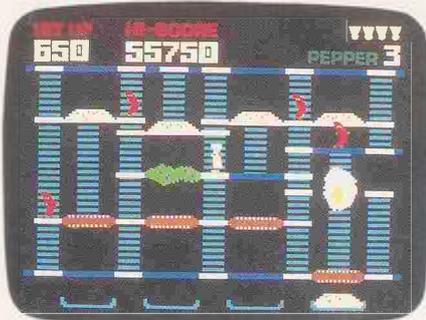


INTELLIVISION®

AUTUMN/WINTER '83

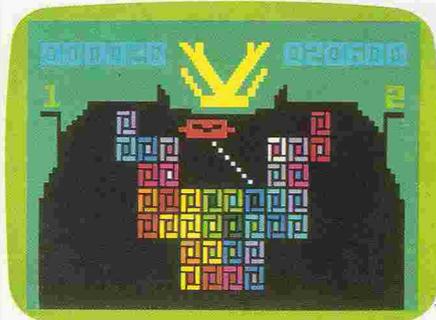
Look out for these exciting new cartridges!

NEWS



New Burgertime

As the Burger chef, you're out to build delicious hamburgers. As you run through the colourful maze assembling the ingredients, nothing can stop you. Except the menacing hot dogs and pickles that are out to ruin the meal! Bury them under beef patties, lettuce and buns. Or knock them out with pepper. Build four burgers and you're on the next level. ✕ 4549



New Vectron

Hungrees, G-spheres, spits, sweeps and prizums. The nasties are out to stop you from building your energy bases. Use your Vectron to build the bases level by level to increase your score or, use Vectron to shoot down or stun the nasties with energy blasts. But don't run out of energy, the nasties are nibbling away at your score.



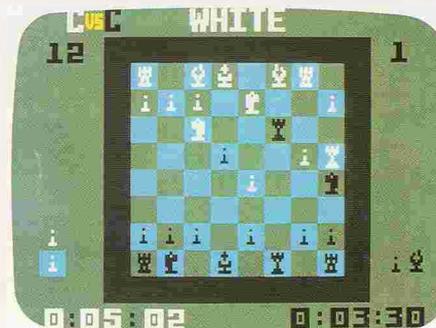
New Advanced Dungeons and Dragons Treasures of Tarmin

You've found the secret map to the underground lair of the dreaded Minator. You can go in but you'll never come out unless the Minator is beaten and claim his Tarmin treasure. As you make your way through the hallways and chambers, monsters wield their conventional or spiritual weapons. You must gather the proper defenses along the way. But use them sparingly, the Minator looms closer. ✕ 5300 (available soon)



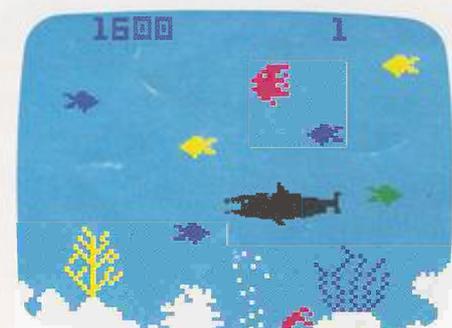
New Mission - X

You're flying a top secret bombing raid over enemy territory. Your mission, to wipe out the enemy battleships, tanks, artillery guns and bridges that come into view as you sweep over the country. Watch out for the enemy flak and gun fire! Touch down and go at it again. Fly during the day, or attempt a dangerous night mission. ✕ 4437



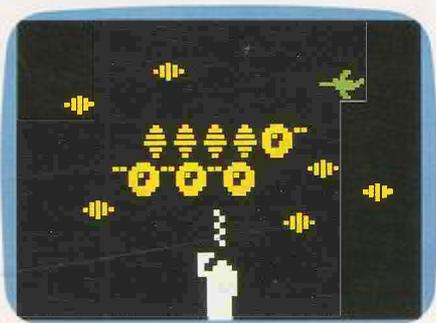
New Chess

A great new way to play the ultimate game of strategy whether you're a novice, intermediate or expert. Put your skill against the computer or an opponent. Select from eight degrees of difficulty and a time limit on moves. Move up in skill as you improve. ✕ 3412



