

INTELLIVISION NEWS

IN THIS ISSUE

**TRON®: Three New
Video Games
Based on the
Disney® Movie**

**INTELLIVISION®
TALKS! Four New
Intellivoice™
Cartridges**

**THE CHALLENGE of
Utopia and An
Interview with
Its Creator**

**THE TOP
ASTROSMASH
WINNERS**

**GAME PLAYING
TIPS AND MORE**



FREE
Intellivision
TRON
POSTER

*Features listed in red used under Intellivision and Disney Productions
© 1983, Walt Disney Productions

HotLine

NEW LOOK FOR THE NEWSLETTER

This issue of *Intellivision*[®] News gives you a preview of the big, bold, exciting new look to come. Future issues will not only continue to include a glow-in-the-dark poster, but will also bring you club activities from around the country, upcoming tournaments and winners, exciting new game coverage, letters to the editor, playing tips, special offers, and other features. Be sure to watch for your future issue of *Intellivision*[®] News!



ASTROSMASH[®] WINNERS

35-year-old Manuel Rodriguez of Stockton, Calif., was the winner in the \$40,000 *Astrosmash*[®] Shootoff held December 11th in Houston, Tex. Rodriguez defeated 72 other contestants to win first prize of \$20,000. In one hour of timed play, he amassed a total of 836,150 points. Taking home \$12,500 for second place was Charles Najarian of Elms, N.Y., whose score was 828,560. Over 15,000 entries were submitted during the five months the tournament was promoted.

TOP VIDEO CHALLENGE TEAM

Richard Mandula and his six fellow members of Michigan State won the unofficial title of the nation's best powered video game team. The Mandulas ranked 17 other experienced teams to win first place in the *Intellivision*[®] Video Challenge National Finals in Los Angeles, Dec. 10th. In second place were Charlie and Don Meyer of Baltimore, Md. Besides their title, the Mandulas took home nearly \$5,000 in prizes. The series of Video Challenge tournaments, held nationwide in major cities, contributed \$10,000 to Variety Clubs International, a charitable organization supporting hospitals and institutions aiding handicapped children. Although the tournament was free to entrants, *Walter Electronics*—manufacturer of *Intellivision*[®]—donated \$1.00 for each participant's team that participated.

LOCAL CHARITY BENEFITS

The local *Intellivision*[®] Club held a benefit this past summer to aid the Emily Arts Foundation. There were winners in seven video game competitions: *Blazing*, *Blazing Auto Racing*, *Night Stoker*[™], *Astrosmash*[®], *Space Hawk*[®], and *Space Assault*[™]. Let us know of similar events or other noteworthy activities by your local club. This is an excellent activity for a local *Intellivision*[®] Game Club.

ENTERTAINING

SPACE ACTION PARTY

Spiffy—your friends'll love a space Action party. Take your imagination into orbit—your guests will love to play in futuristic costumes.

The main part of space will be an inflatable "Space Action" network center. Shows your fight a fierce battle or mission through the galaxy. Great for interactive costumes in space of their own. A large-screen monitor for the network, located in the garage can be transformed with a little imagination, some paint and recycled material.

Before the party, check with Mom or Dad to see if you might have, then start gathering items. Check your coat, wardrobe, etc. Supply for your party: snacks, drinks, movie material and occasional guests can take off. Some decorative-globe steps, real guns, robots, aluminum streamers become UFO's throughout the evening with string. Make costumes become the most or make it the day's the best.

Or guests can create a painting of a space scene. Use a large sheet of wall paper or paper

SPACE ACTION PARTY MENU

BEV (Beverage) **Hot Drink** **Cheese Fingers**
Appetizers **Salads** **Hot Sauce**
BEV (Beverage) **Hot Drink** **Cheese Fingers**
Appetizers **Salads** **Hot Sauce**
BEV (Beverage) **Hot Drink** **Cheese Fingers**
Appetizers **Salads** **Hot Sauce**

- SPACE ACTION Snacks**
- 1. Cheese Fingers
 - 2. Hot Sauce
 - 3. Appetizers
 - 4. Salads
 - 5. Beverages
 - 6. Hot Drink
 - 7. Cheese Fingers
 - 8. Appetizers
 - 9. Salads
 - 10. Beverages
 - 11. Hot Drink
 - 12. Cheese Fingers

Use ingredients and recipes from the menu to create a space scene. Use the menu to create a space scene.

