

NEWS

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ISSUE 2

QUARTERLY NEWSLETTER OF THE INTELLIVISION GAME CLUB

WINTER 1982

EVERYONE WINS IN THE \$100,000 ASTROSMASH™ SHOOTOFF

Mattel Electronics announces a national shootoff for introducing Astromash, a new space game cartridge, to Intellivision owners.

If you enter, you win. You'll receive a free, full-color sew-on Astromash patch by return mail that was designed especially for Astromash Shootoff.

You could also win the Grand Prize of \$25,000 and use it towards a college education or one of the other seven cash awards together with an all-expense paid trip for two to the finals. Sixteen regional winners will be invited to Houston, Texas for both the semi-finals and finals to be held near the Astrodome.

It's easy to enter. Just send in a photograph of the TV screen showing your peak score. The new Astromash game cartridge totals your play score for a peak score automatically at the conclusion of every Astromash game. You must print your name and address on the back of the photograph and send it along with either an official entry form or plain 3"x5" piece of paper that also has your name and address printed on it. See page 2 of this newsletter for tips on photographing your TV screen.

Official entry forms and complete details will be available at your nearest participating Mattel dealer beginning in

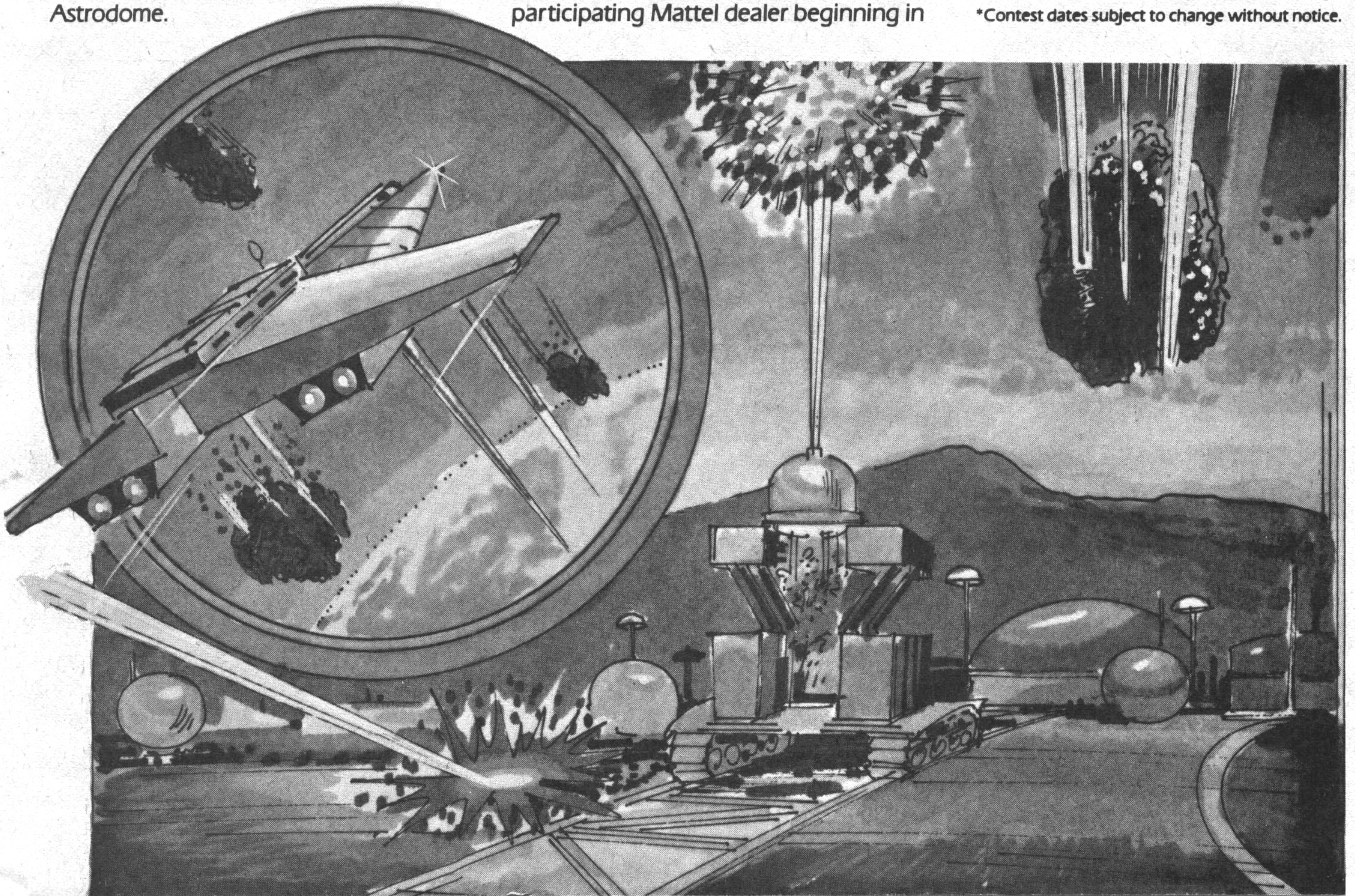
March. If you don't see the Astromash displays or forms at that time, ask for them.

