IN THIS ISSUE

TRON*: Three New Video Games
Based on the Disney Movie

INTELLIVISION®
TALKS! Four New
Intellivoice
Cartridges

THE CHALLENGE of Utopia and An Interview with Its Creator

THE TOP ASTROSMASH WINNERS

GAME PLAYING
TIPS AND MORE

FULL-COLOR FOLDOUT

TROOM

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NEW LOOK FOR THE

This issue of Intellivision™News gives you a preview of the big, bold, exciting new look to come. Future issues will not only continue to include a giant-sized colorful poster, but will also bring you club activities from around the country, upcoming tournaments and winners, exciting new game cartridges, letters to the editor, playing tips, special offers, and other features. Be sure to watch for your future issues of Intellivision™News.



ASTROSMASH WINNERS

18-year old Manuel Rodriguez of Stockton, Calif. was the winner in the \$100,000 Astrosmash Shootoff held September 11th in Houston, Tex. Rodriguez defeated 72 other contestants to win first prize of \$25,000. In one hour of timed play, he amassed a total of 835,180 points. Taking home \$12,500 for second place was Charles Tappan of Elmira, N.Y., whose score was 828,560. Over 13,000 entries were submitted during the five months the tournament was promoted.

TOP NEWSLETTER VIDEO CHALLENGE

Edward Mandziuk and his son Edward of Michigan have won the unofficial title of the nation's best parent/child video game team. The Mandziuks bested 17 other parent/child teams to win first place in the Intellivision VideoChallenge National Finals in Los Angeles Dec. 10th. In second place were Charlie and Don Mason of Baltimore, Md. Besides their title, the Mandziuks took home nearly \$5,000 in prizes. The series of Video-Challenge tournaments, held nationwide in major cities, contributed \$10,000 to Variety Clubs International, a charitable organization supporting hospitals and institutions aiding handicapped children. Although the tournament was free to entrants, Mattel Electronics—manufacturers of Intellivision—donated \$1.00 for each parent/child team that participated.

LOCAL CHARITY BENEFITS

The Texas Intellivision® Club held a benefit this past summer to aid the Trinity Arts Foundation. There were winners in seven video game competitions: Boxing, Skiing, Auto Racing, Night Stalker™, Astrosmash®, Space Hawk®, and Space Armada®. Let us know of similar events or other noteworthy activities by your local club. This is an excellent activity for a local intellivision® Game Club.



SPACE ACTION PARTY

Action party. Send colorful meteor invitations you create from construction paper. Ask your guests to appear in futuristic costumes.

The main event, of course, will be an Intellivision® Space Action
Network contest. Players can fight a fierce battle or maneuver through the galaxy. Guests can also create a place in space of their own. A large closet, a room in the basement, the attic, or the garage can be transformed with a little imagination, some paint and recycled materials.

Before the party, check with Momor Dad to O.K. your flight plan. Then start gathering boxes, empty juice cans, styrofoam, etc. Supply nontoxic paint, brushes, paste, magic markers and scissors and guests can take off. Boxes become space ships, laser guns, robots. Aluminum pie pans become UFO's hung from the ceiling with string. Milk cartons become tiny rockets or missiles. The sky's the limit.

Or guests can create a giant living outer space board game. On a large sheet of kraft wrapping paper

LIAILKIVIIA

SPACE ACTION PARTY MENU

**ASTROSMASH Punch (3 fruit punch)

**SPACE BATTLE Burgers (Deviled Burgers)

SPACE HAWK Slaw (Crunch Slaw)

SPACE ARMADA Cookies

(Oatmeal Cookies)

*Recipes Included (The others are generic— Mothers usually have recipes)

SPACE BATTLE Burgers

- 1 pound lean ground beef
- 2 Tablespoons chopped onion
- 1 Tablespoon prepared mustard
- 3 Tablespoons catsup
- 1 Tablespoon mayonnaise
- 2 Tablespoons chopped dill pickle
- 2 Tablespoons French dressing
- 1/4 teaspoon salt
- 6 slices whole wheat bread toasted

Mix all ingredients except bread. Spread meat mixture on bread slices and broil 4" from heat source until done. 3 to 5 minutes—makes 6 servings.

ASTROSMASH Punch

- 2 cups apple juice, chilled
- 1 cup orange juice, chilled
- 1 Tablespoon honey
- 1/4 teaspoon ground cinnamon
- 1 large banana, peeled, cut into chunks

Measure all ingredients into blender container. Blend at high speed until smooth. Pour into glasses. Makes 6 servings (about 2/3 cup each).

