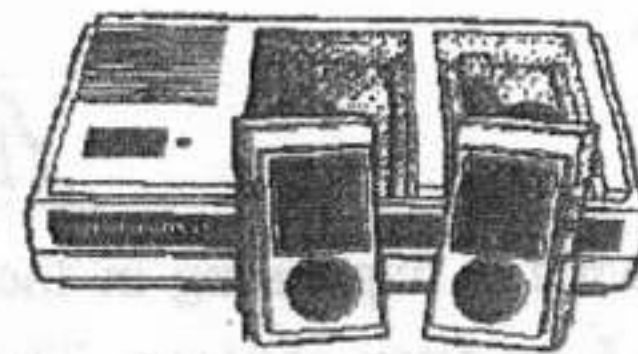


# INTELLIVISION

# LINES



MARCH 1995

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ISSUE No. 10

## Editor's notes:

IntelliVision Lines is back!!! I hope to start issuing this again on a more regular basis. I will startout on a every three month basis and hope to then be able to do it every two months.

As you can see, I am using an different Word Processor, which will allow me to do more as I learn it. Also a section on the ESC will appear for several months. I will attempt to cover this add-on in detail.

Enjoy this Issue,  
THE EDITOR

## INTELLIVISION GAMES THAT ARE STILL AROUND IN THE 1990'S

*(OR GAMES GO GOOD YOU CAN'T GET RID OF THEM)*

*There are several video games that were released for the IntelliVision that were so good they were released again during the 1990's for the 8-bit and 16-bit gaming systems. How many can you name?*

*The following are the ones I can think of and the the game system(s) they were released on:*

