

2016 Catalog



INTELLIVISION REVOLUTION

This Revolution Will Be Intellivised

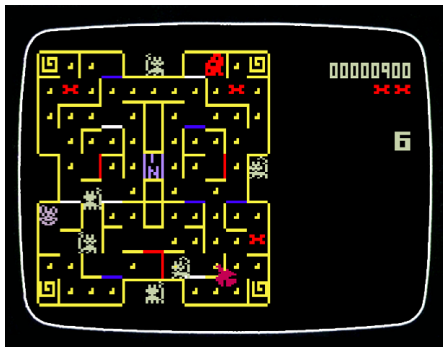


Games for the **INTELLIVISION**® video game system

You control a crafty mouse, weaving his way through a tricky maze of doors and corridors, munching on cheese bits as he goes. Hungry cats pursue him every step of the way. The mouse can open and close doors to change the maze and confuse his pursuers.

Will your mouse make it through the maze... or be a snack for the cats?

- One or two player game
- Features CBS-style box with alternative artwork and two CBS-style overlays



Game Programming:

Larry W. Hutcherson

Box Design & Artwork:

Phattyboombatty Productions

Overlay Design: Phil Boland

Manual: Jon Hershberger

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
- Uses your IntelliVoice™ module!

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

Co-Published with Intelligentvision



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 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!



Screenshot edited

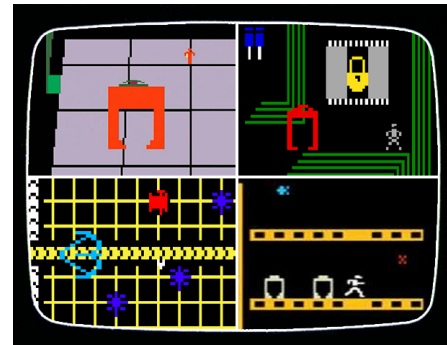
- One player game
- Excitement builds as you try to score
- Unlimited energy keeps you shooting
- Speed increases as you get closer to the inevitable finish

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
 Co-Published with Intelligentvision



Welcome to the world of Tron. Enter a futuristic adventure spanning four different games on your Mattel Intellivision. Control Tron in battles against computer-controlled attackers, or fly Flynn through an sprawling circuit maze. Save the Solar Sailer against the Master Control Program, and keep Tron alive against all odds in your adventures.



- Includes two all-new controller overlays plus a bonus Tron postcard
- For use with Tron Deadly Discs, Tron Solar Sailer, Tron Maze-A-Tron, and Adventures of Tron

© 1981, Walt Disney Productions



COPTER COMMAND

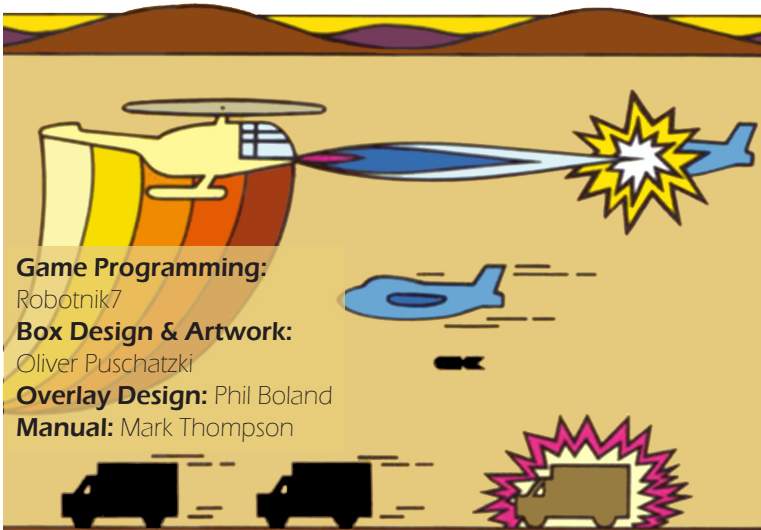
2015

You are the pilot of a helicopter gunship. Your mission is to provide cover during a counterattack deep into enemy territory.

Watch your long-range scanner and destroy the enemy squadrons intent on eliminating your convoys of supply trucks, ambulances, tanks and ships.



- One or two player game
- Choose from Classic and Remix modes
- Two difficulty levels, Commander and Cadet
- Set options for firing modes
- Choose number of lives, or be invincible!



