



NEWS

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We here at Intellivision Productions, Inc., wish all of our fans and Game Club members the merriest of Christmases and the happiest of New Years! We hope to meet many of you at events in 2016!

Order by Friday, December 18 for Xmas Delivery

There's still time to give **Intellivision** for Christmas! Order by this Friday, **December 18th**, and we'll get your order out the next day via **U.S. Priority Mail**. The **U.S. Postal Service** says that within the United States, your order will arrive before Christmas! **Order now in our [web store!](#)** (Again, Christmas delivery within USA only.) Miss the deadline? You can still give **Intellivision** for Christmas, with an **Intellivision Gift Card**, also available in our [web store](#). (Sorry, we still don't have the overlay packs in stock. We know a lot of you are wanting those; we are doing what we can to get them back in the store. Remember, you don't need the overlays to play any of the games, but you can print out images of all the overlays on our website. [Follow this link.](#) And we will let the **Game Club** members know first when the overlays are back in stock.)



Get an Intellivision Flashback Now!



We still have a few **Intellivision Flashbacks** in our [webstore](#). Hurry! Order one now while they last and get it by Christmas (in the USA). We won't be getting any more until after the new year! [Visit our store!](#)

TRIVIA CONTEST!



The 1986 **INTV Corp. Christmas Catalog** featured Santa bringing an **Intellivision** console and games to a kid obviously on the nice list. Which **Blue Sky Ranger** is portraying Santa in the cover photo?

Come to Arcade Expo 2016! Meet the Blue Sky Rangers!



Blue Sky Rangers panel at the Twin Galaxies Entertainment Festival, August 2015

Love arcade games? Pinball machines? **Intellivision**? Then come to **Arcade Expo 2016**, Southern California's largest arcade exposition. Held the weekend of January 15th through the 17th at the **Museum of Pinball** in Banning, California. Hundreds of arcade machines and pinball machines on free play. Dozens of exhibitors selling games and merchandise to complete your collection. Special

other variations beyond this level in the game??? I never made it to higher levels but I HAVE to know if there are even more gameplay variations to come!!!

...and in a related question, **Rick Reynolds** writes:

I'm wondering about one of my favorite games: **Space Armada**. I used to play that for hours! I always wanted to get to the next level where the enemy armada would throw some new trick into the mix. Do you guys have a listing of all the things that would change from level to level? I'd like to know if I have seen all the variations. Here's what I've seen based on a recent replay via **Intellivision Lives!**:

- Levels 1-2: basic Armada
- Levels 3-4: ships start dropping reddish-brownish looking bombs that explode on impact
- Levels 5-6: ships in second row are invisible until they shoot (others invisible too?)
- Levels 7-8: ships start sending slow-moving pink homing missiles that follow you until they explode on impact with something (you, a bunker, an exploding ship)
- Levels 9-10: all ships are invisible
- Levels 11-12: all ships are visible again, but now they can fire a spinning, green, fast-moving homing missile (very deadly!)
- Level 13-14 (??): the mother ship that moves across the top of the screen starts moving downward into the armada. I didn't last very long at this point, so I didn't catch whether or not the mother ship actually starts firing or not.

Do more changes happen at levels 15+? Did I leave anything out?

Keith Robinson, president of **Intellivision Productions** replies:

You say you didn't last long on the last level. Did you know that once you are defeated, you can continue playing the last level at a slower speed?

When the game is over, press ENTER. You will see GAME OR PRACTICE? Press 2 for PRACTICE, then ENTER.

You will be returned to the last level you were on, but with all of your bunkers restored and 6 laser guns. The game will play slower than before. If you beat the level, you will start over on the same level - you never progress to the next one. Once you lose, you can again choose PRACTICE to play the same level.

*Using this technique, you should be able to discover for yourself whether the "mother ship" UFO starts firing. Having said that, I will tell you that 13 is the last level with new variations, so you've both seen everything **Space Armada** has to throw at you.*

*But if you want to see something new, there are a couple of alternate title screens that programmer **John Brooks** hid in the cartridge.*

*The first is the title screen the game had during its early development, when John called it "**Space Beasties**."*

*To see this screen, press and hold CLEAR and ENTER on your **Intellivision's** left hand controller, press and hold the two lower action keys on the right controller, then hit RESET.*

After **Mattel** officially named the game **Space Armada**, John changed the title screen to one with the name "**Spaz Armada**" while he finished the game.

To see this screen, press and hold 4 and 6 on your **Intellivision's** left hand controller, press and hold the two lower action keys on the right controller, then hit **RESET**.

When **Space Armada** was complete, John put the real, final title screen on the game, but he safely tucked away his two temporary title screens for posterity.