

Specifications

Master Component (For Color TV Viewing Only!)

CPU: GI 16 bit microprocessor.

Memory: 7K internal ROM, RAM, and I/O structures, remaining 64K address space available for external programs.

Controls: Two hand controllers; 12 button numeric key pad, four action keys, 16 direction object movement disk.

Sound: Sound generator capable of producing 3 part harmony.

Color: 16 colors.

Program Material: Accepts all Mattel video ROM cartridges.

Video Resolution: 192 vertical x 160 horizontal picture elements.

Master Component and Keyboard Component Combined

CPU: Two processor system:

- 16 bit microprocessor/Master Component
- 8 bit microprocessor/Keyboard Component

Memory: 16K RAM resident (10 bit) words memory can be expanded up to 1000 8K pages (8 megabytes).

Keyboard: 60 key typewriter-like keyboard including specialized computer control keys. Upper/lower case.

Tape Cassette Drive: Built-in completely computer controlled. Records/plays two digital and two audio tracks in one direction. 30 minutes of program material and data storage. Drive accepts all Mattel video cassettes.

Video Resolution: Standard; 160 horizontal, 192 vertical picture elements. High resolution graphics; 24 lines of 40 characters.

Expandability: Two parallel peripheral I/O expansion ports which allow addition of external memory, peripherals, plus access to CPU bus.

Intended Peripherals: Telephone modem; voice synthesizer (planned for 1981 introduction, subject to change).

IntelliVision™

Intelligent Television



MATTEL ELECTRONICS®

Intellivision®

Intelligent Television

(DEALER STAMP)

Intellivision®

Intelligent Television

Mattel Electronics®, Intellivision®, Armor Battle®, Space Battle™, Astrosmash™, Space Armada™, Triple Action™, Snafu™, Night Stalker™, Sub Hunt™, Frog Bog™, Star Strike™, Sea Battle™, Utopia™, Space Hawk™, Reversi™, IntelliVoice™, Space Spartans™, B-17™ Bomber, and Bomb Squad™ are U.S. Trademarks of Mattel, Inc.

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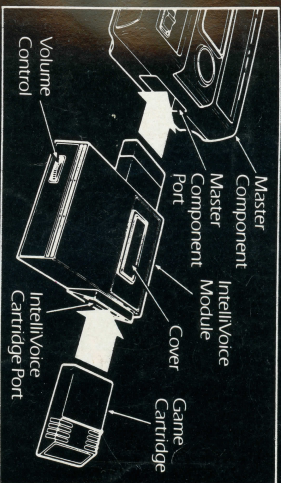
Hawthorne, CA 90250

0007-3300G2



HOW TO INSTALL INTELLIVOICE™

Simply insert the IntelliVoice module in the Master Component cartridge port (as if it were a game cartridge), as shown in the diagram. Be sure it is plugged in all the way.



(DEALER STAMP)

MATTEL ELECTRONICS INTELLIvISION

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IntelliVoice™ Space Spartans™
B-17™ Bomber, and Bomb Squad™
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IntelliVoice™ VOICE SYNTHESIS MODULE

**IT
TALKS!**
Adds voices to Intellivision.



DISCOVER INTELLIVOICE™ Voice Synthesis Module

Now Intellivision® talks to you.

IntelliVoice is an all-new Intellivision feature—a voice synthesis module and special voice cartridges. It generates human-sounding voices which are an essential part of game play. You concentrate on the visual action while your IntelliVoice component keeps you aware of depleting energy levels, shield damages and attacking fighters. IntelliVoice adds yet another dimension to Intellivision realism.

Voices that sound human.

IntelliVoice produces voices with personality. All instructions, directions and announcements are crisp and clear. IntelliVoice is your computer voice partner in game play.

Not just effects.

Voices generated by IntelliVoice give you important game-playing data. The IntelliVoice comes in throughout the game, keeping you informed at all times.

Added realism.

The IntelliVoice feature adds important new dimensions in realism. For example, IntelliVoice seems to put headphones on you as you command a B-17 Bomber over enemy territory, contending with attacking fighters, navigation requests and tower instructions.

