



NEWS

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ISSUE 1

QUARTERLY NEWSLETTER OF THE INTELLIVISION GAME CLUB

FALL 1981

Enter the Sweepstakes of Champions and go to the game of your dreams...

Go directly to your Mattel Electronics Intellivision retailer and you can find the answer to the Sweepstakes of Champions test questions qualifying you for a chance to compete for a trip to one of four great sporting events; Superbowl XVI, the first three games of the World Series '82, the NBA Finals '82, or the Stanley Cup Finals '82.

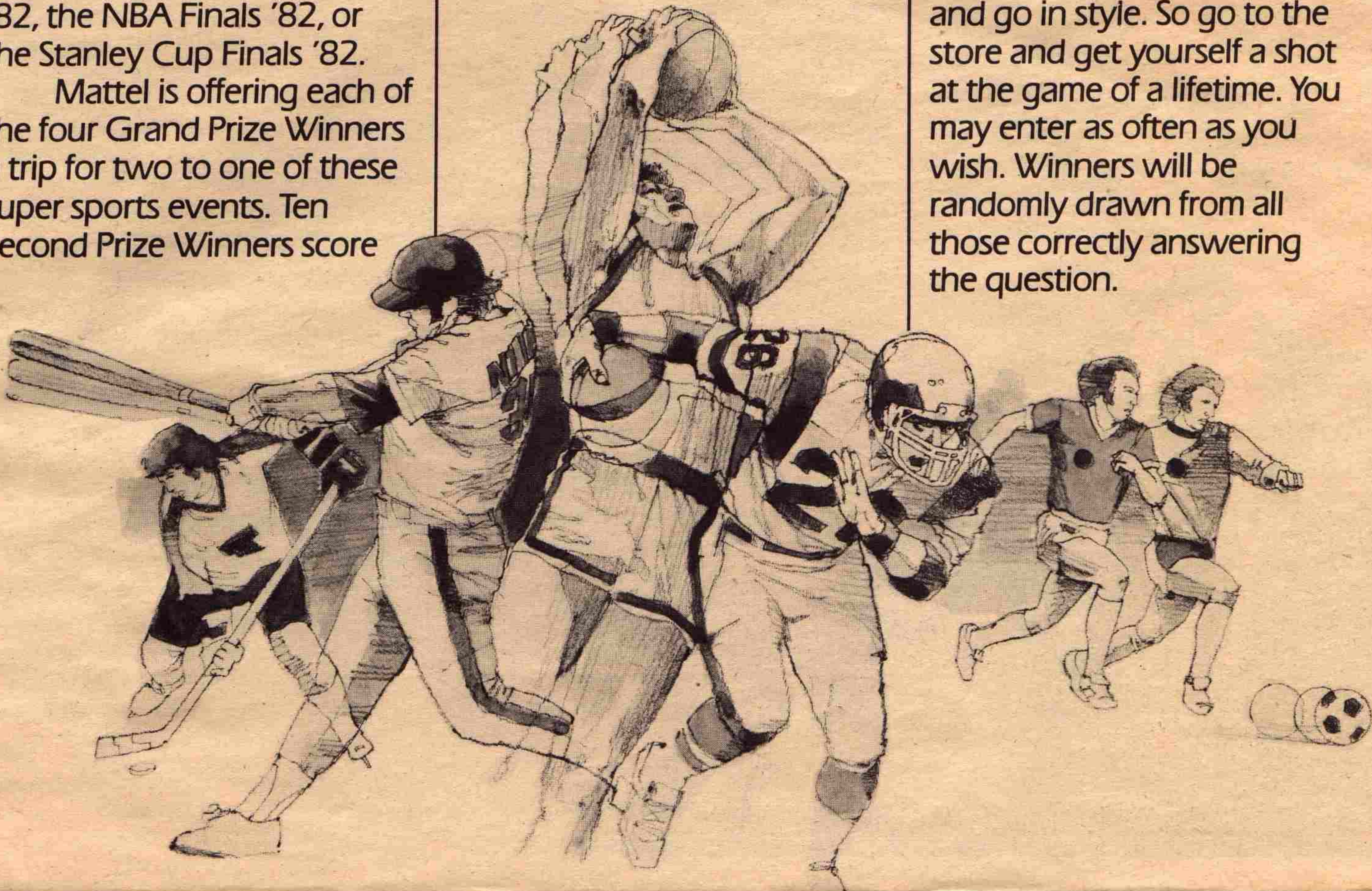
Mattel is offering each of the four Grand Prize Winners a trip for two to one of these super sports events. Ten Second Prize Winners score