Entries must be received by August 11, 1982. The regional and final shoot-offs will take place on September 11th & 12th 1982 in Houston, Texas.*

There is still plenty of time left to get your new Astromash game cartridge and practice between now and the close of the contest. Remember, just for entering you'll get a free, full-color Astromash patch and you could win one of eight big cash prizes.

Good luck and good shooting.

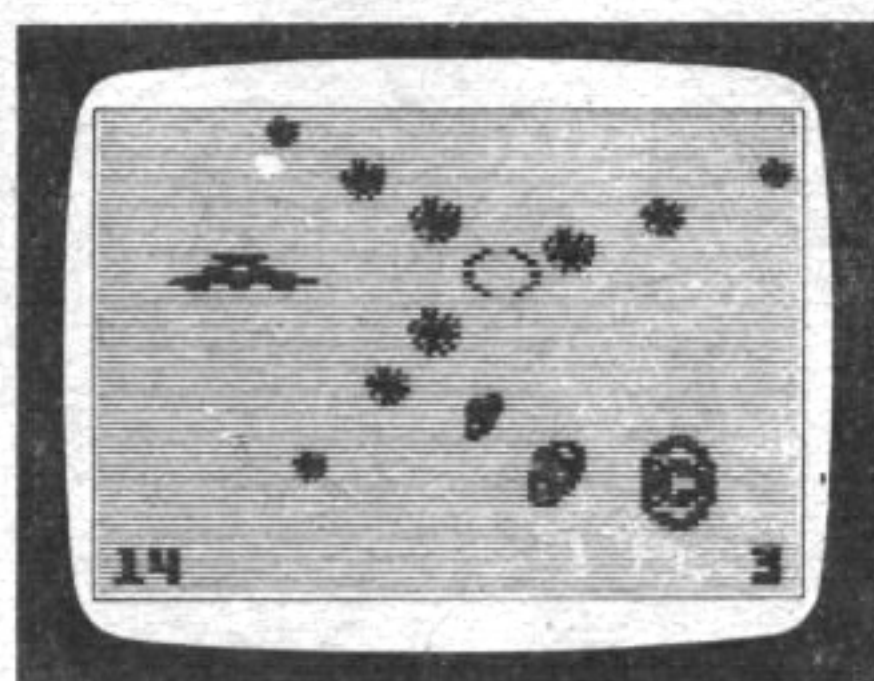
*Contest dates subject to change without notice.



Playing Tips

SPACE BATTLE™

Here are a few tips from Hal, one of our creative programmers, on how to improve your overall game.



Strategy mode (radar screen)

- Fight your own fights — when the computer fights for you, you will probably lose more ships than if you fought the battle yourself. Rotate through your squadrons if more than one is engaged.
- Stagger dispatches — if you carefully time your squadron dispatching, you may be able to complete the first battle before your second squadron engages.
- Don't let the radar screen fool you — make your dispatch decisions based on the actual distances from the aliens to your mother ship. The rectangular layout on the game screen may cause you to misjudge the distance.
- Win the battle but don't lose the war — the instant one of your squadrons defeats an alien squadron, dispatch your squadron to another

alien group or return it to base. Don't waste valuable time by leaving a squadron drifting aimlessly in space.