Easy add-on installation.

Simply plug your IntelliVoice™ unit into the cartridge outlet on your Intellivision Master Component. IntelliVoice cartridges plug into the IntelliVoice unit. Special IntelliVoice cartridges are required to operate the module and add human voice to game play. (Regular Intellivision cartridges may also be plugged into the IntelliVoice unit and will give you game play without voice, as if they were plugged directly into the Master Component.)

Each Sold Separately



Space Spartans

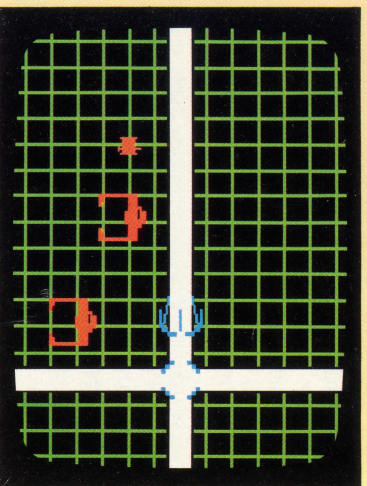


Possibly the most sophisticated space game of them all! You are commander of a spaceship exploring the intergalactic arena. Suddenly you are under attack from an invasion force of a hostile galaxy. You've got to hold them off until your Federation can prepare its defense. You've got shields to survive hits and you can hyperwarp across space, but you're outnumbered. The battle computer warns you of your ship's damages as the aliens try to destroy you. Save the Federation!



TRON[†] Solar Sailor*

[Available Soon]

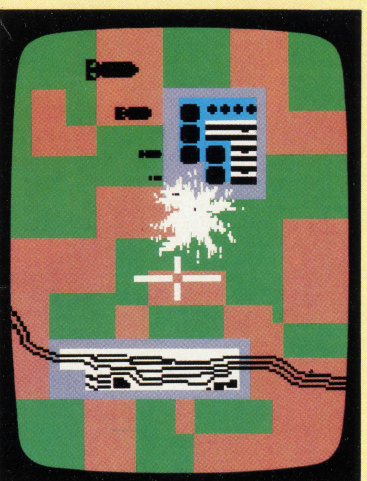


Another exciting game derived from the plot action of the summer released TRON[†] movie from Walt Disney Productions. You are riding inside a "Solar Sailor," traveling along an energy beam in search of the Master Control Program. Choose your route as the screen scrolls to reveal new avenues. "Recognizers" try to latch on and battle tanks attack as the MCP defends itself. Computer voices keep you advised of energy beam levels and antagonists.



*Name Subject to Change
[†]Trademark used under license from Walt Disney Productions. © 1982, Walt Disney Productions.

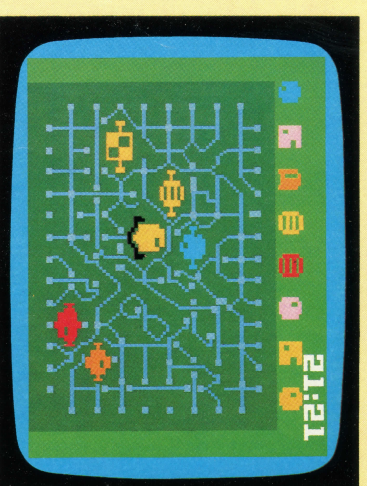
B-17[™] Bomber



World War II action at 12 o'clock high as you go on a bombing mission deep inside Fortress Europe. You select the target. The farther you go the more points you gain, but the closer you get to the target, the more flak and enemy planes you encounter. Constant radio chatter among the crew member heightens the tension. The action shifts from pilot to gunner to navigator to bombardier as you assume their roles.



Bomb Squad[™]



It's a race against time as you attempt to disarm the terrorist bomb before it goes off! You must guess a code programmed into the bomb in order to disarm it. On the screen you see the bomb circuitry. You receive verbal background information that will help in your attempt to neutralize the bomb before it explodes. The timing device ticks away as you work. Be careful but hurry — other lives, besides your own, hang in the balance!

