

INTELLiGENTViSiON



About Intellivision -

It is the Intellivision Team's privilege to produce new and exciting games for the Intellivision platform. We have joined forces with some of the top vintage game programmers in order to make games for one of the greatest gaming systems ever made. Our main goal is to put new & rare games into the hands of vintage game players and collectors. With a very limited number of each game, they are sure to be treasured by anyone that acquires them.

With new and challenging game play, the programmers of these games are pushing the systems' capabilities to it's limit. Each game takes years to program. Only after the programmers have refined the game, do we begin the task of putting the game into cart form. Make no mistake, it is a huge undertaking for everyone involved.

Why do it? We make these games for all of the die-hard Intellivision system enthusiasts like ourselves. We hope that you enjoy the games as much as we do.

Sincerely,

Chris Neiman

&

Roger Matthews



4-TRIS

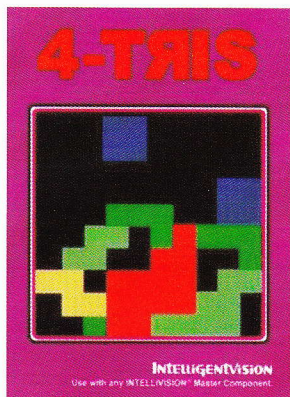
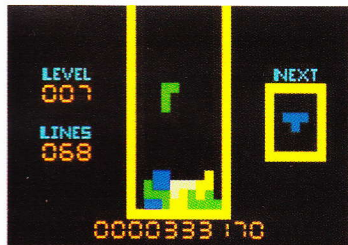
Game No. 9111

Programmer: *Joe Zbiciak*

Quantity produced: *100*

Date of Release: *2003*

For 1 player



It is raining... BRICKS!!! Before you know it, you will be over your head in these things. There is only one way to get rid of them: row by row. Spin, shift and drop the bricks to manipulate how they align when they land. Successful completing a row will make the bricks dissolve, thus shifting all bricks above the row down. As the game progresses, the bricks come down faster and faster. An umbrella is not going to help.

*(This is the game that started it all. It was the first game produced for the Intellivision platform since 1987!)

- Skill levels continually advance.
- Start play on levels 1 through 10.
- Disable the preview window for higher points.

STONIX

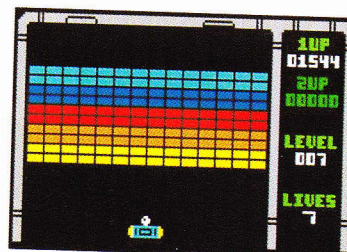
Game No. 9112

Programmer: *Arnauld Chevallier*

Quantity produced: *250*

Date of Release: *2004*

For 1 or 2 players



Just when you were getting comfortable in your kingdom, your nemesis decides to attack you! As the strong and daring Ruler of Kazanddra, you chase Stonix away from your people. Realizing he is no match for you, Stonix begins to deploy shields to stop your attack. You know it is your duty to protect your people. It is time to stop the tyranny. It is time to stop Stonix!

- Collect and use different weapons.
- Earn extra lives every 500 points.
- Return to previous game by using password.
- 100 levels of gameplay.

Minehunter

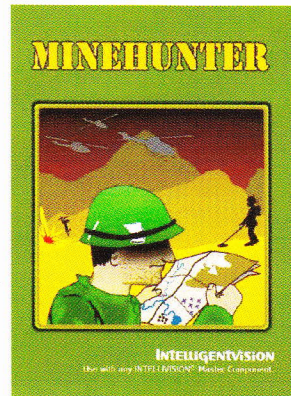
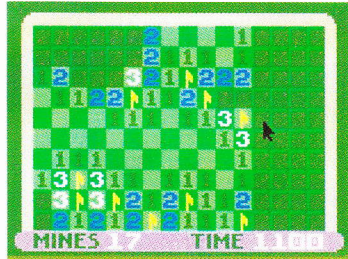
Game No. 9113

Programmer: *Ryan Kinnen*

Quantity produced: *150*

Date of Release: *2004*

For 1 player



"Captain!!! Captain!!! We need YOUR guidance." Take command of the mine scanner on your AH-47 helicopter and help your troops pass the dangerous fields below. The enemy has created mines that your scanner cannot detect. Your only hope is to dispatch tracking drones that will search out the area and report back how many mines surround them. Your troops will only be allowed to get by once you have reported where all the mines are. They will then advance to even more treacherous lands.