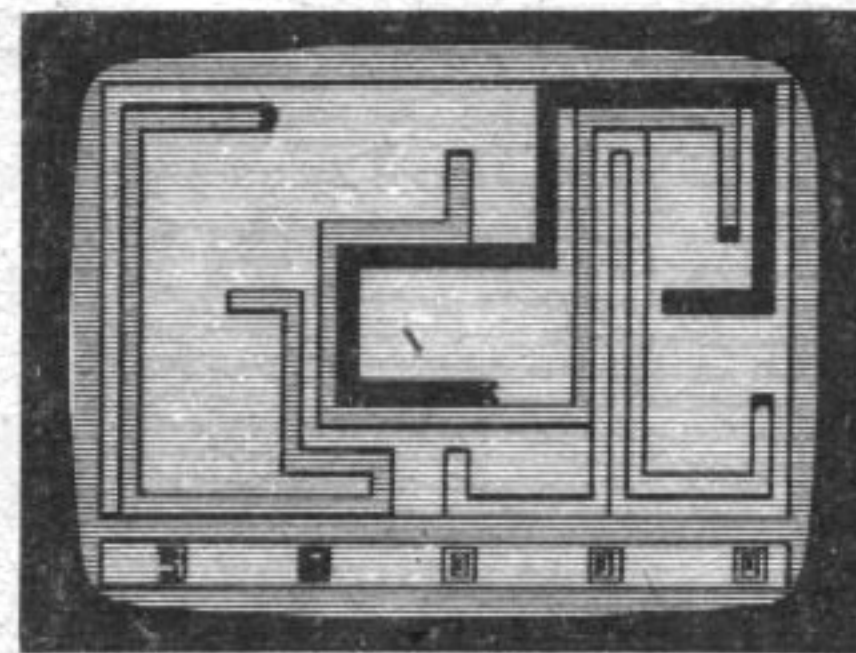
- Hit them where it hurts — if an alien squadron penetrates your home base territory, send in one of your squadrons. Keep the alien squadron busy and they'll have less striking power to use against your home base.

Battle Mode

- Practice aiming — lead the ships with your cursor for best results.
- Keep moving — after firing, it's not necessary to keep your cursor on target. Your lasers will blast the spot at which they were fired. Move on to a new target, and keep mobile to avoid enemy lasers.
- Avoid target fixation — keep switching back to the radar screen to track alien progress.

SNAFU™

Whether you're playing against the computer or a friend, here are some pointers from Mike, another Intellivision programming specialist.



- Practice steering — Get a good feel for the action of the direction disk.
- Anticipate — Concentrate on the moves of the opposing snakes as well as your own.
- Plan ahead — Press the direction disk JUST SLIGHTLY ahead of when you want to turn. If you wait too long, you won't be able to turn until the next avenue.
- For the "trap" games — try getting in front of the opposing snakes forcing them to the outside. If you're clever, you can create channels around the perimeter from which the opposing snakes cannot escape. Allow a snake back into the middle and you make it easier for it to double back to trap you.
- For the "bite" games — learn to read the rebounds. Be careful not to bite off your own tail by doubling back on yourself. Alternate between the horizontal, vertical and diagonal modes to cross up your opponent. Go on the defensive when you have only a few links left. This will give your snake time to grow new links. For a twist in strategy, go on the defensive right from the start. Grow extra links before you attack.

Consumer Affairs

Questions: How can I take a picture of my TV set for a record of my final scores?

Easiest method — use a Polaroid camera. The film has an ASA (film speed) of 3000. You'll get enough light from the screen itself. If you don't like the first one, try again. That's the great thing about Polaroid cameras.

Instamatic 110 or 126 — all you have to remember is to use a completely dead flashbar. That will force the lens to go to its widest opening.

35 mm cameras — use a tripod and film with an ASA of 64. Set the lens at f-22, expose for 3-5 seconds. For 35 mm film with different ASA's, a good picture will be ensured if you take several exposures at different f-stops and shutter speeds. Check your camera owner's manual for exposure tips.

Question: What are the most popular themes?

All the themes are popular. It really depends on your personal choice. However, since the whole family and all your friends will have their own favorites, we recommend you have a complete library.

U.S. SKI* TEAM TAKES ON INTELLIVISION® MOGULS



World champion skiers Phil (left) and Steve Mahre warm up with the Intellivision U.S. Ski Team™ Skiing cartridge at Ski Bowl XV, the U.S. Ski Team's largest annual fund raiser held recently at New York City's Pierre Hotel.

