



INTELLIVISION REVOLUTION



This Revolution Will Be Intellivised



2019 PRGE Edition

Portland Retro Gaming Expo
October 18, 19, 20



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

AARDVARK

2019

Park on top of an anthill and eat all the ants, caterpillars, and other insects that you can with your wet, sticky tongue. Don't let them sneak up on you, though. Some of those critters can sting!

Lap up all the tasty ant eggs the queen ants have laid. Clear an anthill of eggs so you can move on to another spot. Don't take too long. When the sun sets, deadly spiders come out!

- One player game
- Start on any anthill
- Select from three difficulty levels, plus Wild Mode!



Game Programming: Óscar Toledo Gutiérrez
Game Sprites: Nathan Strum
Artwork: Garrett Gilchrist
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

DEEP ZONE

2019

You're flying at faster-than-light speed trying to reach your home planet. Standing in your way is an armada of enemy ships which come in waves of ever-increasing variety.

Your ship has better maneuverability than your opponents' fleet. It can fly in a circular path around the course heading you've set. But the enemy is tricky. Use your weapons to defeat him! Can you make it home?

- One player game
- Synthesized speech!
- Grab power pods when you can for extra weapons, shields, speed, and lives



Game Programming: Artrag
Music: First Spear & John Hassink
Artwork: Garrett Gilchrist
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

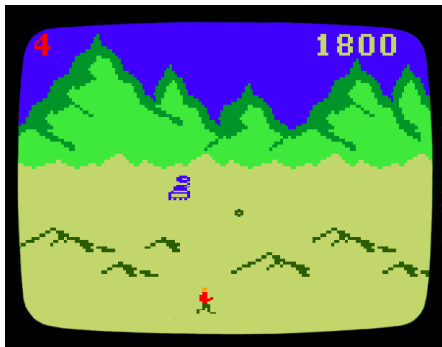
ROBOT RUBBLE

2019

Pitfall Harry is hiking through treacherous mountains when killer robots attack. Armed with grenades and a pistol, he's fighting for his life against multiple types of enemies..

Help Harry avoid or destroy as many robots as he can before his luck runs out! Run, dodge, and shoot, or this could be his very last adventure!

- One player game
- Avoid flying rubble to stay alive
- Score big points and become an official Robot Wrecker



Game Programming: Steve Montero
Artwork: Garrett Gilchrist
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

LEAGUE OF LIGHT

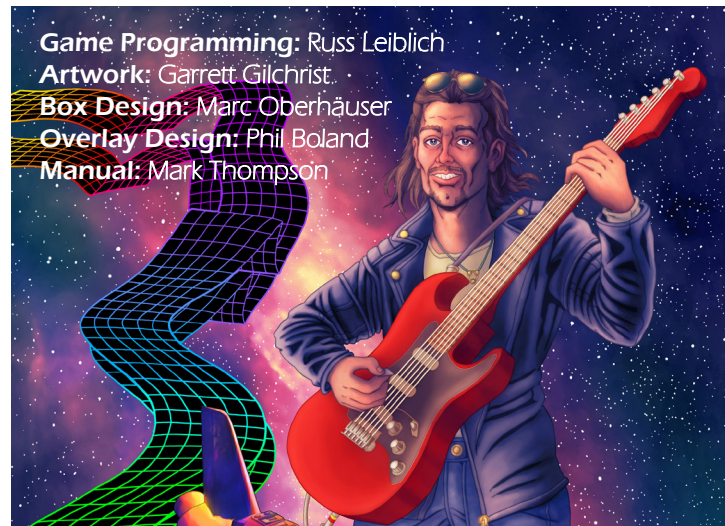
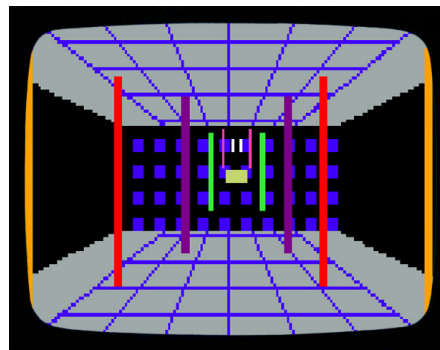
2019

A mysterious alien race known only as the League of Light has contacted Earth. Your mission is to establish first contact by traveling through wormholes to a series of remote outposts.

