

NEWS

© Mattel, Inc. 1982

ISSUE 3

QUARTERLY NEWSLETTER OF THE INTELLIVISION GAME CLUB

SUMMER 1982

PICTURE YOURSELF A WINNER IN THE \$100,000 ASTROSMASH™ SHOOTOFF!

If you're like other Intellivision owners all over the country, you're already limbering up your controllers to enter the \$100,000 Astrosmash Shootoff, the biggest contest of its kind ever held.

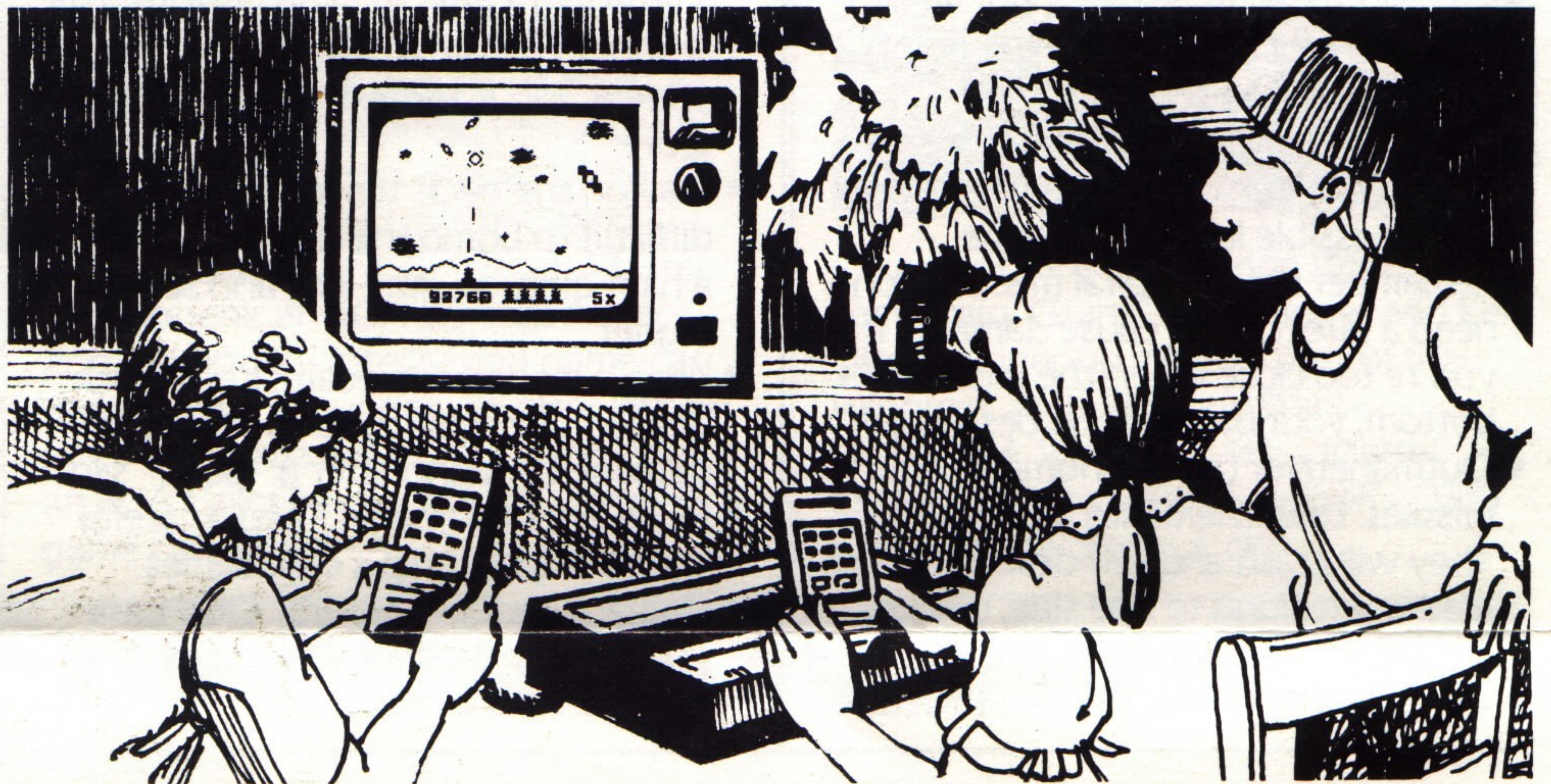
Free Patch.

