

Revival

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CUTIE CART 2:
the Atari 7800 is
not cut short!



EXCLUSIVE TEST OF
Curanik's bonus cartridge

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TEST

4-Tris

RayXambeR, tetchy!



When it was released a few years ago, 4-Tris became the first underground game born on the Intellivision. This was due to the talent and the perseverance of Joe Zbiciak, well assisted by Chad Schell (known for its *Cuttle cart* on

Intellivision but also on VCS2600 and more recently on 7800 with the *Cuttle Cart 2*, which test is in this same issue!). It was in 2000. And the small number of copies produced was not sufficient to satisfy everybody. Perhaps the price was discouraging, because higher than on the other first generation consoles? Now that we know that an Intellivision cartridge is not easy to design at all, and cost more to produce than its colleagues, we accept more easily to spend nearly 50 dollars to buy a new game.

And for all those that missed it, as ourselves at that time, Intelligentvision offers a re-issue of 4-Tris in packaging identical to their previous productions, such as *Stonix* and *MineHunter*. In the

Joseph Zbiciak
presents

4-TRIS

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menu: color carton box, color leaflet, two overlays and the cartridge! In

short, a very fine work. One hundred copies were manufactured... and sold! Because of a small miracle, we were able to secure a copy, and that's how we invite you to test a game which name doesn't hide at all its relationship with *Tetris*. This version is quite simply excellent. We get back to the roots of this mythical game that changed the face of video games. Since, there isn't a year without the release of a new *puzzle game*. Graphically, it's perfectly done, even if this kind of game doesn't really invite to artistic feats. The animation is flawless and the soundtrack superb. On this subject, read our first insert to reach a hidden sound-test as well as other tips related to this game.

As for possibilities, the coming tetrominos (yes, that's the name of a brick in Tetris!) is displayed on the right of the screen, thus allowing to anticipate some moves. This option can however been inactivated for those liking difficulty!

Sadly there's no two players mode (technical limit of the machine?), but we will be gaping at the quality of the scores' display. It doesn't seem much but, unless we're mistaken, it's the first game on this machine taking the liberty to modify the scores' "normalized" display.



REDACTED
MAGAZINE



TEST

4-Tris

RayXamBeR, tetchy!



It is certain this game is not revolutionizing the genre, but it is pleasant, and you discover you spend a

significant time playing it. And, from the collector point of view, missing a new release on this machine is akin to a sacrilege! You now know what you have to do, even if we wish you the best of courage to find it now. In ReVival,

we sure like make you long for things impossible to find. This is our little sadistic pleasure!



Title	4-Tris
Plate forme	Intellivision
Developer	Intelligentvision
Year	2005
Genre	Réflexion
Media	Cartridge
Player	1 player
Save	No
Language	English
NOTE	7/10

Remark: the game is available under the GPL license. It is not public domain. Consequently, the rights to the game still belong to its author. It can be played on an emulator or by using Chad Schell's Intellcart!

Special issues

Joe Zbiciak created three different versions of his game. Two special versions for the Phillyclassic 2001 meeting (in fact, two batches of cartridges with minor, or even no changes at all) as well as the original version (released, thus, before the reissue by Intelligentvision).

There is also, as a ROM image, a version which hidden Pong (see below) is in black and white!



Tips

See Joe Zbiciak!

On the title screen, you just have to press simultaneously the key "6" and "9" on the first paddle (it works also from the second!) and then to press on Reset. This will make appear the one who must be Joe Zbiciak!



Diagnostic test

Independently from the paddle, you have to maintain the key "1" pressed and press on Reset.



Hidden game

On the first paddle, keep direction "steady". On the second paddle, keep the key "5" pressed. Without releasing it, press on Reset. And voila, you're up to the joys of Pong !



POWERUPGAL

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SPACE PATROL AT LAST!



PAC-MAN collection

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TEST

SPACE PATROL

RayXambeR

ReVival #37 - summer 2008

Left Turn Only presents

Here it is at last! Announced a long time ago and finished since several months (since June 2007 precisely), we were longing to receive the new homebrew game on this machine.

Behind the game, we find again the people without whom homebrew on Intellivision wouldn't exist. Joe Zbiciak, main programmer (graphics and sound effects, too), helped in his task by David Harley (already behind all homebrew games commercialized this far on Intellivision) for the level design and Arnauld Chevallier, for whom introduction isn't necessary anymore, for music. This three persons joined forces to create LTO, meaning *Left Turn Only*.