\$500 toward season tickets for the sports team of their choice — or \$500 cash. A thousand more winners will receive official souvenir programs from one of the Grand Prize events.

The qualifying question? Name any five Intellivision

sports games that carry the seal of a major sports league or association. You can find the answer on the Intellivision Master Component package.

If you've always wanted a chance to go to a sports spectacular, enter the Sweepstakes of Champions and go in style. So go to the store and get yourself a shot at the game of a lifetime. You may enter as often as you wish. Winners will be randomly drawn from all those correctly answering the question.



Playing Tips

*Astrosmash™

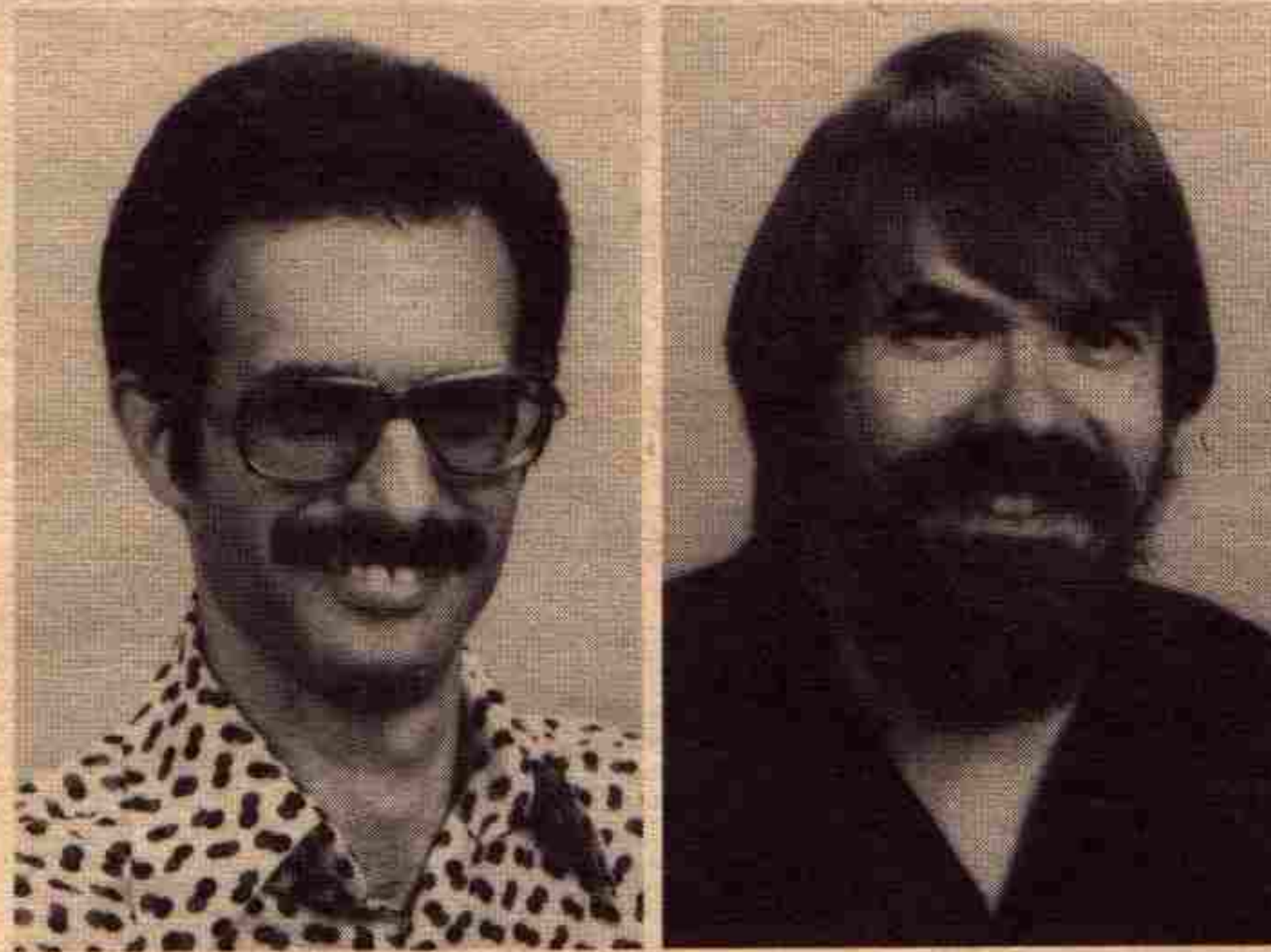
Here is some extra ammunition from John P. Sohl, creator of Astrosmash. Sohl says you'll be unbeatable if you follow three basic rules: don't get hit, shoot anything that moves and never take risks unless you have to.