Once there, you'll need to show your peaceful intentions by

giving the proper response to the colors and tones the aliens transmit to you. Your passion for music is key to survival.

- One player game
- Make first contact with extraterrestrials and be the hero of the galaxy!



Game Programming: Russ Leiblich
Artwork: Garrett Gilchrist
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

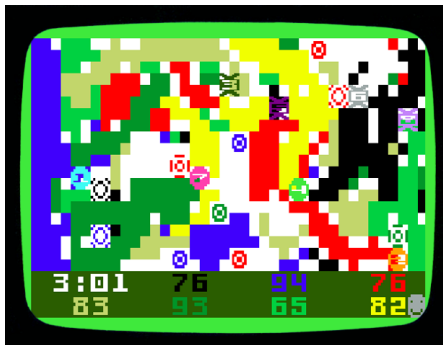
FUBAR

2019

Everybody grab a paint roller and head for the canvas! It's a contest to out-paint one another before time runs out. Choose your color and starting position. Form teams any way you like.

Paint the canvas with your roller, covering as much area as you can in the time available. Earn points by painting the largest area in each round.

- One to four players with ECS module
- Choose from eight game modes
- Customize and save game settings and player characteristics



Game Programming: Michael Hayes
Artwork: Steve Jones
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

MELODY RUNNER

2019

When you're on the run, having obstacles in your way makes for a challenging time. Boulders and cactuses force you to jump every few seconds, and bottomless sinkholes threaten to swallow you up. Fortunately, gold coins are within reach,

and you've got an awesome soundtrack to accompany you on your journey. How many points can you rack up?

- One player game
- Play as a unicorn or a dinosaur
- Choose from 10 different songs



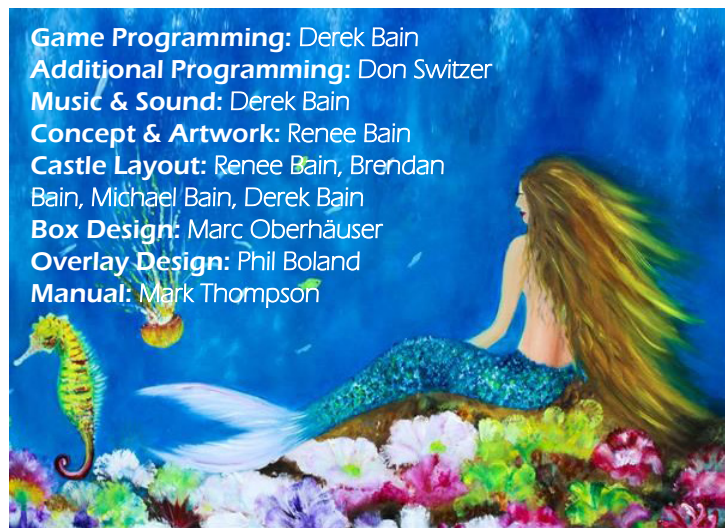
Game Programming: Adan Toledo
Artwork: Garrett Gilchrist
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

MERMAID

2019

An unexpected storm has hit Poseidon and Amphitrite's castle and scattered the Kingdom's most valuable contents across the Sea. The King and Queen have offered a generous reward for help retrieving the treasures. Guide your Mermaid through the ocean, collecting gold bars and silver coins, while avoiding the various sea creatures. But don't take too long enjoying the beautiful underwater world – time is running out!

- One player game
- Three difficulty settings



Concept Artwork

Game Programming: Derek Bain

Additional Programming: Don Switzer

Music & Sound: Derek Bain

Concept & Artwork: Renee Bain

Castle Layout: Renee Bain, Brendan

Bain, Michael Bain, Derek Bain

Box Design: Marc Oberhäuser

Overlay Design: Phil Boland

Manual: Mark Thompson

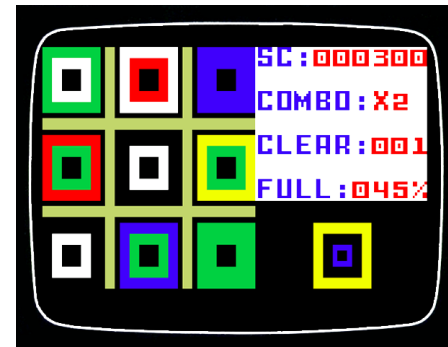
NI FELTER

(Available soon)

Not just one but two games in which you must align colors and symbols on a traditional game board of nine fields.

