

The official publication of the Intellivision® Game Club Issue #6 Fall 1983

# INTELLIVISION NEWS

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version of the sizzling  
hot arcade game

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BOOM!

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## BOMB SQUAD

FROM GENE SMITH, MATTEL ELECTRONICS

On the display screen, when choosing a circuit to repair, choose a circuit that when repaired will eliminate roughly half of your possible choices for a code number.

When replacing the first component, start replacing with the components which have the characteristic (color or shape) with the fewest matches. That is, if there are three components which match the original component by shape,

and two components which match by color, start with the matches by color. It is equally as likely that the correct replacement component will match by shape or by color.

If at any time after you have replaced the first component successfully, you forget the characteristic you are using to choose a replacement component, keep this in mind: The circuit board started off containing six components with six unique colors and shapes. If there are two components with the same shape or color, then you are replacing using components which match by the opposite characteristic.

# BOMB SQUAD

THE INTELLIVOICE GAME  
THAT TESTS YOUR SKILL  
AND YOUR NERVES  
(Intellivoice module required)

The situation is dire: a bomb has planted itself in your city. It's up to you to disarm it and you have 30 minutes to get the job done before the bomb explodes.

Before you can do that, however, you must figure out a secret code number of one, two or three digits. If you guess the correct number, you're won 2000 points and the game. If you guess wrong or make a critical mistake, or the clock runs out, you're in big, big trouble.

This is the premise of *Bomb Squad*, an exciting one-player Intellivoice™ game from Intellivoice Electronics. It requires you to reverse electrical circuits, using buffers, gates and a counting unit. You're also helped by the voice of Frank, a demolition expert who will guide you with instructions on what to do and the order in which to do it.

*Bomb Squad* can be played on three different skill levels. The higher the level, the higher the possible score. Level one is for those not familiar with the game and operates at the slowest speed. Level two is more demanding and moves twice as fast. And level three is strictly for professionals. The action moves twice as fast as level two and four times as fast as level one.

Throughout the game, there are complications that could prove fatal. You're required to make a specific number of wiring operations at each level. And if you cut the wrong component, or if the probe from an unmarked circuit, you have a limited

number of seconds to correct the problem.

If you fail to cut a component in the right order, or remove a key part, or extinguish a fire in the number of seconds you're given, watch out! The bomb could explode.

All the while, you must try to figure out the secret code number. After you've received two circuits, you can go for three and try to guess the number. If you're right, you win 1000 points. Guess wrong and you lose.

After enough circuits are received, the code number can be deciphered with the certainty that the bomb won't go off. And when the clock runs down to 15 seconds, you can try a greater guess. After all, what have you got to lose?

*Bomb Squad* wouldn't have the drama, tension and excitement it does without the added dimension of Intellivoice. While a "beeping" voice reminds you that you have 14 or 13 or 12 minutes before bomb time, Frank's reassuring voice of Frank will carry through, telling you to move your pees "outta here to the left" or to "cut the lead."

If you make a mistake, Frank will tell you so. And Frank will tell you whether you should cut a particular wiring component or explode it. Intellivoice, the real boss, will be leading you in order to break your concentration.

When you find the secret code number, you've disarmed the bomb and killed Frank. Frank will tell you what a hero you are, and knowing you built over a nervous and probably



# HotLine



## SUMMER FOOTBALL

Last fall, a group of seven Intellivision Football fans from the Youngstown, Ohio area organized the Intellivision Football League. They played twice a week, with double headers on Sunday and a Super Bowl game at the end of the season. But that was only the beginning. They plan to play again straight through the summer. "We don't care about the season," said group member John Seltzer. "we just love the game." Seltzer also explained that the group had learned a lot about Intellivision Football by playing constantly. "We didn't realize you could block punts or run back a punt for a touch-down," he said. "but we sure do now. We also learned it's better to pass the man rather than the ball to avoid getting burned on a long pass. Also, running is a lot more important than we thought." For summer, the group plans a round robin tournament with the top four teams participating in a playoff.