APPETIZER MENU

- 1. Cheese Fingers
- 2. Hot Sauce
- 3. Appetizers
- 4. Salads
- 5. Beverages
- 6. Hot Drink
- 7. Cheese Fingers
- 8. Appetizers
- 9. Salads
- 10. Beverages
- 11. Hot Drink
- 12. Cheese Fingers

other guests to make a costume. An adult guest's design is required or fun. One source for supplies might show a costume-making store up to \$200. Make sure. The costume might cost. "Make Snacks. Do each three snacks." Some snacks, of course, will serve. Make. The thing that makes the game special is that the master. Use the game materials. Use this to determine how many guests a player can have or make fun.

An April tournament is fun too. Each guest receives a space event. Each score from each game. Space Action Network video games and from other games you design. In final stage, for each game you play. Use the game materials. Use this to determine how many guests a player can have or make fun.

Use the game materials. Use this to determine how many guests a player can have or make fun. Use the game materials. Use this to determine how many guests a player can have or make fun.





NIGHT STALKER™

Carefully count how many bullets you have left. It's always wise to kill a robot with your last shot to give you time to get a new weapon. In the beginning, shooting both is a good way to rack up points. However, after 5,000 points, remember every bot that you hit turns into a Grey Robot, but don't just concentrate on robots of higher point

levels. The bots and spiders can track up on you if you're not watching.

When being followed by the White Robot don't be afraid to use the bullets. Place your head out and fire a quick shot at him and then duck inside for cover.

The only sure way to kill the Black Robot is to fire at him from point-blank range. Try ducking around a corner or come out of the bushes, and fire off a quick shot. You have to be very close to make a direct hit.



Introducing IntelliVoice™, the voice synthesis module — which, when used with special IntelliVoice cartridges — can actually talk to you!

The all-new peripheral synthesizes human-sounding voices which become an essential part of your game play.

There are not busy imitations, but crisp, clear, realistic duplications of human speech complete with expression. Male and female voices come in throughout the game to give you up-to-date status reports, instructions, directions, and announcements.

Listen carefully! The voices give you strategic tips and give calm or excited depending on the game situation. They cheer you up, they encourage you on, and they keep you informed of all

times. IntelliVoice adds an important new dimension to the reality of television game play.

It's easy to use. Simply plug the IntelliVoice module into the cartridge port on your Intellivision master component. Then, plug an IntelliVoice cartridge into the IntelliVoice module and let the action begin. You may also plug in regular cartridges for game play without voice.

Enjoy the major innovation in video game application. You now have a talking partner that will bring new excitement and realism to video game fun.

Master Component, voice module, and voice cartridges are each sold separately.

NEW INTELLIVOICE™ CARTRIDGES



Space Sparters™

You're the commander of a spaceship exploring outer space. The only way back to defend the planet is against the onslaught of Aliens. Suddenly, you're under attack by an invasion force from a hostile planet. It's a dog-gone fight. But you've got friends to survive life and use means to reach the alien life-ship. You battle computer-voiced aliens you at the status of your impulse power, landing computer, magazine, and star bases. It's a critical battle and everything depends on you!



Bomb Squad™

Ready to head back to town on your forehead? You join the most dangerous on earth. It's up to you to disarm a terrorist bomb before it destroys your city. You're facing heroically against time as you desperately search the bombs usually using clues, plans, and a working plan. Listen carefully to Home, the demolition-expert guide who even moves and tells you how much time remains before detonation. As each clue is revealed, you're given a clue to help you decipher the code and disarm the bomb. Think us out, as you have received two clues, you can go for looks and take a guess. Guess right and you're in Home. Guess wrong and well, well, well, computerized to new city! The sensor mounts... and mounts...



B17™ Bomber

You're in command and with bombing mission over-occupied Europe. Your mission is to take off in your B17 flying fortress and fly over the English Channel to your preselected target. As you check your gauges, strategy map, and target centers, you're on the lookout for fierce enemy fighters and anti-aircraft fire. You feel as if you're wearing headphones as you listen to navigation requests, tower instructions, and constant radio chatter among crew members.

Train Solar Sailer™

This new IntelliVoice cartridge, based on the exciting movie, is described together with the other four games, your first sight beside the full-color layout poster, looking good!

* Intellivision is a registered trademark of Atari, Inc.



UTOPIA[®] CHALLENGES YOU TO RUN YOUR OWN COUNTRY!