Phil Mahre, the 1981 World Cup Champion, and his brother Steve were among the 650+ skiing enthusiasts who attended the event. An Intellivision Master Component was featured in an auction which benefited the U.S. Ski Team.

Spring training starts soon

FRANK EHLER'S LOCAL INTELLIVISION® FOOTBALL LEAGUE



FRANK EHLERS (CENTER) AND FRIENDS PLAYING INTELLIVISION® NFL® FOOTBALL

Frank Ehlers went into training about a year ago and since then has been unbeatable as a football player — at least as far as Mattel Electronics' Intellivision NFL Football game is concerned.

January, 1980, Frank and his good friend, both dedicated football fans, were at a loss during the no-game period between the NFL playoffs and the Superbowl. Faced with an empty screen, they decided to become pigskin heroes themselves.

They had heard about the Intellivision NFL Football cartridge, part of the Major League Sports Network and began playing three to four hours of serious Intellivision Football per night. They coached each other and evaluated play techniques just like the professional teams. And when the local newspaper caught on to their competition, the Sports section ran a story, which attracted six more people. The result was the formation of a League which is now at the tail end of the season with its very own Superbowl, one week before the real thing.

Idle armchair football this is not — according to Frank Ehlers, national

advertising manager at Newmans, Inc., an industrial valve company in East Brunswick, New Jersey. This coming season, he plans to get nine more people and continue to keep a schedule of home and away games every week. Once a week, at a local dining establishment called DeRosas in Atlantic Highlands, Frank and his friends gather for a game of the week, played on a giant screen. League standings are maintained and training is taken more than lightly.

"The League has made everyone a much better player," said Ehlers at a recent all-sports tournament held by Mattel Electronics at the World Trade Center in New York City. "We've taken on all comers and they could not even come close," he said.

It did not take much for Ehlers to form his League. There were enough enthusiastic football fans at DeRosas to fill up his local NFL roster in no time flat. He now boasts of 16 teams with more anticipated for the next season. His teams play in his version of the American Conference and the National Conference with both players and fans at DeRosas eagerly anticipating the local Intellivision NFL Superbowl.

Tips for starting your own Mattel NFL Football League

- Start with your friends
- Assign team names or draw from a pool.
- Get jerseys if you can. People will want to know who you are and what you're about. Tell 'em.
- Arrange to have regular games at the same place at least once a week. Just like a Bowling League.
- Challenge sportswriters and sports commentators to compete — just for the fun of it.
- Ask well-known athletes to try too. They don't have to be football players.
- Keep your newspaper informed about your league.

VIDEOCHALLENGE™ UPDATE

Four INTELLIVISION® Videochallenge™ tournaments awarded over \$56,000 in prizes in November and December. They were held in Washington, D.C., Baltimore, New York City, and Philadelphia.

Grand Prize in each tournament was an RCA Color Projection TV, an Intellivision Master Component and 25 game cartridges. Runners-up won RCA ColorTrak TVs, INTELLIVISION Master Components, and five game cartridges. Other prizes included Pulsar watches, Kodak cameras, and Columbia record packages.

INTELLIVISION Baseball, Auto Racing and Skiing were the game challenges in the tournaments. Dave Abramowitz took Grand Prize on November 7th in the Washington, D.C. Videochallenge tournament which was played on a spectacular four-sided overhead screen.

The second tournament, held on November 8th in Baltimore's Convention Center, was won by Don Mason, a resident of Maryland.