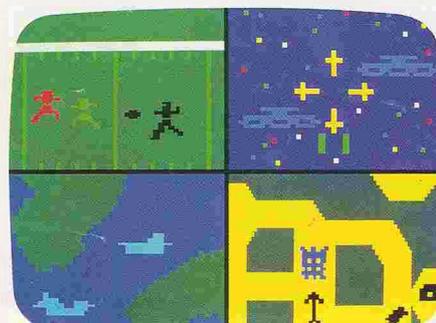
New Shark Shark

It's survival of the fittest in the deep dark waters of the ocean. And you're just a little fish! You must eat small fish to stay alive and grow. But you're not the only one struggling for survival. Bigger fish are out to eat you. Beware the most feared predator of all is on your tail. Shark, Shark! ✕ 5787



New Buzz Bombers

You're out to exterminate an angry swarm of honey bees armed with only a spray can of bee repellent. As the bees buzz ever closer you hit them with a blast of spray to turn them into pieces of honeycomb. The more honeycombs. The more points you score. Don't get stung. ✕ 4436



New Sharp Shot

An exciting new target shooting game. Specially designed for children. There are four different shooting ranges for one or two players. Hit the pass receiver, shoot down the spinning space craft. Bomb navy ships. Fire at the maze monsters. Challenging action within 4 games in one cartridge. ✕ 5638

ASK YOUR LOCAL STOCKIST FOR THEM NOW!

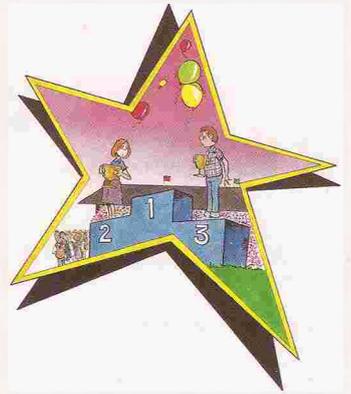
(all products subject to availability)

NEWS . . . NEWS . . . NEWS . . .

MATTEL ELECTRONICS

1983

ELECTROLYMPICS FINALS

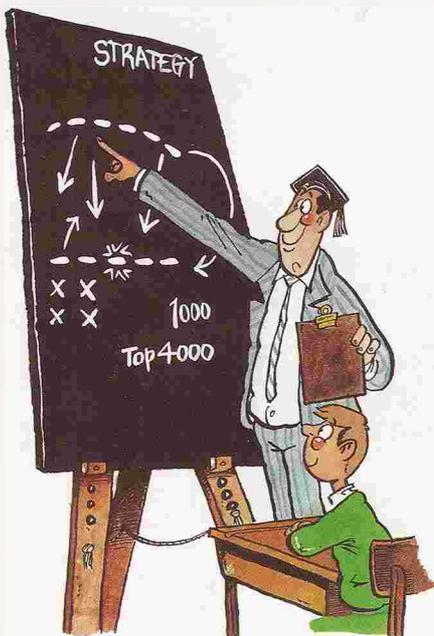


On Saturday, 24th September, twenty finalists aged between ten and fifteen, competed in the finals of the Mattel Electrolympics at the Great Home Entertainment Spectacular at Olympia, London. The finalists, who came from all parts of the United Kingdom, fought a tense battle on the new Burgertime game. The champion and very happy winner of the great two-week holiday in Florida was twelve-year-old Malcolm Dickenson from Stockton-on-Tees.

The Electrolympics, based on Intellivision games were run throughout the country for six months via publications such as Roy of the Rovers, Tiger, Eagle, Battle and 2000AD, and they attracted an enormous number of entries from video games enthusiasts everywhere. So, competition at the Final was pretty tough, but the Mattel clowns were on hand to relieve the tension, and the magazine editors were all there to cheer on their own finalists. The final was held on the BBC Stage at the Spectacular and the D.J. Paul Burnett compered the proceedings.