Just for entering you get a full-color Astrosmash jacket patch that identifies you as a national competitor. All you have to do is send us a photograph of your highest Astrosmash peak score with your name and address printed on the back. Include along with it an official entry form (available at your Intellivision dealer) or plain 3"x5" piece of paper that also has your name and address printed on it, and you're already a winner! You'll get your Astrosmash competition patch by return mail.

\$25,000 Grand Prize.

What you're shooting for is the big \$25,000 Grand Prize along with seven other important cash awards.

Go for it! You could be one of 16 regional winners to be invited for an all-expense paid trip for two to Houston, Texas for the semifinals and finals.



See your Intellivision Dealer.

For all the details, mailing addresses and official entry forms see your nearest participating Intellivision dealer starting in April. If your dealer doesn't have the Astrosmash forms on display, ask for them.

All entries must be received by August 11, 1982. The semifinals and finals are scheduled for September 11 & 12.

Check the last issue of your Game Club Newsletter for tips on photographing your score.

The excitement is gathering momentum. Enter as soon as possible. Remember, just for entering you'll get your free Astrosmash competition patch.

Practice hard, shoot straight and picture yourself a winner!

TRON™ IS COMING!

* ©1981, Walt Disney Productions.

Game Playing Tips

Intellivision's video game experts help your scoring techniques with playing tips on two of the hottest new game cartridges — Space Armada™ and Star Strike™. You'll find their recommendations right on target.

SPACE ARMADA™

- Start to the right. Knock off vertical columns to delay the armada from advancing down another rank. The fewer columns left in the armada, the better your chances of clearing the screen as the armada approaches the bottom.
- Hit the saucer. It's difficult but well worth it. Not only do you get points, a bunker will be rebuilt as well.
- Don't get hit. Stay mobile or hide behind the bunkers. You'll need every "life" possible late in the game.
- Remember the red spiral missiles don't need a direct hit to cause damage. If you're too close when the missile hits bottom, your base will be destroyed.
- Outmaneuver the red homing missiles. Lead them into a bunker. They will crash and self-destruct. Or, lead them along to one side, quickly double-back underneath and fire.
- Concentrate. Remember the structure