Ask each guest to design a square or two. One square, for example, might show a planet being blown up by a Star Strike missile. The directions might read, "Planet Explodes. Go back three spaces." Some spaces, of course, will remain blank. The thing that makes this game special is that the markers are the players themselves. Use dice to determine how many spaces a player can move on each turn.

An Astro Tournament is fun too.
Each guest competes in several
events. Keep scores from Intellivision Space Action Network video
games and from other games you
design. In Word Racer, for example
each player must unscramble a list
of Intellivision inspired words like
"maraad" (Armada).

Just before snacks, play outer space artist. Invite guests to create a poster for their favorite Intellivision Space Action Network game. Cover the posters with clear adhesive paper and they'll make stellar place mats as well as celestial reminders of your adventure in space.





NIGHT STALKERTM

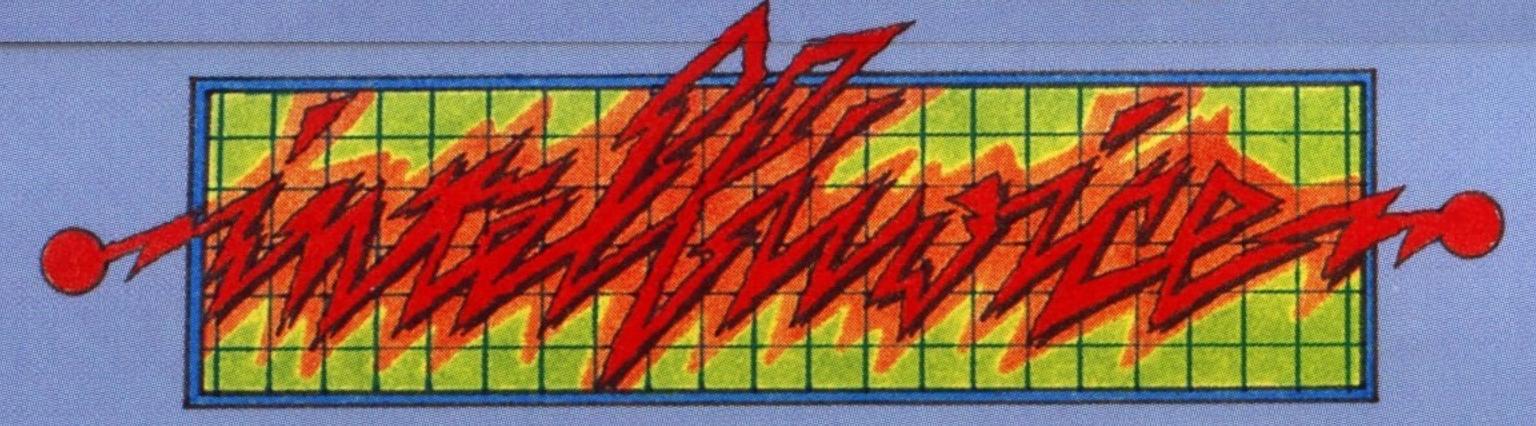
Carefully count how many bullets you have left. It's always wise to kill a robot with your last shot to give you time to get a new weapon. In the beginning, shooting bats is a good way to rack up points. However, after 5,000 points, remember every bat that you hit turns into a Grey Robot. But don't just concentrate on robots at higher point

levels. The bats and spiders can sneak up on you if you're not watching.

When being followed by the White Robot don't be afraid to use the bunker. Peek your head out and fire a quick shot at him and then duck inside for cover.

The only sure way to kill the Black Robot is to fire at him from point-blank range. Try ducking around a corner or come out of the bunker, and fire off a quick shot. You have to be very close to make a direct hit.

NOW INTELLIVISION® TALKS!



Introducing IntelliVoice[™], the voice synthesis module — which when used with special IntelliVoice cartridges—can actually talk to you!

This all-new peripheral synthesizes human-sounding voices which become an essential part of your game play.

These are not fuzzy imitations, but crisp, clear, realistic duplications of human speech complete with expression. Male and female voices come in throughout the game to give you up-to-date status reports, instructions, directions, and announcements.

