

**2018 Catalog**



# INTELLIVISION REVOLUTION

*This Revolution Will Be Intellivised*

**PRGE 2017  
Sneak  
Peek**

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

# HOTEL BUNNY

2017

Poor little bunny. He's just trying to make it home to his hotel. The only thing blocking his way is a pack of angry dogs!

Help bunny get to safety. If you find yourself needing a boost, use your carrot power. Your adventure may seem simple at first, but looks can be deceiving!

- One player game
- Multiple levels with increasing degrees of difficulty
- Precision timing and accuracy are a must!
- Avoid the hoards of angry dogs!



**Game Programming:** Sebastian Mihai  
**Box Design:** Marc Oberhauser  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

# SPACE BEAVER

2017

You're in command of an impressively large gun. You also have unlimited stamina and many seductive targets. Shoot hard and get big scores by hitting a spectacular barrage of spermicides and IUDs.

It's fast-moving, action-packed excitement in every minute that you last!

- One player game
- Marksmanship and fast reflexes will get you all the way – with an unlimited supply of ammo!



**Game Programming:** John Sohl  
and The Blue Sky Rangers  
**Box Design:** Marc Oberhauser  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

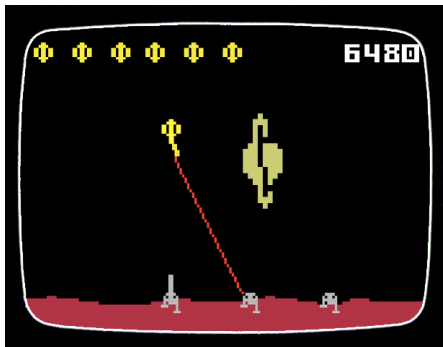
# MOON BLAST

2017

As the commander of an interstellar fleet of spacecraft, your mission is to engage and take out enemy forces at all costs. This is one mission you may not survive! Your every move is monitored by the enemy, and their force fields counter your advances.

When you destroy one wave of enemies, another one takes its place. Keep on fighting – you never know where your mission will take you!

- One or two player game
- Increasing difficulty
- Select Classic Mode first, then battle the boss in Remixed Mode
- Defeat the Challenge Mode and unlock a secret bonus game!



**Game Programming:** Robotnik7  
**Box Design:** Oliver Puschatzki  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

# JR. PAC-MAN

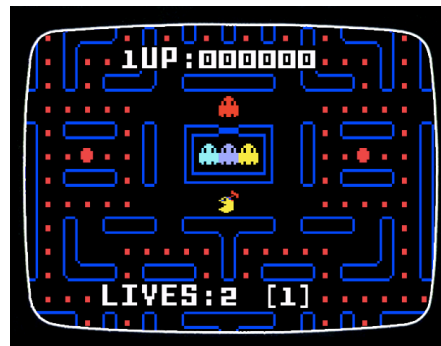
2017

The Leader of the Pac is here! Enjoy giant candy maze playgrounds while chasing down candy dots. Do your best to avoid the nasty bullies that are determined to catch you.

You have a lot of ground to cover while trying to gather up your toy prizes.

Have Junior eat the power pills at just the right time, and you will have the bullies on the run!

Will Blinky succeed in keeping Junior and Yum-Yum apart, or will true love win out? Only time will tell.



- One or two player game
- Choose lives, starting levels, and bonus levels
- Additional start modes and ice level options!
- Includes all 7 arcade levels and intermissions, plus 7 exclusive new levels!



**Game Programming:** Robotnik7  
**Box Design:** Oliver Puschatzki  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

