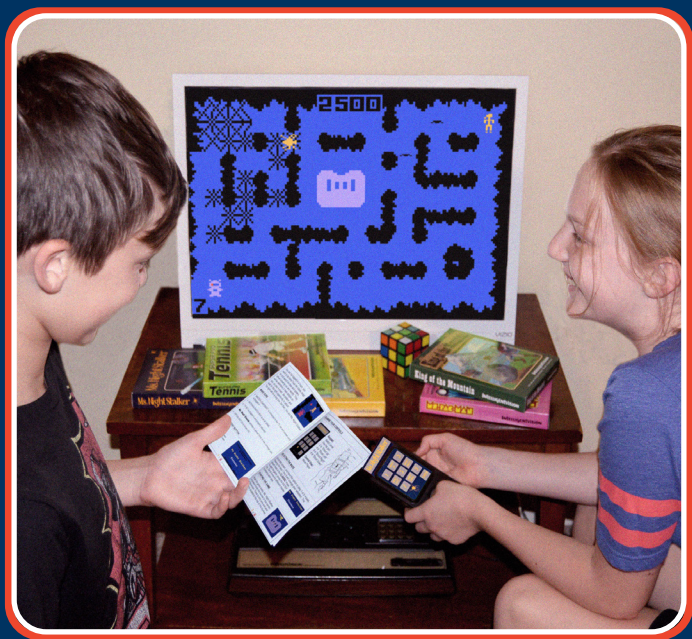


2004 – 2015 Catalog

# INTELLiGENTViSiON

Rekindling Your Childhood



Games for the **INTELLiVISION**® video game system

# IntelliVision

Rekindling Your Childhood

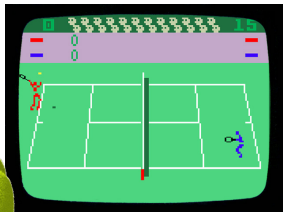
**Name recognition.** When modern Intellivision enthusiasts think of the name Intellivision, they think of new titles and exciting updates of classic games for the system that rekindle their childhood experiences.

Intellivision titles aren't just games; they're games made better!

## Quality games.

Intellivision's rich history spans more than a decade of bringing fun and joy to a lot of fans. Both players and collectors alike truly value having an Intellivision game in their possession.

**A diverse catalog.** The selection of game titles includes a wide variety and has something for everyone, representing every category from Arcade, Action, Puzzle, and Strategy to Sports and even Children's Learning games. You'll even find IntelliVoice™ games on the list, as well as some that take advantage of the Intellivision Computer Adapter Module and Computer Keyboard (ECS).



Super Pro Tennis

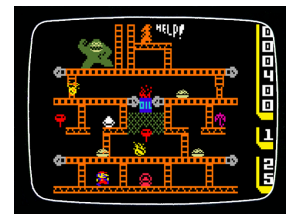


Ms. Night Stalker



INTELLIVISION  
HAND CONTROLLER  
OVERLAYS

**Showcase titles.** Whether it's an original title or an update of a vintage favorite, Intellivision games are among the best available for the Intellivision. Some that have been major hits include the very first title, Stonix, and continue with Donkey Kong Arcade, Adventures of Tron, Ms. Pac-Man, King of the Mountain, Choplifter, Super Chef BurgerTime, and many more.



Donkey Kong Arcade



**An enduring legacy.** An Intellivision game is typically the centerpiece of many fans' collections. Do you remember your first Intellivision game? Likely so. What will the future hold for fans? We eagerly await...

You have come head-to-head with the enemy, Stonix! His goal is to exhaust your life energy; yours is to destroy his power source! It will take time to reach it because he has laid many barriers that you need to penetrate.



Luckily for you, your power balls mix with his shields to give you zapping deflectors, larger deflectors, and even extra life power! Stay sharp, you have a long journey ahead of you. It's time to stop Stonix!



- One or two player game
- Collect and use different weapons to destroy the shields
- Earn extra lives every 500 points or with bonuses
- Return to previously played levels using passwords
- 100 levels of gameplay!

**Game Programming:**

Arnauld Chevallier

**Levels Design:** David Harley, Heather Harley, Arnauld Chevallier

**Overlay Design:** Heather Harley

**Box & Artwork Design:**

Roger Matthews

**Manual:** David Harley



Take command of the advanced mine scanner aboard your helicopter and begin the hunt for all the mines laid down by the enemy. As you scan the minefield, drones will report back on how many mines are detected in an area. Use these markings



to assist in finding all the mines. Hurry, your time is limited!

