,85	14,50	Low	
NEW	Illusions	Activision	HB	49,00	49,00	Low	
NEW	Jungle Math	Tutorvision	UR	0,00	0,00	Low	
	Kool Aid Man	Mattel	R	34,92	74,33	Average	
NEW	Labirintos II (Ad&d Treasure of Tarmin)	Intelligame Brazil	UR	0,00	0,00	Low	
	Lady Bug	Shock Vision	HB	49,00	49,00	Low	
NEW	Lady Bug	Intelligame Brazil	UR	0,00	0,00	Low	
	Las Vegas Poker & Blackjack	Mattel Taiwan version	R	2,99	2,99	Low	
	Las Vegas Poker & Blackjack	Mattel	C	1,88	2,25	Low	M79A004
	Las Vegas Roulette	Mattel	U	9,16	10,49	Low	M80A008
NEW	League of Light	Activision	HB	49,00	49,00	Low	
	Learning Fun I	INTV	UR	247,50	255,00	Low	IN87A12
UPD	Learning Fun II	INTV	UR	272,50	430,00	Low	IN87A13
	Lock'n chase	Mattel	C	11,17	15,00	Low	M82A041
	Locomotion	Shock Vision	HB	49,00	49,00	Low	
	Locomotion	Mattel	C	2,99	2,99	Low	
NEW	Map Mazes	Tutorvision	UR	0,00	0,00	Low	
UPD	Master of the Universe	Mattel cyan variant	ER	108,75	141,50	Low	
	Master of the Universe	Mattel	R	48,39	81,00	Average	
	Master of the Universe	Digisplay	ER	47,99	70,99	Low	
	Math Fun	Digisplay	ER	81,00	81,00	Low	
UPD	Math Fun	Mattel	R	9,93	9,95	Low	M79A005
	Melody Blaster	Mattel ECS	ER	82,63	132,50	Low	
	Microsurgeon	Imagic	R	13,78	13,78	Low	I82A004
UPD	Mind Strike	Mattel ECS	R	30,38	52,93	Average	
	Minehunter	Intelligentvision	UR	112,66	162,50	Low	IV04A02
NEW	Mission X	Mattel	U	0,00	0,00	Low	
	Motocross	Mattel	R	15,75	25,98	Low	
UPD	Mountain Madness Super Pro Skiing	INTV	UR	140,52	307,00	Average	
NEW	Mouse Trap	CBS	U	0,00	0,00	Low	
	Mr. Basic Meets Bits 'n' Bytes	Mattel ECS	ER	46,57	99,99	Average	
UPD	MTE 201 Test Cartridge	Mattel (no box)	UR	125,50	171,50	Low	
	NASL Soccer	Mattel	C	3,56	4,44	Average	M80A012
	NBA Basket	Mattel	C	4,28	7,56	Low	M80A020
	NFL Football	Bandai	UR	39,99	39,99	Low	
	NFL Football	Mattel	C	5,00	5,00	Low	M80A017
	NHL hockey	Mattel	C	7,48	9,95	Low	M80A007
	Night Stalker	Digisplay	ER	24,99	24,99	Low	
	Night Stalker	Mattel	C	7,35	11,61	Low	M82A038
	Night Stalker	INTV (white label)	U	6,00	6,00	Low	
NEW	Nounsense	Tutorvision	UR	0,00	0,00	Low	
	Nova blast	Imagic	U	22,12	35,00	Low	I83A012

	Pac Man	INTV	ER	30,19	48,95	Average	
	Pac Man	Atarisoft	ER	20,04	27,89	Low	AT83A01
	PBA Bowling	Mattel	U	26,44	33,00	Low	M81A022
NEW	PGA Golf	Mattel	U	0,00	0,00	Low	
	Pinball	Shock Vision	HB	49,00	49,00	Low	
	Pinball	Mattel	R	14,25	20,00	Low	
	Pitfall	Digisplay	ER	14,87	25,00	Low	
	Poker & Blackjack	Digisplay	ER	44,50	66,00	Low	
	Pole position	INTV	ER	50,05	79,95	Average	
	Popeye	Shock Vision	HB	49,00	49,00	Low	
	Popeye	Parker Brothers	U	16,33	20,50	Low	PB83A06
NEW	Pragas (Worm Whomper)	Intelligame Brazil	UR	0,00	0,00	Low	
	Qbert	Shock Vision	HB	49,00	49,00	Low	
	Reversi	Digisplay	ER	81,00	81,00	Low	
	Reversi	Mattel	R	7,37	9,99	Low	M82A037
	River Raid	Digisplay	ER	109,93	109,93	Low	
UPD	River Raid	Activision	ER	40,31	94,95	Average	
NEW	Rocky and Bullwinkle	Intelligentvision	ER	50,00	50,00	Low	
	Royal Dealer	Mattel	U	2,25	2,50	Low	M82A031
	Safecracker	Imagic	R	14,73	27,00	Low	I83A014
	Samegame&robots	Intelligentvision	UR	49,99	49,99	Low	IV05A04
UPD	Scooby Doo's Maze Chase	Mattel	ER	40,63	65,00	Average	
	Sea Battle	Sears Telegames	R	3,25	3,25	Low	
	Sea Battle	Mattel	C	2,55	3,00	Low	M80A016
UPD	Sewer Sam	Interphase	R	20,86	25,50	Low	IP83A02
NEW	Shapes in Space	Tutorvision	UR	0,00	0,00	Low	
	Shark Shark	Digisplay	ER	39,33	66,00	Low	
	Shark Shark	Mattel	R	16,51	23,02	Low	M82A043
UPD	Sharp Shot	Mattel	U	9,38	11,26	Low	M82A042
	Shock Adapter	Shock Vision	HB	49,00	49,00	Low	
	Skiing	Bandai	UR	19,99	19,99	Low	
	Skiing	Mattel	C	2,42	3,85	Low	M80A015
UPD	Slam Dunk super pro basketball	INTV	R	27,15	30,99	Low	
	Snafu	Digisplay	ER	40,50	66,00	Low	
	Snafu	Mattel	C	6,47	9,99	Low	M81A024
	Space Armada	Digisplay	ER	7,99	7,99	Low	
	Space Armada	Mattel	C	4,25	5,00	Low	M81A025
	Space battle	Sears Telegames	R	10,00	10,00	Low	
	Space battle	Mattel	C	6,44	6,99	Low	M80A018
	Space C#nt	Mattel	HB	241,39	241,39	Low	
	Space hawk	Mattel	U	6,69	12,50	Low	M82A035
UPD	Space Patrol	Left Turn Only	ER	61,28	72,55	Low	
	Space Spartans	Mattel	C	6,50	10,00	Low	M82A030
	Spelling Challenge	Mattel Keyboard	UR	565,55	565,55	Low	MK82A09
	Stadium Mud Buggies	INTV	UR	298,00	450,00	Average	IN89A23
	Stampede	Intelligame Brazil	UR	195,00	195,00	Low	
	Stampede	Activision	C	8,39	8,39	Low	A82A001
	Star Wars	Parker Brothers	R	19,24	28,48	Low	PB83A01
	Stonix	Intelligentvision	UR	51,42	52,85	Low	IV04A03
NEW	Story Stopper	Tutorvision	UR	0,00	0,00	Low	
	Sub Hunt	Sears Telegames	R	9,99	9,99	Low	
UPD	Super Cobra	Parker Brothers	ER	147,61	235,50	Average	PB83A03
UPD	Super Cobra	Parker CA version	ER	103,07	130,36	Low	
	Super Cobra	Intelligame Brazil	UR	20,00	20,00	Low	
UPD	Super Pro Decathlon	INTV	ER	44,63	56,43	Average	
	Super Pro Football	INTV	R	20,36	35,00	Low	IN86A06
	Super Series Big League Baseball	Intellivision Inc.	UR	174,99	174,99	Low	
	Sword & Serpents	Imagic	R	13,88	25,01	Low	
NEW	Tale Teller	Tutorvision	UR	0,00	0,00	Low	
	Tennis	Mattel	C	11,25	12,50	Low	M80A013
	Tennis	Digisplay	ER	7,99	7,99	Low	

UPD	The Dreadnaught Factor	Activision	R	27,08	37,66	Low	
UPD	The Jetson way with words	Mattel ECS	ER	72,08	136,00	Average	IN86A03
UPD	Thin ice	INTV	R	38,42	80,50	Reliable	
UPD	Thunder Castle	INTV	R	58,44	103,50	Average	IN86A04
NEW	Time Trip	Tutorvision	UR	0,00	0,00	Low	
NEW	Time Trip	Tutorvision CA version	UR	0,00	0,00	Low	
NEW	Tops in Terms	Tutorvision	UR	0,00	0,00	Low	
UPD	Tower of Doom	INTV	ER	66,70	123,50	Average	
	Triple action	Digiplay	ER	27,59	27,59	Low	
	Triple action	Bandai	UR	19,99	19,99	Low	
	Triple action	Mattel	C	4,47	4,95	Low	M81A026
	Triple Challenge	INTV	UR	126,75	132,00	Low	
	Tron Deadly Discs	Mattel	U	7,75	10,50	Low	M82A039
	Tron Discos Mortais	Digiplay	ER	45,75	66,00	Low	
NEW	Tron Maze A Tron	Mattel	U	4,44	4,44	Low	
NEW	Tron Maze A Tron	Shock Vision	HB	0,00	0,00	Low	
	Tron Solar Sailer	Mattel	R	14,08	20,25	Low	
	Tropical Trouble	Imagic	R	24,12	36,00	Low	
	Truckin'	Imagic	ER	43,64	57,90	Average	
	Turbo	Coleco EU version	ER	166,74	199,99	Low	C83B005
UPD	Tutankham	Parker Brothers	UR	142,73	257,00	Low	PB83A04
	USCF Chess	Mattel	R	19,43	37,11	Low	
	Utopia	Intelligame Brazil	UR	56,55	56,55	Low	
UPD	Utopia	Mattel	U	10,61	14,99	Average	M81A027
	Vectron	Mattel	C	6,00	7,74	Low	
UPD	Vectron	INTV (white label)	U	5,57	8,15	Low	
	Venture	CBS US version	R	29,00	29,00	Low	C83A006
NEW	Venture	Shock Vision	HB	0,00	0,00	Low	
UPD	White water	Imagic	R	39,79	64,95	Average	I83A013
	Word Fun	Mattel	U	40,36	62,00	Low	M80A010
NEW	Wordcalc	Tutorvision	UR	0,00	0,00	Low	
NEW	Wordsmith	Tutorvision	UR	0,00	0,00	Low	
	World Championship Baseball	INTV	R	9,99	9,99	Low	IN86A05
UPD	World Cup Soccer	INTV	ER	73,97	114,95	Low	IN85A01
UPD	World Series Major League Baseball	Mattel ECS	UR	82,45	103,50	Low	
UPD	Worm Wompher	Activision	R	49,43	80,00	Average	
NEW	Write it Right	Tutorvision	UR	0,00	0,00	Low	
NEW	Zaxxon	CBS EU version	R	29,90	29,90	Low	
	Zaxxon	CBS US version	R	29,50	29,99	Low	C83A008
NEW	Zoo Review	Tutorvision	UR	0,00	0,00	Low	

Hardware

	Item	Manufacturer	Rarity	Average \$	Max \$	RF	Serial
	1 Videoplexer 8	Compro	UR	575,00	575,00	Low	
	2 Master Component	Bandai	UR	350,00	350,00	Low	
	3 Intellicart	Shell's Electronics	ER	239,66	400,00	Low	
	4 Master Component Intellivision II	Mattel	U	162,74	404,99	Low	
UPD	5 Master Component	Mattel	C	157,60	311,00	Reliable	
UPD	6 INTV Super Pro System III	INTV	ER	133,82	277,00	Average	
	7 Wico Command Control	Division Software 1999	ER	111,50	111,50	Low	
	8 INTV2PC	Division Software 1999	ER	103,52	103,52	Low	
	9 ECS Computer Module	Mattel US version	ER	101,35	148,06	Low	
	10 System Changer	Mattel US version	R	77,00	89,00	Low	
	11 Super Video Arcade Controller	Sears Tele-Games	UR	66,55	66,55	Low	
	12 ECS Computer Module	Mattel EU version	UR	63,39	93,14	Low	
	13 Music Synthesizer	Mattel US version	ER	59,19	78,99	Low	
UPD	14 Master Component	Digimed Brazil	UR	53,51	57,02	Low	
	15 Music Synthesizer	Mattel EU version	ER	40,05	51,00	Low	
	16 Composite Video + Audio Stereo Upgrade	Homebrew	HB	39,95	39,95	Low	
	17 Dust Cover Intellivision II	INTV	UR	27,47	34,95	Low	
	18 Video Game Storage Center	Imagic	R	26,00	34,50	Low	
	19 Master Component Intellivision II	Digiplay	ER	23,49	23,49	Low	
	20 Attachable Joysticks	INTV	UR	22,36	22,36	Low	
	21 Intellivoice module	Mattel	R	22,34	37,79	Average	
NEW	22 TV Games Cartridge Organiser	Sears	ER	19,95	19,95	Low	
UPD	23 Joysticks The Stickler	Pusher Sales Inc.	UR	17,33	25,00	Low	
	24 Power Supply Model # 5872-9629	?	ER	5,00	5,00	Low	
NEW	25 Keyboard Component	Mattel	UR	0,00	0,00	Low	
NEW	26 PlayCable	Mattel	UR	0,00	0,00	Low	
NEW	27 Tutorvision console	World Book Inc.	UR	0,00	0,00	Low	
NEW	28 Handsome Hassock	Sears	UR	0,00	0,00	Low	

Catalogs/books/manuals/memorabilia collectibles

	Item	Publisher	Rarity	Average \$	Max \$	RF	Serial	
	1	Revenge of the Jedi Game I box	Parker	P	325,00	325,00	Low	
	2	Revenge of the Jedi Game II box	Parker	P	175,44	175,44	Low	
	3	Mattel Dealer Catalog 1981	Mattel	UR	108,09	108,09	Low	
	4	Service Manuals	Mattel	UR	99,00	99,00	Low	
	5	Night Stalker Promo Poster	Mattel	UR	76,59	76,59	Low	
NEW	6	Intellivision News Game Club 4	Mattel	UR	42,55	42,55	Low	
NEW	7	Intellivision News Game Club 5	Mattel	UR	42,15	42,15	Low	
NEW	8	Intellivision News Game Club 6	Mattel	UR	42,15	42,15	Low	
	9	Digimed Games Catalog	Digimed	UR	41,00	41,00	Low	
	10	Digiplay Games Catalog	Digiplay	UR	41,00	41,00	Low	
UPD	11	Family Playbook for Intellivision Games	Citadel Press 1982	ER	31,00	31,00	Low	
	12	B/w advertising Pitfall+Stampede 82	Activision	UR	25,00	25,00	Low	
	13	B/w advertising Stampede 82	Activision	UR	25,00	25,00	Low	
	14	Lock'n'Chase Poster 1982	Mattel	UR	19,00	19,00	Low	
	15	Worm Whomper patch	Activision	UR	12,53	12,53	Low	
	16	Happy Trials patch	Activision	UR	12,50	12,50	Low	PA8302
	17	Pitfall patch	Activision	UR	12,50	12,50	Low	PA8301
	18	Carnival Promo Poster	Coleco	UR	9,99	9,99	Low	
	19	George Plimpton Rebate print 1982	Mattel	UR	9,50	9,50	Low	
	20	Lock'n Chase advertising 1982	Mattel	UR	8,99	8,99	Low	
	21	Star Strike advertising 1982	Mattel	UR	2,95	2,95	Low	
NEW	22	Intellivision News Game Club 1	Mattel	UR	0,00	0,00	Low	
NEW	23	Intellivision News Game Club 2	Mattel	UR	0,00	0,00	Low	
NEW	24	Intellivision News Game Club 3	Mattel	UR	0,00	0,00	Low	
NEW	25	How to Beat Atari, Intellivision, and Other	Simon and Schuster 1982	UR	0,00	0,00	Low	

Introducing a unique code to easily recognize all existing carts, variants and collectibles in order of appearance



Hardware Catalog Year 1978

Manufacturer: **Mattel**

MATTEL
ELECTRONICS



HM78A01

Hardware Catalog Year 1982

Manufacturer: **Bandai**

BANDAI ELECTRONICS



HB82A01

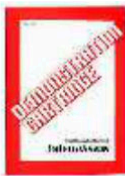
Games Catalog Year 1978

Manufacturer: **Mattel**

MATTEL
ELECTRONICS



M78A001



M78B001

Games Catalog Year 1979

Manufacturer: **Mattel**

MATTEL
ELECTRONICS



M79A002



M79A003



M79A004



M79A005

Games Catalog Year 1980

Manufacturer: Mattel

MATTEL
ELECTRONICS



M80A006



M80A007



M80A008



M80A009



M80A010



M80A011



M80A012



M80A013



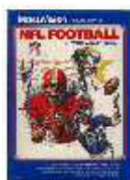
M80A014



M80A015



M80A016



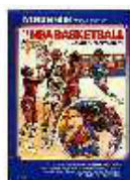
M80A017



M80A018



M80A019



M80A020

Games Catalog Year 1981

Manufacturer: Mattel

MATTEL
ELECTRONICS



M81A021



M81A022



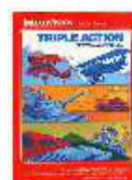
M81A023



M81A024



M81A025



M81A026

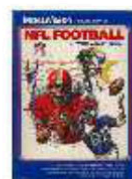


M81A027

[Re-marketed titles. Logos were removed from overlays to save on licensing fees.]



