

INTELLIVISION®

COLLECTION 1



INTELLIVISION Intelligent Television

NIGHT STALKER



Enclosed cartridge for use with INTELLIVISION Master Component FOR COLOR TV VIEWING ONLY.

INTELLIVISION Intelligent Television

ASTROSMASH



Enclosed with INTELLIVISION Master Component. Push controller overlays and playing instructions. FOR COLOR TV VIEWING ONLY.

INTELLIVISION
SUPER PRO HOCKEY



PINBALL



EVERCADE

INTELLIVISION
WORD ROOM



FROG

INTELLIVISION
FOR COLOR TV VIEWING ONLY

WORLD OF THE FUTURE



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ABOUT INTELLIVISION®

The Intellivision — short for “Intelligent Television” — was first released in 1979, and was the first home console to pose a serious threat to Atari’s legendary 2600.

The system’s original designers wanted to create a platform with rich graphics and deep gameplay to distinguish itself from its competitors, which tended to focus on arcade-style experiences. This led to the development of the system’s iconic hand controllers, which featured a “disc” for directional control and a telephone-style keypad.

While the Intellivision ultimately lost out to the unstoppable might of the 2600, it played host to some of the most interesting and unusual games from the early days of gaming. And now you can enjoy twelve of them on your Evercade!

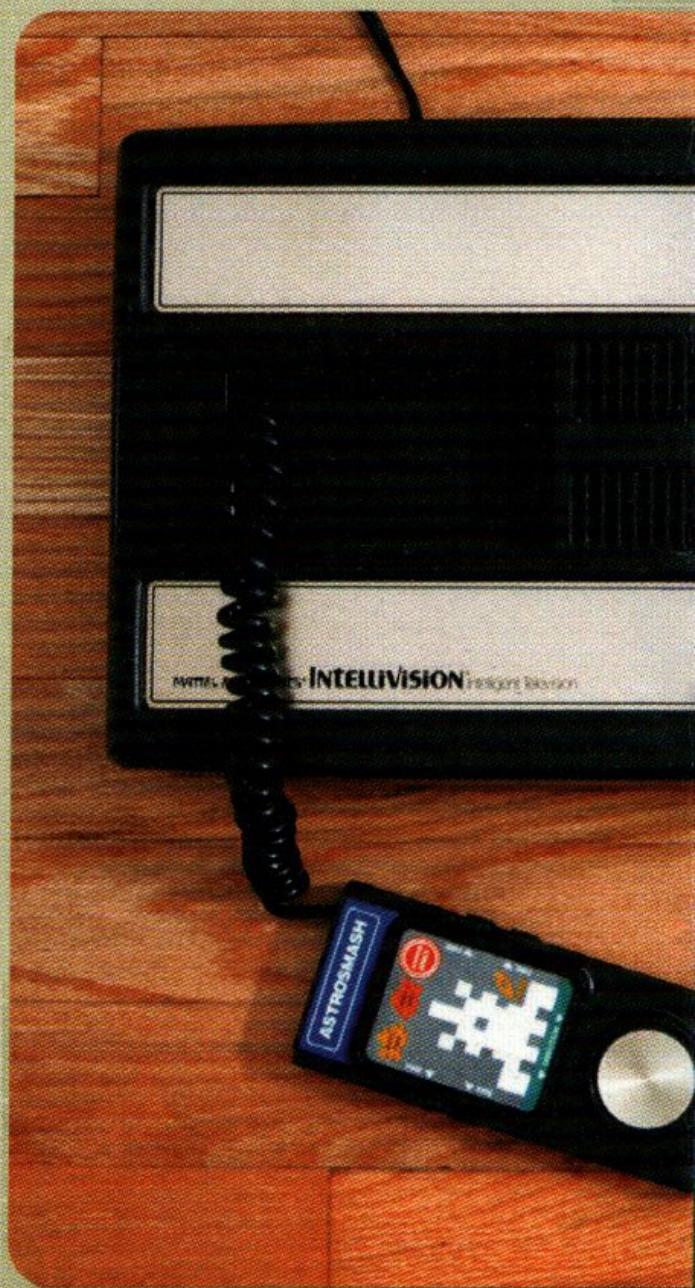
INTELLiViSiON®

INTELLIVISION[®]

About the Console

The Intellivision was a system of innovations. Not only can it be considered one of the first 16-bit gaming platforms due to its 16-bit microprocessor, it was also the first home console to make use of a directional thumb control rather than a joystick. And its telephone-style keypad offered the potential for games with considerably more depth than the single-button offerings on its rivals.

