



INTELL

NEWSLETTER OF THE INTELLIVISION GAME CLUB

SUMMER 1982

"Pete Smith talks about Intellivision"



I talk a lot about Intellivision - on the Don Lane Show for example - and I like to know what I'm talking about.

That's one of the reasons I play a lot of Intellivision. There's another reason, of course - I get a great kick out of every game I play - and that's what it's all about!

The more I play Intellivision - the more I understand just why it stands out from the rest. I've played the other systems, but haven't found the same challenge or involvement that Intellivision offers.

One of the reasons Intellivision is so challenging of course is, as I say on the Don Lane Show, "No game plays the same way twice".

Now that's great for you, but it doesn't make things easy for Don

and I on the Show. It's telecast live! No matter how much we rehearse a game before the Show, we never know what will happen on the "night". We have no idea of how the game will shape up or who will win.

But we have loads of fun and so does the audience. They get involved just watching us play. Involvement is another magical part of Intellivision. You become a part of the game. The life-like graphics and authentic sound effects put you right where the action is. "You are there".

Talking about involvement reminds me of one of my In-Store appearances for Intellivision. There was this delightful family looking for additions to their Intellivision games library.

They were interested in SNAFU and if you've played it, you'll know it's a great way to test your reflexes.

As "Mr Intellivision" I confidently took on the 10 year old son. He destroyed me in no time flat! Charming little fellow. He'd become a SNAFU expert playing it at his friend's place.

One thing I learned when I started playing Intellivision is very important and I'd like to pass it on as a tip - particularly to new Intellivision members or members who have a new game in their library.

You'll find the instructions in the game's cartridge offer a lot of useful playing tips. If you heed this advice you'll become more expert, more quickly and get a lot more fun out of the game.

Read the game instructions carefully. Even before you start to experiment with your new Intellivision game - make sure you understand what the game is about - its rules and its challenge.

You'll get a lot of fun out of the new Intellivision games too. "Frog Bog", "Night Stalker" and "Reversi". And there's sensational news of the new breakthrough in Video Game Sophistication. "Intellivoice"! This fascinating new Intellivoice Synthesis module adds the dimension of human speech to Intellivision game play. It's amazing. It's Intellivision!

I'll talk about it in my next column. Meanwhile - be a winner.