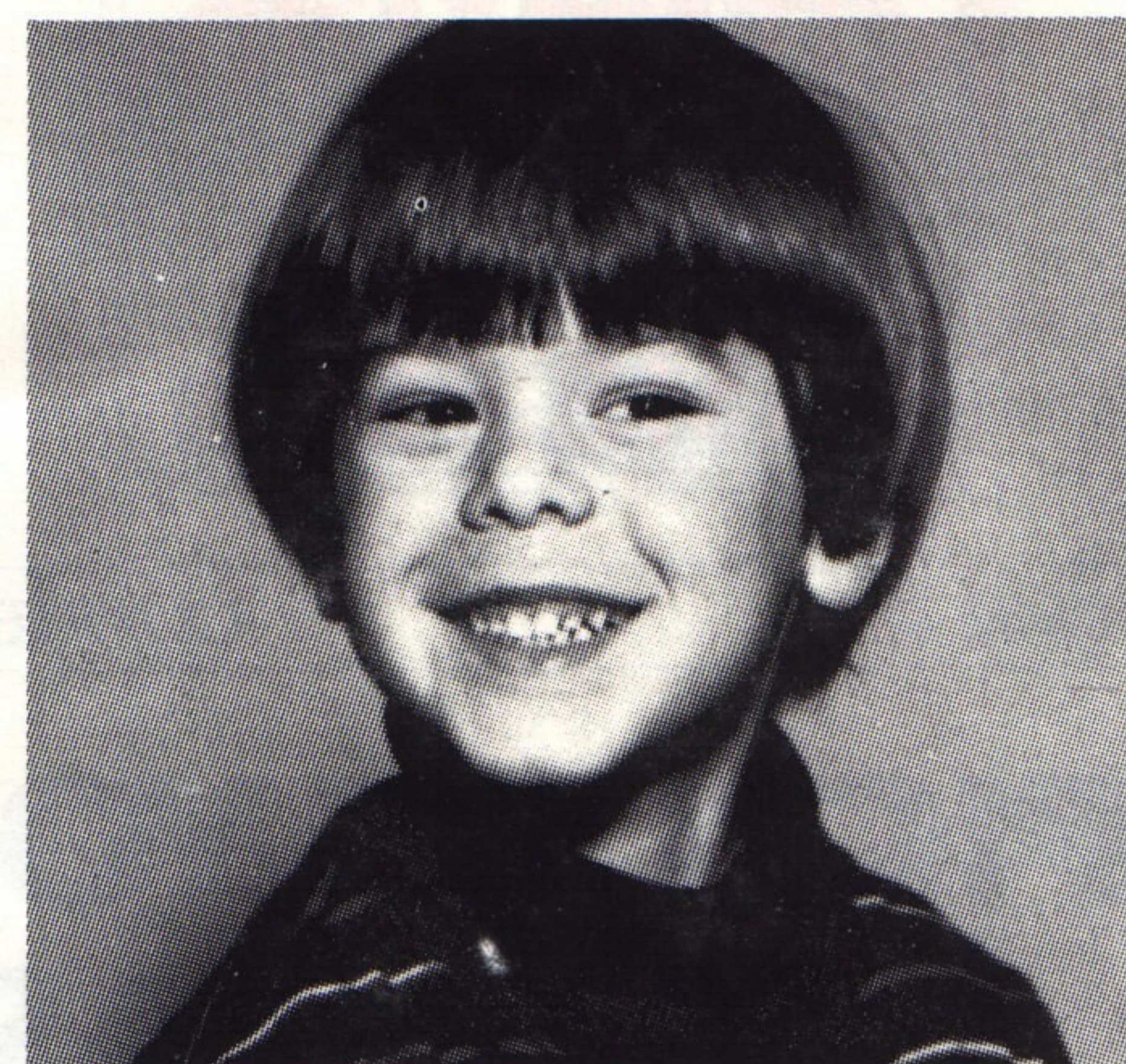
of the invisible armadas. Many good players suffer early defeat because they forgot the presence of just one alien.

STAR STRIKE™

- Stay Mobile. Keep moving up, down left and right when the aliens are behind you. Don't give them a stationary target.
- Practice firing at the aliens. Line up the alien ship between you and your laser's vanishing point.
- Try shooting down both aliens. Doubling up on targets will give you a little extra time to align your ship for bombing before a new wave of aliens appear. You'll add extra points to your score.
- Stay on the deck. It's much more difficult to bomb the alien's silos from a high altitude. Stay low and score higher.
- Keep a mental scorecard. Keep track of alien silos destroyed. Don't risk damage by going after a "dead" silo.
- Be aware of damage. Keep a careful record of your ship's capabilities. Damage reduces control. Don't ask your ship to do something it can't in emergency situations.



INTELLIVISION CLOSE-UP ON KIDS



Five year-old Jason of New Jersey is just one of hundreds of thousands of kids who have discovered Intellivision much to the delight of his parents.

"Jason's hand-eye coordination is beyond that of most children his age," says his mother. "I can see his improvement as he plays Intellivision games. He has even become very interested in numbers lately due to the Math Fun cartridge."

Like many families, Jason and his mother, Irene, father, David, and four-year-old brother, Eric, have been drawn closer together through the challenge of Intellivision games and instructional cartridges.