M81B002



M81B017



M81B019



M81B020

Games Catalog Year 1982

Manufacturer: Mattel



M82A028



M82A029



M82A030



M82A031



M82A032



M82A033



M82A034



M82A035



M82A036



M82A037



M82A038



M82A039



M82A040



M82A041



M82A042



M82A043

Manufacturer: Mattel for Keyboard Component



MK82A01



MK82A02



MK82A03



MK82A04



MK82A05



MK82A06



MK82A07

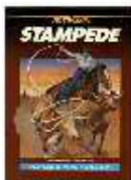


MK82A08



MK82A09

Manufacturer: Activision



AC82A01



AC82A02

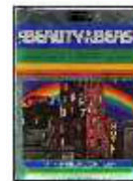
Manufacturer: Imagic



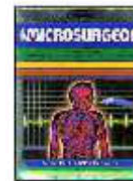
I82A001



I82A002



I82A003



I82A004



I82A005

Manufacturer: Coleco/CBS

COLECO



C82A001



C82A002



C82A003

Games Catalog Year 1983

Manufacturer: Mattel

**MATTEL
ELECTRONICS**



MD83A01



MD83A02



M83A044



M83A045



M83A046



M83A047



M83A048



M83A049



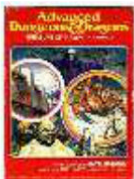
M83A050



M83A051



M83A052



M83A053



M83A054



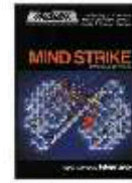
M83A055



M83A056

Manufacturer: Mattel for ECS (Entertainment Computer System)

**MATTEL
ELECTRONICS**



ME83A01



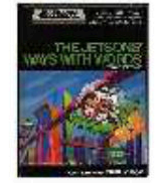
ME83A02



ME83A03



ME83A04



ME83A05

Manufacturer: Mattel for Music Synthesizer

**MATTEL
ELECTRONICS**



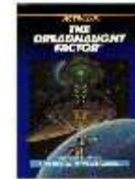
MM83A01

Manufacturer: Activision

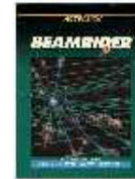
ACTIVISION



AC83A03



AC83A04



AC83A05



AC83A06



AC83A07

Manufacturer: Imagic

IMAGIC



I83A006



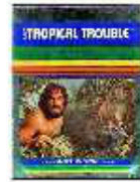
I83A007



I83A008



I83A009



I83A010



I83A011



I83A012



I83A013



I83A014

Manufacturer: Coleco/CBS

COLECO



C83A004



C83A005



C83A006



C83A007



C83A008

Manufacturer: Atari

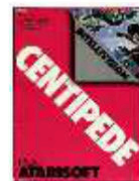
ATARI SOFT



AT83A01



AT83A02



AT83A03

Manufacturer: Interphase

INTERPHASE



IP83A01



IP83A02

Manufacturer: Sega

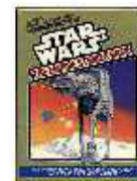
SEGA



SE83A01

Manufacturer: Parker Brothers

PARKER BROTHERS



PB83A01



PB83A02



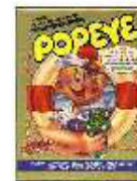
PB83A03



PB83A04



PB83A05



PB83A06

Games Catalog Year 1985

Manufacturer: Intv

INTV



IN85A01



IN85A02

Games Catalog Year 1986

Manufacturer: Intv

INTV



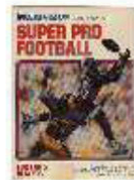
IN86A03



IN86A04



IN86A05



IN86A06



IN86A07

Games Catalog Year 1987

Manufacturer: Intv

INTV



IN87A08



IN87A09



IN87A10



IN87A11



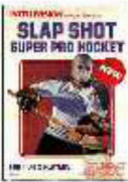
IN87A12



IN87A13



IN87A14



IN87A15



IN87A16



IN87A17

Games Catalog Year 1988

Manufacturer: Intv

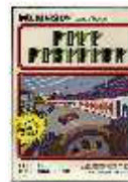
INTV



IN88A18



IN88A19



IN88A20



IN88A21

Games Catalog Year 1989

Manufacturer: Intv

INTV



IN89A22



IN89A23

Games Catalog Year 2000

Manufacturer: IntelligentVision

IntelligentVision



IV00A01

Games Catalog Year 2004

Manufacturer: Intelligentvision

IntelligentVision



IV04A02



IV04A03

Games Catalog Year 2005

Manufacturer: Intelligentvision

IntelligentVision



IV05A04

Games Catalog Year 2008

Manufacturer: Left Turn Only

Left Turn Only



LT08A01

The art of Advertising



[United States ?] [Mattel]

Mattel advertisement for Keyboard component thermal printer (page 1).

Discovered: January 2011

Estimated value: \$?

?

[United States ?] [Mattel]

Mattel advertisement for Keyboard component thermal printer (page 2)

Discovered: January 2011

Estimated value: \$?

?





[United States 1982] [Mattel]

Mattel \$50 rebate offer for summer 1982.
Featuring "Mr. Intellivision" George Plimpton.

Estimated value: \$9.50

XUS82M01

[France 1982] [Mattel]

"Le réalisme dépasse la fiction" advertisement.
A Master Component running Star Strike as seen
in magazine Tilt, Nov/Dec 1982.

Estimated value: ?

XFR82M01



[Italy 1983] [Mattel]

Advertisement for Intellivision in Videogiocchi
number 1 (January 1983).
Page 1 of 2.

Discovered: November 2011

Estimated value: \$?

XIT83M01

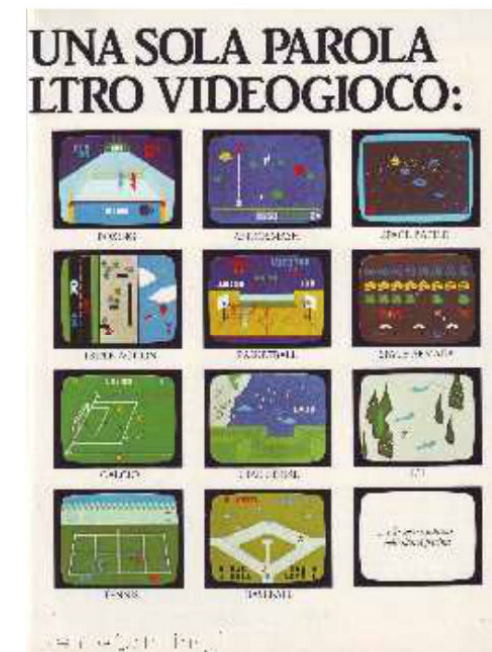
[Italy 1983] [Mattel]

Advertisement for Intellivision in Videogiocchi
number 1 (January 1983).
Page 2 of 2.

Discovered: November 2011

Estimated value: \$?

XIT83M02





[Italy 1983] [Mattel]

Advertisement for Intellivision in Videogiochi number 2 (February 1983).

Discovered: November 2011

Estimated value: \$?

XIT83M03

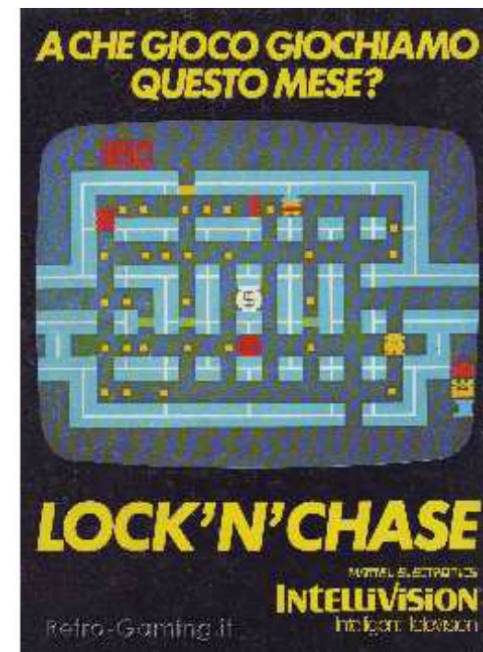
[Italy 1983] [Mattel]

Advertisement for free Soccer cartridge within Intellivision package offered in July 1983. (Videogiochi number 5, May 1983).

Discovered: November 2011

Estimated value: \$?

XIT83M04



[Italy 1983] [Mattel]

Advertisement for Lock'n'chase in Videogiochi number 6 (June 1983).

Discovered: November 2011

Estimated value: \$?

XIT83M05

[Italy 1983] [Mattel]

Advertisement for Advanced Dungeons & Dragons as seen in magazine Videogiochi number 8 (September 1983).

Discovered: November 2011

Estimated value: \$?

XIT83M06





[Italy 1983] [Activision]

Advertisement for Activision Beamrider in Videogiochi number 10 (December 1983).
Page 1 of 2.

Discovered: November 2011

Estimated value: \$?

XIT83A07

[Italy 1983] [Mattel]

Advertisement for free cartridge within Intellivision package offered in December 1983. (Videogiochi number 10, December 1983).

Discovered: November 2011

Estimated value: \$?

XIT83A08



[Germany] [Mattel]

Advertisement for Frog Bog in German magazines around 1982 or 1983.

Estimated value: TBA

XGM82M01

[Germany 1983] [Imagic]

Advertisement for Dragonfire, Dracula, and Ice Trek to be printed in video gaming magazines.

Estimated value: TBA

XGM83I01





[France 1983] [Mattel]

Advertisement for Mission X as seen in magazine Tilt, Nov/Dec 1983.

Estimated value: TBA

XFR83M01



[France 1983] [Mattel]

Advertisement for Burger Time as seen in magazine Tilt, Nov/Dec 1983.

Estimated value: TBA

XFR83M02



[France 1983] [Mattel]

Advertisement for Mattel console.

Discovered: November 2011 at old-computer.com

Estimated value: \$?

XFR83M03

[France 1983] [Mattel]

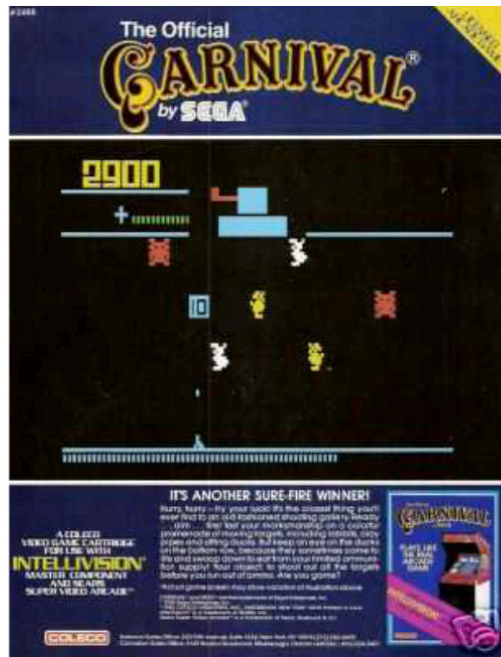
Advertisement for Mattel expansions.

Discovered: November 2011 at old-computer.com

Estimated value: \$?

XFR83M04





[Unites States 1983] [CBS Coleco]

Poster introducing Carnival for Intellivision.

Discovered: April 2008

Estimated value: \$9.99

XUS83C01

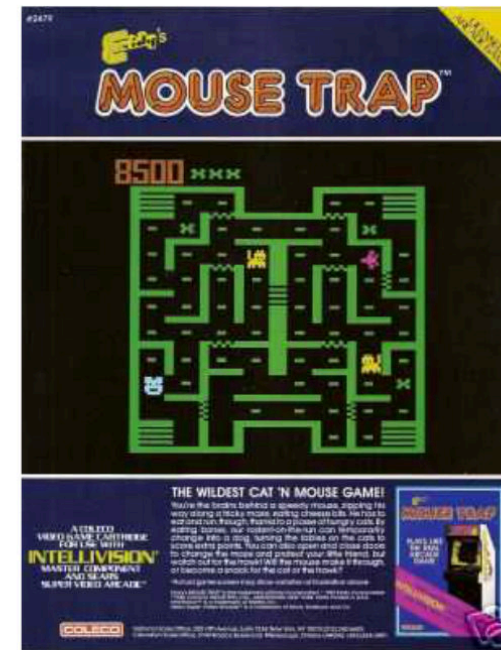
[United States 1983] [CBS Coleco]

Poster introducing Donkey Kong Junior for Intellivision.

Discovered: April 2008

Estimated value: \$12.99

XUS83C02



[Unites States 1983] [CBS Coleco]

Poster introducing Mouse Trap for Intellivision.

Discovered: April 2008

Estimated value: \$12.99

XUS83C03

[United States 1983] [CBS Coleco]

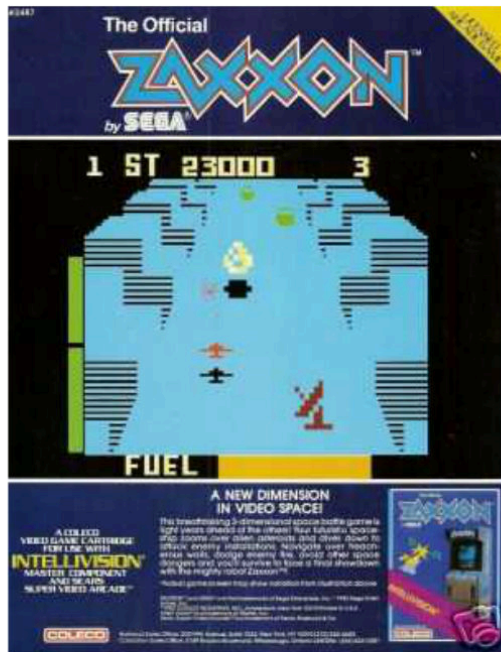
Poster introducing Venture for Intellivision.

Discovered: April 2008

Estimated value: \$12.99

XUS83C04





[Unites States 1983] [CBS Coleco]

Poster introducing Zaxxon for Intellivision.

Discovered: April 2008

Estimated value: \$12.99

XUS83C05

[United States 1983] [CBS Coleco]

Coming soon advertisement for Time Pilot.

Discovered: April 2008

Estimated value: \$12.99

XUS83C06



[Unites States 1983] [CBS Coleco]

Extremely rare and controversial “coming soon” advertisement for Tarzan. This game was long considered to be vaporware until the ebay auction for this advertisement in July 2007.

Discovered: April 2008

Estimated value: \$12.99

XUS83C07

[United States 1983] [CBS Coleco]

Poster introducing Pepper II for Intellivision. The graphics in the game are art work.

Discovered: April 2008

Estimated value: \$?

XUS83C08





[Unites States 1983] [CBS Coleco]

Extremely rare advertisement for Smurf.
The graphics in the game are art work.

Discovered: April 2008

Estimated value: \$?

XUS83C09

[United States 1983] [CBS Coleco]

Poster introducing Cosmic Avenger for Intellivision.
The graphics in the game are art work.

Discovered: April 2008

Estimated value: \$?

XUS83C10



[Unites States 1983] [CBS Coleco]

Poster introducing Frenzy for Intellivision.
The graphics in the game are art work.

Discovered: April 2008

Estimated value: \$?

XUS83C11

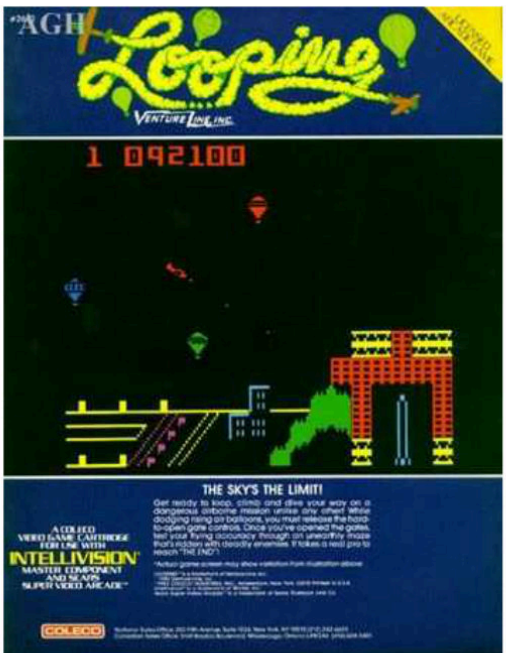
[United States 1983] [CBS Coleco]

Poster introducing Looping for Intellivision.
The graphics in the game are art work.

Discovered: April 2008

Estimated value: \$?

XUS83C12





[Unites States 1983] [CBS Coleco]

Poster introducing Mr DO! for Intellivision.
The graphics in the game are art work.

Discovered: April 2008

Estimated value: \$?

XUS83C13



[Unites States 1983] [Interphase]

Advertisement for Blockade Runner for Intellivision.
The advertisement shows Interplay as manufacturer, instead the game will be branded Interphase when marketed.

Discovered: November 2011

Estimated value: \$?

XUS83IP14



[Italy 1984] [CBS]

Advertisement for Donkey Kong in Videogiochi Annuario 1984

Discovered: November 2011

Estimated value: \$?

XIT84C01

[Italy 1984] [Mattel]

Advertisement for Burger Time in Videogiochi Annuario 1984

Discovered: November 2011

Estimated value: \$?

XIT84M02



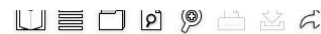


[Italy 1984] [Mattel]
Advertisement for triple free cartridges within Intellivision package offer.
(Videogiochi number 14, April 1984).

Discovered: November 2011

Estimated value: \$?