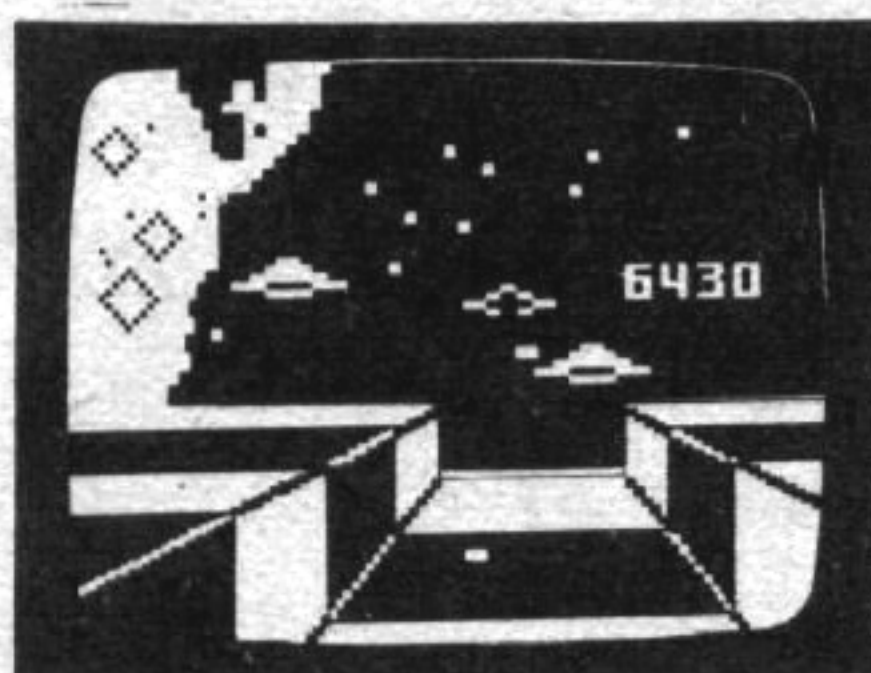
New York City's World Trade Center hosted the third tournament on November 14th. Steve Rosenbaum walked away with the top score while more than 3,000 video game fans came to cheer on their favorite competitors.

The fourth and final Videochallenge was held on December 5th in King of Prussia, a suburb of Philadelphia. Frank Tetro was Grand Prize winner.

Future Great American Videochallenges will be held in Chicago and Los Angeles. Watch your local newspapers for the announcements.