In the classic game of *Tic Tac Toe*, it's you against the computer. Get three in a row either horizontally, vertically, or diagonally. In *Color Squares*, nesting color blocks create opportunities to score combos when you get three in a row.

- One player games
- Choose multiple game piece colors
- Select from six difficulty settings
- Play in either Danish or International style!



Game Programming:

Claus Bækkel

Artwork:

Garrett Gilchrist

Box Design:

Marc Oberhäuser

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

Box Design:
Oliver Puschatzki

Overlay Design:
Phil Boland

Manual:
Mark Thompson

UNLUCKY PONY ADVENTURES

(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
- 20 levels of play plus boss battles!



Game Programming:
Robotnik7

Artwork: Garrett Gilchrist

Box Design: Marc Oberhäuser

Overlay Design: Phil Boland

Manual: Mark Thompson

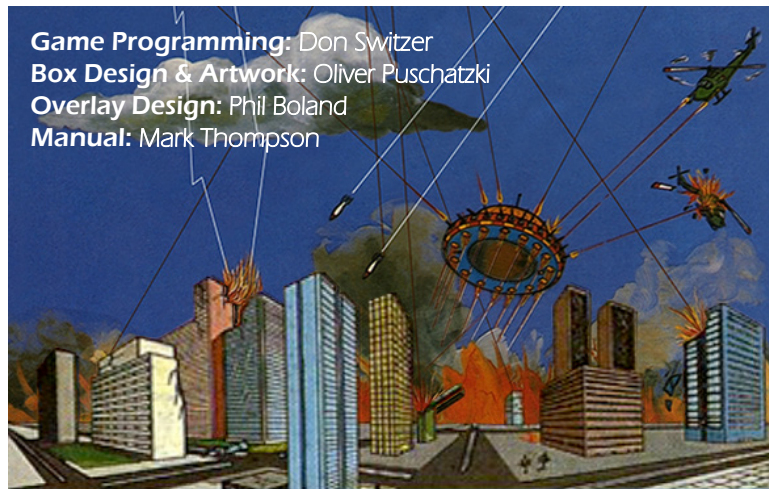
AIR RAID

(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!



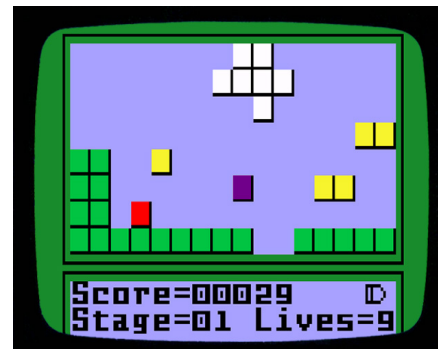
Game Programming: Don Switzer
Box Design & Artwork: Oliver Puschatzki
Overlay Design: Phil Boland
Manual: Mark Thompson

SUPER PIXEL BROS.

(Available soon)

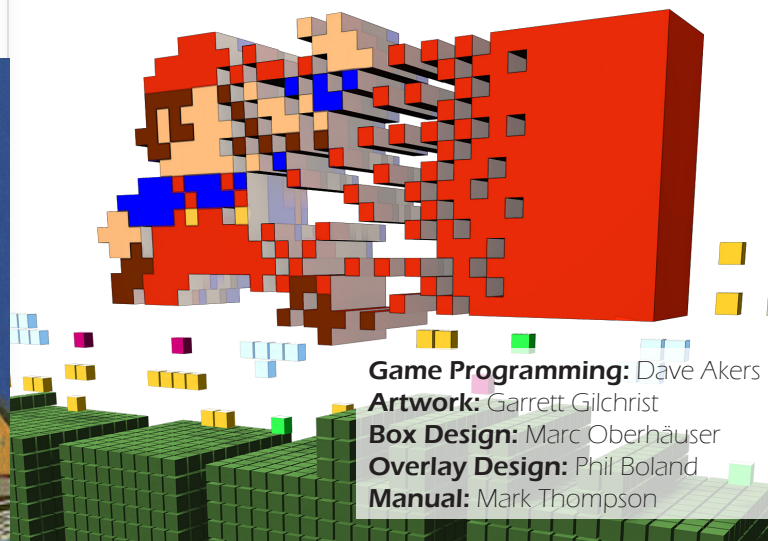
The evil turtle King is holding the Princess captive, and she awaits her rescue. Are you up to the challenge of saving her?