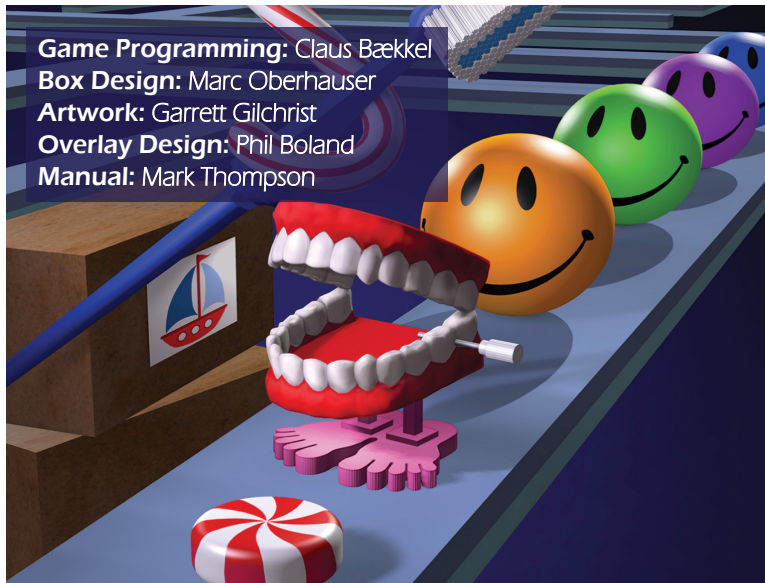
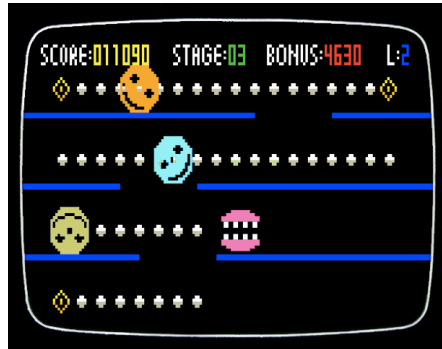
# JAWCRUSHER

2017

A trip to the candy factory has never before been this exciting – or dangerous! Try to gobble up all of the treats even while you're under attack by the happy Jawbreakers that are trying to crush your teeth. Gobble up an energizer and then go after them.

Winning is sure to put a smile on your face.

- One player game
- Multiple settings to choose from
- Exciting action with increasing difficulty
- Earn additional points and lives in the bonus stages



**Game Programming:** Claus Bækkel  
**Box Design:** Marc Oberhauser  
**Artwork:** Garrett Gilchrist  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

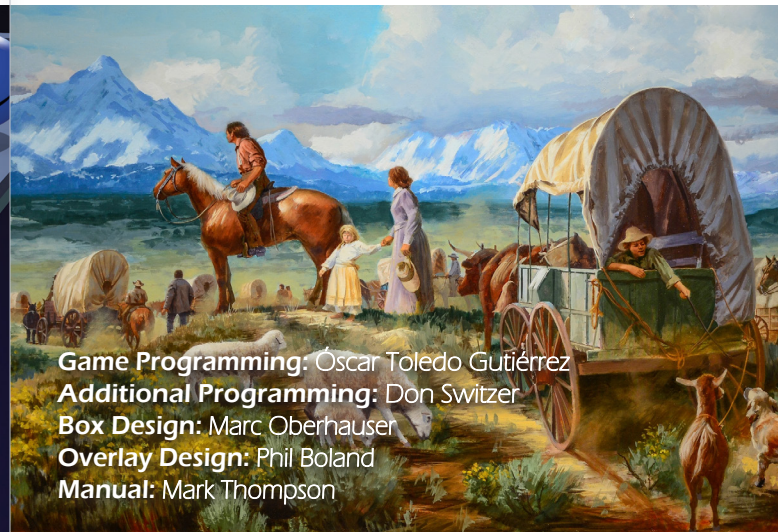
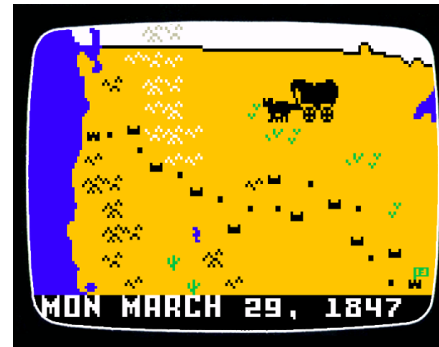
# OREGON BOUND

2017

It's 1847, and you've decided to follow the Oregon Trail to start a new life in the Pacific Northwest. The journey will be difficult. You'll meet friendly natives and hostile outlaws. It will take a combination of planning and luck to get your family safely from

Missouri to Oregon before winter sets in.

- One player game
- A text-based learning adventure
- Select your supplies, skill level, and more
- Random events make each playing session unique!