## GOOD SPORTS

Art Glass of the Keystone Intellivision Club of Reading, Pa. tells us that his club has four sports seasons a year. In January, February and March, the 30 members concentrate on basketball and hockey. In April, May and June, the games are baseball and soccer. Golf and tennis are the games for July, August and September. And football and bowling take place in October, November, and December. Bowling is one sport that goes year 'round.

## HIGH GAME SCORES

Here are the high game scores we've received so far. Each one has been verified with a photo of the game screen.

IRON DUCKS DECK + David L. Moore Cotton, Texas	10,800,000
Eight Balls™ Robert W. Benjamin, Howard, Pennsylvania	995,000
Franklin™ David L. Moore Cotton, Texas	90,000
Jeepie Jeepie™ Andy Hooked Portland, Indiana	429,000
Jack N' Chase™ Robert Hildebrand, Howard, Virginia	101,100

Remember the high game score for as many games as we have room for as we continue to receive them. But remember too things I must be a Multi-Intellivision™ Intellivision™ game and if the game score must be 100,000,000 or a photo of the game screen. Send your scores to the editor.

# THE VIDEO GOLFERS ASSOCIATION

You don't have to play golf to love the game. Ben Scott of Los Angeles had golf once and decided it just wasn't for him. But when he discovered video golf on his brother's television, he became a golfing fanatic. Ben organized the Video Golfers Association, which now includes 14 of his friends. They play regularly at a members' home for a 10th-ranked tournament. Scott's addiction to the game has given him some thoughts on its problems. "I wish we could play on difficult courses to make the game more difficult and provide more variety," said Ben. "I'd also like us to be able to move our golf balls on the course. We can't do that now." Not, despite these suggestions,

Ben and his other club-loving members are totally dedicated to the game, finding it continually challenging and exciting. "Best of all," says Ben, "you don't have to lug around heavy clubs!"



**If you don't take a stroke of genius to get a better golf score! Here are a few hints—some just to get you started. Good Luck!**

Hole	Club	Aiming Position	Distance	Hook/ Straight/ Slice
1	Driver	3 o'clock	Long	Hook
	3 Iron	Towards Hole (Can result with only two strokes)	Long	Straight Towards Hole
2	Driver	3 o'clock	Long	Slight hook towards water
	3 Iron	Towards hole	Long	Towards hole
3	Driver	1 o'clock	Long	Straight
4	Driver	4 o'clock	Long	Slice to avoid sand
5	3 Wood	4 o'clock	Long	Slice
6	Driver	4 o'clock	Long	Slice
7	Start to get	In two strokes. Try the		
	Driver	Towards hole	Medium	Straight
	Wedge	On to green		
8	3 Wood	4 o'clock	Long	Slice
9	3 Wood	3 o'clock	Medium	Slice
	3 Wood	Over water		Towards hole
	3 Iron	Towards hole	Long	Towards hole

# NEW AND EXCITING INTELLIVISION<sup>®</sup> GAMES



## BUMP 'N' JUMP™ YOUR WAY DOWN THE HIGHWAY

The rules for this road game make crashes, fender-benders and road hogging a requirement. It's all in fun, though. As you go bumping and jumping down the path to victory, but watch out! The deadly dump trucks, the treacherous tanks and the sinister death car are lurking along the route, waiting to destroy you!

You begin the game with a car on the road and four others ready to hit. You can feel the steering and acceleration needed to bump other cars and gain valuable points. The farther you go the more points you get. The faster you go the farther you can jump. But beware, you have to watch a speed

of 100 mph before you can jump to clear road obstacles. Jump on top of another car to smash it!

