

INTELLIVISION NEWS

TM

IN THIS ISSUE

THE INTELLIVISION® COMPUTER PERIPHERALS:

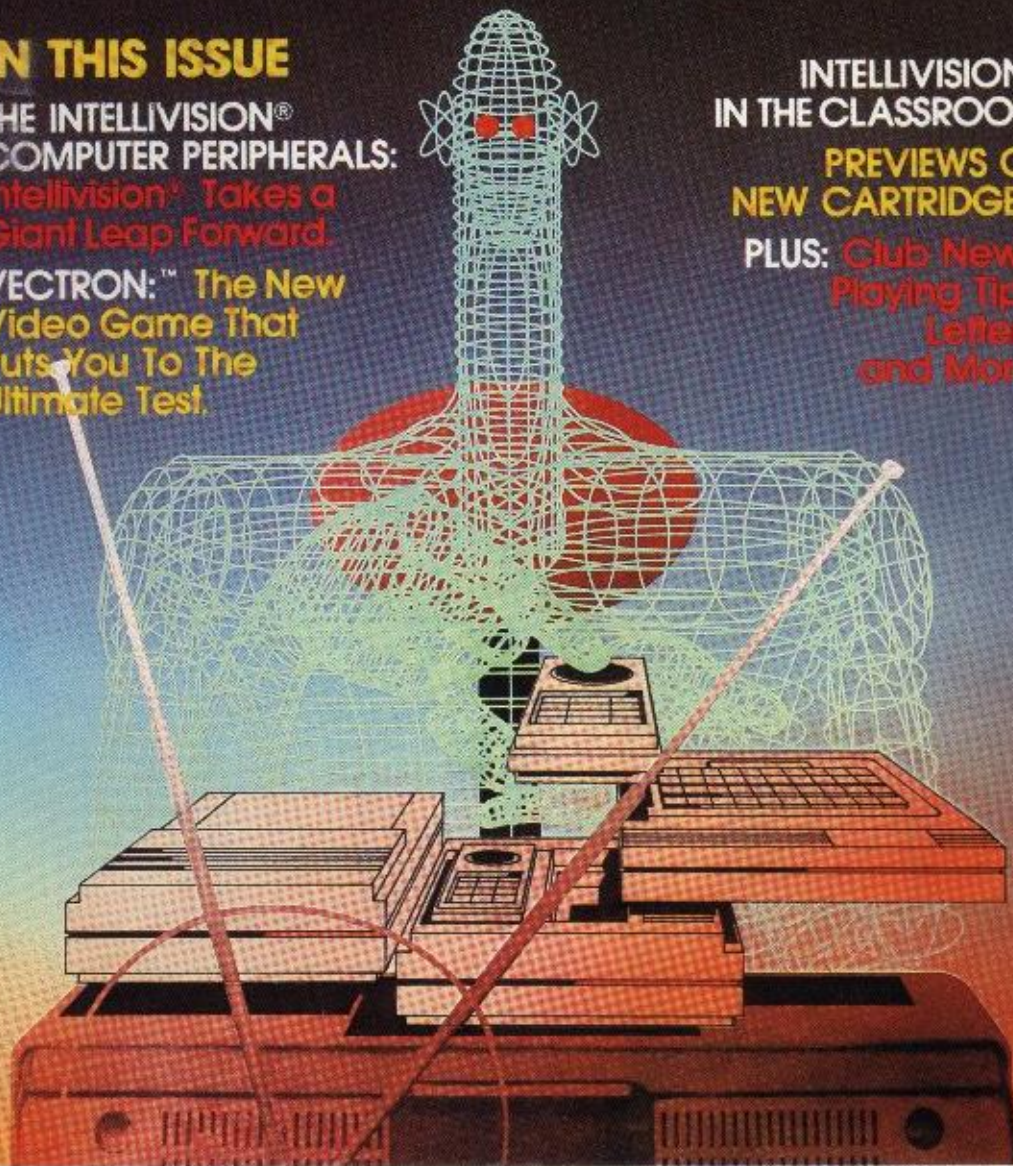
Intellivision® Takes a
Giant Leap Forward.

VECTRON:™ The New
Video Game That
Puts You To The
Ultimate Test.

INTELLIVISION® IN THE CLASSROOM

PREVIEWS OF
NEW CARTRIDGES.

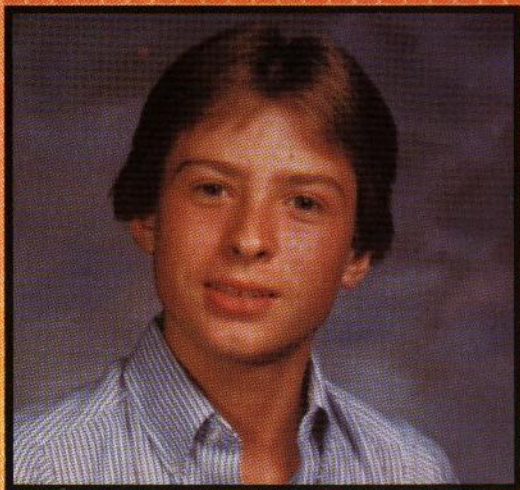
PLUS: Club News,
Playing Tips,
Letters,
and More.



HotLine

THIS IS IT!

This issue of *Intellivision™ News* begins the big, bold, exciting new look we promised you in the Winter edition. We hope you enjoy it all: the giant-sized colorful poster, club news and activities from around the country, *Intellivision®* competitions, information on new systems and cartridges, game play tips, interviews with game designers, special offers, party suggestions, feature articles, and more.