Listen carefully! The voices give you strategy tips and are calm or excited depending on the game situation. They cheer you up, they encourage you on, and they keep you informed at all

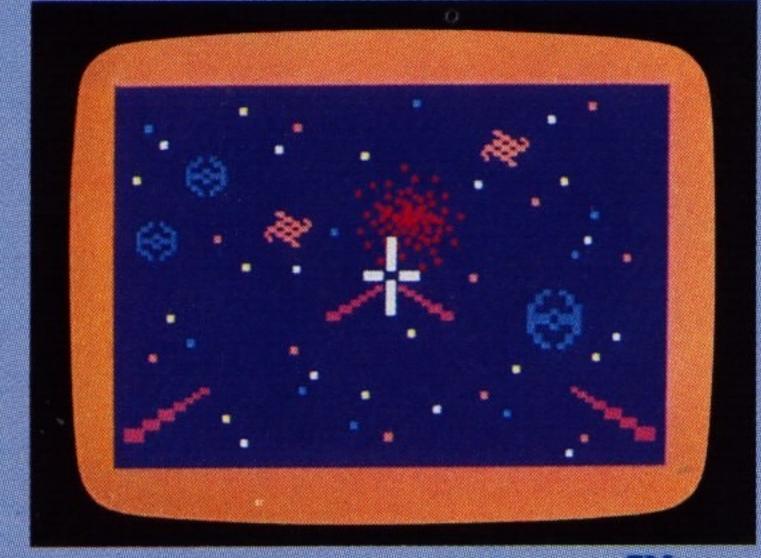
times. IntelliVoice adds an important new dimension to the reality of Intellivision game play.

It's easy to use. Simply plug the IntelliVoice module into the cartridge port on your Intellivision master component. Then, plug an IntelliVoice cartridge into the IntelliVoice module and let the action begin. You may also plug in regular cartridges for game play without voice.

Enjoy this major innovation in video game sophistication. You now have a talking partner that will bring new excitement and realism to video game fun.

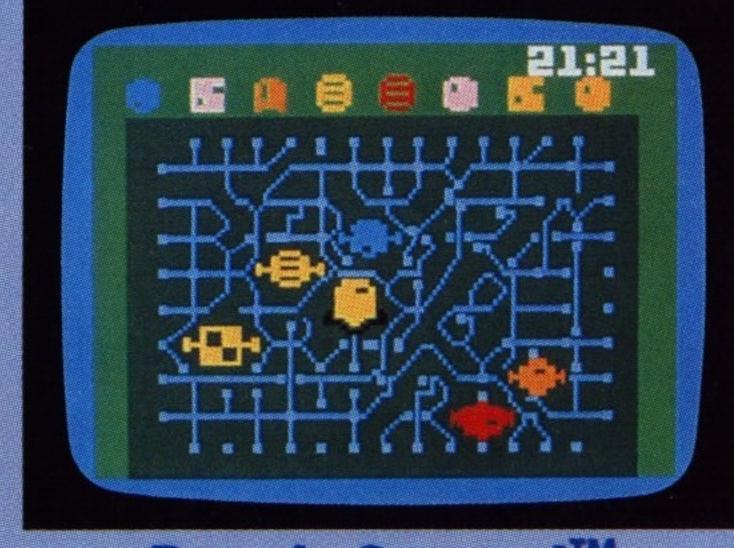
Master Component, voice module, and voice cartridges are each sold separately.

NEW INTELLIVOICE" CARTRIDGES



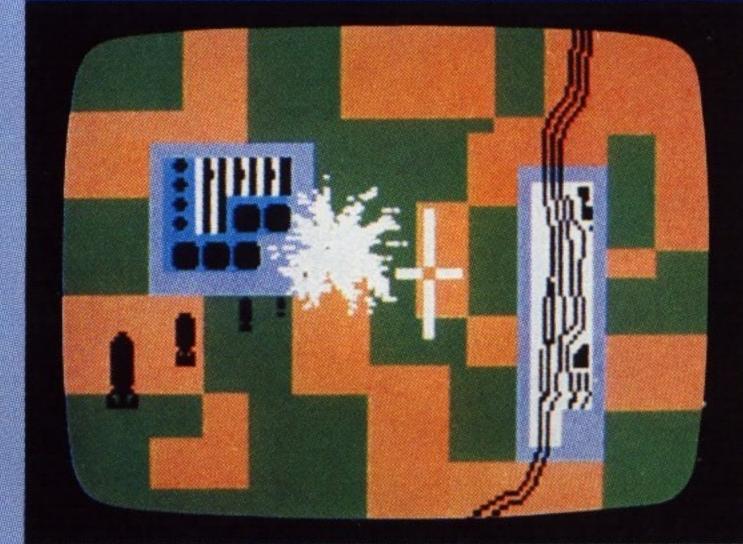
Secres Secritoris

You're the commander of a spaceship exploring outer space, the only ship able to defend the Federation against the onslaught of Aliens, Suddenly, you're under attack by an invasion force from a hostile galaxy. It looks grim. But you've got shields to survive hits and laser missiles to blast the Aliens into oblivion. Your battle computer verbally warns you of the status of your impulse power, tracking computer, hyperdrive, and star bases. It's a critical battle and everything depends on you!