Keep your eyes peeled for bumps in the road and the traps to maneuver when the road narrows. Beware of tiny bumper trucks, snipers, tanks and jump to clear water. Watch out for the tank and gas tanks. If follow you closely and you can't find that truck, watch out for traps! Avoiding trucks, they are hazardous to your health. Your final score determines your skill level. Get 500 points for each car that smashes if you wanted to be the great one! However, you get a bonus of 500 points for each car that crashed. Get 10,000 bonus points if you don't crash any cars during an entire roadway. When you play Bump 'n' Jump you will never know who's out there!



## A HONEY OF A CHALLENGE!

In the new, one-player Bee Bomber game for Intellivision, you're out to eliminate an enemy world of Bumble Bees. And you're offed only with a dash of bee-rocket!

The bees fly down an invisible flight path. And when they reach the bottom, they will make flowers.

Flowers are beautiful, but for you, they mean bad news. Because pollution causes the flowers to multiply and trap your bee's path. And when you get your bee's bomb, please remember it, you need it!

Only one, you start the game with three spots left, each providing 10 spots. Even

if you're the only bee in the pot, even so you can see how much you have left! If you score enough points, you'll win an extra spot too!

There are several in a number of ways. One way is by getting bees. And another way is by getting bees, which is really hummingbirds will not when they happen, you get additional points.

At the lower level, most of the Bee Bombers are flower bees, which turn into other honeybees when hit by the bomb. The other bees are white and fly much faster than the other bees. You can also see you can shoot in you of course. And if you hit them with your bomb, they turn into red honeybees for the hummingbird to eat. Naturally, you earn more points by hitting a white bee than a flower bee. At the same time, you earn more points for a red honeybee than for a hummingbird that's eaten honeybees.

There are lots of traps and fun in Bee Bomber to keep you on your toes. For example, if you enter the hummingbird by accident, one gets you and leaves the game for a while. The game will give you points. And if a flower bee gets close, before a honeycomb and the side of the screen, it builds a barrier. This is worth big points to you when you complete that level.

With over 300 levels to complete, and that get tougher as every level, Bee Bomber is a game that will continue to challenge and fascinate you. So play it and enjoy it. But be warned, not to get stung!

## A TALK WITH THE PROGRAMMER OF **BOMB SQUAD**

To get a better understanding and appreciation of *Bomb Squad*, we talked with the game's programmer. Here are his comments:

"Even though *Bomb Squad* is a strategy—like a movie—it's not based on real life. It's logic, and other stuff, not real life."

"You could say that it's an intellectual game, a game of logic, deduction and reasoning, but that's more important on the lower levels. On the higher levels, dexterity and hand-eye coordination become more important. You really have to start on the lower levels and work your way up from logic to skill."

"The game does two things. One, it makes you sit down and think about what you have to do. And second, it tests your ability to perform certain functions. For example, you have to handle tools very precisely on the highest level because they're moving very quickly. And you have to put out fires in a matter of seconds."

"The voice of Frank is especially important to designers, because it helps them master the game. The voice adds realism, color, mood and excitement to the game that it otherwise wouldn't have."

"The point system is your way of stating your relative achievement in the game. It isn't enough to just disarm the bombs or blow 'em up. By scoring points, you have a way of measuring your accomplishments, your progress in mastering the game."

"If you can get the basic concepts of the game, you'll become better and better until you've reached your potential. As for music, I've mastered levels one and two but level three still escapes me. I get through the first two digits of the code number line, but by the time I'm partway through the third digit, I don't know where the bomb is."

"The end of the game is a lot of fun. When Frank says, 'You've done it! You're a hero and the fireworks go off over the cityscape, you really feel good.'"





# BURGERTIME™

## THE ARCADE GAME AMERICA'S BEEN EATING UP COMES TO INTELLIVISION®

Mattel Electronics has turned a great arcade game into an equally great home video game. It's *BurgerTime*, the sizzling smash-hit of arcades all over America. And the new *Intellivision*™ version (also available for Atari 2600 and Aquarius Home Computer) features the same luscious ingredients of the original game: mouthwatering graphics, superfast action, and unending fun. You may never enjoy the colors of autumn unless you play *BurgerTime* on an outdoor TV set!

