

2003

Fifteen Years

2017

INTELLiGENTViSION

Rekindling Your Childhood



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

INTELLIGENTVISION Rekindling Your Childhood

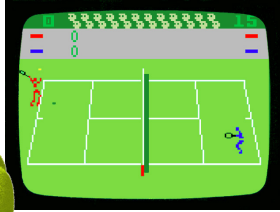
Name recognition. When modern Intellivision enthusiasts think of the name Intellivision, they think of new titles and exciting updates of classic games for the system that rekindle their childhood experiences.

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

Quality games.

Intellivision began in 2003 as an effort to bring back the fun of classic games to the fans. Since then, both players and collectors alike have valued 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

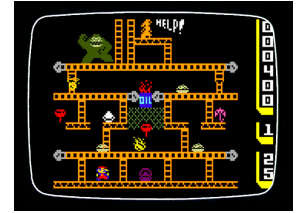


Ms. Night Stalker



INTELLIGENTVISION
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

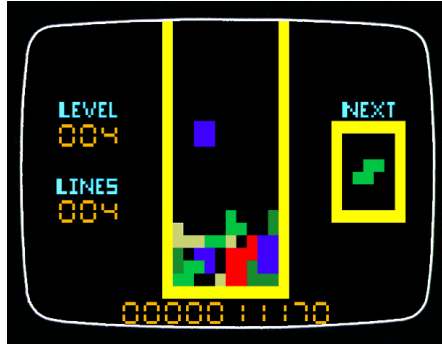


An enduring legacy. An Intellivision game is typically the centerpiece of many fans' collections. Do you remember your first Intellivision game? Likely so. What will the future hold for fans? We eagerly await...

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?

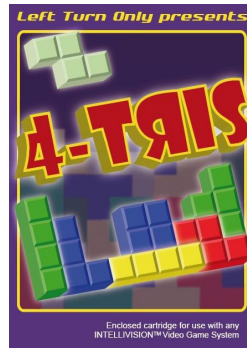
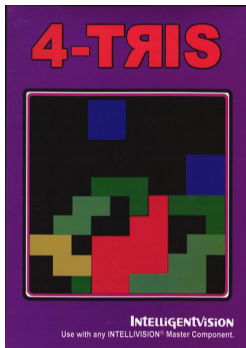


- One player game
- Use the Next Piece preview to see the next brick on the horizon
- Includes sound test menu
- Secret bonus game!

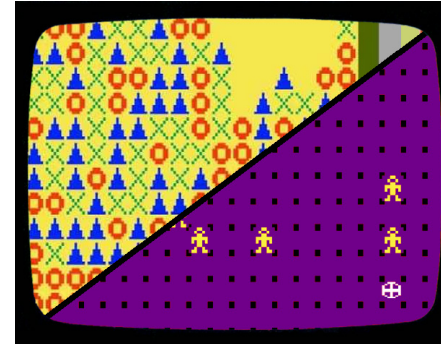
Game Programming:
Joe Zbiciak

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

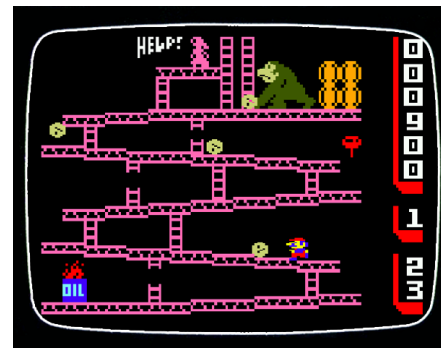
Music: Arnauld Chevallier

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!



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.

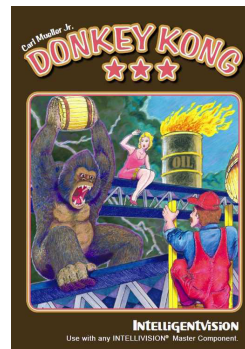
Start climbing, because you have a long way to go. Reach Pauline at the top of the construction site. Be persistent; reuniting and getting the kiss of your life is worth it!

Game Programming: Carl Mueller, Jr.