XIT84M03



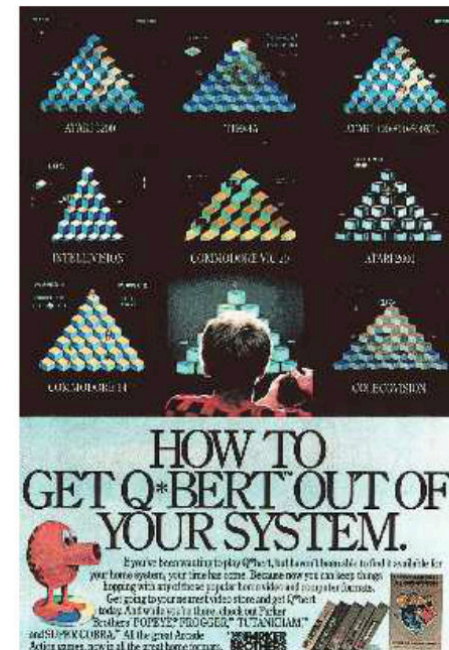
[Italy 1984] [CBS]

Advertisement for Zaxxon and Venture in Videogiochi number 15, May 1984.

Discovered: November 2011

Estimated value: \$?

XIT84C04



[United States 1984] [Parker Brothers]

Parker advertisement for Q*bert in Amazing Spider Man comic.

Discovered: November 2010

Estimated value: \$?

XUS84P01

[United States 1984] [Parker Brothers]

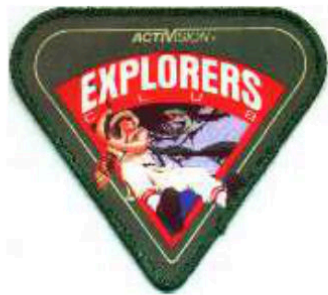
Parker advertisement for Popeye in Amazing Spider Man comic.

Discovered: November 2010

Estimated value: \$?

XUS84P02





[Worldwide 1983] [Activision]

Pitfall "Explorers" patch.
Estimated value: \$12.50

PA8301



[Worldwide 1983] [Activision]

"Trailblazers" patch.
Estimated value: \$12.99

PA8302



[Worldwide 1983] [Activision]

"Destroyer" patch.
Estimated value: \$?

PA8303



[Worldwide 1983] [Activision]

"Worm Whompers" patch.
Estimated value: \$12.53

PA8304



[Worldwide 1983] [Activision]

River "Raiders" patch.
Estimated value: \$?

PA8305



[Worldwide 1983] [Activision]

"Trail Drive" patch.
Estimated value: \$?

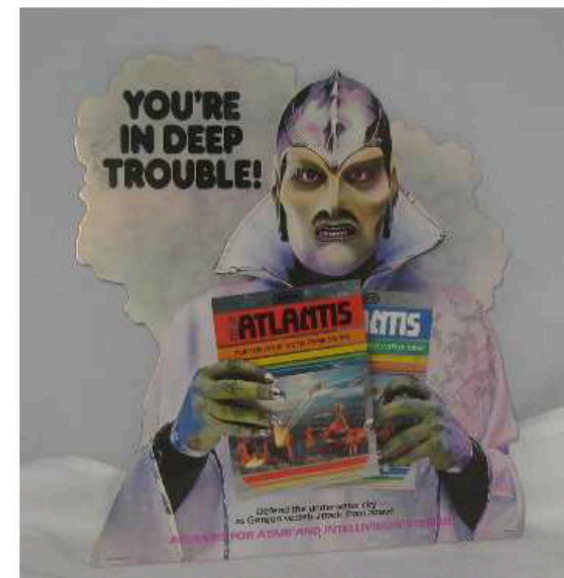
PA8306



[Worldwide 1983] [Activision]

"Beamriders" patch.
Estimated value: \$?

PA8307



[Unites States ?] [Imagic]

Shop display for Atlantis

Discovered: November 2011

Estimated value: \$?

?



Many undiscovered games hide in the darkroom, waiting the brave collector to engage an amazing quest, back in the forgotten past...

Rumored prototypes, demos & homebrews

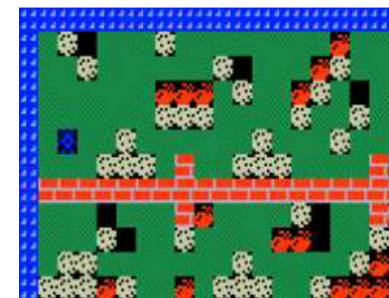
Here you find the latest info about prototypes, demos or unreleased projects, some of them not even documented on the internet. Believe it or not, some games with a complete boxed package are still in development for Intellivision, even if the release date and distribution channels cannot be predicted in most of the cases.

Adventures of Tron	Mattel	Rom
--------------------	--------	-----

Developed by M Network, this game is a port of the Atari 2600 version. It was never marketed. The working ROM was found in 2006 by a collector.

Apple Snaffle	NEW	Homebrew	Rom
---------------	-----	----------	-----

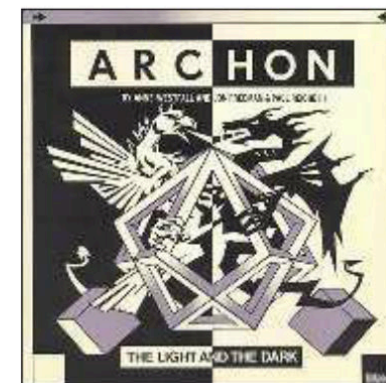
Major Miner likes the simple pleasures in life. In his world there are no princesses to rescue, dragons to slay, or long lost treasure to find. Just apples and plenty of them.



[Actual screenshots]

Archon Light & Dark	Free Fall/Elektronite	Rumor
---------------------	-----------------------	-------

Licensed in 2006 by Free Fall to Elektronite to become a no profit release. No development has been documented.



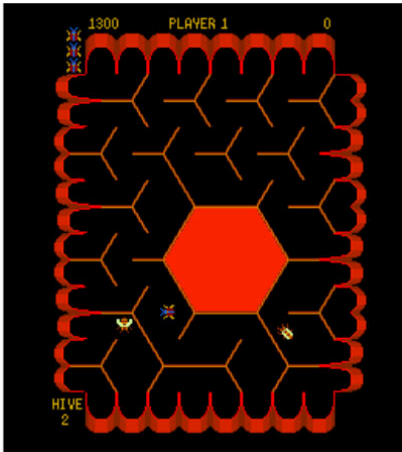
[Original artbox]

Beezer	Imagic	Proto-rom
--------	--------	-----------

An arcade license by Imagic. The game was scheduled as product #7613.
Original arcade produced by Tong.

Turn the three-sided walls to create a six sided cell, trapping a bee inside. Do not trap yourself or you die. If the queen bee comes into the maze, she will move the walls and lay eggs. Eat the eggs to become energized before they hatch into more bees. When you are energized you can kill bees, which is just as good as trapping them. Do not touch a bee otherwise because they will kill you [description from klov.com].

In 2007 we found the original Intellivision programmer, Gary Kato, who said *"I did not get very far. I had the user controlled bee and the edge with tunnels. I believe the tunnels were working. I was working on making the hive walls turn. I think I got it so when a closed area was formed, the inside turned a solid color. My problem was that it was still possible to tunnel past a wall. Also for a wall to tunnel past a bee so that instead of pushing the bee along, it would pass right through. I never got to the point of adding the computer controlled bees or game mechanics like scoring."* Kato didn't have the proto-ROM of the incomplete work he did, as he dropped it at Imagic when he left.



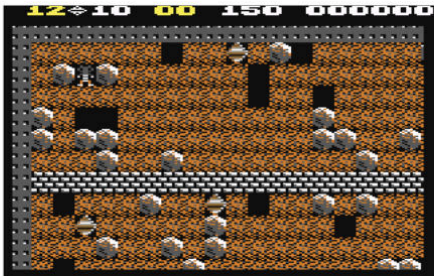
[Screenshot from original arcade version]



[The only known picture claimed to show the lost Intellivision prototype.
Mr. Gary Kato revealed it to be an artwork!]

Boulderdash	FirstStar/Elektronite	Rumor
-------------	-----------------------	-------

A commercial agreement for an official release was reached in 2006.
No development has been reported.



[Screenshot from original C64 version]

Castle	Homebrew	Rom
--------	----------	-----

Demo of an adventure game created by independent programmer A. Chevallier in 2003.



[Actual screenshot]

Caves of Kroz NEW	Homebrew	Rom
--------------------------	----------	-----

This original Intellivision game is being programmed by KnechtRuprecht. This adventure game will have over 30 playable levels upon completion. The Developer has also mentioned that the final game may have a level editor.



[Actual screenshots]

Choplifter!	INTV	Rom
-------------	------	-----

A classic super hit licensed by INTV but never marketed. The running ROM was been discovered in 2006.
The game is not complete. It is a prototype.



[Actual screenshot]

Christmas Carol vs. The Ghost of Christmas Presents NEW	Homebrew	Rom
--	----------	-----

This game is being Developed by DZ-Jay. The story begins when Santa and his Elves are getting ready for the most important night of the year, when an Evil Snowman breaks into

Santa's Workshop and steals some presents.



[Actual screenshots]

Computer Revenge Mattel Rumor

Announced by Mattel during 1983 as well as M-Network for release on Atari VCS.

“You are captain of a star ship entering unknown planets filled with hostile computer units. Score points by attacking the computer force and hitting the computer units. Your mission is complete when the full quadrant of planets is free of the computer force. Monitor your fuel supply, shield strength, and phaser power. Use radar to locate units. Add fuel by finding the computer friendlies. 3-dimensional graphics. Scrolling grid.”

A prototype was developed with the name Computer Corridor for Atari.
No Intellivision prototypes are known so far.



[Capture from the Electronic Fun magazine August 1983, page 16]

Cosmic Avenger CBS Coleco Rumor

Announced by CBS at CES expo and also noted in Colecovision catalog as scheduled for years 1982/1983 approximately. It is possible that a non playable demo cart was produced to show to distributors but there is no evidence at this point. The game was never officially completed.

Deep Pockets: Super Pro Poll & Billiards Intellivision Productions

Announced in 2005, a prototype version was shown at CGExpo.
Release date unknown.
Originally developed by INTV.



[Actual screenshot]

Defender of the Crown Elektronite/Cinemaware

The porting of an Amiga classic hit.
Copyright by Cinemaware, under development by A. Chevallier for Elektronite.
Printed samples of the official art box are known.



[The official Defender of the Crown for Intellivision art box made by M. McKenna]



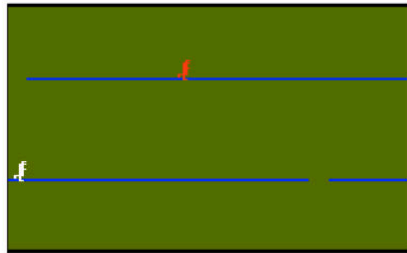
[Actual screenshots]



[The prototypal art box for Defender of the Crown. No printed samples are known]

Falling Down	Homebrew	Rom
--------------	----------	-----

An action game for two players coded by Tim Lindner in 2004, still in prototype status at the moment.



[Actual screenshot]

Fubar NEW	Homebrew	Rom
------------------	----------	-----

FUBAR was created and coded by Michael Hayes, developer of SameGame & Robots.



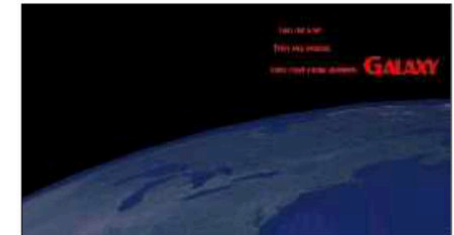
[Actual screenshot]

Galaxian	Atarisoft	Rumor
----------	-----------	-------

Announced during Christmas 1983 as a coming soon release in Electronic Fun with Computers & Games magazine.

Galaxy	Elektronite	Rumor
--------	-------------	-------

A project to develop a Galaga clone. Cancelled in 2006. A draft of the advertisement was made. No development was reported.



[Draft for a Galaxy poster]

Gorf	CBS Coleco	Rumor
------	------------	-------

Announced by CBS at CES expo and also noted in Colecovision catalog as a scheduled version sometime around 1982/1983. It is possible that a non playable demo cart was produced to show to distributors but there is no evidence at this point. The game was never officially completed.



[Screenshot from Colecovision version]

Gridrunner	Llamasoft/Elektronite	Rumor
------------	-----------------------	-------

Licensed by Llamasoft to Elektronite in 2006. A ROM is rumored to exist but there is no evidence so far.

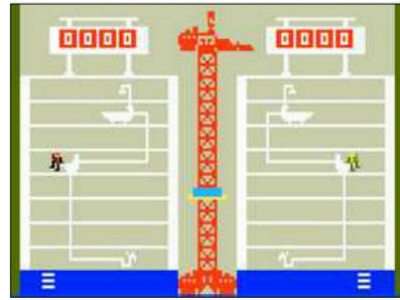




[Screenshots claimed to show the Intellivision prototype in action]

Hard Hat	Mattel	Rom
----------	--------	-----

Developed by Mattel in 1979 as part of the Party Line game.
The working ROM was found in 2007.



[Actual screenshot]

Hulk	Parker Brothers	Rumor
------	-----------------	-------

This game was announced by Parker Brothers but apparently was never developed.
The box art was found and sold on ebay in 2005.



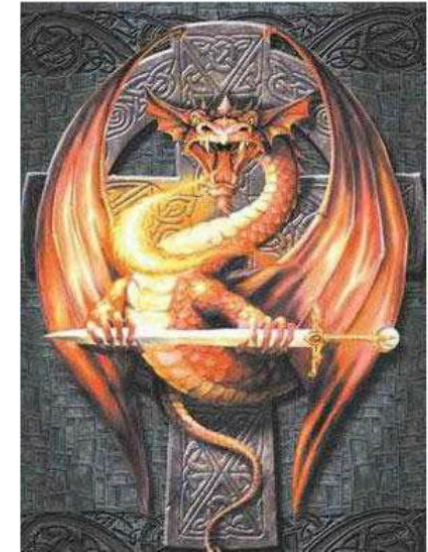
[Artwork of Atari version]



[Official box art for Hulk]

Hunt for the Wumpus	Elektronite	Rumor
---------------------	-------------	-------

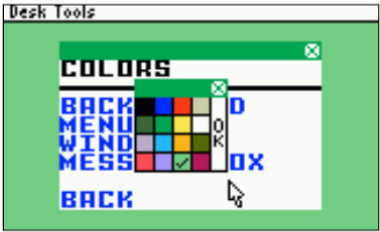
A remake of the classic game Hunt for the Wumpus, developed by Hayes.
The projects was cancelled. A prototypal ROM is rumored to exist.



[Prototypal box art of Hunt for the Dragon]

Inty OS	Homebrew	Rom
---------	----------	-----

The unbelievable multitasking OS running on Intellivision emulators.
 Documented by official web site intyos.free.fr/



[Actual screenshot]

Illusions	Intellivision Productions	Illusions
-----------	---------------------------	-----------

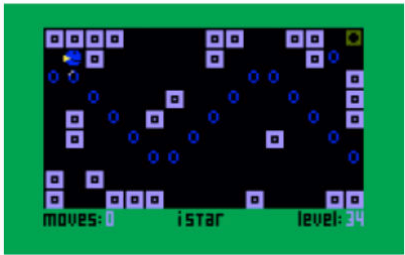
Announced in 2005, a prototype version was shown at CGExpo.
 Release date unknown.
 Originally developed by Mattel.



[Actual screenshot]

Istar NEW	Homebrew	Rom
---	----------	-----

This game started out as a set of programs called DSTAR for the TI graphical calculators by Joe Wingbermuehle and Andrew Von Dollen. The Intellivision version is being developed by Catsfolly.



[Actual screenshot]

Jingle Bells	Homebrew	Rom
--------------	----------	-----

A demo created by independent programmer A. Chevallier.



[Actual screenshot]

K -Chess	Homebrew	Rom
----------	----------	-----

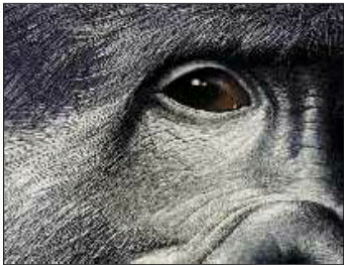
Chess simulation developed by independent programmer A. Chevallier.
 A Demo was seen during Intellivision Renaissance Day 03 in Empoli, Italy on March 3, 2007.



[Actual screenshot]

Kong Returns	Elektronite	Rumor
--------------	-------------	-------

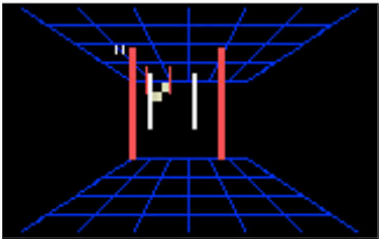
Elektronite obtained the license for using a Carl W. Rohrig painting for the box of this homebrew game.
 The project was never finished.



[Cut from the official box of Kong Returns licensed from German artist Carl W. Rohrig]

League of Light	Activision	ROM + Prototype
-----------------	------------	-----------------

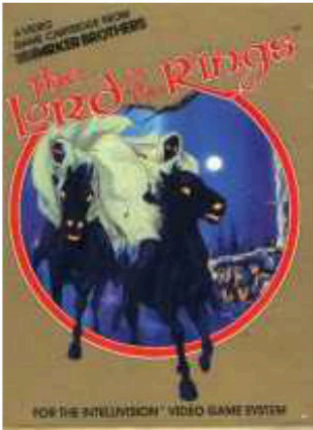
This game is finished and ready to play.
At least one prototype chipset is documented by pictures.