Sound easy? It is if you practice Sohl's special techniques for hitting your targets.

- To hit rocks, fire two shots rapidly. The first will split the rock, the second will explode both smaller fragments. If you are threatened by a rock **and** a spinner, go for the spinner.
- Shoot the fastest falling spinners first. Aim carefully; the extra moment you take aiming usually pays off with a hit on the first shot. Go for spinners at any cost — if one reaches the ground, you've lost.
- Guided missiles are easy to shoot, hard to evade so shoot them high on the screen before they give you trouble. If you miss they'll follow you around. The only way to get rid of them is to lure them off the edge of the screen and use the hyperspace to get away.

- The UFO will appear when the score is over 20,000. It shoots torpedos at your laser base **wherever** the base is when the shot is fired. So keep moving and you will avoid 90% of all UFO torpedos.

Precision aiming is important. To get the highest scores, Sohl says to leave the anti-fire on and steer with the directional wheel using the firing button to get off extra shots as you need them. Keep on shooting!



Michael D. Minkoff

John P. Sohl

*PBA Bowling

Michael D. Minkoff, creator of Intellivision PBA Bowling says, "To win the game you have to know **how** to

aim the ball, and **where** to aim it to get a strike."

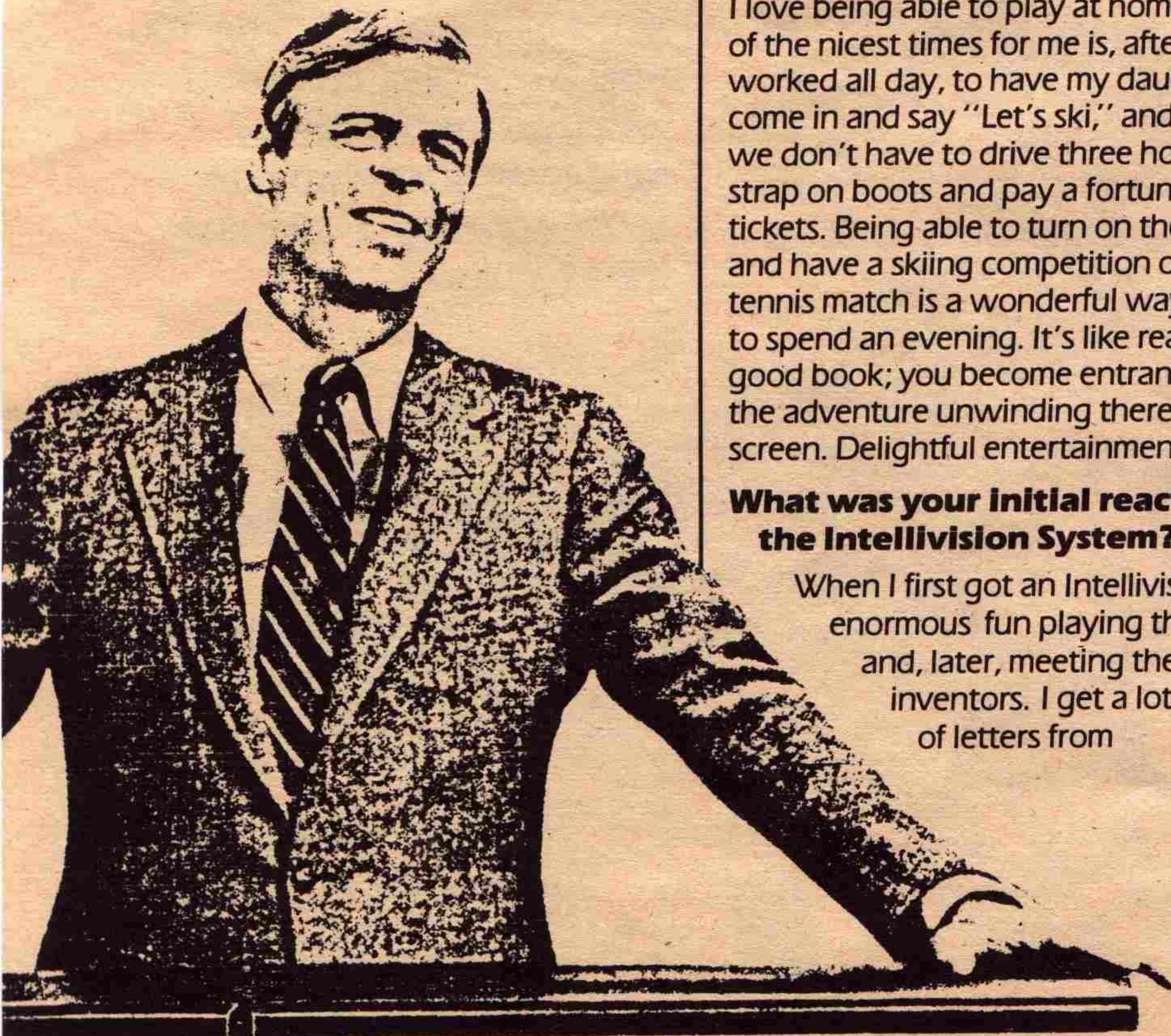
To learn aim, Minkoff advises the beginner to concentrate for the first few games on how one or two controls affect the ball's path. Leave most variable factors, like lane slickness, ball weight, bowler hand and ball loft constant (pick any values you want but remember what they are). Experiment first with starting position, then with ball angle, finally with ball curve.