INTELLIVISION — NEW NEIGHBORS, NEW FRIENDS THE TEXAS WAY

What do you do when you're new in town and want to make friends fast? Put an ad in the paper looking for people to join you in playing Hockey, Baseball, Soccer, Basketball, even Auto Racing in your own living room!

That's what Clay Cribbs of Bedford, Texas did, and the response was fabulous. Clay and his wife came to Bedford from Houston with about \$1,000 worth of Intellivision games just waiting to be played. A salesman for an industrial diamond corporation, Clay put some of that selling savvy to work. The ad he put in the paper for fellow Intellivision athletes has resulted in 27 leagues made up of more than 50 members.

The Texas Intellivision Club which this enthusiastic bank of video athletes belong to boasts of being "The Home of Indoor Sports" complete with a weekly newsletter that can be purchased for \$3.00 per person. It contains all reported practice games, league standings, scores, future tournaments, general information, and all the scoop on team members and club activities. There are four seasons per year including

Basketball and Hockey, Baseball and Soccer, Football and Golf and Tennis and Bowling.

Although the Texas Intellivision Club is based mostly on sports, some members have developed considerable expertise in Astrosmash as well.

Lately, Clay has taken to approaching local stores to sponsor the teams and help with the handsome trophies that are awarded at the end of the playing season. The next step is to get statewide sponsorship.



Steve Symmonds
TIC Commissioner

Pat Gardner
TIC Club Member

A former coach for eight years, Clay Cribbs has recognized the potential for youngsters' Intellivision competition. Where he once coached first through eighth graders in basketball and seven to nine year-olds in baseball and football out on the field, he now helps them with the finer points of their Intellivision game in the Junior Division of the Texas Intellivision Club. Senior members ranging in age from 21 to 38 play in five homes in the Ft. Worth area. So great was their success and reputation that the Dallas Morning News plans to do a story on the Club's involvement with all ages.

Mattel wishes the Texas Intellivision Club the best of luck in the middle of their Baseball and Soccer season that will last through June, 1982. Football and Golf are next. If you would like to know more about how Clay Cribbs got his Intellivision Club going, or if you would like to start an interstate challenge, call the Texas Intellivision Club in Bedford, Texas at (817) 498-3045 or write to the club at P.O. Box 1012, Bedford, Texas 76021.



Watch for details on upcoming Intellivision VideoChallenge tournaments in these cities!

New York	St. Louis	Baltimore	Washington D.C.
Los Angeles	Dallas	Pittsburgh	Denver
Chicago	Boston	Atlanta	Philadelphia
	Detroit	San Diego	Minneapolis
	Houston		San Francisco
			Portland

NASA Control or Intelligent Television?!?

2,000 VideoChallenge entries kept 50 Intellivisions humming on February 28th when Chicago's Navy Pier was transformed into something akin to NASA Control...It was the Mattel Electronics Intellivision/WLUP-FM VideoChallenge.

The competition began at 9:30AM with first round contestants playing on Mattel Electronics Skiing cartridge. The highest scorer from each round moved on to the second challenge, competing on the Astrosmash cartridge. 44 semi-finalists vigorously fired at falling rocks, bombs, missiles and UFO's, to determine

the top two scorers who would go to bat against each other in 9 innings of Baseball.

When the rosin bag finally dropped for the last time, it was 15-year old Tom Crain (6) and 12-year old Ken Silber (2), both from the metro Chicago area.

Tom triumphed as the Grand Prize winner of an Intellivision Master Component, an RCA 50-inch Projection T.V. and 25 Intellivision game cartridges. Ken, as runner-up, also won an Intellivision Master Component, and an RCA ColorTrak Monitor T.V. and 5 game cartridges.



Chicago's VideoChallenge Winners: (L) Tom Crain, Grand Prize winner and Ken Silber, runner-up, display part of their winnings as (L-R) Sandy Stahl — WLUP-FM, Susan Bowles — Mattel Electronics and Sandy Schadoff — TRG Communications look on.

