

NEWS

◆ 2015 Intellivision Productions, Inc.

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We here at Intellivision Productions, Inc., wish all of our fans and Game Club members the merriest of Christmases and the happiest of New Years! We hope to meet many of you at events in 2016!

Order by Friday, December 18 for Xmas Delivery

There's still time to give **Intellivision** for Christmas! Order by this Friday, **December 18th**, and we'll get your order out the next day via **U.S. Priority Mail**. The **U.S. Postal Service** says that within the United States, your order will arrive before Christmas! **Order now in our [web store!](#)** (Again, Christmas delivery within USA only.) Miss the deadline? You can still give **Intellivision** for Christmas, with an **Intellivision Gift Card**, also available in our [web store](#). (Sorry, we still don't have the overlay packs in stock. We know a lot of you are wanting those; we are doing what we can to get them back in the store. Remember, you don't need the overlays to play any of the games, but you can print out images of all the overlays on our website. [Follow this link.](#) And we will let the **Game Club** members know first when the overlays are back in stock.)



Get an Intellivision Flashback Now!



We still have a few **Intellivision Flashbacks** in our [webstore](#). Hurry! Order one now while they last and get it by Christmas (in the USA). We won't be getting any more until after the new year! [Visit our store!](#)

TRIVIA CONTEST!



The 1986 **INTV Corp. Christmas Catalog** featured Santa bringing an **Intellivision** console and games to a kid obviously on the nice list. Which **Blue Sky Ranger** is portraying Santa in the cover photo?

Come to Arcade Expo 2016! Meet the Blue Sky Rangers!



Blue Sky Rangers panel at the Twin Galaxies Entertainment Festival, August 2015

Love arcade games? Pinball machines? **Intellivision**? Then come to **Arcade Expo 2016**, Southern California's largest arcade exposition. Held the weekend of January 15th through the 17th at the **Museum of Pinball** in Banning, California. Hundreds of arcade machines and pinball machines on free play. Dozens of exhibitors selling games and merchandise to complete your collection. Special

guests, ranging from **Walter Day** and **Billy Mitchell** of *King of Kong* fame to **The Blue Sky Rangers** (several of the original **Mattel Electronics Intellivision** programmers) are scheduled to attend. Ask questions. Get autographs and photos! **The Blue Sky Rangers** will be presenting a panel discussion on **Saturday, January 16th at 2PM**, followed by a meet-and-greet. Bring **Intellivision** merchandise to have signed or buy items in the **Intellivision** booth, which will be open all weekend. We hope to see you there! Visit arcadeexpo.com for more info and to buy tickets! (Hurry! Get tickets now for early-bird pricing! Prices increase after January 1st.)

From the files of The Blue Sky Rangers

At the end of 1981, **Mattel Toys** turned their electronic game division -- where **Intellivision** and many popular handheld games were created -- into a separate company, **Mattel Electronics**, under the **Mattel Inc.** banner. To celebrate, the new company was given a budget to throw a Christmas party for its employees. The nearby **Los Angeles Airport Marriott Hotel** was selected as the venue. **Sybil Schantz**, Manager of Human Resources at **Mattel** and now at the new **Mattel Electronics**, selected a fairly unknown but

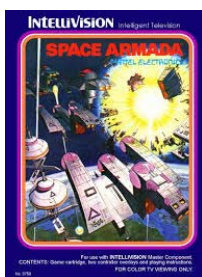


up-and-coming comedian, **Jay Leno**, to serve as the entertainment. The pre-*Tonight Show* Leno liked to tailor his routine for corporate groups, adding inside references for his audiences. He did his homework. He found that the biggest problem then at **Mattel Electronics** was the promised **Keyboard Component**. Technical and pricing problems had delayed the release of the component several times throughout 1981. It was now scheduled for early 1982. So during his performance at the dinner, Leno announced: "You know what the three big lies are, don't you? 'The check is in the mail,' 'I'll still respect you in the morning' and **The Keyboard** will be out in the spring." The line killed -- it was the hit of the evening and was the one line everyone was quoting the next week at work.

Ask the Blue Sky Rangers!