Once you feel confident controlling the ball you can begin to learn where to aim to get a strike. A straight ball down the center of the lane won't give enough pin action for a strike; you need a curved ball path. The best way to curve the ball is to aim it to the outside of the lane, then use a curve to bring it back into the pocket at an angle. Right-handed bowlers aim to the right, then curve back; left-handers aim to the left. With some practice you'll be able to control the ball under a wide range of bowling conditions.

You'll find bowling exciting on the first try, and even more challenging when you begin to learn different strategies.

*Trademark of and licensed by Professional Bowlers Association.

George Plimpton Talks About Intellivision



What do you find exciting about Intellivision sports games?

I love being able to play at home. One of the nicest times for me is, after I've worked all day, to have my daughter come in and say "Let's ski," and know we don't have to drive three hours, strap on boots and pay a fortune for tickets. Being able to turn on the set and have a skiing competition or a tennis match is a wonderful way for us to spend an evening. It's like reading a good book; you become entranced by the adventure unwinding there on the screen. Delightful entertainment!

What was your initial reaction to the Intellivision System?

When I first got an Intellivision I had enormous fun playing the games and, later, meeting the inventors. I get a lot of letters from

friends, particularly youngsters, who love the games and want to make up new ones — like sailing or birdwatching, both interests of mine. The possibilities go on. That the games exist at all is, I think, astonishing. It's the magic of the computer chip and the tremendous imagination of the inventors that make Intellivision so much fun to play.

Which do you like best?

I'm quite fond of having ski races with my friends. Occasionally I hit a tree and hear a bone-shattering crunch, but most of all I like that, no matter how badly I do, the crowd always cheers as I cross the finish. And I always get another chance.