*PAC-MAN for Nintendo , Game Boy, Game Gear, and Atari7800*

*POPEYE for Nintendo and Game Boy*

*BURGERTIME for Nintendo & Game Boy (called BURGERTIME DELUXE)*

*COMMANDO for Nintendo and Atari7800*

*DONKEY KONG for Nintendo and Atari7800*

*DONKEY KONG JR. for Nintendo and Atari7800*

*Q\*BERT for Nintendo*

*BUMP 'N JUMP for Nintendo*

*DEFENDER for Nintendo (called DEFENDER II)*

*DIG DUG for Nintendo (called DIG DUG II) and Atari7800*

*LOCK N' CHASE for Game Boy*

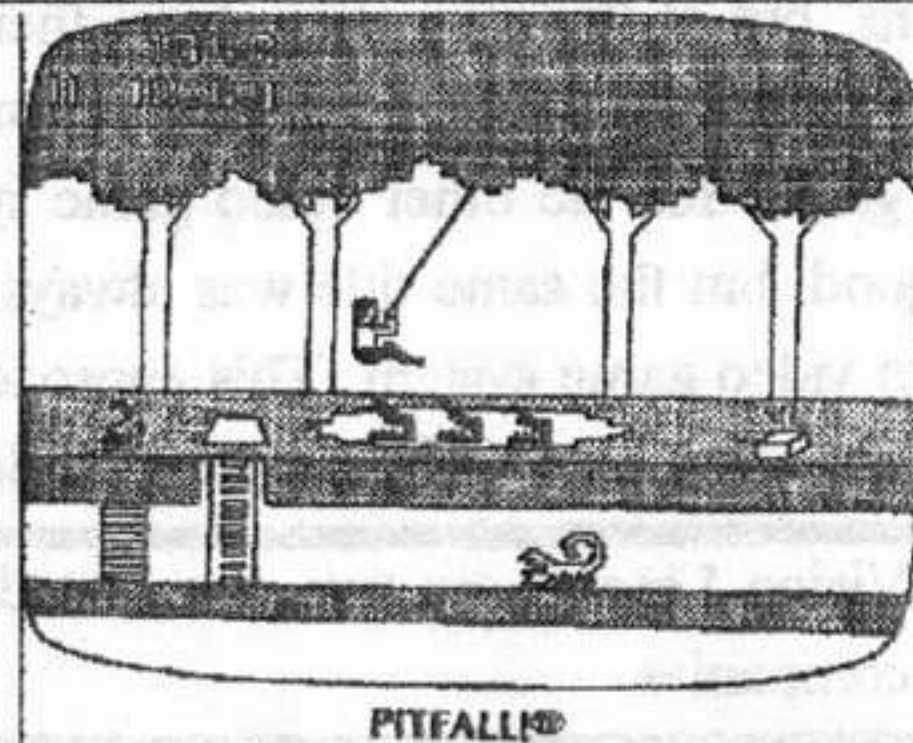
*MONSTER TRUCK RALLY for Nintendo*

*PITFALL! for Super Nintendo, Genesis and Genesis CD*

*If you can think of one I missed, please write me and let me know. It is nice to see that several good playing games are good enough for the more powerful game systems of the 90's.*

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## RALPH'S OPINION

As I watch what is happening in the Video Gaming World today I am very concern. The trends that are happening appear to be similar to those that occurred back during the "Golden Age Of Video Gaming" in the early 80's.

One of the trends that is repeating itself is for a gaming system to die a slow death as it is no longer carried nationwide by the Toy and Video stores. A prime example is the TurboGrafx-16/TurboDuo gaming systems, this system was dropped by most retail concerns after NEC sold part of its interest to Hudson Software and then formed T-T-I. This is the same problem which the new owners of IntelliVision, Inc. (later renamed INTV) faced when they bought that gaming system from Mattel, no one would carry their games. They were able to continue on by releasing new games through their mail order catalogs. T-T-I is planning on doing the same thing with at least six new games.

Another Video gaming system with the same problem is NEO-GEO by SNK, which is not carried by the Toy or Video store chains. I remember the Arcadi 2000 and Vertex during the eighty's which never appeared in the stores near me.

Also, another example is Electronic Arts (EA), which seems to be trying to follow in the steps of COLECO. They both made video games for other game systems, but at the same time have their own game systems, (COLECO: ColecoVision/Adam; EA: 3DO). The games for the other video game systems were very good, but the same title was always better for their own video game system. This approach was just one of the reasons COLECO went under and

presently EA is having financial problems.

Also, there have been several items announced but never released or not fully supported. This also occurred in the 80's just before the great fall. Examples: The Super NES has a port for add on's, but has yet to be taken advantage of. Several modems have been announced for the Genesis, none have made it to the market place yet. A keyboard and associated software were announced and ever shown in Nintendo Power for the Game Boy. A CD-Player add on was announced several times for the SNES, will most likely never appear. A virtual Reality Helmet for Genesis. Guns with few games released for them. Where are these items? Missing just like the keyboards for the Atari 2600, 5200, & 7800; the computer add-on for the Vertex; additional RAM module for the IntelliVision ESC module; and games for the COLECO Adam. The announces today seems just like the announces made by Atari, Mattel, and others back in the 80's. A lot of promises, but no real McCoy.

Another sign of the eighty's is that one software company after another are either folding or being combine with another company. Just like ten years ago, when the price of a game just keep falling and falling until some one would buy it no matter had back it was. I have even seen games under \$15 for both the Genesis and Super NES at retail stores.

I sure hope the trends are not repeating themselves but it does look like it to me. Well, I lived through that one so I will lived through this one.

I hope you got alot of good Video Games for Christmas.

