

IntelliVision Lines



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Issue No. 9

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LETTERS/COMMENTS/TIPS

Need your reviews, letters, comments and tips. I will try to answer any questions you may have. Sent these to:

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Mentor, Oh 44060-3811

DID YOU KNOW?

That Sears released several video games for Mattel's IntelliVision System under the label TELE-GAMES. The only difference were the boxes and instructions. The games were the same as the Mattel releases.

HAVE YOUR NEXT AD LISTED FOR NOTHING.

Have your ad sent in by November 15th and it will be printed in Issue 10 at no cost to you!

THE INTELLIVISION LINES
EDITOR: RALPH W. LINNE
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INTELLIVISION vs. ATARI VCS: Which to buy in 1981?

Which is better was the debate in 1981, IntelliVision by Mattel or the VCS (later renamed 2600) by Atari? Parents were trying to decide this question as they went out and bought a game system for Christmas that year, just as I did.

This was not an easy decision to make. The first problem was how much to pay. An Atari VCS was selling in the \$140 to \$200 range, while a Mattel IntelliVision was selling in the \$240 to \$300 range. Second problem which had the better group of games? The Atari VCS had the majority of the games released at that time, 70 vs. 30 for IntelliVision, but IntelliVision's graphics and detail were outstanding compared to Atari's.

In the area of controls Atari's were simpler and not hard wired to the console like Mattel's were. But the IntelliVision did have a 12-button keypad built-in, which added more options.

I did look at the other systems at the time, Odyssey 2, Bally's Astrocade, and Channel F, but decided there would be only two left out of that group. Which was better? I then looked at the game themselves. The more I looked the more I became convinced that the IntelliVision system offered the superb graphics. What I mean by that is they were interesting, had detailed game characters and objects, sharper colors, and realistic sounds.

In the area of game type, IntelliVision had the ones I wanted. I love sports games and that was IntelliVision's strength. So the next thing I looked at was the abilities of each. Atari VCS had five moving objects compared to IntelliVision's eight, Mattel had announced a future Computer Add-on were Atari had not, Mattel had announced IntelliVoice and Atari had not. Also Atari was hinting that they were going to release a game system like IntelliVision.

So my wonderful wife bought me my first Video Game System - the IntelliVision! I still have it and play it every time I get a chance to. Yes, it was the right choice!!

LETTERS, COMMENTS, ETC. FROM THE EDITOR**LATE ISSUE - SORRY**

Once again I am sorry about this issue not getting out on time, but I been working extra hours at work and am having a hard time finding enough time to do this. This Newsletter will go to every three to four months for the time being. You will still receive the same number of Issues, but it will just take a little longer.

NEWSLETTER SIZE

After receiving a large number of letters against the reduced size of the last issue it is changed back to being on 8 1/2" x 11" paper.

ADS FOR INTELLIVISION GAMES

In this Issue and those in the future there will be copies of ads from the early 1980's for IntelliVision games. If you like or dislike this let me know. Your input will help determine what IntelliVision Lines will look like.

LETTER ON ISSUE #8

Got Issue 8 today. Couple of questions... Re: IntelliVision Hardware: Didn't the Aquarius Data Recorder also work with the ECS? And weren't Program Expanders also shown in 12k, 16k, and maybe 24k sizes as well as 32k? Was IntelliVision III shown at CES? Was AD&D (Cloudy Mountain) ever released for 2600? Shown at CES? ----Russ Perry, Jr. Omro, WI.

Good questions Russ. You always keep me on my toes. Yes, the Aquarius Data Recorder by Mattel will work with the ECS Computer Module, but unlike the Aquarius Printer it isn't the only one to work with it. Most Cassette Recorders will work. I didn't list all the Program Expanders by mistake. In checking the old newsletters, ads, etc. there were at only two Program Expanders announced. They were 32k RAM with 12k of ROM, and 16k RAM with 8k of ROM. I could not find any reference to a 12k or 24k Expander. None of these Program Expanders were never manufactured. IntelliVision III was shown

at the Winter CES Show in January 1983 by Mattel and it was announced at the Summer CES Show in June 1983 that it was dropped in favor of the ECS. The AD&D game by M-Network was announced at the 1983 Summer CES Show and listed in their pamphlet of 2600 games. To my best knowledge a working model was not shown at the CES Show. Thanks Russ for your Questions.