Game Programming:

Robotnik7

Box Design & Artwork:

Oliver Puschatzki

Overlay Design: Phil Boland

Manual: Mark Thompson

BRICKOUT

2015

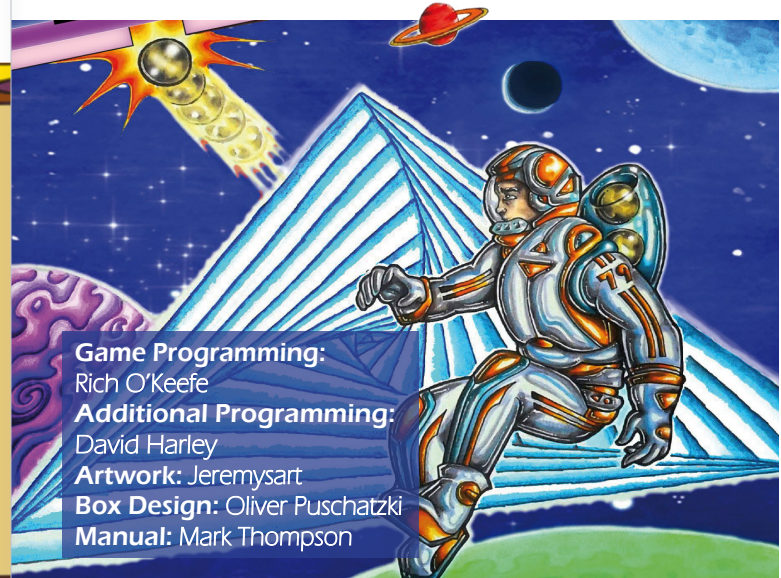
As you explore an unusual ice formation on the moon Triton, you accidentally trigger a defense platform. A force field relentlessly advances toward you, blocking your return home.

Should you blast your way through or try to escape? You

have only seconds to decide...



- One or two player game
- Score as many points as you can before running out of ammunition and then check your rating



Game Programming:

Rich O'Keefe

Additional Programming:

David Harley

Artwork: Jeremysart

Box Design: Oliver Puschatzki

Manual: Mark Thompson

NUMBER JUMBLE

2015

Traverse through extraordinary and perilous regions while improving your mathematical skills. Keep firing on the dreadful creatures. If you can survive the onslaught, you will be challenged with even more advanced equations to solve. Use the hand controllers to guide your Time Sailer, Submarine, Zeppelin, or Tank through the terrain. This is MATH at its best!

- One or two player game
- 48 skill levels
- Four fantastic environments



Game Programming: Tom Priestley
Educational Content: Mona Theiss, Elaine Xenos-Braswell, Pamela Dong
Additional Programming: David Harley
Graphics: Joe Ferreira
Music & Sound Effects: Joshua Jeffe
Artwork: Gil Garcia
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

TAKEOVER

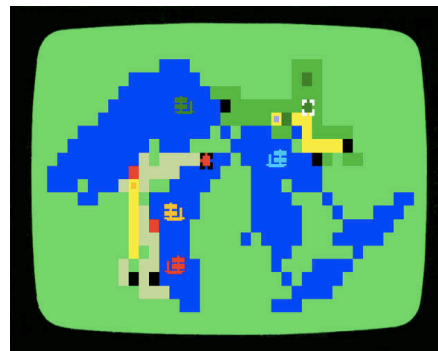
2015

You control an impressive military force. Command your armies and fleets of ships deep into enemy territory. Build your cities, but do not leave them unprotected from your opponent's attacks!

Will your capital city be overtaken, or will you sack your

enemy's capital and achieve a complete takeover?

- Two player strategy game
- Four battlefield maps to pick from
- Build cities, ports, and roads
- Realistic sound effects



Game Programming: Jeff Ronnie
Artwork: Gil Garcia
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

Create your own games without having to do all of the work. Game Factory comes with the graphics and game play already designed for you. Choose from a library of characters, background, and gameplay. Then create your own custom video game.

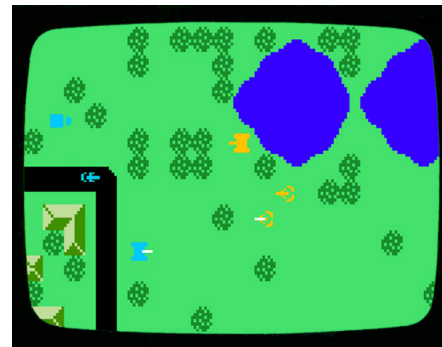
You can even plug in any regular Intellivision game cartridge into the system to borrow your favorite Intellivision characters.

