

INTRODUCTION TO THE GUIDE

Welcome to the Official Intellivision Collector's Guide.

If you're reading this introduction I assume you to be a genuine Intellivision fan and, most of all, a collector of videogames. Maybe you have been collecting those items since you were young and you keep looking for rarities by using internet stores. In this case, you may be in the right place to discover that you own a treasure and you are not aware of it.

Do you know which the "real" value of your collection is? Do you know how difficult is to find a specific game, how many months do you need to find a mint copy?

Do you know that there are many box variants of some games, and that their value is very different?

Well, you know that some of your games are "rare", but do you know exactly how much money other collectors would offer you to buy them?

This Guide is the work done by a collector for collectors, to deliver to you all those information, that are hard to find and usually out of date in internet.

I'm confident this Guide would give you the most recent and correct info concerning your personal Intellivision collection: next time you will look for a game, if you want to understand whether you found a good opportunity, or you want to avoid paying unreasonable money, you know you've to check the Official Guide!

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FIND THE BOOK AT LULU.COM

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How it WORKS

The process followed by this guide is simple: record real selling of games!

We are considering eBay auctions as the main reference, but also some of the most famous online retrostores. The price registered in eBay is more relevant for us because this is the amount that people pay for real, not just a request, so it tells us the maximum that collectors intend to pay for any item.

All the prices are in US dollars.

The recording of data is done weekly and it is a never ending process, to guarantee the reliability of info.

To evaluate the price ranking, we follow those rules:

1. Recording up to the thirty last prices
2. Average calculation of price based on history
3. I only consider games sold as complete with box, manual and overlays, preferably in mint condition
4. The price must refer to a closed auction if found in eBay.

To evaluate the rarity ranking, we use an accurate procedure:

1. All items are classified in a seven levels list, including Common items, Uncommon items, Rare items, Extremely Rare items, Unbelievable Rare items, Homebrews and Prototypes
2. Starting point of this classification is the average evaluation of the three most accurate rarity lists available: the Hot Spot List of Games, the Tom Heroes Rarity List and the Digital Press Collector's Guide.
3. The initial ranking is modified periodically by considering the average number of items-per-month showing at eBay/stores during the last 12 months.

This Guide also introduces the Reliability Factor (RF Factor), a powerful way to understand how realistic are the values reported in the lists.

When a new cart debut in the classification, the value is fluctuant and may refer to a single or few selling.

This is the explanation of some weird prices you can find, mostly concerning very rare items. Very rare items show up seldom and show a common tendency of having high starting value that lower in time.

The RF Factor tells you how the reported value is close to the real one, by considering the frequency of the findings.

The RF Factor is defined as follow:

1. Low (value documented by very few findings)
2. Average (value documented by 6 findings or more)
3. Good (value documented by 11 findings or more)
4. Archived (value documented by more than 20 findings)

LOOSE CARTS EVALUATION

How about buying loose carts? The lists reported in the Guide do not consider incomplete games, but you can refer to the following principals to estimate the value.

First, you should consider the different parts of the complete package: cartridge, box, manual, overlays (if any). You should distribute contribution to the total value reported in the Guide in this way:

- Cartridge 50% (60% if no overlays exist)
- Box 20%
- Manual 10%
- Overlays 10% (each of two)

The cartridge alone is approximately half of the value, but carts classified as C,U or R usually sell for a lower value, so say around 35% of the one reported by the Guide.

Carts classified as ER or UR will keep the value a bit better, say around 55%.



Rarity & Price Overview

FIND THE BOOK

93% OF EXISTING CARTRIDGES LISTED

RF FACTOR

ALL TIME BEST SELLING PRICES

ESTIMATED VALUES

RARITY RANGE

LEGENDA

C	Common This item is easy to find in good condition.
U	Uncommon This item is not easy to find at the first enquiry. You may need some attempt to find one in complete box.
R	Rare This item is hard to find. When you find one in mint condition you may need to pay some money for it.
ER	Extremely Rare This item is a good catch for your collection. It is very difficult to find it in mint condition, and loose copies are not cheap as well.
UR	Unbelievable Rare This item may take years to you before to see one. When you find it, expect to pay huge money.
HB	Homebrew Homemade game. Usually shipped in few copies. Hard to see one.
P	Prototype This item was never distributed as official product and may be a unique copy. Price is hard to rank.

RARITY RANGE UPDATE

Some item change the rarity range according to the statistics from the last 12 months.

Stonix

Last 35 copies of the game were sold out in March 07

C -> **UR**

BESTSELLERS OF THE YEAR

GAMES



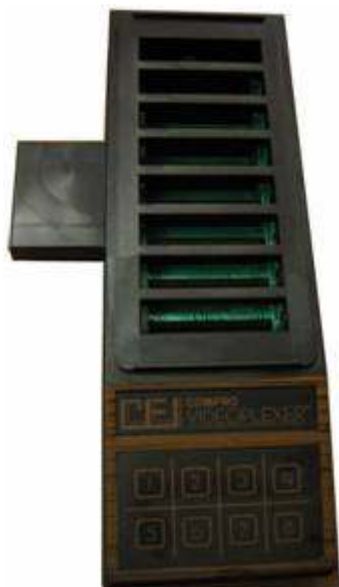
Sega Congo Bongo

Sold for: 305 \$

Sold in: United States

In date: -

HARDWARE



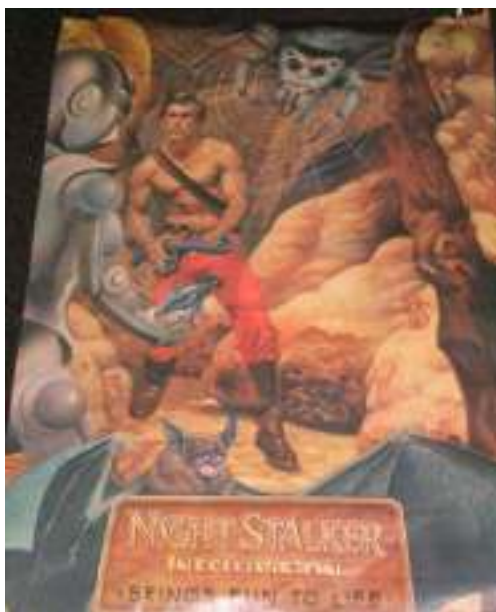
Compro Electronics Videoplexer 8

Sold for: 575 \$

Sold in: -

In date: -

MEMORABILIA



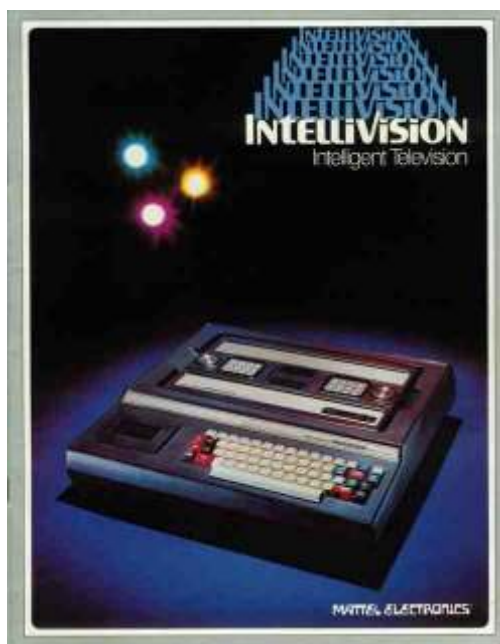
Poster Night Stalker

Sold for: 76.59 \$

Sold in: -

In date: -

CATALOGS AND MANUALS



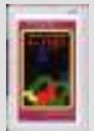
Mattel Dealer Catalog 1981

Sold for: 108.09 \$

Sold in: New York, New York, United States

In date: Dec-07-06

TOP 20 WANTED List [I to IO]

	Title	Rarity	Average Price	Estimated Waiting Months
	Spiker! Super Pro Volleyball	UR	916.44	3
	4-Tris (JZ homebrew)	HB	611.50	15
	Spelling challenge	UR	565.55	15
	Stadium Mud Buggies	UR	418.33	4
	International Demo Cartridge 1983	UR	358.84	7
	Learning Fun I	UR	246.67	4
	Congo Bongo	UR	216.75	7
	Stampede (Intelligame)	UR	195	15
	Turbo	ER	184.69	5
	Learning Fun II	UR	175	7

TOP 20 WANTED List [11 to 20]

	Title	Rarity	Average Price	Estimated Waiting Months
	Super Series Big League Baseball	UR	174.99	15
	Body Slam Super Pro Wrestling	UR	164.24	4
	Fathom	UR	209.06	3
	Happy Trails (Intelligame)	UR	150	15
	Demo Cartridge 1983	UR	135.25	7
	Super Cobra	ER	152.05	2
	Triple Challenge	UR	126.75	7
	Atlantis (Digiplay)	ER	121.18	7
	MTE 201 Test Cartridge	UR	135	7
	River Raid (Digiplay)	ER	109.93	15

NEW GAMES FROM PREVIOUS EDITION

		Title	Variant	Rarity	Average \$	Max \$	RF	Serial
NEW	7	Congo bongo	Sega	UR	216.75	305.00	Low	
NEW	10	Learning Fun II	INTV	UR	175.00	232.50	Low	
NEW	17	Triple Challenge	INTV	UR	126.75	132.00	Low	
NEW	23	Mountain Madness Super Pro Skiing	INTV	UR	84.79	103.50	Low	
NEW	43	Lady Bug	Shock Vision	HB	49.00	49.00	Low	
NEW	44	Locomotion	Shock Vision	HB	49.00	49.00	Low	
NEW	47	Qbert	Shock Vision	HB	49.00	49.00	Low	
NEW	48	Shock Adapter	Shock Vision	HB	49.00	49.00	Low	
NEW	69	Buzz Bombers	Mattel	U	32.91	32.91	Low	
NEW	86	Night Stalker	Digiplay	ER	24.99	24.99	Low	
NEW	99	Star Wars	Parker Brothers	R	19.24	28.48	Low	M80A010
NEW	100	Word Fun	Mattel	U	18.71	18.71	Low	
NEW	111	Blockade Runner	Interphase	R	14.88	14.88	Low	
NEW	117	Sword & Serpents	Imagic	R	13.88	25.01	Low	M82A030
NEW	128	Space Spartans	Mattel	C	10.00	10.00	Low	
NEW	140	Beauty & the Beast	Imagic	C	7.86	7.86	Low	I82A003
NEW	145	Night Stalker	Mattel	C	7.35	11.61	Low	M82A038
NEW	150	Donkey Kong	Coleco	C	5.00	5.00	Low	C82A001
NEW	152	Boxing	Sears Telegames	U	4.99	4.99	Low	M82A031
NEW	164	Royal Dealer	Mattel	U	2.25	2.50	Low	

NEW VARIANTS FROM PREVIOUS EDITION

		Title	Variant	Rarity	Average \$	Max \$	RF	Serial
NEW	11	Super Series Big League Baseball	INTV (white label)	UR	174.99	174.99	Low	
NEW	30	Backgammon	Sears Telegames	R	76.59	76.59	Low	
NEW	45	Pinball	Shock Vision	HB	49.00	49.00	Low	
NEW	46	Popeye	Shock Vision	HB	49.00	49.00	Low	
NEW	59	Bump 'n' Jump	Mattel blue box	R	41.00	41.00	Low	
NEW	68	PBA Bowling	Mattel	U	33.00	33.00	Low	
NEW	77	Checkers	Sears Telegames	R	27.59	27.59	Low	
NEW	78	Triple action	Digiplay	ER	27.59	27.59	Low	
NEW	83	Beamrider	Digiplay	ER	24.99	24.99	Low	
NEW	84	Frog Bog	Digiplay	ER	24.99	24.99	Low	
NEW	85	Master of the Universe	Digiplay	ER	24.99	24.99	Low	M81A022
NEW	91	Super Cobra	Intelligame Brazil	UR	20.00	20.00	Low	
NEW	107	Pac Man	Atarisoft	ER	16.01	16.01	Low	
NEW	119	Frog Bog	Sears Telegames	R	13.65	13.65	Low	M80A009
NEW	130	Snafu	Mattel	C	9.99	9.99	Low	
NEW	137	Stampede	Activision	C	8.39	8.39	Low	M81A024
NEW	141	Vectron	Mattel	C	7.74	7.74	Low	A82A001
NEW	153	Tron Deadly Discs	Mattel	U	4.99	4.99	Low	M82A039
NEW	157	Space Armada	Mattel	C	3.50	3.50	Low	M81A025