[Actual screenshot]

Lord of the Rings	Parker Brothers	Rumor
-------------------	-----------------	-------

This game was announced by Parker Brothers but apparently never developed.
A prototype ROM for Atari is known.
The box art is reported at intellivisionworld.com.
Some marketing boxes may exist but they have never been discovered.



[Official box art]

Mad Drivin'	Homebrew	Rom
-------------	----------	-----

A work done by Arnaud Chevallier in 2003. A running demo is available in ROM format. The project is on hold at the moment.



[Actual screenshot]

M*A*S*H	20 th Century Fox	Rumor
---------	------------------------------	-------

Announced by 20th Fox Games.
The Atari version was marketed. A prototype of Colecovision version has been found. The Intellivision prototype is still undiscovered.



[Screenshot from Atari VCS version]

MOB Collision Test	Homebrew	Rom
--------------------	----------	-----

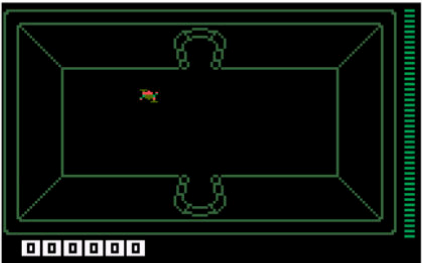
A diagnostic tool written by independent programmer A. Chevallier.



[Actual screenshot]

Mystey Castle NEW	Homebrew	Rom
--------------------------	----------	-----

Programmed by Groovybee.
You find yourself trapped in a spooky castle. The only way to escape is to collect the parts to the magic talisman. Sounds simple, apart from the fact that each talisman piece is guarded by none other than Dracula, Frankenstein, or a Werewolf.



[Actual screenshot]

Old Skool High	Homebrew	Rom
----------------	----------	-----

Maze game developed by J. Doherty.
Based on the unreleased game Kid Robin Hood.

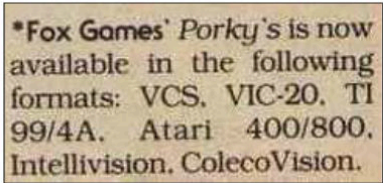
It became a commercial project under the name Old Skool High. The final ROM was freely distributed in 2008 after the closure of producer Intelligentvision.



[Actual screenshot]

Porky's 20th Century Fox Rumor

Announced in summer 1983 for several platforms by 20th Century Fox Games. Prototypes of Atari and Colecovision versions have been found. The Intellivision prototype is still undiscovered.



[Capture from the Electronic Fun magazine August 1983, page 16]



[Screenshot from Colecovision version]

Rick Dynamite Left Turn Only Rom

Porting of the hit Amiga platform hit Rick Dangerous. The project is now officially being developed by Left Turn Only (producer of Space Patrol).



[Actual screenshots]

Ripcord CBS Coleco Rumor

An Exidy arcade game licenced by Coleco. The game is dated 1979.

A skill game where each player launches a parachutist out of a plane, opens the parachute, and controls the parachutist's descent. Points are awarded by successfully landing the parachutist on one of three platforms [description provided by klov.com].

According to a 1982 G.A.M.E.S. catalog, this game was scheduled for the market in November 1982. Even the price was set at 37.95\$
The game was never shipped, and no prototype has been found at this time.



[Screenshot from original arcade version]

Robot Rubble Activision Rom

A compelling shoot'em up originally developed by Activision but not finished. It was finally completed in 1999. At least three different ROM versions are known.



[Actual screenshot]

RPN Calculator Homebrew Rom

A calculator written by independent programmer A. Chevallier.



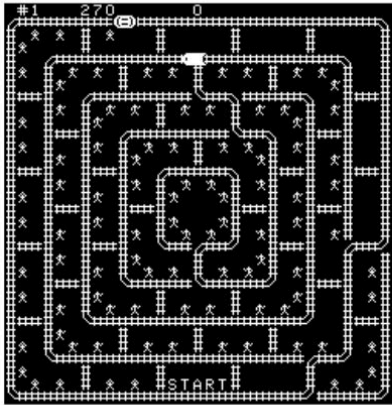
[Actual screenshot]

Sidetrack	CBS Coleco	Rumor
-----------	------------	-------

Another arcade game licenced by Coleco.
An Exidy game dated 1979.

You maneuver your train around the maze track trying to pick up all of the people and avoid a collision with other trains. You actually reroute the track when you switch lanes. The button is used to speed you up [description provided by klov.com].

According to a 1982 G.A.M.E.S. catalog, this game was scheduled for the market in November 1982 at a price of 37.95\$
The game was never shipped, and no prototype has been found.



[Screenshot from original arcade version]

Smurf	CBS Coleco	Rumor
-------	------------	-------

Announced by CBS at CES expo and also noted in Colecovision catalog as a scheduled version sometime around 1982/1983.

It is possible that a non playable demo cart was produced to show to distributors but there is no evidence of that. The game was never officially completed.

Smurfette's Birthday	CBS Coleco	Rumor
----------------------	------------	-------

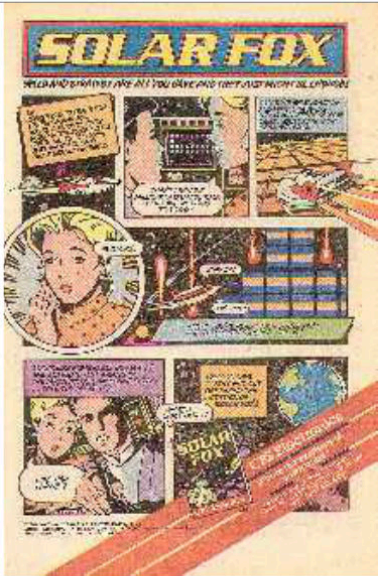
Although Smurfette's Birthday was developed for both the Atari 2600 and Intellivision, this Smurf game was never released commercially for any platform. The idea of the game is that various Smurf characters go treasure hunting to retrieve the supplies necessary to throw Smurfette a birthday party. Once everything is found, a birthday party table is set and Smurfette joins the celebration! The box reads, "A Coleco Video Game Cartridge for use with Intellivision Master Component and Sears Video Arcade."

Solar Fox	CBS Coleco	Rumor
-----------	------------	-------

According to a 1983 advertising campaign by CBS, this game was scheduled for Intellivision. The game never shipped, and no prototypes have been found.



[Capture from US TV commercial]



[CBS advertisement 1983]

Space C#nt	Mattel	Rom
------------	--------	-----

An internal development not for market release. This was a clone of Astromash intended to be a joke made by Mattel developers.

At least one cartridge was made as a homebrew in 2007.



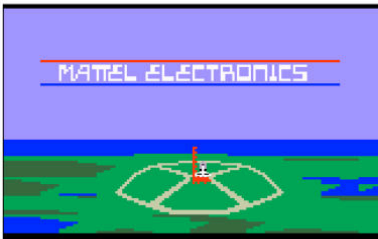
[Actual screenshot]

Space Shuttle	Mattel	Rom
---------------	--------	-----

A project developed by Mattel Electronics but cancelled before completion.

A working ROM was discovered in 2006.

No box art or prototypes are known.



[Actual screenshot]

Spirit	Homebrew	Rom
--------	----------	-----

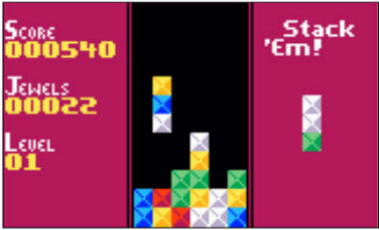
An amazing demo created by independent programmer A. Chevallier. Probably the best demonstration of Intellivision hardware skills seen so far.



[Actual screenshot]

Stack' Em	Homebrew	Rom
-----------	----------	-----

A "Columns" clone developed by A. Chevallier for the Minigame compo 2004.



[Actual screenshot]

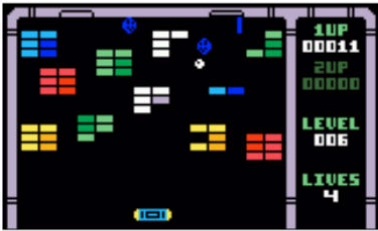
Stampede	Activision	Prototype
----------	------------	-----------

This one of a kind prototype cartridge was found sometime around year 2004/2005 in the US. The actual owner is unknown (if this is you reading, please contact the author).



Stonix Remix	Homebrew	Rom
--------------	----------	-----

An enhanced version of the released game with new levels. Developed by original programmer A. Chevallier and D. Harley.



[Actual screenshot]

Tarzan	CBS Coleco	Rumor
--------	------------	-------

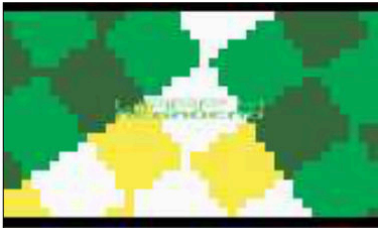
Announced by CBS Coleco in 1983. A promotional poster was made to increase the hype. No ROM has been discovered so far.



[CBS advertisement 1983]

Warp 4	Homebrew	Rom
--------	----------	-----

A new demo under development by independent programmer A. Chevallier.



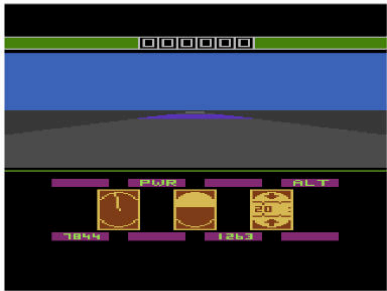
[Actual screenshot]

Wings	CBS Coleco	Rumor
-------	------------	-------

According to a 1983 TV promo by CBS, this game was scheduled for the Intellivision. There is no evidence of a prototype.



[Capture from US TV commercial]

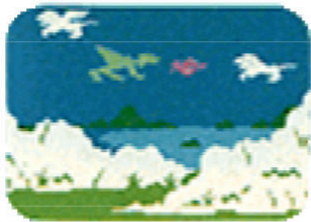


[Screenshot from Atari VCS2600 version]

Wing War	Imagic	Rom
----------	--------	-----

One of the best games for Colecovision according to the critics. The Intellivision conversion was announced in 1983 and a picture was seen in catalog with the serial #7209. After a long search and controversial feedback, the existence of a working ROM as finally verified by Rick Levine in 2007, one of the original developers:

"I remember Wing War playing pretty well on Intellivision, but as you say it was never published."
 According to B.Dougherty (Swords & Serpents programmer) the ROM exists: *"We did have PROM cards for these games (programmable ROMs) that we used for trade shows but I have no idea if they would still be around anywhere."*
 Pictures shown in Imagic catalogues re artwork, as R.Levine didn't recognize it: *"From my memory, that does not look like the screen shot of the game on the Intellivision. I seem to remember it having better looking graphics than that, because I was working on the TI 99/4a version and using the graphics from the Intellivision version. So, I'm assuming that is artwork. That's my best guess."*

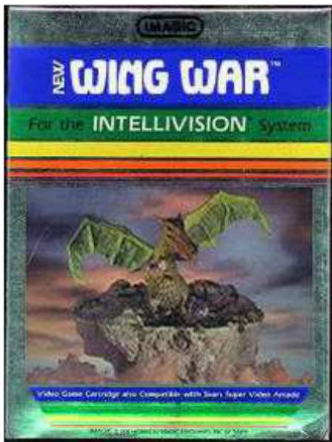


[The controversial capture from Fathom instruction manual, pretending to show the Intellivision version. The official Guide was the first to discover it to be an art work]



[Actual screenshot. Courtesy of M. Becker]

The real screenshots of the game were finally found in 2008 by collector Alessandro Pace in the personal collection of Michael Becker.



[The proto box supposed to be made by Wilfredo Aguilar is still undiscovered]

Wizard of Wor	CBS Coleco	Rumor
---------------	------------	-------

Announced by CBS at CES expo and noted in Colecovision catalog as a scheduled version sometime around 1982/1983. Also seen as a coming soon title in Electronic Fun Magazine in August 1983. It is possible that a non playable demo cart was produced to show to distributors but there is no evidence of that. The game was never officially completed.

When the Barbie makers aimed
to conquer the Atari reign...



Snapshots from the Eighties

[Based on Keith Ainsworth's fore work and GameSpy historical records]

A long time ago, the history of Mattel Intellivision started in California, US.

Mattel was the creator of the *Barbie Doll* and were a household name. But behind the sunny exterior at Hawthorne there was turmoil. In 1975 the founders of the company were found guilty of falsifying their financial reports between 1964 and 1974. The new management then struggled through the seventies with the fickle toy market that is notorious for its cycles of popularity. But 1979 was a good year. The electronics division had developed many successful handheld games and accounted for much of the healthy profit Mattel showed that year.

In the summer of 1979 it was announced that they would be entering the home video games market.

Their game console was due to be launched in January 1980. In fact the console was ready to be tested in Fresno, California in late 1979.



Created from the words “intelligent” and “television,” Mattel was looking for a more sophisticated image from the start. The console, known as the Master Component, seems stylish even today. The look is chocolate brown plastic with two gold strips along the top. Of course, it had to have wood grain effect side pieces, as typical taste of the time.

One aspect that's surprising today is that at the heart of the Intellivision there is a 16 bit processor, the GI CP1610. This particular one uses 16 bit registers and 16 bit RAM but 10 bit instructions.

The unit is capable of displaying 16 colors, uses 8 sprites and has a resolution of 160*96, amazing for the time.

The 7k ROM was created for Mattel by APh Technology Consultants. A graphics ROM contains all the alphanumeric symbols and a few predefined sprites, which helped speed up the gameplay of games. The sound chip was the three channel (plus noise generator that gives the same effect on every sport game) AY-3-8914.

There were four games for the test: *Poker & Blackjack*, *Math Fun*, *Backgammon*, and *Armor Battle*. These and most of the early games were designed by APh Technology Consultants. Its president Glenn Hightower designed the games which were then programmed by students of the California Institute of Technology as part of their programming courses.

The testing response was extremely favorable and the Intellivision was made widely available in 1980. The console was launched at \$300 including a *Las Vegas Poker & Blackjack* cartridge. There were twelve games in the first wave consisting mostly of sports games.

The games when compared to the Atari VCS seemed more colorful and had greater detail. One of the drawbacks is that the sports games are strictly two player. Adding an intelligent computer opponent would have taken a lot more coding.

The complexity of many of the games raises the question of who they were aimed at. Many cannot be easily figured out and some need quite a bit of instruction manual study.

To play you use the disk controller for movement. The gold disk is controlled by the thumb and tilts about its centre in one of 16 directions. In action very few games require this control and only a couple of the

early games have 16 different characters on screen turning through all the positions. The controllers have four stubby fire buttons, two on either side. In addition there is a 12 button numeric keypad. Most of the games came with colorful keypad overlays showing how to control different functions. The keypad was used much more than the Colecovision one ever was.

A rarely documented feature (only few early system manuals report it) is that to pause any Intellivision game simply press keys 1 and 9 together. Showing the long gestation of the Intellivision project, the circuitry inside the controller states a copyright of 1978. Several small manufacturers produced devices that snap on to the top of the controllers to make it into a joystick.

The games came in book cover boxes that seem to last well. These days you are much more likely to find an Intellivision game boxed than an Atari VCS one of the same age. The games were divided up into groups called Networks. The Sport Network games always came in blue boxes; the Action Network came in red boxes and featured games like *Armor Battle* or *Sea Battle*. The gaming network consisted of casino games and the Strategy Network was classic board games.

The Intellivision arrived in Europe in September 1980. The launch price was twice the price of the Atari VCS, but it was stressed that the console was more sophisticated.

The Intellivision was termed a third generation game system. An article in the Times showed a picture underlining the three stages. On the left was a Pong clone console, in the middle was *Space Invaders* on an Atari VCS, and on the right was the Intellivision with *NFL Football*.

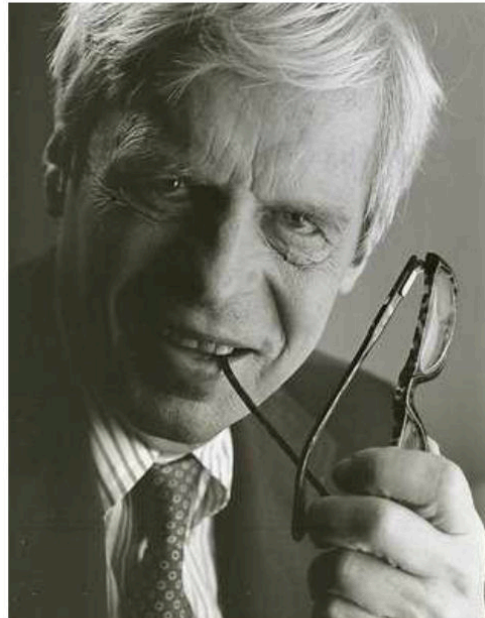
The console was said to be “Startling for its realism.” The soccer game was shown to journalists who gasped at the three-dimensional pitch and players who could dribble at all angles. An article in the New Society in November 1980 told of a promised keyboard accessory to enable its owners to program their own games.

For Christmas 1980 in the US the carts sold at \$30 each. From the 17 carts available *Space Battle*, *NASL Soccer*, and *Auto Racing* were said to be the highlights. Mattel also promised the Computer Adapter for programs like French, Guitar lessons, and Financial Planning.

