

IntelliVision Lines



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LETTERS/COMMENTS:

Page two is for your letters, comments and tips. I will try to answer any questions you may have. Send letters to:

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DID YOU KNOW?

Mattel originally marketed their video gaming system with LAS VEGAS POKER & BACKJACK and later with BUGERTIME for IntelliVision II.

HAVE YOUR NEXT AD FOR VIDEO GAMES, ETC PUT IN THIS NEWSLETTER FOR NOTHING. Have your ad sent in by June 1st and it will be printed in Issue 4 at no cost to you!

History of IntelliVision-Part II:

In 1980, Mattel announce an add-on for the IntelliVision Master Component. This would be a Keyboard Component in which the Master Component would drop into. Mattel showed this on the back of the box for the Master Component, thru displays with dummy Keyboards, and in pamphlets they passed out in stores should as J. C. Penny's. The Keyboard Component never did make it to the national market, it was sold in two test areas, but Mattel dropped the item by early 1981.

Mattel Electronics designed the Keyboard Component to have 60 typewriter-like keys including specialized computer function control keys. You would be able to type both upper and lower case letters. It was to have 16k RAM resident (10 bit) words memory expandable up to 1,000 8K pages (8 megabytes).

It used the 16-bit microprocessor in the Master Component along with its own 8-bit microprocessor. It would produce high resolution graphics along with 24 lines of 40 characters. Also had two parallel peripheral I/O expansion ports which would allow for addition of external memory, and peripherals.

Also the Keyboard Component came with a built-in Tape Cassette Drive completely computer controlled. It recorded/played two digital and two audio tracks in one direction, and tape could hold 30 minutes of program material and/or data storage. Mattel develop several cassettes for this system.

The first planned wave of tapes offered were to be: Conversational Spanish, Conversational French, Stock Analysis, BASIC Computer Language, Super Football, Jeane Dixon Astrology, Family Financial Planning, and Jack LaLanne's Physical Conditioning. Some of these tapes were released for this add-on.

QUESTIONS AND COMMENTS FOR THE EDITOR

Question: On the Master List you have "Championship Tennis" by Nice Ideas, but wasn't it by INTV? Did Nice Ideas program the game to be sold through INTV?

FROM: Russ Perry

Answer: Both CHAMPIONSHIP TENNIS and WORLD CUP SOCCER were designed by Nice Ideas, Ltd. and not by Mattel or INTV Corp. It appears that these games were developed in Europe and sold there first before being sold here by INTV Corp.

Question: Did COLECO ever released SMURF for the IntelliVision?

FROM: Several letters

Answer: No, COLECO did not release this game for the IntelliVision, but did release it for the Atari 2600. There was a pamphlet released in 1982 by COLECO listing the games to be made by them for both Atari and IntelliVision. Included in this was two games for IntelliVision which were never released. These were SMURF #2485 and COSMIC AVENGER #2484.

SPECIFICATIONS ON MASTER COMPONENT

ARCHITECTURE: Tabletop unit with a GI 1610 16-bit microprocessor and two hand controllers each with 4-side action buttons, a 16-direction disc and a 12-button keypad.

MAXIMUM RAM MEMORY CAPACITY: 64k bytes of address space available for external programs.

BASE RAM: 2k bytes

DISPLAY: Required color TV and had a RF modulator built-in.

SCREEN GRAPHICS: 160 horizontal elements by 192 vertical elements, with eight moving foreground symbols from sixty-four graphics characters contained in the cartridge memory.

SOUND CAPABILITY: Crash and cheering sounds from a 3-channel sound generator chip.

EXPANDABILITY: Master component was not programmable directly, it required an add-on Computer Adapter. Also an add-on Music Synthesizer, Voice Synthesizer (IntelliVoice), and System Changer (to play 2600 games) were available.

LADY BUG

INTELLIVISION GAME REVIEW

NAME: LADY BUG

MANUFACTURER: COLECO

AVAILABILITY: HARD-TO-FINE to RARE

TYPE OF GAME: Arcade

AGE LEVEL: 8 and up

NUMBER OF PLAYERS: 1 or 2

ADD-ON'S REQUIRED: None

BACKGROUND ON GAME

One of eight games released by Coleco for the IntelliVision system. This game was designed for play on Atari 2600, ColecoVision and IntelliVision and was an conversion of an arcade game by Universal Co. Ltd. Unfortunately, this is the worst version of the three conversions done by Coleco.

The game is an PAC-MAN type maze and chase game which was very successful as an coin arcade game.

OBJECT OF GAME

The object of this game is clear each maze of all the dots. In the two player game you complete for high score.

This is done by you controlling Lady Bug with your disc through a maze of walls and turnstiles eating small dots, hearts, and letters and avoiding predatory enemy insects and deadly skulls.

As you move up in levels the speed of the predatory bugs increases. Game is a good maze type game and one of the few arcade games for the IntelliVision that you can find.

RATING OF GAME PLAY:

Good

STRENGTHS:

Good maze and chase game; Good adaptation of theme music.

WEAKNESS:

Poor control of the LADY BUG; missing the Special Harvest screen; weak graphics.