As a great athlete and avid Intellivision player, what advice can you give us?

Practice, practice, practice!

BASEBALL STARS STAY SHARP DURING STRIKE



Brett and Schmidt battle it out at the "World Series in July" presented by Intellivision Major League Baseball.

Philadelphia Phillies star Mike Schmidt, voted Most Valued Player of the 1980 World Series and National League, boasted another victory this July by defeating George Brett of the Kansas City Royals, Schmidt's World Series opponent and last year's Most Valued Player in the American League... Though the strike deprived most baseball-starved fans of their favorite sport, some were lucky enough to see the two stars display all of their skill and determination at the Intellivision "World Series in July" held in New York

City.

Competition at the event was intense. The crowd, both inside the Intellivision and those watching the players at their hand-controllers, roared with excitement with every fast ball, pitch-out, lead off, and stolen base. In the bottom of the ninth, Brett made a desperate attempt to outrun Schmidt's throw to third but the umpire ruled against him yelling "Yer out!" With the score at 31-7, Schmidt had it in the bag thanks to his mastery of the Intellivision Major League Baseball video game.

MAJOR AMERICAN CITIES HOST INTELLIVISION VIDEO-CHALLENGE TOURNAMENTS

Think you're Olympic material in the Intellivision Baseball, Skiing, or Auto Racing Games? If you live in or near one of the six cities listed below then start training for the Winter VideoChallenge!

In each city, you could win the Grand Prize — an RCA projection TV, a new Intellivision Master Component, and a library of Intellivision cartridges. Other prizes include a color TV, cameras, watches and record sets. The tournaments will be held in major sports arenas and civic centers across the nation and will be hosted by a celebrity disk jockey from the official tournament radio station in each city.

In the East, tournament entry forms will be available at the more than 350 Gino's and Rustler Steak Houses, or by writing to the official tournament radio station in your city. (The participating radio stations are WNBC-AM in New York, WAVA-FM in Washington, D.C., WMMR-FM in Philadelphia and WIYY-FM in Baltimore.) A well-known deejay from each of the radio stations will officiate at each tournament.

If you live in Chicago or Los Angeles, watch for details on tournament dates and locations.

Consumer Affairs

Where do I call if I have questions?

- For listings of Intellivision dealers in your area call 800-323-1715 (in Illinois call 800-942-8881).
- For questions about operating and servicing the Master Component call 800-421-2826 (in California, Alaska, and Hawaii; call collect or direct 213-978-6850).
- For questions on product availability, or any other subject not covered by the above numbers, write to Consumer Affairs, Box 4010, Burlingame, CA 94010.

Why doesn't Mattel have as many cartridges as Atari?

At Mattel Electronics, we believe in quality — and that takes time. To develop and manufacture a cartridge can take from 6 to 24 months. Most

cartridges take about 12 months from "idea" to reality.

If I leave the Intellivision Master Component connected to my television set while the TV is on, will it ruin my set?

No, it won't ruin the TV set. Just make sure the Master Component power is turned "off." It could overheat if you leave it on for several days.

Will Intellivision leave tracks on my TV set?

Don't worry. It won't damage your TV (though it is not recommended that you use Intellivision on projection screen TV sets).

Will Intellivision work on a black and white set?

Yes — but we don't recommend it. Some of the games require different colors so you can identify opposing players.

If you have any questions you'd like answered, write to us at the Intellivision Game Club, Q & A, P.O. Box 4010, Burlingame, CA 94010 and we'll answer them as space permits.