Artwork: Gil Garcia

Box & Overlay Design: Oliver Puschatzki

Manual: David Harley



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

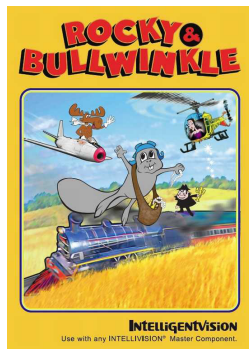
Artwork:

Box & Overlay Design:

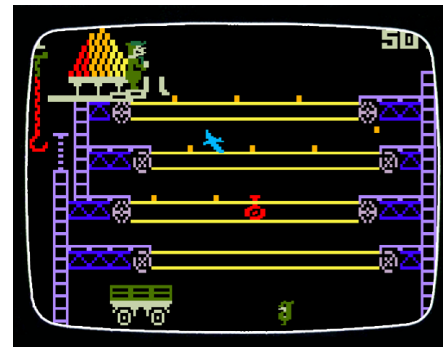
Oliver Puschatzki

Manual:

David Harley

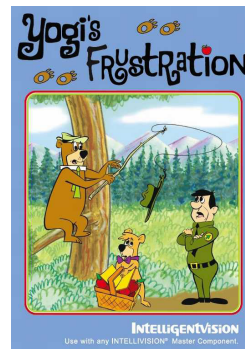


Yogi Bear, fishing from a tree for picnic baskets, accidentally snags Ranger Smith's hat. As punishment, Ranger Smith puts Yogi to work in the Jellystone Park apple fields. His job is to fill the cart with apples and it take it back to camp.



- 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

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.



Game Programming:

Mark Buczek
Graphics: Mark Buczek & Monique Lujan-Bakerink

Music & Sound Effects:

Joshua Jeffe

Artwork:

Box & Overlay Design:

Oliver Puschatzki

Manual:

David Harley



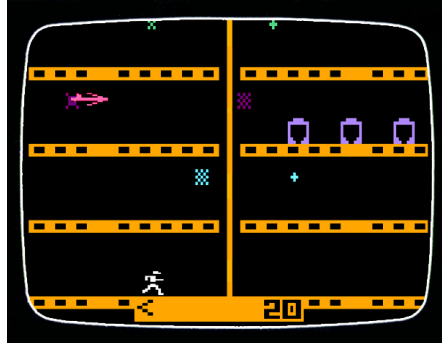
The Master Control Program has you right where it wants you – in the game. It will tease you and make you believe you do not need to work to survive. But beware, the MCP is relentless.

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



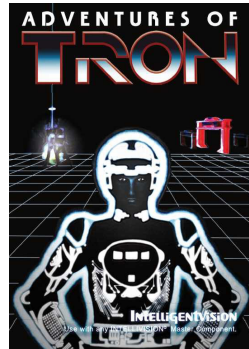
Game Programming: Peter Kaminski

Additional Programming & Game Enhancements: David Harley

Artwork: Gil Garcia

Box & Overlay Design: Oliver Puschatzki

Manual: David Harley

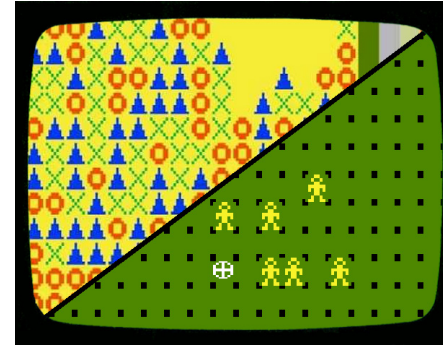


Now enhanced for use with your IntelliVoice™ module! Strategy and planning is still the name of the game regardless of which title you choose to test your wits against. Welcome to the peaceful world of *Same Game* and the tense world of *Robots*. Either choice

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?

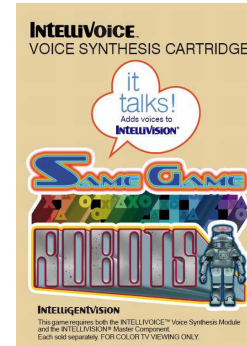
Game Programming: Michael Hayes

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

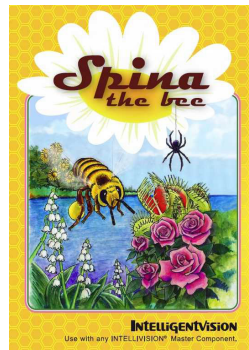
Music & Sound Effects: Sam Zalan

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

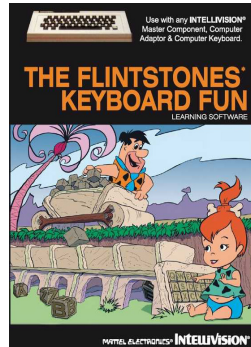
Design/Educational Content: Mona Theiss, Pamela Dong, Elaine Xenos-Braswell

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.



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

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!

