



INTELLIVISION™

NEWS • HISTORY • CONTESTS • SPECIAL OFFERS

February 2003

INTELLIPACK 1 NOW WINDOWS XP-COMPATIBLE!



The free *Intellipack 1* game collection, available for downloading on the Intellivision web site, is now compatible with **Windows XP**. *Intellipack 1* includes the classic games *Astrosmash*, *Skiing*, and *Utopia*.

Intellivision Productions posted *Intellipack 1*, originally called *Intellivision for PC, Volume 1*, in 1997, shortly after obtaining the rights to the Intellivision games.

Intellipack 2, with *Night Stalker*, *Space Spartans*, and *Deep Pockets: Super Pro Pool & Billiards*, was posted in 1998 just before the release of the *Intellivision Lives!* CD-ROM collection.

Since they were posted, the first two *Intellipacks* have been downloaded over 250,000 times. In recent months, though, more and more people encountered a problem: *Intellipacks 1* and *2* were not compatible with **Windows XP**. (*Intellipack 3*, posted in 2000, has always been XP-compatible.)

Now, the XP-compatible version of *Intellipack 1* has been posted. An upgraded version of *Intellipack 2* is scheduled for April.

In addition to **Windows XP**, the new *Intellipack 1* runs under **Windows 98**, **2000**, and **Me**.

Versions of the *Intellipacks* that are **Mac OS X-native** are in development. The currently available Mac versions of the *Intellipacks* run on **OS 8** and **9**, but on **OS X** only in **Classic Mode**.

[Download Intellipack 1 free! >](#)

INTELLIVISION GREATEST HITS IN STORES NOW!



Two collections of **Intellivision** games for PC and Mac have shipped to stores across the USA! Both are called *Intellivision Greatest Hits*. One collection includes 25 games and comes in either a large or small box, depending on the store. The other collection includes 10 games and is sold in a CD jewel case. The 25-game collection retails for \$19.99, the 10-game collection

10-game version
in jewel case

25-game version
in box

for \$9.99.

The stores carrying the 25-game version are **Target**, **Fry's**, **Babbage's**, **CompUSA**, **Best Buy**, **Sam's Club**, and **Costco**. Currently, the 10-game version is primarily at **Fry's** and some smaller retailers. More stores are expected to carry one or both versions soon.

If you go to the store and can't find **Intellivision Greatest Hits** on the shelf, ask for it! Let them know: "I want my Intellivision!"



[More information about Intellivision Greatest Hits, including game lists >](#)

DATES ANNOUNCED FOR THIS YEAR'S CLASSIC GAMING EXPO



Mark your calendar! The sixth **Classic Gaming Expo** will be held the weekend of **August 9 and 10** in downtown **Las Vegas**. This annual event brings together hundreds of collectors and aficionados with the pioneers of the video game industry!

Once again, **Intellivision Productions** will be there. (Hey, it's our favorite weekend of the year!) Come and meet the **Blue Sky Rangers**! Play unreleased **Intellivision**, **Atari**, and **ColecoVision** games on the original consoles! Check out rare items and oddities from the **Blue Sky Rangers** collection!

We'll be posting more details as August draws closer, but start making your plans now! Don't miss out by waiting too long to make airline or room reservations!

[Visit the Classic Gaming Expo web site for more information >](#)

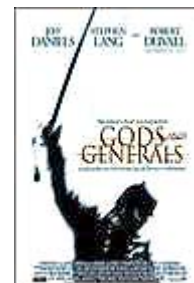
INTELLIVISION PROGRAMMER RETURNS TO THE BIG SCREEN



David Stifel

Actor/Intellivision programmer **David Stifel** (*Game Factory*) appears in the Civil War epic **Gods and Generals**, in theaters now. David portrays the Rev. David S. Jenkins.

Says David: "This is an amazingly wonderful film! The fact that I have made the final cut is gravy. And it's the first major film scene I've done where I'm completely recognizable as me!"



"Unlike most 'historical' films, this one does NOT try to paste a modern sensibility and point of view over past events. It portrays people whose society and world are radically different from ours with no trace of our modern superiority and cynicism.

"It's a film that needs to be supported. I urge you to see this on a BIG screen. Get thee hence to a filmery!"

David was last seen in Steven Spielberg's *Minority Report* opposite Tom Cruise. David was the one without eyeballs.

[Read more about David and his acting career in the June 2002 newsletter >](#)

INTELLIVISION LORE FROM THE FILES OF THE BLUE SKY RANGERS:



THE INTV-PC/XT COMPUTER

Most **Intellivision** buffs are familiar with the three attempts **Mattel Electronics** made at producing a home computer: the **Intellivision Keyboard Component**, the **Entertainment Computer System (ECS)**, and the **Aquarius Home Computer System**.

Less well known is **INTV Corp.'s** foray into the computer business: the **INTV-PC/XT**.

Sold only through a 1986 brochure to those on the Intellivision catalog mailing list, the computer was touted as "From the makers of Intellivision...a name you know. We've been around awhile. We manufacture Intellivision, which brought a new standard of quality to home computer games in 1979. The INTV-PC/XT does the same for personal computers today."

The brochure featured a half-dozen cartoons by Blue Sky Ranger **Keith Robinson** (*TRON Solar Sailer*) of average people using the computer to better their lives.