The area that you need to clear of mines is divided into a grid of squares. Several of the squares will have landmines hidden beneath them. The goal of your mission is to identify where all of the landmines are hidden – without actually setting one off.

- One player game
- 3 skill levels
- Choose the size of the minefield you'll try to clear
- Timed gameplay

**Game Programming:** Ryan Kinnen

**Box, Artwork, & Overlays:** Roger Matthews

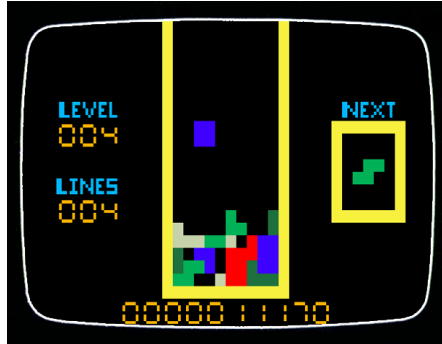
**Manual:** David Harley



It's raining... Bricks! Before you know it, you will be in over your head with these things. There is only one way to get rid of them: row by row.

Shift, rotate, and drop the bricks to manipulate the way they align when they land to eliminate any gaps. Successfully completing a row makes the bricks dissolve, shifting all rows of bricks downward and buying you some more time.

As the game progresses, the bricks come down faster and faster. How long can you go before you run out of places to put them?

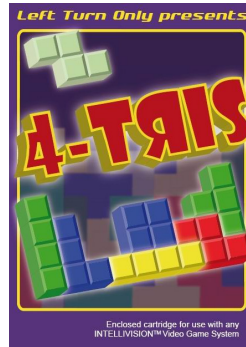
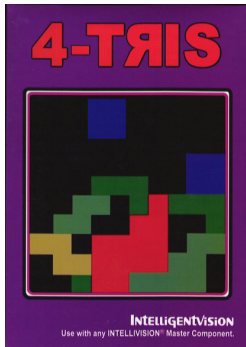


- One player game
- Use the Next Piece preview to see the next brick on the horizon
- Includes sound test menu
- Secret bonus game!

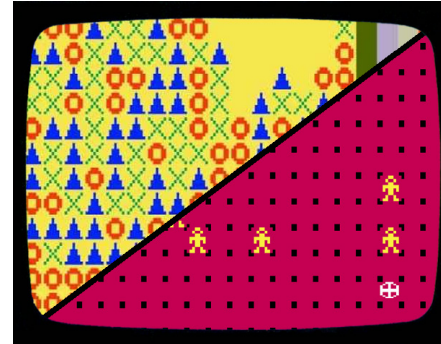
**Game Programming:**  
Joe Zbiciak

**Box & Overlay Design:** Oliver Puschatzki (LTO), Roger Matthews (Intelligentvision)

**2007 Re-release** by Left Turn Only



Strategy and planning is the name of the game regardless of which title you choose to test your wits against. Learn to analyze and predict how the game will unfold to achieve the most points and successful completion. Welcome to the peaceful world of



Same Game and the tense world of Robots. Either choice is an addicting path.

**SAME GAME –**

Three different pieces populate the board. Connect as many shapes of one type to score higher points and clear the board. Choose from two

variations of the game with differing game rules.

**ROBOTS –**

Move the cursor to destroy all the Robots on the screen by making them collide with each other, by making them hit their leftover scrap, or by using a bomb.

**Game Programming:** Michael Hayes

**Additional Programming & Game Enhancements:** David Harley

**Box, Artwork, & Overlays:** Roger Matthews

**Manual:** David Harley





Welcome to the 24th Century! Alien hordes and bands of smugglers swarm around man's remote outposts throughout the solar system. Only the Space Patrol can keep them at bay!

You, as a Space Patrol cadet, patrol the planets looking for the aliens and smugglers intent on capturing the outpost. Your tank is equipped with the latest technologies to help you survive any onslaught you may encounter.

Complete the legs of the patrol course as quickly as possible while avoiding rocks, craters, mines, enemy attacks, and more. Do you have what it takes to be a member of the Space Patrol?