OFFICIAL INTELLIVISION® CARRYING CASE

Now you can carry your Intellivision with you in a handsome, protective carrying case. Take advantage of this valuable offer especially for Intellivision Game Club members!

- Intellivision® Carrying Case holds Master Component, 12 game cartridges, switchbox, instruction book and overlays.
- Perfect for taking your Intellivision® to parties, tournaments, friends' homes — even on vacation!

— SUPPLY LIMITED, SEND TODAY! —

Official Intellivision® Carrying Case

Please find () check or () money order enclosed. (No cash please)
 Quantity ordered _____
 Amount remitted \$ _____
 (California and New Jersey add applicable sales tax)

Special Value
\$39⁹⁵
 plus sales tax, if any

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

(UPS cannot deliver to P.O. Box)
 Mail to: Intellivision® Carrying Case
 P.O. Box Drawer No. 744
 Milwaukee, WI 53278

Please allow 6-8 weeks for delivery

Offer void where prohibited, or otherwise restricted. Offer good in U.S.A. only.

Manufacturer's
 Warranty*

Thick foam padding
 holds everything in
 place

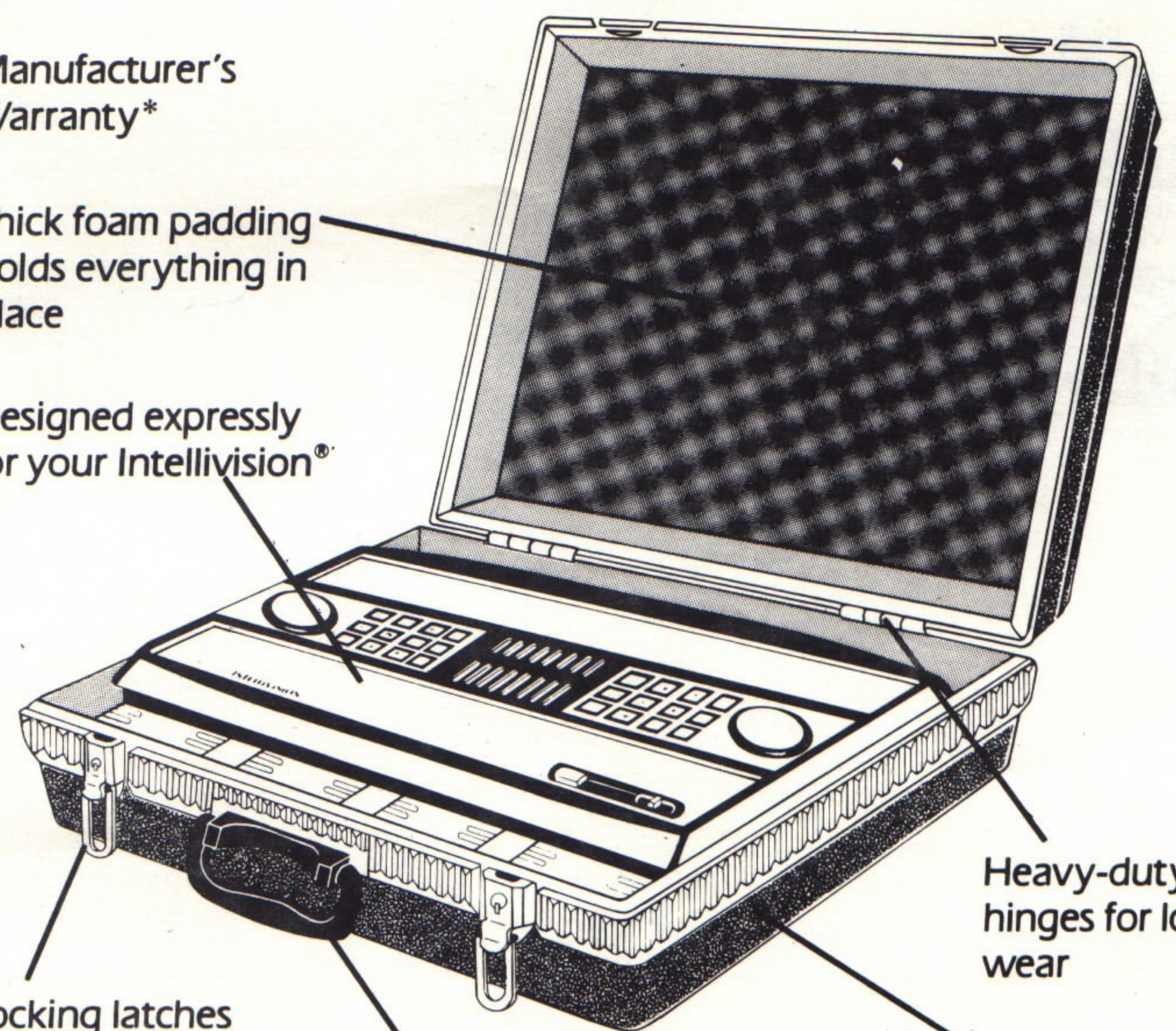
Designed expressly
 for your Intellivision®