To help the UK launch a deal was made with Radio Rentals whereby you could rent out the console for 6 pounds a month. This included free rental of two games. Other cartridges were sold or rented. This was unusual in those days and it helped spread the new name. It's also the reason why collectors sometimes come across carts and boxes with circular stickers saying “Cartridge Rental.”

The educational angle was stressed with a children's math cartridge said to be on the way and with the “Four track French conversation cartridge speaking French with a true Parisian accent” for use with the keyboard.

The console was a great success in its first year with 200,000 Intellivision sold worldwide in 1980.



In November 1981 a New York Times article profiled the Intellivision. The suggested retail price was still \$299.95 with carts available at \$24.95 to \$34.95. They said “The Master Component is the only part to appear so far of a proposed modular computer system. This will include a keyboard and cassette deck.” The public waited.

During 1981 space games (such as hit *Astrosplash*) were being introduced to widen console appeal. The Times added that this was only partially successful because of slow screen movement (!). That Christmas the famous TV advertisement fight between Mattel and Atari started. First Mattel ran an advertisement comparing their console with the Atari VCS. It showed an Atari sports game then an Inty sports game. The narrator (US sports writer George Plimpton) concluded that Intellivision was more like the real thing.

Atari answered with advertisement showing a bookish kid in glasses standing behind two TV sets, one with an Atari space game, one blank. He said as an “intelligent” consumer he wanted to compare *Atari Asteroids*, *Missile Command*, and *Warlords* with other companies’ offerings, but, unfortunately, other companies do not make them. He looked at the blank screen and said “Nobody compares with Atari.” At this point Mattel complained to the networks running the advertisement. They also created another spot showing a kid who looked exactly like the one in the Atari advertisement. He stood between two TVs like the previous time and said “When it comes to space games nobody compares to Atari.” Suddenly George Plimpton appears on screen and tells the kid about Intellivision *Space Battle*, *Space Armada*, and the soon to be released *Astrosplash*. The once blank screen shows these games as the kid says “Gee, I didn’t know that.”

It was then Atari’s turn to complain and the story hit the newspapers and TV news. They asked the networks to take the advertisement off, but they didn’t need to. By the time all this came to a head the advertisements had been shown for the time they’d booked for and weren’t broadcast again.

The Keyboard Component was heralded from the start and no doubt helped many children to persuade the parents to buy the console. It had been tested in a few small select areas since late 1981. The unit was set up by placing the Intellivision inside the Keyboard Component.

It included an additional processor (a 6502), a built in tape deck, and 64K of RAM. The price was huge (\$500-\$600) and the response to it was so poor that it was quietly cancelled in early 1982 after 4000 had been

What's New IN ELECTRONICS

BY WILLIAM J. RABINOWITZ

Game/teacher

Hook Intellivision to your color TV and its analog-programmed software lets you do everything from play games to learn a language. It has 60-by-60 line graphics in 16 colors. With keyboard, it's \$499. Maker: Mattel Electronics, 5150 Rosecrans Ave., Hawthorne, Calif. 90250.

The everything set

It's a party along with entertainment and information center—AM, FM, CB, public service, aircraft, and weather bands, three-dot TV, cassette tape—along with a built-in mixer and stereo system. It's only power it. It's \$249.95. From Tange, 1060 Ashbur Ave., Elk Grove Village, Ill. 60007.

Touch sensitive

Place this transparent screen over a CRT terminal and touch—it will produce an analog voltage that represents the position of your finger. Converted to digital, it simulates light pens or pen sticks. Price is \$1500, from Edo-graphics, 1976 Oak Ridge Tp., Oak Ridge, Tenn. 37830.

Dense disc

The MD-4 computer mini-disc unit from ASAJ (15900 Weeks Blvd., San Leandro, Calif. 94577) uses conventional microfilm drives, but unconventional 1024-byte-per-sec recording format. Reads an 18-per-sec—180K, 180K—increases in storage capability. It's \$1995 with MDG and controller.

Desk-top terminal

The 17 x 17-inch display takes the place of a full-size computer CRT terminal. It displays 12 lines of 40 characters and is touch-sensitive—you give commands by just touching spots on the screen. Price: \$3500. General Digital, 700 Burnside Ave., E. Hartford, Conn. 06108.

Remote control

You push a button here—a light beam on over there. No wires to run. Sears' remote control uses house wiring to activate up to 16 separate appliances. Command console (\$40) sends code to remote device (\$75). Into which you plug the appliances to be controlled.

Goof corrector

Oops, made a typo? No problem, it's not on paper yet, instead, the Olivetti 237 relays the characters you've typed in a memory, which you can see and correct on the 15-character display. When you're finished, the corrected copy is put on paper. Price: \$1995.

produced. In the UK each advertisement or article mentioned the Keyboard as “coming soon” oblivious of what was happening in the US. Mattel had then obtained around 15% of the video game market. The total Intellivision console sales for 1981 exceeded 500,000.

The Intellivoice Synthesis module was one of the promised peripherals that did arrive. This \$80 device was a real eye catcher. There had been coin-op games with speech before but here were home games constructed around the voice aspect, an excellent idea that hadn’t been used before. This device operated around the principle of phonemes: the elements of a spoken word. When run together a set of phonemes can produce nearly any word. But contrary to what it says on the box (“Not a recording”) the phonemes started out as phrases recorded by actors which were then digitally sampled. This was cutting edge stuff in its day.

The Intellivoice was released in the US in February 1982 with three great games. The advertisements said the voices “Bark commands at you, warn of enemy attack, and give strategy hints.” You plug the Intellivoice into the cartridge port and the games into the port on the side of the Intellivoice. Thanks to the good response to Intellivoice and several good games out on the market (like the 1982 best seller Star Strike), sales of the Electronics division for the first quarter of 1982 were \$119.5 million, up from \$107.2 million in the same quarter the previous year. Analysts said that because of the continued growth in sales they expected Mattel stocks in 1983 to be double their 1982 value.

Mattel also released the Intellivision II console which was described as "Smaller and lighter than the original, yet with the same powerful 16-bit microprocessor." The Intellivision II was designed to lower the production cost, to be used with the upcoming 2600 adapter, and to prevent Coleco's Intellivision games from working on the system. Mattel actually put in a subroutine to prevent the Intellivision II from playing its competitor's games. When this was discovered, Mattel claimed it was the fault of the competitors' software.

In 1983, Mattel introduced the Intellivision III at CES (Consumer Electronics Show). Heralding it as their "Next generation" system, the Intellivision III was supposed to feature a built-in Intellivoice, higher resolution, unlimited colors, faster sprites and higher sprite capabilities, six channel sound, remote controlled joysticks, four controller ports, more ROM and RAM, and be compatible with all Intellivision and Aquarius titles. Later, Mattel announced they were killing the Intellivision III and including most of its features into their long-awaited computer expansion, which came to be known as the Entertainment Computer System. Mattel didn't publicly mention their top secret Intellivision IV project, which was a totally incompatible console system with all new technology. The Entertainment Computer System (ECS) promised a keyboard, 64K of RAM (with RAM expansion modules), a music synthesizer, a data recorder, a 40-column thermal printer, and an adapter which would allow you to play Atari 2600 games on your Intellivision. The RAM expansion modules, data recorder, and thermal printer were never released and the music synthesizer had only one software title.

In January 1984, as the video game market crumbled, Valeski (Senior Vice President of Marketing and Sales at Mattel Electronics) along with a group of investors, purchased the assets, trademarks, patents, and all other rights to the Intellivision for \$16.5 million. They formed a new company, Intellivision Inc., which was later renamed INTV Corp. In the fall of 1985, the INTV System III appeared at Toys 'R Us, Kiddie City, and in a mail order catalog sent to owners of the original Intellivision directly from INTV. The new console was of the same general design as the original Intellivision, except that it was black with aluminum trim. Several new games accompanied the release of the new system, and in 1985 INTV registered over \$6 million in sales worldwide.



INTV had indeed revived the Intellivision, and continued to market games and repair services through the mail with great success.

In 1987, the INTV System IV was shown at the January CES. The new system sported detachable controllers and many other minor improvements. It was never released.

In 1988, INTV reintroduced the computer keyboard adapter through their mail order catalog on a limited-quantity basis.

In 1991, INTV sold out its stock of Intellivision games and consoles, and the company, along with the Intellivision, faded away.

The company went bankrupt later that year, but had managed to sell three million systems during its run.

Who's Who in Intellivision History

Introducing: David Crane



The Guru



The Intellivision hit Pitfall

Profile

Born in Nappanee, Indiana.
Early Atari programmer for VCS2600.

After meeting Alan Miller in a tennis game, the two of them worked together at Atari and eventually decided to found a new concept of gaming company, focusing on the public recognition of the developers' talent. That company is known as Activision.

In 1986, he left Activision for Absolute Entertainment.

He is now Chief Technical Officer and co-founder of Skyworks Technologies.

Many of Crane's games are recognized as major steps in the video gaming industry of the 80ties. You may remember among the others:

- Outlaw (Atari, 1978)
- Freeway (Activision, 1981)
- Pitfall! (Activision, 1982)
- Pitfall II: Lost Caverns (Activision, 1984)
- Ghostbusters (Activision, 1984)
- Little Computer People (Activision, 1985)
- A Boy and His Blob (Absolute Entertainment, 1989)

A talk about classic gaming and the "future of the retro style"

Mr. Crane,

You are known as one of the gurus of videogame history, and one of the major contributors to home entertainment. Your name became famous when moving to Activision. At that time the company promoted original concepts from developers, whose name was mentioned in the credits of the games. Before this, the softcoms were mostly investing in conversions of arcade games.

Could we say you represent the breakpoint between the arcade oriented industry and the home entertainment industry in the '80s?

I worked at Atari in the late 1970s. At that time the home video game business was just getting started, and everyone thought of video games as those things in the arcade that ate your quarters. So the promise

of the home video game was the ability to bring home the arcade games that you already knew and enjoyed (and wouldn't have to pay a quarter per game to play).

All early home games were ports of arcade games. You had Tank and Pong, Surround and Air-Sea Battle, etc. I joined Atari and, continuing the trend, developed Outlaw, Canyon Bomber, and Depth Charge. We continued to make home versions of successful arcade games until we ran out of popular games to convert. It was inevitable that there would come a time when the home game market would need new, original game titles that had never been seen in the arcades. The business had reached that point when we launched Activision in 1979. Of Activision's first 6 titles (all released together in early 1980), fully half were totally new game concepts. (Dragster, Checkers, and Bridge represented arcade, board, and card game genres. Boxing, Fishing Derby, and Skiing had completely new game play mechanics.)

Activision also promoted the designer of the game as a publishing company would promote the author of a novel. We were no longer simply adapting someone else's work to the home market; we were doing work that was recognized as original and creative. It made sense to give design credit for that original work.

Older, established companies had a hard time offering personal credit, but Activision was a new creation of ours and we were able to make giving credit part of the company's culture.

What do you consider the big difference between the game industry today and the one of the beginning?

There is no one thing that separates today's video game business from that of the beginning. Today's business evolved from that early start, and while on the surface they look completely different, there are more similarities than differences.

Consider the game design process from 1980: A single person – the Game Designer – filled every role in the process. To use myself as an example, I would sit down with a blank sheet of paper and sketch out a concept. I would then start making computer art for the backgrounds and characters, drawing every single pixel by hand. I wrote every line of computer programming, testing each game play element as it was implemented to see if it worked. Eventually I would create sound effects and music as needed. With a little help from other game designers who were in between projects, I would play test the game for hundreds of hours, tweaking the game in places where it was weak. And because each game had to fit in a small ROM chip, hundreds of hours of esoteric programming tricks might be needed to shrink the program to fit into memory (in most cases without affecting game play).

This was an enormous task for a single person. But what made it really unique was the number of different classes of skills it required – calling on both the left and right brains. Those early game systems required tremendous technical skills to display and manipulate the images the players took for granted.

We were on the cutting edge of high-speed assembly-language programming; processing parts of the image in the time it takes a TV set to draw a single horizontal line of a single frame of video. But to design an original video game concept also required a high degree of creativity – a skill sometimes missing in highly technical people. And if that is not enough, make that same person responsible for every pixel of art, every sound effect, and all music composition. At that time, or for any time in history for that matter, there were very few people with all the skills and abilities necessary for all of those differing tasks.

In the early eighties there were fewer than twenty of us in the field.

As game systems evolved they became able to display more detailed images such that it was no longer necessary to manipulate every single pixel individually. The systems could also play sounds and music with synthesizer technology. And ROM sizes increased up to and including 700MB of data on a CD ROM (and beyond). This evolution expanded the possibilities for the games, and changed the game design process as well. Sure, I can draw... But an artist who is dedicated to that single task can create much better images than I can. I can also make sound effects and compose music, but there are specialists who can do these things with results far superior to mine. Even in programming, specializations began to emerge. A person who can master the intricate technical challenges of displaying the imagery might not be the best one to write user interface code or to program character animation.

Today there are literally hundreds of people who work on a modern video game. But they still perform the same functions that a single person did in 1980. The display intricacies are handled by 3-D engine specialists who create a black-box system with a defined interface such that nobody else in the project knows what is going on with the actual hardware. Multiple game programmers are assigned to different tasks and game levels. The user interaction is often the task of a GUI specialist. Art is broken down into background art, character animations, 3-D modeling, etc. And music and sound effects are handled by specialists in the field with all of the sounds of an orchestra at their command.

So you can see the similarities. The main difference today is that while all of the same things have to be accomplished to create a game, each task is being done by a different person. Then, the final quality of the game depends on how well all of the separate tasks are brought together into a complete game. It can be likened to the evolution of film making. If Steven Spielberg had the time, he could personally build the sets, block out every shot, operate every camera, record the dialog, mix the music, and edit every frame of film as he did in film school. But if he places into those positions people who he trusts to do at least as good a job as he could do personally, he is empowered to step back and make sure the film turns out to match his vision.

Many people claim that the best game concepts have been already developed in the past, and there are not original ideas around in the actual market, do you have a position about this?

In the game business we joke about this, but it is only true in a completely philosophical context. Freeway (a game of mine in which a chicken crosses 10 lanes of traffic from the bottom of the screen to the top) and Frogger (an arcade game where a frog does much the same thing) are different enough games to each be enjoyable. If you dig deep enough you will find an arcade game from the 70s called Space Race in which a rocket ship tries to fly from the bottom of the screen to the top avoiding killer space debris. So both Freeway and Frogger are just Space Race? This argument doesn't hold up. If you take that philosophical argument too far, you would have to say that all sports are the same because they all involve some combination of running, jumping, throwing, hitting, and/or kicking. This is not an argument that has much value in the real world. (Note that Freeway and Frogger were developed independently and at the same time. Neither game borrowed from the other – they were simply two similar games developed simultaneously.)

How do you look at retrogaming? Is it a matter of passion or business?

I am designing and programming games every day, using today's technologies. So I am not in any business related to retrogaming. But I am a big supporter of those game players who still enjoy the classic games of yesterday. To Classic Gaming enthusiasts, retrogaming is a passion. I remain proud of every game I have ever done, and to know that many of those games are played today gives me great satisfaction.

Why do so many people just keep playing classic games?

Some classic game players undoubtedly play these games because it takes them back to a simpler time. But mostly, I think that classic games are played because they are a fun way to spend a few minutes of leisure time. And you can't get that from today's complicated console games. In the early days of video games, we created games meant for the whole family to enjoy. No complicated manuals were required – you could pick up a controller and quickly know what to do. Dads could play with their kids, and in many cases the rest of the family would watch the TV with interest and cheer them on. As video games evolved, complexity was often substituted for creativity. It is so bad that now you

can't even start a console game unless you have several hours to play. At the same time the games became largely single-player, and the game consoles migrated into the kid's bedroom.

Do you think the game industry is damaged by the majors that control the market and propose never-ending sequels?

Besides designing games for 30 years, I have remained in the game business for all these years as a businessman. And what you call the succession of never-ending sequels are driven by the business.

Consider the costs: A console game today can cost \$20M to develop. As much as half of that is spent before anybody can play enough of the game to determine whether it is going to be fun. To put it simply, it doesn't pay to be creative.

Because of the staggering cost of development, large game studios will only start a game that is pre-disposed to selling well. And the only ways to do that are to do a sequel to your own best-selling game, or to do a copy of someone else's best selling game. Risking that amount of money on a complete unknown original game concept is such a distant third place that it is often never considered. Today's game design teams have to find ways to add creativity within a game in order to advance the state of the art.

Fortunately, they are usually allowed to do so as long as they don't change the basic concept that was originally funded.

To put it simply, you will never see a successful game that doesn't spawn a sequel. And if the sequel is successful, prepare for many more. Do I like sequels? Not particularly. But do I blame large publishers for doing what the economics of the business require? Not at all!

Which is the best platform you have worked on, and why

The Atari 2600 was by far the most challenging platform in the history of gaming. And the very challenges that had many people tearing out their hair made it the most fun for me.

In the 2600, the microprocessor was used to update the TV image on a line-by-line basis as the image was scanned out to the TV. So to display a person, you had to show the pixels at the top of his head on his first visible scan line, then the hair on the second scan line, etc. until you have displayed the whole character.

On the next frame of video you start all over again. About 2/3 of the processing time was taken up with this "display kernel."

Where it got really complicated was when we started changing the image several times across the scan line itself. This required synchronizing the microprocessor with the scanning beam of electrons in the TV picture tube itself! You could spend weeks trying out different programming techniques to find one that triggered the hardware at the precise moment to give you the result you were after.