- One player game
- Choose from 4 different worlds, each with Beginner & Champion courses
- Enhanced sound when used with the Intellivision® ECS module

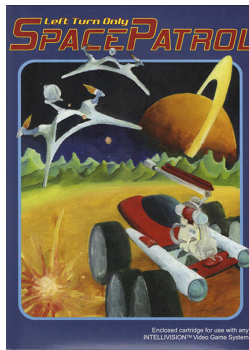
**Game Programming:** Joe Zbiciak

**Level Design & Manual:** David Harley

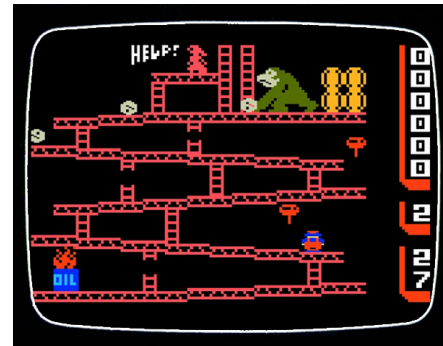
**Music:** Arnauld Chevallier

**Artwork:** Teresa Zbiciak

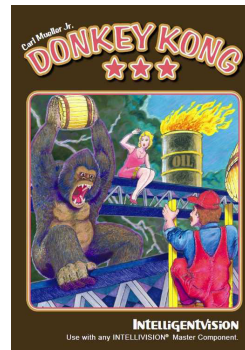
**Box & Overlay Design:** Oliver Puschatzki



Your girl has been kidnapped by an ape and taken to a construction site. Are you going to let him get in your way of true love? In this action adventure, you must be ready to climb the highest building, jump fireballs, dodge rolling barrels, and



- One or two player game
- Play as Mario, Toni, or Bruno
- Includes intermissions & all four arcade levels!



**Game Programming:** Carl Mueller, Jr.

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



even risk getting a pie in your face.

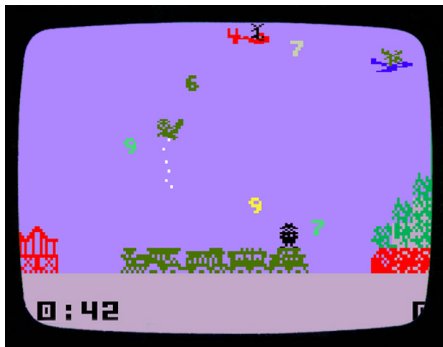
Don't let his smile fool you. Donkey Kong is not going to let you get away easily and may outsmart you.

Start climbing, because you have a long way to go. Reach Pauline at the top of the construction site. Be persistent; reuniting and getting the kiss of your life is worth it!

Villainous spies Boris and Natasha are using their smarts to rob a train and steal all of the jewels. Boris is using "Upsidasium" to float the valuables up to Natasha's waiting helicopter.

But they did not count on Rocky and Bullwinkle to thwart their plan. Rocky must intercept the valuables and give them to Bullwinkle for safe keeping.

Watch out!! Natasha will drop "Downsidium," which could throw Rocky into a state of confusion. Rocky will need to use his flying ability and lightning speed to catch the floating jewels and get them to Bullwinkle.



- One player game
- Two modes of play, each with four difficulty levels
- Makes learning math fun



## Game Programming:

Minh Chau Tran

## Music & Sound Effects:

David Warhol

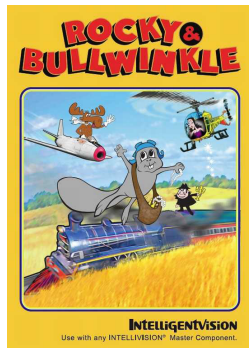
## Artwork:

## Box & Overlay Design:

Oliver Puschatzki

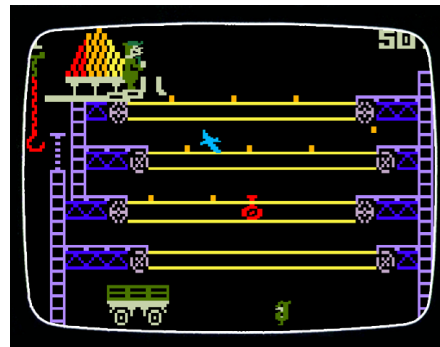
## Manual:

David Harley

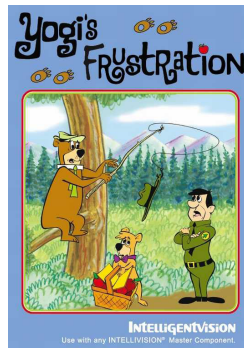


Yogi Bear, fishing from a tree for picnic baskets, accidentally snags Ranger Smith's hat. As punishment, Ranger Smith puts Yogi to work in the Jellystone Park apple fields. His job is to fill the cart with apples and it take it back to camp.