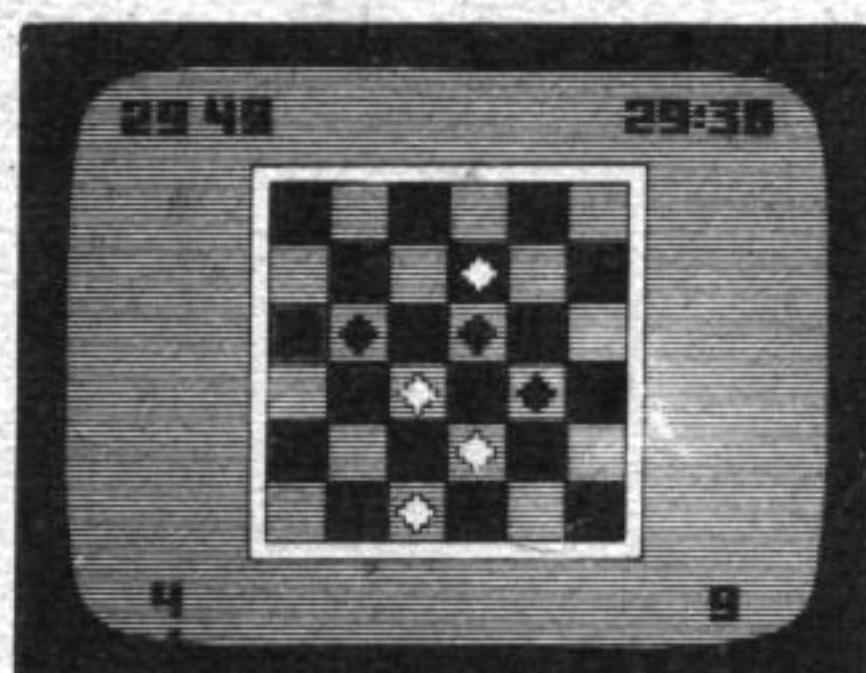
PREVIEW '82...SIX EXCITING NEW INTELLIVISION CARTRIDGES

Star Strike™



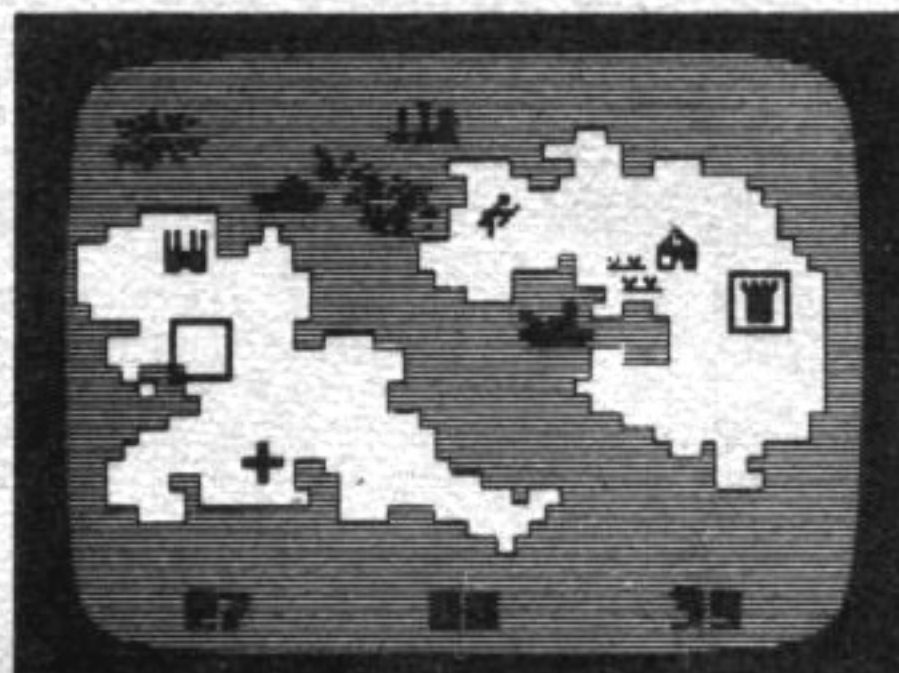
Take command of a rocket-powered fighter interceptor flying a few hundred feet off the deck. Your mission: attack and destroy alien silos defended by several squadrons of alien rocket-craft. You alone can save Earth. Don't miss.

Reversi™ (Available Soon)



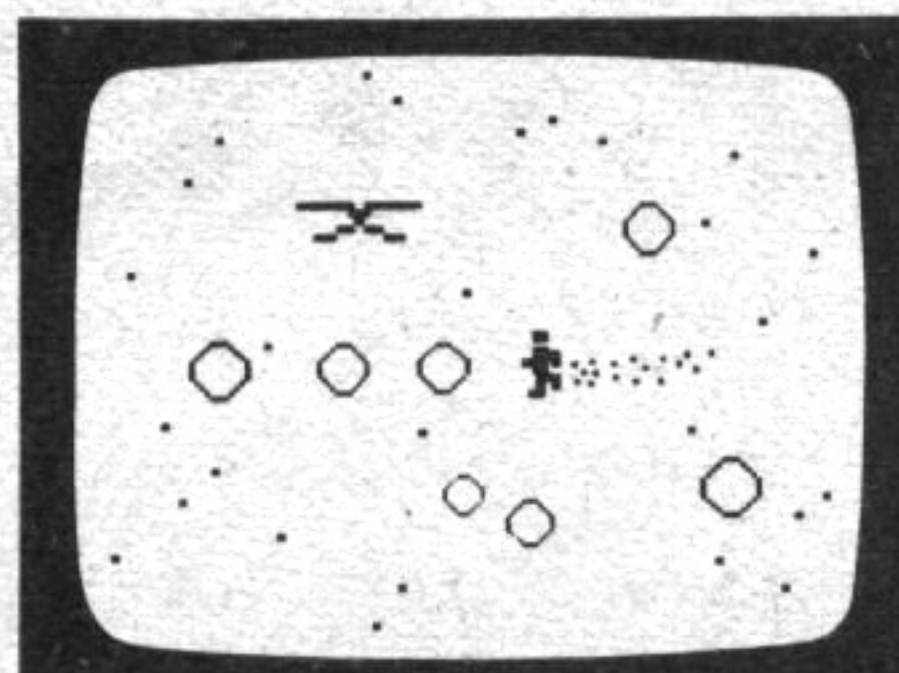
Three levels of difficulty in this challenging strategy game. Your objective is to take control of the board. Your opponent is either another player or the computer. Either way, it's great fun!