CARTRIDGES LIST BY VALUE

		Title	Variant	Rarity	Average \$	Max \$	RF	Serial
UPD	1	Spiker	INTV	UR	889.15	1126.89	Low	MK82A09
	2	4-tris	Zbiciack limited ed	HB	611.50	611.50	Low	
	3	Spelling Challenge	Mattel Keyboard	UR	565.55	565.55	Low	
UPD	4	Stadium Mud Buggies	INTV	UR	344.38	450.00	Low	
UPD	5	International Demo Cartridge 1983	Mattel	UR	266.17	358.84	Low	
UPD	6	Learning Fun I	INTV	UR	247.50	255.00	Low	
NEW	7	Congo bongo	Sega	UR	216.75	305.00	Low	
	8	Stampede	Intelligame Brazil	UR	195.00	195.00	Low	
	9	Turbo	Coleco	ER	184.69	199.99	Low	
NEW	10	Learning Fun II	INTV	UR	175.00	232.50	Low	
NEW	11	Super Series Big League Baseball	INTV (white label)	UR	174.99	174.99	Low	
	12	Body Slam super pro wrestling	INTV	UR	164.24	250.00	Low	
UPD	13	Fathom	Imagic	UR	163.39	235.12	Low	
	14	Happy trails	Intelligame Brazil	UR	150.00	150.00	Low	
	15	Demo cartridge 1983	Mattel	UR	135.25	142.50	Low	
UPD	16	Super Cobra	Parker Brothers	ER	134.05	235.50	Average	
NEW	17	Triple Challenge	INTV	UR	126.75	132.00	Low	
	18	Atlantis	Digisplay	ER	121.18	176.36	Low	
UPD	19	MTE 201 Test Cartridge	Mattel (no box)	UR	119.75	135.00	Low	
	20	River Raid	Digisplay	ER	109.93	109.93	Low	
	21	Minehunter	Intelligentvision	UR	87.75	125.50	Low	
	22	Tutankham	Parker Brothers	UR	85.59	94.95	Low	
NEW	23	Mountain Madness Super Pro Skiing	INTV	UR	84.79	103.50	Low	
	24	World Series Major League Baseball	Mattel ECS	UR	82.45	103.50	Low	
	25	Math Fun	Digisplay	ER	81.00	81.00	Low	
	26	Reversi	Digisplay	ER	81.00	81.00	Low	
	27	World Cup Soccer	INTV	ER	79.96	114.95	Low	
	28	Defender	Atarisoft	ER	79.00	79.00	Low	
UPD	29	Dig Dug	INTV	ER	77.62	175.00	Average	
NEW	30	Backgammon	Sears Telegames	R	76.59	76.59	Low	
UPD	31	Melody Blaster	Mattel ECS	ER	66.00	115.07	Low	
	32	Basketball	Digisplay	ER	66.00	66.00	Low	
	33	The Jetson way with words	Mattel ECS	ER	65.86	99.99	Average	
UPD	34	Demon Attack	Digisplay	ER	65.75	104.49	Low	
UPD	35	Tower of Doom	INTV	ER	64.16	100.00	Average	
	36	Utopia	Intelligame Brazil	UR	56.55	56.55	Low	
UPD	37	Diner	INTV	ER	56.36	81.95	Average	
UPD	38	Thunder Castle	Mattel	R	55.59	103.50	Low	
UPD	39	Master of the Universe	Mattel	R	52.32	81.00	Low	
UPD	40	Stonix	Intelligentvision	UR	51.42	52.85	Low	
	41	4-tris	Intelligentvision	UR	49.99	49.99	Low	
	42	Samegame&robots	Intelligentvision	UR	49.99	49.99	Low	
NEW	43	Lady Bug	Shock Vision	HB	49.00	49.00	Low	
NEW	44	Locomotion	Shock Vision	HB	49.00	49.00	Low	
NEW	45	Pinball	Shock Vision	HB	49.00	49.00	Low	
NEW	46	Popeye	Shock Vision	HB	49.00	49.00	Low	
NEW	47	Qbert	Shock Vision	HB	49.00	49.00	Low	
NEW	48	Shock Adapter	Shock Vision	HB	49.00	49.00	Low	
UPD	49	Mr. Basic Meets Bits 'n' Bytes	Mattel ECS	ER	46.57	99.99	Average	
UPD	50	Pole position	INTV	ER	45.94	79.95	Low	
UPD	51	Tron Discos Mortais	Digisplay	ER	45.75	66.00	Low	
	52	White water	Imagic	R	45.23	64.95	Low	
UPD	53	Poker & Blackjack	Digisplay	ER	44.50	66.00	Low	
UPD	54	Desafio Estelar	Digisplay	ER	43.29	52.59	Low	
UPD	55	Truckin'	Imagic	ER	43.27	57.90	Low	

		Title	Variant	Rarity	Average \$	Max \$	RF	Serial
UPD	57	Super Pro Decathlon	INTV	ER	41.20	49.99	Low	M81A022
	58	Chip Shot super pro golf	INTV	ER	41.19	59.95	Low	
NEW	59	Bump 'n' Jump	Mattel blue box	R	41.00	41.00	Low	
UPD	60	Snafu	Digiplay	ER	40.50	66.00	Low	
UPD	61	Centipede	Atarisoft	ER	40.16	60.00	Low	
	62	NFL Football	Bandai	UR	39.99	39.99	Low	
UPD	63	Shark Shark	Digiplay	ER	39.33	66.00	Low	
UPD	64	Kool Aid Man	Mattel	R	38.16	74.33	Average	
UPD	65	Worm Wompher	Activision	R	36.33	52.00	Low	
UPD	66	Scooby Doo's Maze Chase	Mattel	ER	36.29	65.00	Average	
UPD	67	Commando	INTV	R	34.47	49.95	Low	
NEW	68	PBA Bowling	Mattel	U	33.00	33.00	Low	
NEW	69	Buzz Bombers	Mattel	U	32.91	32.91	Low	
UPD	70	Thin ice	INTV	R	31.24	49.75	Average	
	71	Slam Dunk super pro basketball	INTV	R	30.99	30.99	Low	
UPD	72	Pac Man	INTV	ER	30.00	35.00	Low	
	73	Zaxxon	CBS	R	29.50	29.99	Low	
	74	Venture	CBS cyan box	R	29.00	29.00	Low	
UPD	75	Bump 'n' Jump	Digiplay	ER	28.50	31.00	Low	
	76	Mind Strike	Mattel ECS	R	28.25	36.00	Low	M80A009
NEW	77	Checkers	Sears Telegames	R	27.59	27.59	Low	
NEW	78	Triple action	Digiplay	ER	27.59	27.59	Low	
	79	Astrosplash	Digiplay	ER	27.58	27.58	Low	
UPD	80	Championship Tennis	INTV	R	26.15	36.00	Low	
	81	Dracula	Imagic	R	26.06	32.85	Average	
	82	Tropical Trouble	Imagic	R	25.00	36.00	Low	
NEW	83	Beamrider	Digiplay	ER	24.99	24.99	Low	
NEW	84	Frog Bog	Digiplay	ER	24.99	24.99	Low	
NEW	85	Master of the Universe	Digiplay	ER	24.99	24.99	Low	
NEW	86	Night Stalker	Digiplay	ER	24.99	24.99	Low	M80A010
UPD	87	Beamrider	Activision	R	23.30	46.00	Low	
	88	Sewer Sam	Interphase	R	23.01	25.50	Low	
	89	Nova blast	Imagic	U	21.83	35.00	Low	
	90	Super Pro Football	INTV	R	20.36	35.00	Low	
NEW	91	Super Cobra	Intelligame Brazil	UR	20.00	20.00	Low	
	92	Auto Racing	Bandai	UR	19.99	19.99	Low	
	93	Baseball	Bandai	UR	19.99	19.99	Low	
	94	Bowling	Bandai	UR	19.99	19.99	Low	
	95	Frog Bog	Bandai	UR	19.99	19.99	Low	
	96	Skiing	Bandai	UR	19.99	19.99	Low	I82A001
	97	Triple action	Bandai	UR	19.99	19.99	Low	
	98	USCF Chess	Mattel	R	19.43	37.11	Low	
NEW	99	Star Wars	Parker Brothers	R	19.24	28.48	Low	
NEW	100	Word Fun	Mattel	U	18.71	18.71	Low	
	101	Safecracker	Imagic	R	18.25	27.00	Low	
UPD	102	Futebol Soccer	Digiplay	ER	17.75	20.50	Low	
	103	Happy trails	Activision	U	17.50	35.00	Low	
UPD	104	Ad&d Treasure of Tarmin	Mattel	U	16.69	21.12	Average	
	105	The Dreadnaught Factor	Activision	R	16.50	16.50	Low	
	106	Demon attack	Imagic	R	16.33	19.99	Low	I82A001
NEW	107	Pac Man	Atarisoft	ER	16.01	16.01	Low	
UPD	108	Motocross	INTV	R	15.25	25.00	Low	
	109	Motocross	Activision	U	15.00	18.00	Low	
	110	Burgertime	Mattel white box	U	14.97	19.99	Low	
NEW	111	Blockade Runner	Interphase	R	14.88	14.88	Low	
UPD	112	Draughts (Checkers)	Mattel UK version	R	14.49	21.94	Low	
	113	Pinball	Mattel	R	14.25	20.00	Low	
	114	Popeye	Parker Brothers	U	14.25	19.99	Low	
	115	Tron Solar Sailer	Mattel	R	14.08	20.25	Low	

		Title	Variant	Rarity	Average \$	Max \$	RF	Serial
UPD	116	Ad&d (aka Cloudy Mountains)	Mattel	C	14.00	21.12	Low	M82A029
NEW	117	Sword & Serpents	Imagic	R	13.88	25.01	Low	
UPD	118	Dragonfire	Imagic	U	13.84	19.99	Low	I82A005
NEW	119	Frog Bog	Sears Telegames	R	13.65	13.65	Low	
UPD	120	Burgertime	INTV purple box	U	13.49	19.99	Low	
UPD	121	Ice Trek	Imagic	R	13.00	14.50	Low	
	122	Armor battle	Sears Telegames	R	12.50	15.00	Low	
UPD	123	Pitfall	Digiplay	ER	11.49	17.99	Low	
	124	Tennis	Mattel	C	11.25	12.50	Low	M80A013
	125	Lock'n chase	Mattel	C	11.17	15.00	Low	M82A041
UPD	126	Utopia	Mattel	U	10.33	14.99	Low	M81A027
	127	Space battle	Sears Telegames	R	10.00	10.00	Low	
NEW	128	Space Spartans	Mattel	c	10.00	10.00	Low	M82A030
	129	Shark Shark	Mattel	R	9.99	9.99	Low	M82A043
NEW	130	Snafu	Mattel	C	9.99	9.99	Low	M81A024
	131	Sub Hunt	Sears Telegames	R	9.99	9.99	Low	
	132	Checkers	Mattel	U	9.95	12.95	Low	M80A009
	133	Math Fun	Mattel	R	9.95	9.95	Low	M79A005
UPD	134	APBA Backgammon	Mattel	U	9.40	12.00	Low	M79A002
UPD	135	Las Vegas Roulette	Mattel	U	9.16	10.49	Low	M80A008
	136	Auto Racing	Digiplay	ER	8.75	8.75	Low	
NEW	137	Stampede	Activision	C	8.39	8.39	Low	A82A001
	138	Space Armada	Digiplay	ER	7.99	7.99	Low	
	139	Tennis	Digiplay	ER	7.99	7.99	Low	
NEW	140	Beauty & the Beast	Imagic	C	7.86	7.86	Low	I82A003
NEW	141	Vectron	Mattel	C	7.74	7.74	Low	
UPD	142	Atlantis	Imagic	C	7.62	9.99	Low	I82A002
	143	NHL hockey	Mattel	C	7.48	9.95	Low	M80A007
	144	Reversi	Mattel	R	7.37	9.99	Low	M82A037
NEW	145	Night Stalker	Mattel	C	7.35	11.61	Low	M82A038
	146	Space hawk	Mattel	U	7.25	12.50	Low	M82A035
	147	Space battle	Mattel	C	6.44	6.99	Low	M80A018
UPD	148	Armor battle	Mattel	C	5.58	7.50	Low	M79A003
	149	Auto Racing	Mattel	C	5.55	5.55	Low	M80A006
NEW	150	Donkey Kong	Coleco	c	5.00	5.00	Low	C82A001
UPD	151	NFL Football	Mattel	C	5.00	5.00	Low	M80A017
NEW	152	Boxing	Sears Telegames	U	4.99	4.99	Low	
NEW	153	Tron Deadly Discs	Mattel	U	4.99	4.99	Low	M82A039
	154	Triple action	Mattel	C	4.47	4.95	Low	M81A026
	155	NBA Basket	Mattel	C	4.28	7.56	Low	M80A020
	156	Astrosplash	Mattel	C	3.99	3.99	Low	M81A023
NEW	157	Space Armada	Mattel	C	3.50	3.50	Low	M81A025
	158	NASL Soccer	Mattel	C	3.34	4.35	Low	M80A012
	159	Sea Battle	Sears Telegames	R	3.25	3.25	Low	
	160	Vectron	INTV (white label)	U	2.99	2.99	Low	
	161	Las Vegas Poker & Blackjack	Mattel	C	2.63	2.99	Low	M79A004
	162	Sea Battle	Mattel	C	2.55	3.00	Low	M80A016
	163	Skiing	Mattel	C	2.42	3.85	Low	M80A015
NEW	164	Royal Dealer	Mattel	U	2.25	2.50	Low	M82A031
	165	Horse Racing	Mattel	U	2.00	2.00	Low	M80A011