- Includes two overlays, game cartridge and label
- For use with Game Factory reproduction box & manual
- Requires computer adaptor and computer keyboard



Game Programming: David Stifel
Graphics: Karl Morris
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Artwork & Manual: Alex Pace
Box & Manual Release: Alex Pace

Conflict has broken out, and you are in command! You have a vast array of tactical forces at your fingertips. The beautiful landscape of towns, lakes, orchards, fields, and forests will quickly become obstacles in a battlefield. The enemy is closing in on your position. Defend your flag or die trying...



- Two player game
- Thousands of possible map variations
- Two modes of gameplay: Combat and Strategy
- Capture your opponent's flag and win the game



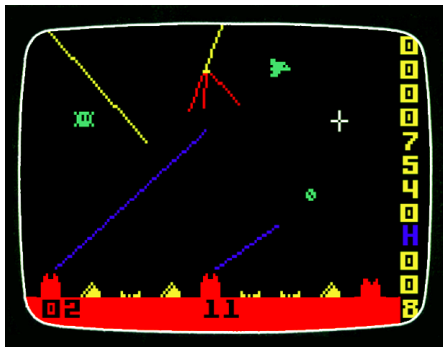
Game Programming: Glyn Anderson
Graphics: Peggi Decarli
Artwork: Gil Garcia
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

MISSILE DOMINATION

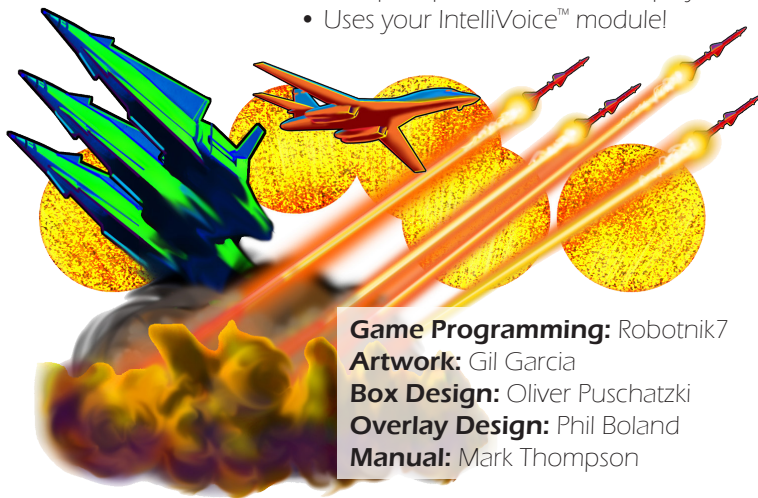
2016

You are the commander of the country's defense forces, trying to hold off an attack that threatens to devastate your nation. Worse, a computer virus has infected your system, causing its voice processor to respond with lines from 80's movies!

Bombers fly overhead while enemy missiles rain nuclear destruction on your cities. You must intercept and destroy the incoming warheads. The future of your civilization depends on your skill at holding off the endless waves of attacks!



- One or two player game
- Multiple options to customize play
- Uses your IntelliVoice™ module!



Game Programming: Robotnik7
Artwork: Gil Garcia
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

BLOW OUT

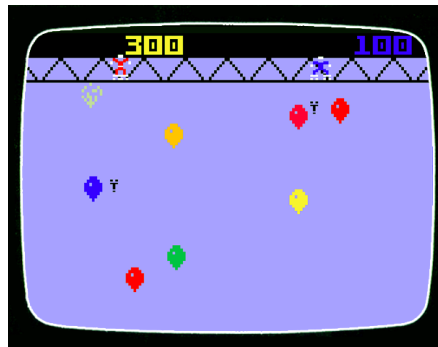
2016

Get ready for some balloon popping fun! You have an unlimited supply of darts and your best roller skates on along with your favorite jam blasting on your earphones.

Watch out for the other skater while trying to perfect your

aim. Things can get a little hectic up on the scaffolding, especially when the music stops! It's a race for each for each team to get the top score.