The packaging is excellent. The box is really close to the feel of the original ones, while the previous homebrew games (*Minehunter*, *Stonix*, etc.) offered a little less thick carton, but laminated. Overlays are superb (even if they are nearly useless here) but one can see they have been cut manually. Their width have also been badly adjusted, because it is very difficult to insert the overlay into the joystick. In addition, it is too flexible to apply force. It wasn't the case of the IntelligentVision productions. But the worst is reusing existing Intellivision cartridges, all the more so since the one used for our copy wasn't a first-born! This tarnishes



the picture a bit, and requires sacrificing an existing game (let's hope they weren't copies of *Spiker!*). On the other hand, the artwork and leaflet are superb, and each box is serialized. Currently, 202 copies were made. In the end, we should get close to the record man on this subject, *Stonix* and its 250 copies.

Straightly, *Space Patrol* largely deserves its success. It's the worthy successor of *Moon Patrol*, an Irem's arcade game (licensed to Williams Electronics for the United States). The player drives a lunar car (buggy) having to move despite the obstacles (craters, mines, rocks) by jumping above them, or destroying them when it's possible. And while keeping an eye on the enemies coming from the sky. The buggy is





TEST

SPACE PATROL

RayXambeR



equipped with two guns, actioned simultaneously: a horizontal and a vertical one. The game requires good reactions and being very precise, but also the ability to memorize the course.

The production is impressive, beyond what we have been able to see so far on this machine (until *Rick Dangerous?*). The graphical aspect, sprites as well as the scenery, is exceptional. The animation doesn't lag behind: it's fast and smooth, and differential scrolling on several planes, giving the impression of perspective (as in the arcade game) only reinforce our opinion. The sound atmosphere is really a success, and completely fits the game atmosphere. The game is also a marvel of playability, with a perfect handling. A masterwork.



Is then *Space Patrol* a perfect "bare" reproduction of the original? Nay, since it is much more complete than its model, which all the more increases its game life and its interest. While *Moon Patrol* offered a single course in 26 stages (as many letters as in the alphabet), *Space Patrol* goes farther, since other planets were added to the Moon: Mars, Pluto and Mercury! And each level can be run as a beginner or a champion.

A course is split into several checkpoints (from A to E, then F-J, K-O, etc.) at the end of which points are given according to the time spent. It's classical, but it adds even more spice to the action, as an incentive to run as fast as possible.

The buggy also comes with a radar that, depending on the color, indicates from where the danger comes. Notably when it comes from the left, from the back! Well, a simple rear-view mirror would have been enough, but we're on the Moon, one must thus justify some technological gear! On the drawbacks, there are really none, except the scores are not saved when the console is switched off.



ReVival #37 - Summer 2008



TEST

SPACE PATROL

ReVival #37 - summer 2008

It is thus a new hit for the Intellivision, so close to perfection that it narrowly missed the maximal note. Will it be for the next game?

Title	Space Patrol
Plate-forme	Intellivision
Developer	LTO
Year	2008
Genre	Moon Patrol-like
Media	cartridge
Players	1
Save	no
Language	English
Note	10

The design of the animation engine allowing differential scrolling goes back to 2000, and is Joe's work. That's from that that the *Space Patrol* game was eventually considered.

If you're playing *Space Patrol* with the ECS module (*Entertainment Computer System*) - the Intellivision's computing extension - it adds a strongly reinforced sound environment, because with six voices. Indeed, there is at the same time a rhythm sound in addition to the melody, you hear the flying enemies come, and the other sound effects have more depths (notably the buggy jump). A

real plus and a true good idea that, we hope, we'll be used again for the coming games.

Space Patrol, initially, was named *Lunar MP* by its author. And it's nearly 8 years since the development of the game began.

As often, the game barely being commercialized, someone already offers it for (re)sale on Ebay, at a price "only" 4 times above the buying price! Totally absurd, all the more so since Joe Zbiciak says on his site that he still has some packaging left. And that, according to demand, he is willing to make new PCBs and to assemble new complete games. Short URL to the Ebay auction: <http://tinyurl.com/28j4kq>

NEW! * SPACE PATROL * INTELLIVISION GAME BOXED

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