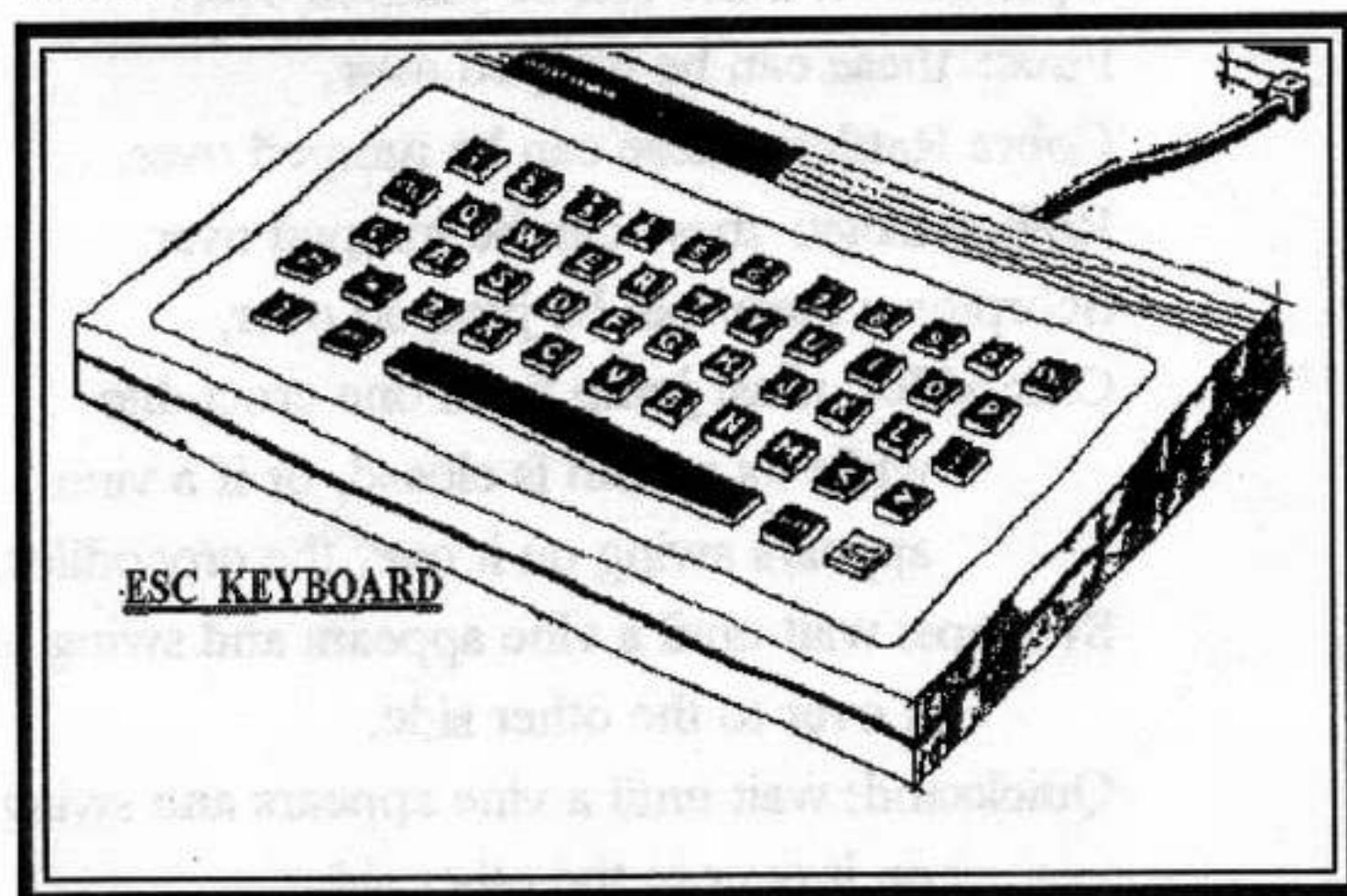
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## THE INTELLIVISION ESC GAMING SECTION

I feel that one area that most Video Game Newsletters seem to avoid is the add-on's to the original game console and it's features. This subject will be covered in great detail for the IntelliVision System. Everything I can find on the subject will be talked about in future issues. Let start at the beginning.

In 1983, Mattel Electronics finally released the much promised ESC System for usage with the IntelliVision Master Component. ESC stood for Entertainment Computer System. This was the much awaited IntelliVision add-on which would take you to the next level of Video Gaming (Sorry SEGA). Mattel said that this was to be the "new" generation of Video Computer Game Systems and at that time it really was. The problem was that by the time most true video game players realize it, Mattel had already decided to leave the business and INTV didn't have the resources to continue with its development. The best add-on never had a real chance.

If you are lucky enough to own the ESC add-on's you have a very powerful and rare Video Game System. What makes up the ESC, you ask? Well an



IntelliVision Master Component or IntelliVision II, an ESC Computer Module, an ESC Keyboard, an ESC Music Synthesizer, an Aquarius Printer, and your own Data Recorder. Also you should include the System Changer, this was released by Mattel along with the ESC. This would also work directly with the Master Component or IntelliVision II without the ESC Computer Module.