Being smarter than the average bear, Yogi concocts a conveyor belt that carries the apples down the hill. But it's got problems, and birds are also stealing apples. It's a good thing Yogi has a trusted and reliable friend. Boo Boo's job is to return Yogi's baskets to him and stop the contraption that knocks the apples off the conveyor belt.



- One or two player game
- Keep play alive by getting baskets to Yogi and helping him fill the cart
- Avoid obstacles on the conveyor belt



## Game Programming:

Mark Buczek

## Graphics:

Mark Buczek & Monique Lujan-Bakerink

## Music & Sound Effects:

## Artwork:

Joshua Jeffe

## Box & Overlay Design:

Oliver Puschatzki

## Manual:

David Harley



# ADVENTURES OF TRON

2011

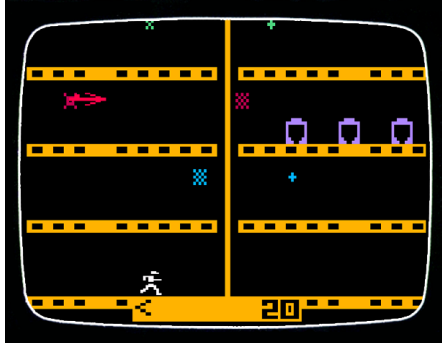
The Master Control Program has you right where it wants you – in the game. It will tease you and make you believe you do not need to work to survive. But beware, the MCP is relentless.

There are waves of tanks and recognizers to hunt you down.

You can run, jump, use elevators, even catch the Solar Sailer to fly over trouble. But you cannot hide.

Escape by catching bits to energize the grid and transport you away on the I/O beam.

Your only hope may be just exiting the game.



- One player game
- Fast paced, nonstop gameplay
- Difficulty progresses throughout the game



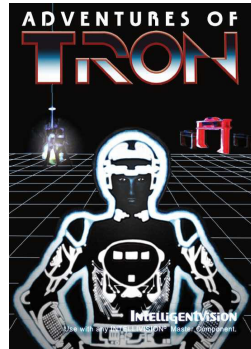
**Game Programming:** Peter Kaminski

**Additional Programming & Game Enhancements:** David Harley

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



# SAME GAME & ROBOTS

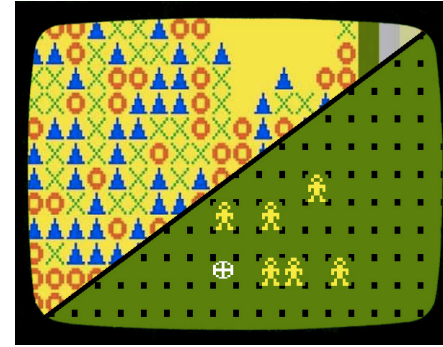
2012

Now enhanced for use with your IntelliVoice™ module! Strategy and planning is still the name of the game regardless of which title you choose to test your wits against. Welcome to the peaceful world of Same Game and the tense world of Robots. Either choice

is an addicting path.

## **SAME GAME** –

Connect as many shapes of one type to score higher points and clear the board. The computer voice tells you how many of each are left. Choose from two variations of the game with differing game rules.



**ROBOTS** – Move the cursor to destroy all the Robots on the screen by making them collide with each other, by making them hit their leftover scrap, or by using a bomb. Can you ignore the taunts of the robot voice and concentrate?

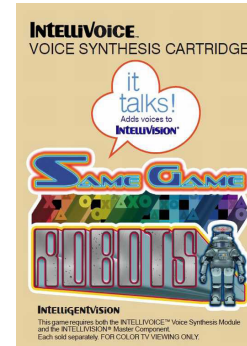
**Game Programming:** Michael Hayes

**Additional Programming & Game Enhancements:** David Harley

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



# SPINA THE BEE

2012

A bee's life is very busy. Fly here and get pollen. Fly there and get more pollen. It never ends! There are times to stop and smell the roses, but get the pollen while you're there.

Stop for too long and your queen will make you stay in the hive. Keeping her happy puts you in a treacherous spot, though, exposing you to the elements for longer periods of time.

Spiders, dragon flies, puddles and rain drops will try to stop you from getting your pollen home.

Succeed and you will return to the bee hive to collect your reward and rating from the queen.