NEW COLLECTOR'S GUIDE FOR VIDEOGAMERS BY DIGITAL PRESS

Digital Press, a fanzine catering to gamers who'll play anything - new or old - released the latest edition of the Classic Videogamers Collector's Guide for \$8.95. It's 64 pages are crammed with price guide listings of game cartridges for Arcadia 2001, Astrocade, 2600, 5200, 7800, ColecoVision, Channel F, IntelliVision, odyssey 2, and Vectrex systems.

Also there is a directory of avid hobbyists along with a listing of the gaming systems they own. A good source to either sell or buy games from. Contact Joe Santulli at (201) 616-0861 for information on ordering this Guide. I wrote the intro for the section on IntelliVision. This is the most complete listing games for the "pre-Nintendo" era gaming systems I have seen. Be sure to tell Joe, that Ralph, "Mr. IntelliVision" sent you.

RECOMMENDED SOURCE FOR VIDEO GAMES

I have the opportunity to complete my collection of Atari "Pro System " 7800 games this last several months. The source I used was, Frank Polosky and was very please with the service I received. I recommend you secure one of his catalogs. His add is on page 7.

If you have any problems with someone or a company you are dealing with, let me know and we can let others know so they are warned prior to buying from that party.

HISTORY OF INTELLIVISION PART VIII FINAL CHAPTER

In early 1984, Terrence E. Valeski, Mattel's Senior Vice President of Marketing and Sales put together a group of investors who made Mattel an offer which was accepted. This allowed IntelliVision to exist for the next six to seven years and see the release of some of the best software ever programmed for the IntelliVision System.

Mr. Valeski and a group of investors paid \$16.5 million for the assets, trademarks, patents, and rights to the IntelliVision product lines. The purchase was backed by financing from Tangible Industries, a division of Revco Drug Stores and the company named IntelliVision, Inc. In the fall of 1984 the all the rights were negotiated from Revco and a new company was created by Mr. Valeski called INTV, Inc.

During 1984 and into early 1985 the existing IntelliVision software and hardware was sold off by retailers who were stuck with the inventory and could not return it to Mattel or the other third-party companies. Games sold in the \$1 to \$10 bracket with the Master Component selling as low as \$10, the ESC Computer Module at \$25, and the Musical Keyboard at \$20.

In the fall of 1985, INTV sent out a mail order catalog to the list of owners that they got in the deal with Mattel. At the same time a new IntelliVision Master Component called INTV System III (later renamed Super Pro System) appear at Toy R' Us and later at Kiddie City toy stores.

When the mail order catalog was sent out in 1985 it when to more than 1.5 million active owners of IntelliVision system in the U.S. Sales recorded in 1985 exceed \$6 million included those from overseas. INTV, Inc. continued mail order sales and a repair service up to late 1991.

During this time period of six years some of the best games for the system were released. The new games released were: *Body Slam - Super Pro Wrestling, Championship Tennis, Chip Shot Super Pro Golf, Commando, Dig Dug, Diner, Hover Force, Learning Fun I, Learning Fun II, Mountain Madness - Super Pro Skiing, Pole Position, Slam Dunk - Super Pro Basketball, Slap Shot - Super Pro Hockey, Spiker! - Super Pro Volleyball, Stadium Mud Buggies, Super Pro Decathlon, Super Pro Football, Thin Ice, Thunder Castle, Tower Of Doom, Triple Challenge, World Championship Baseball, and World Cup Soccer.*

With the release of INTV III/Super Pro, a new Master Component was being marketed by INTV. The console design was the same as the original IntelliVision Master Component, except the color was black instead of brown. This was not the same model that Mattel showed at the 1983 Winter CES Show. The only improvements were an improved graphics chip and a on/off light added. An upgraded version to be known as INTV IV was shown at the 1987 Winter CES Show. It was to have detachable hand controllers and a timing device to be use with future games. This version was never released.

With the rise of the NES Nintendo Gaming System and the limits of the IntelliVision System being reach, INTV, Inc. dropped their mail catalog and stopped shipping games for the IntelliVision to retailer as they moved toward making games for Nintendo, Game Boy and Genesis.

Only one game, *Road Rally* (an improved version of *Stadium Mud Buggies*) for the NES Nintendo was released before they closed up shop in 1991. Remaining inventory was sold off and the last gaming system from the Golden Era of Video Gaming was gone after 12 years.