CARTRIDGES List in ALPHABETIC ORDER

	Title	Variant	Rarity	Average \$	Max \$	RF	Serial
	4-tris	Intelligentvision	UR	49.99	49.99	Low	
	4-tris	Zbiciack limited ed	HB	611.50	611.50	Low	
UPD	Ad&d (aka Cloudy Mountains)	Mattel	C	14.00	21.12	Low	M82A029
UPD	Ad&d Treasure of Tarmin	Mattel	U	16.69	21.12	Average	
UPD	APBA Backgammon	Mattel	U	9.40	12.00	Low	M79A002
UPD	Armor battle	Mattel	C	5.58	7.50	Low	M79A003
	Armor battle	Sears Telegames	R	12.50	15.00	Low	
	Astrosplash	Digiplay	ER	27.58	27.58	Low	
	Astrosplash	Mattel	C	3.99	3.99	Low	M81A023
	Atlantis	Digiplay	ER	121.18	176.36	Low	
UPD	Atlantis	Imagic	C	7.62	9.99	Low	I82A002
	Auto Racing	Bandai	UR	19.99	19.99	Low	
	Auto Racing	Digiplay	ER	8.75	8.75	Low	
	Auto Racing	Mattel	C	5.55	5.55	Low	M80A006
NEW	Backgammon	Sears Telegames	R	76.59	76.59	Low	
	Baseball	Bandai	UR	19.99	19.99	Low	
	Basketball	Digiplay	ER	66.00	66.00	Low	
UPD	Beamrider	Activision	R	23.30	46.00	Low	
NEW	Beamrider	Digiplay	ER	24.99	24.99	Low	
NEW	Beauty & the Beast	Imagic	C	7.86	7.86	Low	I82A003
NEW	Blockade Runner	Interphase	R	14.88	14.88	Low	
	Body Slam super pro wrestling	INTV	UR	164.24	250.00	Low	
	Bowling	Bandai	UR	19.99	19.99	Low	
NEW	Boxing	Sears Telegames	U	4.99	4.99	Low	
UPD	Bump 'n' Jump	Digiplay	ER	28.50	31.00	Low	
NEW	Bump 'n' Jump	Mattel blue box	R	41.00	41.00	Low	
UPD	Burgertime	INTV purple box	U	13.49	19.99	Low	
	Burgertime	Mattel white box	U	14.97	19.99	Low	
NEW	Buzz Bombers	Mattel	U	32.91	32.91	Low	
UPD	Centipede	Atarisoft	ER	40.16	60.00	Low	
UPD	Championship Tennis	INTV	R	26.15	36.00	Low	
	Checkers	Mattel	U	9.95	12.95	Low	M80A009
NEW	Checkers	Sears Telegames	R	27.59	27.59	Low	M80A009
	Chip Shot super pro golf	INTV	ER	41.19	59.95	Low	
UPD	Commando	INTV	R	34.47	49.95	Low	
NEW	Congo bongo	Sega	UR	216.75	305.00	Low	
	Defender	Atarisoft	ER	79.00	79.00	Low	
	Demo cartridge 1983	Mattel	UR	135.25	142.50	Low	
UPD	Demon Attack	Digiplay	ER	65.75	104.49	Low	
	Demon attack	Imagic	R	16.33	19.99	Low	I82A001
UPD	Desafio Estelar	Digiplay	ER	43.29	52.59	Low	
UPD	Dig Dug	INTV	ER	77.62	175.00	Average	
UPD	Diner	INTV	ER	56.36	81.95	Average	
NEW	Donkey Kong	Coleco	c	5.00	5.00	Low	C82A001
	Dracula	Imagic	R	26.06	32.85	Average	
UPD	Dragonfire	Imagic	U	13.84	19.99	Low	I82A005
UPD	Draughts (Checkers)	Mattel UK version	R	14.49	21.94	Low	
UPD	Fathom	Imagic	UR	163.39	235.12	Low	
	Frog Bog	Bandai	UR	19.99	19.99	Low	
NEW	Frog Bog	Digiplay	ER	24.99	24.99	Low	
NEW	Frog Bog	Sears Telegames	R	13.65	13.65	Low	
UPD	Futebol Soccer	Digiplay	ER	17.75	20.50	Low	
	Happy trails	Activision	U	17.50	35.00	Low	
	Happy trails	Intelligence Brazil	UR	150.00	150.00	Low	
	Horse Racing	Mattel	U	2.00	2.00	Low	M80A011

	Title	Variant	Rarity	Average \$	Max \$	RF	Serial
UPD	Ice Trek	Imagic	R	13.00	14.50	Low	
UPD	International Demo Cartridge 1983	Mattel	UR	266.17	358.84	Low	
UPD	Kool Aid Man	Mattel	R	38.16	74.33	Average	
NEW	Lady Bug	Shock Vision	HB	49.00	49.00	Low	
	Las Vegas Poker & Blackjack	Mattel	C	2.63	2.99	Low	M79A004
UPD	Las Vegas Roulette	Mattel	U	9.16	10.49	Low	M80A008
UPD	Learning Fun I	INTV	UR	247.50	255.00	Low	
NEW	Learning Fun II	INTV	UR	175.00	232.50	Low	
	Lock'n chase	Mattel	C	11.17	15.00	Low	M82A041
NEW	Locomotion	Shock Vision	HB	49.00	49.00	Low	
NEW	Master of the Universe	Digiplay	ER	24.99	24.99	Low	
UPD	Master of the Universe	Mattel	R	52.32	81.00	Low	
	Math Fun	Digiplay	ER	81.00	81.00	Low	
	Math Fun	Mattel	R	9.95	9.95	Low	M79A005
UPD	Melody Blaster	Mattel ECS	ER	66.00	115.07	Low	
	Mind Strike	Mattel ECS	R	28.25	36.00	Low	
	Minehunter	Intelligentvision	UR	87.75	125.50	Low	
	Motocross	Activision	U	15.00	18.00	Low	
UPD	Motocross	INTV	R	15.25	25.00	Low	
NEW	Mountain Madness Super Pro Skiing	INTV	UR	84.79	103.50	Low	
UPD	Mr. Basic Meets Bits 'n' Bytes	Mattel ECS	ER	46.57	99.99	Average	
UPD	MTE 201 Test Cartridge	Mattel (no box)	UR	119.75	135.00	Low	
	NASL Soccer	Mattel	C	3.34	4.35	Low	M80A012
	NBA Basket	Mattel	C	4.28	7.56	Low	M80A020
	NFL Football	Bandai	UR	39.99	39.99	Low	
UPD	NFL Football	Mattel	C	5.00	5.00	Low	M80A017
	NHL hockey	Mattel	C	7.48	9.95	Low	M80A007
NEW	Night Stalker	Digiplay	ER	24.99	24.99	Low	
NEW	Night Stalker	Mattel	C	7.35	11.61	Low	M82A038
	Nova blast	Imagic	U	21.83	35.00	Low	
NEW	Pac Man	Atarisoft	ER	16.01	16.01	Low	
UPD	Pac Man	INTV	ER	30.00	35.00	Low	
NEW	PBA Bowling	Mattel	U	33.00	33.00	Low	M81A022
	Pinball	Mattel	R	14.25	20.00	Low	
NEW	Pinball	Shock Vision	HB	49.00	49.00	Low	
UPD	Pitfall	Digiplay	ER	11.49	17.99	Low	
UPD	Poker & Blackjack	Digiplay	ER	44.50	66.00	Low	
UPD	Pole position	INTV	ER	45.94	79.95	Low	
	Popeye	Parker Brothers	U	14.25	19.99	Low	
NEW	Popeye	Shock Vision	HB	49.00	49.00	Low	
NEW	Qbert	Shock Vision	HB	49.00	49.00	Low	
	Reversi	Digiplay	ER	81.00	81.00	Low	
	Reversi	Mattel	R	7.37	9.99	Low	M82A037
UPD	River Raid	Activision	ER	42.62	94.95	Low	
	River Raid	Digiplay	ER	109.93	109.93	Low	
NEW	Royal Dealer	Mattel	U	2.25	2.50	Low	M82A031
	Safecracker	Imagic	R	18.25	27.00	Low	
	Samegame&robots	Intelligentvision	UR	49.99	49.99	Low	
UPD	Scooby Doo's Maze Chase	Mattel	ER	36.29	65.00	Average	
	Sea Battle	Mattel	C	2.55	3.00	Low	M80A016
	Sea Battle	Sears Telegames	R	3.25	3.25	Low	
	Sewer Sam	Interphase	R	23.01	25.50	Low	
UPD	Shark Shark	Digiplay	ER	39.33	66.00	Low	
	Shark Shark	Mattel	R	9.99	9.99	Low	M82A043
NEW	Shock Adapter	Shock Vision	HB	49.00	49.00	Low	
	Skiing	Bandai	UR	19.99	19.99	Low	
	Skiing	Mattel	C	2.42	3.85	Low	M80A015

	Title	Variant	Rarity	Average \$	Max \$	RF	Serial
	Slam Dunk super pro basketball	INTV	R	30.99	30.99	Low	
UPD	Snafu	Digiplay	ER	40.50	66.00	Low	
NEW	Snafu	Mattel	C	9.99	9.99	Low	M81A024
	Space Armada	Digiplay	ER	7.99	7.99	Low	
NEW	Space Armada	Mattel	C	3.50	3.50	Low	M81A025
	Space battle	Mattel	C	6.44	6.99	Low	M80A018
	Space battle	Sears Telegames	R	10.00	10.00	Low	
	Space hawk	Mattel	U	7.25	12.50	Low	M82A035
NEW	Space Spartans	Mattel	c	10.00	10.00	Low	M82A030
	Spelling Challenge	Mattel Keyboard	UR	565.55	565.55	Low	MK82A09
UPD	Spiker	INTV	UR	889.15	1126.89	Low	
UPD	Stadium Mud Buggies	INTV	UR	344.38	450.00	Low	
NEW	Stampede	Activision	C	8.39	8.39	Low	A82A001
	Stampede	Intelligame Brazil	UR	195.00	195.00	Low	
NEW	Star Wars	Parker Brothers	R	19.24	28.48	Low	
UPD	Stonix	Intelligentvision	UR	51.42	52.85	Low	
	Sub Hunt	Sears Telegames	R	9.99	9.99	Low	
NEW	Super Cobra	Intelligame Brazil	UR	20.00	20.00	Low	
UPD	Super Cobra	Parker Brothers	ER	134.05	235.50	Average	
UPD	Super Pro Decathlon	INTV	ER	41.20	49.99	Low	
	Super Pro Football	INTV	R	20.36	35.00	Low	
NEW	Super Series Big League Baseball	INTV (white label)	UR	174.99	174.99	Low	
NEW	Sword & Serpents	Imagic	R	13.88	25.01	Low	
	Tennis	Digiplay	ER	7.99	7.99	Low	
	Tennis	Mattel	C	11.25	12.50	Low	M80A013
	The Dreadnaught Factor	Activision	R	16.50	16.50	Low	
	The Jetson way with words	Mattel ECS	ER	65.86	99.99	Average	
UPD	Thin ice	INTV	R	31.24	49.75	Average	
UPD	Thunder Castle	Mattel	R	55.59	103.50	Low	
UPD	Tower of Doom	INTV	ER	64.16	100.00	Average	
	Triple action	Bandai	UR	19.99	19.99	Low	
NEW	Triple action	Digiplay	ER	27.59	27.59	Low	
	Triple action	Mattel	C	4.47	4.95	Low	M81A026
NEW	Triple Challenge	INTV	UR	126.75	132.00	Low	
NEW	Tron Deadly Discs	Mattel	U	4.99	4.99	Low	M82A039
UPD	Tron Discos Mortais	Digiplay	ER	45.75	66.00	Low	
	Tron solar sailer	Mattel	R	14.08	20.25	Low	
	Tropical Trouble	Imagic	R	25.00	36.00	Low	
UPD	Truckin'	Imagic	ER	43.27	57.90	Low	
	Turbo	Coleco	ER	184.69	199.99	Low	
	Tutankham	Parker Brothers	UR	85.59	94.95	Low	
	USCF Chess	Mattel	R	19.43	37.11	Low	
	Utopia	Intelligame Brazil	UR	56.55	56.55	Low	
UPD	Utopia	Mattel	U	10.33	14.99	Low	M81A027
	Vectron	INTV (white label)	U	2.99	2.99	Low	
NEW	Vectron	Mattel	C	7.74	7.74	Low	
	Venture	CBS cyan box	R	29.00	29.00	Low	
	White water	Imagic	R	45.23	64.95	Low	
NEW	Word Fun	Mattel	U	18.71	18.71	Low	M80A010
	World Cup Soccer	INTV	ER	79.96	114.95	Low	
	World Series Major League Baseball	Mattel ECS	UR	82.45	103.50	Low	
UPD	Worm Wompher	Activision	R	36.33	52.00	Low	
	Zaxxon	CBS	R	29.50	29.99	Low	

HARDWARE COLLECTIBLES

	Item	Manufacturer	Rarity	Average \$	Max \$	RF	Serial
NEW	1 Videoplexer 8	Compro	UR	575.00	575.00	Low	
	2 Master Component	Bandai	UR	350.00	350.00	Low	
	3 Intellicart	Shell's Electronics	ER	309.50	400.00	Low	
UPD	4 INTV Super Pro System III	INTV	ER	180.17	277.00	Low	
UPD	5 Master Component	Mattel	C	166.69	311.00	Average	
	6 ECS Computer Module	Mattel US version	ER	148.06	148.06	Low	
	7 System Changer	Mattel US version	R	89.00	89.00	Low	
	8 ECS Computer Module	Mattel EUR version	UR	75.33	93.14	Low	
NEW	9 Super Video Arcade Controller	Sears Tele-Games	UR	66.55	66.55	Low	
	10 Master Component	Digimed Brazil	UR	57.02	57.02	Low	
UPD	11 Music Synthesizer	Mattel US version	ER	49.29	55.99	Low	
UPD	12 Master Component Intellivision II	Mattel	U	41.62	51.00	Low	
	13 Music Synthesizer	Mattel EUR version	ER	40.05	51.00	Low	
NEW	14 Composite Video + Audio Stereo Upgrade	Homebrew	HB	39.95	39.95	Low	
	15 Dust Cover	?	UR	34.95	34.95	Low	
	16 Video Game Storage Center	Imagic	R	26.00	34.50	Low	
NEW	17 Master Component Intellivision II	Digiplay	ER	23.49	23.49	Low	
NEW	18 Attachable Joysticks	INTV	UR	22.36	22.36	Low	
NEW	19 Joysticks The Stickler	?	UR	19.99	19.99	Low	
UPD	20 Intellivoice module	Mattel	R	19.13	24.99	Low	
	21 Power Supply Model # 5872-9629	?	ER	5.00	5.00	Low	