**Game Programming:** Óscar Toledo Gutiérrez  
**Additional Programming:** Don Switzer  
**Box Design:** Marc Oberhauser  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

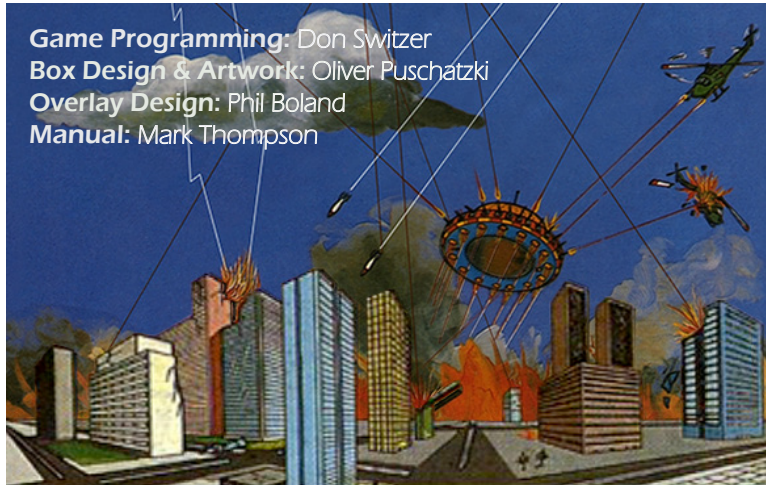
# AIR RAID

(Available soon)

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!



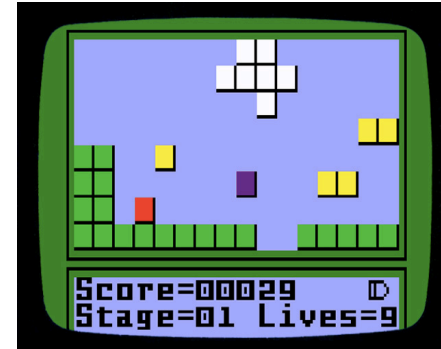
**Game Programming:** Don Switzer  
**Box Design & Artwork:** Oliver Puschatzki  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

# SUPER PIXEL BROS.

(Available soon)

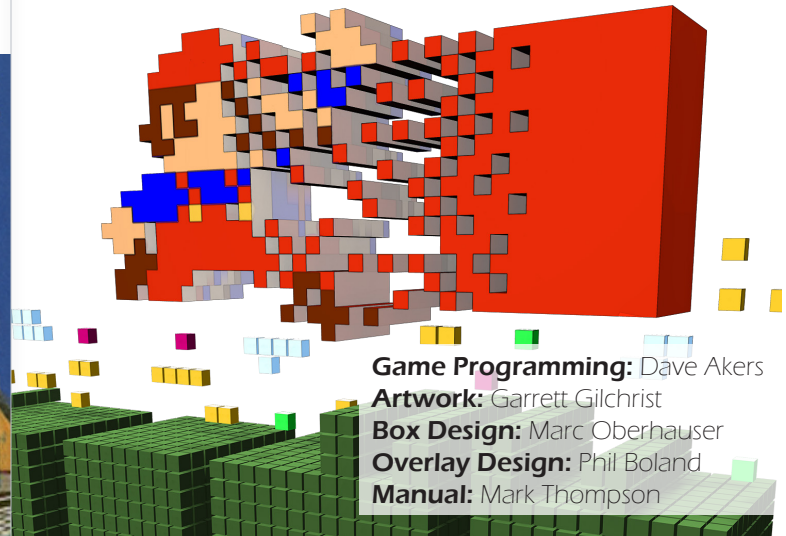
The evil turtle King is holding the Princess captive, and she awaits her rescue. Are you up to the challenge of saving her?

Your journey is not going to be easy, as you trek across the seas, climb atop mountains, and jump over bottomless pits, all



while fighting the King's turtle armies. Have you saved the Princess, or is she in another castle?

- One player game
- Multiple characters to choose from
- Can you make it through all 20 levels?



**Game Programming:** Dave Akers  
**Artwork:** Garrett Gilchrist  
**Box Design:** Marc Oberhauser  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

# UNLUCKY PONY

(Available soon)

Rinblow Trash, the fastest pony in all of Fonyvilly, is exhausted from all of her valiant adventures. Fast asleep, she enters into a strange new world filled with pollution, nothing like the familiar one she lives in. Rinblow Trash must be fast and even braver to battle the toxic elements that have befallen her.

When will this dream ever be over?  
Or is it a dream at all...

- One player game
- 3 styles of gameplay
- Nonstop action and adventure!