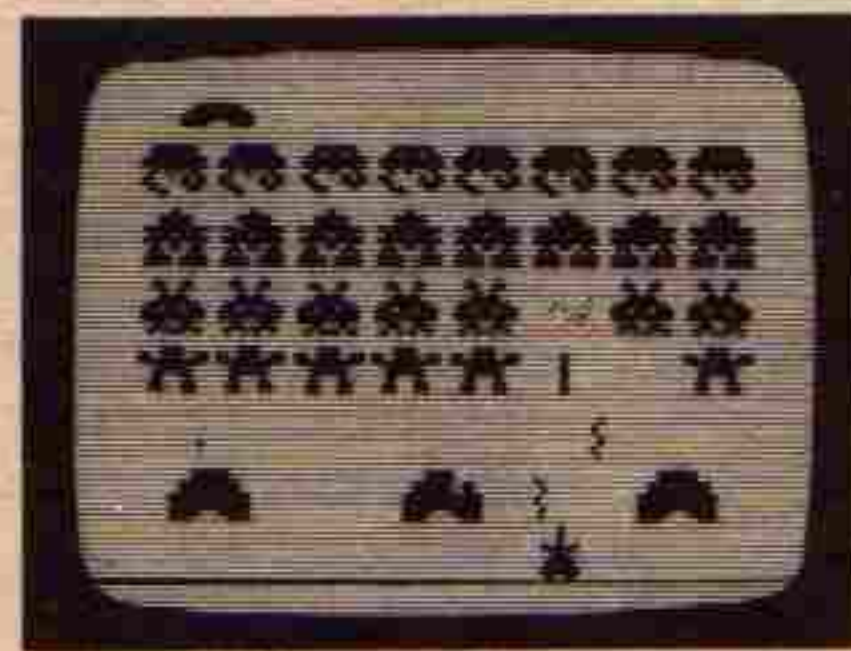
SIX EXCITING NEW INTELLIVISION CARTRIDGES

Astrosplash™
(Available Now)



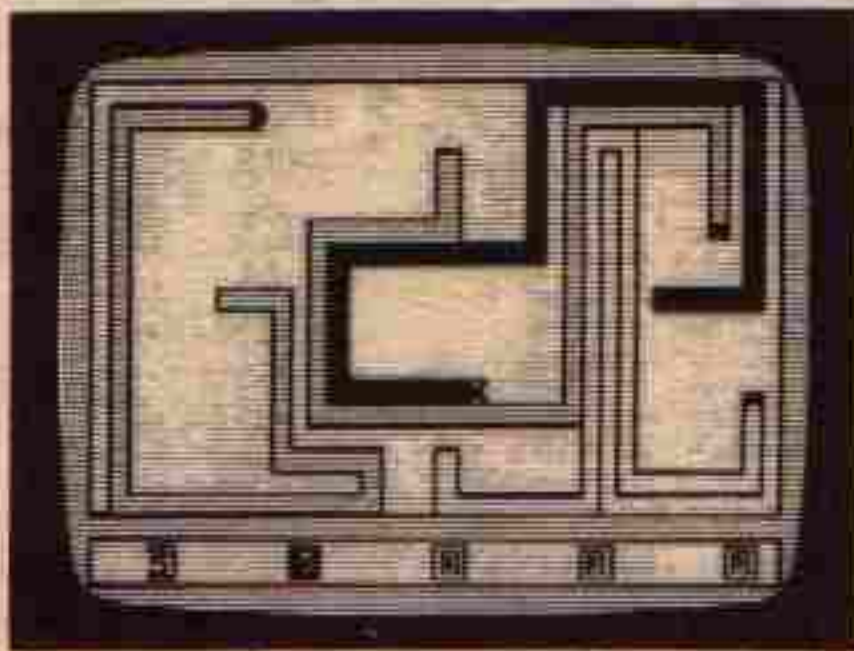
Battle against a hostile universe of enemy fighters and tumbling asteroids. With wits and speed you may survive.

Space Armada™
(Available Now)