CATALOGS/MANUALS/MEMORABILIA COLLECTIBLES

	Item	Manufacturer	Rarity	Average \$	Max \$	RF	Serial
NEW	1 Mattel Dealer Catalog 1981	Mattel	UR	108.09	108.09	Low	
	2 Service Manuals	Mattel	UR	99.00	99.00	Low	
NEW	3 Night Stalker Promo Poster	Mattel	UR	76.59	76.59	Low	
	4 Digimed Games Catalog	Digimed	UR	41.00	41.00	Low	
	5 Digiplay Games Catalog	Digiplay	UR	41.00	41.00	Low	
	6 B/w advertising Pitfall+Stampede 82	Activision	UR	25.00	25.00	Low	
	7 B/w advertising Stampede 82	Activision	UR	25.00	25.00	Low	
NEW	8 Lock'n'Chase Poster 1982	Mattel	UR	19.00	19.00	Low	
	9 Carnival Promo Poster	Coleco	UR	9.99	9.99	Low	
	10 George Plimpton Rebate print 1982	Mattel	UR	9.50	9.50	Low	XUS82M001
	11 Lock'n Chase advertising 1982	Mattel	UR	8.99	8.99	Low	
	12 Star Strike advertising 1982	Mattel	UR	2.95	2.95	Low	

**INTRODUCING AN UNIQUE SERIAL
CODE TO EASILY RECOGNIZE ALL
EXISTING CARTS, VARIANTS AND
COLLECTIBLES**

Overall Catalog

GAMES CATALOG YEAR 1978

Manufacturer: Mattel

MATTEL
ELECTRONICS



M78A001



M78B001

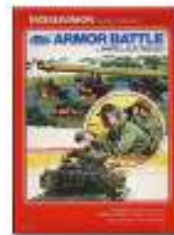
GAMES CATALOG YEAR 1979

Manufacturer: Mattel

MATTEL
ELECTRONICS



M79A002



M79A003



M79A004



M79A005

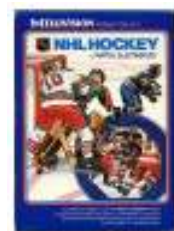
GAMES CATALOG YEAR 1980

Manufacturer: Mattel

MATTEL
ELECTRONICS



M80A006



M80A007



M80A008



M80A009



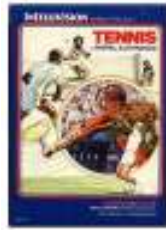
M80A010



M80A011



M80A012



M80A013



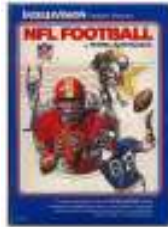
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M80A015



M80A016



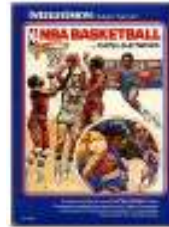
M80A017



M80A018



M80A019



M80A020

GAMES CATALOG YEAR 1981

Manufacturer: Mattel

MATTEL
ELECTRONICS



M81A021



M81A022



M81A023



M81A024



M81A025



M81A026

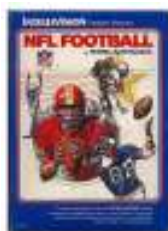


M81A027

[Remarketed titles. Logos were removed from overlays to save on licensing fees.]



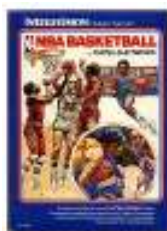
M81B002



M81B017



M81B019



M81B020

GAMES CATALOG YEAR 1982

Manufacturer: Mattel

MATTEL
ELECTRONICS



M82A028



M82A029



M82A030



M82A031



M82A032



M82A033



M82A034



M82A035



M82A036



M82A037



M82A038



M82A039



M82A040



M82A041



M82A042



M82A043

Manufacturer: Mattel for Keyboard Component

**MATTEL
ELECTRONICS**



MK82A01



MK82A02



MK82A03



MK82A04



MK82A05



MK82A06



MK82A07



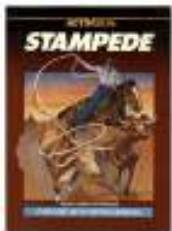
MK82A08



MK82A09

Manufacturer: Activision

ACTIVISION



A82A001



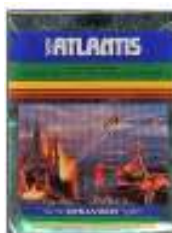
A82A002

Manufacturer: Imagic

IMAGIC



I82A001



I82A002



I82A003



I82A004



I82A005



C82A001



C82A002



C82A003

FIND THE BOOK AT LULU.COM

THE ART OF ADVERTISING



[United States 1982] [Mattel]

Mattel 50\$ rebate offer for summer '82.
Featuring "Mr. Intellivision" George Plimpton.

XUS82M001

[France 1982] [Mattel]

“Le réalisme dépasse la fiction” advertising.
A Master Component running Star Strike as seen in
magazine Tilt, Nov/Dec 1982.

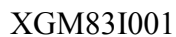
XFR82M001



Advertising for Frog Bog in German magazines
around 1982 or 1983.



Advertising for Dragonfire, Dracula and Ice Trek to be printed in video gaming magazines.





[Italy 1983] [Mattel]

Advertising for Advanced Dungeons & Dragons as seen in magazine Videogiochi.

XIT83M001

[Italy 1983] [Mattel]

Mattel lineup advert as seen in magazine Videogiochi.

GIOCHI, NON PAROLE.

LUCK IN THE EAST

SPACE HAWK

UTOPIA

FROG BOG

SUB HUNT

NIGHT STALKER

SEA BATTLE

HORSE RACING

Qui a lato: alcuni dei nuovi giochi Intellivision arrivati freschi freschi dagli USA.

Altri ancora arriveranno col prossimo aereo e saranno presto nei negozi.

L'offerta è riservata ai possessori di un sistema Intellivision.

Peccato per gli altri.

INTELLIVISION
Intelligent Television

Intellivision... la gioia continua.

XIT83M002



Prototype Darkroom

FIND THE BOOK AT LC

**MANY UNDISCOVERED GAMES
HIDE IN THE DARKROOM,
WAITING THE BRAVE COLLECTOR
TO ENGAGE AN AMAZING QUEST,
BACK IN THE FORGOTTEN
PAST...**

RUMORED PROTOTYPES, DEMOS & ROMs

Here you find the latest info about prototypes, demos or unreleased projects, some of them never documented in internet.

ADVENTURES OF TRON	Mattel	Rom
---------------------------	--------	-----

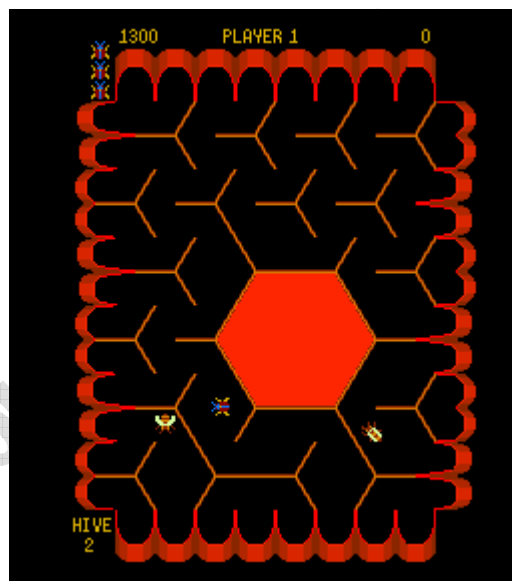
Developed by M Network, this game is a porting of the VCS2600 version. It was never marketed. The working ROM was found in 2006 by a collector.

BEEZER NEW	Imagic	Rumor
----------------------------------	--------	-------

An arcade license by Imagic. The game was scheduled as product #7613.
Original software developed by Tong.

Turn the three-sided walls to create a six sided cell, trapping a bee inside. Do not trap yourself or you die. If the queen bee comes into the maze, she will move the walls and lay eggs. Eat the eggs to become energized before they hatch into more bees. When you are energized you can kill bees, which is just as good as trapping them. Do not touch a bee otherwise because they will kill you [description from klov.com].

No evidence of prototypes so far.



[Screenshot from original arcade version]

CASTLE NEW	Homebrew	Rom
----------------------------------	----------	-----

Adventure game demo realized by independent programmer A. Chevallier in 2003.



CHOPLIFTER! NEW

INTV

Rom

A classic super hit licensed by INTV but never marketed.

The running rom had been discovered in 2006.

The game is not completed but only in prototype version.



COMPUTER REVENGE NEW

Mattel

Rumor

Announced by Mattel during 1983 as well as M-Network release for Atari VCS.

“You are captain of a star ship entering unknown planets filled with hostile computer units. Score points by attacking the computer force and hitting the computer units. Your mission is complete when the full quadrant of planets is free of the computer force. Monitor your fuel supply, shield strength, and phaser power. Use radar to locate units. Add fuel by finding the computer friendlies. 3-dimensional graphics. Scrolling grid.”



[Capture from the Electronic Fun magazine August 1983, page 16]

A prototype was developed with the name Computer Corridor for Atari.

No Intellivision prototypes are known so far.

COSMIC AVENGER

CBS Coleco

Rumor

Announced by CBS at CES expo and also noted in Colecovision catalog as scheduled during years 1982/1983 approximately.

It is possible that a non playable demo cart had been produced to show to distributors but there is not evidence until now. The game was never officially realized.

FALLING DOWN

Homebrew

Rom

An action game for two player coded by Tim Lindner in 2004, still in prototype status at the moment.

GALAXIAN

Atarisoft

Rumor

Announced during Christmas '83 as coming soon release in Electronic Fun with Computers & Games magazine.

Announced by CBS at CES expo and also noted in Colecovision catalog as scheduled version during years 1982/1983 approximately.

It is possible that a non playable demo cart had been produced to show to distributors but there is not evidence until now. The game was never officially realized.



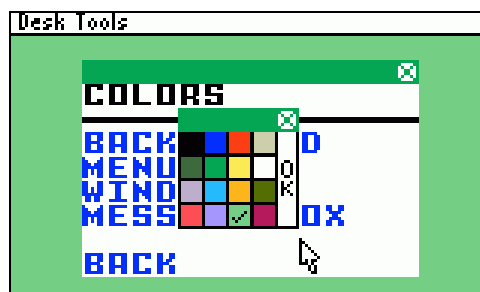
[Screenshot from Colecovision version]

This game was announced by Parker Brothers but apparently never developed. A box art is reported at intellivisionworld.com. Some marketing boxes may exist but they have never been discovered.



[Official box art for Hulk]

The unbelievable multitasking OS running on Intellivision emulators. Documented by official web site intyos.free.fr/

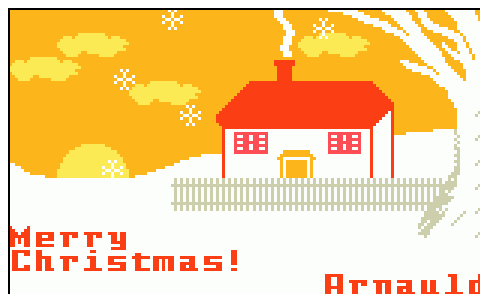


JINGLE BELLS NEW

Homebrew

Rom

A demo realized by independent programmer A. Chevallier.



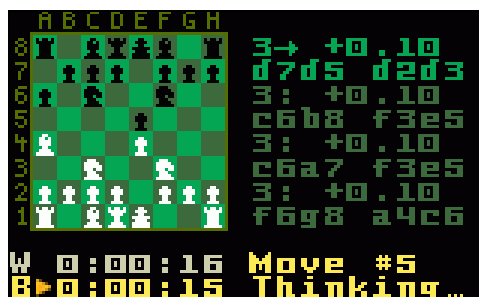
K -CHESS NEW

Homebrew

Rom

Chess simulation developed by independent programmer A. Chevallier.

A Demo was seen during Intellivision Renaissance Day 03 in Empoli, Italy, the 3 of march 2007.



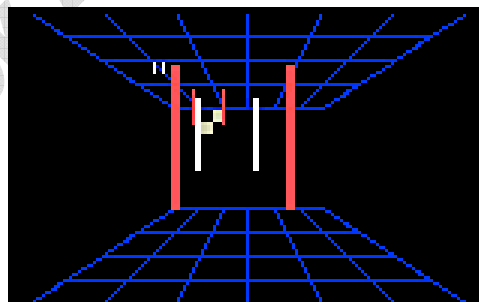
LEAGUE OF Light NEW

Activision

Rom + Prototype

This game is claimed to be finished and ready to play.

At least one prototype chipset is documented by pictures.



MAD DRIVIN' NEW

Homebrew

Rom

A work done by Arnaud Chevallier in 2003. A running demo is available in ROM format. The project is dismissed at the moment.



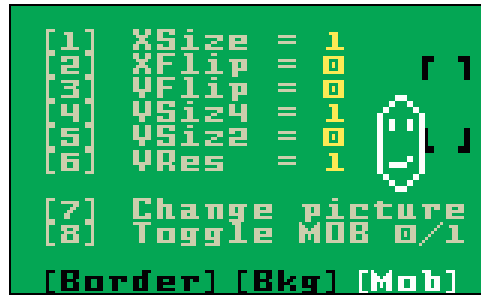
MOB Collision Test

Homebrew

Rom

NEW

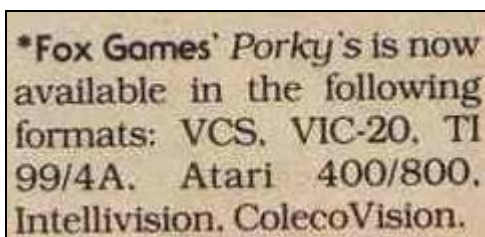
A diagnostic tool written by independent programmer A. Chevallier.



PORKY'S **NEW**20th Century Fox

Rumor

Announced in summer 1983 for several platform by 20th Fox Games. Prototypes of Atari and Colecovision versions have been found. Intellivision prototype still to be discovered.



[Screenshot from Colecovision version]

[Capture from the Electronic Fun magazine
August 1983, page 16]

RIPCORD **NEW**

CBS Coleco

Rumor

An Exidy arcade licenced by Coleco. The game dated 1979. A skill game where each player launches a parachutist out of a plane, opens the parachute, and controls the parachutist's descent. Points are awarded by successfully landing the parachutist on one of three platforms [description provided by klov.com].