THE LITTLE CLUB THAT GREW

Stacy Whitworth is a 14-year-old *Intellivision®* fan from Maryville, Tenn., just south of Knoxville. A couple of years ago, a few friends came over to his house to play his new *Intellivision®* system. Before long, the few became a group and the group became a club. Now there are about 14 kids who meet informally, divide up into teams, and hold tournaments. They play *Astrosmash*, *Tennis*, *Football*, *Skiing*, and a dozen other cartridges. Tournament winners usually receive engraved plaques, for which everybody chips in. To improve their skills, Stacy and his partner Jimmy Patty coach one another in their game play, much like golf pros who study one another's swings. "I like *Intellivision®*," says Stacy, "because it's much more realistic and lifelike. The games are more believable and challenging."



MATTEL ELECTRONICS® TAKES TO THE SLOPES

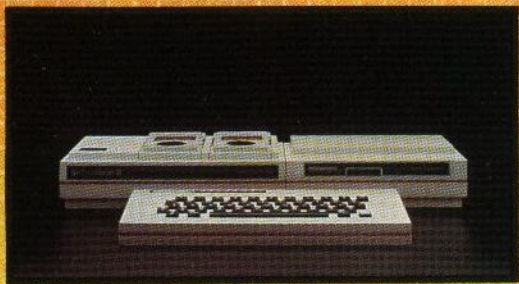
Mattel Electronics was a sponsor of the U.S. Ski Team Celebrity Classic, held recently in Park City, Utah. The annual event was a fund raiser for the U.S. Ski Educational Foundation, and featured professional, celebrity, and amateur competition between company-sponsored teams. Joining the Mattel Electronics team were TV actress Morgan Brittany and former Olympic gold medalist, Stein Eriksen.

LET'S HEAR FROM YOU

Intellivision™ News is your publication. So don't be shy. Give us any ideas or suggestions for future issues. Tell us what you'd like to see. We'd also appreciate your sending us your own game tips that have worked especially well for you. We'd like to pass them along to other game club members. Write to:

Editor
Intellivision™ Game Club
P.O. Box 9623
Madison Heights, MI 48071

We'll be glad to hear from you.



INTRODUCING INTELLIVISION® II

The new Intellivision® II Master Component is smaller and lighter than the original, yet with the same powerful 16-bit microprocessor. It features completely detachable hand controllers and longer cords for added convenience. It works just like the original, and you have the same access to the Intellivision® library of games, including Intellivoice™ and the new Intellivision® Computer Peripherals.

LETTERS

Dear Editor:

I'd like to congratulate you on your Winter issue of the Intellivision™ Game Club Newsletter. It's been improved 100%. However, I do have a couple of suggestions. I'd like news about future and current game developments. Also, how about hardware and strategy information?

*Michael Wright
Austin, Texas*

Editor's Note: This issue should make you happy, Mike. See the stories on the new Intellivision® Computer Peripherals, the Previews of Coming Attractions, and the Game Tips column.

Dear Editor:

In your last issue, you didn't give us the address for writing letters to the editor. Also, why not print the five highest scores nationally for each Intellivision® game?

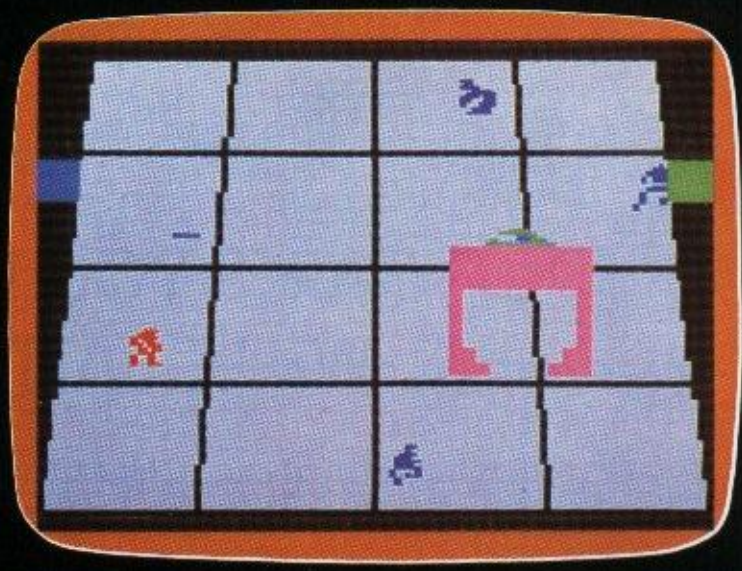
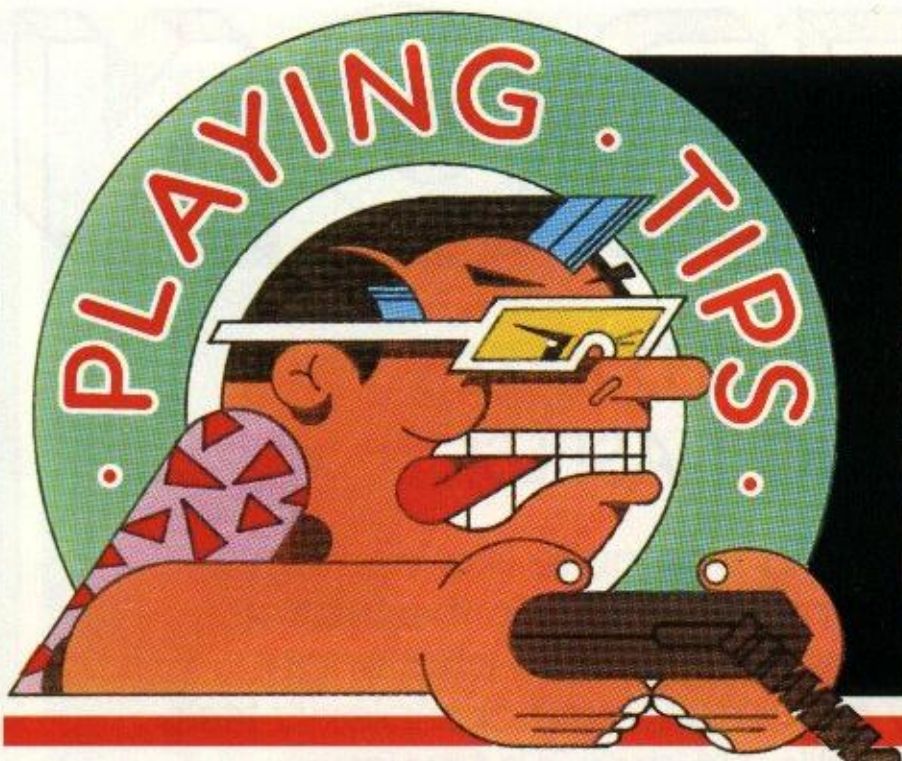
*Tom Macsinka
Oakland, N.J.*

