

INTELLiGENTViSION



About Intelligent Games

It's the Intelligent Game Team's privilege to produce new and exciting games for the Intellivision platform. We have joined forces with some of the great vintage game programmers in order to make games for one of the greatest gaming systems in existence. Our main goal is to put one of our games into the hands of vintage game players and collectors. With a very limited number of such games, they are sure to be treasurably scarce that excites them.

With our well-balancing game play, the programmers of these games are pushing the system's capabilities to it's limit. Each game takes precise program, they allow the programmers have crafted the game, does begin the task of putting the game into our form. Make no mistake, it is always rewarding for every one involved.

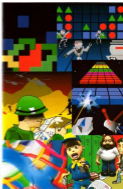
Why do it? We make these games for all of the die-hard Intellivision system enthusiasts like ourselves. We hope that you enjoy the games as much as we do.

News

What's New

in

Video Games



4-TRIS

Game No. 9111

Programmer: Joe Zwick

Quantity produced: 500

Date of Release: 2007

For 1 player



It is a tragedy... without which you know it, you will be you your head in these things. There is only one way to get rid of them, early on you type, shift and drop the bricks to manipulate how they slide when they land. Successful completion a row will make the bricks disappear, thus shifting all bricks down the row down. As the game progresses, the bricks come down faster and faster. An umbrella is not going to help.

While the game is started in all, it was the first game produced for the handheld platform since 1987!

- Skill levels continually advance.
- Start play on levels 1 through 10.
- Disable the previous window for higher points.

www.casualgames.com

STONIX

Game No. 9112

Programmer: Arnauld Chervier

Quantity produced: 200

Date of Release: 2007

For 1 or 2 players



Just when you were getting comfortable in your laughter, your nemesis decides to attack you! As the strong and strong holder of Excellence, you have Stonix, any time you people. Nothing here so much for you. Stone begins to deploy stonks to stop your attack. You know the you duty to protect your people. It is time to stop the enemy. It is time to stop Stonix!

- Collect and use different weapons.
- Earn extra lives every 500 points.
- Return to previous game by using password.
- 100 levels of gameplay.

www.casualgames.com

Minehunter

Class No. 9111

Programmer: Ryan Kline

Quantity produced: 200

Date of Release: 2007

For 1 player



"Captain! Captain! We need 'COOL' guidance." Take command of the mine sweeper as your A547 helicopters and help your troops gain the dangerous fields below. The enemy has mined minefields that your swarms cannot detect. Your only hope is to dispatch tracking drones that will search out the area and report back from many mines scattered there. Your troops will only be allowed to get by once you have reported where all the mines are. They will then advance to clear more treacherous lands.

- 3 skill levels that continuously advance.
- 2 different playing field skins.
- Timed game play.

[Click here to purchase](#)

SameGame & Robots

Class No. 9114

Programmer: Michael Reyes

Quantity produced: 100

Date of Release: 2003

For 1 player



One cartridge, two games that both provide a real battle of wits and strategy. Sometimes pits you against the computer. Or you have

what it takes to clear the board and score bonus points! Robots will test your skills against the growing population of robots. With a little luck, you will be able to reach level 47 states for playthrough. Release game play by plugging the cartridge into the IntelliMouse mini system module.

- IntelliMouse enhanced.
- Alternating/board schemes.
- 10 highest score history.
- Robot's skill levels continuously advance.

[Click here to purchase](#)

FUBAR

Coming Soon!

Game No. 9103
Programmer: Michael Meyer
Quantity produced: 200
Date of Release: 2007
For 1 to 2 players



you go don't allow another player to follow you. "steal" out of his sight follow him and repeat his work aimed to score more points and keep from being eliminated.

- Up to 2-Player (1 Human and 1 computer)
- BCCS Enhanced Gameplay.
- 8 Game Modes to choose from.

www.bccs.com



Old S'Kool High

Coming Soon!

Game No. 9116
Programmer: John DeBerry
Quantity produced: 200
Date of Release: 2008
For 1 player



Yep! That's right, one first 3-D game. The game comes complete with a set of HD glasses!

Two punks have stolen your Old S'Kool High diploma! You've received the promises except for you, a lost, lone student. The punks have captured your grand-mom throughout the maze of halls at the age-old institution. You need to save her! There's also the matter of all the bank money too from your scholarship papers. You have to save that too! It's time to advance through the halls. Collect all the money and the papers of your way in order to advance to the next floor.

- 3-D glasses included in game.
- Skill level continuously advances.
- Multiple floor levels.
- Use check-peds to defend yourself.

www.bccs.com

Meet the Intelligence Team

Chris Salinas Co-Founder / Executive Editor

London, UK

Chris is one of the biggest intelligence collectors in the world. He has gathered intel from the majority of the Intelligence & Security agencies including the two great ones for the east and west, the CIA and the NSA. He has experience in everything from production security and distribution methods. Chris is responsible for writing the manuals. You may know Chris from his textbook *Manual of the CIA* (aka) *Spies* (Corgi) (Corgi/UK).

Roger Balthus Co-Founder / Creative Editor

London, UK

Roger is an accomplished writer & Creative Designer, as well as our main copy editor. He is responsible for writing the text, creating design, graphics, layout, and design of the manuals. He also maintains our web forum manual. Roger's main goal is to capture the essence of the game into his art. His very first paper was the production of the 'Captain Gandy' set for the Intelligence game.

Joe Ziskel Programmer / Technical Editor / Tech Support

Texas, USA

Joe has major influence in the Intelligence community. As a programmer, he was around the game. Joe has a vast amount of knowledge when it comes to creating new games. He helped to help other programmers who couldn't write. He plays an integral role in our game-making as a programmer and technical editor. Joe is responsible for introducing the world to the first three Intelligence set (1982) in 2007. Joe is also the original author of the manual for the programming of our games. He has helped to bring some of our new games online.

Arnold Chavalla Programmer

Paris, France

Arnold is a very active of the Intelligence community in Europe. He work on 2006 and 2007 the original Intelligence game and super-internet (2008) set on internet with Intelligence game player. Arnold is programming and technical editor of our Intelligence set in the importance to attract a wider. He helps our to be someone of Intelligence programming in writing its work. He will hardly wait to see where some of our set.

Ryan Green Programmer

Colorado, USA

Another programmer in Intelligence game programming. Ryan has supported it since its infancy with the game "Intelligence". Ryan has helped maintain the interest in this game. He has been creating a game that is strategic as well as fun. He stated "If Ryan is already working on a new game that is sure to be great."

Michael Hayes Programmer

New York, USA

What started from being one of the game that was introduced to the game set that is now being made is a complete for the Intelligence game (Director & Editor). He was able to create both great games for the world by using his talents. He has also created a game set to compete with an action game. In addition, Michael introduced the game's look and introduced it to the Intelligence.

John Deberry Programmer

Texas, Canada

John is a very experienced writer of Intelligence game. John has developed a complete set of Intelligence game. John is one of the Intelligence game with Intelligence set as well as the Intelligence game set in the world. John has helped on 2007 (2008) set of Intelligence game set in 2007. John has helped to create the Intelligence game set. John has helped to create the Intelligence game set.

Need a Package? Order sets or packages for the set while supplies last. Each set consists of (2) manuals for that Intelligence game.

- ____PI 11 4-THIRD \$1.00
- ____PI 12 5TH-6TH \$1.00
- ____PI 13 7TH-8TH \$1.00
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Order at www.intelligence.org/Intelligence-Game-Cases.html

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