Pete Smith



Intellivision competition

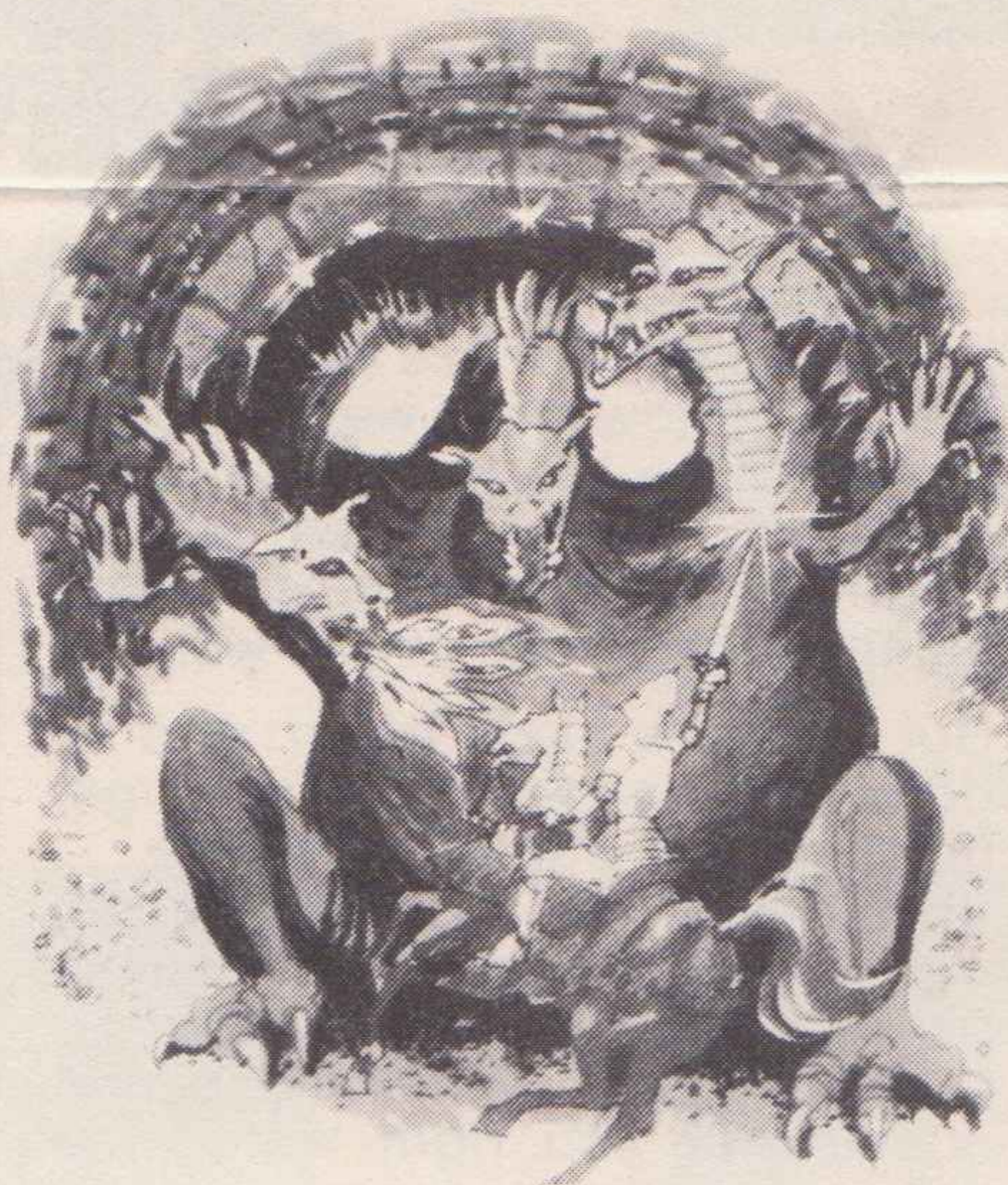
HERE'S HOW YOU COULD WIN A FREE GAME CARTRIDGE OF YOUR CHOICE!

It's very simple. Write to us and describe the Intellivision home video game system in your own words, or describe your most exciting game and the skills necessary to play it like an expert. Or if you like, give us your playing tips on the best way to take up the Intellivision challenge by setting down 5 basic rules.