Editor's Note: Sorry about not giving the address, Tom. Here it is:

**Editor
Intellivision™ Game Club
P.O. Box 9623
Madison Heights, MI 48071**

We may have to edit letters because of space limitations. As to your other suggestion, sure. If Intellivision™ Game Club members send us photos of the game screen with their high scores, we'll be glad to collect them and print the five highest for each game.

To all you other Intellivision™ Game Club members, send us your comments, suggestions, and ideas. We'd like your thoughts.



TRON† DEADLY DISCS

Keep moving because a moving target is hard to hit. Try to line up a shot where the Warrior is in front of an open door. That way you can de-rezz the attacker and jam open the door with just one disc.

When a leader Warrior appears (dark blue) concentrate all of your shots at him

† Trademark owned by and used under license from Walt Disney Productions.

since the Warriors become quicker and more accurate when he is on the game grip.

To knock out the Recognizer, run to the very top center of the grid. From this position, you have a good chance of making a direct hit on his eye. However, in this position, you are very vulnerable to the Paralyzer Probe. Take aim, throw your disc quickly, and run out of the path of the Probe.

©1982 Walt Disney Productions

AND NOW INTELLIVISION® COMPUTER PERIPHERALS A NEW WORLD OF FUN AND LEARNING



Here's our most important technological advance since Intellivision® began. You can now turn your Intellivision® Master Component video game system into an entertainment computer system for the whole family to enjoy.

You can play super-advanced video games, experience the fascination of computers, even learn to read and compose music.

The capabilities of your Intellivision® Master Component have been dramatically expanded with new peripheral hardware and software.

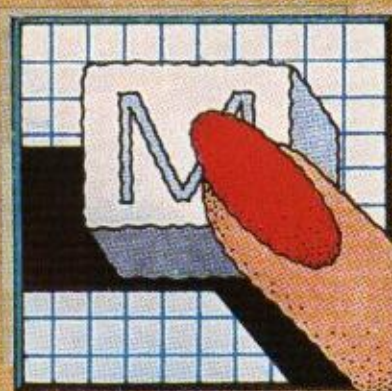
So fasten your seat belts! It's going to be a breathtaking ride!

THE COMPUTER ADAPTOR

You start with the Intellivision® Computer Adaptor that makes your Intellivision® system even smarter than before. To unlock the power of its 16-bit microprocessor, you simply plug it into any Intellivision® Master Component.

The Adaptor features an easy-to-learn BASIC program language built right in. Plus 2K RAM and 12K ROM to expand the Intellivision® memory. It even broadens the sound capabilities of your Intellivision® system.

The genuine magic of the Computer Adaptor is its ability to accept a new and revolutionary line of Intellivision® peripherals. Let's take a look at them.



THE COMPUTER KEYBOARD

Combine the fun of Intellivision® game play with the power of a home computer system. Bang! You've got the Intellivision® Computer Keyboard. It looks just like a

typewriter keyboard, with 49 keys to give you a complete alpha-numeric input device and a touch you can feel.

Just plug the Keyboard into your Computer Adaptor (which is plugged into your master component), and you're ready to go.

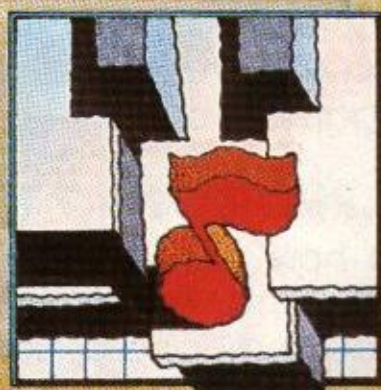
Since the simple BASIC language is already built into the system, the computer can be easily programmed through the Keyboard to perform the functions of a sophisticated home computer. What's more, you can even program your own video games.

With the Computer Keyboard, you can play a more advanced generation of super video games built around three-dimensional

graphic appearance and more challenging action. Learning can also become a game, with a unique color graphics approach to teach BASIC programming.

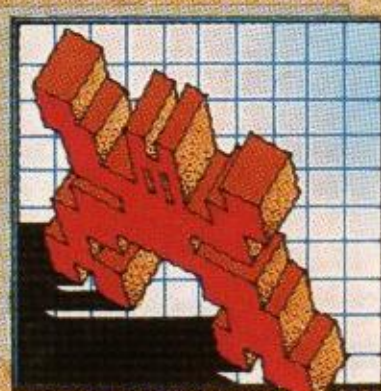
THE MUSIC SYNTHESIZER

Learning music can be as easy and exciting as playing video games when you add the Music Synthesizer to your system. It features a 49-key music keyboard with the same look, touch, and feel of a real organ keyboard.