Utopia™ (Available Soon)



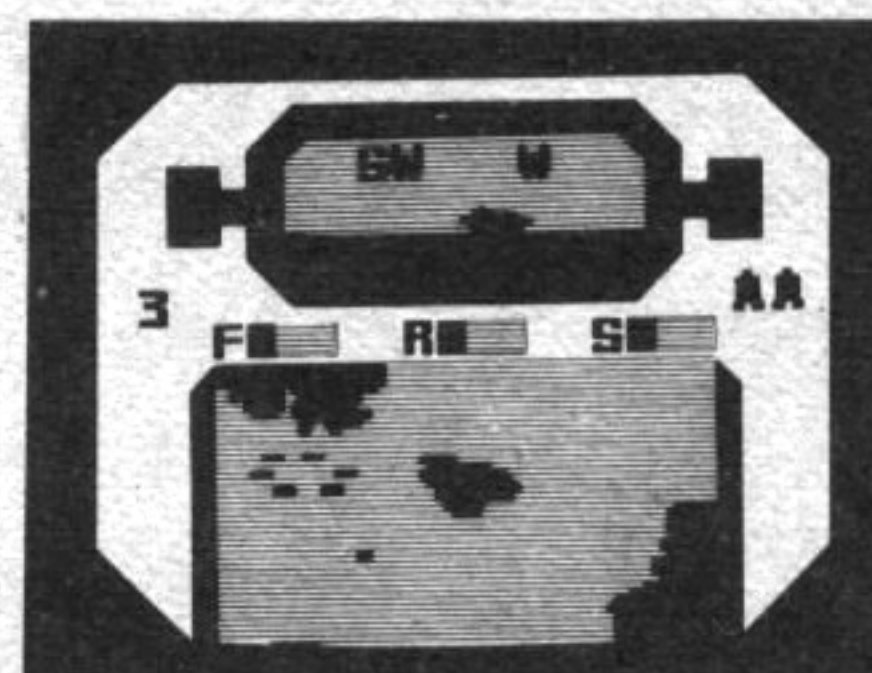
You and your opponent each have an island to rule. Points are accumulated based on the welfare of your people. You can choose to be a benevolent ruler or an aggressive dictator. Classic dilemmas in a game that is sure to become a classic in its own right.

Space Hawk™ (Available Soon)



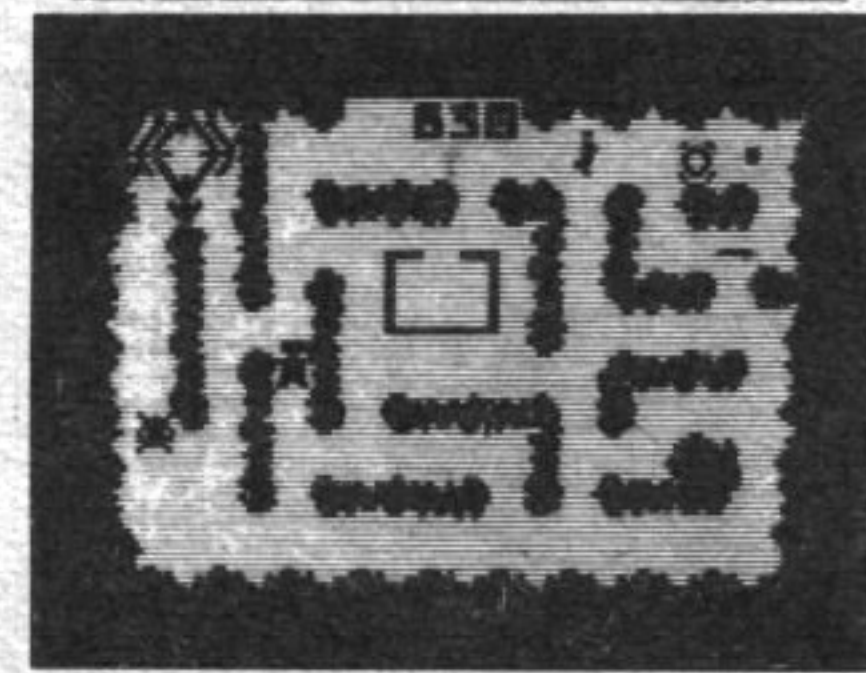
You're equipped with a jetpack for directional avoidance control, a laser blaster for protection and 5 force shields. If you get hit, you lose a shield. You can use hyperspace to get out of a super-tight spot.

Sub Hunt™ (Available Soon)



You're at the periscope of a Nautilus class nuclear submarine. Enemy PT boats drone around seeking you out. You must keep your head to control depth, speed, direction and torpedoes.

Night Stalker™ (Available Soon)



You're on the run. Your attackers are relentless robots, giant spiders and bats. Your only defenses are avoidance and weapons found somewhere in the labyrinth. It's a nightmare!

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.