SNAFU By Mattel Electronics

By Ralph W. Linne, Editor IntelliVision Lines

SNAFU was in the first group of games released by Mattel Electronics for the Intellivision. This game is similar to the Atari VCS/2600 game known as *Surround* which was originally an Arcade game. You can become addicted to this game in no time at all. The main objective is to block off your opponent's trail, forcing him to run into one of the sides of the screen or into either yours or his tail. In simple terms surround your opponent giving him no where to go. The background on your TV screen is a pale blue rectangle and in some of the game variations there are small multicolored obstacles. Choice of gameplay is either you vs. the computer or you against another player. In either case the players will begin as a head of a Serpent (with two eyes) and they move around the screen leaving a bright color trail showing where they have been.

There are two basic types of gameplay in *Snafu*, which are:

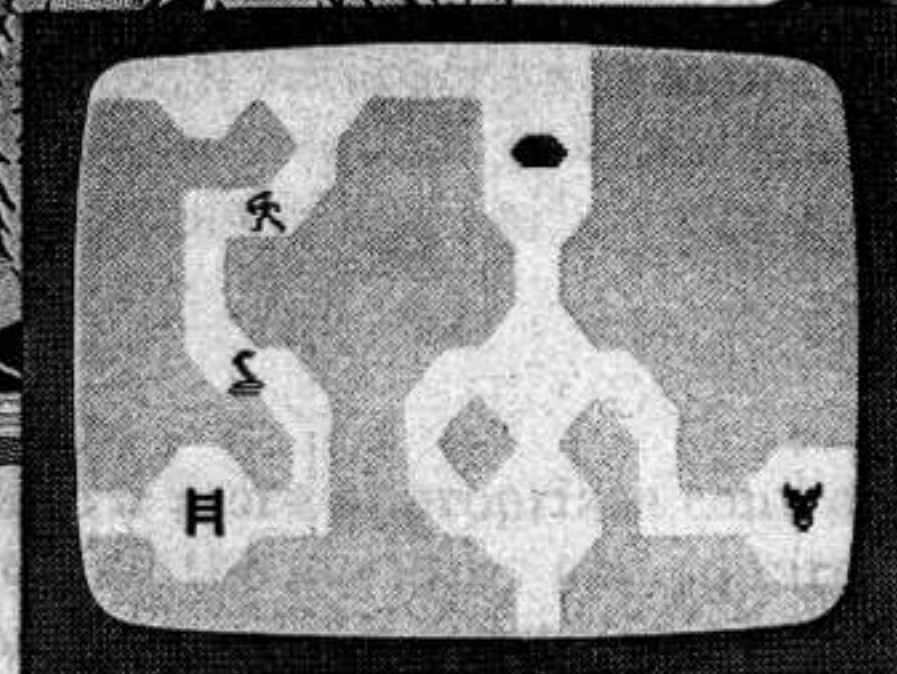
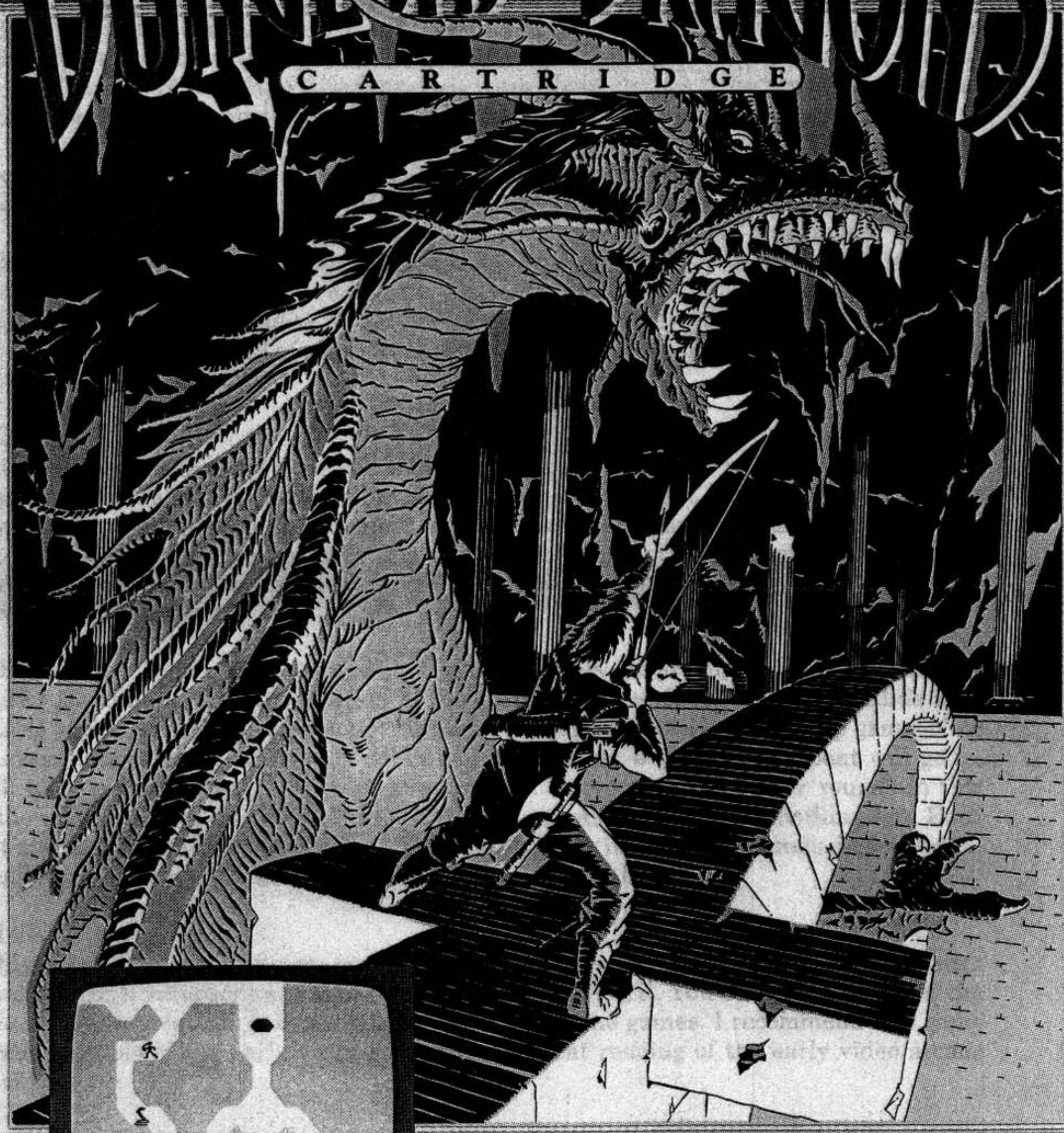
- o Horizontal-Vertical (H/V) in which you move your head in any of four directions, and
- o Horizontal-Vertical-Diagonal (H/D/V) in which you move your head in any of eight directions.