The Intellivision was originally intended to become a modular home computer, but the promised full-size computer keyboard component never made it to widespread distribution. It's estimated only 4,000 of them were ever made and even fewer survived, making it one of the rarest gaming gizmos out there.



Functions

Your Evercade doesn't have numerical buttons, but you can bring up a simulated keypad. While holding L or R, use the D-pad to pick a number and A to "press" the number. Pressing Y will repeat the last number you pressed, even without holding L or R.

Some Intellivision games vary in whether the "left" or the "right" controller is intended to be used by Player 1. Press Select to swap the two controllers over if required.



NIGHT STALKER™

You're trapped in a maze with no exits — and the robots are coming for you! Grab the guns that someone has carelessly left lying around and fight to survive for as long as you can. Hide in the bunker if you need a breather... but watch out! The longer you last, the more fearsome your foes become!



YEAR RELEASED

1982

GENRE

Maze

DEVELOPER

Steve Montero

PLAYERS

1

CONTROLS DIAGRAM



FACT

The character in this game has no name; the original game manual simply referred to him as "the man".

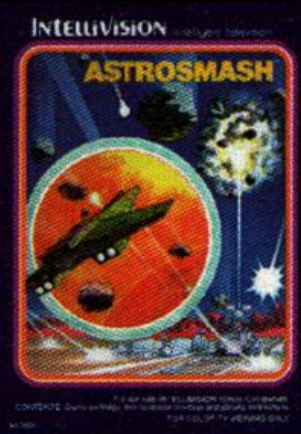
TIP

Spiders and bats won't kill you, but their bites will still freeze you.



ASTROSMASH™

One of the top-selling Intellivision games, Astromash is a frantic fixed shooter where you'll need to defend your planet from falling rocks, spinning missiles and UFOs. Keep blasting to build up that score multiplier and reach the highest score you can!



YEAR RELEASED

1981

DEVELOPER

John Sohl

GENRE

Fixed shooter

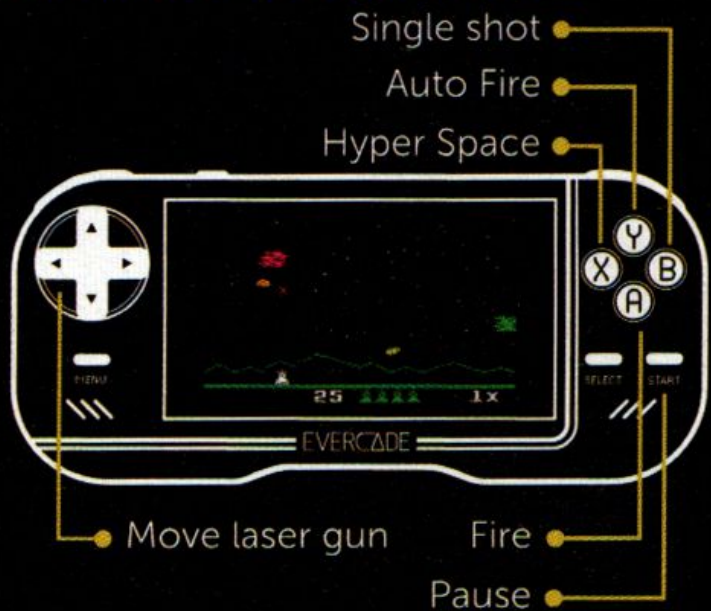
PLAYERS

1

TIP

Always prioritise the "spinners" as they'll make you lose a life if they hit the ground; missing a rock will just cost you some points.

CONTROLS DIAGRAM



THIN ICE

Duncan the penguin loves to skate on thin ice and he loves to play pranks on the other penguins, too. Skate all the way around each of Duncan's penguin friends to give them a surprise cold bath, but watch out for the polar bear and the seal who want to ruin his fun!



