



## Newsletter March 27, 2002

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HELLO, INTELLIFANS!

It's springtime, and the new version of INTELLIVISION LIVES! is in bloom! We also have the history of a classic videogame TV show and another trivia contest!

### ANNOUNCING INTELLIVISION LIVES! VERSION 1.1

The INTELLIVISION LIVES! CD-ROM collection is our flagship product: over 50 classic games, interviews with the original programmers, the history of the Intellivision. The reviews have been terrific and thousands of copies have been sold.

However, the emulation software - the software that actually lets you play the classic games - has been DOS based. Since INTELLIVISION LIVES! was released in 1998, more and more hardware has come out that will not work with DOS-based software. Then there's the problem with Windows - Win95 and 98 support DOS-based games, Windows 2000 does not. When we heard XP was on the way and that it, too, wouldn't support DOS-based games, we knew it was time for an upgrade.

For INTELLIVISION ROCKS, the new collection we released last year, we developed Windows-native emulation software. Now we've gone back and put that proven software into INTELLIVISION LIVES! VERSION 1.1.

The program looks the same - same game selection, video clips, production histories, and packaging artwork. But the new emulation software provides several advantages:

- INTELLIVISION LIVES! now plays on Windows 98, 2000, Me and XP.
- INTELLIVISION LIVES! now works with a wider range of hardware systems and devices, including Sony Vaios.
- INTELLIVISION LIVES! now works with all DirectX-compatible hand controllers!

INTELLIVISION LIVES! Version 1.1 is available NOW exclusively on our website for only \$29.95, plus shipping & handling.

For information & ordering: <http://www.retrotopia.com/lives.shtml>

### PSST! LOW COST UPGRADE AVAILABLE FOR LIMITED TIME!

Already own INTELLIVISION LIVES!? We're offering a great deal to everyone who purchased the original INTELLIVISION LIVES!: upgrade to Version 1.1 for only \$9.99 - and we'll throw in FREE shipping and handling!

The upgrade is the Version 1.1 CD-ROM with jewel case - same as if you paid full price! Hurry! This offer expires June 30!

For upgrade details & conditions:

[http://www.retrotopia.com/lives\\_upgrade.shtml](http://www.retrotopia.com/lives_upgrade.shtml)

### THE INTELLICART IS BACK!

Over a year ago we told you about the INTELLICART - a nifty device that connects your PC or Mac to your Intellivision console and lets you load games from the INTELLIVISION LIVES! and INTELLIVISION ROCKS CD-ROMs to the console. That means playing the real games, including many that were never released in cartridges, on a real Intellivision with real hand controllers. Pretty cool!

The problem was, the original manufacturer of the INTELLICART sold out of them. For over 6 months, they haven't been available.

We're pleased to announce that the INTELLICART is back! A new manufacturer has taken over and has them in stock now! Get one before they sell out again!

For more info: <http://www.retrotopia.com/intellicart.shtml>

### INTELLIVISION HISTORY: TV POWW

In the late 1970s, television syndicator Marv Kempner developed "TV POWWW," an interactive TV game show. TV POWWW used Fairchild Channel F game consoles modified to be voice activated and simplified versions of the Channel F games.

Kempner supplied the consoles and games to TV stations nationwide. TV POWWW was designed to be inserted into live TV shows, such as afternoon kids' shows. In its basic form, a contestant in the studio would compete against a contestant at home on the telephone.

The games were mostly simple shooting games - the game would start and the studio contestant would fire by yelling "POW!" After 15 or 30 seconds, the game would be restarted and the contestant on the phone would try to beat the studio contestant's score.

TV POWWW was a success, but in 1980 Fairchild announced they were quitting the video game market. Needing a replacement system, Kempner made a deal with Mattel to use Intellivision.

A number of Intellivision games were modified to fit the TV POWWW format, including Astrosmash, Skiing, and Word Rockets from the Word Fun cartridge. With the Intellivision games, TV POWWW became more popular than ever and more stations signed on. Some stations ran TV POWWW only during children's shows, others targeted teens and adults. In New York City on station WPIX, contestants were instructed to shout "PIX!" instead of "POW!"

TV POWWW spread internationally. Even though Mattel stopped supplying new games to Kempner in late 1983, TV POWWW continued to be popular on some stations till the end of the decade.

Kempner tried to get Nintendo and Sega interested in the show when their new consoles came out, but they both passed. TV POWWW faded into video game history.

### THE INTELLIVISION TRIVIA CONTEST!

A record 116 of you entered December's trivia contest, but only 35 of you got the correct answer: the comedian who performed at the 1982 Mattel Electronics

Christmas party was Red Buttons. You can read about the party here:  
<http://www.intellivisionlives.com/media/stories/xmas00.shtml>

From the 35 correct answers, the random number generator at  
<http://www.random.org/> selected Jeff Mila of DeKalb, Illinois, as the winner of the  
USB Gravis GamePad Pro hand controller (courtesy Gravis:  
<http://www.gravis.com>).

Congratulations, Jeff! And thanks to all of you for playing!

Now try this question:

What Intellivision cartridge was made up of four simple games originally designed  
specifically for TV POWWW?

Go to the official entry page and submit your answer:  
[http://www.intellivisionlives.com/contest\\_closed.shtml](http://www.intellivisionlives.com/contest_closed.shtml)

We'll pick a random winner from all complete, correct entries received before  
NOON PST, MONDAY APRIL 1. The winner will receive an Intellivision Game  
Themes T-shirt (large or x-large).

GOOD LUCK!

THE BLUE SKY RANGERS  
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