Bomb Sewed^w

Beads of sweat begin to form on your forehead! Your job is the most dangerous on earth. It's up to you to disarm a terrorist bomb before it destroys your city. You're racing frantically against time as you delicately rewire the bomb's circuitry using cutters, pliers, and a soldering iron. Listen carefully as Frank, the demolition expert, guides your every move and tells you how much time remains before detonation. As each circuit is repaired, you're given a clue to help you decipher the code and disarm the bomb. If time runs out, or you have repaired two circuits, you can go for broke and take a guess. Guess right and you're a hero. Guess wrong and. . . well, they can always build a new city! The tension mounts . . .and mounts. . .



You're in command of a WWII bombing mission over occupied Europe. Your mission: to take off in your B17 Flying Fortress and fly over the English Channel to your preselected target. As you check your gauges, strategy map, and target preview, you're on the lookout for fierce enemy fighters and anti-aircraft flak. You feel as if you're wearing headphones as you listen to navigation requests, tower instructions, and constant radio chatter among crew members.

Tron Solar Saller*

This new IntelliVoice cartridge, based on the exciting movie, is described together with the other Tron games. You'll find it right beside the full-color foldout poster. (Coming Soon)

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UTOPIA® CHALLENGES YOU TO RUN YOUR OWN COUNTRY!

How would you like to be the ruler of your own island paradise? Sounds like fun, doesn't it? Well, it is. But don't get the idea it's easy.

You'll have to make sure there's enough food for your people and take care of their housing, education, health and defense needs.

You'll have to decide how to spend money to provide for your people's welfare, and there's plenty to choose from: planting crops, building a fishing fleet, hospitals, factories, schools, houses, and forts.

The computer measures your people's happiness and well-being. And if you make unwise decisions, you could be in big trouble. Rebels could automatically appear and attack your government.

As if **that** weren't enough to worry about, a single hurricane could wipe out your crops, sink your fishing fleet, and destroy the housing projects and factories you've built.

Utopia is an action/strategy game that captures the realism and problems of governing a country. One or two can play the game, either cooperatively or competitively, and points are earned by improving your island's living conditions.

Colorful computer graphics keep track of the progress of your island and your opponent's island, and special sound effects highlight storms, fishing operations, and rebel attacks.

There's no time to relax in Utopia as you try to take care of your people's welfare while keeping a wary eye on storms, pirates, rebels, and your opponent.

If you think running a country is simple, pay a visit to Utopia!

AN INTERVIEW WITH THE DESIGNER OF UTOPIA

In a relatively short time, Utopia has become one of the most popular and highly rated video

games in America and featured in a number of national magazines.

So we though it would be interesting to Intellivision® Game Club members to have a talk with the man who designed and programmed the game. We began the interview by asking him where he got the idea for Utopia.

He said that it evolved naturally from the concept of computer simulation games.

"I had been thinking about how to do a simulation game," he explained, "that wouldn't be just words and numbers but would work on a graphic system. And while Utopia does use words, basically the game is visual."

He went on to say that the more a person played the game, the better they would become at mastering the skills.

"After you've played it a few times," he said, "you'll find that building a lot of forts doesn't do you any good. Your people still need food, housing, and other necessities. And if you go out and build hospitals and schools, your people are healthy and educated but go hungry. You really have to achieve a balance—which, of course, is what a real government has to do."

We wanted to know if he looked upon Utopia as simply a game of strategy or whether there was also an element of excitement in it.

"Well, there's certainly excitement," he answered. "Because when a hurricane is coming toward one of your fishing boats, you have to try to get out of the way. And when you're up against someone who wants to sink your fishing boats with their PT boat, you have to keep an eye on them. You don't just sit there and think. You have to manipulate things on the screen."

It seemed to us, we said, that planning was a very important element of the game. He agreed that planning was the key, but that you have to plan in different ways depending on the length of a particular game.

"The first few times," he explained, "you have to experiment with what will work. And then, gradually, you get a feeling for how to achieve balance. You learn where the hurricanes are so you don't build your factories there. And you learn how to use your fishing boats to catch the most fish."

Before ending the interview, we asked him if he felt the game was easy or difficult to play.

He answered that it was similar to chess in that you can play it for the first time and enjoy yourself rapidly. "But if you play it for a year," he added "you'll keep on finding new things in it."