Also in order to complete your collection, you will need to collect the six ESC Video Game Cartridges that was released along with the two ESC Computer Manuals. Then you will have it all. Well almost, you will also need the IntelliVoice Module in order to get the full effects of the World Series Baseball video game cartridge.

I guess to help you start collecting I better list the names of the six Video Games released for usage with the ESC, so you know if you have them all or what you are looking for.

These were:

- Jetson's Way With Words (4543)
- Mr. Basic Meets Bits 'N' Bytes (4536)
- World Series Baseball (4537)
- Mind Strike (4531)
- Scooby Doo's Maze Chase (4533)
- Melody Blaster (4540)

I plan on having this column will appear for several issues. There will be a review of each of the games released, a listing of those announced, but never released, planned add-on's for the ESC, and some tips on doing programs for the ESC in computer mode. I hope you will enjoy this new feature of IntelliVision Lines.

*PITFALL! by Activision, Inc.*

Ralph W. Linne, Editor Intellivision Lines

Pitfall! was a VSC (2600) game by Activision which was released for the Intellivision Game System. This game looks, acts, feels and plays just like the Atari VSC original, so if you have the Atari version there is no need to buy this, unless you are trying to have a complete collection of IntelliVision games. Since I didn't have an Atari VSC at that time, I was overjoyed when this was released by Activision for the IntelliVision. This met to me and other owners of the IntelliVision that IntelliVision was winning the battle of the Video Game Wars of the 80's. A third party company, no "The Third Party" video game company now was supporting the IntelliVision.

The basic objective of PitFall! was to maneuver a little man known as Harry through a jungle, while collecting different treasures and avoiding obstacles which could cost him one of his lives or some of the points he had collected. Harry has only 20 minutes to complete all 255 screens and collect all 32 treasures with out losing any points for a "perfect" game score of 114,000.

This is a one player game which only uses the disc and side buttons on the controller, the keypad is not used. There is no different speeds or any ability to changes the time limit as in other games of this type for IntelliVision. The game control is very much like Donkey Kong in which Harry must make a horizontal jump like Mario does. The disc control only uses four of the possible sixteen directions provided: up, right, down, or left. This is no different than the original Atari version. Also any one of the four top side buttons can make Harry jump, just like the one button on an Atari joy-stick. The keypad is not used at all in the game play. To

make Harry jump the disc must be push to the left or right while hold down on of the side buttons.

Harry starts out with only three lives and cannot earn anymore. You can lose one of Harry's lives by: running into either fire, a cobra ratters or a scorpion. Also by falling into a swamp, quicksand, tar pits or a crocodile's mouth. You can lose some of your points, but not lives, by being hit by a log or falling into a hole instead of climbing down the ladder.

There is a total of 32 treasures to be found in the game. These are broken down into four types with a different value for each type. They are:

Money Bag	2000 points
Silver Bar	3000 points
Gold Bar	4000 points
Diamond Ring	5000 points

You will find each one of the treasures eight times if you can complete the game.

There are 255 screens in Pitfall! This was one of the neat things about the game, all those screens. Several screens contain obstacles such as:

- Open Holes: these can be jumped over,
- Fires: these can be jumped over,
- Cobra Rattles: these can be jumped over,
- Rolling Logs: these can be jumped over,
- Scorpions: these can be jumped over,
- Crocodiles: must jump from one crocodile while its mouth is closed, or if a vine appears swing on it over the crocodiles,
- Swamps: wait until a vine appears and swing on it over to the other side,
- Quicksand: wait until a vine appears and swing on it over to the other side,

Tar Pit: wait until a vine appears and swing on it over to the other side, if the swamps, quicksand, or tar pits disappear you will not have the vines to use to jump over with. Then you must run across the screen at just the right moment.

To get the first treasure go to your right completing seven screens without using any of the underground passages. A gold bar will appear at the right side of the seventh screen which is worth 4,000 points. Go for the Gold!!

I will give you a hint on how to get the first treasure in Pitfall! by going to the left instead of the right. This will take you a total of twelve screens to reach the money bag which is worth 2,000 points.

Screen 1: Move Harry to the left.

Screen 2: Jump over the swamp using the swinging vine.

