

Look for these exciting new games from MATTTEL ELECTRONICS® INTELLIVISION®

These Intellivision games can be played with the Intellivoice module, but they are not voice-producing games.

USCF† Chess (Available soon)



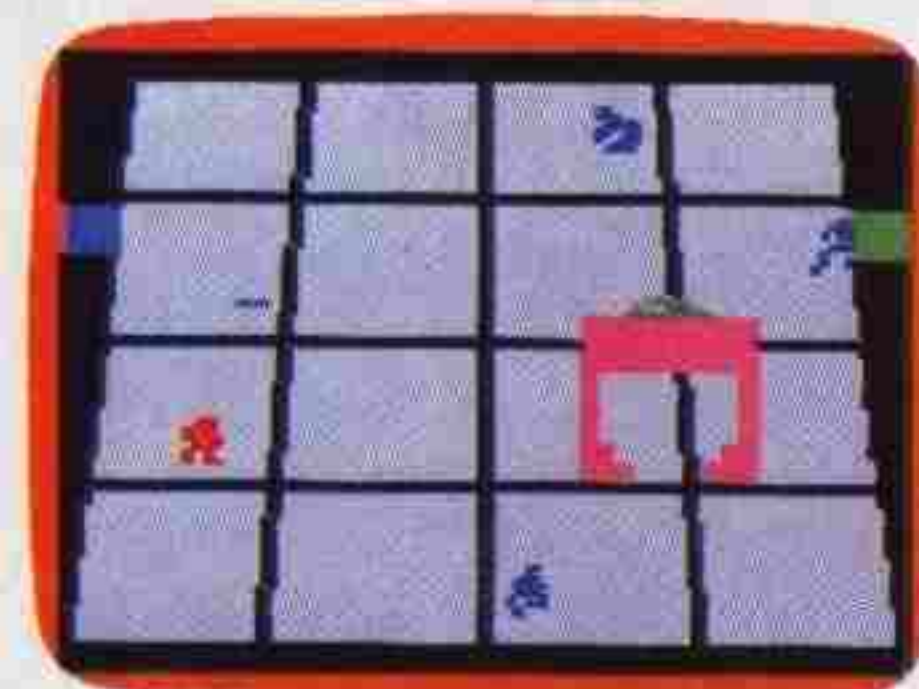
Whether you are novice, intermediate, or master—Here's a stimulating new way to play the ultimate game of strategy, as you challenge a friend or the toughest competitor of all—the computer.

Lock 'N' Chase™*



Play a classic game of hot pursuit as you try to keep your bank robber one step ahead of the law.

TRON DEADLY DISCS™**



It's action challenge at its very best, as you control Tron against inhuman, computer-controlled attackers who are armed with deadly flying disks.

Night Stalker™



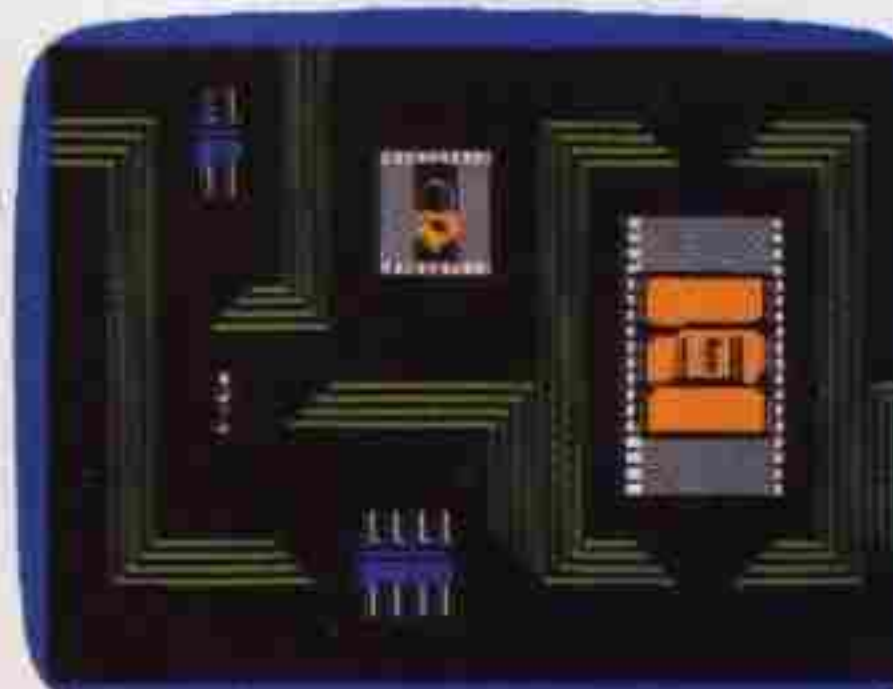
It's a nightmare. You're on the run. Your attackers are relentless robots and creatures of the night, who are out to destroy you.