- One player game
- Fast action & nonstop gameplay
- Speed and danger increase with each round

**Game Programming:** Annick Simonot

**Additional Programming & Game Enhancements:** David Harley

**Graphics:** Bob del Principe

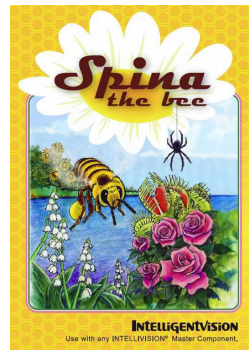
**Music & Sound Effects:** Sam Zalan

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki



**Manual:** David Harley



# ILLUSIONS

2012

Prepare yourself for a journey into a most unusual fantasy. A kingdom where nothing is as it seems. A land where the usual is unusual. Take a good look – then look again.

They are little ghosts gone mad. Now they're waiting to

take a trip through your mind. On their journey, Gleebs will battle their lizard foes with buckets of water. They'll climb endless stairs, endlessly. Defying the laws of physics, they'll fold and part. You'll see that sinister lizard turn into a fish or a bird.

You may not believe your eyes when you see it, but that is what Illusions are all about.



- One player game
- Surreal game of strategy
- Start on either the stairways or the cube screen



**Game Programming:** Mattel Electronics, France

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley





Welcome to Bedrock. Fred is busy at work and needs your help. His boss has him throwing rocks in the boulder smasher, and he needs you to control the machine. Smash the boulders at the right time to take home the bacon.

After the long day at work, go home to find Pebbles running around the yard learning her letters. Help her find the letters.

Keep Wilma happy by succeeding in both tasks. It will be easy once you learn how to navigate the keyboard.



- One player game
- Five different modes of play
- Learn the keyboard while having fun!
- Requires computer adaptor and computer keyboard

**Game Programming:** Gary Johnson  
**Additional Programming & Game Enhancements:** David Harley

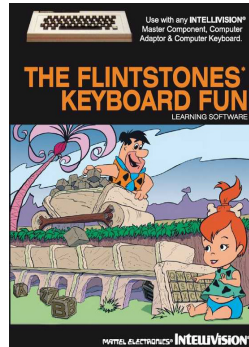
**Design/Educational Content:** Mona Theiss, Pamela Dong, Elaine Xenos-Braswell

**Graphics:** Karen Nugent

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



This is the Super Bowl of all sports. Start off playing with college rules and work your way up to the pro league. This is the way video football was meant to be played. It's so realistic, you'll be checking for grass stains.

This fast-paced game has penalties called and game stats displayed. It includes extra bursts of speed for offensive players. Hold on to the ball. Fumbles may occur without notice. There is no shame in taking a safety or kicking the field goal.

This is SUPER NFL FOOTBALL at its best!



- One or two player game
- Select between pro or college rules
- Scoreboard shows score & game stats
- Requires computer adaptor and computer keyboard

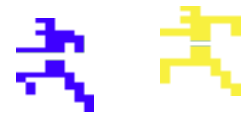
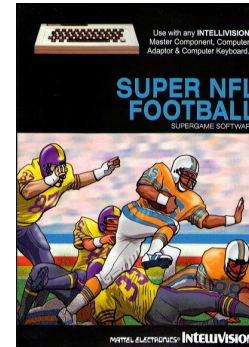


**Game Programming:** Mark Buchignani

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



The last two agents we sent on this mission didn't come back. You're the only one we have left for the job. Mr. Andreas Skarfos, alias "Scarfinger," has seized an island and set up a fortress there.

He has a number of missiles capable of delivering nuclear warheads to any part of the globe, and unless we answer his demands, he will destroy us.

His installations are all but invulnerable to surface attack, but we've discovered a tunnel which leads under the island.

If one man could somehow reach the tunnel, he could stop Scarfinger!



- One player game
- Choose between two games modes: Mission or Training
- Multiple challenging stages
- Fast action demands sharp focus

## Game Programming:

Charles Barcay & Steven Burt

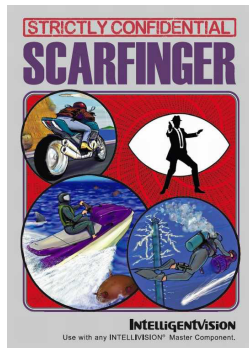
**Graphics:** Bob del Principe

**Music & Sound Effects:** Sam Zalan

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



There's nothing like a healthy hike and some fresh air. Leave the car at the foot of the mountain and enjoy the day.

Preparation is key, so make sure you have enough food and water. A tent could be useful if it rains, and you never know

when a raft will come in handy. But don't overpack – the extra weight will slow you down.

Scared of bears? It will be fun, as long as you do not fear a trembling mountain with falling rocks.

Do your best to avoid the hazards.

There is only one way you will be King of the Mountain. Climb!