Locking latches
 with keys provided

Easy-carry handle

Heavy-duty steel
 hinges for long
 wear

Durable,
 lightweight
 construction



*Manufactured for Intellivision by Southern Case, Inc.

Official Intellivision® Carrying Case

Warranty Information: This product is covered by a 90 day limited warranty from the manufacturer. A copy of the warranty is enclosed with the product or may be obtained free by writing to Southern Case, Inc., P.O. Box 28147, Raleigh, N.C. 27611.

FOUR EXCITING NEW INTELLIVISION CARTRIDGES...

ROYAL DEALER™



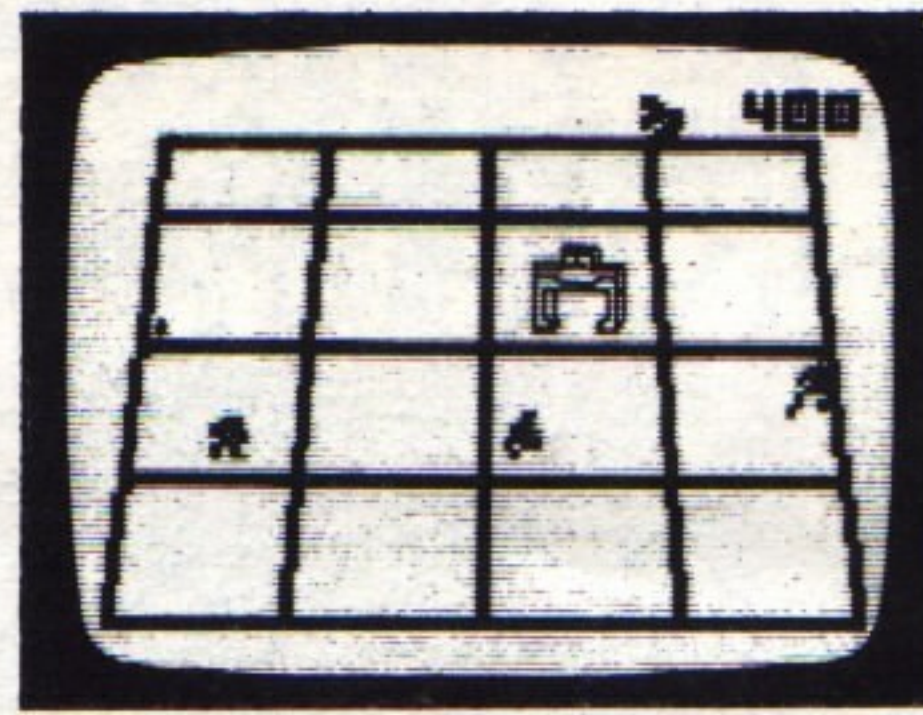
You get three of the most popular card games: Hearts, Rummy and Crazy Eights. This cartridge lets you concentrate on card strategy because the computer keeps the score. You can choose to play against one, two or three computer opponents. Great card fun for the whole family.