YEAR RELEASED

1986

DEVELOPER

Julie Hoshizaki and
Keith Robinson

GENRE

Puzzle

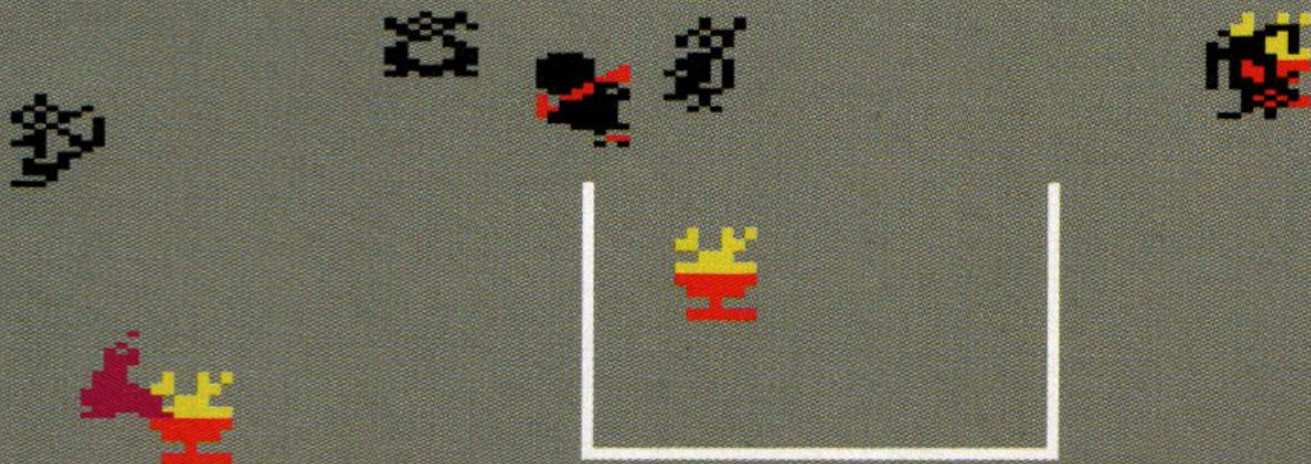
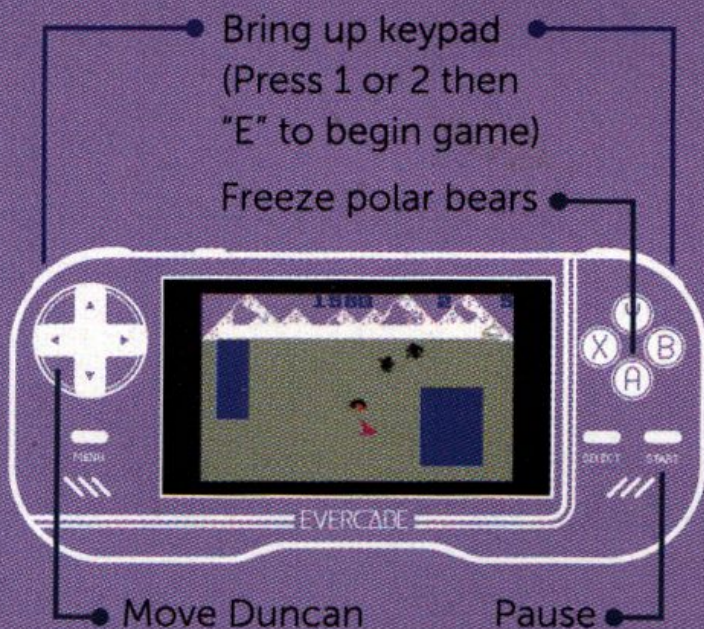
PLAYERS

1-2 (alternating)

FACT

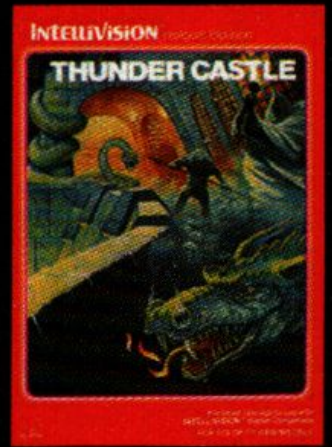
This is the first game with music by esteemed composer George "The Fat Man" Sanger!

CONTROLS DIAGRAM



THUNDER CASTLE

As a brave knight, battle your way through the enchanted forest, the wizards' castle and the demons' dungeon to face your ultimate challenge! Power up with magic objects to defeat the guardians, but watch out for the ever-changing gates and walls of the mazes!