ADVANCED DUNGEONS AND DRAGONS™‡ Cartridge



Search for the hidden treasure in this underground fantasy world where subterranean monsters lurk around every bend.

TRON MAZE-A-TRON™** (Available soon)

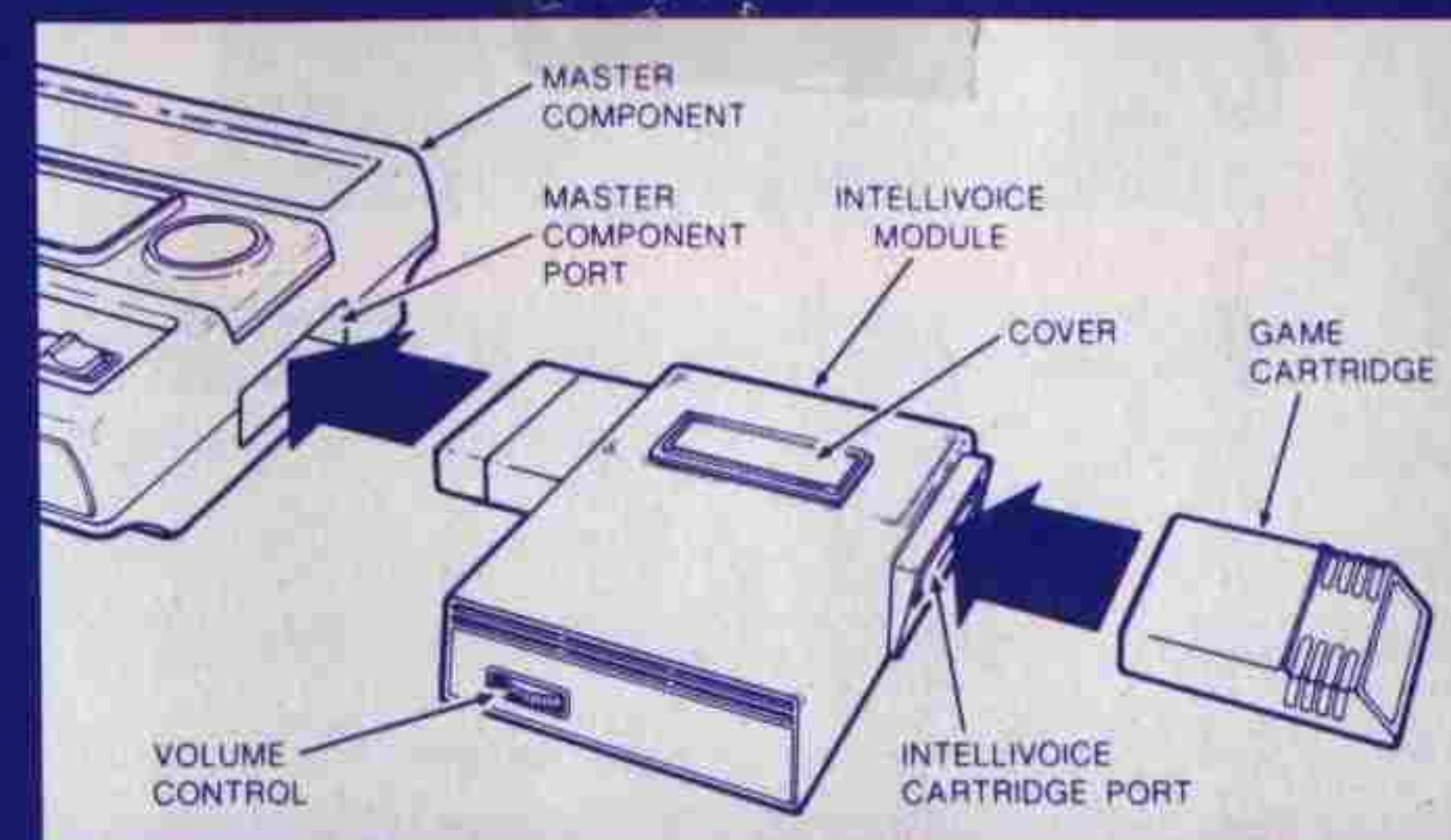


Based on the Disney movie, Tron, you are engaged in a deadly struggle to penetrate the inner circle of the Master Control Program.

‡ADVANCED DUNGEONS & DRAGONS is a trademark owned by and used under license from TSR Hobbies, Inc. This Cartridge is approved by TSR Hobbies, Inc., the publisher of the "Fantasy Role-Playing Games" sold under the trademark ADVANCED DUNGEONS & DRAGONS®. © 1982 TSR Hobbies, Inc.

MATTTEL ELECTRONICS® INTELLIVOICE™

Intellivision Master Component with Intellivoice Unit



The Intellivoice feature adds important new dimensions in realism. The Intellivoice unit simply plugs into the cartridge outlet on your Intellivision Master Component. Intellivoice cartridges simply plug into the Intellivoice unit. Each sold separately.

Special Intellivoice cartridges are required to operate Intellivoice and add human voice to game play. (Regular Intellivision cartridges may also be plugged into the Intellivoice unit and will give you game play without voice, as if they were plugged directly into the master component).

Mattel Electronics® Intellivision® Night Stalker™ Intellivoice™ Space Spartans™ Solar Sailer™ B-17™ and Bomb Squad™ are U.S. Trademarks of Mattel, Inc.

For Color TV Viewing only.

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Hawthorne, CA
90250
0151-240

INTELLIVOICE™

Voice Synthesis Module

"BANDITS 12'O'CLOCK"

