



## IntellivisionRevolution 2020 Update

### **CONVENTIONS**

As everyone knows, most large gatherings worldwide have been cancelled, along with them are gaming conventions. IntellivisionRevolution was planning on attending two in 2020, PlayThroughGC in Raleigh NC, and PRGE 2020 in Portland OR. We are not planning on attending any conventions for the remainder of 2020. Conventions for 2021 are to be determined once more information is available.

### **BACKORDERED GAMES**

If you have been waiting on a game that you ordered, your long and patient wait is nearly over. Many know the reasons for delays, and some may not be aware. Crucial components for circuit boards from overseas was delayed longer than ever imagined due to the current worldwide pandemic. Programmed circuit boards are confined to be in hand on or around June 1 2020. Shipping labels have been printed and everything is ready to go out next week. Much thanks for the support and patience, I hope everyone enjoys and plays the games that the programmers and everyone involved work very hard on!

### **UPCOMING GAME SALES**

Going forward for game releases, materials and assembly will be handled differently as to ensure months of delays does not occur. In addition, during this worldwide pandemic, many people may not be able to purchase games as they previously could due to personal circumstances. Future titles will still be available as they always have been, no worries on selling out right away. Certain older titles may be gradually phased out at one point as they have ran their course.

### **GAME RELEASE FORMAT**

Most new releases will be released in a "Mattel" style gatefold box, not shrinkwrapped. There will be no price increase for this new format.

### **INTELLIVISIONREVOLUTION OVERLAYS**

A set of overlays will be produced featuring previous titles and other publishers overlays for those wanting to play the games via emulation or multicart and not wanting to wear out your boxed copies. Available in 2020 on the IntellivisionCollector website. Visit [HERE](#) for more info.

## **NEW GAMES**

There are several new games planned for release in 2020 and beyond. Most of you already know the games planned, more detailed info will be shared as the release nears in a future newsletter. Some of the (tentative) 2020 titles are:

### **IntyBASIC Showcase Vol. 3**

Programmed by Chris Read and Oscar Toledo G  
*A 3 game compilation in the final game of the trilogy.*

#### **Billy the Ball**

*Arcade style action, try to fill on 3/4 of the screen and not die.*

#### **Las Vegas Slots**

*A familiar face returns to bring you casino fun.*

#### **MidSpace**

Enemies are attacking you from above and below!  
(standard box)

~

### **Intellivania**

Programmed by Matthew Kiehl  
*An epic 2d side scrolling adventure that will haunt you to the core.*  
(gatefold box)

~

### **Peter the Pea**

Programmed by Chris Read  
*A maze game with an interesting twist.*  
(gatefold box)

~

### **H.E.L.I.**

Programmed by Carlos Madruga  
*Go underground and save the miners from certain doom!*  
(gatefold box)

~

### **Unlucky Pony's Adventures**

Programmed by Oscar Toledo G.  
*Saddle up in this unique side scrolling game that will bring out your inner bronny.*  
(gatefold box)

~

## Triple Challenge 2

Three games in one for your enjoyment!

**RobotFindsKitten** by Michael Hayes

*Will you find the kitten in this unique game?*

**Squiddy** by Dave Akers

*Cute, but harder than it looks, guide Squiddy to the exit!*

**Hunt the Wumpus** by Michael Hayes

*The classic returns, but dont fear it.*

(standard box)

~

## Ni Felter

Programmer by Claus Bakkel

*Three puzzle type games in one. Enjoy the classic **Tic Tac Toe** and **Danish Tic Tac Toe**, and the wildy addictive **Color Squares** that will give other block games a run for their money!*

(gatefold box)

~

## Space Versus

Programmed by Marco Marrero

*Rapid fire space duel against the enemy ship!*

(gatefold box)

~

## Antarctic Tales

Programmed by Carlos Madruga

*Dont get cold feet in this cute snow filled penguin game!*

(gatefold box)

And more????