Together with the Intellivision® Computer Adaptor and Master Component, the keyboard becomes a six-note polyphonic synthesizer. Anyone in the family can learn to play their favorite songs, read music, and compose their own melodies.

Having experienced the new Intellivision® Music Synthesizer, it's all the easier to apply your Intellivision® skills to a piano or organ.



SENSATIONAL COMPUTER SOFTWARE

Intellivision® already leads the industry in the outstanding graphics, realistic action, and sophisticated game play of our software.

And now, with our Intellivision® Computer Software, we've outdone even ourselves!

You can choose from a terrific array of super video games, fun computer programming games, innovative musical games, and entertaining educational games.

The software just plugs right into the Computer Adaptor cartridge port. And the super video game cartridges are user modifiable. You can make them as easy or as difficult as you like.

MORE TO COME

The Intellivision® System was created to be expanded. And more will soon be available.

So keep in touch with your Mattel Electronics dealer. And be sure to read forthcoming issues of *Intellivision® News*. You'll be the first to know about what's new and exciting in Intellivision® computer technology.

INTELLIVISION® IN THE CLASSROOM

THE JIM KUHNSMAN STORY

Jim Kuhnsman is a severe behavior handicaps teacher at Westland High School in Columbus, Ohio. His classes contain between 8-10 students, ranging in age from 14-17.

Knowing that his kids liked to play video games, Jim hit upon the idea of using a home video game system in the classroom as an incentive. His purpose was to motivate the students to do better in their studies as well as improve their behavior and attitude.

The first step was to decide on a video system and raise the money to buy it. "I looked at several games," Jim says, "and Intellivision® offered more personal involvement and challenge for my kids."

To raise money that first year, the students sold key chains on the school grounds to students and teachers. They bought an Intellivision® Master Component and some cartridges, while a local organization donated a color television set. Early this year, they held a second fund-raising event, selling bagels to buy additional cartridges.

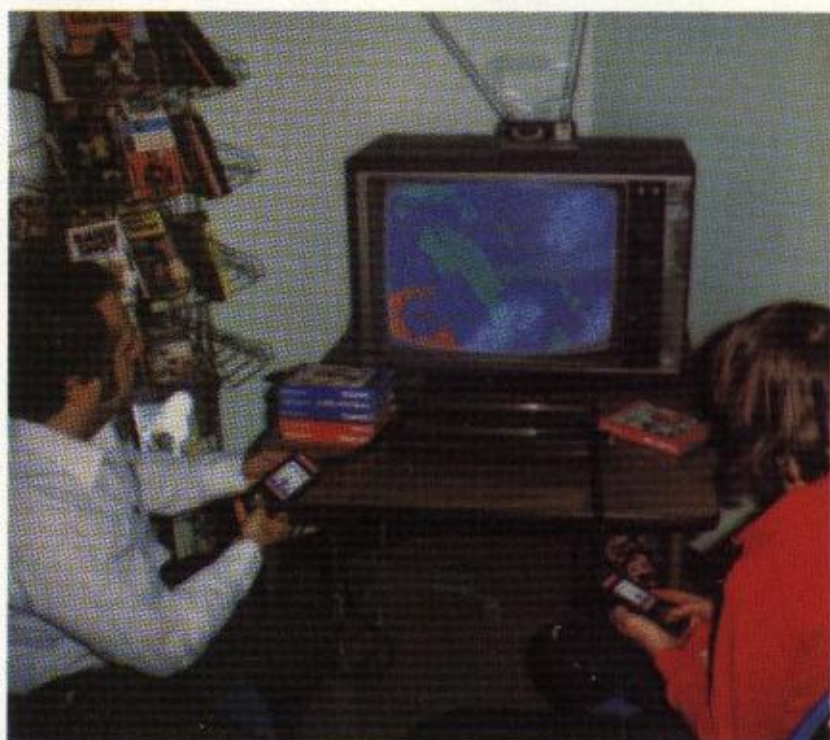
The students have to earn points in order to play Intellivision® during class time. The points are based on how well tasks are per-

formed, sticking to an assignment until completed, and good classroom behavior. When students earn enough points, they can play Intellivision® in pairs.