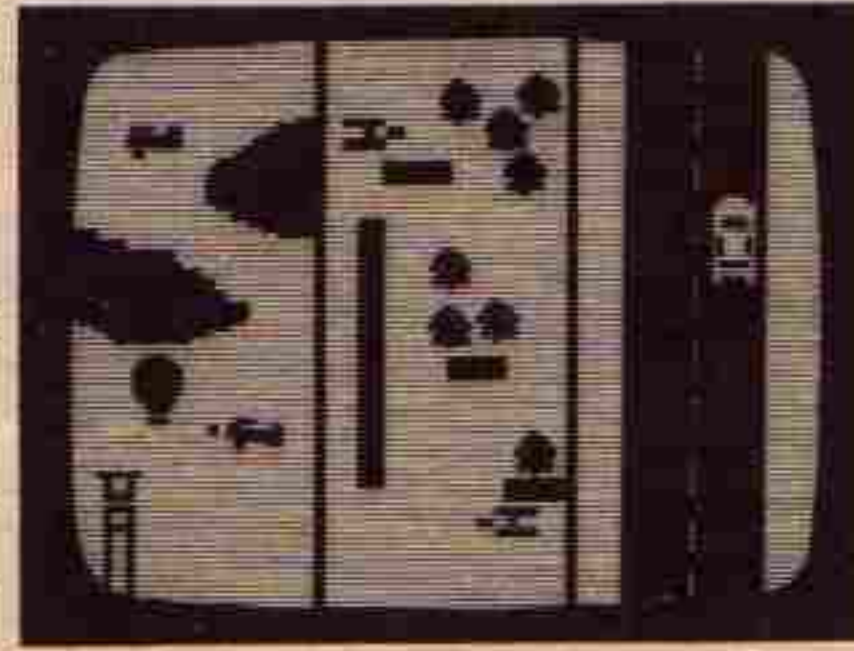
Your ships battle an unrelenting onslaught of attacking aliens. If you're quick and careful you'll elude their bombs and rockets and save Mother Earth.

Snafu™
(Available Now)



Lightning fast you make your weaving lines surround the opponent. Hesitate for a moment and his will surround you.

Triple Action™
(Available Now)



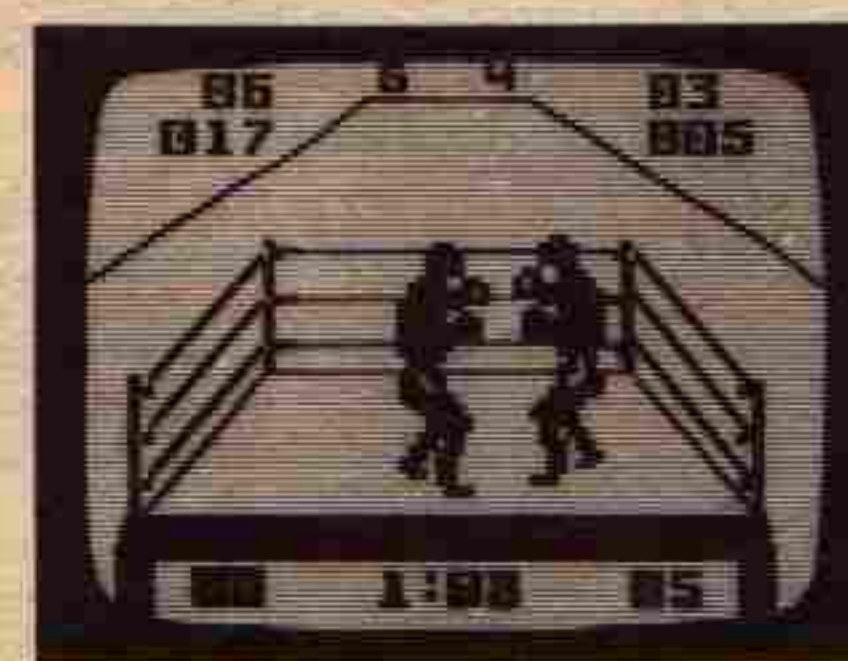
Three video classics in one — a car race, tank battle, and biplane dogfight challenge you with triple excitement.

PBA Bowling™
(Available Now)



Warm up by picking up some tricky spares. Now get ready, aim, and release — it's a strike!

Boxing™



Six different boxers. You're any one of them each with his own fighting style and personality. With brains and brawn you go 15 rounds.

*All games scheduled to be available by December 25, 1981 at your local retailer.