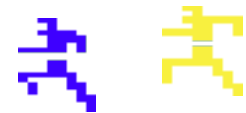
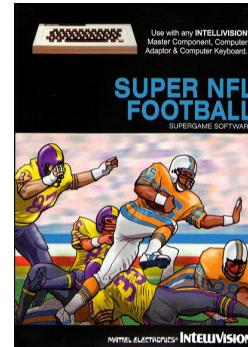


Game Programming: Mark Buchignani

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

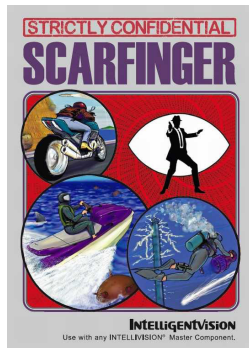
Graphics: Bob del Principe

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.

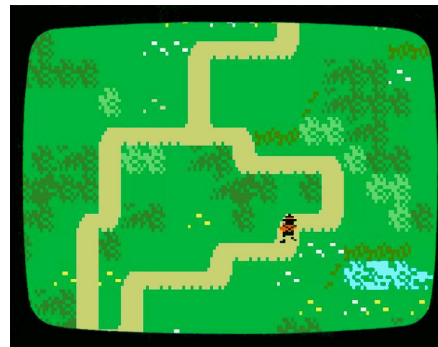
Preparation is key, so make sure you have enough food and water. A tent could be useful if it rains, and you never know

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

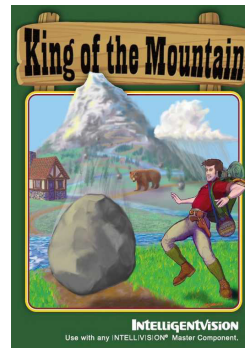
Additional Programming & Game

Enhancements: David Harley & Arnauld Chevallier

Artwork: Gil Garcia

Box & Overlay Design: Oliver Puschatzki

Manual: David Harley

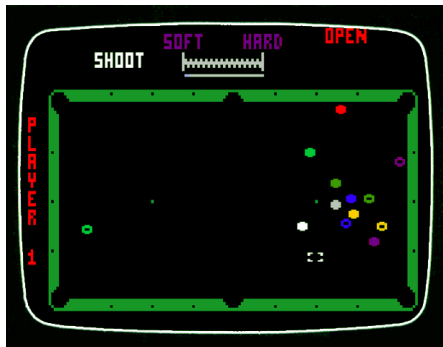


DEEP POCKETS Super Pro Pool & Billiards 2012

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

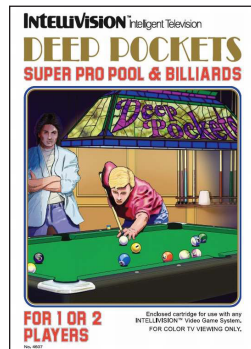
Graphics: Connie Goldman & Steve Ettinger

Sound: David Warhol

Artwork: Gil Garcia

Box & Overlay Design: Oliver Puschatzki

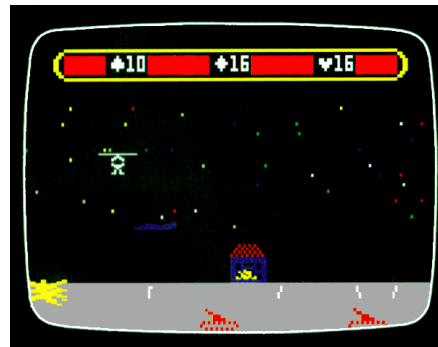
Manual: David Harley



CHOPLIFTER

2012

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

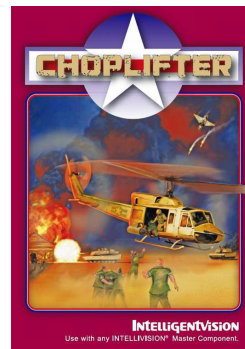
Enhancements: David Harley & Arnauld Chevallier

Title Screen Graphics: Connie Goldman

Artwork: Gil Garcia

Box & Overlay Design: Oliver Puschatzki

Manual: David Harley



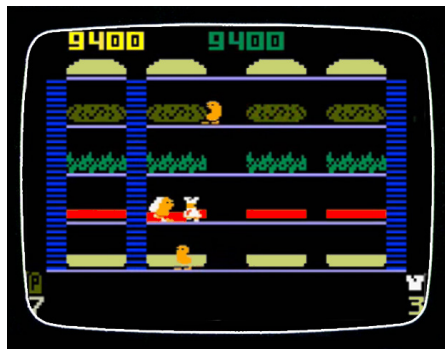
SUPER CHEF BT

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

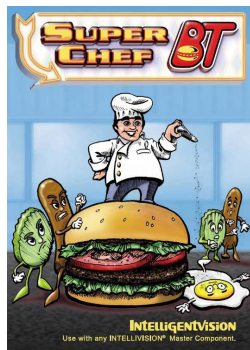
Run! You have a lot of climbing and sandwich building to do!