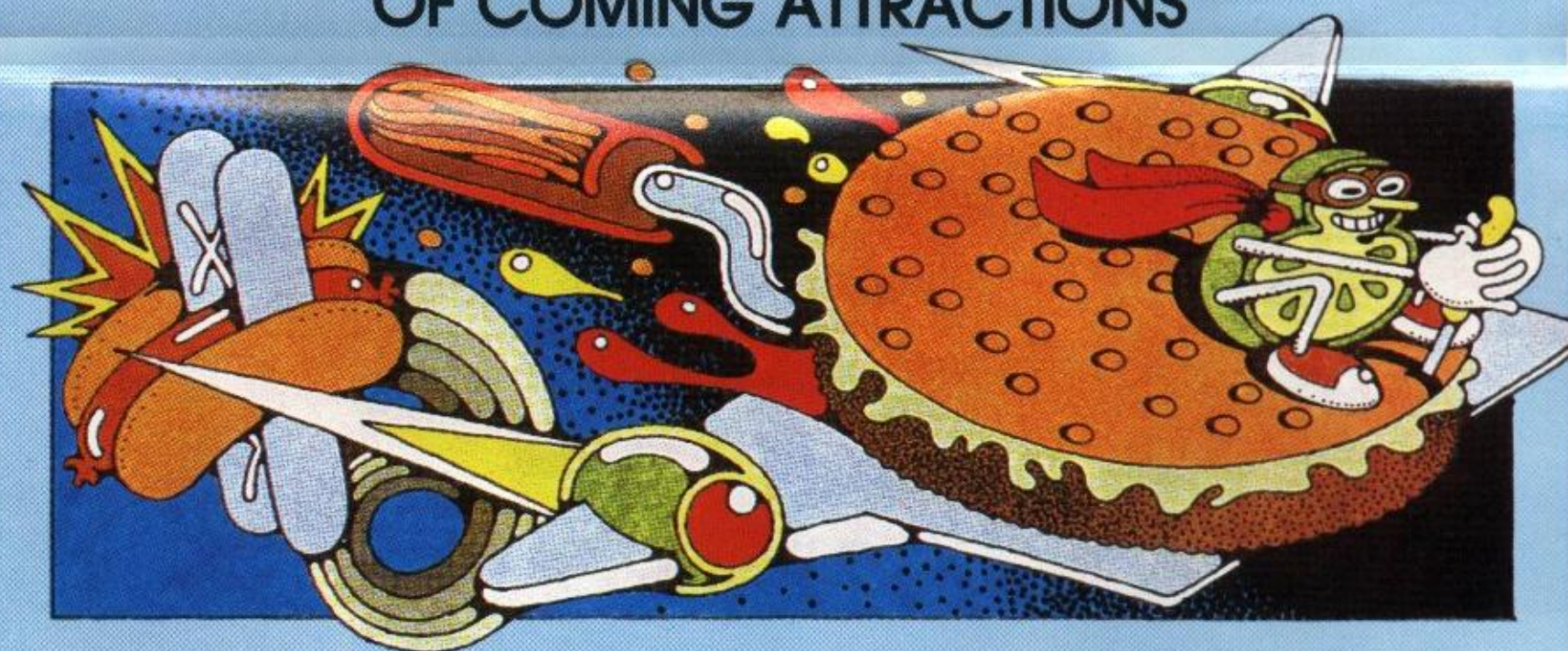
"Intellivision® offers both an intellectual and a physical challenge to the students," Jim explains. "Football, for example, requires both. What's more, the kids learn social responsibility as they play the games. They have to deal with each other in a socially acceptable way. And as they become able to learn and master various games, they're also building confidence in themselves."

Jim plans another bagel sale to raise more money. And he has his eye on the Intellivision® Computer Peripherals to expand the teaching and learning process. "To have a computer would really be great," he says.

To Jim Kuhnsman and his students, Intellivision® isn't just fun and games. It's helping kids with behavior problems to improve themselves and become better members of society.



PREVIEWS OF COMING ATTRACTIONS



FAST ACTION IN FAST FOOD

The next issue of *Intellivision™ News* will tell you all about our hot and juicy new cartridge, *BurgerTime*, licensed from Data East USA, Inc. It's the Intellivision® version of the

popular arcade game, and one you can really sink your teeth into. The idea is to assemble the ingredients for a hamburger through a wacky maze as you fight off the stomach-upsetting attacks of hot dogs, eggs, and pickles. If you've got an appetite for excitement, *BurgerTime* is your dish.

OFFICIAL INTELLIVISION® CARRYING CASE!

Now you can carry your Intellivision with you in a handsome, protective carrying case. Take advantage of this valuable offer especially for Intellivision® Game Club members!

- Intellivision® Carrying Case holds Master Component, 12 game cartridges, switchbox, instruction book and overlays.
- Perfect for taking your Intellivision® to parties, tournaments, friends' homes—even on vacation!

SUPPLY LIMITED, SEND TODAY!

Official Intellivision® Carrying Case

Please find () check or () money order enclosed. (No cash please)

Quantity ordered _____ Special Value
Amount remitted \$ _____ **\$39⁹⁵**

(California and New Jersey add applicable sales tax)

plus sales tax, if any

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

(UPS cannot deliver to P.O. Box)
Mail to: Intellivision® Carrying Case
P.O. Box Drawer No. 744
Milwaukee, WI 53278

Offer void where prohibited, or otherwise restricted. Offer good in U.S.A. only.

Please allow 6-8 weeks for delivery
Offer expires December 31, 1983

Manufacturer's Warranty*

Thick foam padding holds everything in place

Designed expressly for your Intellivision®

Locking latches with keys provided

Easy-carrying handle

Heavy-duty steel hinges for long wear

Durable, lightweight construction

*Manufactured for Intellivision by Southern Case, Inc.

Official Intellivision® Carrying Case

Warranty Information: This product is covered by a 90 day limited warranty from the manufacturer. A copy of the warranty is enclosed with the product or may be obtained free by writing to Southern Case, Inc., P.O. Box 28147, Raleigh, N.C. 27611.

VECTRON™

DARES YOU TO BUILD BASES WHILE BATTLING NASTIES!

We've never introduced a video game quite like Vectron™. Because there's nothing to compare it with in the real or imaginary worlds. It's pure abstraction. Pure challenge. Pure video. If you're excited by a game whose complexity tests your mind, reflexes, and skills, Vectron™ is for you.



YOUR OBJECTIVES

The goal of this one or two player game is to construct an energy base, section by section, using an energy block. You add each section by moving the energy block into place and filling it with an energy blast from a V-gun. When you complete your base, it turns a rainbow color and shimmers. You then move on to the next level and construct another base. The higher the level you reach, the higher you score.