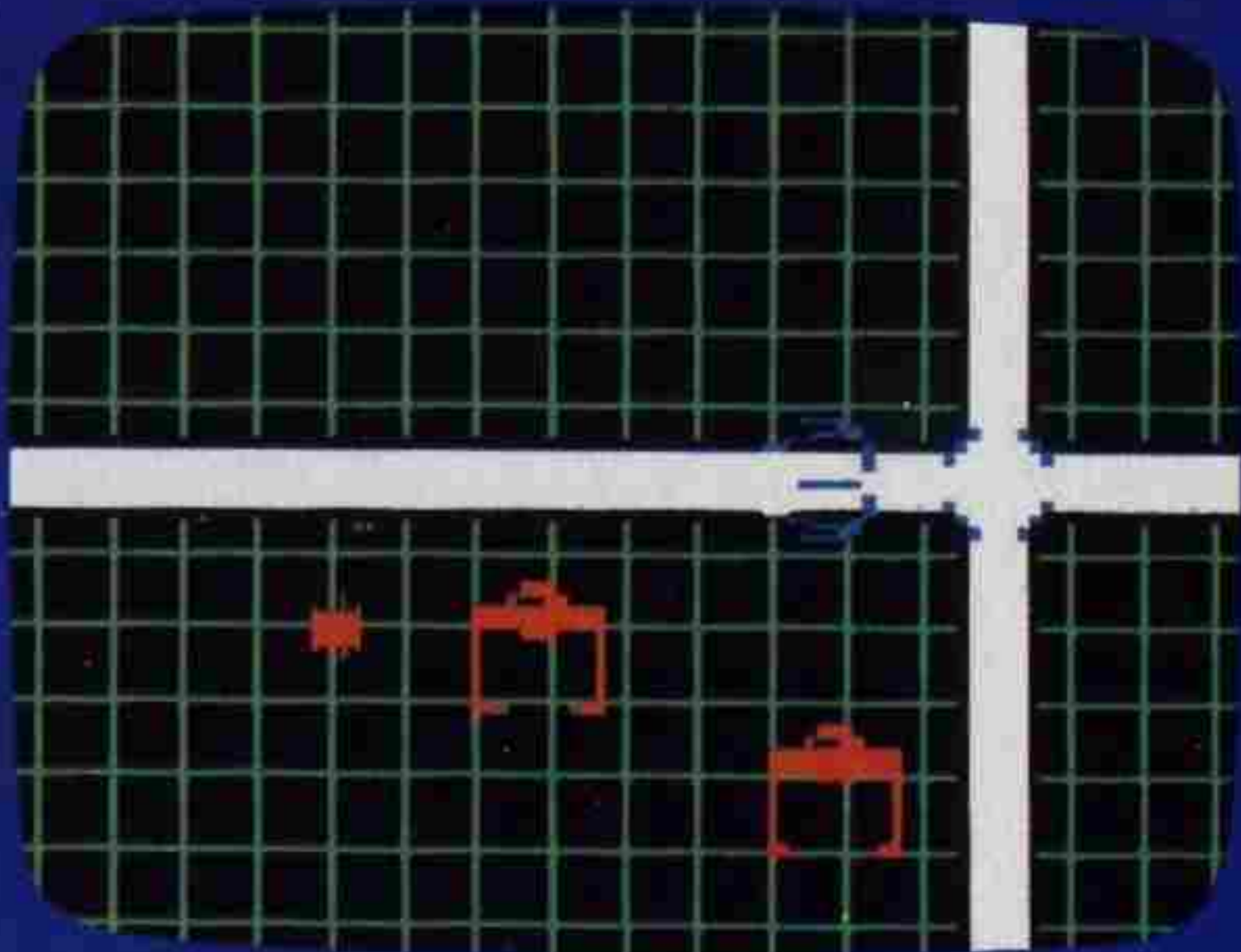


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**© 1982 Walt Disney Productions. Trademark of and used under license from Walt Disney Productions.