How would you like to be the ruler of your own island paradise? Sounds like fun, doesn't it? Well, it is. But don't get the idea too soon.

You'll have to make sure there's enough food for your people and take care of their housing, education, health and defense needs.

You'll have to decide how to spend money to provide for your people's welfare, and there's plenty to choose from: planting crops, building a fishing fleet, hospitals, factories, schools, houses, and fun.

The computer measures your people's happiness and welfare. And if you make unwise decisions, you'll discover in big trouble. Rebels could automatically appear and attack your government.

As if that weren't enough to worry about, a single hurricane could wipe out your crops and your fishing fleet and destroy the housing projects and factories you've built.

Utopia is an extraordinary game that explores the actions and problems of governing a country. One or two controls the game, either cooperatively or competitively, and points are earned by improving your island's living conditions.

Colorful computer graphics keep track of the progress of your island and your opponent's island, and special sound effects highlight storms, fishing operations, and rebel attacks.

There's no time to relax in Utopia as you try to take care of your people's welfare while keeping a wary eye on storms, rebels, and your opponent.

Figuring running a country is simple, part of what's so hard.

AN INTERVIEW WITH THE DESIGNER OF UTOPIA.

In a relatively short time, Utopia has become one of the most popular and highly-rated video

games in America and featured in a number of national magazines.

So, I thought I would be interesting to *Playboy*! Some club members had a talk with the man who designed and programmed the game. We began the interview by asking him where he got the idea for Utopia.

He said that it evolved naturally from the concept of computer simulation games.

"I had been thinking about how to do a simulation game," he explained, "but wouldn't be just words and numbers but would work on a graphic system. And while I might draw use words, basically the game is visual."

He went on to say that the more enjoyable the game, the better they would become of mastering the rules.

"After you've played it a few times," he said, "you'll find that building a lot of things doesn't go so very good. You decide still need food, housing and other necessities. And if you go out and build hospitals and schools, your people are healthy and educated but go hungry. You really have to balance a balance which, of course, is what a real government has to do."

We wanted to know if he looked upon Utopia as simply a game of strategy or whether there was also an element of excitement in it.

"Well, there's certainly excitement," he answered, "because when a hurricane is coming toward one of your fishing boats, you have to try to get out of the way. And when you're up against someone who wants to take your fishing boats with their FT boat, you have to steal all-out on them. You don't just sit there and think, 'You have to manipulate things on the screen.'"

It seemed to us unusual that starting wars is also important element of the game. He agreed that starting wars was the key, but that you have to play in different ways depending on the length of a particular game.

"The first few times," he explained, "you have to experiment with what will work. And then, gradually, you get a feeling of how to achieve success. You learn where the hurricanes are so you don't build your factories there. And you learn how to use your fishing boats to catch the whales."

Before ending the interview, we asked him if he felt the game was easy or difficult to play.

He answered that it was easier to stress in that you can play it for the first time and enjoy yourself inside. "But if you play it for weeks," he added, "you'll enjoy finding new things out."



OFFICIAL INTELLIVISION® CARRYING CASE

Now you can carry your Intellivision with you in a handsome, protective carrying case. Take advantage of this exclusive offer especially for Intellivision® Game Club members! Intellivision® Carrying Case includes: Master Component, 12 game cartridges, software, instruction book and handles. Perfect for taking your Intellivision® to parties, tournaments, friends' homes—even on vacation!

Intellivision®
"Master
Component"

12
game
cartridges
plus
software
&
book

Handles
perfect
for
carrying



*Manufactured by Intellivision, Inc. © 1984

SUPPLY LIMITED. END TODAY!

Official Intellivision® Carrying Case

Price: \$49.95 (includes Intellivision Master Component)

Quantity ordered _____ (Special price)

Amount needed \$ _____ (\$39.95)

Shipping and tax charges extra (approximate)
per item _____ (plus sales tax,
if any)

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Send no money now to P.O. Box
1044 for Intellivision® Carrying Case
in 12. See Intellivision, Inc.
Intellivision, Inc. 03076

Offer valid where
permitted or where
not restricted. Offer
good in U.S.A. only.

Please allow 4 weeks for delivery.
Offer expires December 31, 1984.