ENTER THE NASTIES

So far, so simple. Ah, but we haven't told you about the Nasties, those devilish creatures who are out to nibble away and eat up your energy bases, as well as destroy your energy block. The higher your level of bases, the nastier the Nasties become. On levels one through three you must contend with the Red and Yellow Hungries, generated by the awesome G-Sphere. Waiting for you at levels four through twelve are the Splitters, swarming Diamondbacks, and Blue Meanies. And should you reach levels thirteen through eighteen, you must confront the huge Sweeps and powerful Prizums, whose stunning, multi-colored beauty conceals a mortal deadline. If the Nasties damage an energy section, you have to build it up again. And if they destroy your energy block, you have only two remaining. When your three energy blocks are gone, the game is over.

PROTECTING YOUR BASES

So how can you protect your energy bases and energy block against the marauding band of Nasties? Your primary defense is the V-gun at the top of the screen. It draws energy from your energy block to blast the Nasties from seven dif-

ferent directions. You can fire energy blasts and move your energy block at the same time. But should you reach level eighteen, take care. The dreaded Prizums take not one but three energy blasts to destroy.

LOSING ENERGY

As threatening as they are, the Nasties aren't your only worry as you attempt to build your bases. You must also live with the danger of losing energy. Energy is drained from your energy block by blasts from the V-gun and hits from Nasties. There's a bright side, however. When you complete a game level, an energy block is restored to full power.

YOUR ALLY, THE E-PAK

E-PAKS contain energy which can re-energize your energy block and temporarily reinforce it against damage by the Nasties. To get this energy, you shoot the E-PAK and maneuver your energy block to catch the freed energy that drifts down. All the Nasties—except, of course, the nearly-invincible Prizums—will self-destruct upon hitting a reinforced energy block. Once the energy is drained from your energy block, reinforcement from the E-PAK is lost.

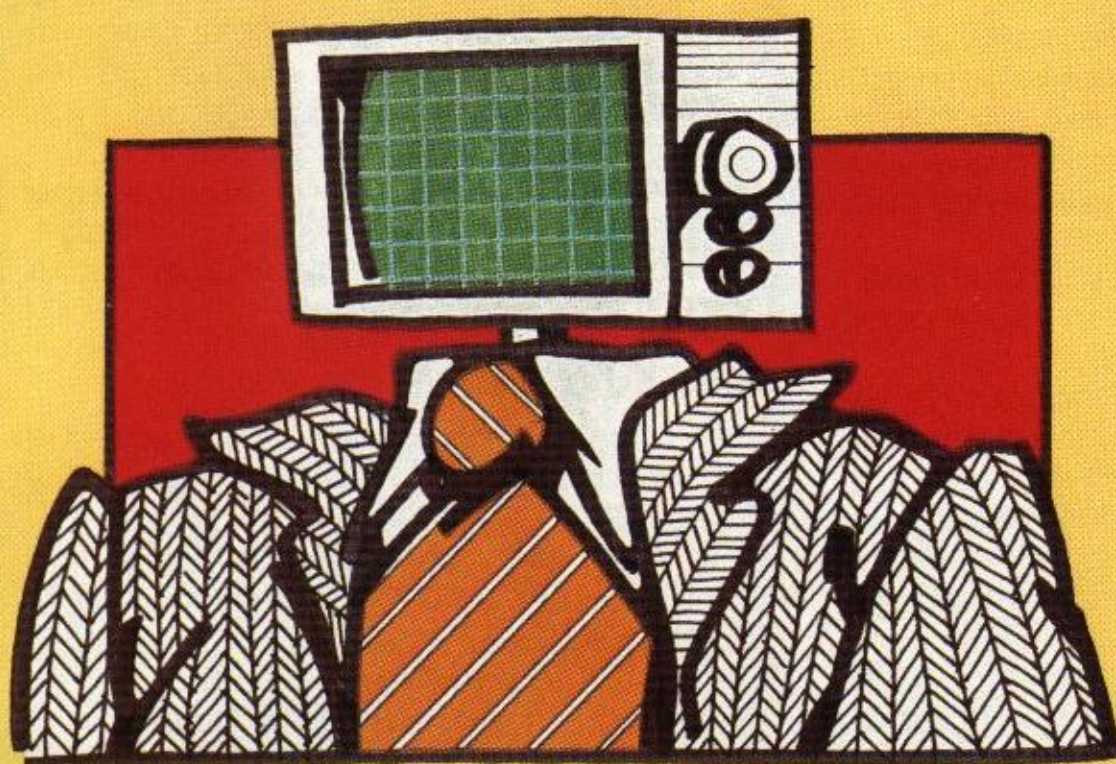
WATCH FOR GAME TIPS

In a future issue of *Intellivision™ News*, we'll give you tips on improving your Vectron™ game play. Sample: concentrate on building your bases rather than destroying Nasties in order to conserve energy. In the meanwhile, start mastering the complexities of Vectron™ and enjoying the fun of an absolutely first-rate challenge. With 99 possible levels to complete, Vectron™ is a game that will never fail to excite and stimulate you!