# JUMPING JUNIOR

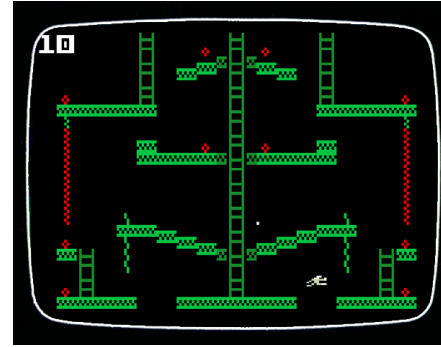
(Available soon)

The Alienators have overrun the Jupiter Command Station, and it's up to Jumping Junior to use his speed and jumping ability to diffuse the bombs planted throughout the station's 12 levels.

Strategy will be important! Maneuver up and down the

ladders, ropes, and dumbwaiters. Watch out for traps, moving walls, and bullets!

- One or two player game
- 12 screens, 8 speeds, plus bonus screens
- Multiple options to customize play



## Game Programming:

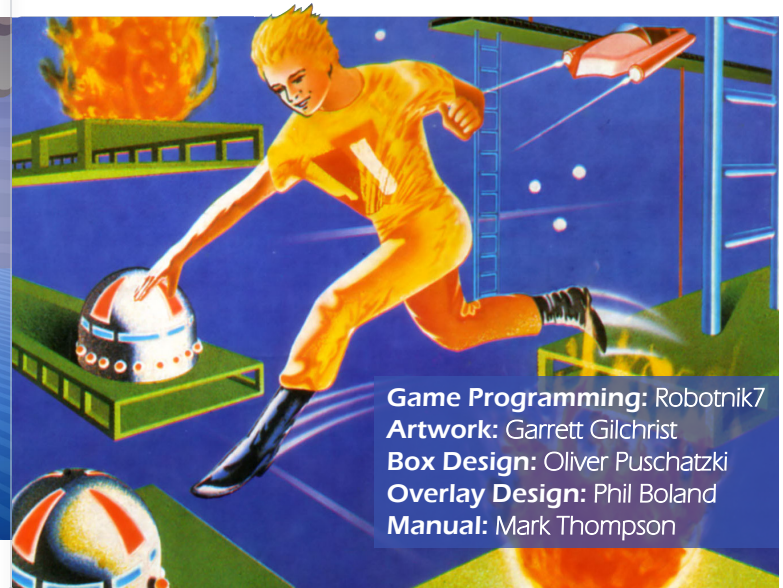
Gameblabla

**Artwork:** Gil Garcia

**Box Design:** Marc Oberhauser

**Overlay Design:** Phil Boland

**Manual:** Mark Thompson



**Game Programming:** Robotnik7

**Artwork:** Garrett Gilchrist

**Box Design:** Oliver Puschatzki

**Overlay Design:** Phil Boland

**Manual:** Mark Thompson

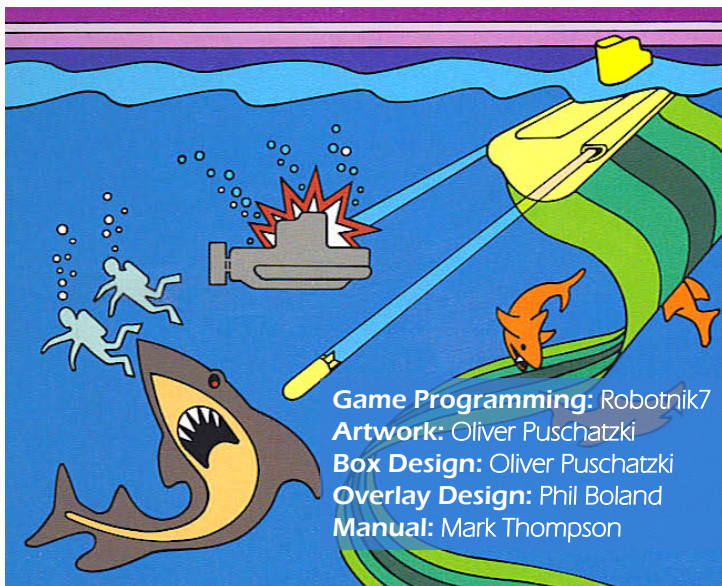
# SEA VENTURE

(Available soon)

Your divers have found the buried treasure, but they haven't returned to the surface. Now you must come to their rescue! You must retrieve as many treasure divers as you can while dodging and blasting enemy subs and killer sharks, all before you run out of oxygen.