YEAR RELEASED

1986 (originally worked on at Mattel as "Mystic Castle", but not finished or released until INTV Corp completed the game and released it in 1986)

DEVELOPER

Connie Goldman and David Warhol

GENRE

Maze

PLAYERS

1-2 (alternating)

TIP

Touch a magic creature or collect a grail to "energise" your knight, ready to defeat a guardian!

CONTROLS DIAGRAM



MAGIC OBJECTS

Move over these magical artifacts to pick them up, and press A to use them. Watch out for the comb!

GRAIL: Energises knight

CROWN: Freezes guardians

NECKLACE: Speeds knight up

LANTERN: Doubles knight's energy

KEY: Pass through a wall

RING: Warp to a random location

These items will be used automatically when you collect them:

COINS:

Gain 500 points

CANDLESTICK:

Gain extra life

COMB:

Cut your score in half



SHARK! SHARK!™

You're a fish! Eat fish who are smaller than you to get bigger — every 1000 points you score will make you go up a size. Watch out for any fish who are bigger than you — along with the deadly shark, crabs, lobsters and jellyfish.



YEAR RELEASED

1982

DEVELOPER

Don Daglow, Ji-Wen Tsao
and Andy Sells

GENRE

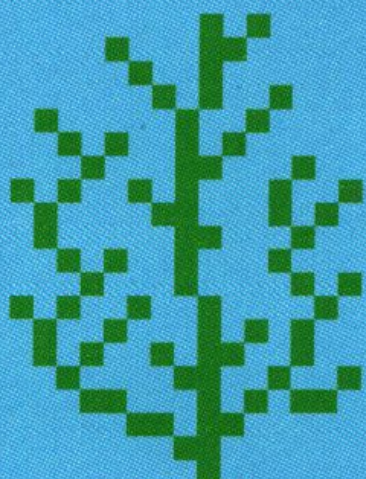
Fish

PLAYERS

1-2 (simultaneous)

TIP

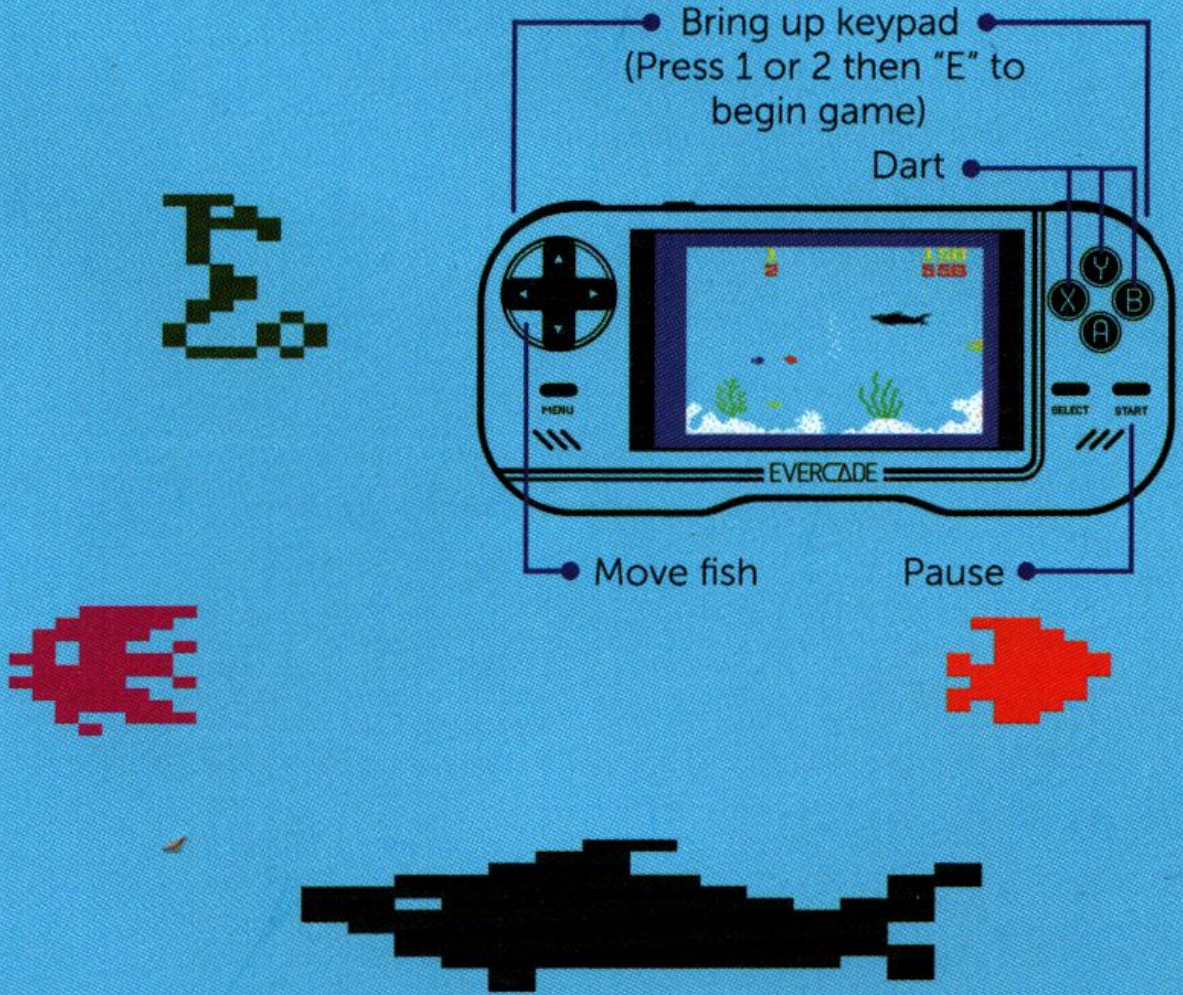
Bite the shark's tail, move quickly out of the way, and bite again until he's eliminated.



