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This Thanksgiving, we at Intellivision Productions, Inc. are thankful for the loyal Intellivision players, from those who have been playing since the console was test marketed in 1979 to those who have just discovered the games this year thanks to the Intellivision Flashback. Thank you all!

20% off Intellivision Merchandise for Game Club members only -- now through Cyber Monday!

Make it an Intellivision Christmas with the Intellivision Flashback



The **Intellivision Flashback** -- the plug-and-play console with 60 classic **Intellivision** games is back in stores across the USA and Canada just in time for the holidays. Fans have reported seeing them on the shelves at **Toys "R" Us**, **Bed, Bath and Beyond** and other fine retailers. They are also in the online

stores of [Toys "R" Us](#) and [Bed, Bath and Beyond](#) and in [our own online store!](#) So you can take care of all of your holiday shopping **right now!** Wouldn't everyone on your list love to find **Intellivision** under the tree?



Cyber Monday, the Monday after Thanksgiving, the biggest day of online shopping of the year, is just about here! As in years past, we expect big sales of **Intellivision** merchandise. We'll likely sell out of some items -- so we want to give our **Game Club** members a heads up: We have limited amounts of most items (we are already out of some sizes of T-shirts), so **order now!** We will not be able to restock most items before Christmas!

About the Intellivision Flashback overlay packs



When the manufacturer told us they weren't going to include a full set of overlays with the **Intellivision Flashback** consoles, we weren't too concerned. After all, the overlays aren't necessary for playing the games, and we posted [images of all the overlays](#) on our website so paper copies could be printed, cut out and slipped into the hand controllers.

Still, we decided to print up some packs of the overlays for the **Flashback** games. We figured we'd sell about 500 sets. So far, over 2,500 sets have been made and have sold out. The number one question we get by phone and email is when we will have more available. We do plan on having them in our store again in the near future, but in the meantime we want to stress: **You don't need the overlay packs to enjoy your Intellivision Flashback!** Most of the

Only for **Game Club** members: **Get a 20% discount off all items -- including Intellivision Flashbacks -- now through Cyber Monday (November 30th)! Use coupon code GCTURKEY at checkout! Hurry!**

games are simple enough to learn the keypress layout by looking at the overlay images printed in the **Flashback User's Guide** (they're all there). And you'll find the [images for the overlays on our website](#) where, as we said, you can print them, cut them out, and slip them into the hand controllers. And keep watching the **Game Club Newsletter** -- you'll be first to know when the packs are back in the store!

Please Support *Crash of the Blue Sky Rangers* by Keith Robinson!



Have you read some of the historical info on the **Intellivision** website? Find it interesting? Bizzarre? Have you attended a show such as the **Classic Gaming Expo** or **South by Southwest** and listened to one of the **Blue Sky Ranger** panels? Have you laughed at their stories about how the **Intellivision** games were created? Then you'll love the book ***Crash of the Blue Sky Rangers*** by **Mattel Electronics** programmer and manager **Keith Robinson**. "The number of people

asking for a book with the stories has been growing," says Robinson. "Now with crowdsourcing, we can see how much interest there really is." Robinson posted the idea for ***Crash of the Blue Sky Rangers*** on the [Inkshares](#) site. **Inkshares** allows authors and potential readers to find each other. If enough people follow and then pre-order the book, it goes into publication. There is no cost or obligation to follow a proposed book -- so if you want to read **Keith Robinson's** first-hand account of the roller-coaster ride of early video games from phenomenal success to the crash of 1983, please create an [Inkshares account for yourself here](#) and follow [Crash of the Blue Sky Rangers!](#)

From the files of The Blue Sky Rangers

The terrible events in Paris this month bring back memories of the city in a happier time. In late 1982, **Mattel Electronics** opened a programming office in the south of France to develop games for the European market. In October, programmer/manager **Keith Robinson** along with Mattel personnel director **Sybil Schantz** flew to Paris to interview and hire staff for the French programming office. In Paris they met up with **Tim Scanlon, Director of Mattel Electronics, France** and spent three days in an office suite borrowed from **Mattel Toys** interviewing candidates. At night, Tim (a native of London) and his wife **Danielle** (a native of Paris), took Keith and Sybil to their favorite restaurants in the city. Afterward, they would all walk through the surrounding neighborhoods to a number of landmarks including **Notre Dame**, **Sacr♦-C♦ur Basilica** and the **Place Pigalle** (the "adult" section of Paris: Ooo-la-la!). On the weekend, Keith went to the **Louvre**; Sybil went to the haute couture shopping district of the city. They had a magical time in Paris, and the team of programmers they and Tim put together turned out to be as smart and wacky as the American team in Hawthorne, California. We at **Intellivision Productions, Inc.**, are thinking about the French programmers and managers with hopes that they and their families are and will remain safe.

TRIVIA CONTEST!



Mattel Electronics, France

While the French office of **Mattel Electronics** was created to program **Intellivision** games, after **Mattel Electronics** in America was closed down in 1984, the French office stayed open as an independent company and continued designing games. However, they switched from developing for **Intellivision** to other platforms. Only two of the games they developed were released for **Intellivision**. Which two?

Email your answer to trivia@intellivisionlives.com. Winner will be selected at random from all correct answers received before noon PST December 1st, 2015. An additional winner will be awarded to the first correct answer received. Both winners will each receive an **Intellivision Running Man Christmas Ornament!** Good luck!

THE OCTOBER TRIVIA CONTEST

Last month's question: "The **Mattel Electronics** building was torn down long ago and replaced with a big-box store. What chain store is there today?" The answer: **Home Depot**. (Several people answered "A Ford dealership." Ooo, close, but that is where the **Mattel Toys**, not **Mattel Electronics**, building was located.) **Chris Austin** and **Steve Sand** will each receive a signed **Thin Ice** print for being the first to answer and for being



Tim and Danielle Scanlon, February 1983.

selected randomly from those that answered correctly, respectively. Congrats!

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