- 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

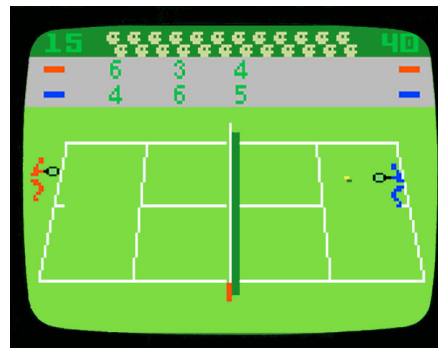
You're at center court, facing your opponent across the net, testing your strategy and your skill. You serve, rally, and go for a passing shot!

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



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

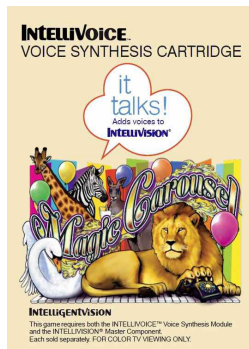
Graphics: Joe Ferreira

Artwork: Gil Garcia

Box Design: Oliver Puschatzki

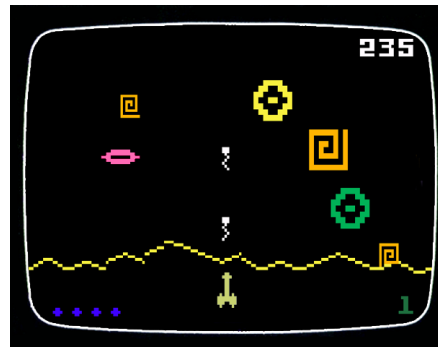
Overlay Design: Phil Boland & Jon Hershberger

Manual: Jon Hershberger



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!

- 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



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

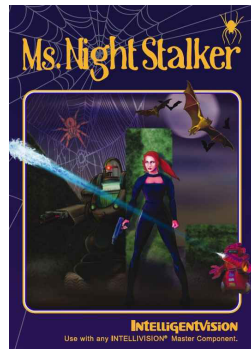
Graphics: Peter Allen

Sound Effects: Russ Lieblich

Artwork: Gil Garcia

Box & Overlay Design:
Oliver Puschatzki

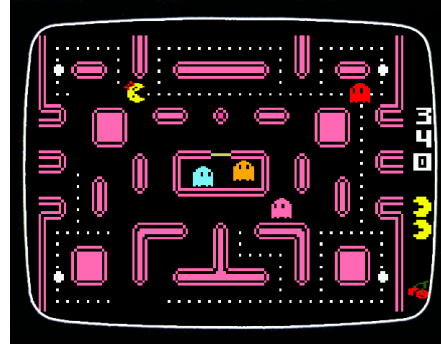
Manual: David Harley



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.

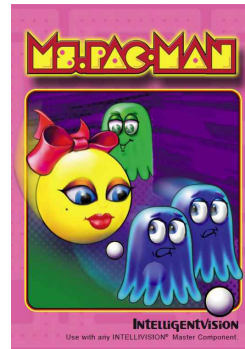
Maze Design: David Harley & Carl Mueller, Jr.

Title Screen Logo: Arnauld Chevallier

Artwork: Gil Garcia

Box & Overlay Design:
Oliver Puschatzki

Manual: David Harley

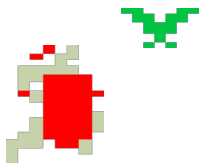
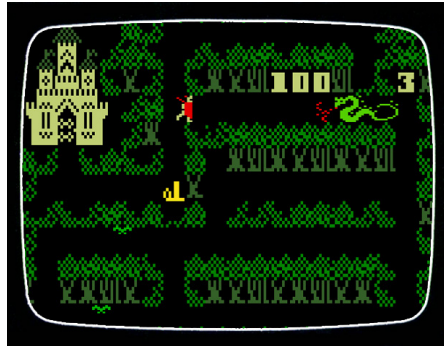


MYSTIC CASTLE

2016

A whimsical medieval fantasy game. You're the knight in shining armor on your quest for survival. Your journey takes you through the enchanted forest where three dragons wait with heated breath. Then through a castle maze with three wicked wizards. Finally to a dark and dreary dungeon where the three demons present your final challenge.