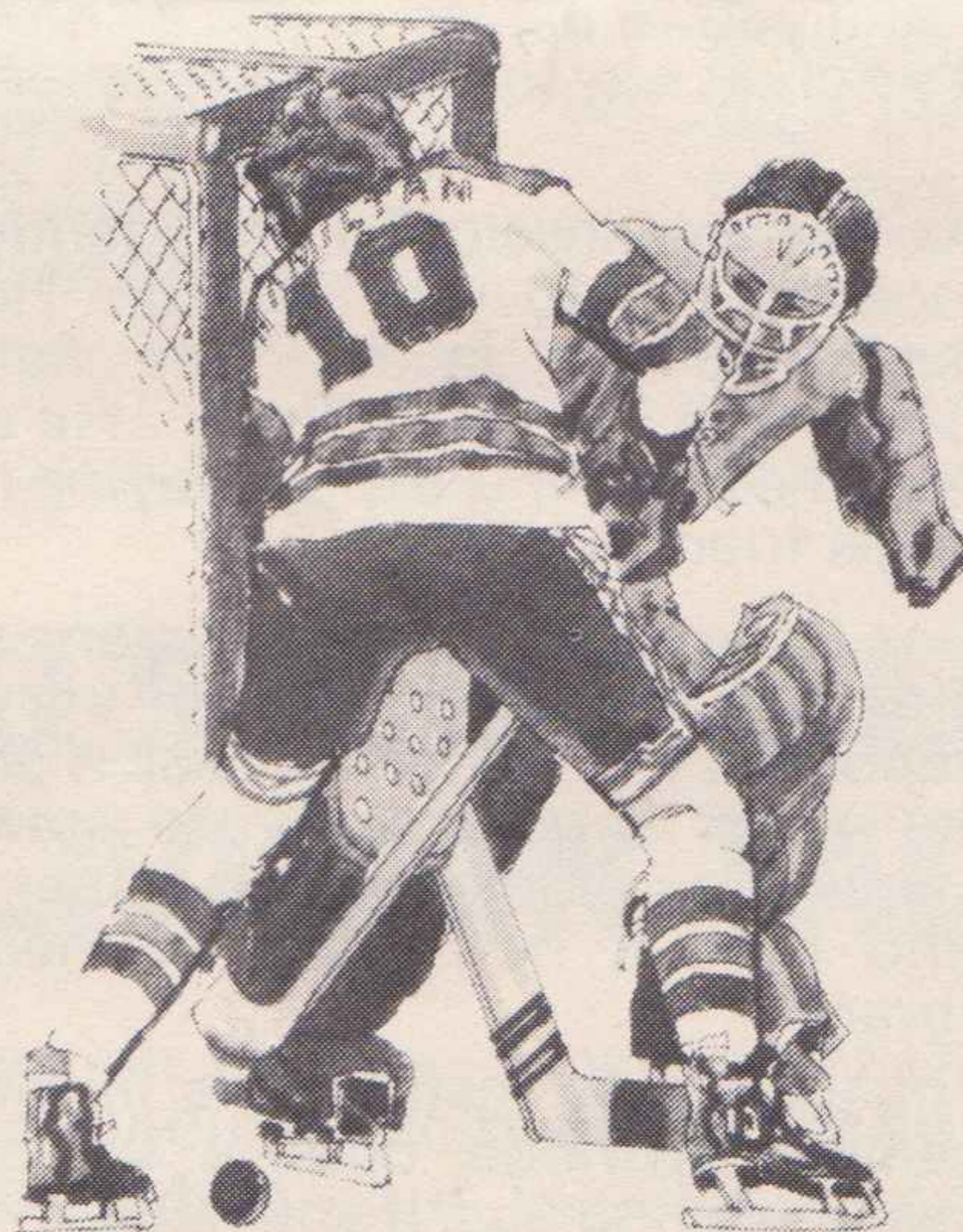


Maybe you'd like to give us your suggestions for new Intellivision games. Whatever way you'd like to have your say on Intellivision - put it down on paper and send it to us.

We'll publish the letters that we judge as being of the most interest to the Intellivision Game Owners Club and if it's your letter you'll win a free game cartridge of your own choice.



So start writing now. We look forward to hearing from you. Please mark your envelope: Intellivision Game Club Competition.