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
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Enter a world never before seen in motion pictures. . .a world where energy lives and breathes, where the laws of logic are ignored, where video warriors and computer programs battle for survival in an electronic civilization.

This is the world of Tron, the unique high tech futuristic/adventure from Walt Disney Productions. Tron combines the concepts of electronic games and computer imaging to create a milestone in optical and lighting effects.

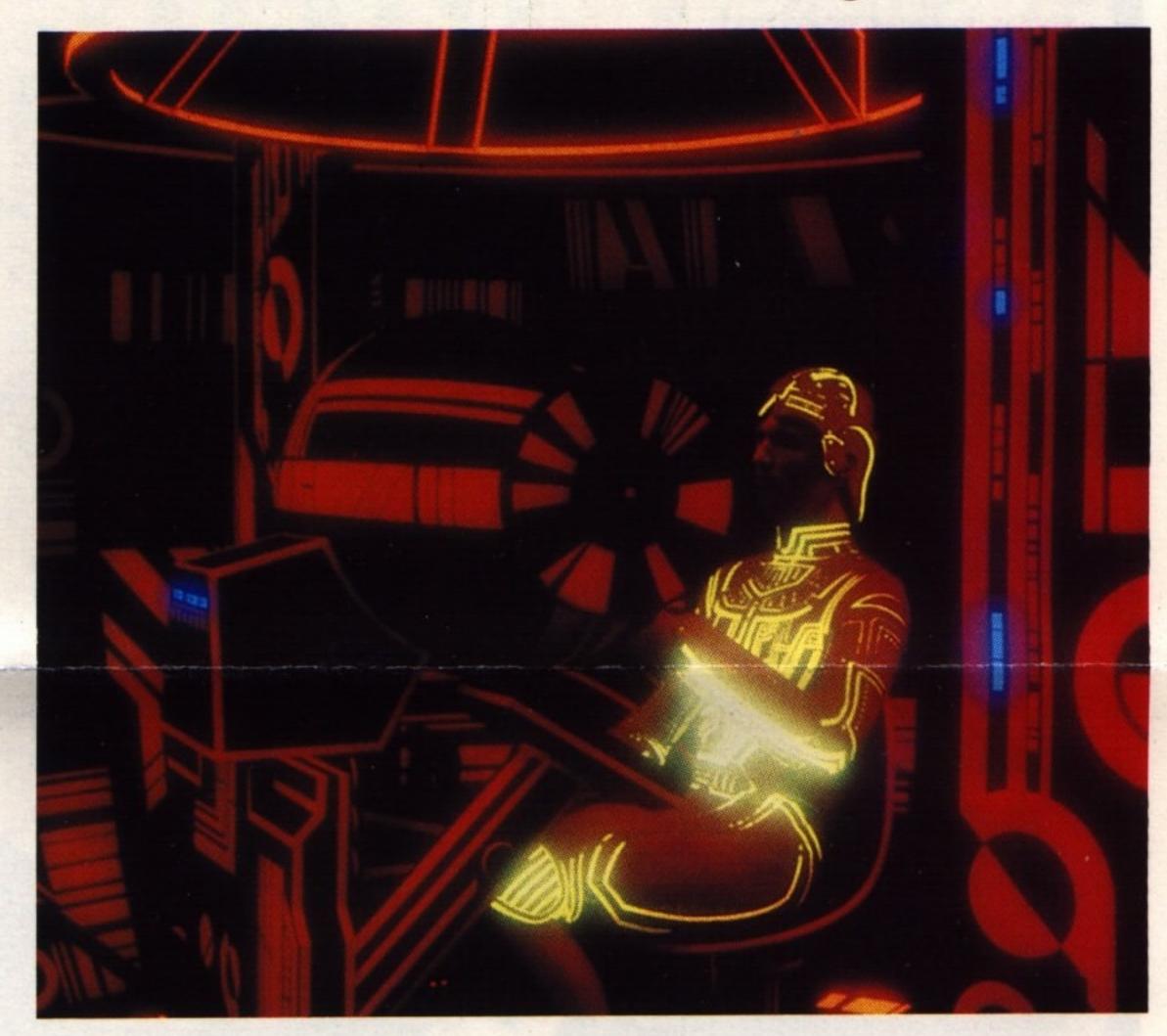


The landscapes, buildings, and vehicles in Tron—all generated by computer—provide the settings for the film's live-action characters. These characters operate in a three-dimensional electronic world that could not physically exist in real life.