I love puzzles, and this was among the most complex puzzles to which I have even been exposed. A new display kernel could forever alter the way games would be programmed on the 2600. I developed a number of these techniques that were borrowed and used in hundreds of later games. With each new development I created something that only a handful of people on the planet understood, and even fewer could have created. I derived a great deal of enjoyment from those technical accomplishments.

Which is the platform you would like to work on but you couldn't

I never worked on the 3DO platform. After Atari and Mattel lost their dominance of the video game hardware to Nintendo, 3DO was America's last hope to regain control of future gaming technologies.

Unfortunately it wasn't to be. And while Nintendo and Sega (and later Sony) made some good hardware systems, it was sad to see the US companies lose their way since all of the pioneering work was done here.

Lots of people want to know a final answer to this question: are there any games or concepts you started to develop but you didn't finish for any reason?

There were several instances in the early days where I finished a game only to decide it wasn't good enough to put my name on. I did this beautiful game where you accelerated a motorcycle over a jump to get the greatest distance. There wasn't enough to the game so I shelved it. I later took the same motorcycle and modified its suspension to make it a dirt bike. That led to a motocross-style game that again didn't have enough game play for my taste.

The good news was that I could take parts of those games for use in others. The best example of this is the stadium background, complete with lights and sunset that you see in my Decathlon game. This backdrop was first developed in its entirety for the motorcycle jumping game. That helped me to make a full 10 event Decathlon in time for the Olympics.

What about a book about the gold gaming age?

I have been approached by a couple of publishers, and I like to write, so this may be something for the future. But I still design games every day of my life, so any possible book will have to wait.

We spoke about the past, what about the future of video gaming? What do you expect from next generation consoles?

Game consoles will continue to develop in display complexity. The goal of computer generated imagery is to "render the mundane" until it is indistinguishable from reality. High-end CGI systems are coming close to this. When was the last time you watched a TV commercial without being completely certain which parts were computer generated? Today's consoles are staggering in their 3-D rendering abilities, particularly in comparison with older 2-D consoles, but they have not yet achieved this goal. But given my historical perspective, I feel compelled to point out that technology doesn't make a game or game system any more fun. I implore all console game designers of the world, "Please don't mistake polygonal resolution for cool game play or worry more about teraflops than about how fun a game might be."

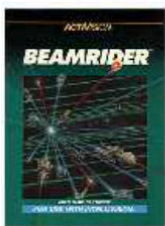
Introducing: David Rolfe



The pioneer



The Mattel Poker&Blackjack



The Activision Beamrider

Profile

Graduated in Engineering from Caltech in 1977.
Early developer for arcade manufacturer Exidy, Rolfe helped design and implement the games Fire One! and Star Fire.

Rolfe joined APH and worked on Football II, an LED-based handheld electronic game, as well as an unreleased pinball handheld. When Mattel launched the Intellivision, Rolfe programmed the "Exec" operating system, as well as the "PicSe" operating system for the Keyboard Component.

Rolfe developed some of the earliest Intellivision games: Las Vegas Blackjack & Poker, Major League Baseball, and Checkers. Later, Rolfe helped form a new company, Cheshire Engineering, to develop games for Activision for the Atari, Intellivision, and Colecovision consoles. His most notable release for Activision is Beamrider.



[Official 1984 Beamrider flyer]

Being there in the beginning

Mr. Rolfe,

When and where did you debut working on videogames?

It was purely the luck of the draw that, when I graduated from college in 1977, three different people who knew me and graduated in previous years had made connections with game-developing companies. These people were more oriented towards hardware than software. I was a wizard at low-level software, which made me very useful to their projects. In the fall of 1977, I worked for a friend who had a business relationship with Midway Manufacturing, and I developed the software for the Star Fire arcade game. In December, I was invited to Mattel to view their top-secret Intellivision prototype. I ended up writing a demo game on a rush basis for them to exhibit to a select audience in their hotel at the Las Vegas Consumer Electronics Show in January. I went on to develop the software foundation of the Intellivision project as it ramped up in 1978. It was a neat thing to be a part of, but it's not as if I'd planned my destiny that way. I just happened to be in the right place at the right time with the right skills, and I got sucked into it.

How would you describe the game industry back in the 70ties - 80ties?

Nowadays the games are a mainstream part of the popular culture, but this is a new phenomenon. At the time, before the big game boom (as part of the broad high tech boom), game development was simply a programming job. I was just another anonymous worker glad to be gainfully employed, and that was all I expected.

As the games became big, there arose opportunities for some successful game designers to achieve a degree of fame and fortune. My own fortunes improved, although I found myself working in a situation where managerial greed and malfeasance eventually poisoned the environment. There's a long and sordid story there, and I don't think I'll relate it, but that's how I ended up working with Activision.

The first home game was the Magnavox Odyssey, which didn't do much more than play variants of Pong. Then the Atari VCS came along as a more flexible platform (that is, a microprocessor-controlled system) that could support more complex games, and later the Activision people cleverly squeezed a lot more mileage out of that platform than anyone had anticipated. Mattel decided to jump in and take the next step, with new, superior hardware and better games than ever before. Mattel brought together the right people with varied skills -- hardware and software engineers, plus artists -- to create this third-generation system.

What did you need to be qualified applying for a job as a videogame developer?

To be a game developer in the late 1970's, you needed first of all to be a proficient programmer in microprocessor assembly, and you had to have an intimate sense of what the hardware could and couldn't do, so you could push it to its limits. (The limits of the day were hugely primitive by modern standards, but they were impressive at the time.)

Given that technical base in hardware and microprocessor programming, you could develop game software. But if the games were to be any good, you'd also need to bring to the table a sense of game play, plus some artistry and artistic vision. And finally, you'd need to have ideas for what games to develop.

In my case, I had the right technical skills and a good sense of whether a game was "working" or not. So I

was in a position to develop good games if I could draw on some additional skills. I was fortunate to be able to work with a couple of people who did great art (and who understood the limitations of the systems, so they could draw pictures the hardware could display without choking). The early game themes were requests from Mattel, so we had a broad sense of what was wanted (for example, Baseball or Blackjack), although of course the real work is largely in the details.

You had both experience in arcade development and home gaming development. Why did you choose to switch from one to the other?

I didn't overtly choose to do one or the other. I was just attracted to whatever project I could jump into at that moment. I can't say I had a grand plan or an intelligent design; I just took one step at a time and ended up doing both the arcade and home games.

Did you work on some Mattel products before Intellivision?

My introduction to the Intellivision experimental prototype was in December of 1977. I had done some small work on Mattel handheld LED games during the summer. More relevantly to my gaming experience, I had developed the software for the arcade game of Star Fire during the fall of 1977 (although that game didn't appear on the market for another year).

How many people worked on the EXEC? how was the project organized and planned

The EXEC might be described as the Intellivision operating system. It resided in an internal 4k ROM in the main unit, and it would handle a lot of general game maintenance, allowing the individual cartridges to devote their resources to the specifics of the individual games.

I programmed the EXEC by myself. I had the general idea of what I thought it should do, and those ideas became clearer as I developed the Baseball and Blackjack & Poker games. As we brought other game designers on board, I got input from them as well. It was a difficult period, trying to decide exactly what the EXEC should and shouldn't be doing. The idea was to provide just enough structure and support to work hand-in-glove with a game cartridge. But if I imposed too much structure on the game, then it would limit its horizons. On the other hand, for the EXEC to be maximally effective at taking the burden off the individual cartridges, it would have to make a number of assumptions about how the cartridges would function.

In the end, the EXEC ended up creating a primitive sort of event-driven object-oriented environment. The Intellivision graphics hardware supported eight "moving objects," as they were called. The EXEC would interpret cartridge data structures to define how those objects would be displayed and animated. They could be set in motion, and the cartridge would be notified when they reached a particular destination or interacted with another object. The EXEC also handled timing and the title screen and background setup and hardware resource management and sundry other details.

Would you introduce the genesis of the PicSe? What was the expected target for this one?

"PicSe" (pronounced "Pixie") was an acronym for "picture sequencer," and it was a sort of EXEC for the ill-fated Keyboard Component. This was Mattel's grand plan to convert the Intellivision into an honest-to-gosh home computer (this being before ordinary humans had home computers, so it was a visionary project). The Keyboard Component included a keyboard and a four-track cassette tape unit (two tracks for

digital data, two tracks for audio; of each pair of tracks, one was read-only and one was read/write). We were developing cartridges (tape cassettes, not ROMs) with a variety of instructional and interactive themes. The tape format freed us of size limitations, so we could include almost unlimited program material, dynamically loaded. A typical cartridge would present a series of video animations. For example, a Jack LaLanne exercise cartridge would illustrate a figure going through the motions of sit-ups, push-ups, whatever. A cartridge to teach you French or Spanish would show an animated face of your speaking teacher.

The PicSe would be at the heart of the various cartridges, in that it would read and process a home-grown "picture language." We created tools for animators to build an animation sequence, thus developing an efficient process to craft and portray a long series of scenes that would be selected under program control. This would be synchronized to tape movement, such that audio data would play in harmony with the video animation. We even synchronized the lips of the "speaking" language teacher to the audio track. There were clever optimizations, such as double-buffering to allow one block of code to execute while its successor was being loaded. All in all, it was a highly complex package.

Audio and digital data could also be saved and played back. For example, in the language cartridge, the user's voice would be contrasted with the teacher's pronunciation. In the exercise cartridge, the user's statistics would be gathered and stored, so that his progress could be monitored and the regimen could dynamically be made easier or more difficult. In a financial package, stock data could be input over time so the computer could analyze and report the trends.

This was all a big effort involving a number of smart, dedicated people. Unfortunately, they weren't able to bring the Keyboard Component to market with reliable hardware at an acceptable price. There was a test market in Fresno for a short period. Those were the only Keyboard Components ever sold to the public.

To summarize, the PicSe was part of a larger development effort that was far ahead of its time, and produced some rather amazing (if I do say so myself) results. But it never reached the market. (In its place, Mattel later released a cheap, crummy keyboard, but this obligatory "keyboard component" has nothing to do with what we worked on.)

You developed also for Atari VCS. Which of the two consoles was easier to program? Which one did you like more?

The Atari VCS represented an earlier generation of technology than the Intellivision, and it was relatively primitive. It was very difficult to develop software for the VCS. Its CPU essentially had to dynamically guide the trace down the screen, setting up the image line-by-line. That is to say, the VCS had to do mostly in software what the Intellivision graphics chip mostly did in hardware. So the VCS was more limited in its graphic display, and very challenging to work with.

Were some of the games you developed your original ideas?

For the most part, I was requested to develop a particular theme. On my games for Mattel, they had asked, for example, for a baseball game. I was also given graphics prepared by artists. Aside from doing the programming, I was primarily responsible for doing the detail work to transform the concept into a workable game. Depending upon whom you talk to, this is either the heart of the creative process or a trivial detail that you can assign to any technician.

When I worked for Activision, we developed our own game concepts. For my Activision games --

Beamrider and Steamroller -- I give credit to Tom Loughry for creating the theme and graphics.

Are there projects that you did not / could not develop?

I'm not sure if this is quite what you're asking, but my greatest regret was the cancellation of the Keyboard Component. We did a really amazing job on that.

What is your preferred project you worked on?

In a way, I've liked everything I've done. My favorite single-player may be Beamrider, and my favorite two-player was Baseball. The arcade game of Fire One! may have been the most elaborate environment I ever created, so it's got a special place in my heart. The Keyboard Component project was one of the greatest collaborative efforts I ever worked on.

What is your best memory of your gaming background?

I was just a kid out of college, really, and I got a huge kick out of going to a trade show or a major store and seeing stuff I developed on the shelves. And I also enjoyed the idea that my work was being used and enjoyed all over the world. I'm happy that people still remember the old games.

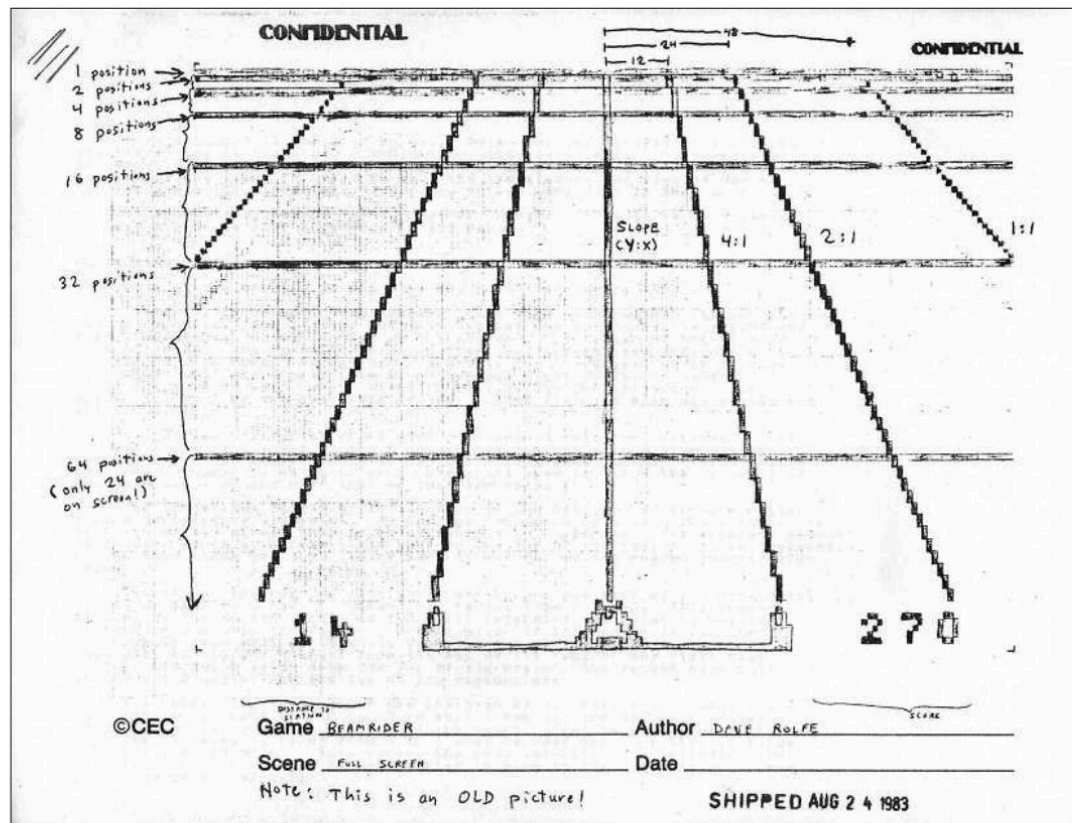
What do you do today? Are you still involved in the game industry?

These days I'm developing control software for equipment that measures the hysteresis (memory) of thin-film magnetic materials. So, broadly speaking, I'm doing the same work I've always done: Programming systems to make it easy for the operator to complete his task. It used to be entertainment and now it's test equipment, but that's what I do, bridge the gap between the hardware and the user.

The modern game industry is vastly different from the classic days. It's more like movie-making and less like engineering. I have no involvement in it, and that's fine by me. In my heart, I'm an engineer, not a game designer.

The last generation games are very different from the originals. Do you like videogames of today?

This may sound odd, but I'm not really a gamer, and I never have been. I was always most animated by making the computer do exciting things for me and for others. I liked to develop games because other people liked games. I'm not saying that I disliked games. I've enjoyed some games that caught my eye. Some of these modern games amaze me. They're almost miraculous in their ability to immerse you in an alien environment. I've found, for example, Half Life 2 to be entirely addicting. And I bought the most recent Leisure Suit Larry outing because I'm a long-term fan. So, yes, I have to say I like the new games. But I can't really compare them to the classic games. They're an entirely different animal.

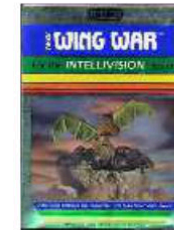


[Original 1983 hand written document for the porting of Beamrider on new platforms. Courtesy of D. Rolfe]

Introducing: Michael Becker



The artist



The mysterious Wing War box art



The original Demon Attack box art showing artificial demons



Dragonfire box art

Profile

Michael served as writer and senior designer of Electronic Arts' Lord of the Rings video game product line at their headquarters in Redwood City, California, where he was involved in development of all versions of the console games over several years. Michael designed, wrote, and directed the overall game and story material for The Lord of the Rings: The Third Age, working with Sir Ian McKellen, Andy Serkis, and Christopher Lee.

With nearly thirty years of experience in electronic and traditional entertainment, Michael worked with designers, artists, writers, software teams, and production houses throughout EA's worldwide studio organization. He has also been involved in a number of industry firsts: he created one of the first groups of artists to work with programmers in 1982, the first version of Madden Football in 1984, the first products using digitized graphics, the first parser games with graphics, Apple's first multimedia products, the first interactive video titles, the first CD titles, and helped spearhead EA's first CD and online development efforts.

Michael recently completed design and story development for EA's first living world RPG for next generation platforms. He currently provides creative consulting services for a number of major entertainment companies.

The magic touch

Mr. Becker,
when did you start working for Imagic?

I applied for a job there in 1982. I had been working as a creative director for a small advertising agency in the Bay Area and read a Time magazine article about how videogames (coin op games at that time) were going to be a big industry.

I was sick and tired of the noise of printing presses and promised to look for a new job as my New Year's Resolution. I saw an advertisement in the paper and was one of 350 people who applied as Imagic's Art Director. I stayed with them through their entire lifespan, including working on contract projects with Parker Brothers and Bantam Electronic Publishing, and even helped do an unpublished Sherlock Holmes game with Mark Klein after they had closed their doors and put everything into a shoe box.

Was that the first time you got involved in the videogame industry?