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 Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

SPACE VERSUS

(Available soon)

Your arch enemy, Val Cruth, is locked with you in a deadly dogfight for control of the Zeta quadrant. You're engaged in one-on-one combat, and it's a face-to-face battle to the end!

From time to time a rogue UFO enters the sector and opens fire on your ship.

Suddenly you've got two adversaries to deal with! How long can you hold out?

- One or two player game
- Three difficulty levels for each player
- Multiple options to customize the battle



Game Programming: Marco A. Marrero
Artwork: Garrett Gilchrist
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

WHALE HUNT

(Available soon)

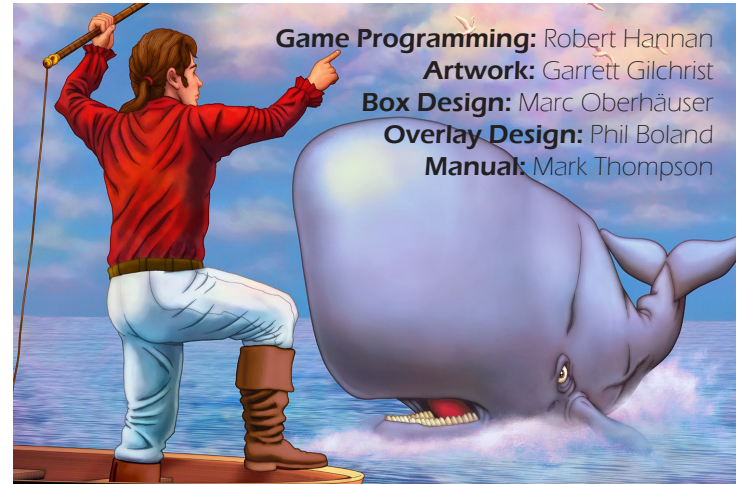
Whaling has been in your family bloodline for generations. With the wind in your sails and a harpoon in your hand, you must harvest enough whales to fuel development of the New World.

Storms and sea monsters will try to capsize your boat, and

pirates will steal your oil if they catch you!

Can you live up to the Killgallin family name and supply the whale oil the colonies need?

- One player game
- Use your sundial to keep track of time
- Build towns while upgrading your tools
- Fight pirates and three different kinds of sea monsters



Game Programming: Robert Hannan
Artwork: Garrett Gilchrist
Box Design: Marc Oberhäuser
Overlay Design: Phil Boland
Manual: Mark Thompson

BUILD YOUR INTELLIVISION® GAME COLLECTION

- | | |
|------------------------------------------|-----------------------------------------------------|
| <input type="checkbox"/> Aardvark | <input type="checkbox"/> Air Raid |
| <input type="checkbox"/> Deep Zone | <input type="checkbox"/> Super Pixel Bros. |
| <input type="checkbox"/> Robot Rubble | <input type="checkbox"/> Terminal Bugocity |
| <input type="checkbox"/> League of Light | <input type="checkbox"/> Unlucky Pony
Adventures |
| <input type="checkbox"/> FUBAR | <input type="checkbox"/> Space Versus |
| <input type="checkbox"/> Melody Runner | <input type="checkbox"/> Whale Hunt |
| <input type="checkbox"/> Mermaid | |
| <input type="checkbox"/> Ni Felter | |

Each Cartridge Sold Separately

INTELLIVISION REVOLUTION

This Revolution Will Be Intellivised

For Color TV Viewing Only

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Mark Thompson
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