- 3 skill levels that continually advance.
- 3 different playing field sizes.
- Timed game play.

SameGame & Robots

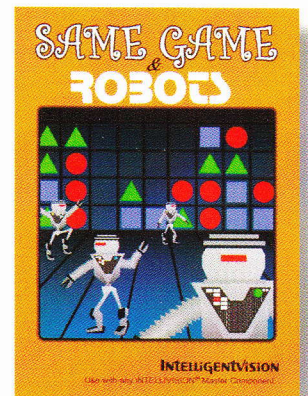
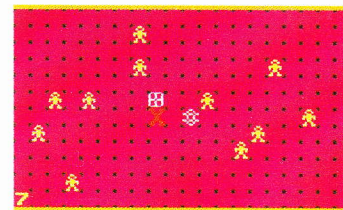
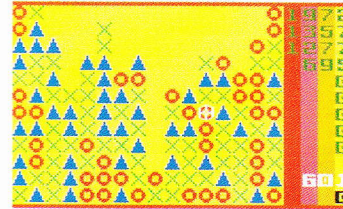
Game No. 9114

Programmer: *Michael Hayes*

Quantity produced: *150*

Date of Release: *2005*

For 1 player



One Cartridge, two games that both provide a real battle of wits and strategy. SameGame pits you against the computer. Do you have

what it takes to clear the board and receive bonus points? Robots will test your skills against the growing population of robots. With a little luck, you will be able to reach level 47! Listen for playing tips. Enhance game play by plugging the cartridge into the Intellivoice voice synthesis module!

- Intellivoice enhanced.
- Alternating board schemes.
- 10 highest score history.
- Robot's skill levels continually advance.

FUBAR

Comming Soon!

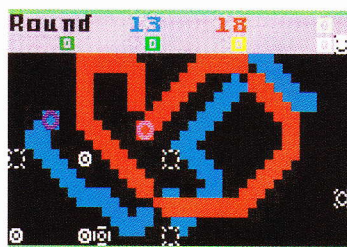
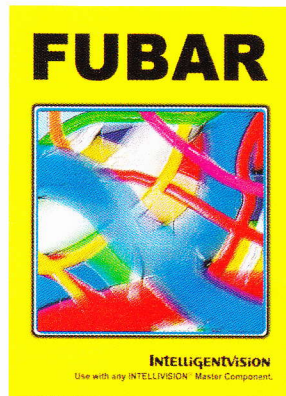
Game No. 9115

Programmer: *Michael Hayes*

Quantity produced: 200

Date of Release: 2007

For 1 to 8 players



Paint or Be Painted! You are a professional painter and you must paint your canvas as fast as possible against opponents. Watch for obstacles that might block your path. Move too slow or make a wrong turn and your work will be undone. Wherever

you go, don't allow another painter to follow you. Teleport out of his sight! Follow him and repaint his work instead to score more points and keep from being eliminated.

- Up to 8 Players! (4 human and 4 computer)
- ECS Enhanced Gameplay.
- 8 Game Modes to choose from.

Old S'Kool High Comming Soon!

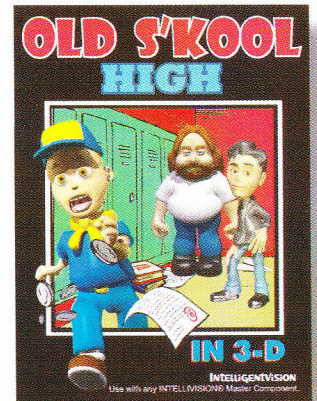
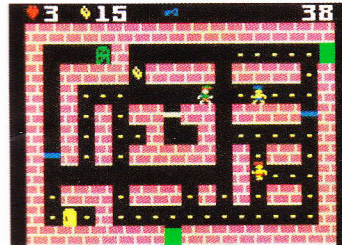
Game No. 9116

Programmer: *John Doherty*

Quantity produced: 200

Date of Release: 2008

For 1 player



Yep! That's right, our first 3-D game. This game comes complete with a set of 3-D glasses!