- One player game
- Strategy and action, all in one game
- Learn to manage money while having fun
- Realistic sounds and graphics



**Game Programming:** Judy Mason

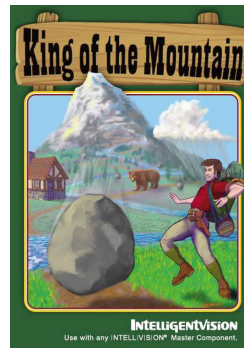
**Additional Programming & Game Enhancements:** David Harley &

Arnauld Chevallier

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

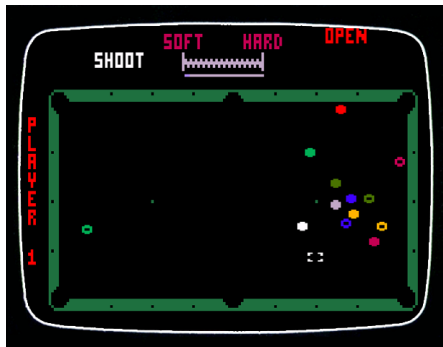
**Manual:** David Harley



Deep Pockets gives you fast-breaking, pool-playing fun in nine different ways, all with music and realistic sound effects. This is the closest thing yet to the feel of real billiards hall action.

Play against a friend, or practice “against yourself” – in single player games, you control both players. Deep Pockets coaches you through each step before you shoot.

There is no need to wait for a table so chalk up your cue stick and rack up those balls. Get ready, get set, break! The balls scatter and you are behind the 8-ball! It will take a steady hand and a sharp eye to clear the table.



- One or two player game
- Nine different games to master
- Realistic game play
- Learn the rules of billiards

**Game Programming:** Steve Ettinger

**Ball Physics Program:** Rick Koenig

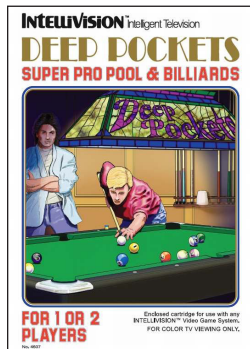
**Graphics:** Connie Goldman & Steve Ettinger

**Sound:** David Warhol

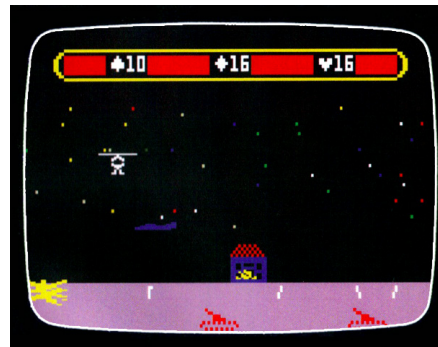
**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



Get up soilder! Your helicopter just arrived, in time for you to save your comrades. It's your mission to enter the Bungeling Empire territory and retrieve the 64 hostages from four different prison barracks, and carry them to safety.



- One player game
- Fly three perilous sorties
- Both ground and air combat action
- Action packed realism

Your mission is divided into three sorties, and you have one chopper per sortie.

Your reflexes and strategy skills will be tested as you dodge tanks, fighters, and air mines. You've got so little time, and the hostages are desperate. Bring 'em back alive!



**Game Programming:** Scott Robitelle

**Additional Programming & Game**

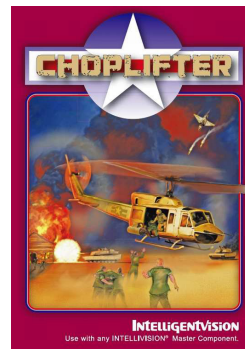
**Enhancements:** David Harley & Arnauld Chevallier

**Title Screen Graphics:** Connie Goldman

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



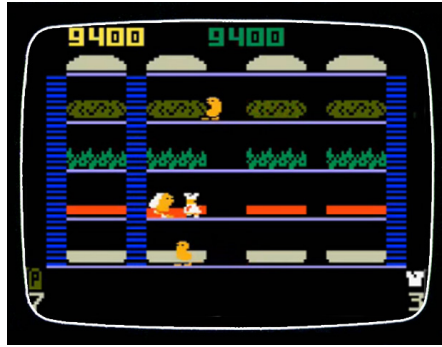
# SUPER CHEF BT

2013

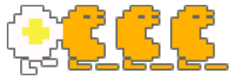
They're back! The old gang is still after Chef Peter Pepper, and they're not making life any easier for him. Pickles, Egg, and Hot Dogs are everywhere! Dodge down a ladder, pepper the Egg, and you narrowly escape. Each challenge that you face is randomly selected from a total of 69 mazes.