Back in 2003, a popular regular feature of our Newsletter was "Ask the Blue Sky Rangers" in which members could ask questions of the **Intellivision** programmers. We are bringing back this feature -- so if you have a question for **The Blue Sky Rangers**, please send it to newsletter@intellivisiongames.com. You may see it in a future newsletter. To get started, here is a question from our June 2003 newsletter:

Gerald Kloos of Frankfurt, Germany writes:



I still remember very clearly when I played **Space Armada** way back in 1983 on my **Intellivision**. One day I made it to the level when the red mothership moved not only from left to right but also down and up on the screen. I loved this variation because it was a total surprise in gameplay for all "Invaders" lovers and also coolly programmed. Now my question: All over the years I wanted to know if there are

Email your answer to trivia@intellivisionlives.com. Winner will be selected at random from all correct answers received before noon PST December 21st, 2015. An additional winner will be awarded to the first correct answer received. Both winners will each receive an **Intellivision Deck of Playing Cards!** Good luck!

THE NOVEMBER TRIVIA CONTEST

Last month's question: "While the French office of **Mattel Electronics** was created to program **Intellivision** games, after **Mattel Electronics** in America was closed down in 1984, the French office stayed open as an independent company and continued designing games. However, they switched from developing for **Intellivision** to other platforms. Only two of the games they developed were released for **Intellivision**. Which two?" The answer:

Championship Tennis and **World Cup Soccer**. **Will Vincent** and **David Jolly** will each receive an **Intellivision Running Man Christmas Ornament** for being the first to answer and for being selected randomly from those that answered correctly, respectively. Congrats!

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other variations beyond this level in the game??? I never made it to higher levels but I HAVE to know if there are even more gameplay variations to come!!!

...and in a related question, **Rick Reynolds** writes:

I'm wondering about one of my favorite games: **Space Armada**. I used to play that for hours! I always wanted to get to the next level where the enemy armada would throw some new trick into the mix. Do you guys have a listing of all the things that would change from level to level? I'd like to know if I have seen all the variations. Here's what I've seen based on a recent replay via **Intellivision Lives!**:

- Levels 1-2: basic Armada
- Levels 3-4: ships start dropping reddish-brownish looking bombs that explode on impact
- Levels 5-6: ships in second row are invisible until they shoot (others invisible too?)
- Levels 7-8: ships start sending slow-moving pink homing missiles that follow you until they explode on impact with something (you, a bunker, an exploding ship)
- Levels 9-10: all ships are invisible
- Levels 11-12: all ships are visible again, but now they can fire a spinning, green, fast-moving homing missile (very deadly!)
- Level 13-14 (??): the mother ship that moves across the top of the screen starts moving downward into the armada. I didn't last very long at this point, so I didn't catch whether or not the mother ship actually starts firing or not.

Do more changes happen at levels 15+? Did I leave anything out?

Keith Robinson, president of **Intellivision Productions** replies:

You say you didn't last long on the last level. Did you know that once you are defeated, you can continue playing the last level at a slower speed?

When the game is over, press ENTER. You will see GAME OR PRACTICE? Press 2 for PRACTICE, then ENTER.

You will be returned to the last level you were on, but with all of your bunkers restored and 6 laser guns. The game will play slower than before. If you beat the level, you will start over on the same level - you never progress to the next one. Once you lose, you can again choose PRACTICE to play the same level.

*Using this technique, you should be able to discover for yourself whether the "mother ship" UFO starts firing. Having said that, I will tell you that 13 is the last level with new variations, so you've both seen everything **Space Armada** has to throw at you.*

*But if you want to see something new, there are a couple of alternate title screens that programmer **John Brooks** hid in the cartridge.*

*The first is the title screen the game had during its early development, when John called it "**Space Beasties**."*

*To see this screen, press and hold CLEAR and ENTER on your **Intellivision's** left hand controller, press and hold the two lower action keys on the right controller, then hit RESET.*

After **Mattel** officially named the game **Space Armada**, John changed the title screen to one with the name "**Spaz Armada**" while he finished the game.

To see this screen, press and hold 4 and 6 on your **Intellivision's** left hand controller, press and hold the two lower action keys on the right controller, then hit **RESET**.

When **Space Armada** was complete, John put the real, final title screen on the game, but he safely tucked away his two temporary title screens for posterity.