Enhanced gameplay makes your quest even more fun, with faster gameplay and two new magic objects. Choose from four skill levels!



- One or two player game
- Four difficulty levels to choose from
- Complete forest, castle, and dungeon levels and the game speed increases



Game Programming: Connie

Goldman & David Worhol

Additional Programming & Game

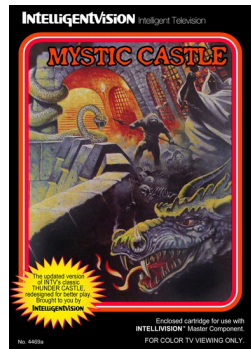
Enhancements: David Harley

Graphics: Connie Goldman

Music & Sound Effects: David Worhol

Box & Overlay Design: Eric Hatton

Manual: Mark Thompson



SUPER PRO BASEBALL

2017

The most realistic home video baseball game around is now even better. You've still got to hit the fast breaking curve balls or smoking fastballs.

And don't pop up; this game features fly balls as well as



grounders. You can also steal bases and kick up a cloud of dust as you slide into the bag.

More realistic pitching, with five different types of fastballs and changeups. Fielders are positioned just like in the big leagues, and the computer is one tough opponent.

- One or two player game
- Faster pitching
- Updated message displays give you game information when you need it
- Tougher computer opponent



Game Programming: APH

Technological Consulting

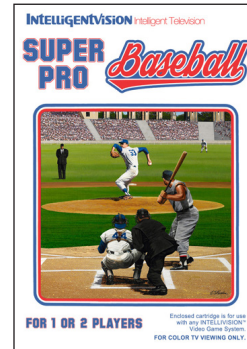
Additional Programming & Game

Enhancements: David Harley

Box Design: Eric Hatton

Overlay Design & Manual:

Mark Thompson



FIGHT FOR THE CUP 2017

2017

NHL ALL-STAR SUPER PRO HOCKEY

Incredible action, speed, and sounds put you right on the ice! Play against a friend or take on the computer in up to 60 minutes of hockey action, complete with face offs, passing, interceptions, and penalties. Can you get a slap shot past the goalie?

Control the speed of the puck handler. Find an opening and shoot! Don't get caught tripping or you'll spend two minutes in the penalty box and end up shorthanded.

Select from four skill levels for your computer opponent. Play overtime to settle a tie score.



- One or two player game
- Choose 5, 10, 15, or 20-minute periods of fast action
- Play sudden death overtime in case of a tie game!

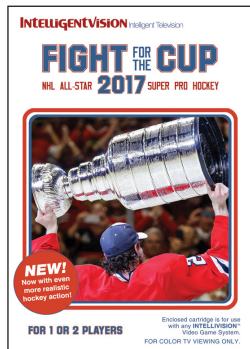
Game Programming: Ray Kaestner & APh Technological Consulting

Additional Programming & Game

Enhancements: David Harley

Box Design: Eric Hatton

Overlay Design & Manual: Mark Thompson



SHARK SHARK 2!

Digital ROM Release

It's survival of the fittest in an ocean populated with seahorses, crabs, lobsters, jellyfish, and other fishies. And one big shark with fast reflexes. And you're just a little fish!

You must eat the smaller fish to stay alive and grow. But you're not the only one struggling for survival. Bigger fish are out to eat you.

More fun for two players! Choose the length of each game: 1 to 9 minutes. If you're eaten before the timer runs out, return with a new life!



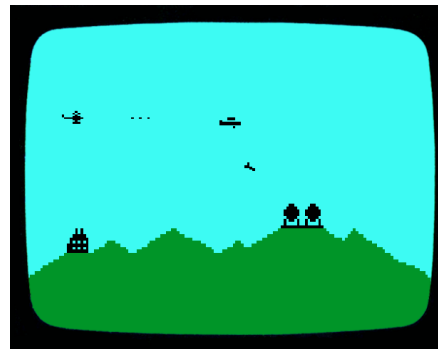
AIR ATTACK

Digital ROM Release

You're piloting a biplane through enemy territory. Below you are your targets – factories, radar dishes, convoys, anti-aircraft guns, ammunition depots, and more. Drop your bombs on as many

targets as you can to earn points.

Engage enemy aircraft in dogfights to the death! Take care while making acrobatic moves so you don't stall your plane! Outmaneuver the enemy and live to fight another day.



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Super Pro Baseball
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