- For two players or teams
- Choose from 1 to 99 rounds of play

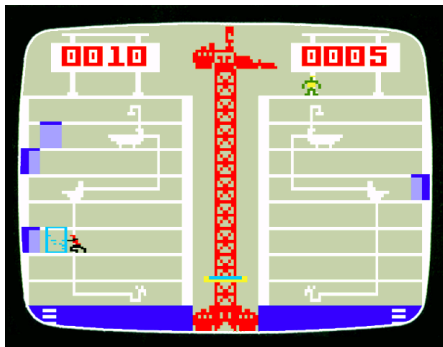


Game Programming: Bill Fisher, Mike Breen
Design: Bill Fisher, Keith Robinson, Andy Sells
Graphics: Keith Robinson
Music/Sound: Andy Sells
Artwork: Garrett Gilchrist
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

It's time for your shift to begin on the construction site. Start the morning with a cup of coffee. Then hustle to complete the job of installing windows on your building before your competition does.

You'll climb up and down your building's exposed plumbing to move from floor to floor. Jump over to the crane's elevator to pick up panes of glass and move them into position.

If the neighboring building pulls too far ahead, hop on over to sabotage the work and even things out.



- For two players
- Play at one of four speeds



Design/Programming:

Grahame Matthews

Graphics: Bob del Principe

Music/Sound: Sam Zalan

Artwork: Garrett Gilchrist

Box Design: Oliver Puschatzki

Overlay Design: Phil Boland

Manual: Mark Thompson

Get ready for some deep space demolition, cadet! Pilot your spaceship with skill and send asteroids crashing into your opponent's planet, transforming it into a world just like your own.

Be on the lookout for the green moon orbiting the two

planets. If it runs into you, it'll temporarily disable your ship and cost you precious time.



- For two players or teams
- Choose from 1 to 99 rounds of play
- Rounds can be up to 99 minutes long!



Design/Programming:

Julie Hoshizaki

Graphics: Joe [Ferreira] King,

Monique Lujan-Bakerink

Music & Sound: David Warhol,

Joshua Jaffe

Artwork: Garrett Gilchrist

Box Design: Oliver Puschatzki

Overlay Design: Phil Boland

Manual: Mark Thompson

You are a submarine pilot in the middle of the ocean. Your job: search for sunken treasure, collect it, and be rich! There are dangers, however. The treasure chests are protected by deadly walls of seaweed that can wreck your sub if touched.

As if that were not enough, be on the lookout for a monster octopus that is determined to crush your submarine with its mighty grip!

Super Pro GoSub sends you through six additional environments, each with unique challenges and adversaries!



- One player game
- 39 mazes plus Super Pro levels

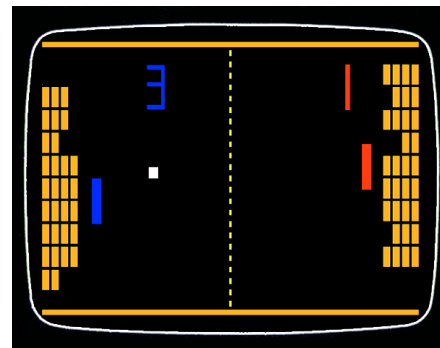


Game Programming: Chris Read
Artwork: Rafael Cardoso & Oliver Puschatzki
Production: Tim Duarte
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson
 Co-Published with 2600Connection

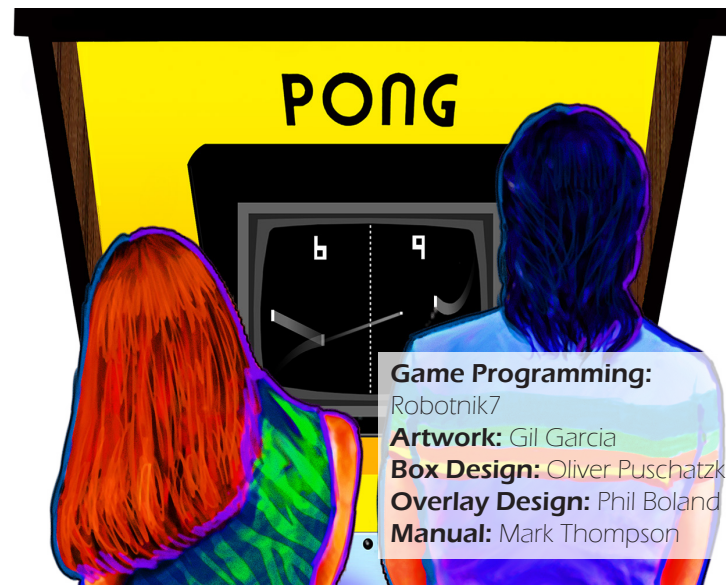
The arcade sensation from the 1970s, Pong, is back and expanded to include 15 variations of this classic game.