According to a 1982 G.A.M.E.S. catalog, this game was scheduled for the market in November '82. Even the price was set at 37.95\$

The game was never shipped, and no prototypes had been found until now.



[Screenshot from original arcade version]

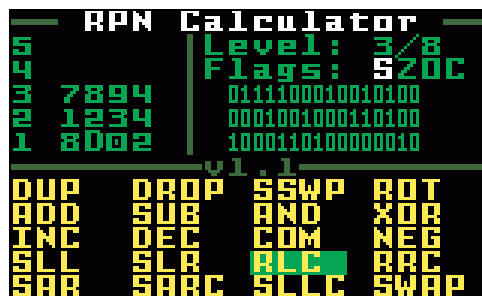
Robot Rubble NEW	Activision	Rom
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A compelling shoot'em up originally developed by Activision but dismissed. It has been completed in 1999.
At least three different ROM versions are available.



RPN Calculator NEW	Homebrew	Rom
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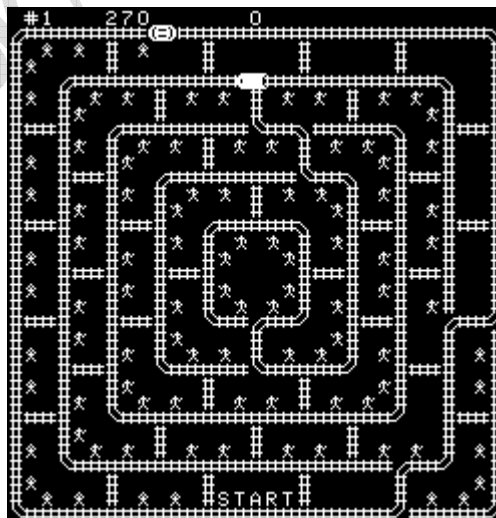
A calculator written by independent programmer A. Chevallier.



Sidetrack NEW	CBS Coleco	Rumor
-------------------------------------	------------	-------

Another arcade licenced by Coleco.
An Exidy game dated 1979.
You maneuver your train around the maze track trying to pick up all of the people and avoid a collision with other trains. You actually reroute the track when you switch lanes. The button is used to speed you up [description provided by klov.com].

According to a 1982 G.A.M.E.S. catalog, this game was scheduled for the market in November '82 at price of 37.95\$
The game was never shipped, and no prototypes had been found until now.



[Screenshot from original arcade version]

SMURF	CBS Coleco	Rumor
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Announced by CBS at CES expo and also noted in Colecovision catalog as scheduled version during years 1982/1983 approximately.
It is possible that a non playable demo cart had been produced to show to distributors but there is not evidence until now. The game was never officially realized.

According to a 1983 advertising campaign by CBS, the game had been scheduled for Intellivision. The game was never shipped, and no prototypes had been found until now.

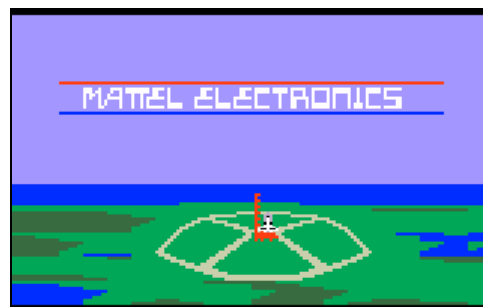


[Capture from US TV commercial]



[CBS advert 1983]

A project developed by Mattel Electronics but dismissed before to be completed. A working ROM had been discovered in 2006. No box arts or prototypes are known.



Amazing demo realized by independent programmer A. Chevallier. Probably the best demonstration of Intellivision hardware skills seen so far.

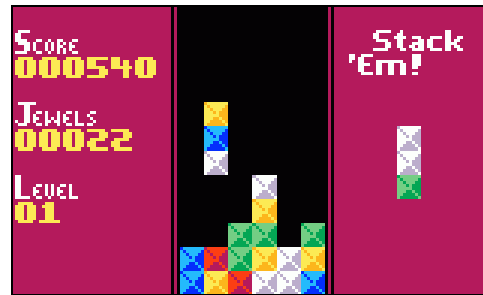


Stack' Em

Homebrew

Rom

A "Columns" clone developed by A. Chevallier for the Minigame compo 2004.

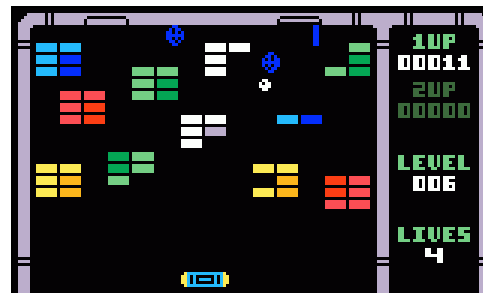


Stonix Remix NEW

Homebrew

Rom

Enhanced version of the commercial game with new levels.
Developed by original programmer A. Chevallier and D. Harley.



Warp 4 NEW

Homebrew

Rom

New demo under development by independent programmer A. Chevallier.



Wings NEW

CBS Coleco

Rumor

According to a 1983 TV promo by CBS, the game had been scheduled for Intellivision.
No evidence until now of any prototype.



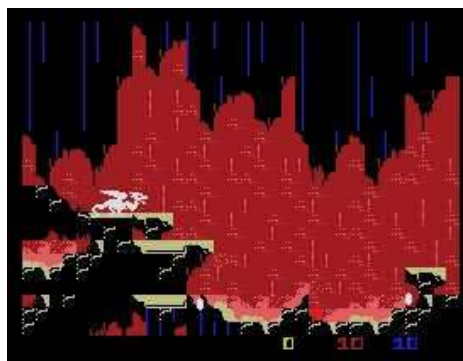
[Screenshot from Atari VCS2600 version]

One of the best games for Colecovision according to the critics.

The Intellivision conversion had been announced in 1983 and a picture had been seen in catalog with the serial #7209.

The picture is probably an artwork.

Despite longtime rumors about developed source code, no prototype nor ROM exist as confirmed by Intellivision Productions in 2006.



[Screenshot from Colecovision version]

Announced by CBS at CES expo and noted in Colecovision catalog as scheduled version during years 1982/1983 approximately. Also seen as coming soon title in Electronic Fun Magazine in August 1983.

It is possible that a non playable demo cart had been produced to show to distributors but there is not evidence until now. The game was never officially realized.

FUTURE RELEASES & HOMEBREWS

Believe it or not, same games with a complete boxed package are still in development for Intellivision, even if the release date and distribution channels cannot be predicted in most of the cases.

DEEP POCKETS: SUPER PRO POOL & BILLIARDS

Intellivision Productions

Announced in 2005, a prototype version had been shown at CGExpo.

Release date unknown.

Originally developed by INTV.



DEFENDER OF THE CROWN

Elektronite/Cinemaware

The first official porting for Intellivision since 1990!
Copyrights of Cinemaware, under development by A. Chevallier for Elektronite.



ILLUSIONS

Intellivision Productions

Announced in 2005, a prototype version had been shown at CGExpo.

Release date unknown. Originally developed by Mattel.



KID ROBIN HOOD NEW

Homebrew

Maze game developed by J. Doherty



RICK DANGEROUSHomebrew

Porting of the hit Amiga platform game. Planned for 2007.



SPACE PATROLHomebrew

An enhanced clone of Moon Patrol programmed by J. Zbiciak and D. Harley. Scheduled in 2007.



**WHEN THE BARBIE MAKERS AIMED
TO CONQUER THE ATARI REIGN...**

LULU.COM



SNAPSHOTS FROM THE 80ies

[Based on Keith Ainsworth fore work]

Long time ago, the history of Mattel Intellivision started in California, US.

Mattel were the creators of *Barbie Doll* and were a household name. But behind the sunny exterior at Hawthorne there had been turmoil. In 1975 the founders of the company were found guilty of falsifying their financial reports between 1964 and 1974. The new management then struggled through the seventies with the fickle toy market that is notorious for its cycles of popularity.



But 1979 was a good year. The electronics division had developed many successful handheld games and accounted for much of the healthy profit Mattel showed that year.

In the summer of 1979 it was announced that they would be entering the home video games market.

Their game console was due to be launched in January 1980. In fact the console was ready to be tested in Fresno, California in late 1979.

Created from the words “intelligent” and “television”, Mattel were looking for a more sophisticated image from the start. The console, known as the Master Component, seems stylish even today. The look is chocolate brown plastic with two gold strips along the top. Of course, it had to have wood grain effect side pieces, as typical taste of the time.

One aspect that’s surprising today is that at the heart of the Intellivision there is a 16 bit processor, the GI CP1610. This particular one uses 16 bits registers and 16 bits RAM but 10 bits instructions.

The unit is capable of displaying 16 colors, uses 8 sprites and has a resolution of 160*96, amazing for the time.

The 7k ROM was created for Mattel by APH Technology Consultants. A graphics ROM contains all the alphanumeric symbols and few predefined sprites, which helped speed up the gameplay of games.

The sound chip was the three channel (plus noise generator that gives the same effect on every sport game) AY-3-8914.

There were four games for the test: *Poker & Blackjack*, *Math Fun*, *Backgammon* and *Armor Battle*.

These and most of the early games were designed by APH Technology Consultants. Its president Glenn Hightower designed the games which were then programmed by students of the California Institute of Technology as part of their programming courses.

The testing response was extremely favorable and the Intellivision was made widely available through 1980. The console was launched at 300\$ including *Las Vegas Poker & Blackjack* cartridge. There were twelve games in the first wave consisting mostly of sport games.

The games when compared to the Atari VCS seemed more colorful and had greater detail.

One of the drawbacks is that the sport games are strictly two player. Adding an intelligent computer opponent would have taken a lot more coding.

The complexity of many of the games raises the question of who that were aimed at. Many cannot be easily figured out and some need quite a bit of instruction manual study.

To play you use the disk controller for movement. The gold disk is controlled by the thumb and tilts about its centre in one of 16 directions. In action very few games require this control and only a couple of the early games have 16 different characters on screen turning through all the positions.

The controllers have four stubby fire buttons, two on either side. In addition there is a 12 button numeric keypad.

Most of the games came with colorful keypad overlays showing how to control different functions. The keypad was used much more than the Colecovision one ever was.

A rarely documented feature (only few early system manuals report it) is that to pause any Intellivision game simply press keys 1 and 9 together. Showing the long gestation of the Intellivision project, the

circuitry inside the controller states a copyright of 1978.

Several small manufacturers produced devices that snap on to the top of the controllers to give a joystick. The games came in book cover boxes that seem to last well. These days you are much more likely to find an Intellivision game boxed than an Atari VCS one of the same age.

The games were divided up into groups called Networks. The Sport Network games always came in blue boxes; the Action Network came in red boxes and featured games like *Armor Battle* or *Sea Battle*; the gaming network consisted of casino games and Strategy Network was classic board games.

The Intellivision arrived in Europe in September 1980. The launch price was twice the price of the Atari VCS. But it was stressed that the console was more sophisticated.

The Intellivision was termed a third generation game system. An article in the Times showed a picture underlining the three stages. On the left was a Pong clone console, in the middle was *Space Invaders* on an Atari VCS and on the right was the Intellivision with *NFL Football*.

The console was said to be “startling for its realism”. The soccer game was shown to journalists who gasped at the three-dimensional pitch and footballers who could dribble at all angles.

An article in the New Society in November 1980 told of a promised keyboard accessory to enable its owners to program their own games.

For Christmas 1980 in the US the carts sold at \$30 each. From the 17 carts available *Space Battle*, *NASL Soccer* and *Auto Racing* were said to be the highlights. Mattel also promised the Computer Adapter for programs like French and Guitar lessons and Financial Planning.

To help the UK launch a deal was made with Radio Rentals whereby you could rent out the console for 6 pounds a month. This included free rental of two games. Other cartridges were sold or rented. This was unusual in those days and it helped spread the new name. It's also the reason why collectors sometimes come across carts and boxes with circular stickers saying “Cartridge Rental”.

The educational angle was stressed with a children math cartridge said to be on the way and with the “four track French conversation cartridge speaking French with a true Parisian accent” for use with the keyboard.

The console was a great success in its first year with 200000 Intellivision sold worldwide in 1980.

In November 1981 a New York Times article profiled the Intellivision. The suggested retail price was still \$299.95 with carts available at \$24.95 to \$34.95. They said “the Master Component is the only part to appear so far of a proposed modular computer system. This will include a keyboard and cassette deck”. The public waited.

During 1981 space games (such as hit *Astrosmash*) were being introduced to widen the console appeal. The Times added that this was only partially successful because of slow screen movement (!).

That Christmas the famous TV advertising fight between Mattel and Atari started. Firstly Mattel ran an advert comparing their console with the Atari VCS. It showed an Atari sport game that an Inty sport game. The narrator (US sports star George Plimpton) concluded that Intellivision was more like the real thing. Atari answered with advert showing a bookish kid in glasses stood behind two TV sets, one with an Atari space game, one blank. He said as an “intelligent” consumer he wanted to compare *Atari Asteroids*, *Missile Command* and *Warlords* with other companies' offerings, but, unfortunately, other companies do not make them. He looked at the blank screen and said “nobody compares with Atari”.

At this point Mattel complained to the networks running the advert. They also created another spot showing a kid who looked exactly like the one in Atari advert. He stood between two TVs like last time and said “when it comes to space games nobody compares to Atari”. Suddenly George Plimpton appears on screen and tells the kid about Intellivision *Space Battle*, *Space Armada* and the soon to be released *Astrosmash*. The once blank screen shows these games as the kid says “gee, I didn't know that”.