Even if there could only be one champion, there was consolation for everyone with lots of great Mattel prizes and a slap-up hamburger meal for everyone that night in Covent Garden. And to drink — a Burgertime cocktail of course!



to score at least a million points a game. Here's how he does it.

Concentrate on the small rocks. If you hit a large rock just before it hits the ground it will split into two and you will then be penalised if one of the fragments hits the ground. Don't get hemmed in at the edge of the screen and keep moving after the 20,000 point mark has been reached to avoid the missile fire from the UFO's.

Anthony Perkins of Glasgow is our champion chef and master of the kitchen — in Burger Time. Anthony has scored 89,000 on this brand new game from Mattel. The best way to roast your opponents in this game is to wait for the pickles to line up beneath a burger bun and then let it fall down on top of them — crushing them for maximum points.

Stephen Lewis of Manchester offers the following recommendations to Space Armada aspirants —shoot the columns on the extreme right and left of the screen. Watch out for invisible aliens munching your defences as these aliens are about to land and defeat you. Stephen should know —he can play for hours without stopping.

Met the super heroes. We introduce you to the high scoring masters of some Intellivision games. Based on the Newsletter mailbag we pass on their words of wisdom on how to beat 'em every time.

John Bright of Sevenoaks in Kent regularly scores over 100,000 on Star Strike. Trick the enemy ships into crashing into the wall of the tunnel or, better still, get them to crash into each other is John's advice to would-be star pilots.

Simon Harris of Lewisham, London, is our Admiral of the Fleet for his super performance on Sea Battle. Simon offers the following tips:—

Use mines to bottle up enemy ships, particularly high ranking ships such as troop carriers or aircraft carriers.

Use your memory to learn the types of ships held by the enemy and also in your own fleet — this is the key to winning at Sea Battle.

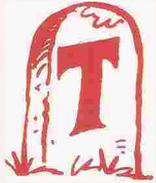
Delroy Davies of Birmingham has lost count of the high scores he has clocked up on Astromash but expects

INTELLIVISION TOP TEN

1. Burgertime
2. Advanced Dungeons & Dragons
3. B-17 Bomber
4. Tron — Deadly Discs
5. Lock 'n' Chase
6. Night Stalker
7. Frog Bog
8. Astromash
9. Skiing
10. Sea Battle

Consumer Electronics Show

Tony Tyler



The atmosphere was decidedly creepy. I felt as nervous as a cat. I looked around — nothing to be seen except four blank walls, plus four sinister, anonymous blue doors. I made up my mind, transferred my moneybags to my pack, and ensured that my bow was in my right hand. Then I advanced, through the door on my left.

A troll leaped up and ripped out my spine. I died.

The jovial, rotund Hawaiian radio DJ nodded with deep satisfaction at the sight. "He sure got you," he said cheerily. Then he leaned forward to read the title plate above the Intellivision console. "Treasure of Tarmin, huh?"

"Part Two of the *Advanced Dungeons and Dragons* series," I replied, shortly I was irritated with myself for yet again failing to penetrate deeper than Level 2 in this astonishing 3-D effect video adventure.

On our left a couple of good ol' boys — video games dealers by their badges — were cheering on a third as he piloted an agile assault jet across enemy-held seaways and deep into hostile heartlands — obviously on an interdiction mission. By skilfully manipulating his control disc, he was varying his altitude — as well as yawing left and right — in order to dodge enemy fire. He lined up his target, bombed, and got the hell over the horizon. His own base airfield appeared. He descended to nought feet, slowed, landed, bombed up, and was off again. It's called *Mission X*.

Close behind the Arkansans stood a young bespectacled woman, obviously deep in thought as she observed the working of *Mission X*. I recognised her as a leading software designer for one of the largest US independents, in fact the programmer of a very similar — though less sophisticated — rival video game.