TIPS ON GAME PLAY:

Eat the letters in the maze only when they are the color yellow, this will give you an extra life when you complete spelling the word EXTRA.

Be sure to eat all the dots around the Bug Box where the bugs are before they are released or you may never clear this area of dots.

Be sure to close the turnstiles nearest to the opening of the Bug Box first so that the bugs will go on a predictable path.

After all of the bugs are released a vegetable will appear in the Bug Box, go eat it before it disappears and you will receive alot of bonus points for your effort.

If you eat the hearts while they are the color blue you will increase your score by two, three, four, or even five times.

Watch out for the deadly skulls which are placed randomly in each maze, these will kill you.

OTHER INFORMATION:

Overlays needed.

Designer of the game is:
Not Known

SAFECRACKER

INTELLIVISION GAME REVIEW

NAME: SAFECRACKER

MANUFACTURER: IMAGIC

AVAILABILITY: Average to Rare

TYPE OF GAME: Action

AGE LEVEL: 10 and up

NUMBER OF PLAYERS: 1

ADD-ON'S REQUIRED: None

BACKGROUND ON GAME

One of the better games released by Imagic for the IntelliVision system. This game was only design for play on IntelliVision and not a reprogrammed game that was first released for another system. This is a good one player game. The game will made you use your mind and force you to think.

The usage of color is a key part of the game. You are guided through the city by the color of the screen's border which indicates which direction you should be headed in.

OBJECT OF GAME

The object of this game is to drive your car through the streets of a foreign city stop at different Embassies, selling from their safes code numbers to the valut at the Treasury. Then go to the Treasury and open the vault and sell the gold bullion and return to your "Safe House".

As you travel the streets of this city there are Secret Police who are out to kill you! There is a Safe House in the city where the Secert Police cannot find you at.

There are three levels to this game: Easy, Medium, and Hard. The traffic increases on each level, the Secret Police become more agressive on each level, and the number of safe combinations needed increases from 2 to 5 as the level increases.

RATING OF GAME PLAY:

Very Good

STRENGTHS:

Good action and mind game; Graphics are great, Nice 3-d effect; Shows off what IntelliVision could do, Good usage of keypad.

WEAKNESS:

Poor control of car went trying to reverse direction.

TIPS ON GAME PLAY:

Do not stop your car, always keep moving so you can swerve away from cars coming at you.

If you shoot at anything but a secret police car then they will come after you. Silence is golden, so keep your fingers off those side buttons!

Do not stop and look at car crashes, you have a job to do and places to go.

You must collect all four code numbers before driving to the Treasury Vault. Write these down, since they will not be displayed on the Vault Screen for your reference when opening the Vault.

Learn to contol your car on the Easy Level before trying on of the harder levels.

If you hit a curb your car will crash and explode and you have one less spy to complete the game with.

All Black cars belong to the Secret Police.

Each Embassy will have a Diamond marking on it and the Treasury is a tall blue building with Dollar signs on it.

OTHER INFORMATION:

Overlays needed.

Designer of the game is:
Marvin Mednick

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MASTER LIST OF GAMES RELEASED

GAME TITLE	TYPE	COMPANY	ADD-ON NEEDED
JETSONS WAY WITH WORDS	EDUCATIONAL	MATTEL-INTV	COMPUTER
KOOL-AID PITCHER MAN	ACTION	MATTEL-INTV	
LADY BUG	ARCADE	COLECO	
LAS VEGAS POKER & BACKJACK	GAMBLING	MATTEL-INTV	
LAS VEGAS ROULETTE	GAMBLING	MATTEL-INTV	
LEARNING FUN ALBUM 1	EDUCATIONAL	INTV	
LEARNING FUN ALBUM 2	EDUCATIONAL	INTV	
LOCK'N'CHASE	ARCADE	MATTEL-INTV	
LOCO-MOTION	ARCADE	MATTEL-INTV	
MASTERS OF THE UNIVERSE: POWER OF HE-MAN	ACTION	MATTEL-INTV	
MATH FUN	EDUCATIONAL	MATTEL-INTV	
MELODY BLASTER	EDUCATIONAL	MATTEL-INTV	COMPUTER AND MUSIC SYNTHESIZER
MICROSURGEON	EDUCATIONAL	IMAGIC	
MIND STRIKE	BOARDN	MATTEL-INTV	COMPUTER
MISSION X	ACTION	MATTEL-INTV	
MOTOCROSS	SPORTS	MATTEL-INTV	
MOUSE TRAP	ARCADE	COLECO	
MR. BASIC MEETS BITS'N'BYTES	EDUCATIONAL	MATTEL-INTV	COMPUTER
NIGHT STALKER	ACTION	MATTEL-INTV	
NOVA BLAST	ACTION	IMAGIC	
PAC-MAN	ARCADE	ATARI-INTV	
PINBALL	ARCADE	MATTEL-INTV	
PITFALL	ACTION	ACTIVISION	

GAME TITLES IN () WERE EARLY TITLES THE SAME GAME WAS RELEASED UNDER.