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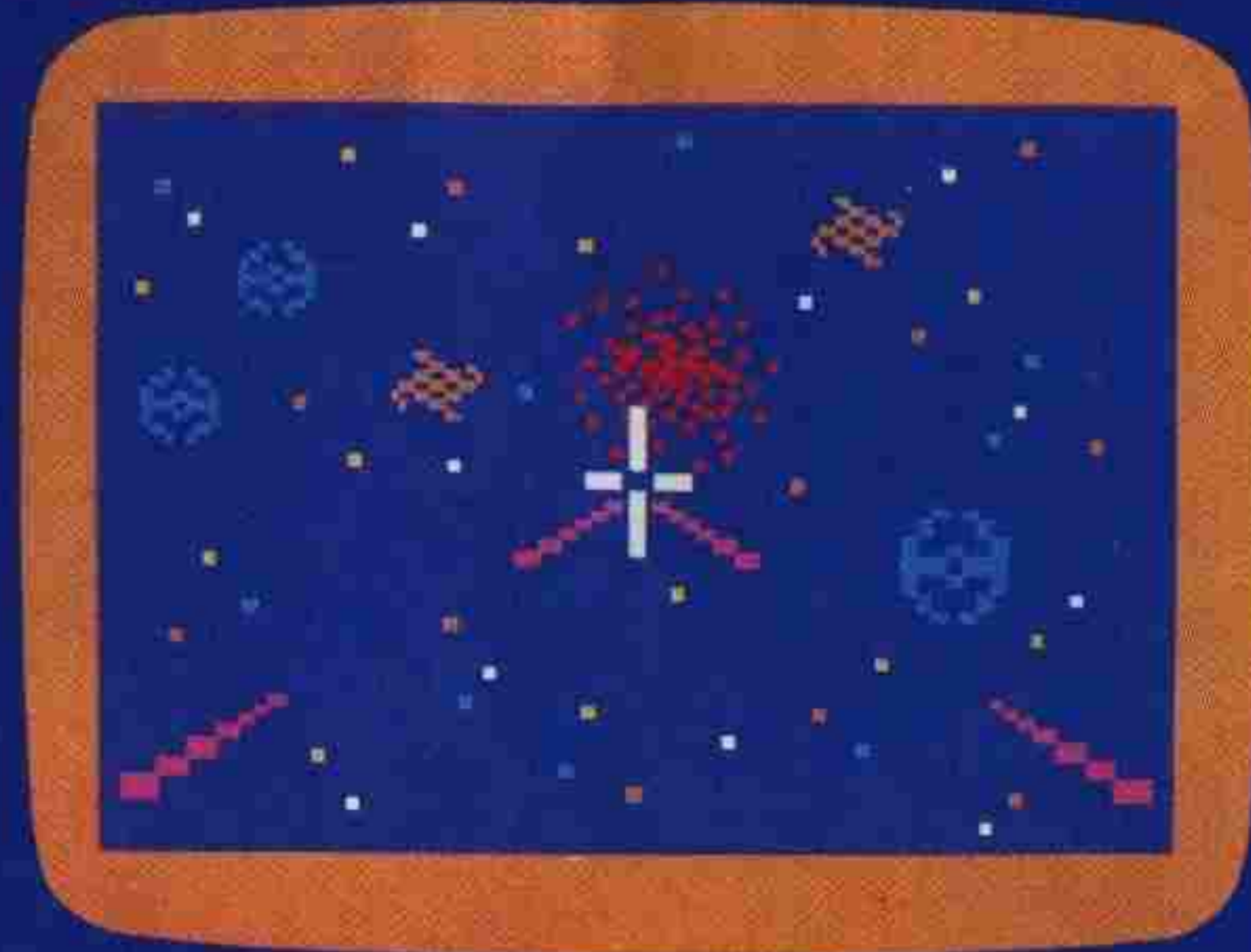
TRON** Solar Sailer™



Based on the Disney movie, this game challenges you to seek out and destroy the Master Control Program. You're riding inside a "Solar Sailer" along an energy beam in search of the MCP—choose your route as the screen scrolls to reveal new avenues. Once you reach the MCP, you enter the hazardous "bit stream" where you must maneuver through a barrage of flying numbers to decode the MCP program. Computer voices keep you advised of energy beam levels and the status of your pursuers.