We were at Day Two of this summer's Chicago Consumer Electronics Show (CES) — the day

when every exhibitor, having satisfied him or herself about the quality of his own display, sidled off to check out the opposition. They were all doing it.

Me? I was there on behalf of my magazine, *Video Business*, one of the very few British journals to cover this huge and awe-inspiring event. It had seemed to myself and my editor that to ignore CES would be very much at our peril, considering the enormous implications of the video and computer game boom (already impinging in no small way on our magazine's editorial make-up). As a result I had been sent to Chicago (poor old me); and now I was looking around.

This article is about what I found on the Mattel electronics stand in McCormick West — I was asked to write it, and I am more than happy to oblige: not only because the Mattel people were easily the friendliest of all the major video game companies at CES, but because their range of products was the equal of any I saw and — in the overall quality of the game software — better than almost everything. The video game business may have moved on since Mattel launched the Intellivision 1, but the people who write their programs haven't lost any of their original edge and keen sense of good design. Even if they are still anonymous (I wonder why?).

Take *Treasure of Tarmin*. As I said, a 3-D (perspective) game. It hasn't arrived in Britain yet — but it will soon. As you move through the endless corridors, trying not to lose your way, and anxiously ensuring that the treasures and weapons you've picked up *en route* are in the places they ought to be, the walls track past you. The screen is your viewpoint, unlike the 'God's Eye View' of all earlier maze adventures, even *Tarmin's* illustrious precursor, the original *Advanced Dungeons and Dragons*. You have seven levels to penetrate, via hard-to-find ladders, before you confront the Minotaur. The corridors are patrolled by Thingys that get you

if you're not quick enough. It's breathtaking. *Mission X* is a shoot 'em-up — and unashamed of it — but it's the best of the scrolling kind I've yet seen, and Intellivision's extra graphic clout makes the images razor sharp.

Then there was *Burger Time*, recently voted number 1 in the US. *Solar Sailor*, and *Shark? Shark!* — and a selection of earlier classics like *B17 Bomber*. All were heavily patronised by a fair proportion of the 80,000 daily attendance at the show.

But Mattel, as I'm sure I have no need to say, is more than Intellivision video games. They were showing off what looked like an electronic keyboard for musicians, and the bolt-on computer keyboard which converts the basic Intellivision game console into a complete home entertainment system.

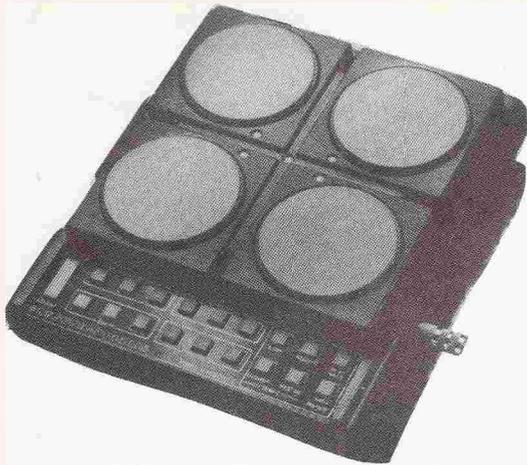
Away to one side, in a booth entirely devoted to it, Mattel's newly-launched Synsonics Drums was being whacked and walloped quite tunefully as it happens, by a genial, moustachio'd gentleman by the name of Carmine Appice — quite a megastar I'm told — drummer for Rod Stewart and other such famous types. These have now launched in the UK and are available as of now.

When I came back from lunch the chubby Hawaiian DJ was heavily stuck into *Treasure of Tarmin*. The little rogue was down to the penultimate, his life force was waxing, and he looking in very good shape for the impending showdown with the Minotaur. "Pretty good, huh?" he bawled, spotting me scowling resentfully at his prowess. Then troll got him — and I'm ashamed to admit I walked away with a song in my heart, impressed with everything I'd seen and heard, wanting to enjoy every last bit of it, and not at all downhearted at not having seen the dread Minotaur face to face.