Now it was Atari turn to complain and the story hit the newspapers and TV news. They asked the networks to take the advert off, but they didn't need to. By the time all this came to a head the adverts had been shown for the time they'd booked for and weren't broadcast again.

[To be continued...]

WHO'S WHO IN INTELLIVISION HISTORY

David Crane



The Guru



The Intellivision hit Pitfall

Profile

Born in Nappanee, Indiana.

Early Atari programmer for VCS2600.

After meeting Alan Miller in a tennis game, the two of them decided to found a new concept of gaming company, focusing on the public recognition of the developers' talent. That company is known as Activision.

In 1986, he left Activision for Absolute Entertainment.

He is actually Chief Technical Officer and co-founded of Skyworks Technologies.

Many of the Crane's games are recognized as major step of the video gaming industry of the 80ties. You may remember among the others:

- ☐ Outlaw (Atari, 1978)
- ☐ Freeway (Activision, 1981)
- ☐ Pitfall! (Activision, 1982)
- ☐ Pitfall II: Lost Caverns (Activision, 1984)
- ☐ Ghostbusters (Activision, 1984)
- ☐ Little Computer People (Activision, 1985)
- ☐ A Boy and His Blob (Absolute Entertainment, 1989)

A talk about classic gaming and the "future of the retro style"

Mr. Crane,

You are known as one of the gurus of videogame history, and one of the major contributors to the home entertainment.

Your name became famous when moving to Activision. That time the company promoted original concepts of developers, whose name was mentioned in the credits of the games. Before this, the softcoms where mostly investing on conversion of arcades.

Could we say you represent the breakpoint between the arcade oriented industry and the home entertainment industry in the '80?

I worked at Atari in the late 1970s. At that time the home video game business was just getting started, and everyone thought of video games as those things in the arcade that ate your quarters. So the promise of the home video game was the ability to bring home the arcade games that you already knew and enjoyed (and wouldn't have to pay a quarter per game to play).

All early home games were ports of arcade games. You had Tank and Pong, Surround and Air-Sea Battle, etc. I joined Atari and, continuing the trend, developed Outlaw, Canyon Bomber and Depth Charge. We continued to make home versions of successful arcade games until we ran out of popular games to convert. It was inevitable that there would come a time when the home game market would need new, original game titles that had never been seen in the arcades. The business had reached that point when we launched Activision in 1979. Of Activision's first 6 titles (all released together in early 1980), fully half were totally new game concepts. (Dragster, Checkers, and Bridge represented arcade, board, and card game genres. Boxing, Fishing Derby, and Skiing had completely new game play mechanics.) Activision also promoted the designer of the game as a publishing company would promote the author of a novel. We were no longer simply adapting someone else's work to the home market; we were doing work that was recognized as original and creative. It made sense to give design credit for that original work. Older, established companies had a hard time offering personal credit, but Activision was a new creation of ours and we were able to make giving credit part of the company's culture.

What do you consider the big difference between the game industry today and the one of the beginning?

There is no one thing that separates today's video game business from that of the beginning. Today's business evolved from that early start, and while on the surface they look completely different, there are more similarities than differences.

Consider the game design process from 1980: A single person – the Game Designer – filled every role in the process. To use myself as an example, I would sit down with a blank sheet of paper and sketch out a concept. I would then start making computer art for the backgrounds and characters, drawing every single pixel by hand. I wrote every line of computer programming, testing each game play element as it was implemented to see if it worked. Eventually I would create sound effects and music as needed. With a little help from other game designers who were in between projects, I would play test the game for hundreds of hours, tweaking the game in places where it was weak. And because each game had to fit in a small ROM chip, hundreds of hours of esoteric programming tricks might be needed to shrink the program to fit into memory (in most cases without affecting game play).

This was an enormous task for a single person. But what made it really unique was the number of different classes of skills it required – calling on both the left and right brains. Those early game systems required tremendous technical skills to display and manipulate the images the players took for granted.

We were on the cutting edge of high-speed assembly-language programming; processing parts of the image in the time it takes a TV set to draw a single horizontal line of a single frame of video. But to design an original video game concept also required a high degree of creativity – a skill sometimes missing in highly technical people. And if that is not enough, make that same person responsible for every pixel of art, every sound effect, and all music composition. At that time, or for any time in history for that matter, there were very few people with all the skills and abilities necessary for all of those differing tasks.

In the early eighties there were fewer than twenty of us in the field.

As game systems evolved they became able to display more detailed images such that it was no longer necessary to manipulate every single pixel individually. The systems could also play sounds and music with synthesizer technology. And ROM sizes increased up to and including 700MB of data on a CD ROM (and beyond). This evolution expanded the possibilities for the games, and changed the game design process as well. Sure, I can draw... But an artist who is dedicated to that single task can create much better images that I can. I can also make sound effects and compose music, but there are specialists who can do these things with results far superior to mine. Even in programming, specializations began to emerge. A person who can master the intricate technical challenges of displaying the imagery might not be the best one to write user interface code or to program character animation.

Today there are literally hundreds of people who work on a modern video game. But they still perform the same functions that a single person did in 1980. The display intricacies are handled by 3-D engine specialists who create a black-box system with a defined interface such that nobody else in the project knows what is going on with the actual hardware. Multiple game programmers are assigned to different

tasks and game levels. The user interaction is often the task of a GUI specialist. Art is broken down into background art, character animations, 3-D modeling, etc. And music and sound effects are handled by specialists in the field with all of the sounds of an orchestra at their command.

So you can see the similarities. The main difference today is that while all of the same things have to be accomplished to create a game, each task is being done by a different person. Then, the final quality of the game depends on how well all of the separate tasks are brought together into a complete game. It can be likened to the evolution of film making. If Steven Spielberg had the time, he could personally build the sets, block out every shot, operate every camera, record the dialog, mix the music, and edit every frame of film as he did in film school. But if he places into those positions people who he trusts do do at least as good a job as he could do personally, he is empowered to step back and make sure the film turns out to match his vision.

Many people claim that the best game concepts had been already developed in the past, and there are not original ideas around in the actual market, do you have a position about this?

In the game business we joke about this, but it is only true in a completely philosophical context. Freeway (a game of mine in which a chicken crosses 10 lanes of traffic from the bottom of the screen to the top) and Frogger (an arcade game where a frog does much the same thing) are different enough games to each be enjoyable. If you dig deep enough you will find an arcade game from the 70s called Space Race in which a rocket ship tries to fly from the bottom of the screen to the top avoiding killer space debris. So both Freeway and Frogger are just Space Race? This argument doesn't hold up.

If you take that philosophical argument too far, you would have to say that all sports are the same because they all involve some combination of running, jumping, throwing, hitting, and/or kicking. This is not an argument that has much value in the real world.

(Note that Freeway and Frogger were developed independently and at the same time. Neither game borrowed from the other – they were simply two similar games developed simultaneously.)

How do you look at the retrogaming? Is it a matter of passion or business?

I am designing and programming games every day, using today's technologies. So I am not in any business related to retrogaming. But I am a big supporter of those game players who still enjoy the classic games of yesterday. To Classic Gaming enthusiasts, retrogaming is a passion. I remain proud of every game I have ever done, and to know that many of those games are played today gives me great satisfaction.

Why so many people just keep playing classic games?

Some classic game players undoubtedly play these games because it takes them back to a simpler time. But mostly, I think that classic games are played because they are a fun way to spend a few minutes of leisure time. And you can't get that from today's complicated console games.

In the early days of video games, we created games meant for the whole family to enjoy. No complicated manuals were required – you could pick up a controller and quickly know what to do. Dads could play with their kids, and in many cases the rest of the family would watch the TV with interest and cheer them on. As video games evolved, complexity was often substituted for creativity. It is so bad that now you can't even start a console game unless you have several hours to play. At the same time the games became largely single-player, and the game consoles migrated into the kid's bedroom.

Do you think the game industry is damaged by the majors that control the market and propose never-

ending sequels?

Besides designing games for 30 years, I have remained in the game business for all these years as a businessman. And what you call the succession of never-ending sequels are driven by the business.

Consider the costs: A console game today can cost \$20M to develop. As much as half of that is spent before anybody can play enough of the game to determine whether it is going to be fun. To put it simply, it doesn't pay to be creative.

Because of the staggering cost of development, large game studios will only start a game that is pre-disposed to selling well. And the only ways to do that are to do a sequel to your own best-selling game, or to do a copy of someone else's best selling game. Risking that amount of money on a complete unknown original game concept is such a distant third place that it is often never considered. Today's game design teams have to find ways to add creativity within a game in order to advance the state of the art.

Fortunately, they are usually allowed to do so as long as they don't change the basic concept that was originally funded.

To put it simply, you will never see a successful game that doesn't spawn a sequel. And if the sequel is successful, prepare for many more. Do I like sequels? Not particularly. But do I blame large publishers for doing what the economies of the business require? Not at all!

Which is the best platform you have worked on, and why

The Atari 2600 was by far the most challenging platform in the history of gaming. And the very challenges that had many people tearing out their hair made it the most fun for me.

In the 2600, the microprocessor was used to update the TV image on a line-by-line basis as the image was scanned out to the TV. So to display a person, you had to show the pixels at the top of his head on his first visible scan line, then the hair on the second scan line, etc. until you have displayed the whole character.

On the next frame of video you start all over again. About 2/3 of the processing time was taken up with this "display kernel".

Where it got really complicated was when we started changing the image several times across the scan line itself. This required synchronizing the microprocessor with the scanning beam of electrons in the TV picture tube itself! You could spend weeks trying out different programming techniques to find one that triggered the hardware at the precise moment to give you the result you were after.

I love puzzles, and this was among the most complex puzzles to which I have even been exposed. A new display kernel could forever alter the way games would be programmed on the 2600. I developed a number of these techniques that were borrowed and used in hundreds of later games. With each new development I created something that only a handful of people on the planet understood, and even fewer could have created. I derived a great deal of enjoyment from those technical accomplishments.

Which is the platform you would like to work on but you couldn't

I never worked on the 3DO platform. After Atari and Mattel lost their dominance of the video game hardware to Nintendo, 3DO was America's last hope to regain control of future gaming technologies.

Unfortunately it wasn't to be. And while Nintendo and Sega (and later Sony) made some good hardware systems, it was sad to see the US companies lose their way since all of the pioneering work was done here.

Lot of people wants to know a final answer to this question: are there any games or concepts you start to develop but you didn't finish for any reason?

There were several instances in the early days where I finished a game only to decide it wasn't good enough to put my name on. I did this beautiful game where you accelerated a motorcycle over a jump to get the greatest distance. There wasn't enough to the game so I shelved it. I later took the same

motorcycle and modified its suspension to make it a dirt bike. That led to a motocross-style game that again didn't have enough game play for my taste.

The good news was that I could take parts of those games for use in others. The best example of this is the stadium background, complete with lights and sunset that you see in my Decathlon game. This backdrop was first developed in its entirety for the motorcycle jumping game. That helped me to make a full 10 event Decathlon in time for the Olympics.

What about a book about the gold gaming age?

I have been approached by a couple of publishers, and I like to write, so this may be something for the future. But I still design games every day of my life, so any possible book will have to wait.

We spoke about the past, what about the future of video gaming? What do you expect from next generation consoles?

Game consoles will continue to develop in display complexity. The goal of computer generated imagery is to "render the mundane" until it is indistinguishable from reality. High-end CGI systems are coming close to this. When was the last time you watched a TV commercial without being completely certain which parts were computer generated? Today's consoles are staggering in their 3-D rendering abilities, particularly in comparison with older 2-D consoles, but they have not yet achieved this goal.

But given my historical perspective, I feel compelled to point out that technology doesn't make a game or game system any more fun. I implore all console game designers of the world, "Please don't mistake polygonal resolution for cool game play or worry more about teraflops than about how fun a game might be."

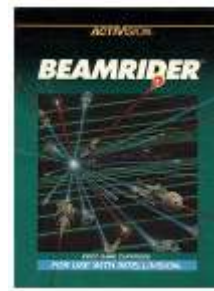
David Rolfe



The pioneer



The Mattel Poker&Blackjack



The Activision Beamrider

Profile

Graduated in Engineering from Caltech in 1977.

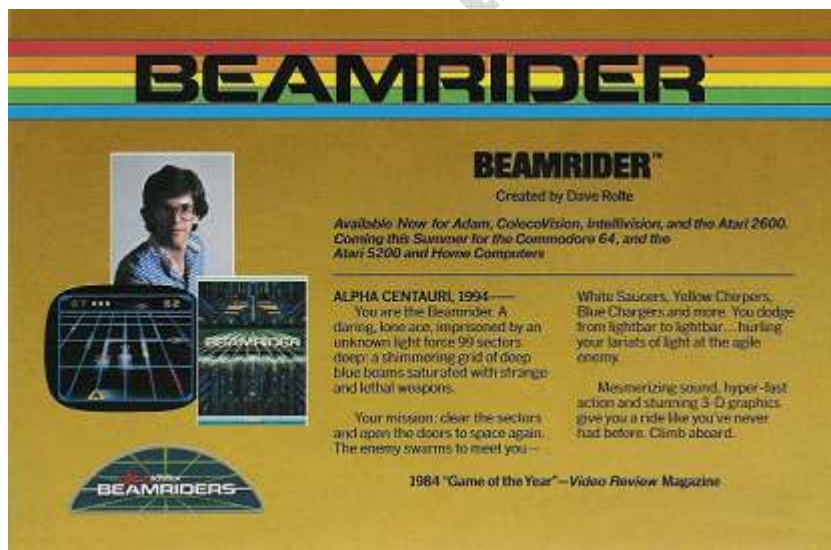
Early developer for arcade manufacturer Exidy, Rolfe helped design and implement the games Fire One! and Star Fire.

Rolfe joined APH and worked on Football II, a LED-based handheld electronic game, as well as an unreleased pinball handheld.