Two punks have taken over Old S'kool High. Everyone has evacuated the premises except for you, a lone, brave student. The punks have scattered your prized essay throughout the maze of halls at the age-old institution. You need to save that essay! There's also the matter of all the lunch money torn from your schoolmate's pockets. You have to save that too! Find the keys to advance through the halls. Collect all the coins and the pages of your essay in order to advance to the next floor.

- 3-D glasses included in game.
- Skill level continually advances.
- Multiple floor levels.
- Use chalk pads to defend yourself.

Meet the Intellivision Team

Chris Neiman *Co-Founder / Coordinator / Writer* *California, USA*

Chris is one of the biggest Intellivision collectors in the world. With a collection that rivals the inventory of the Smithsonian, it is no surprise that introducing these new game titles for the old system was his idea. Chris's responsibilities include coordinating production, assembly, and distribution. In addition, Chris is responsible for writing the manuals. You may know Chris from his Intellivision Museum at the CGE (Classic Gaming Expo).

Roger Matthews *Co-Founder / Graphics / Writer* *Indiana, USA*

Roger is an accomplished Artist & Graphics Designer, as well as an avid Intellivision collector. He is responsible for designing the box art, overlay design, graphics layout, and design of the manuals. He also assists on writing text for the manuals. Roger's main goal is to capture the essence of the game in the box art. His very first project was the production of the "Orphan Overlay set" for the Intellivision games.

Joe Zbiciak *Programmer / Hardware Master / Tech support* *Texas, USA*

Joe is a major influence in the Intellivision community. As a programmer known around the world, Joe loves to push the envelope when it comes to creating new games. He is quick to help other programmers when problems arise. He plays an intricate roll in our game making as a programmer and hardware technician. He is responsible for introducing the world to the first Home-brew game cart (4-TRIS) in 2001. Joe has also designed software to help aid in the programming of new games. We look forward to seeing some of Joe's new games real soon.

Arnauld Chevallier *Programmer* *Paris, France*

Arnauld is known as one of the best programmers in the world. His work on STONIX was truly amazing. With awesome graphics and superior sound, STONIX was an instant hit with Intellivision game players. Arnauld's programming skills and knowledge of sound bytes is only amplified by his attention to detail. His goal to push the boundaries of Intellivision programming is making it's mark. We can hardly wait to see what he comes up with next.

Ryan Kinnen *Programmer* *Minnesota, USA*

A relative newcomer to Intellivision game programming, Ryan has stepped up & proven himself nicely with the game "Minehunter". Ryan has helped revitalize the interest in classic gaming. With focus on making a game that is strategic as well as fun, he nailed it! Ryan is currently working on a new game that is sure to be great.

Michael Hayes *Programmer* *New York, USA*

What is better than having one new game title? How about two in the same cart. That is what Michael wanted to accomplish for his first Intellivision game (SameGame & Robots). He was able to combine both great games into one cart title. By doing this, he has allowed a strategic game to be merged with an action game. In addition, Michael pushed the game's limits and even made it intelligence enhanced.

John Doherty *Programmer* *Ontario, Canada*

John is an avid programmer and big fan of classic video games. John has developed a truly awesome title (Old S'Kool High). John's vision of developing a game with modern feel as well as classic video game action is now a reality. With emphasis on a classic arcade style action game, and in 3-D, John has outdone himself. We look forward to great games to come from him in the future.

Need Overlays? Order extra overlays by the set while supplies last. Each set consists of (2) overlays for that title game.

_____	9111	4-TRIS	\$3.00
_____	9112	STONIX	\$3.00
_____	9113	Minehunter	\$3.00
_____	9114	SameGame & Robots	\$3.00
_____	9115	FUBAR	\$3.00
_____	9116	Old S'Kool High	\$3.00

Order at www.intellivision.org/IntellivisionGames.html

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INTELLIGENTVISION

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