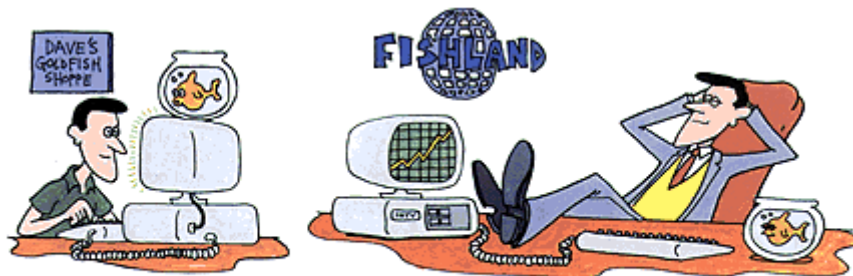
The INTV-PC/XT sold for \$999.95 plus \$25.00 shipping and handling. It had switchable clock speeds: 4.7 MHz (same as the original IBM-PC) and 8 MHz. It came with 640K RAM, IBM PC-DOS, a monochrome monitor, and two 5.25" floppy disk drives.



In reality, the computer was simply another of the nearly identical IBM-compatibles that a dozen generic companies were selling in the mid-1980s. INTV didn't manufacture it, they just put their label on it.

The brochure - and the use of "XT" in the name of the computer - were a bit misleading. The brochure claimed that "the INTV-PC/XT is a true IBM-PC/XT compatible." Since the IBM-PC/XT (unlike the IBM-PC) came with a built-in hard drive, it could be inferred that the INTV-PC/XT also came with a hard drive. It didn't.

In 1986, over 300,000 people were on the Intellivision mailing list. How many bought an INTV-PC/XT? We don't really know. If any of you out there owned one, we'd love to hear from you!



Before and after cartoons by Keith Robinson show one man's success using the INTV-PC/XT. The character is modeled on Blue Sky Ranger Mark Urbaniec (Vectron).

[Did you own an INTV-PC/XT? Drop us a line! >](#)

ASK THE BLUE SKY RANGERS!

Gerald Tomyrn writes:



Terry Valeski

Actually I have a question as to exactly what happened after **Mattel** closed **Intellivision**.

Your information [[in last month's newsletter](#)] states that the Intellivision rights were sold to **Terry Valeski (INTV Inc.)**, yet I distinctly remember seeing Intellivision cartridges from a company called "**Intellivision Inc.**" being sold after Mattel closed it. So

what, chronologically, happened? What was this "Intellivision Inc."? I assume it wasn't part of Mattel, and I'd guess it wasn't INTV.

Keith Robinson, graphic designer for **INTV Corp.**, replies:



Keith Robinson

Terry Valeski, former Senior Vice President of Marketing for Mattel Electronics, found investors in 1984 to buy the Intellivision rights and inventory from Mattel for \$20 million. He and the investors created Intellivision Inc., with Terry as president, to continue selling the consoles and cartridges.

Most of their business was liquidating the remaining inventory from Mattel, but they did reprint some of the more popular games as stock ran out. These carried the Intellivision Inc. name.

In 1985, when the Mattel inventory was almost exhausted, Terry bought out his investors for around \$1 million. He dissolved Intellivision Inc. and created a new company, INTV Corp., again with himself as president. INTV manufactured new consoles, reprinted many of the original cartridges, and published new Intellivision games. These all carried the INTV name.

Although technically separate legal entities, Intellivision Inc. and INTV Corp. were functionally the same company with Terry Valeski running the show. For simplicity, we usually just refer to the rights going from Mattel to INTV Corp. But yes, from 1984 to 1985, there was an Intellivision Inc.

[Got a question for the Blue Sky Rangers? Write us here >](#)

BEAM ME UP



In [last month's newsletter](#), we mentioned that **Robert Sabaroff**, the instruction writer for the Intellivision cartridge **BurgerTime**, also wrote episodes of the TV shows **Star Trek** and **Star Trek: The Next Generation**.

Intellivision programmer **John Tomlinson** points out that Robert wrote the instructions for many games besides **BurgerTime**, including for John's Intellivision cartridge **Mission X**.

And in sort-of related trivia, **David Rolfe**, designer and programmer of **Major League Baseball**, **Las Vegas Poker & Blackjack**, and **Beamrider**, is the son of **Sam Rolfe**, who wrote an episode of **Star Trek: Deep Space Nine** and many other television scripts, back to the 1950's **Have Gun Will Travel** (which he created).

[For more Star Trek/Intellivision trivia, see "The Cult of 47" in the April 2002 newsletter >](#)

THE INTELLIVISION TRIVIA CONTEST!

Fifteen of you entered last month's trivia contest. The question:

Mike Minkoff and **Mike Breen** were the last two Intellivision programmers employed by Mattel in Hawthorne, California. Who were the *first* two?

Six of you had the correct answer: **Rick Levine** and, once again, **Mike Minkoff**. (Yes, Mike was first in and last out.) Rick and Mike were programming handheld games for Mattel when picked to become the first in-house Intellivision programmers. (Development of previous Intellivision cartridges was done at **APh Technological Consulting** in Pasadena.) Rick and



Mike Minkoff

Rick Levine

Mike's first project was jointly developing the 1980 cartridge **PBA Bowling**. (This information could be found on our website on the **Sports Games** page, and on the **Intellivision Lives!** CD-ROM in the **Bowling** production notes and in Rick and Mike's biographies.)

From the 6 correct answers, the random number generator at <http://www.random.org/> selected **Jeff Witt** of Atlanta, Georgia as the winner of an **Intellivision coffee mug**.

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



Now try **this** question:

Lawyers for Atari got what Intellivision game yanked out of a trade show because the prototype version on display used Atari logos for targets?

[Submit your answer >](#)

(If you have trouble following the above link, or if submitting your answer fails, type the URL <http://www.intellivisionlives.com/contest.shtml> into your browser

and try again.)

We'll pick a random winner from all complete, correct entries received before NOON PST, MONDAY, MARCH 10. The winner will receive an official **Intellivision Coffee Mug** - just like we use here in the office for serving up steamin' hot java!

GOOD LUCK!

THE BLUE SKY RANGERS
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