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INTELLIVISION FOR GAMEBOY COLOR / 8-BIT NES



Using the pop-up menu to enable auto-firing in Astrosmash!



Reviewing the controller mappings in Baseball for both players

In addition to Intellivision for PC (see **VOL1** , **VOL2** , or the **Intellivision Lives! Website**), I also wrote two other Intellivision emulators. These emulators are **unique** in that they run on **inexpensive, low-powered 8-bit systems** (in the case of Intellivision for 8-bit NES, running at only 1.7 MHz and with only 2K RAM). They are written entirely in **hand-optimized assembly language**, and employ several **pre-processing technologies** that I myself developed.

EMULATION FEATURES

- A configurable, context-sensitive menu system to **simplify controller mappings** and to aid with inputting numbers.
- A configurable, context-sensitive camera that pans to show you the most important areas of the screen, allowing the games **original layouts** to be **preserved**.
- Making use of the taller screen when scrolling vertically to **fill the entire screen**, allowing you to see a **larger area vertically** than what would be possible on a real Intellivision.
- The ability to **store graphics on inexpensive ROM**.
- The ability to replace and **enhance the graphics** (without changing the original game code), offering **double the resolution** of the Intellivision, and the possibility of **multicolor**.

NOTE: To try Intellivision for Gameboy Color, you must have a collection of Intellivision binaries, including the built-in operating system, and the graphics ROM. You can get these on the **Intellivision Lives! CD-ROM**.

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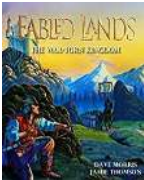
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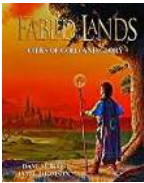
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