



2018 Catalog



INTELLIVISION REVOLUTION

This Revolution Will Be Intellivised



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

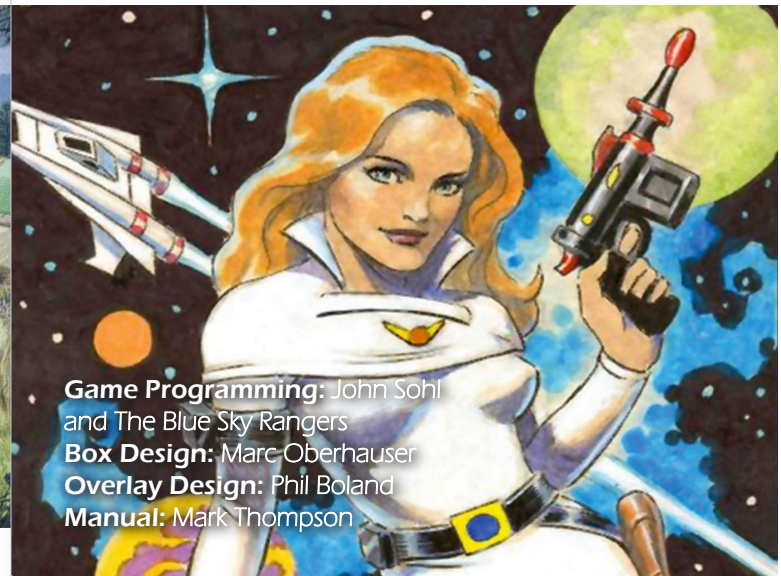
SPACE BEAVER

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!

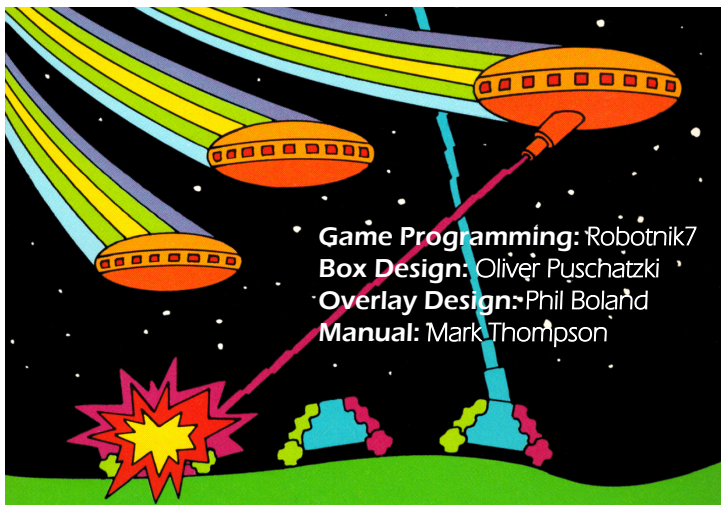
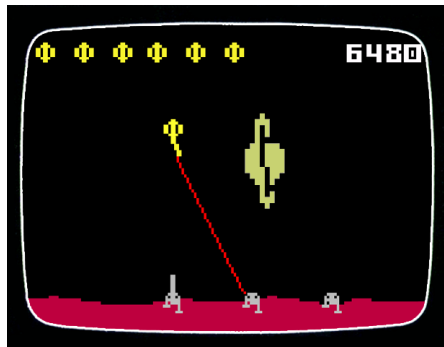


Game Programming: John Sohl
and The Blue Sky Rangers
Box Design: Marc Oberhauser
Overlay Design: Phil Boland
Manual: Mark Thompson

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!



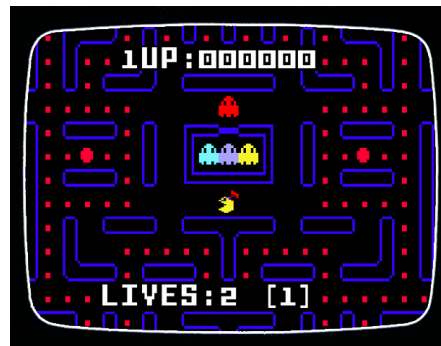
Game Programming: Robotnik7
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