I had been involved in designing, writing, and illustrating a few board games before that – a fantasy game about Eastern Middle Earth named *Sword Lords* and a sci-fi roleplaying game called *Star Rovers*. I worked on these because my hobby was quickly becoming fantasy wargaming and I was lucky I did those projects! Imagic held onto these games for a week, showed them to president Bill Grubb, and before I knew it I had been hired. They also mentioned that the programmers didn't do very good game art, so would I mind helping with that, too? I said yes, how hard could it be? Well, before long Wilfredo Aguilar joined me there (I had worked with him formerly), and we created the first videogame art department. We could usually do all the graphics for a game on a weekend or so, using an Atari 800 with a joystick, driving software that Bob Smith and Rob Fulop wrote for us.

How do you remember the industry of the 80ties? Was that a romantic approach compared to today?

It was real small compared to today. I walked in to interview a couple days after *Demon Attack* had appeared at their first CES, and the phones were ringing like crazy. We grew really fast and before we knew it we were working on all the platforms of the time, primarily 2600 and Intellivision and then porting to Coleco and Vic-20. I did a couple Odyssey games, using characters instead of graphics (demons were the letter "V" and the cannon was the letter "A." Shots were an "I"). It was real exciting, helping design our first trade shows, multimedia presentations, and even helping build the booths. But it crashed so fast that the romance ended rather quickly and seeing all my friends being laid off really soured the game industry for me for a while, so I joined up with Rob and we started doing multimedia projects for Apple and other very cutting-edge stuff as a contract design firm (first called Interactive Productions and later PFMagic). By then it was the late 80s and we did some CD titles for Philips but I realized these projects were getting huge and that they required big budgets and teams, so I went to EA in 1992.

Why did Imagic decide to use such a different approach from other companies?

The 2600 games were designed to look cool on black backgrounds. That was what everybody thought looked great, so that became a signature look for those screens. For Intellivision, Brian and his guys had created a slick toolset to build those games, so they got a lot of UC programmers and we created tons of Intellivision games relatively easily. Those had a more colorful display and we used it. I was particularly pleased at how my "searchlight" design for *Atlantis* on the Intellivision worked out. The big dragon in *Swords & Serpents* was pretty cool, too. Brian didn't want to keep it because it was so memory intensive, but I made him do it.

How did you choose the subjects of the boxes? Did you test the games still under development to understand the plot of the story?

The boxes just sort of evolved. At first Jim Goldberg's marketing group (one of the two groups I managed art for; the other was engineering) tested a bunch of box designs and one kid took a foil box and hid it on his lap he wanted it so much. They decided "That's the box we want!" It was real expensive to print on it because you had to print white ink first, let it dry, and then print color on top of it. But it really gave Imagic a unique graphic look.

As for the images, Willy and I looked at the first models (such as the rubber demons with the rockets stuck up their behinds) and said "We can do better than that! And cheaper, too." So we built the models in the evenings and on the weekends and had them professionally photographed.

As for the stories, we just sort of made them up. I remember talking with Bob Smith. He wanted to do a game that used a play mechanic like jacks, where you used the joystick to sweep up things, and we both loved the Hobbit, so we somehow came up with the idea of *Dragonfire*. I put a lot of sprites together to make an animated dragon and Bob did all the hard work.

Were other people involved in the process?

Always. We had one other game artist, Karen Eliot and quite a few people in the art department, designing beautiful things. Wendy Zeto was the art director for most of the print material, as I quickly moved to become Creative Director since I knew that making the games was where the action was, but I still managed the Art Department.

Who made the models that you used for making the pictures?

All of them, except for the demons of *Demon Attack* and the model for *Star Voyager*, were made either by me or by me working with Wilfredo Aguilar. I still have a few of them in the attic.

What was the technique used to design the pictures?

We worked with an optical house, Full Spectrum, who did multimedia shows (slide shows in those days). They shot the models on black and used a lot of the same compositing and lighting tricks that were being used by the first Star Wars films, but only on single 4x5 images. I think it cost about \$2000 to make a final image.

We know Demon Attack box art was suddenly changed after the launch of the game, making the original version of the box a precious item for collectors. Are you able to finally reveal the truth about this choice made by Imagic?

We didn't think much about it. We were working with a very talented painter and he did a great painting of demons over a moon, so we used that when it was finished. Nobody particularly loved the first box art at that time; I guess it's something that had to grow on you. I kept the last rubber demon and gave it back to Rob several years later. We put it up on the PFMagic Christmas tree for a while. A couple years ago I "returned" the Star Voyager model to Bob Smith at the Classic Gaming Expo, after a long orbit of the solar system. He donated it to their museum.

Are there any other unknown alternative box art of other games that you may find in your personal collection?

There are a few. Brad Smith was working on a balloon flying game and we did a Sky Patrol box comp. Maybe there was one or two more, but we usually didn't make a box until the game itself was pretty far along.

What is your preferred work done for Imagic?

I think the PC Junior stuff was some of the best the company did. We were going to be the first developer for that hardware (until the leaders of the unit were all killed together in a plane crash), and under Bruce

Davis we created a number of product lines, very similar to what EA did many years later. The graphics were good, the games were very rich, and we innovated a lot in a very short period of time. We were ahead of EA by a number of years in creating a line of sports games and eventually *Touchdown Football* (I did the art, Willy advised on football info, and Mark Klein programmed it) was sold to EA. Trip Hawkins loved it so much that he kept pushing EA to do sports games until finally they licensed John Madden, got their own engine working, and started Madden Football.

I later worked with Willy at EA and we redesigned it again for 3DO and PS1, and I worked with Tiburon several years later to redesign it again for PS2. I guess it just keeps following me around! (I wish I had a percentage!)

What is your best memory of your job at Imagic?

I remember “Car Appreciation Day”, when the programmers got their first royalty checks, many bought new cars and they all drove them around the building. But the artists only got 2% of what the programmers made, and my special fond memory is the briefcase of \$1 bills that Rob Fulop made sure was given to me (with handcuffs for security!). It was a very neat thing for the programmers to appreciate my work in that way.

Are you still involved in the game industry today?

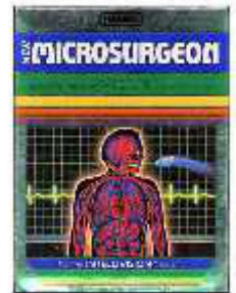
Oh yes. I worked for EA for 14 years, becoming their first creative director and writing and designing a lot of their games, including the *Lord of the Rings* console games and directing Peter Jackson’s actors for the VO work. I also worked on *Majestic*, *Road Rash*, the *Jane’s* flight sims, and the *Strike* helicopter games. Recently I helped design a WWE game, worked on *Uncharted* with Naughty Dog for PS3, and helped with the yet-to-be-published Sega *Golden Axe*. Right now I’m working in the Bay Area on serious software as a Design Director, designing complex PC simulations for military and commercial clients. It’s very exciting since I’m working with a lot of game veterans and we’re getting to explore complex AI, new interfaces, and real-time downloading of some amazing content.

For me the videogame industry has been a better adventure than ANY game you can buy in a box! I am grateful that I answered that newspaper ad in 1982...

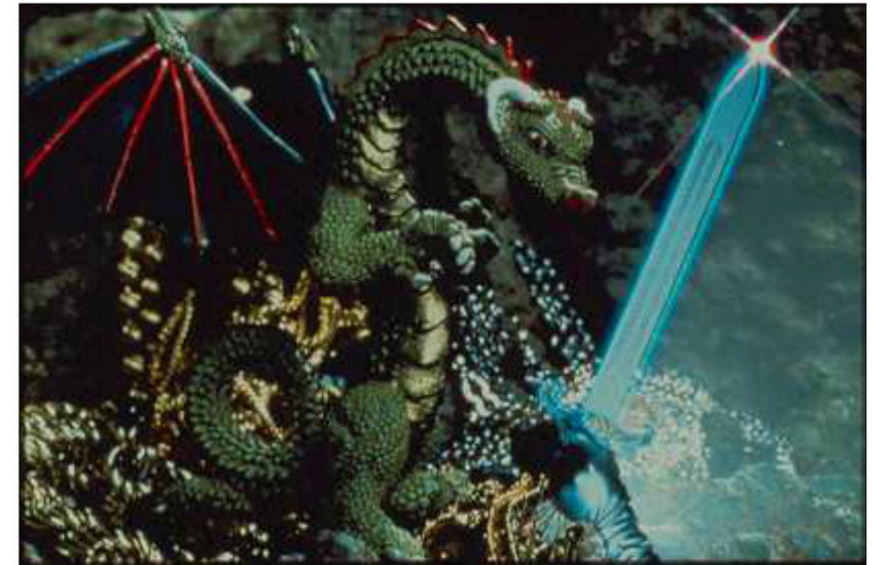
Below are some of the original, never seen before proto studies done for Imagic. All pictures are courtesy of M. Becker. Copyright of M. Becker.

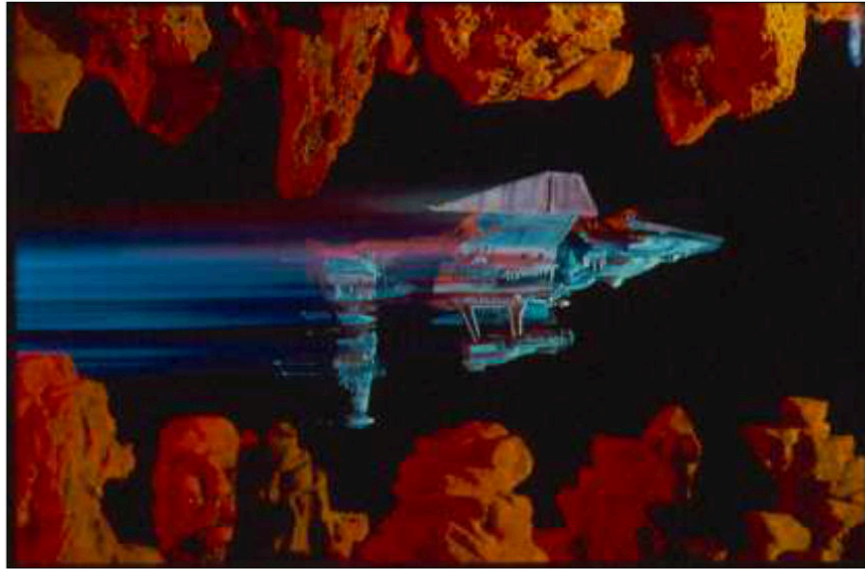


[**Microsurgeon:** artwork and optical burn-ins]



[**Swords & Serpents:** a painted lead miniature. The final model was totally different]

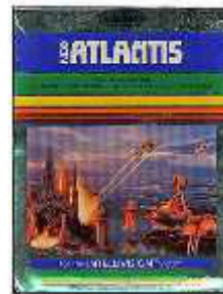




[**Laser Gates:** model kits glued together with rocks. The game was in progress when Imagic ended the business]



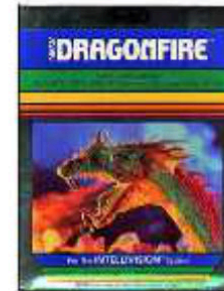
[**Atlantis:** the first raw model]



[**Beauty & the Beast:** artists at work]



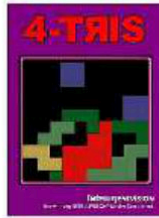
[**Dragonfire:** This was the final shot. The fire was made with a hand behind, using flaming hair spray. All the fire effects were lighting directly on the model]



Introducing: Joe Zbiciak



The developer



4-Tris started the homebrew scene



The acclaimed Space Patrol

Profile

Programmer of Space Patrol and 4-Tris games, creator of the Intellivision emulator JzIntv and modern guru of all Intellivision development.

Pushing Intellivision to the limits

Mr. Zbiciak, thanks for your time, a few questions for you: where do you live, what's your real job, and is there anything you want to communicate to the Intellivision community?

I currently live in the Dallas, TX metroplex. I am an engineer for Texas Instruments, working on various aspects of DSP CPU architecture. I'm in my dream job, although in recent months things have been unusually hectic. That's meant that my Intellivision work has suffered somewhat. I am still working on Intellivision projects though, if slowly. I'll share more details in a moment.

I should thank you most of all, for all your efforts spent on reviving the Intellivision during the last decade. When did it all start? Were you a fan of Intellivision since childhood?

The first real video game system we owned when I was a child was an Intellivision. I say "real" to distinguish it from the Pong-type units we had before it.

When you decided to start programming the console, did you have technical documentation to refer to? How did you manage to study the assembler of the console?

Shortly after I graduated from college, I decided I wanted to try my hand at writing an emulator and/or a video game for one of the systems from my youth. Intellivision was probably the biggest unknown to me at that point. I had played with a few other emulators by that point, such as MAME and so on. There were emulators for most major systems. My interests were in the systems I had grown up with: the TI-99/4A, Apple II, Commodore 64 and the Intellivision. I had emulators for the TI-99/4A, Apple II and Commodore computers. I couldn't find anything for the Intellivision. And then I found Intellivision Production's first releases: "Volume 1" and "Volume 2," two downloadable emulator packs that each had three games packed with them. They were advertising a Magus 2 development board and the upcoming Intellivision Lives! CD-ROM. (Later, I would find out that these products all used Carl Mueller Jr's emulator). Other than that, there was scant documentation out there.

After considerable digging, I found William Moeller's De Re Intellivision, based on Carl's reverse engineering documentation, along with a simple development kit Carl had put together. I can't stress strongly enough how vital Carl's work was to my own. He truly blazed the trail here, and I got as far as I did only because he was as thorough and effective as he was. Willy was also instrumental in getting the right people talking to each other, including Scott Nudds to get the early ROM dumps. I would likely have gotten nowhere quickly if it weren't for all that background work.

I also found Frank Palazzolo's DSPLIB site (as it was called at the time) that included data sheets, a scan of the "Osborne Book" that described the CP-1600, and Frank's disassembler. All of that helped get me started.

I downloaded the Volume 1 and Volume 2 emulator packs and set about reverse engineering their resource file format. I was eventually able to unpack their ROM images and so on, and replace them with my own hacked ROMs. Somewhere I have a screenshot of my first "Intellivision program," where I merely replaced the title of a cart with my initials. Nothing great, but it was something.

Skipping forward somewhat... it was from this backdrop that I started writing my own emulator. I started first with the CPU emulation, and eventually I started wrapping the rest of the system around it. My initial emulation work straddled DOS and Linux, since my goal from the beginning was to have a portable emulator. I used DJGPP + Allegro to build under DOS, and the X Window System port of Allegro with GCC to build under Linux. (These days I use SDL in place of Allegro).

I got jzIntv working well enough that it could display character graphics, but not sprites. The CPU emulation was pretty much complete as was audio. Graphics would take a back seat for awhile. I turned my focus to game development, and started retargeting Mark Zenier's public domain "Frankenstein assembler" to the CP-1600. In the meantime, other emulator writers had arrived on the scene. They took Carl's documentation, as well as documentation of my own that expounded on Carl's and Willy's, and managed to write complete emulators while I focused on game development tools. That's how SDK-1600 was born.

In the time since I started jzIntv, we went from having only INTVPC (Carl's emulator) to having several alternatives... Kyle Davis' Bliss, Joe Fisher's Nostalgia, John Dullea's IntvWin/IntvDOS... It was quite the renaissance in Intellivision emulation and development. So, with all these alternatives, I took a break from jzIntv emulator development to focus on game writing. jzIntv was good enough for my purposes even though its graphics support was incomplete. I got the Frankenstein assembler retargeted to Intellivision, and started writing my first new programs. That's where all my early demos came from--Bouncing Pixels, Maze Demo, etc. That's also what I used to start writing the first full homebrew game, 4-Tris. After awhile, it became clear that I wouldn't be able to get back to jzIntv very quickly. So, I collected up all my library routines, as1600, and so on, and released it as SDK-1600. It would be a couple years before I released an updated jzIntv.

Is there anything you want us to know about the JZintv package (new upcoming releases, collaboration with other developers, etc.).

jzIntv is inching toward a 1.0 release. It has seen a number of updates, including fixes for wide-format screens, portability improvements to more OSes and platforms (including the GP2X handheld), significant improvements to its debugger (which helps writing games), and so on. Many of these refinements came in after the "Beta 3" release. I really need to get this out there. jzIntv has seen inputs from a wide array of people, including but not limited to: Tim Lindner, John Tanner, Rick Reynolds, Pedro Giffuni, Joe Fisher, Frank Palazzolo and Carl Mueller, Jr.

What about the cartridge hardware. What is the solution you adopted to make new real cartridges?

For the existing cartridge releases that are out there, Chad Schell designed a simple, effective EPROM-based cartridge for me. This is the design I used to release 4-Tris nearly a decade ago, and it's served us quite well up through the most recent Space Patrol release. While it is a robust, simple, effective, and relatively low cost design, it is not without its drawbacks. Most notably, it has no provision for in-circuit programming, which means I need to decide ahead of time how many copies of each title to build before I send everything off to be manufactured.

For future cartridge releases, I have a new board design that uses fewer components and allows for in-circuit programming. This means I can build boards before the game is completed (or even written, for that matter). The relentless march of technology is what made this possible at an affordable price, as compared to when the previous design was completed nearly a decade ago.

This new cartridge board and its testing platform were both designed by me. (The testing platform is a simple breakout board with some extra connectors. It's also incredibly cute with those spacers and feet.) I do want to thank Chad Schell for his help guiding me through the process of using the various PCB development tools and so on so that I could do this board design myself. He's been an incredible resource on the hardware side of things. Also, working with him while he developed the Intellicart taught me quite a bit about the Intellivision hardware.