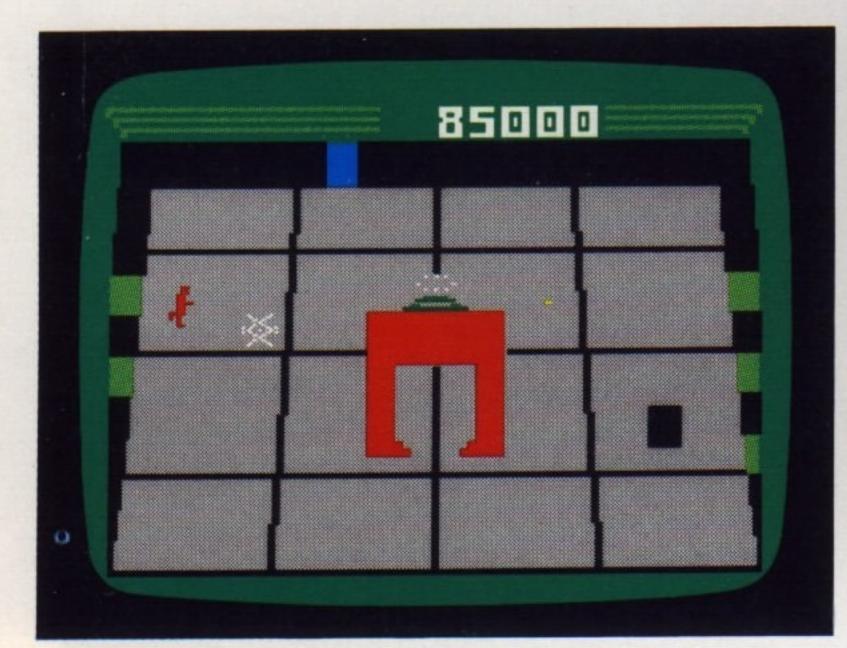
The heart of this computerized universe is the game grid, where weaponed gladiators of video games battle to overthrow the programs which control their lives. Guards in uniforms that glow like neon hurl deadly discs in a desperate life-or-death struggle. In essence, the movie tells the story of Flynn, the young computer whiz whose video game programs are stolen by an evil executive at the empire called ENCOM. Flynn tries to recover his programs, stored in ENCOM's Master Control Program, but is zapped by a laser beam and transported into the computer. There, together with his colleague Tron, Flynn fights the battle to decide the fate of the electronic world and the control of the ENCOM computer system.

Tron is truly a marvel of a movie, an extraordinary mixture of computer animation and hand-painted motion picture frames. The actors were first photographed in black-and-white on 65 mm negative film. Then the frames were individually enlarged and color added to the actors' costumes by backlight animation. Some 75,000 frames had to be physically handled, a task involving the efforts of more than 500 technicians.

Like playing a video game, watching the movie requires quick responses. Because the pulsating wonders that appear on the screen happen incredibly fast and conform to no natural laws. It can be said in truth that Walt Disney Productions' Tron is the landmark movie for the Intellevision generation.