### THE CRITICS LOVE BURGERTIME

If you think we're just blowing our own horn about *BurgerTime*, read what the critics have to say about the original arcade version.

*Arcade Express* magazine describes *BurgerTime* as having "Thousands of minutes, excellent play-action, and potential for intricate strategies. It's one of the best games to hit the arcade since Pac-Man."

Key *Mattel Magazine* ranked *BurgerTime* among the top five arcade games. And *Arcade Games* calls it the "hick of the 1980 Consumer Electronics Show."

*TV Guide* says, "This game can't chopped beef. It's super action... *BurgerTime*'s arcade game; it's fun and challenging to play as well as a beauty to behold."

*Decade* magazine calls it "a highly original game that is currently a top five smash."

*Mattel* never says, "This game is a great way to work with food without gaining weight!"

### A HOME VIDEO GAME IS BORN

Did you ever wonder how a top arcade game gets turned into an equally exciting home video game? Well, it's not easy. But we did it.

In the case of *BurgerTime*, one of *Mattel Electronics*' crack programmers spent approximately 100 hours playing the arcade version of the game. (Yes, *Mattel Electronics* paid for the arcade talent). He also watched his friends play the game.

If you want to get an idea of 100 hours, think of it as 12½ straight 8-hour days (not counting on one single video game, hopefully, his wife didn't serve burgers for dinner when he got home right).

After becoming familiar with *BurgerTime*, the programmer translated it into a home video game which would take full advantage of the considerable capabilities of *Intellivision*™.

As a result of these interventions, the *Intellivision*™ version of *BurgerTime* is really, really, really fun to play. *Intellivision*™ allows for seven different *BurgerTime* play screens to make the game even more fascinating, appealing, and deliciously entertaining.

### THE GAME IN A NUTSHELL

A one-player or two-player game, you can play *BurgerTime* in any one of three different speeds: slow, medium, and fast. And even though the game has a great deal of detail in it, the story itself is relatively simple.

Your chef, Peter Pepper, runs merrily through a colorful maze to collect patties, cheese, lettuce and buns in order to build burgers. As he crosses each ingredient, it falls onto the next level below.

Once the chef builds all the burgers, he moves onto the next maze. But beware! The nasties—furious hot dogs, poisonous pizzas and evil eggs—slither through the maze to chase the pump chef. If a nasty touches the chef, he game is over!

To escape the nasties, your chef can bury them under beef patties, lettuce and buns, or slay them with pepper. You can score points and replenish your pepper supply by avoiding or ice cream, coffee, french fries or ketchup as they appear on the screen.

Once your chef builds a burger, he performs his charming little victory dance. Then he's off to the next maze for more intensive action.

### THE PEARLS OF PETER PEPPER™

You control your chef, Peter Pepper, by moving him in one of four different directions: up, left, down, and right. If he moves across a bun, it drops one level and you earn up 30 points. You can also earn 30 points for each patty, tomato slice or lettuce leaf you move the chef across.

Whether you play alone or with a friend, you have five chefs at your disposal and they will all die if they are gone. For every 10,000 points scored, you get an extra chef. And you can use every chef you get, because from start to finish, your chefs are in mortal peril.

### THE MADVELOUS MAZES

You move your chef across seven mazes constructed of lockies and planks. Some mazes are more difficult than others. And when you successfully build all the burgers in one maze, you move to the next. When all seven mazes are completed, you start over with the first maze, but of a more difficult level.

### THE NOXIOUS NASTIES

Whenever your chef goes in the maze, he's chased by stomach-churning nasties: hot dogs who are determined to be eaten, hot boxes, pizzas with the curved of disposition, and eggs with a tough, hardened personality.