GAME VARIATION	MOVEMENT	NO. OF TRAILS	TRAILS-AFTER HIT	OBSTACLES
1	H/V	FOUR	GONE	NONE
2	H/V	FOUR	STAY	NONE
3	H/V	TWO	GONE	NONE
4	H/V	NONE	-	NONE
5	H/V/D	FOUR	GONE	NONE
6	H/V/D	FOUR	STAY	NONE
7	H/V/D	TWO	GONE	NONE
8	H/V/D	NONE	-	NONE
9	H/V	FOUR	GONE	YES
10	H/V	FOUR	STAY	YES
11	H/V	TWO	GONE	YES
12	H/V	NONE	-	YES
13	H/V/D	FOUR	GONE	YES
14	H/V/D	FOUR	STAY	YES
15	H/V/D	TWO	GONE	YES
16	H/V/D	NONE	-	YES

This game has four speeds you can choose from: Fastest, Medium Fast, Medium, or Slow. Also you have two types of games to choose from: Trap or Bite, along with how many rounds you want to play up to 99 for the Trap game. A Trap game has four different colored hungry serpents on the screen at one time and you must keep your trail moving without colliding while blocking your opponents' trails so that they are forced into collisions. When trails collide with others, with the screen edge, with obstacles, or itself they are then eliminated

ADVANCED DUNGEONS & DRAGONS™

C A R T R I D G E



The video game where danger lurks around every bend in your quest for the Golden Crown!

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with the sole remaining trail being the winner. The Bite game is where each player tries to bite off the end of their opponents' Serpent's tail until the whole body is gone.

TRAP GAME:

In the Trap game you only use the Direction Disc for control of your serpent, the side buttons are not used. The left controller controls the Red Serpent and the right controller controls the Blue Serpent, while the Yellow and Tan Serpents are both controlled by the computer. You can either play the game with only horizontal and vertical moves or with horizontal, vertical and diagonal moves. Note that in the game variations where the obstacles occur the computer randomly determines the number and the location of the obstacles for each round.