Mattel Gives You Credit for Your Friends

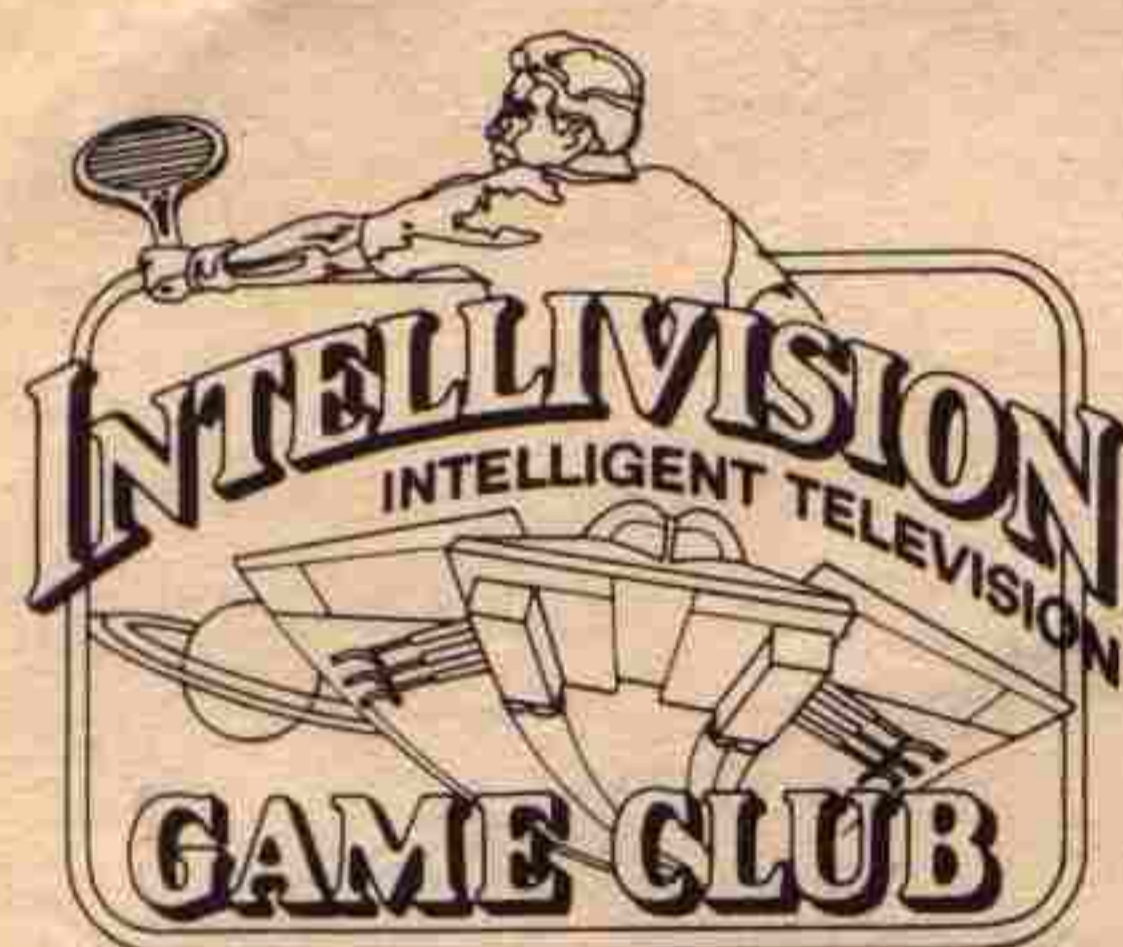
If you have three friends who want to become Intellivision Club members, sign them up as members of the official Intellivision Game Club and receive a check signed by George Plimpton, for \$2.50 good toward the purchase of any Intellivision game cartridge at your Mattel Electronics retailer.

For \$1.50 each, your three friends will get the Intellivision Game Club Newsletter keeping them up to date on tournaments, new games and a lot more. They'll be able to take advantage of special offers, and will receive a membership card and handsome membership certificate.

Just send in your name along with the names and addresses of your friends and a check or money order for \$4.50 to:

Intellivision Game Club
P.O. Box Drawer No. 666
Milwaukee, Wisconsin 53278

After your friends are enrolled in the Game Club Mattel will send you a check for \$2.50 good toward the purchase of any Intellivision game cartridge.



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