Screen 3: Wait for the swamp to disappear and then run across the screen to your left.

Screen 4: Wait for the tar pit to disappear and then run across the screen to your left.

Screen 5: Jump onto the vine and swing over the tar pit.

Screen 6: Jump over the fire and then the first hole, then climb down the second hole using the ladder.

Screen 7: Go to the left and then jump over the Scorpion.

Screen 8: Now move to the ladder and go up, then move to the left.

Screen 9: Jump over the three holes.

Screen 10: Jump over the three crocodiles.

Screen 11: Use the swinging vine to jump over the swamps.

Screen 12: On the other side of disappearing swamp is the bag of gold. Go for it!

You have found the first treasure. Good luck, you have only 21 more to go.

Pitfall! also provides several different sounds during the game play. These are:

🔔 When Harry jumps, you hear ascending musical tones,

🔔 When Harry jumps for a vine, you hear a tune which sounds like Tarzan's yell,

🔔 When Harry hits a log, you hear a buzzer sound,

🔔 When Harry finds a treasure, you will hear the "Off-to-the-races" tune,

🔔 When Harry runs in to a red brick wall, you will hear a machine-gun sound, and

🔔 When Harry meets dies, you hear a found dirge

In summary, this is a great adventure game for any system. You will need to find this one. I really feel that this was the basis for the Super Mario games that appeared later for the NES Game System.

### GAME TIPS

☺ Remember that each underground scene is the same as three above ground scene. This will help you in mapping the circular maze.

☺ Remember to jump you must use both the direction disc and a side button at the same time in order to make Harry leap up to a swinging vine.

☺ Remember in order to climb up ladders you press the top rim of the disc, and to climb down you press the bottom rim of the disc.

☺ Remember in order to collect all 32 treasures in under twenty minutes, you will have to use some of the underground passages. You should make a map of the terrain each time you play. In simple terms you need to know the jungle and plan the best route to the treasures.

## IntelliVision Games by Activision, Inc.

The "First Third Party" software company for Video games was Activision which was founded in 1979, by ex-programers from Atari and Mattel, who released the first non-Atari made video games and later made video games for both the Intellivision Game System and the most of the others which followed.

They were the sole independent producer of games for the Atari until 1982. In 1994 they are still making video games with the latest being Pitfall! for the Super NES and Genesis Video Game Systems. Which by the way includes the original Pitfall! hidden some where inside the new version of the game.

The games released were:

<u>TITLE</u>	<u>CODE NO.</u>
Beamrider	M-005-03
Dreadnaught Factor	M-004-03
Happy Trails	M-003-03
Pitfall!	M-002-04
River Raid	MZ-007-03
Stampede	M-001-03
Worm Whomper	M-006-02

Three of the seven games released were direct copies of the same game that was originally released for the Atari VCS. Why mess with success? Activision later released four more titles designed for play only on the IntelliVision Gaming System to the delight of those system owners. One of these, Beamrider, was released later for the ColecoVision Video Gaming System and then for Atari 5200 and Atari VCS/2600.

Each of these games for the IntelliVision System are briefly described below with the game designer listed:

**BEAMRIDER:** You must destroy the alien spacecraft and free your home planet from this hostile race of aliens. You do all of this while flying your ship on an alien created beam. Game designed by Dave Rolfe.

**DREADNAUGHT FACTOR:** You will guide your hyperfighter through a series of attack passes against a Dreadnaught which is 100 times the size of your fighter. Game designed by Tom Loughry.

**HAPPY TRAILS:** You must capture Black Bart the Stagecoach robber. This is a puzzle like game. Game designed by Carol Shaw.

**PITFALL!:** You help Harry find the forgotten treasure. Originally for 2600. Game designed by David Shaw.

**RIVER RAID:** Your mission: destroy the bridges that transport the enemy across the river. Originally for 2600. Game designed by Carol Shaw, adapted for IntelliVision by Peter Kaminski.

**STAMPEDE:** You must round-up the little dogies which are on a stampede! Originally for 2600. Game designed by Bob Whitehead.

**WORM WHOMPER:** You must destroy the bugs as they march across the corn field. You are armed with your trusty bug spray. Game designed by Tom Loughry.

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