The baddies still track Peter relentlessly. His saving grace may be the bonuses, including three brand new ones, that provide pepper to freeze the nasties

Run! You have a lot of climbing and sandwich building to do!



- One or two player game
- Enjoy new condiments: salt bottle, mustard, coffee cups
- 69 new mazes to master!



**Game Programming:** Ray Kaestner

**Additional Programming & Game Enhancements:** David Harley

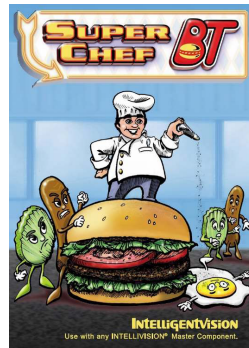
**Graphics:** Karen Nugent

**Music & Sound Effects:** Bill Goodrich

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley



# SUPER PRO TENNIS

2014

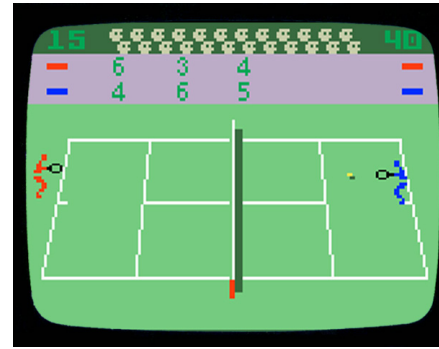
You're at center court, facing your opponent across the net, testing your strategy and your skill. You serve, rally, and go for a passing shot!

Get ready to face a 21st Century opponent: T.E.D., the Tennis

Experimental Drone. He is capable of calculating exactly where the ball is going to be hit, and he's going to be hard to beat.

This is fast-paced action – the speed and pressure of World Class competition! Are

you ready to play the game of your life?



- One or two player game
- Choose between 4 different skill levels and number of sets to play
- Change levels any time during play
- Play against a friend or the computer



**Game Programming:** Gavin Claypool

**Additional Programming & Game Enhancements:** David Harley

**Artwork:** Gil Garcia

**Box & Overlay Design:** Oliver Puschatzki

**Manual:** David Harley





# MAGIC CAROUSEL

2014

Everyone loves an amusement park, but no park has what this game has... a Magic Carousel! Step right up in this fantasy world where learning and fun merge together for endless enjoyment.

Test your skills and learn while having fun. The "Ring Master" will TALK TO YOU and ask you to identify and select an animal. Take control of the animals and guide them to their task, teaching them tricks you thought only humans could do!

Each call sends you on a new adventure. What will the "Ring Master" have you do next?



- One player game
- Eight different animals to choose from
- Seven different fun tasks
- Voice commands add to the magic

**Game Design:** Steve Ettinger & Joe Ferreira, Ron Surratt & Peggi Decarli

**Game Programming:** Steve Ettinger

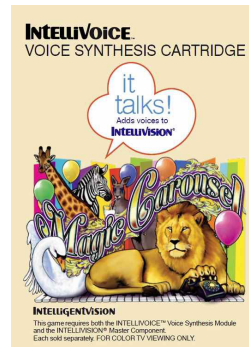
**Graphics:** Joe Ferreira

**Artwork:** Gil Garcia

**Box Design:** Oliver Puschatzki

**Overlay Design:** Phil Boland & Jon Hershberger

**Manual:** Jon Hershberger

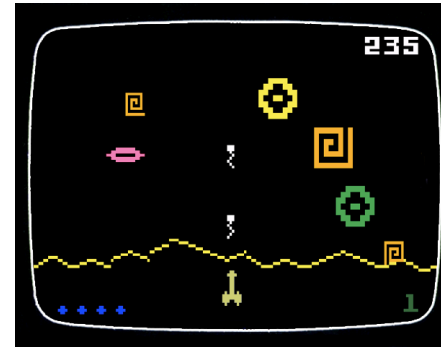


# SPACE CUNT

2014

Are you ready for an all nighter? Be the Hero! Fortunately, in this game you have an unlimited supply of shots and plenty of desirable targets!

Your goal is to rack up a huge score while showing who is



- One player game
- Excitement builds as you try to score
- Unlimited energy keeps you shooting
- Speed increases as you get closer to the inevitable finish

boss. Don't try to make this a quickie. Relaxation and focus are your friends for success. This is a quick paced and exciting exercise if you are up for the challenge.