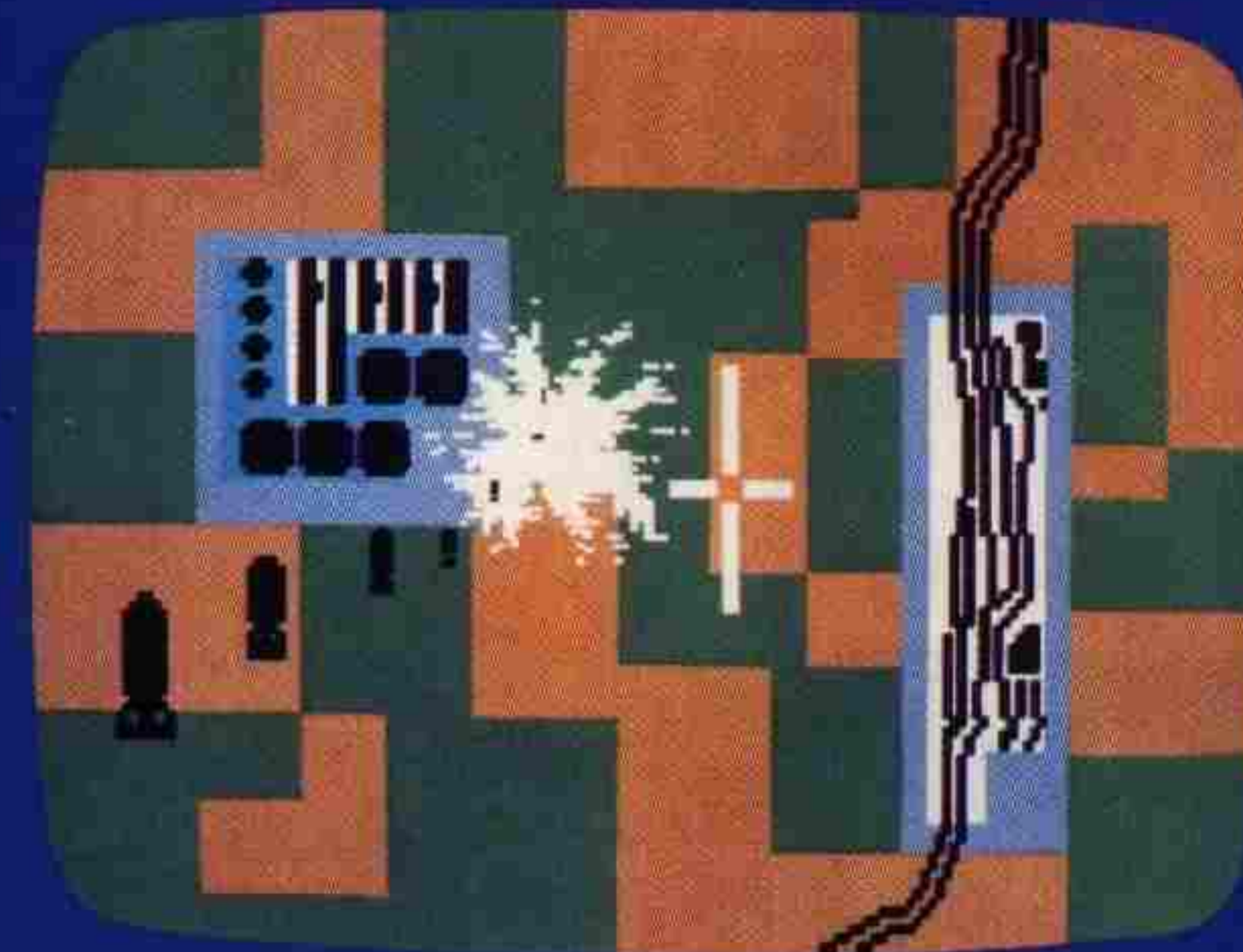
(COMING SOON)

Space Spartans™



Our most sophisticated space game yet. You are the commander of a spaceship exploring deep space. Suddenly you are under attack from the invasion force of a hostile galaxy. You plan the strategy for the only ship trying to defend the federation from a continuous onslaught of alien attackers. The battle computer verbally warns you of the status of your impulse power, tracking computer, hyperspace and star bases. You've got shields to survive hits and laser missiles to blast the aliens into oblivion. It's a challenging battle and you're the only one who can save the federation!

B-17™ Bomber



Prepare for high flying action at 12 o'clock high, as you command a WWII bombing mission over occupied Europe. Fly your B-17 down the runway, over the water and above your pre-selected target. Watch out for fighter planes and flack—if they get you, you may not make it back to England. Constant radio chatter among the crew members keeps you alert to all hazards. But be sure to check all your gauges, strategy map and target preview. As you approach the target, the action shifts from pilot to gunner to navigator to bombardier as you assume their roles.

Bomb Squad™



It's a race against time as you attempt to disarm the terrorist bomb before it destroys your city. You must delicately rewire the bomb's circuitry using cutters, pliers and soldering irons. As the tension mounts, the computer voice tells you what to do, and (in case you forgot) how much time before detonation. If your nerves can survive, you get a chance to disarm the bomb by guessing a pre-programmed code. If you guess right, you're a hero...if you blow it, you blow up!

(COMING SOON)

"MCP ACCESS
CODE 8472"

"TRACKING
COMPUTER
DESTROYED"

"BOMBS AWAY"

"5 MINUTES 'TIL BLAST"