When Mattel launch the Intellivision, Rolfe programmed the "Exec" operating system, as well as the "PicSe" operating system for the Keyboard Component.

Rolfe developed some of the earliest Intellivision games: Las Vegas Blackjack & Poker, Major League Baseball, and Checkers.

Later, Rolfe helped form a new company, Cheshire Engineering, to develop games for Activision for the Atari, Intellivision, and Colecovision consoles. His most notable release for Activision is Beamrider.



[Official 1984 Beamrider flyer]

Being there in the beginning

Mr. Rolfe,

when and where did you debut working on videogames?

It was purely the luck of the draw that, when I graduated from college in 1977, three different people who knew me and graduated in previous years had made connections with game-developing companies. These people were more oriented towards hardware than software. I was a wizard at low-level software, which made me very useful to their projects.

In the fall of 1977, I worked for a friend who had a business relationship with Midway Manufacturing, and I developed the software for the Star Fire arcade game. In December, I was invited to Mattel to view their top-secret Intellivision prototype. I ended up writing a demo game on a rush basis for them to exhibit to a select audience in their hotel at the Las Vegas Consumer Electronics Show in January. I went on to develop the software foundation of the Intellivision project as it ramped up in 1978. It was a neat thing to be a part of, but it's not as if I'd planned my destiny that way. I just happened to be in the right place at the right time with the right skills, and I got sucked into it.

how would you describe the game industry back in the 70ties - 80ties?

Nowadays the games are a mainstream part of the popular culture, but this is a new phenomenon. At the time, before the big game boom (as part of the broad high tech boom), game development was simply a programming job. I was just another anonymous worker glad to be gainfully employed, and that was all I expected.

As the games became big, there arose opportunities for some successful game designers to achieve a degree of fame and fortune. My own fortunes improved, although I found myself working in a situation where managerial greed and malfeasance eventually poisoned the environment. There's a long and sordid story there, and I don't think I'll relate it, but that's how I ended up working with Activision.

The first home game was the Magnavox Odyssey, which didn't do much more than play variants of Pong. Then the Atari VCS came along as a more flexible platform (that is, a microprocessor-controlled system) that could support more complex games, and later the Activision people cleverly squeezed a lot more mileage out of that platform than anyone had anticipated. Mattel decided to jump in and take the next step, with new, superior hardware and better games than ever before. Mattel brought together the right people with varied skills -- hardware and software engineers, plus artists -- to create this third-generation system.

what did you need to be qualified applying for a job as videogame developer?

To be a game developer in the late 1970's, you needed first of all to be a proficient programmer in microprocessor assembly, and you had to have an intimate sense of what the hardware could and couldn't do, so you could push it to its limits. (The limits of the day were hugely primitive by modern standards, but they were impressive at the time.)

Given that technical base in hardware and microprocessor programming, you could develop game software. But if the games were to be any good, you'd also need to bring to the table a sense of game play, plus some artistry and artistic vision. And finally, you'd need to have ideas for what games to develop.

In my case, I had the right technical skills and a good sense of whether a game was "working" or not. So I was in a position to develop good games if I could draw on some additional skills. I was fortunate to be

able to work with a couple of people who did great art (and who understood the limitations of the systems, so they could draw pictures the hardware could display without choking). The early game themes were requests from Mattel, so we had a broad sense of what was wanted (for example, Baseball or Blackjack), although of course the real work is largely in the details.

you had both experience in arcade development and home gaming development. Why did you choose to switch from one to the other?

I didn't overtly choose to do one or the other. I was just attracted to whatever project I could jump into at that moment. I can't say I had a grand plan or an intelligent design; I just took one step at a time and ended up doing both the arcade and home games.

Did you work on some Mattel products before Intellivision?

My introduction to the Intellivision experimental prototype was in December of 1977. I had done some small work on Mattel handheld LED games during the summer. More relevantly to my gaming experience, I had developed the software for the arcade game of Star Fire during the fall of 1977 (although that game didn't appear on the market for another year).

how many people worked on the EXEC? how was the project organized and planned

The EXEC might be described as the Intellivision operating system. It resided in an internal 4k ROM in the main unit, and it would handle a lot of general game maintenance, allowing the individual cartridges to devote their resources to the specifics of the individual games.

I programmed the EXEC by myself. I had the general idea of what I thought it should do, and those ideas became clearer as I developed the Baseball and Blackjack & Poker games. As we brought other game designers on board, I got input from them as well. It was a difficult period, trying to decide exactly what the EXEC should and shouldn't be doing. The idea was to provide just enough structure and support to work hand-in-glove with a game cartridge. But if I imposed too much structure on the game, then it would limit its horizons. On the other hand, for the EXEC to be maximally effective at taking the burden off the individual cartridges, it would have to make a number of assumptions about how the cartridges would function.

In the end, the EXEC ended up creating a primitive sort of event-driven object-oriented environment. The Intellivision graphics hardware supported eight "moving objects", as they were called. The EXEC would interpret cartridge data structures to define how those objects would be displayed and animated. They could be set in motion, and the cartridge would be notified when they reached a particular destination or interacted with another object. The EXEC also handled timing and the title screen and background setup and hardware resource management and sundry other details.

Would you introduce the genesis of the PicSe? What was the expected target for this one?

"PicSe" (pronounced "Pixie") was an acronym for "picture sequencer", and it was a sort of EXEC for the ill-fated Keyboard Component. This was Mattel's grand plan to convert the Intellivision into an honest-to-gosh home computer (this being before ordinary humans had home computers, so it was a visionary project). The Keyboard Component included a keyboard and a four-track cassette tape unit (two tracks for digital data, two tracks for audio; of each pair of tracks, one was read-only and one was read/write). We

were developing cartridges (tape cassettes, not ROMs) with a variety of instructional and interactive themes. The tape format freed us of size limitations, so we could include almost unlimited program material, dynamically loaded. A typical cartridge would present a series of video animations. For example, a Jack LaLanne exercise cartridge would illustrate a figure going through the motions of sit-ups, push-ups, whatever. A cartridge to teach you French or Spanish would show an animated face of your speaking teacher.

The PicSe would be at the heart of the various cartridges, in that it would read and process a home-grown "picture language". We created tools for animators to build an animation sequence, thus developing an efficient process to craft and portray a long series of scenes that would be selected under program control. This would be synchronized to tape movement, such that audio data would play in harmony with the video animation. We even synchronized the lips of the "speaking" language teacher to the audio track. There were clever optimizations, such as double-buffering to allow one block of code to execute while its successor was being loaded. All in all, it was a highly complex package.

Audio and digital data could also be saved and played back. For example, in the language cartridge, the user's voice would be contrasted with the teacher's pronunciation. In the exercise cartridge, the user's statistics would be gathered and stored, so that his progress could be monitored and the regimen could dynamically be made easier or more difficult. In a financial package, stock data could be input over time so the computer could analyze and report the trends.

This was all a big effort involving a number of smart, dedicated people. Unfortunately, they weren't able to bring the Keyboard Component to market with reliable hardware at an acceptable price. There was a test market in Fresno for a short period. Those were the only Keyboard Components ever sold to the public.

To summarize, the PicSe was part of a larger development effort that was far ahead of its time, and produced some rather amazing (if I do say so myself) results. But it never reached the market. (In its place, Mattel later released a cheap, crummy keyboard, but this obligatory "keyboard component" has nothing to do with what we worked on.)

You developed also for Atari VCS. Which of the two console was easier to program? Which one you like more?

The Atari VCS represented an earlier generation of technology than the Intellivision, and it was relatively primitive. It was very difficult to develop software for the VCS. Its CPU essentially had to dynamically guide the trace down the screen, setting up the image line-by-line. That is to say, the VCS had to do mostly in software what the Intellivision graphics chip mostly did in hardware. So the VCS was more limited in its graphic display, and very challenging to work with.

Do some of the games you developed were your original ideas?

For the most part, I was requested to develop a particular theme. On my games for Mattel, they had asked, for example, for a baseball game. I was also given graphics prepared by artists. Aside from doing the programming, I was primarily responsible for doing the detail work to transform the concept into a workable game. Depending upon whom you talk to, this is either the heart of the creative process or a trivial detail that you can assign to any technician.

When I worked for Activision, we developed our own game concepts. For my Activision games --

Beamrider and Steamroller -- I give credit to Tom Loughry for creating the theme and graphics.

Are there projects that you did not / could not develop?

I'm not sure if this is quite what you're asking, but my greatest regret was the cancellation of the Keyboard Component. We did a really amazing job on that.

What is your preferred project you worked on?

In a way, I've liked everything I've done. My favorite single-player may be Beamrider, and my favorite two-player was Baseball. The arcade game of Fire One! may have been the most elaborate environment I ever created, so it's got a special place in my heart. The Keyboard Component project was one of the greatest collaborative efforts I ever worked on.

What is your best memory of your gaming background?

I was just a kid out of college, really, and I got a huge kick out of going to a trade show or a major store and seeing stuff I developed on the shelves. And I also enjoyed the idea that my work was being used and enjoyed all over the world. I'm happy that people still remember the old games.

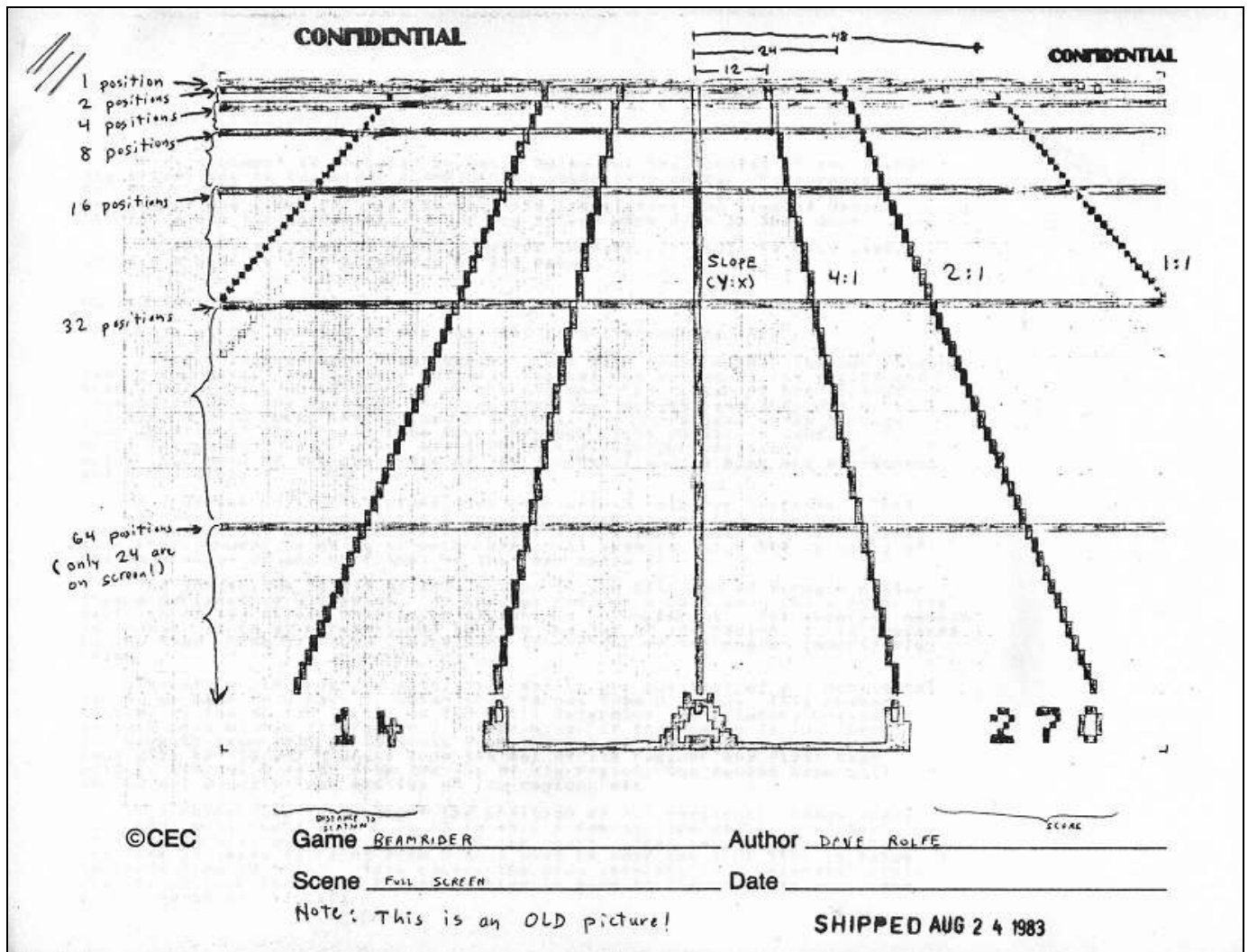
What do you do today? Are you still involved in the game industry?

These days I'm developing control software for equipment that measures the hysteresis (memory) of thin-film magnetic materials. So, broadly speaking, I'm doing the same work I've always done: Programming systems to make it easy for the operator to complete his task. It used to be entertainment and now its test equipment, but that's what I do, bridge the gap between the hardware and the user.

The modern game industry is vastly different from the classic days. It's more like movie-making and less like engineering. I have no involvement in it, and that's fine by me. In my heart, I'm an engineer, not a game designer.