Start with ping pong. Then dive into challenging options like battle pong, rebound, and gridball before trying sports games

like basketball, hockey, and volleyball.



- One, two, or four player game
- 15 fun variations to choose from
- Customize the look of any game
- Play with large or small paddles

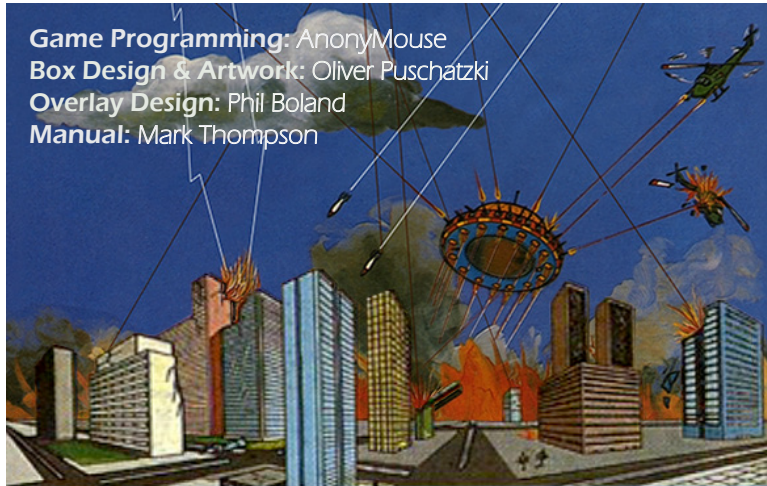


Game Programming: Robotnik7
Artwork: Gil Garcia
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

Without warning, the calm morning sky is filled with enemy bombers. Watch as the skyscrapers around you are reduced to rubble or fire fast and furiously to protect the doomed city.

Do you have what it takes to save New York City from your loan command post? How long can you withstand the deadly assault? Get ready for an onslaught of excitement and challenge!

- One or two player game
- Includes classic and enhanced versions
- Images appear in amazing 3D with the included glasses!



Game Programming: Anonymouse
Box Design & Artwork: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

It's three exciting games on one cartridge! You're trapped in a well and must dodge the evil "vuts" while catching bananas in Zyx. A lovesick goat has to eat everything that comes his way to foil the farmer in Goatnom. Your naval fleet is at risk while you



hunt down and fire missiles at the enemy in Warship!

- One player games
- Uses your Intelli-Voice™ module!
- Includes three challenging titles
- First in a planned series of showcase cartridges!



Game Programming: Claus Bækkel (Warship), Gary Magnan (Goatnom), Chris Read (Zyx)
Artwork: Garrett Gilchrist
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson
Special Thanks to Oscar Toledo Gutierrez

BUILD YOUR INTELLIVISION® GAME COLLECTION

- | | |
|--|---|
| <input type="checkbox"/> Mouse Trap CBS | <input type="checkbox"/> Land Battle |
| <input type="checkbox"/> Magic Carousel | <input type="checkbox"/> Missile Domination |
| <input type="checkbox"/> Space Cant | <input type="checkbox"/> Blow Out |
| <input type="checkbox"/> Tron Complete
Overlay Kit | <input type="checkbox"/> Hard Hat |
| <input type="checkbox"/> Copter Command | <input type="checkbox"/> Space Cadet |
| <input type="checkbox"/> Brickout | <input type="checkbox"/> GoSub |
| <input type="checkbox"/> Number Jumble | <input type="checkbox"/> Ultimate Pong |
| <input type="checkbox"/> Takeover | <input type="checkbox"/> Air Raid |
| <input type="checkbox"/> Game Factory
Cartridge Kit | <input type="checkbox"/> IntyBASIC
Showcase Vol. 1 |

Each Cartridge Sold Separately

INTELLIVISION REVOLUTION

This Revolution Will Be Intellivised

For Color TV Viewing Only

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