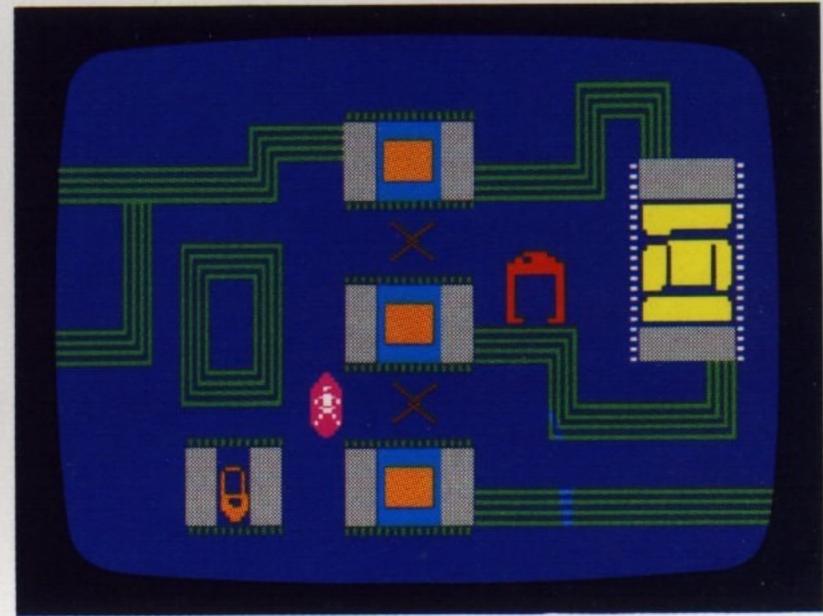


THREE NEW TRON* GAMES



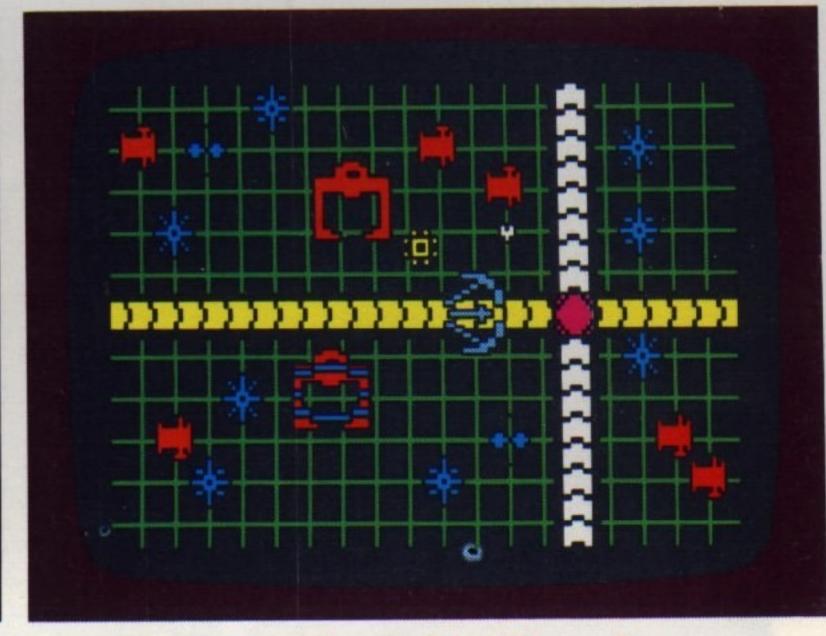
TRON Deadly Discs*

In this intense and challenging one-player game, you're engaged in a life-or-death struggle against the Evil Blue Warriors, inhuman, computer-controlled attackers armed with deadly flying discs. They appear wave after wave and their aim is incredibly accurate. If you don't knock them out with your own destroyer discs, they'll get Tron. Your score depends on how many of TRON's attackers you "derezz." You'll need all the fast action, skill and strategy you can muster—because the better you get, the faster the Evil Blue Warriors appear.



TRON Maze-A-Tron*

It's human against computer in this exciting one-player game. You're inside an electron stream of an aliencomputer, engaged in a deadly struggle to penetrate its inner defenses. You must disable its Central Processing Unit before it seeks you out and destroys you. To accomplish your mission, you must travel undetected through the complex circuitry of the very computer you're out to cripple! Make the slightest miscalculation and the computer will search you out with deadly messenger "bits." While you can avoid a "bit," the computer probes for you with relentless determination. And the closer you get to reaching your goal and accumulating points, the more aggressive the computer becomes.