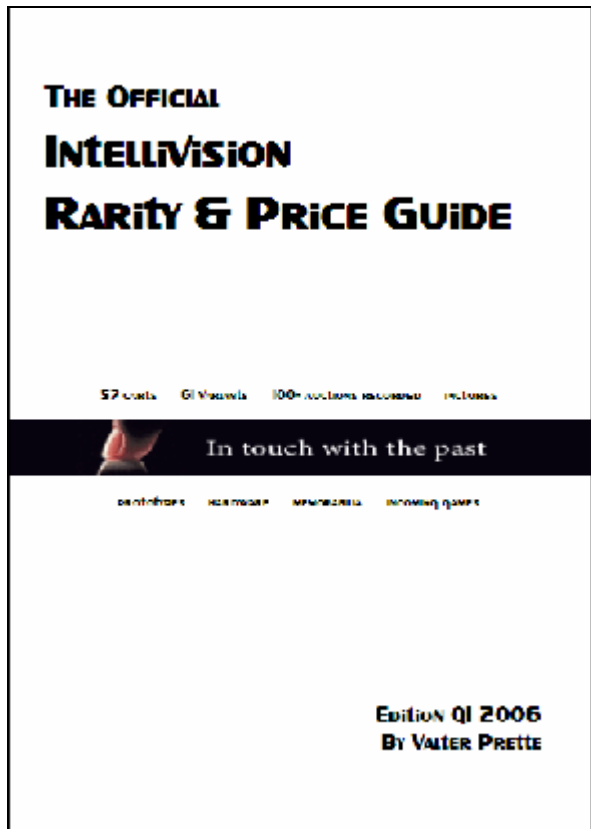
The last generation games are very different form the origin. Do you like videogames of today?

This may sound odd, but I'm not really a gamer, and I never have been. I was always most animated by making the computer do exciting things for me and for others. I liked to develop games because other people liked games. I'm not saying that I disliked games. I've enjoyed some games that caught my eye. Some of these modern games amaze me. They're almost miraculous in their ability to immerse you in an alien environment. I've found, for example, Half Life 2 to be entirely addicting. And I bought the most recent Leisure Suit Larry outing because I'm a long-term fan. So, yes, I have to say I like the new games. But I can't really compare them to the classic games. They're an entirely different animal.

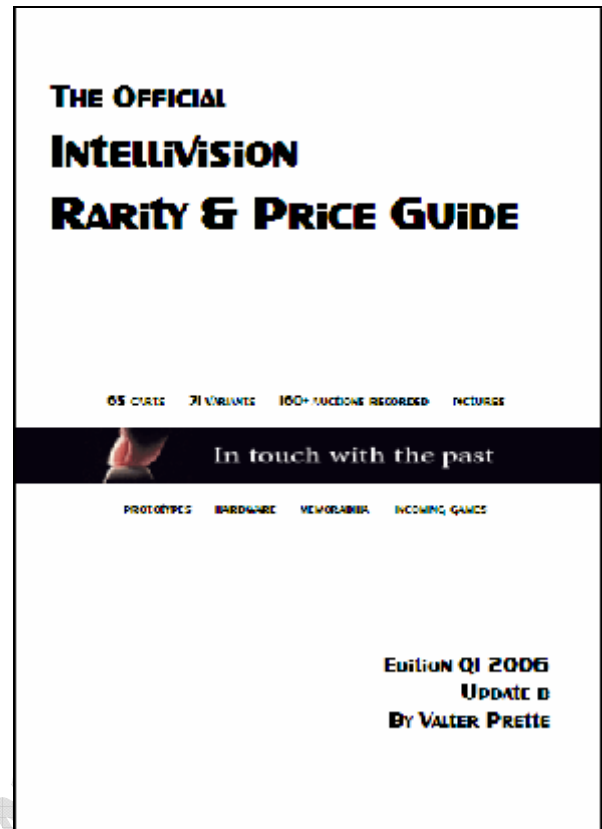


[Original 1983 hand written doc for the porting of Beamrider on new platforms. Courtesy of D. Rolfe]

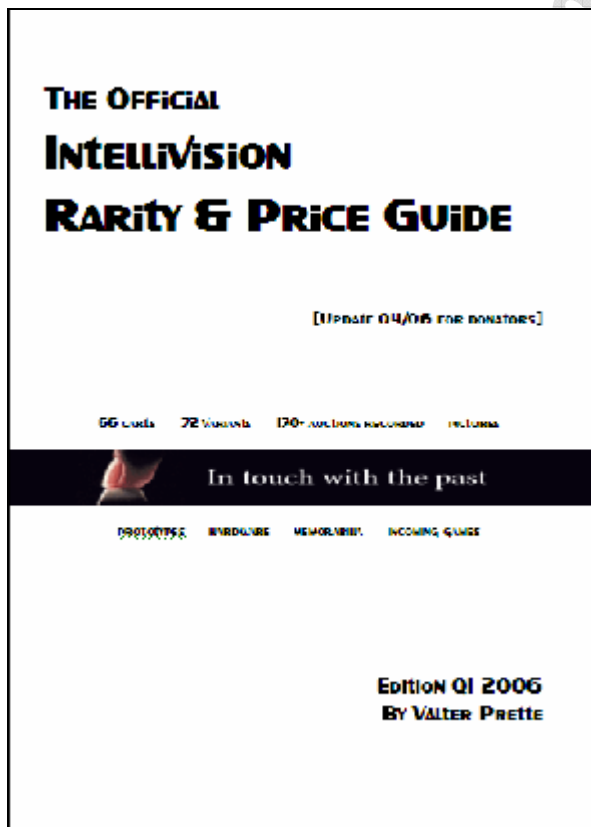
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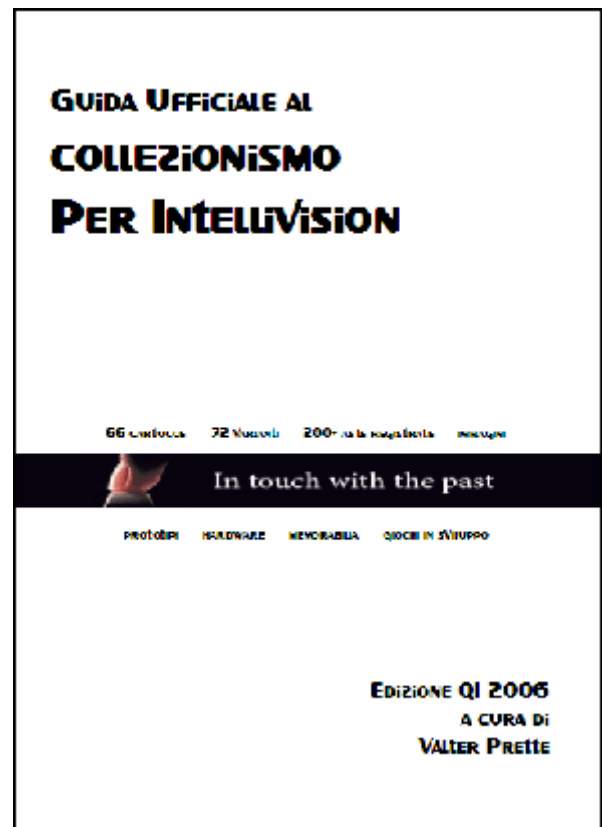
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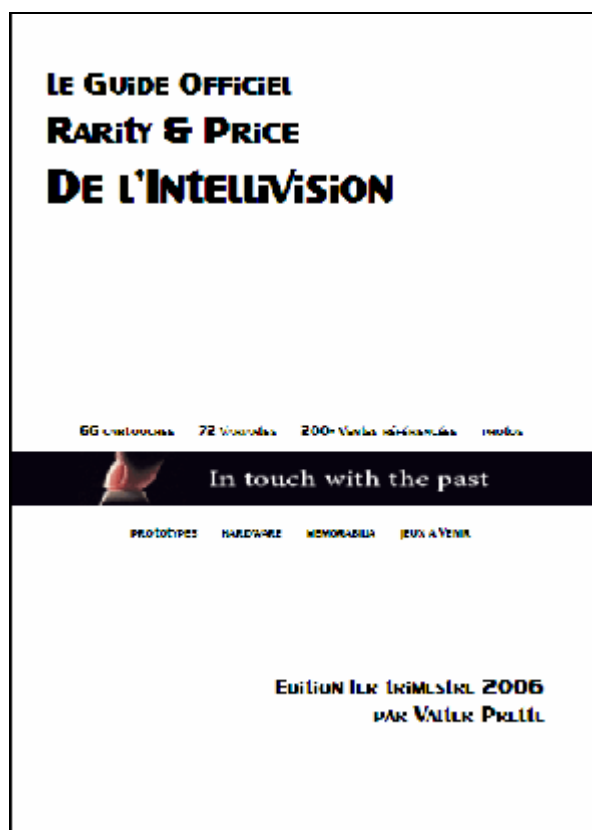
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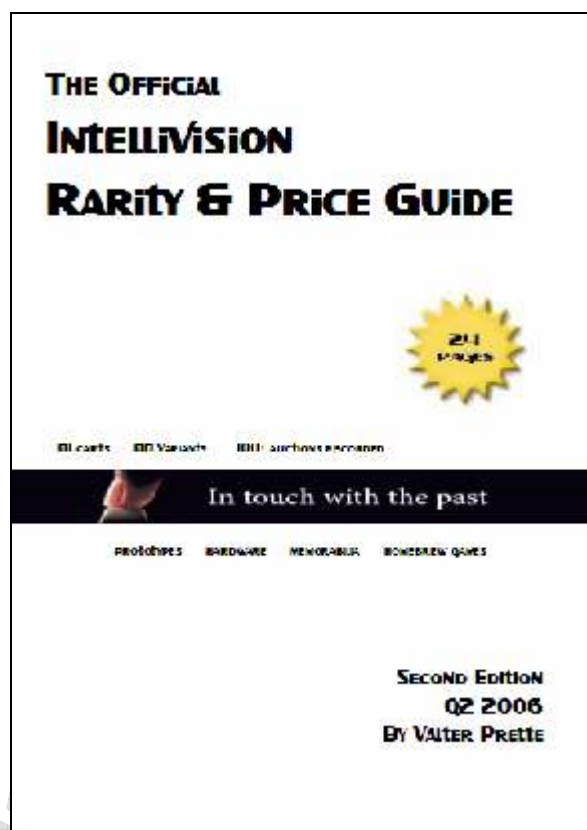
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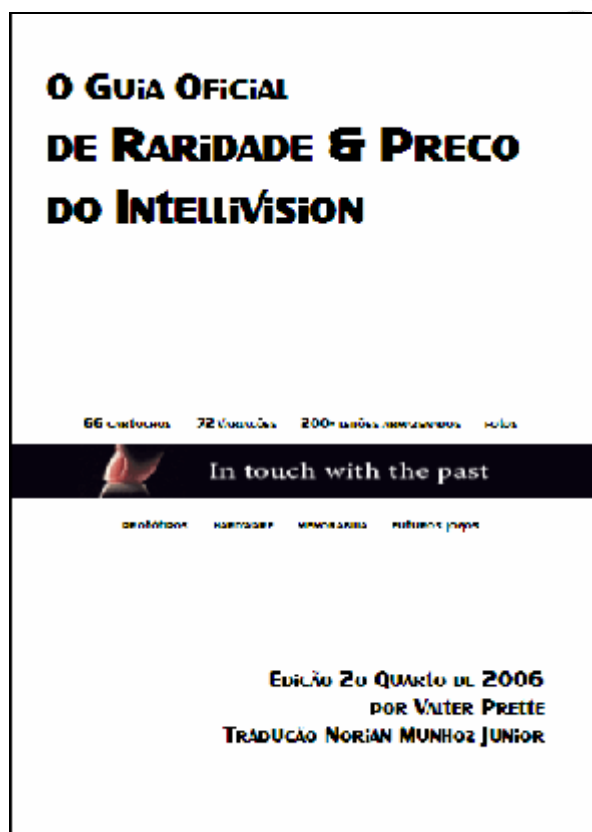
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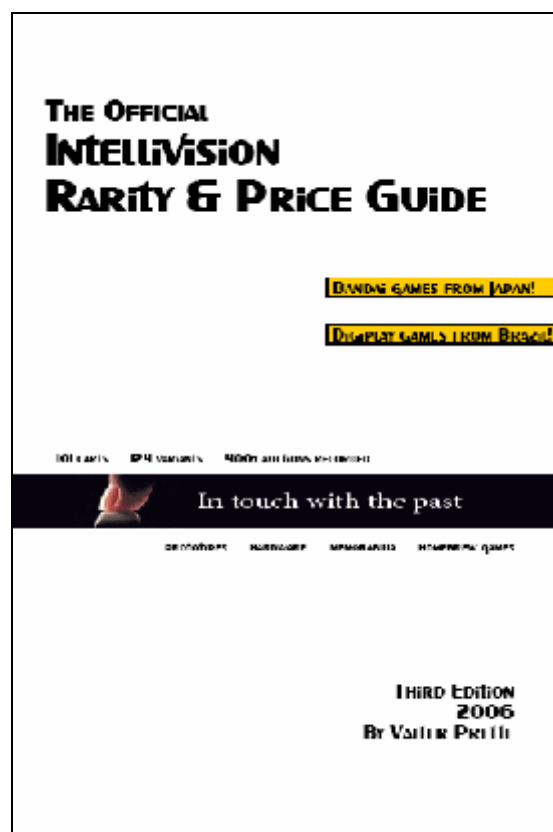
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www.intellivisionworld.com

For official products and historical overview made by original developers, go to
www.intellivisionlives.com

Writing this Guide, we founded precious information in the following web sites and we want to thank the authors of

www.intellivision.org
for the Hot Spot Game List

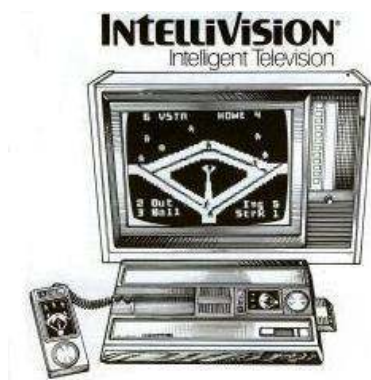
www.tomheroes.com
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I also have to thanks in a special way the people who actively supported me in this task

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