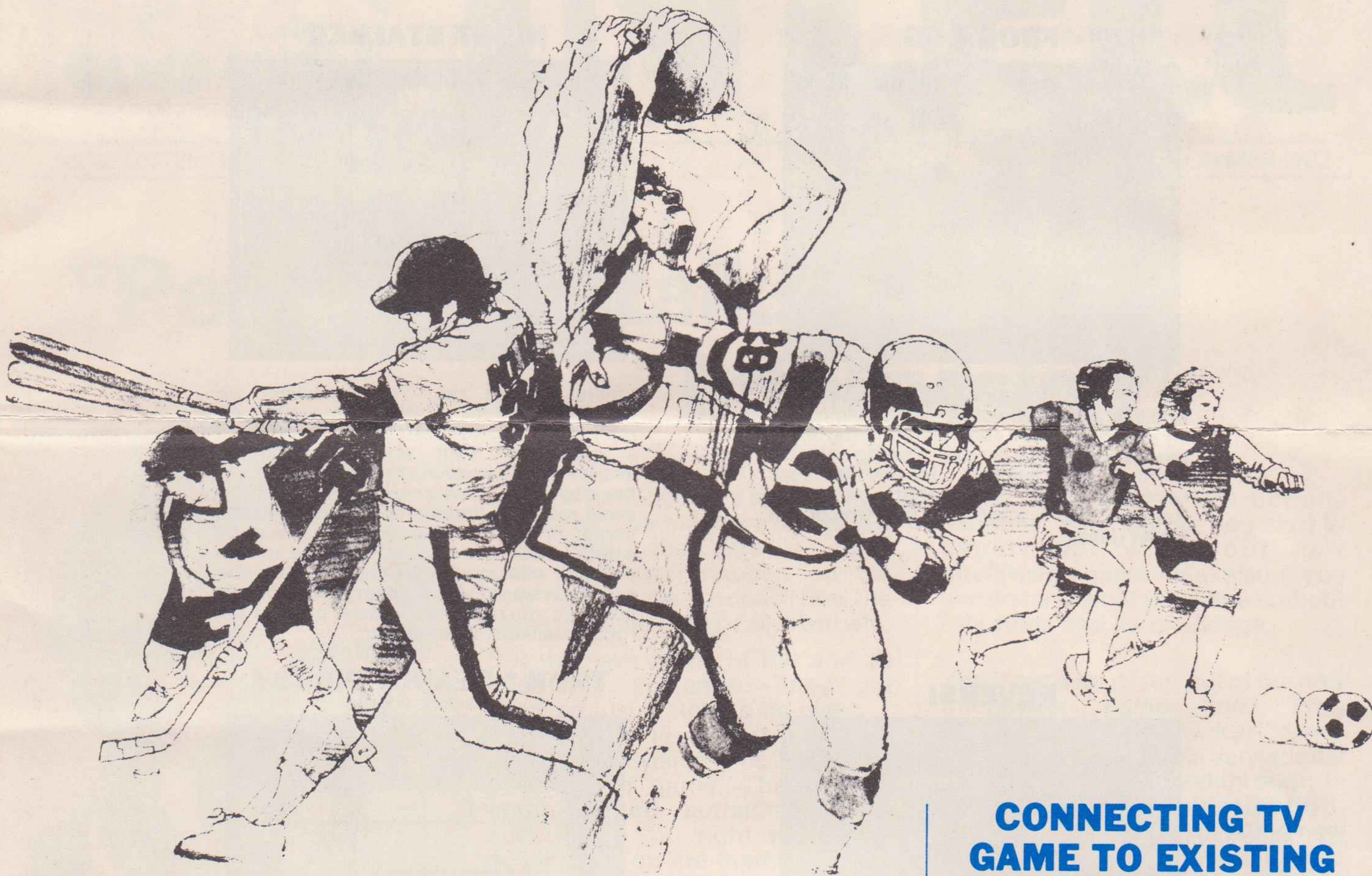
Meanwhile we'd like to announce our first winner - Mark Le Couteur from Bellevue Hill.

Although we have received many, many letters from Intellivision owners we thought Mark's exceptional effort deserved a reward. His letter of 12 handwritten pages (including illustrations) contained four suggestions for new Intellivision games, and our favourite was his very detailed description of a **Cricket** cartridge. Good work, Mark!



As his free game cartridge, Mark chose the new Intellivision game, "Night Stalker". We're sure he'll have a great time with the game. Your nerves need to be strong and your reflexes quick to survive "Night Stalker".

Questions & Answers



The resident INTELLIVISION "expert" answers some of your questions.:

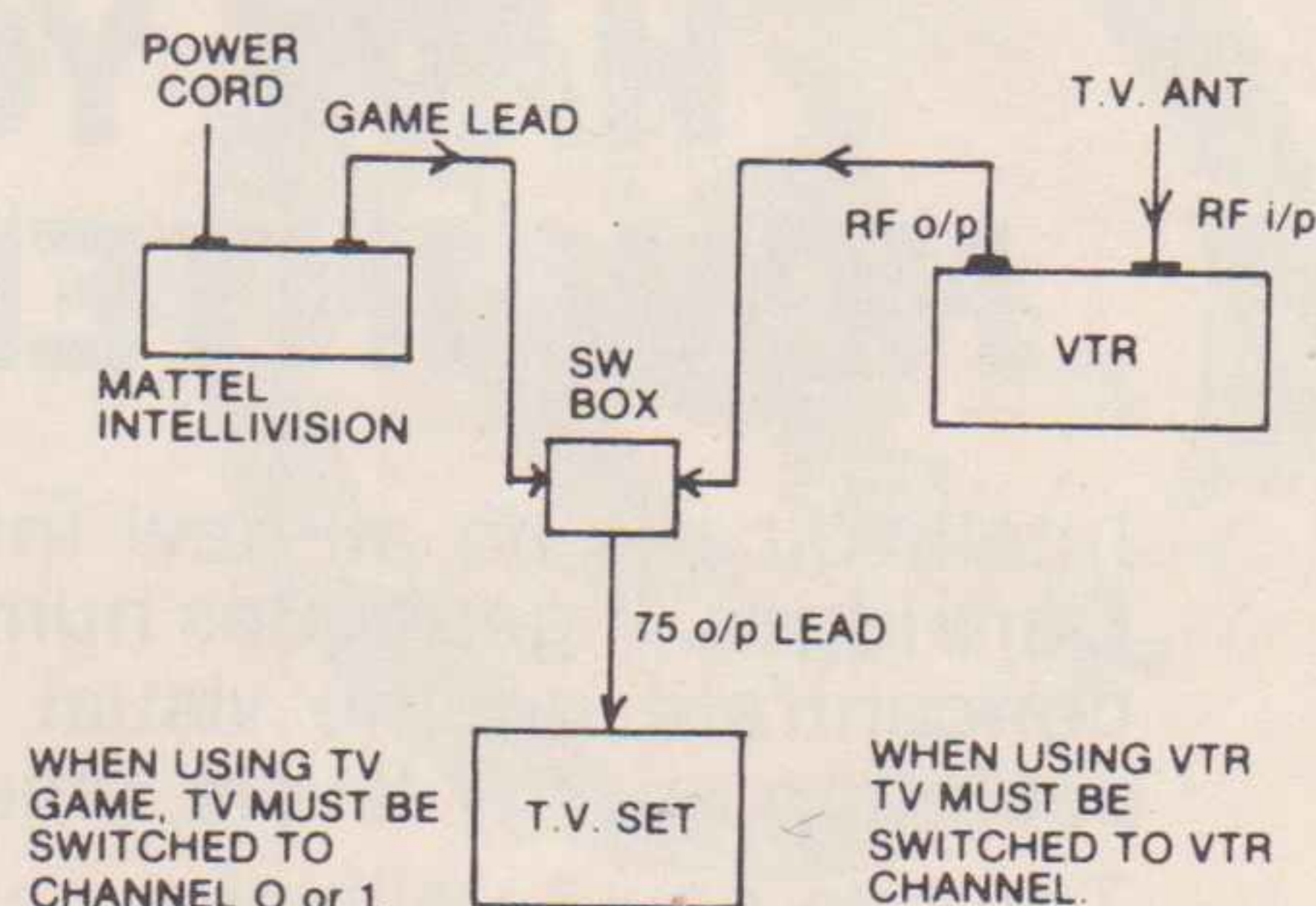
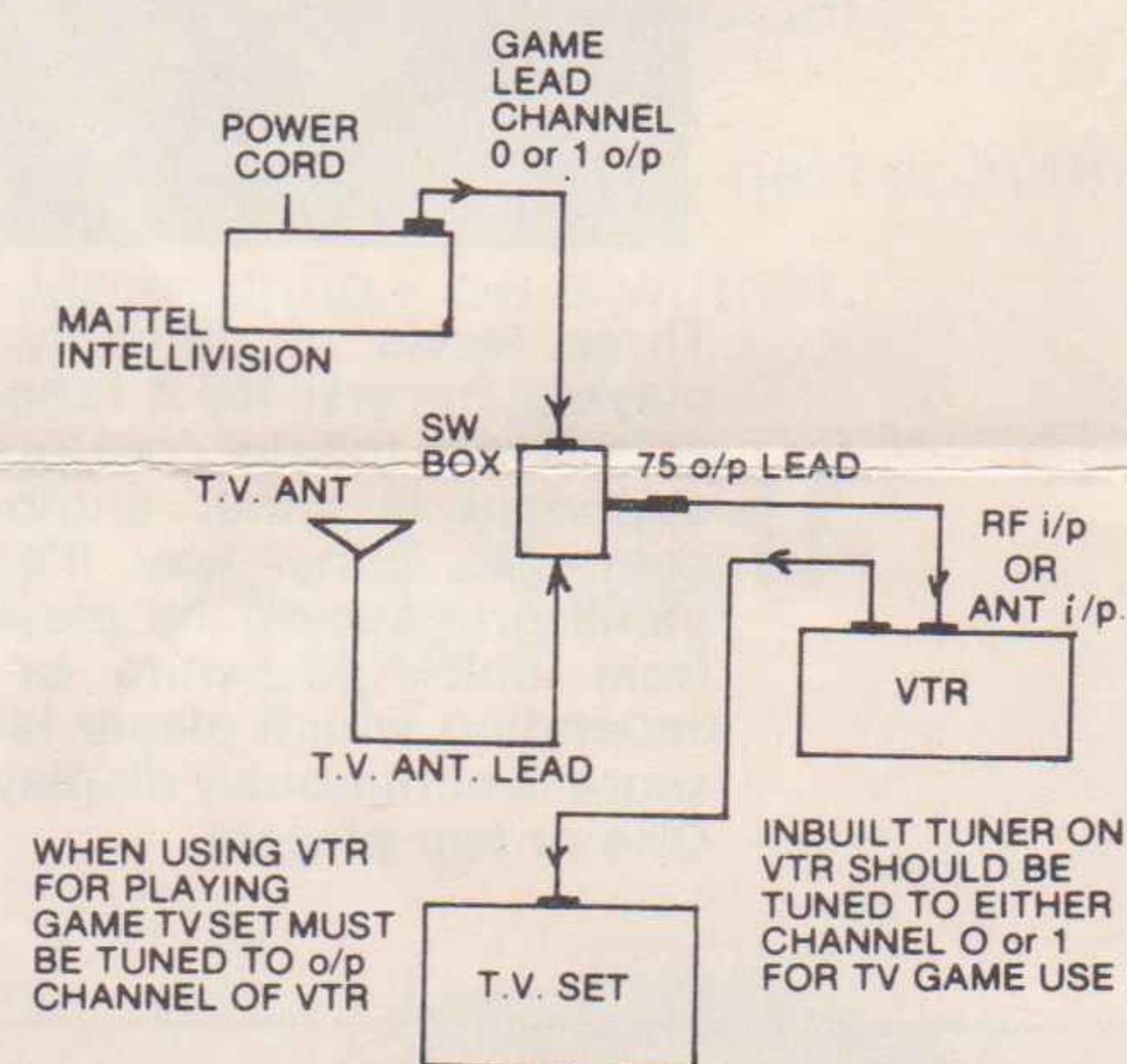
Q: Do you have to turn off the computer before putting in or taking out a cartridge? If you don't, what happens?