These new cartridges are fabbed and assembled professionally with all-new components.

Additional reasons for the new design include: Larger games supported (up to 240K bytes for the ROM -- previously we were limited to 32K bytes), additional RAM for complex games, more readily available parts, and so on.

How long does it take for the production process itself? How long do you need to make a new cartridge?

Building the physical boards without any game on them doesn't take very long. It's really about how much you want to spend. Programming games onto the boards also doesn't take that long--a couple minutes per board. Overall, the physical artifacts of a game (boxes, manuals, overlays, PCBs, labels) take a handful of months end to end, subject of course to shipping delays, material availability, etc. (I once had a batch of boxes get stuck in US Customs for 6 weeks, for example. How can I really plan for that?).

The real time eater is writing, testing, and debugging the game itself. David Harley spent countless hours tweaking and refining Space Patrol's levels while I chased after 20 cycles here, 15 cycles there, the 2 frame animation glitch over here, etc. We easily spent 3 or more very busy months just refining an otherwise complete game.

The result was worth it, though. I feel like Space Patrol exhibits a level of polish rarely matched in Intellivision games, exceeded primarily by Arnauld's Chevallier superior efforts. ;-) His games exhibit a genius for presentation that I can only aspire to.

As far as I know, there is only one real bug in the final production version of Space Patrol. I challenge folks to find it. ;-)

Some people investigated the opportunity of molding brand new cartridge shells using Asian manufacturing, but the costs are quite discouraging. There are new carts available for Atari VCS, did you ever try to adapt them for using on Intellivision? What is the difficulty?

I've looked into this a few times. VCS shells aren't really appropriate for the Intellivision. *Some* Commodore 64 shells may work for Intellivision. (In fact, if you want to destroy an Intellivision, simply plug a Commodore 64 cartridge in and power it up. You may blow the Inty's power supply, since the C64 cart will short +5 and GND.) I did investigate a source for C64 cartridge shells, to see if they could be used with the Intellivision. Sadly, they were too tall.

The Intellivision has one of the smallest cartridge form factors, making it hard to appropriate another

system's cartridge shells for use on the Intellivision.

You became famous within the retro community for the 4-Tris game made for Intellivision. Since then, we have seen Space Patrol and the launch of the retrocompany Left Turn Only. What is the situation at the moment? Do you have new projects on the way?

Yes! Arnauld and I both have a couple projects in the pipeline. I had hoped to release something last year, but the sour turn of the economy has translated into hectic times at work, as there's more work to do, but no chance of getting additional employees to help.

Let's speak about the programming contest proposed by your web site. Are there any results? Did you receive some code you can share with the community?

Ah yes. I *did* receive some entries. I have a 4 day weekend coming up. I should finally get the results posted. I've been so scatterbrained that it keeps slipping my mind to close that out.

What's your opinion on the future of Intellivision? We do not see many new web sites dedicated to it...

I think there is a fairly stable community of true Intellivision fans. Intellivision has always been more of a niche system as compared to the VCS, and so it won't get as wide an audience. The audience that it does have seems dedicated to it though. Because the community is fairly stable, I doubt you'll see a bunch of new sites getting added for it when the existing sites serve existing needs.

What's your opinion about the retrogaming market: there are a lot of projects on Atari VCS and Vectrex with several conventions around the world. Is this genuine passion or just a case of business in your vision?

For me, it's an interesting hobby. I feel like I'm filling a niche, having turned into the current face of Intellivision Homebrew Development. There seems to be two sides to the retrogaming phenomenon: The coders and the gamers/collectors. There's certainly overlap between the two, but each group has distinct characteristics.

Hardcore coders seem to be drawn to the challenge of coding for such complex systems as the VCS and the Vectrex. Both systems present unique challenges you won't find elsewhere. The Intellivision is, by comparison, a much simpler and more straightforward system to program in general. In the Atari VCS, you're literally chasing the raster scan down the screen computing pixels mere microseconds before they're displayed. It's even more macho in the Vectrex: You control the cathode ray directly! For either system, its complexity and its reputation draw all types to the platform, including young new programmers that were born long after the system was considered "defunct." (On a recent visit to my alma mater, one of my professors told me about a recent grad who had emulated a 2600 on an FPGA for his senior project. If I did my math right, he would have been born 2 or 3 years after The Big Crash of '83).

The Intellivision is comparatively tame, or at least that's the reputation. You have a nice logical character buffer implemented in hardware, hardware managed sprites with hardware collision detection, a built in character set... It's quite cushy as compared to the Atari VCS. And so, perhaps it's seen as less "sexy" to program. I don't know. It certainly doesn't evoke the "macho programmer" imagery that programming the VCS does, even though the Intellivision has challenges and limitations of its own.

On the other side of things are the folks that just enjoy playing the games, or collecting them. They have a passion all their own, and there's a much stronger nostalgia element there. If you didn't grow up with

Intellivision, you're unlikely to come to it now. On this gaming/collecting side of things, I believe the community for Intellivision is fairly stable and truly enamored with the system, but not necessarily very large.

Given that the original Intellivision sold ~3M units, there's easily ~6M folks out there that remember it well enough to maybe be interested in some of what I call "turn-key nostalgia." This is the market that Intellivision Productions operates in. Folks in that market are happy to pay a small sum for a nostalgic gaming experience, but otherwise aren't particularly invested in the platform emotionally or intellectually. It's this market that I think you're alluding to when you say "just a case of business."

My focus is on other programmers and the core dedicated collectors and gamers. For me it's not about "business case." It's about having a fulfilling hobby that brings a smile to people's faces while stretching my abilities as an engineer.

Introducing: David Harley



Harley's homebrew SameGame&Robots



Harley collaborate to Space Patrol test and development

Profile

Mr. Harley is a well known expert of Intellivision and devoted promoter of different initiatives to keep the Intellivision alive.

He's currently involved in producing games on cart and runs his own web site, Intellivision.us.

The Harley's perspective

Mr. Harley,

A few words about you, your job and your passion for the Intellivision.

I still own my original console from the 80's. I pulled it out of the closet in the late 90's to continue enjoying the games but it was not until the early 2000's that I found the retro scene. I started Intellivision with Chris in 2004 hoping to fill a void. Producing games takes a lot of work but it is not a means of income for me. My drive is strengthened when collectors send me emails saying how much they love and appreciate the work produced. I love to share with all Intellivision enthusiasts.

What your favorite game for Intellivision, and what other consoles you collect.

Tough question. Robot in "Samegame & Robots" because of it's quick play and strategy nature. I also enjoy quick games of Samegame. I figured programming the game would have burned me out on it but it did not. I also love Burgertime, Baseball and Tennis. I wish there was a one-player version of Tennis. I also have a love of World Series Baseball.

US has been a wide market for Intellivision in the past, how many active collectors you think are still following the homebrew scene today?

The Intellivision was in direct competition with the Atari 2600 and the Colecovision. The Intellivision market today is much stronger than the Colecovision market but not as strong as the 2600. I am very fortunate to be part of a mature and dedicated group of collectors.

What has been missing so far to improve the visibility of the console in the homebrew world?

Programmers. My guess is that the Intellivision group is comprised of older people that do not have time to dedicate to code games. Nor can they do what the Colecovision scene is doing and port games from other consoles.

You personally know several homebrew developers: what's your opinion about the level of collaboration between US and European community, and what you think could be improved to speed up the work process.

Collaboration is great. The Intvprog has many great people that are willing to share their knowledge on programming. One thing that I have learned from programmers is scope creep. They always want to shine and polish their game to make it perfect.

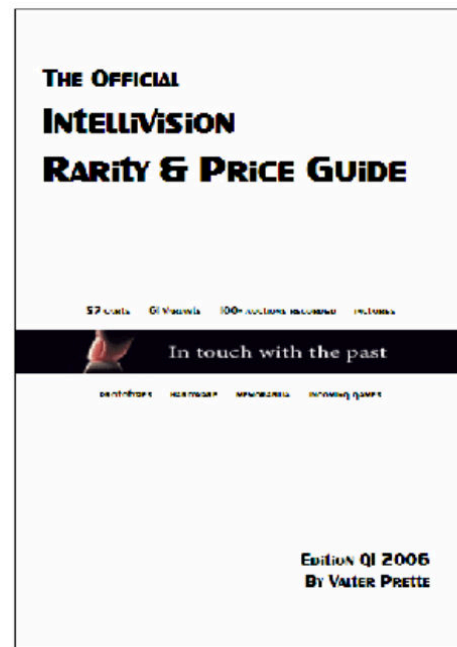
You also collaborate to development and testing of games: can you share some of your experiences about programming the console?

I have never coded for the 2600 or Coleco so I have nothing to compare to. Joe's SDK is a great tool but it is not something everyone can pick up and start making great games. It is beneficial to have some programming experience. Maybe programming in Basic on the Adam helped me.

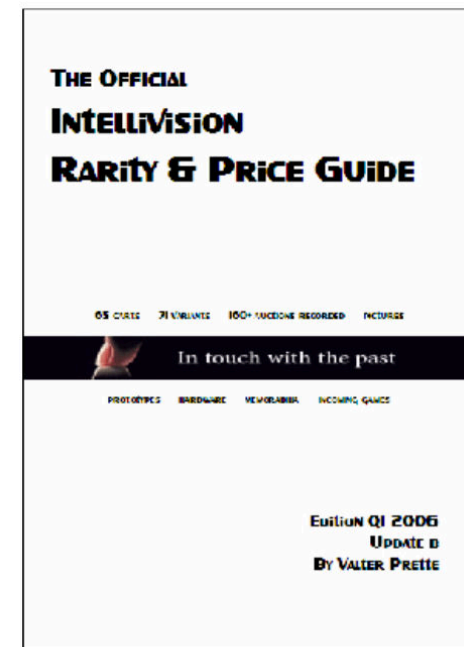
How do you see the near future for Intellivision?

The great news is that others are going to pick up the slack I leave behind. Joe will continue producing homebrew games and Carl Mueller is investigating producing games. The homebrew scene still has life.

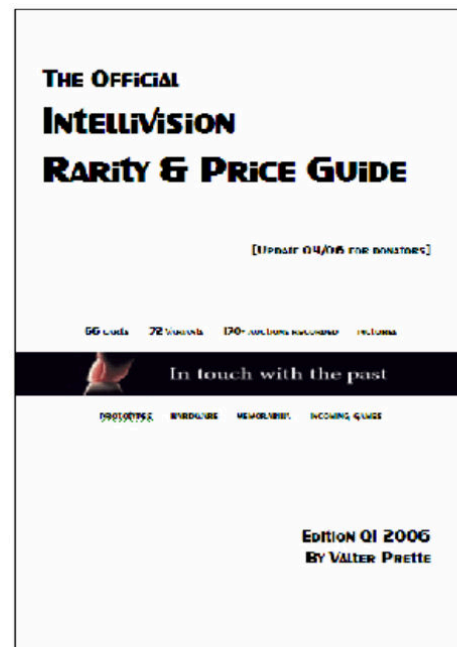
Guide to the Collector's Guide



Edition Q1 – 216 copies distributed



Edition Q1b – 241 copies distributed



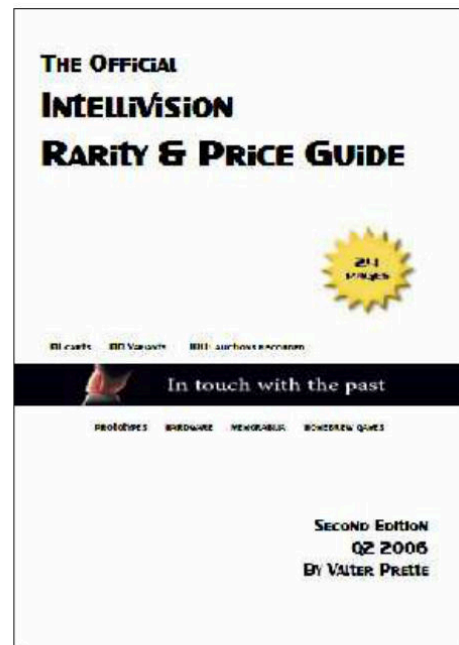
Edition Q1c (for donators only)



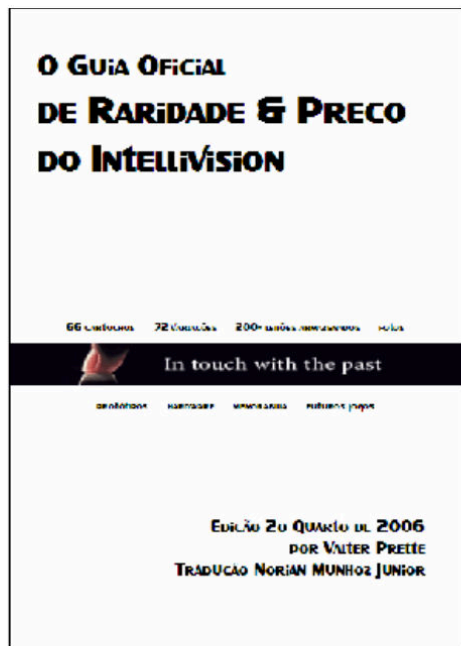
Edition Q1c ITA



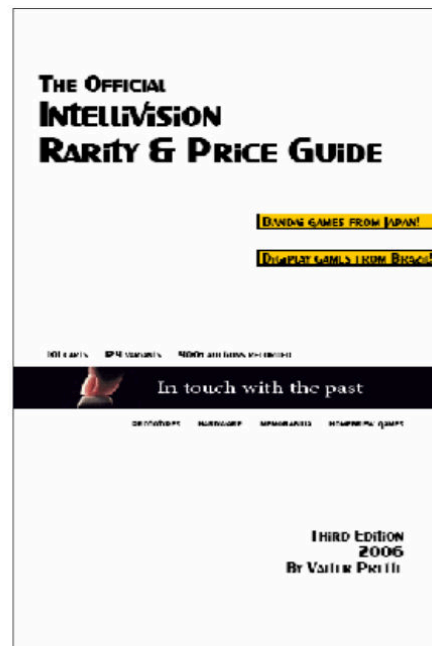
Edition Q1c FRA



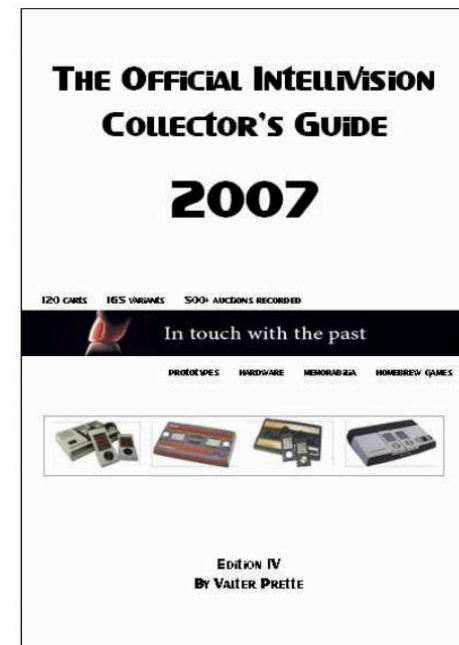
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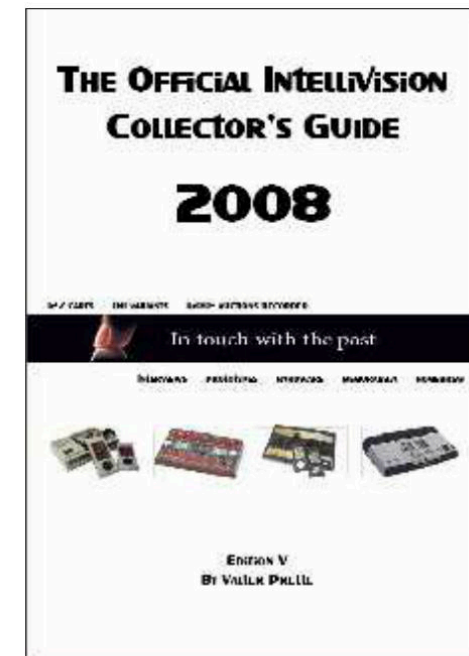
Edition Q2 BRA



Edition III – 958 copies distributed



Edition IV – 1758 copies distributed



Edition V – 5918 copies distributed

Coming in the next edition...



References & acknowledgments

For all the latest news about Intellivision, homebrew games and the amazing people involved with your preferred console, take a look at
www.intellivisionworld.com

For official products made by original developers and a historical overview, go to
www.intellivisionlives.com

I also have to give thanks in a special way to the people who actively supported me in this task

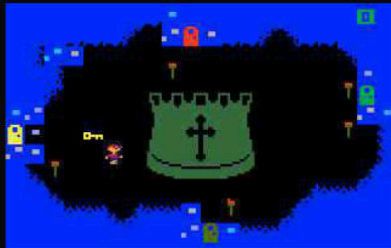
Alessandro Pace
Federico Salerno
Pierluca Bianchi
Classic Videogames
Clube Canal 3 Brazil
GameOver Italy
Revival France

Cover photo by
Christian Martin

English revision by
Alan W. Smith

The Intellivision Collector's Guide

is the result of a long term research done by finding and interviewing original developers, discovering old videogames magazines and monitoring eBay auctions in US, Canada, Japan, Europe and Brazil.



Valter Prette

Journalist, Engineer,
TwinGalaxies referee and
videogame collector.

He's the founder of
makeINTVgame project in
2000 and co-founder of
IntellivisionWorld and
Elektronite in 2005