Official Intellivision® Carrying Case

Master Component. This product is covered by and
you cannot receive any other manufacturer's copy of
Intellivision. Intellivision, Inc. is not responsible for any
damages or losses resulting from the use of this product.
Intellivision, Inc. 03076

TRON

THE FIRST VIDEO GAME BASED ON A MOVIE

Enter a world never before seen in motion pictures... a world where energy lives and breathes, where the laws of logic are ignored, where video warriors and computer programs battle for survival in an electronic civilization.

This is the world of Tron, the unique high-tech futuristic adventure from Walt Disney Productions. Tron combines the concepts of electronic games and computer imaging to create a milestone in optical and lighting effects.



The landscapes, buildings, and vehicles in Tron—all generated by computer—provide the settings for the film's live-action characters. These characters operate in a three-dimensional electronic world that could not physically exist in real life.

The heart of this computerized universe is the game-grid, where weaponized gladiators of video games battle to overthrow the programs which control their lives. Guards in uniforms that glow like hair but don't die in a desperate life-or-death struggle.

In essence, the movie tells the story of Flynn, the young computer whiz whose video game programs are stolen by an evil executive of the empire called MCO/M. Flynn tries to recover his programs, stolen in MCO/M's Master Control Program, but is zapped by a laser beam and transported into the computer. There, together with his colleague Tron, Flynn fights the battle to decide the fate of the electronic world and the control of the MCO/M computer system.

Tron is truly a marvel of a movie, an extraordinary mixture of computer animation and hand-painted motion picture frames. The actors were first photographed in black-and-white on-35 mm negative film. Then the frames were individually emulsified and color coded by the artist's costumes by handlight animation. Some 30,000 frames had to be physically handled, a task involving the efforts of more than 500 technicians.

Like playing a video game, watching the movie requires quick responses, because the puzzling wonders that appear on the screen happen incredibly fast and conform to no natural laws. It can be said in both that Tron is Walt Disney Productions' Tron is the landmark movie for the television generation.



THREE NEW TRON® GAMES



TRON Deadly Discs®

In this intense and challenging one-player game, you're engaged in a life-or-death struggle against the evil Blue Warriors, Intuition, computer-controlled attackers armed with deadly flying discs. They appear where they want—and their aim is incredibly accurate. If you don't knock them out with your own destroyer disc, they'll get you. Your score depends on how many of TRON's attackers you "destroy." You'll need all the fast action, skill and strategy you can muster—because the better you get, the faster the evil Blue Warriors appear.



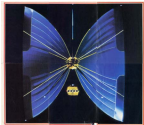
TRON Maze-A-Tron®

It's human against computer in this exciting one-player game. You're inside an electron stream of an alien computer, engaged in a deadly struggle to penetrate its inner defenses. You must disable its Central Processing unit before it sees you out and destroys you. To accomplish your mission, you must travel undetected through the complex circuitry of the very computer you're out to cripple. Make the slightest misdirection and the computer will search you out with deadly messenger "bits." While you can avoid a "bit," the computer probes for you with relentless determination. And the closer you get to reaching your goal and accumulating points, the more aggressive the computer becomes.



TRON Solar Sailer®

This Tron game is one of the four new Intuition self-edged described elsewhere in this newsletter. It gives you all the excitement of the other two Tron games plus the added assistance of computer voices. You're riding inside a Solar Sailer along an energy beam to seek out and destroy the evil Intuition Control Program. You must choose your route carefully as the screen scrolls to reveal new avenues. Once you reach the MCP, you must enter the hazardous "bit stream" and maneuver through a barrage of flying numbers to deactivate the MCP program. "Recognize" is to catch onto you and battle back, attack as the MCP defends itself. Computer voices keep you advised of energy levels, location and star across codes, and the status of your pursuit.



FREE FULL-COLOR FOLDOUT TRON[®] POSTER



BILL RATE
U.S. POSTAGE
PAID

PERMIT NO. 408
ROYAL OAK, MI 48067



FREE CARTRIDGE!

Buy **3**
any

Intellivision
Intellivoice
Cartridges

and receive your
FREE!
Intellivision Cartridge



WOW! WHAT A DEAL!

Here's your chance to get an Intellivision or Intellivoice cartridge absolutely free! Just visit your Mattel Electronics dealer. Buy any combination of three Intellivision or Intellivoice cartridges, and follow a few simple instructions to receive your choice of one free Intellivision or Intellivoice cartridge by mail. Purchases must be made between December 26, 1982 and March 4, 1983. See your Mattel Electronics dealer now for details.