A: When a game cartridge is inserted into the slot on a system which is then turned on, a circuit has been completed. Breaking that circuit by removing the cartridge without shutting down the power first causes a shock to the entire system. A series of these shocks could eventually damage the unit, while simply cutting the power first should indefinitely prolong the life of any microprocessors that might otherwise be adversely affected.

Q: I'm really impressed with the INTELLIVISION games compared to other TV games, particularly how *real* the people look. How does INTELLIVISION do this?

A: INTELLIVISION has high resolution graphics around 8K of resident memory and significantly more screen RAM (used to move objects around the playfield) than other systems. This simply means that the images in an INTELLIVISION game look better than those in a standard system cartridge, and more items can be in motion simultaneously than is possible with hardware possessing less screen RAM.

CONNECTING TV GAME TO EXISTING VIDEO SYSTEM



FOUR EXCITING NEW INTELLIVISION CARTRIDGES.

FROG BOG



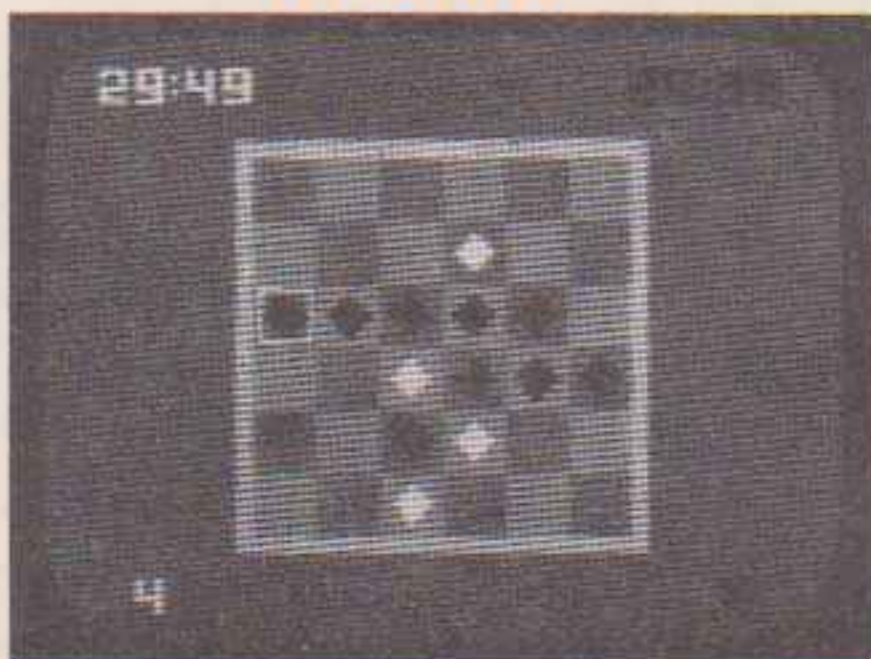
You control the height and angle of your frog's leap for delicious flies circling over a lily pad in a pond. If you miss, your frog has to swim back to the lily pad wasting valuable scoring opportunities. Meanwhile your opponent goes on racking up points. Realistic graphics and great fun. **One or two player game.**

NIGHT STALKER



You're on the run. Your attackers are relentless robots. Destroy one and it's replaced by an even smarter, faster robot. It's a nightmare. Your only defenses are avoidance and weapons found somewhere in the labyrinth. When a weapon empties you avoid robots to find another. Duck around a corner or go into your safe home. But, be careful. There are also people-size spiders and their webs to slow your escape. Bats also wing their way at you. If either spiders or bats bite you, you're stunned, easier prey for the robot attackers. **One player.**

REVERSI



Three levels of difficulty insure you'll be playing Reversi for a long, long time. Your objective is to take control of the board. Your opponent is either another player or the computer. Either way, it's great fun. As the game progresses the playing pieces switch from black to white or white to black depending which player takes control. Your score is continuously displayed on the screen. **One or two players.**

TRON * DEADLY DISCS *

(Available soon)



You must protect Tron against computer controlled attackers hurling deadly discs. Your score depends on how many of Tron's attackers you "de-ruzz". But, the better you get, the faster Tron's attackers appear. Action challenge at it best.

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HAVE YOU SEEN INTELLIVOICE! NOW INTELLIVISION TALKS TO YOU-

Intellivoice is an all-new Intellivision feature - a voice synthesis module and special voice Cartridges. It generates human-sounding voices which are an essential part of game play. You concentrate on the visual action while your Intellivoice component keeps you aware of depleting energy levels, shield damages and attacking fighters.

The two new Intellivoice cartridges are: **Space Spartans & B17 Bomber.**