If you collide with an obstacle then you are eliminated from that round. Note that the computer will randomly select the direction in which your Serpent will go in. You will have control after the first square appears. The scoring is simple in this game: each Serpent remaining when a serpent is eliminated receives one point, when two Serpents collide at the same and both are eliminated the remaining Serpent(s) receives two points, the most points that can be received in a round is three. The music is an important part of the game play. It lets you know when a round of play has reached the "showdown" stage where there is only two Serpents left.

BITE GAME:

In the Bite game you also only use the Direction Disc for control of your Serpent, the side buttons are not used. The left controller controls the Red Serpent and the right controller controls the Blue Serpent and you must have a second player for this game since the computer will not control a serpent in this variation of game play. You can either play the game with only horizontal and vertical moves or with horizontal, vertical and diagonal moves, just like in the Trap game.

Note that in the game variations where the obstacles occur the computer randomly determines the number and the location of the obstacles for each round. If you collide with an obstacle you will change direction not eliminated from that round as in a trap game. Note that the computer will also randomly select the direction in which your Serpent will go in. You will have control after the first square appears. There is no scoring or rounds in this game, the objective is to bite off the links of your opponent until there is nothing left. Each Serpent starts with ten links and will receive another link in 20 to 40 seconds depending on the speed setting with the maximum number being twenty links.

SUMMARY:

I like this game. One of the reasons is that it has two different types of games in it will each one having enough variations so you won't get tired of playing it. You do not need to have the overlays nor the instruction booklet to learn how to play the games. I recommend this game as a great example of the early video games and a great redoing of the early video arcade games of the late '70's.

TIPS:

- A joystick is a more appropriate control for a game of this type,
- You must lead the turns by one square to avoid running into the screen,
- Watch your opponent's moves carefully and make trails which will block off large portions of the screen from him,
- To have a more challenging game against the computer, set the game at the highest speed as a result you will tend to make a more mistakes at the faster velocity while this is avoided by the computer.

US VIDEO INDUSTRY & INTELLIVISION MILESTONES

FAIRCHILD, RCA, APF ELECTRONICS, AND MAGNAVOX ENTER MARKET PLACE BEFORE 1977
 ATARI ENTERS MARKET PLACE IN 1977 & BALLY IN 1988

79	\$0.3	MATTEL ENTERS MARKET WITH Intellivision ACTIVISION FOUNDED BY EX-ATARI PROGRAMMERS
80	\$0.5	APF ELECTRONICS & FAIRCHILD LEAVES MARKET
81	\$1.0	MATTEL TESTS MARKETS KEYBOARD FOR Intellivision Master Component
82	\$3.0	MATTEL RELEASES IntelliVoice MODULE ATARI RELEASES 5200 SUPER SYSTEM MILTON BRADLEY ENTERS MARKET WITH VECTREX COLECO ENTERS MARKET WITH COLECOVISION EMERSON ENTERS MARKET WITH ACADIA-2001
83	\$2.0	COLECO RELEASES ADAM AND GEMINI, MAGNAVOX LEAVES MARKET MATTEL RELEASES Intellivision II & ESC ADD-ON COMPUTER MODULE MATTEL ANNOUNCES Intellivision III BUT DROPS ITEM
84	\$0.8	COLECO & MATTEL LEAVES MARKET, ATARI SOLD AT FIRESALE PRICE ATARI ANNOUNCES 7800 BUT HOLDS UP RELEASE DUE TO BEING SOLD BALLY/ASTROVISION LEAVES MARKET, INTELLIVISION SOLD TO INTV
85	\$0.1	NINTENDO TEST MARKETS NES IN NEW YORK INTV RE-RELEASES Intellivision AS INTV SYSTEM III, LATER RENAMED AS Super Pro
86	\$0.4	SEGA ENTERS MARKET, ATARI RENAMES VCS AS 2600 JR. SYSTEM NINTENDO RELEASES NES NATIONWIDE, ATARI RELEASES 7800 PROSYSTEM
87	\$1.1	ATARI RELEASES XE VIDEO GAME SYSTEM
88	\$2.3	HASBRO ABANDONS ITS GAME SYSTEM BEFORE BEING MARKETED GENESIS AND TURBOGRAFX RELEASED
89	\$3.4	GAME BOY RELEASED ATARI DROPS XE SYSTEM
90	\$4.0	ATARI LYNX RELEASED NEC TURBOEXPRESS RELEASED INTV DROPS INTV SYSTEM III

\$0.0 \$1.0 \$2.0 \$3.0 \$4.0 Billion

MILLSTONES COMPILED BY RALPH LINNE