FROG BOG™ (Available Soon)



You control the height and angle of your frog's leap for delicious flies circling over a lily pad in a pond. If you miss, your frog has to swim back to the lily pad wasting valuable scoring opportunities. Meanwhile, your opponent goes on racking up points. Realistic graphics and great fun. One or two player game.

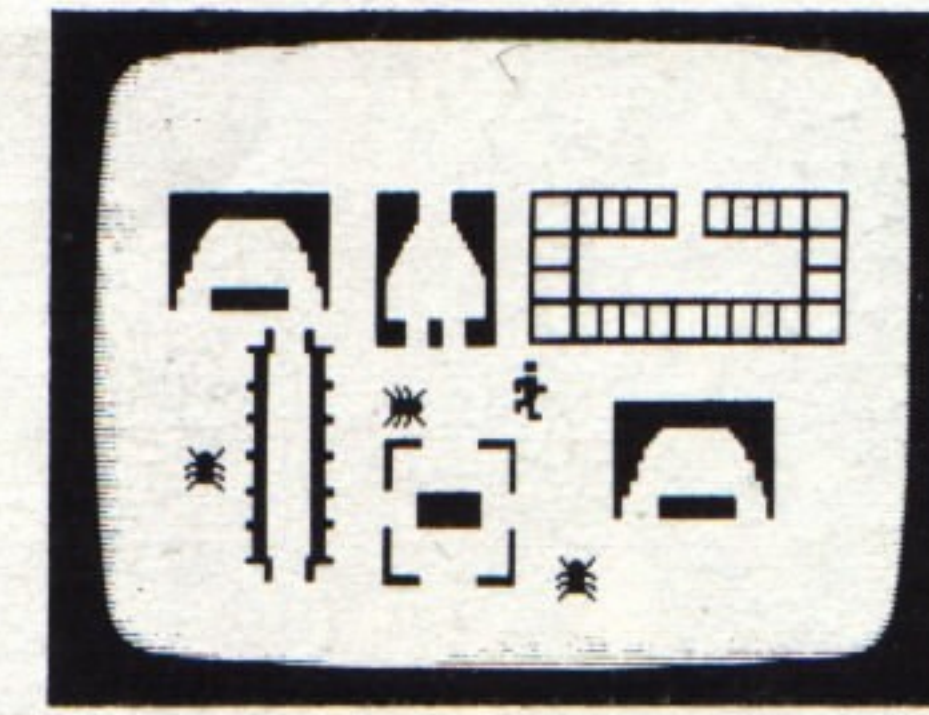
TRON* DEADLY DISCS™ (Available Soon)



You must protect Tron against computer-controlled attackers hurling deadly discs. Your score depends on how many of Tron's attackers you "de-rezz." But, the better you get, the faster Tron's attackers appear. Action challenge at its very best.

*Trademark of and ©1981 Walt Disney Productions

TRON* II† (Available Soon)



Your objective is penetration of the Master Control Program's inner defenses. You must disable it before the Master Control Program locates you. Make the slightest miscalculation and you'll be blasted to ions. As the game progresses your wits, logic and reflexes will be challenged to the utmost.

†Name Subject to Change

Mattel Gives You Credit for Your Friends

If you have three friends who want to become Intellivision Club members, sign them up as members of the official Intellivision Game Club and receive a check signed by George Plimpton, for \$2.50 good toward the purchase of any Intellivision game cartridge at your Mattel Electronics retailer. For \$1.50 each, your three friends

will get the Intellivision Game Club Newsletter keeping them up to date on tournaments, new games and a lot more. They'll be able to take advantage of special offers, and will receive a membership card and handsome membership certificate. Just send in your name along with the names and addresses of your friends

and a check or money order for \$4.50 to:

**Intellivision Game Club
P.O. Box Drawer No. 666
Milwaukee, Wisconsin 53278**

After your friends are enrolled in the Game Club Mattel will send you a check for \$2.50 good toward the purchase of any Intellivision game cartridge.