I expect I'll get my chance one of these days.

NEW PRODUCTS . . . NEW PRODUCTS . . .

SYNSONICS DRUMS LAUNCH



During the summer dozens of youngsters were invited along to an Intellivision Fun Fair in London to play some of the latest games available from Mattel.

The jamboree was organised to mark the launch of the Mattel Electronics latest invention — "Synsonics Drums".

The drums were demonstrated by Carmine Appice who as you probably know is a drummer who plays on many of Rod Stewart's records and in fact has used Synsonics Drums on some of his recordings.

But you don't have to be a drummer to play Synsonics — they're simple to play and can easily sound like a professional.

Based on a microprocessor the drums offer many of the features of a top pop group's drum machine at a fraction of the cost.

Whether you are a professional or amateur or maybe somebody who just enjoys tapping out the rhythm of your favourite records Synsonics Drums is for you.

The compact machine can be played through your home stereo, stage P.A. or even headphones (to keep the neighbours happy). There are four different drum sounds, cymbal, tuneable tom tom, snare drum and bass drum.

You can play Synsonics by striking the touch sensitive drum pads with either drum sticks or your hands. Or you can play using just the buttons which allow you to set up extremely complex rhythms easily.

Synsonics even has 3 separate 16 beat memories for you to pre-store rhythms, up to 4,000 drum patterns can be created.

SYNSONICS DRUMS — MAKING MUSIC MADE EASY

Ask for a demonstration now at your local music shop or a department store.

(Suggested retail price around £99.95).



The Intellivision Computer Entertainment System

Now you can expand your Intellivision to bring you even greater challenge and excitement with the computer entertainment system.

First add the computer keyboard and computer adaptor to take you into the exciting world of home computing.

It's built in BASIC programming language and unique colour coded system ensures that anyone can learn to write their own programmes.

The Intellivision keyboard even makes playing more advanced with a whole new generation of super games built around advanced graphics and more challenging action. And even video games that you can programme yourself.

But that's not all, with the addition of the music keyboard even learning music can now be as much fun and as easy as playing a video game.

The music keyboard brings you a 6 note polyphonic synthesiser. A unique audio/video combination that lets anyone learn to read and play music.



Intellivision — The Expandable System

Ask to see the Intellivision Computer Entertainment System at your local major Intellivision stockist.

INTELLIVOICE

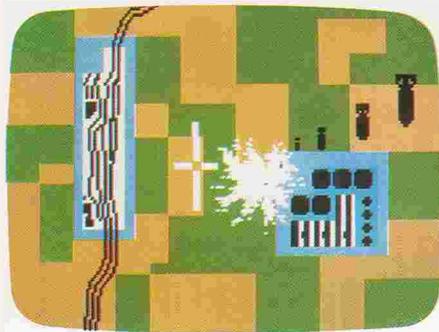
*The games
that speak for
themselves.*

INTELLIVOICE the exciting addition to your Intellivision that adds a whole new dimension of human like voices to a whole new range of exciting challenging games.

Intellivoice simply plugs into your Intellivision. Then by plugging in a game cartridge from the Intellivoice range you add the capacity of much more sophisticated games.

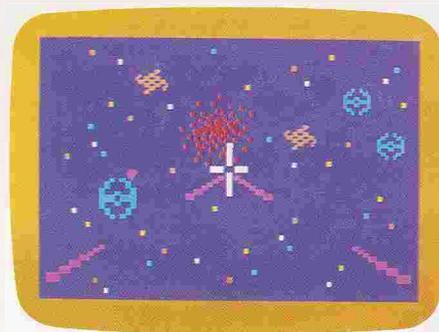
Suddenly voices are barking commands, relaying crucial information, warning you of enemy attack, even giving you strategic tips.

Let these game cartridges take you into this new era of video games.