VECTRON'S™

DESIGNER TALKS ABOUT THE GAME

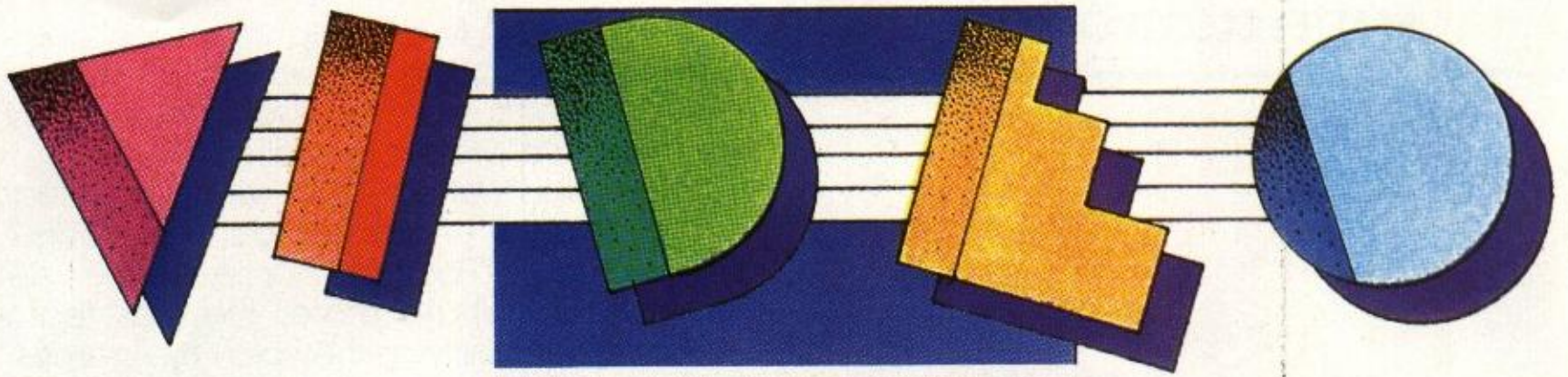
Vectron™ is such a complex, abstract, and multi-faceted game, that we asked the designer to give us his comments for *Intellivision™ News* readers. Here's what he had to say:



"There's no question about it. Vectron™ is a difficult game. We designed it that way so it couldn't be mastered easily. It's a game that demands a great deal from you in intensity and concentration. Sure, it can get frustrating at times. But you really enjoy the feelings of tension and the challenge."

"If you love arcade games, you'll certainly love Vectron™. It's a

Continued Lower Right Panel



ENTERTAINING

ENERGY BASE RACE

Plan a unique Intellivision® party to share the exciting new Vectron™ video game with your friends. Teams of two will compete in a stimulating energy base race. Each team must master astro challenges to build energy bases. You might even want to make this a father/son or mother/daughter event.

One of the challenges is Vectron™ itself. Each team's final score for this complex game helps to determine how many energy bases are built. It takes 50,000 points to build one energy base and the team with the most energy bases at the end of the party wins.

Points can also be gained by assembling celestial 3-D puzzles. Purchase puzzle cube kits from a variety store or gift shop. Paste Intellivision® video game advertising from magazines to the blank cubes to make the puzzles. Mix up the pieces so that parts of different pictures are showing. The team that can unscramble the pieces and assemble a complete picture in the least time, gets 60,000 points. If you can't find three-D puzzle kits, make a 2-D puzzle by pasting Intellivision® advertising to cardboard and cutting the picture into several pieces. The more pieces the more complex the puzzle.

Another challenge can involve finding paths through mazes in which Hungrees, Diamondbacks, Blue Meanies and Prizums lurk. You can design the paper and pencil mazes in levels of difficulty to make the contest even more fun. Level one, for example, may be worth 50,000 points, while level six is worth 100,000 points.

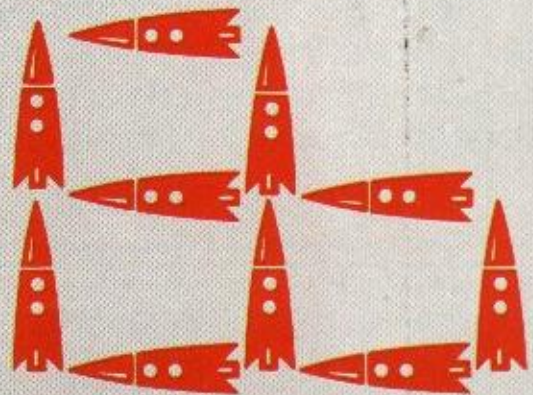
A video game trivia contest can help teams increase their score too. Ask questions

like, "What stops the chef from building hamburgers in BurgerTime?" (hot dogs and pickles). You'll have as much fun preparing this paper and pencil challenge as your guests will have meeting it. Award 10,000 points for each correct answer.

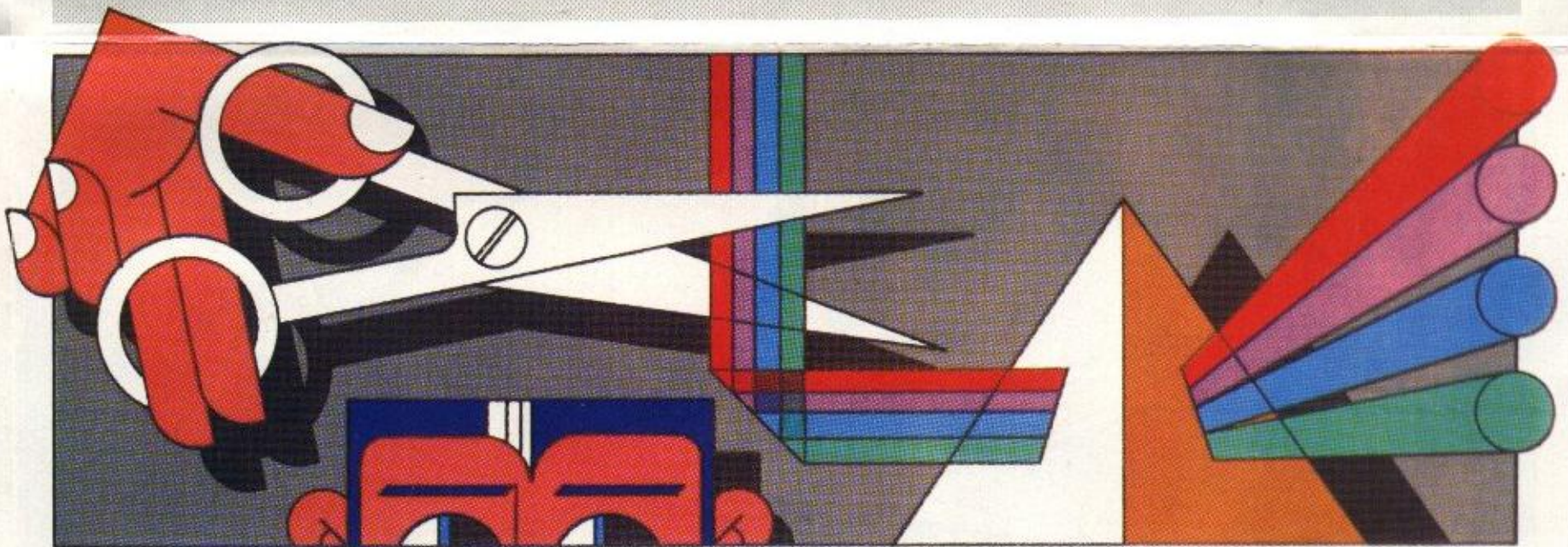
Or try astro brain teasers. Use riddles, hidden words, or optical puzzles. Can you answer this riddle? "Under, not over, the search is on." (Sub Hunt). Can you find the Intellivision® video game hiding in these letters?