These nasties get nastier and nastier as the game progresses. And if they catch your chef, he's off to that great elsewhere: the Sky Obivion.

### YOUR ALLY: PEPPER THE POWERFUL

If the nasties should top your chef in a corner, you can slay them with pepper. You start with four pepper pinches, and your chef can move and sprinkle pepper at the same time.

You can also earn extra pinches of pepper by grabbing down ice cream, coffee, ketchup or french fries, depending on your level. *BurgerTime*'s smart chef uses pepper only when he's in need to. Because pepper can be a very valuable ally of the upper levels.

### KNOW THE SCORE

There are lots of ways to earn points in *BurgerTime* and boost your score. You can earn 100 points by dropping ingredients on top of nasties and squashing them. But don't cheer yet. Squashed nasties come back to life from either side of the screen.

You can also tempt nasties onto a bun and then drop the bun by stepping off. The more nasties on the bun, the higher your score. In addition, you can test nasties on a chase and get them to meet at the corners. If they meet going in the same direction, they'll stick together.

Try to get as many nasties stuck together as you can and give them a ride on a falling bun or other ingredient. You'll earn extra points. Points are also awarded for going nasties a ride on a falling burger patty, squashing nasties with a falling bun, and grabbing pepper-replenishing snacks.

Once you reach 1,000,000 points, the scoring begins all over again. And if you're really good, you can reach 1,000,000 points 25 times to start playing *BurgerTime* and satisfy your hunger for challenge, excitement and a tummyful of fun.



## ENTERTAINING

# BACKYARD BURGERTIME™ BAR-B-Q

Invite your friends to a BurgerTime™ Bar-B-Q. First, play the exciting new In-Between BurgerTime video game. Next, enjoy some fun in the sun with games that you've selected as the best ones for your group of friends. Before the party, read through the clues below and get everything ready.

The Giant Hamburger Hunt is one game to play. Here's how: A day or two before the party, make up clues that give guests hints where they'll find ingredients for their hamburgers. One clue, for example, could say, "Catsup catches won't fumble." This will lead a player to a construction paper catsup bottle hidden inside a catcher's mitt. Make enough construction paper catsup bottles, pickles, meat patties, pepper shakers, and buns and top buns so that each guest can make a complete burger.

Just before the party, hide the ingredients: the catsup bottles in catcher's mitts, pickles under old newspapers, meat patties in the sandbox, and other hiding places.

At party time, challenge your guests to use the clues to help them find all the ingredients they will need to build a hamburger "with the wits." They should take only one of each ingredient, and they shouldn't tell other players where the hiding places are. The first guest to build a complete construction paper hamburger wins the game.

Work up an appetite with some races. First, try the Hot Dog Race. Each player ties a bandana loosely around both wrists. Racers must jump or hop to the finish line. Next, run the Pepper Dash. Take off the bandanas and see who can sprint from start to finish the fastest. And try an Egg Roll Race. Contestants

must use their feet, hands—or noses—to roll a hard-boiled egg the length of the "race track." Then, try Cape It Saucers. Ask guests to first stack three unbreakable plastic cups and saucers on top of each other, and to then race to the finish line without dropping their dishes. If a player drops a cup or saucer, he or she must return to the starting line and try again.

As a final party event, run a Build-a-Burger Relay. Each team must carry burger ingredients—one by one—from start to finish. The catch is in the unusual way you devise for your players to carry the items: the bottom half of the bun, for example, might have to be carried in the player's teeth. The pickles might have to be balanced on the nose, and the meat patty might have to be balanced on a cante. Use cardboard ingredients for each team's burger.

Conclude your party with a delicious BurgerTime Bar-B-Q. Invite guests to grill their own burgers and create their own sandwiches with buns, lettuce, tomatoes, cheese, mustard, catsup, and—of course—pickles. For dessert, what size but Chef Peter Pepper's energy source . . . ice-cream-cones!



# BURGER TIME™