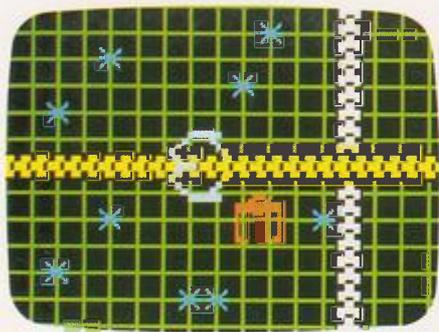
B-17 Bomber
World War II action at 12 o'clock high as you fly a bombing mission deep inside fortress Europe. You select your targets and switch from cockpit view to bomb bay view.

The closer you get to your target the more flak and enemy planes you encounter. "Target in sight" you hear and switch to bomb bay view. "Bombs away". Successful — then go back for another run. xx 3884.



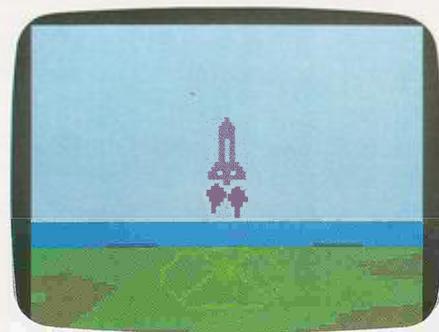
Space Spartans
You are the commander of a spaceship exploring the frontier of space. Your ship is under attack from an invasion force of aliens. "Shields destroyed. Battle computer one-

third down" the ships computer warns you've got to hold the aliens off with your lasers until you can hyperdrive to a star base for repairs. "Star base Two under attack!" The aliens have you in their clutches — "The Battle is over". xx 3416



Tron Solar Sailor
A nightmare numbers game based on the Walt Disney movie Tron. Your challenge is to first seek out and then to decode the evil Master Control Programme. The

voice of Tron's friend Yori, helps you find the MCP as an electronic voice gives you the secret code to remember. The rest is up to you alone. "Energy Low, we've been hit . . . end of line." xx 5393



Space Shuttle
Fly your own mission on the Space Shuttle. Five . . . Four . . . Three . . . Two . . . One "we have lift off". Your off on your way to deploy valuable satellites in orbit around the earth.

You are in total control of the shuttle the worlds communications network is relying on you. With mission control constantly in touch you will be kept very busy. xx (available soon)

KEEP YOUR LETTERS COMING . . .

Please keep writing to us with your high scores, competitions etc. But please make a note of our new address:

**Intellivision Game Owners Club
Mattel House, North End Road, Wembley,
Middlesex, England HA9 0AB.**

(All products subject to availability)

Throw a party

M

ake even the rainy days fun this Autumn by challenging your friends on some of the latest games from Mattel for your Intellivision games

centre. The battle is on as Newsletter begins a nationwide search to find the UK's top Intellivision games player.

If you think you can out-score any opponent on your best game then get blasting, fill in the form overleaf, and send it off to us without delay.

The Intellivision Games Championships will be judged later this year and a full report and profile on the champion will appear in the next issue of Newsletter.

A super star prize will be provided by Mattel Electronics with games galore to be won by the runners up.

How to cure School Holiday boredom

Simple — throw a video games party.

You don't need to invite the whole neighbourhood, ten or so friends will do.

Get them to bring any games which they have got around and, if someone can borrow a portable television you can have two games on the go at the same time.

In order to stop your tournament turning into a free for all you must first agree the rules with the participants.

We would suggest the following guidelines:

1. Appoint an umpire whose decisions must be final in all matters. This person must also take the scores and be responsible for timing each competitor on each game. Any spare mums or dads you may find hanging around the place might be suitable for this role.
2. Set a time limit on each go. It is better to limit the amount of time and take the high score clocked up in that period otherwise, if you have several people taking an hour or more at each machine the tournament will last until the beginning of next term.
3. Create a party atmosphere. You don't have to lay on caviare — orange squash and crisps would do nicely or, if you are feeling adventurous, there's nothing like a nice juicy burger to follow a game of Burger Time.

Have a nice tournament and be sure and write to us and tell us who is the winner.