Do you think you lasted long enough? Try another round and see how far you can go. Take a break, then try again! The bigger your score grows, the harder the game gets!

**Game Programming:** John Sohl & The Blue Sky Rangers

**Additional Programming & Game**

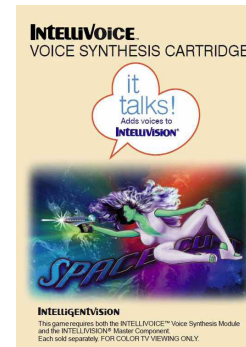
**Enhancements:** David Harley

**Artwork:** Gil Garcia

**Box Design:** Oliver Puschatzki

**Overlay Design:** Phil Boland & Jon Hershberger

**Manual:** Jon Hershberger



# MS. NIGHT STALKER

2014

Your man did not ask for directions and is now trapped in a maze! It is time for the Ms. to save him... by choice!

He gave the robots, bats, and spider a run for their money, but now they know better. They are more relentless than ever and will hunt you down!

Stop a robot from chasing you by destroying it, but you never know if the next one that appears will give you more grief.

Be patient and wait for the right opportunity to attack. Keep your cool, Ms. Night Stalker... you will need it.



- One player game
- Play in nine different mazes
- Robots & bats get smarter as the game progresses



**Game Programming:** Steve Montero  
**Additional Programming & Game Enhancements:** David Harley

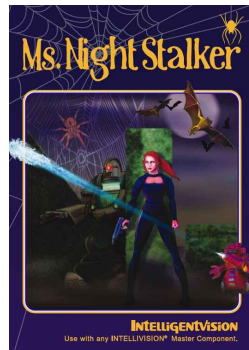
**Graphics:** Peter Allen

**Sound Effects:** Russ Lieblich

**Artwork:** Gil Garcia

**Box & Overlay Design:**  
Oliver Puschatzki

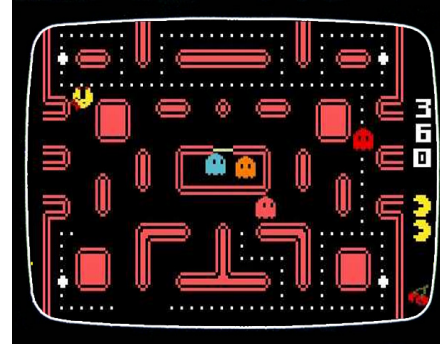
**Manual:** David Harley



# MS. PAC-MAN

2015

The chase is on! Four soulful ghosts are on your tail, and you do not want to lose your bow... or your life. Gobble up all the dots, but watch out! They slow you down, giving the ghosts the advantage.



- One or two player game
- 20 new mazes!
- Multiple options available for play
- Choose from three characters:  
Ms. Pac-Man, Pac-Man, or Junior

Turn the tables on them by eating an energy pill! As the ghosts run in fear, blue and shaking, hunt them down and eat them! Wipe the board clean of dots and move on to other exciting mazes.

Ms. Pac-Man is sure to steal your heart with her grace and charm in this timeless classic game.



**Game Programming:** Carl Mueller, Jr.

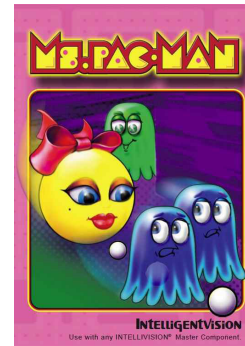
**Maze Design:** David Harley & Carl Mueller, Jr.

**Title Screen Logo:** Arnauld Chevallier

**Artwork:** Gil Garcia

**Box & Overlay Design:**  
Oliver Puschatzki

**Manual:** David Harley



# **BUILD YOUR INTELLIVISION® GAME COLLECTION**

## **Strategy**

4-Tris  
Illusions  
Minehunter

## **Action**

Adventures of Tron  
Choplifter  
King of the Mountain  
Ms. Night Stalker  
Scarfinger  
Spina the Bee  
Yogi's Frustration

## **Children's Learning**

Flintstones' Keyboard Fun  
Rocky & Bullwinkle

## **Sports**

Deep Pockets: Super Pro  
Pool & Billiards  
Super NFL Football  
Super Pro Tennis

## **Arcade**

Donkey Kong Arcade  
Ms. Pac-Man  
Space Patrol  
Stonix  
Super Chef BT

## **IntelliVoice™**

Magic Carousel  
Same Game & Robots  
Space Cunt

Each Cartridge Sold Separately

# **INTELLiGENTViSION**

Rekindling Your Childhood