



# NEWS

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Hello Game Club Members! Hope you all had a great summer! But now it's time to get back to work and school...but that doesn't mean you can't still have fun -- with Intellivision®!

**Diner prints: Limited Number Available!**

## The Twin Galaxies Entertainment Festival is coming soon!



If you love classic video games (like **Intellivision!**), you'll love the **Twin Galaxies Entertainment Festival**, happening October 2nd through 4th in Banning, California! Hosted at the **Museum of Pinball**, located a little over an hour from Los Angeles and Orange

County and 20 minutes from Palm Springs, California, the 18-acre campus will be transformed into a one-of-a-kind entertainment festival - including a 40,000 square foot facility with over 800 retro and modern arcade games and pinball machines. Live music, celebrity appearances, food trucks, gaming tournaments, and more! **Intellivision** will have a booth where you can meet some of the original programmers, buy exclusive merchandise and get autographs! Hope to see you there! For more information and tickets go to the [Twin Galaxies Entertainment Festival website!](#)



In 1987, **INTV Corp.** released **Diner**, a sequel to **BurgerTime**, programmed by **BurgerTime** programmer **Ray Kaestner**. The cover illustration for **Diner** was done by **Blue Sky Ranger Keith Robinson**. A few years ago, we printed up a limited number of prints of Keith's illustration for him to sign at game conventions and expos.

We've never offered them for sale until now! They are now in our [online store](#). These colorful prints are 10" by 10" on heavy paper and are signed by **Keith Robinson**. They are priced at just \$19.95 plus shipping. Hurry! There are only about two dozen left!

## The Blue Sky Rangers Speak at the Twin Galaxies Entertainment Festival



Several of **The Blue Sky Rangers**, the original **Intellivision** programmers, will speak about designing video games back in the early 1980s. They will talk about packing an entire game, graphics and sounds into a cartridge with 4K of memory (your cell phone probably has at least 16 GIG of memory -- around a million times more). So far, programmers **Keith Robinson**, **Stephen Roney**, **David Warhol** and **Michelle Mock** are scheduled with more likely to come! They will speak on Saturday, October 3rd, at noon for one hour, followed by a half-hour of questions and answers, If you've ever attended one of the **Intellivision** panels, you know how funny, entertaining and informative they are! So don't miss it!

**TRIVIA CONTEST!**

## Enter the Intellivision Decathlon and the Astromash Shootoff at the Twin Galaxies Festival!



Think you have mad **Intellivision** skills? Here's your chance to prove it! On Friday at the **Twin Galaxies**

**Entertainment Festival** compete in the **Intellivision Decathlon** and on Saturday in the **Astromash Shootoff!** Friday, four separate classic video game decathlons will be held including one made up of **Intellivision** games! In each

of the decathlons, competitors must rack up the most points they can on 10 different games -- 3 minutes per game! The 10 Intellivision games (selected by **Intellivision Productions, Inc.**) will be: *Astromash*, *Buzz Bombers*, *Night Stalker*, *Brickout*, *Pinball*, *Shark!*, *Shark!*, *Space Armada*, *Thin Ice*, *Thunder Castle* and *Vectron*, all played on **Intellivision Flashbacks**. The 10 scores for each player will be added together to determine the winner. First prize wins \$1,250! The competition will run from 2pm to 6pm Friday, October 2nd and will be broadcast live by **Twin Galaxies**. Intellivision Productions, Inc. President, Blue Sky Ranger **Keith Robinson** will be on hand for the contest and broadcast! There will also be game decathlons on the **Atari 2600**, **Nintendo NES** and on classic arcade machines! Visit the [Festival website](#) for more information. On Saturday in the **Intellivision** booth at 2pm until 6pm, we will hold our latest **Astromash Shootoff** (the first was in September 1982). Contestants will have five minutes of play each. The contestant with the highest peak score will win an autographed **Intellivision Flashback!**

## From the files of The Blue Sky Rangers



From our Spring 1983 Newsletter:

### INTELLIVISION® IN THE CLASSROOM THE JIM KUHNMAN STORY

**Jim Kuhnsman** is a severe behavior handicaps teacher at Westland High School in Columbus, Ohio. His classes

contain between 8-10 students, ranging in age from 14-17.

Knowing that his kids liked to play video games, Jim hit upon the idea of using a home video game system in the classroom as an incentive. His purpose was to motivate the students to do better in their studies as well as improve their behavior and attitude.

The first step was to decide on a video system and raise the money to buy it. "I looked at several games," Jim says, "and **Intellivision®** offered more personal involvement and challenge for my kids."

To raise money that first year, the students sold key chains on the school grounds to students and teachers. They bought an **Intellivision®** Master Component and some cartridges, while a local organization donated a color television set. Early this year, they held a second fund-raising event, selling bagels to buy additional cartridges.



In September 1982, **Mattel Electronics** held the first ever national video game competition: the **\$100,000 Astromash Shootoff!**

Contestants across the country photographed their high scores off their TV screens and mailed them to **Mattel**. 72 finalists were flown to a Houston, Texas, hotel for the **Shootoff**.

Why was Houston chosen for the competition location?

Email your answer to [trivia@intellivisionlives.com](mailto:trivia@intellivisionlives.com). Winner will be selected at random from all correct answers received before noon PDT September , 2015. An additional winner will be awarded to the first correct answer received. Both winners will receive a 10" by 10" print of the **Diner** cover art, autographed by the artist, Blue Sky Ranger **Keith Robinson!** Good luck!

### THE AUGUST TRIVIA CONTEST

Last month's question: "**Diner**, the sequel to **BurgerTime**, was programmed by **BurgerTime** programmer **Ray Kaestner** under supervision by **David Warhol**. In the in-game credits, what is **David Warhol's** first-listed job title?" The answer: **Soda Jerk**. The first correct answer was from **Robert Worden** of Pigeon Forge, Tennessee. **Eldad Petreanu** of Redwood City, California, was

The students have to earn points in order to play **Intellivision®** during class time. The points are based on how well tasks are performed, sticking to an assignment until completed, and good classroom behavior. When students earn enough points, they can play **Intellivision®** in pairs.

"**Intellivision®** offers both an intellectual and a physical challenge to the students," Jim explains. "*Football*, for example, requires both. What's more, the kids learn social responsibility as they play the games. They have to deal with each other in a socially acceptable way. And as they become able to learn and master various games, they're also building confidence in themselves."

Jim plans another bagel sale to raise more money. And he has his eye on the **Intellivision®** Computer Peripherals to expand the teaching and learning process. "To have a computer would really be great," he says.

To **Jim Kuhnsman** and his students, **Intellivision®** isn't just fun and games. It's helping kids with behavior problems to improve themselves and become better members of society.

chosen at random from the eight correct responses. Both will receive a signed **Diner** print! Congratulations!

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