So batten down the hatches, man the torpedo tubes, and prepare to take on divers!

- One or two player game
- Multiple options to customize play



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

# TERMINAL BUGOCITY

(Available soon)

Your neighborhood is infested with relentless bugs that seem to be taking over the entire city. Now they're invading your apartment building!

Drop flowerpots on the nasty buggers as quickly as you can.

Try to keep up by killing them as soon as they emerge from the sewer. If they're not stopped, they'll devour the whole building!

- One or two player game
- Three difficulty settings



**Game Programming:**  
Mark Ball  
**Music:**  
MysteryMusician  
**Artwork:**  
Garrett Gilchrist  
**Box Design:**  
Oliver Puschatzki  
**Overlay Design:**  
Phil Boland  
**Manual:**  
Mark Thompson

# THE SECRET GOVERNMENT

## WAFFLE PROJECT

(Available soon)

Deep in a secret bunker hidden below a restaurant, the government has been weaponizing waffles. It has created a machine that launches them relentlessly at any target it chooses, and that machine is now running amok.

Captain Kellogg is the only one who can save humanity from this unspeakable terror, and he's locked himself in with the waffle machine. Will he be able to shut it down in time?



- One player game
- Choose from Easy, Hard, or Endless!



**Design/Programming:** Chris Read  
**Artwork:** Jonathan Hershberger  
**Box Design:** Oliver Puschatzki  
**Overlay Design:** Phil Boland  
**Manual:** Mark Thompson

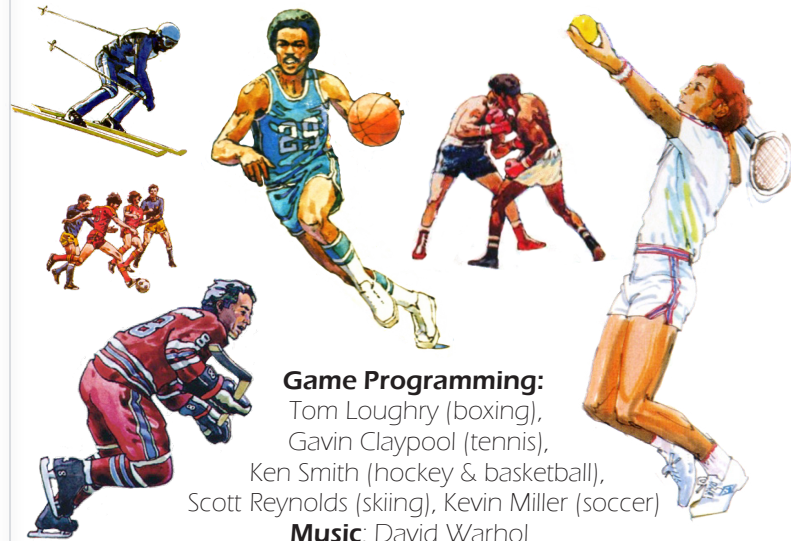
# GO FOR THE GOLD Cartridge Kit (Available soon)

Mattel Electronics proudly presents the official video game for the 1984 Winter Olympics, featuring six great sports games rolled into one cartridge. You get a "hexathlon" of sports fun and action for video competition in your own home! Choose from skiing,

hockey, soccer, tennis, boxing, and basketball. Let the games begin!



- Includes controller overlays, game cartridge and manual
- For use with Go For The Gold reproduction box & manual



### Game Programming:

Tom Loughry (boxing),  
Gavin Claypool (tennis),  
Ken Smith (hockey & basketball),  
Scott Reynolds (skiing), Kevin Miller (soccer)

**Music:** David Warhol



## **BUILD YOUR INTELLIVISION® GAME COLLECTION**

- Space Beaver
- Hotel Bunny
- Moon Blast
- Jr. Pac-Man
- Jawcrusher
- Oregon Bound
- Air Raid
- Super Pixel Bros.
- Unlucky Pony
- Jumping Junior
- Sea Venture
- Terminal Bugocity
- The Secret Government Waffle Project
- Go For The Gold Cartridge Kit

Each Cartridge Sold Separately

# **INTELLIVISION REVOLUTION**

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For Color TV Viewing Only

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