L M E R C A X T I Q U P L R E D S
 B A X S T I V E C T R O N O T I N
 S A L L Y A R T J D P J L P R Y E

Can you take only two rockets away to make two squares?



Use these ideas as a launching pad for your creativity as you design challenges for your friends. Award 10,000 points for each brain-teaser solved.



VECTRON'S DESIGNER CONTINUED

level beyond the usual video game because it's so abstract. There's never a moment's letup. Something is always in motion. And the game won't let you get too good at it. It's always taunting you to beat it."

"The game play is kept fresh constantly. Because as you reach new levels, you encounter new Nasties and new problems. You've got to figure out how to deal with these new conditions as the game progresses. You have to keep changing your strategies as the levels get higher."

"Vectron™ requires instant decision-making to evaluate the risks. There are lots and lots of variables. For example, if you build your levels quickly, you get a score. But if you decide to hang in there and kill Nasties, you could earn even more points. On the other hand, you're taking a risk. You could get wiped out. I mean, you could lose your energy blocks."

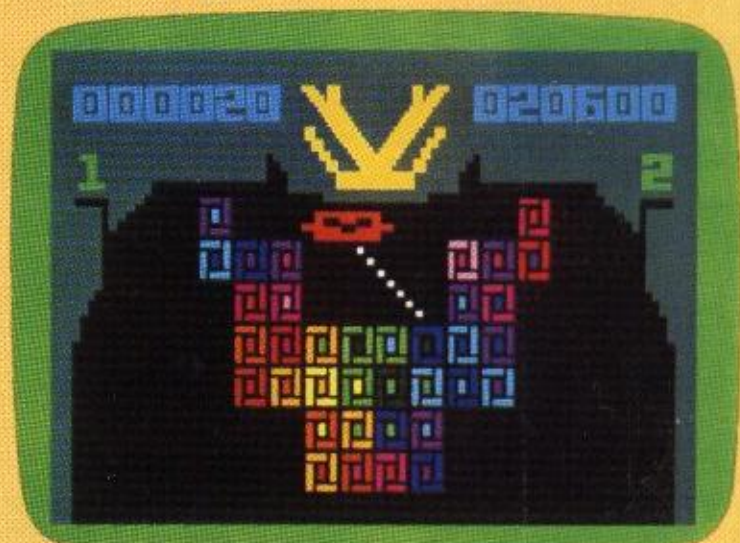
"You have to learn to read the screen and see where you stand: how much energy you have left and so forth. You have to learn to recognize

the Nasties on each level, what they look like and how to deal with them."

"Most of all, Vectron™ is a tremendously visual game. We had an artist create the colors and make them as bright and vivid as possible. You've just got to see it to appreciate it. The sounds are new and different too."

"Vectron™ is a game that just jumps out and says to you: 'Hey! I'm something you never saw before.'"

"COME ON AND PLAY ME!"



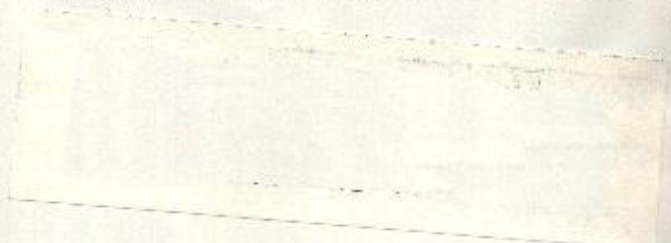
FREE
FULL-COLOR FOLDOUT
VECTRON™
POSTER



Intellivision™ Game Club
P.O. Box 9623
Madison Heights, MI 48071

BULK RATE
U.S. POSTAGE
PAID
PERMIT NO. 408
ROYAL OAK, MICH.

Address Correction Requested



FREE
INTELLIVOICE™

Module
From Mattel Electronics by Mail
with the purchase of Intellivision™



PLUS-

**A \$5.00 CARTRIDGE
CHECK-COUPON**

**HERE'S GREAT
NEWS!**

When you buy an Intellivision® Master Component from your Mattel Electronics™ dealer, we'll send you an Intellivoice™ module *absolutely free!* Intellivoice™ uses human-sounding voices to add excitement and realism to game play. *Plus*, you'll also receive a \$5.00 check-coupon good for the purchase of any Intellivision® or Intellivoice™ cartridge. Purchases must be made between February 12, 1983 and May 31, 1983. See your Mattel Electronics dealer now about a free Intellivoice™ module. And be sure to tell all your friends about this terrific deal!