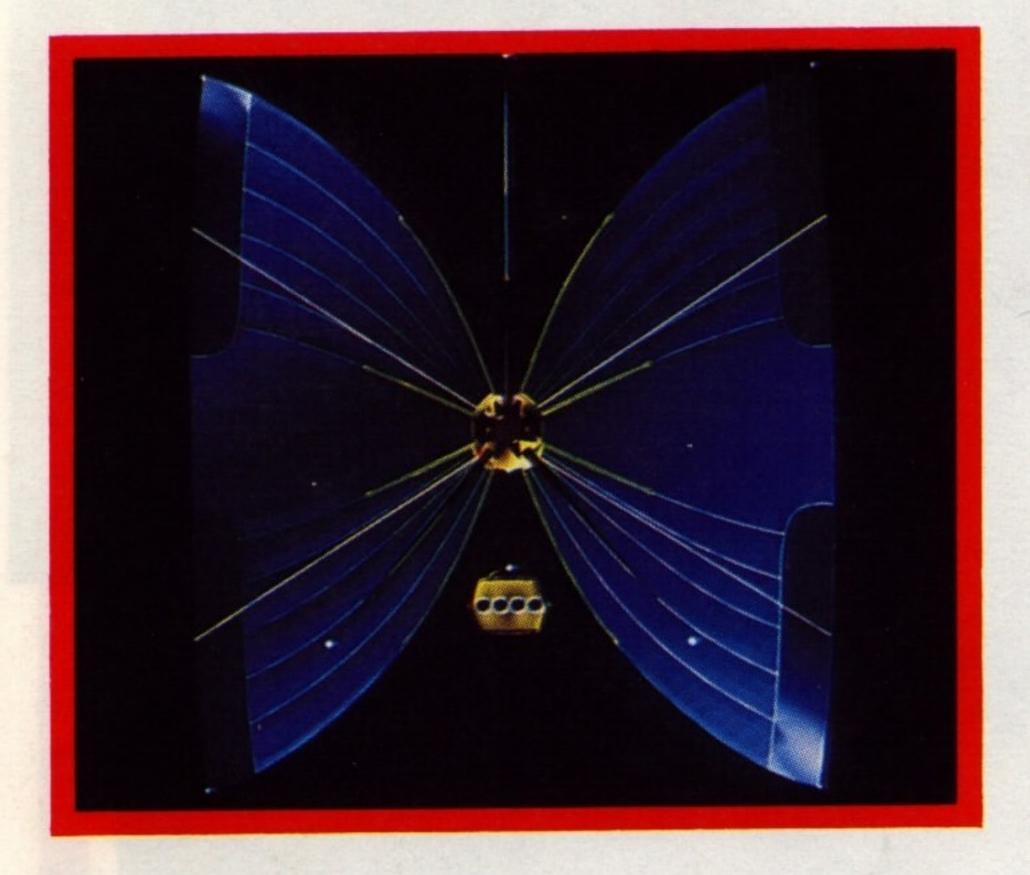


TRON Solar Sailer*

This Tron game is one of the four new Intellivoice cartridges described elsewhere in the Newsletter. It gives you all the excitement of the other two Tron games plus the added assistance of computer voices. You're riding inside a Solar Sailer along an energy beam to seek out and destroy the evil Master Control Program. You must choose your route carefully as the screen scrolls to reveal new avenues. Once you reach the MCP, you must enter the hazardous "bit stream" and maneuver through a barrage of flying numbers to decode the MCP program. "Recognizers" try to latch onto you and battle tanks attack as the MCP defends itself. Computer voices keep you advised of energy levels, location and vital access codes, and the status of your pursuers.

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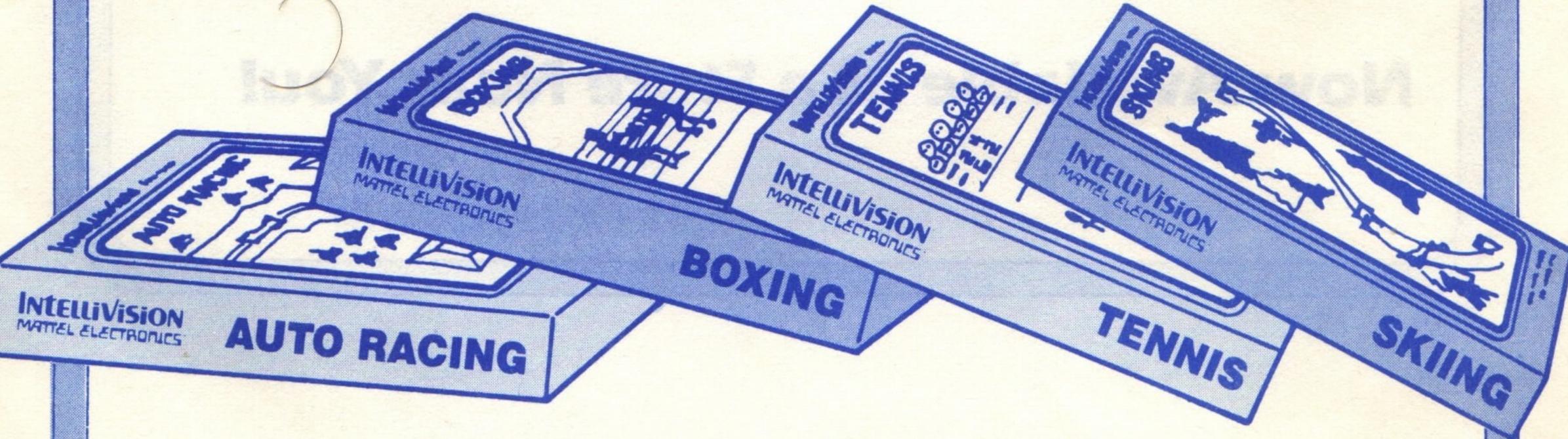
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5681	Air Raiders*	2615	NBA Basketball
1121	Armor Battle	3758	Snafu
1819	Boxing	5391	Tron Deadly Discs
3408	Sub Hunt	4317	Adventures of Tron*
5151	Star Strike	1817	Skiing
5659	Space Attack*	3136	Space Hawk
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