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

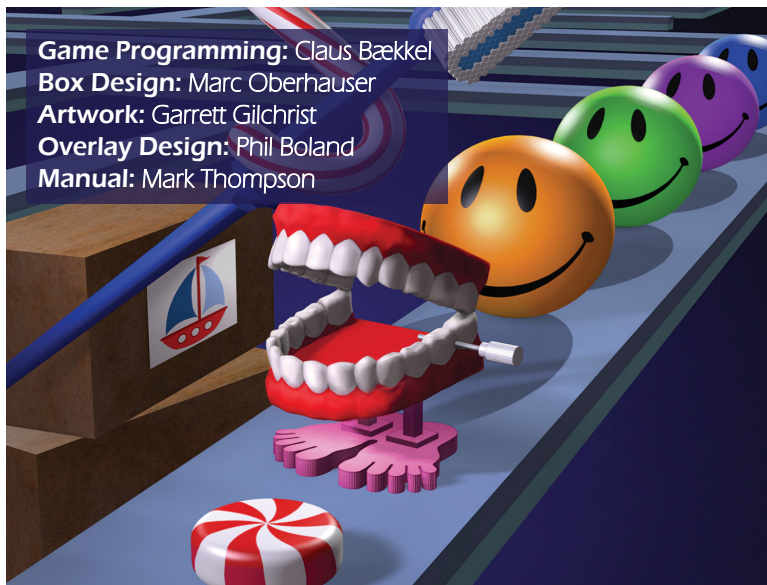
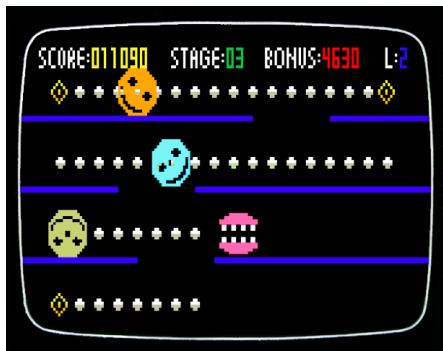
JAWCRUSHER

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

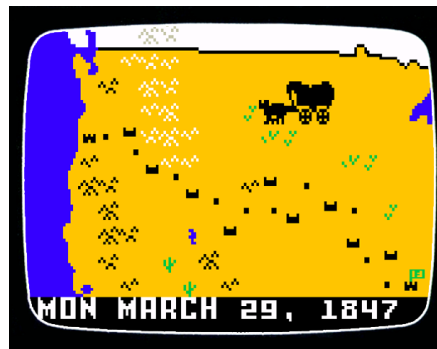
OREGON BOUND

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

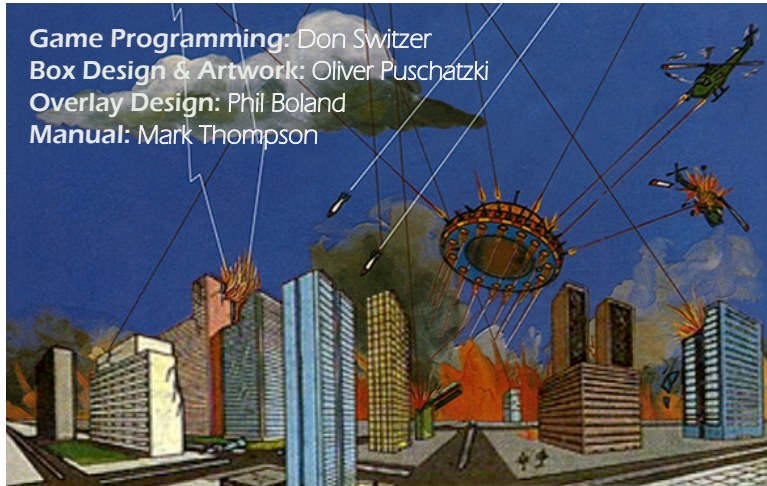
AIR RAID

(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!

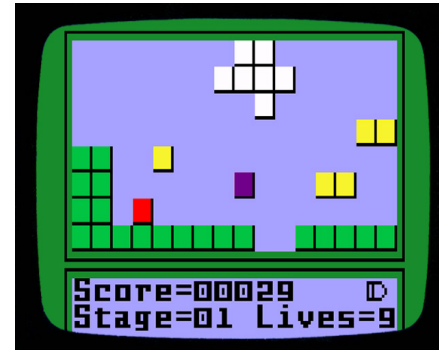


SUPER PIXEL BROS.

(Available soon)

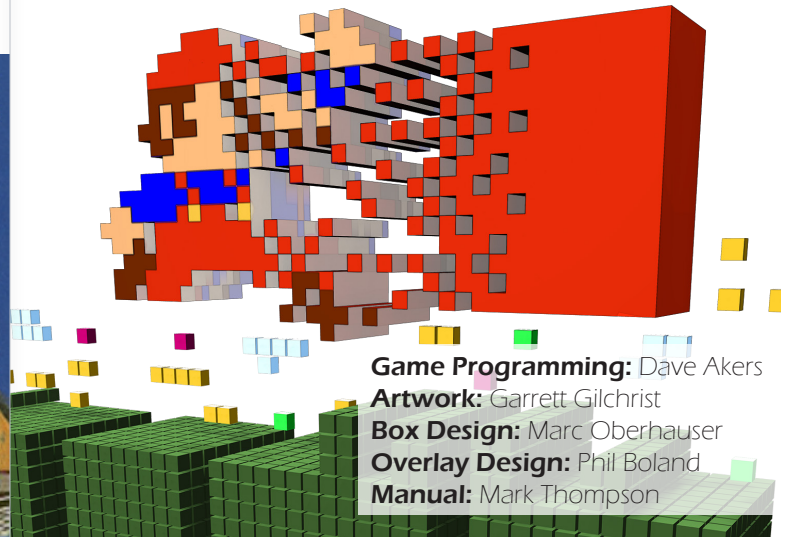
The evil turtle King is holding the Princess captive, and she awaits her rescue. Are you up to the challenge of saving her?

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?



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

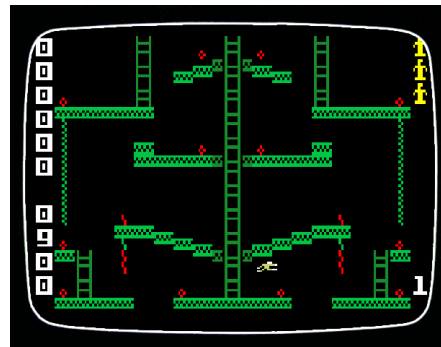
(Available soon)

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



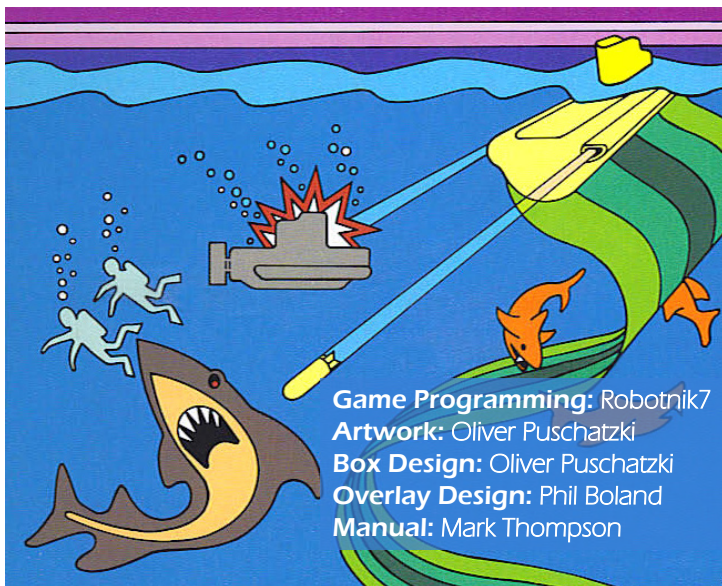
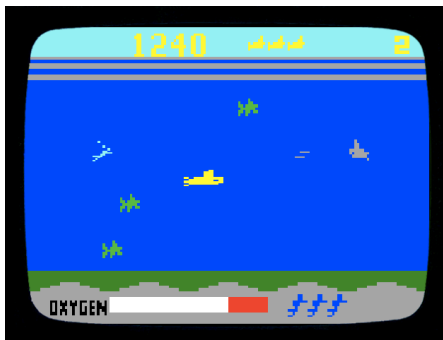
SEA VENTURE

(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
- 1980s soundtrack!



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 beneath a restaurant, the government has been weaponizing waffles. It has created machines that launch them relentlessly at any target they choose. Those machines are now running amok!

Captain Kellogg is the only one who can save humanity from this unspeakable terror, and he's locked in with the waffle machines.

Will he be able to shut them down in time?



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

Game Programming: Chris Read
Add'l Programming: Don Switzer
Artwork: Gil Garcia
Box Design: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson



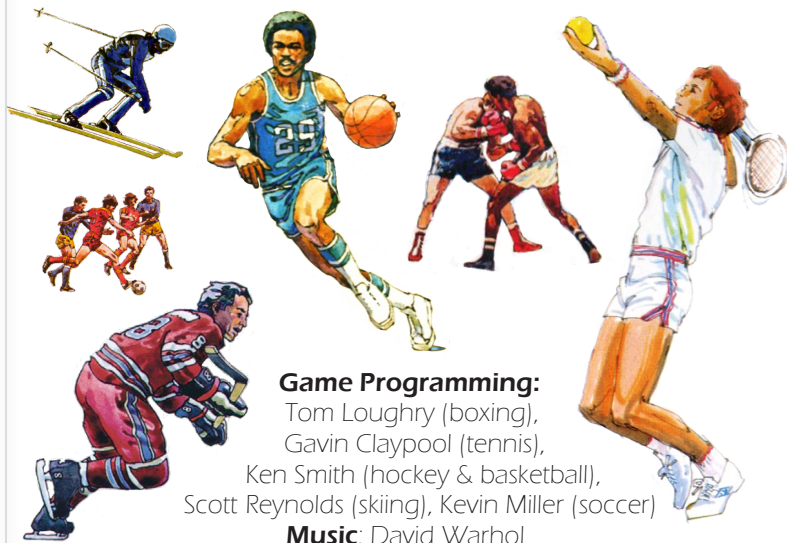
GO FOR THE GOLD Cartridge Kit (Available soon)

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 manual, controller overlays, and game cartridge
- For use with the Go For The Gold reproduction box by Alex Pace



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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Mark Thompson
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