FACT

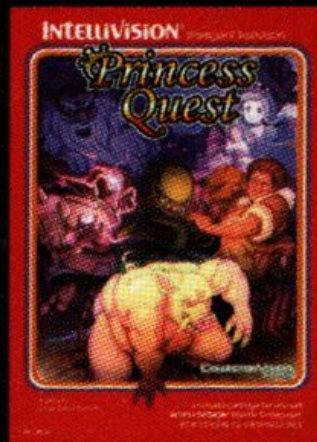
Ji-Wen Tsao was one of the first female game programmers in the history of the video game industry.

CONTROLS DIAGRAM



PRINCESS QUEST

You are the brave Knight, and your childhood friend, the Princess, has been kidnapped by the Evil King from a neighbouring dark kingdom! Set off on your quest to make things right and fight off every vicious monster in your way!



YEAR RELEASED

2015 It was supposed to be a 2014 release (and a nearly complete version was shown at Classic Gaming Expo in Las Vegas that year), but some delays pushed it back to early 2015

DEVELOPER

Óscar Toledo Gutiérrez

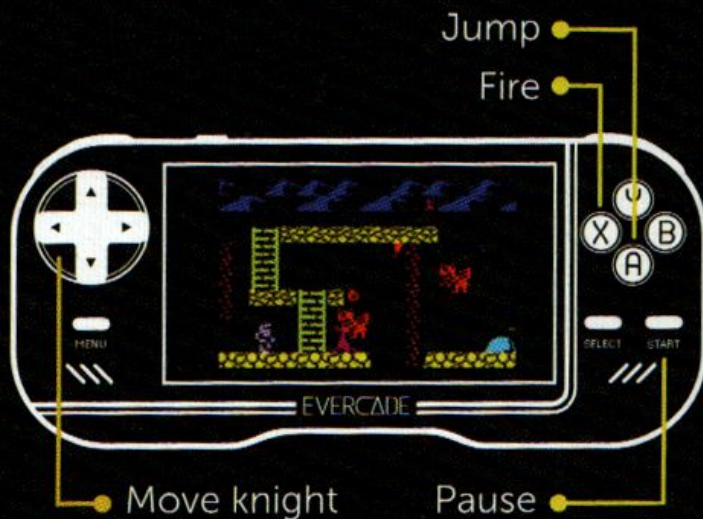
GENRE

Platform

PLAYERS

1

CONTROLS DIAGRAM



FACT

Developer Óscar Toledo Gutiérrez has also released this game for MSX and Colecovision; in both cases the game was pushing the platforms to their very limits!

FROG BOG™

You're a frog! Satisfy your froggy hunger by eating as many flies as you can in three minutes. Try all the different play modes for the ultimate amphibian challenge!



YEAR RELEASED

1982

DEVELOPER

Aph Technological Consulting

GENRE

Action

PLAYERS

1-2 player

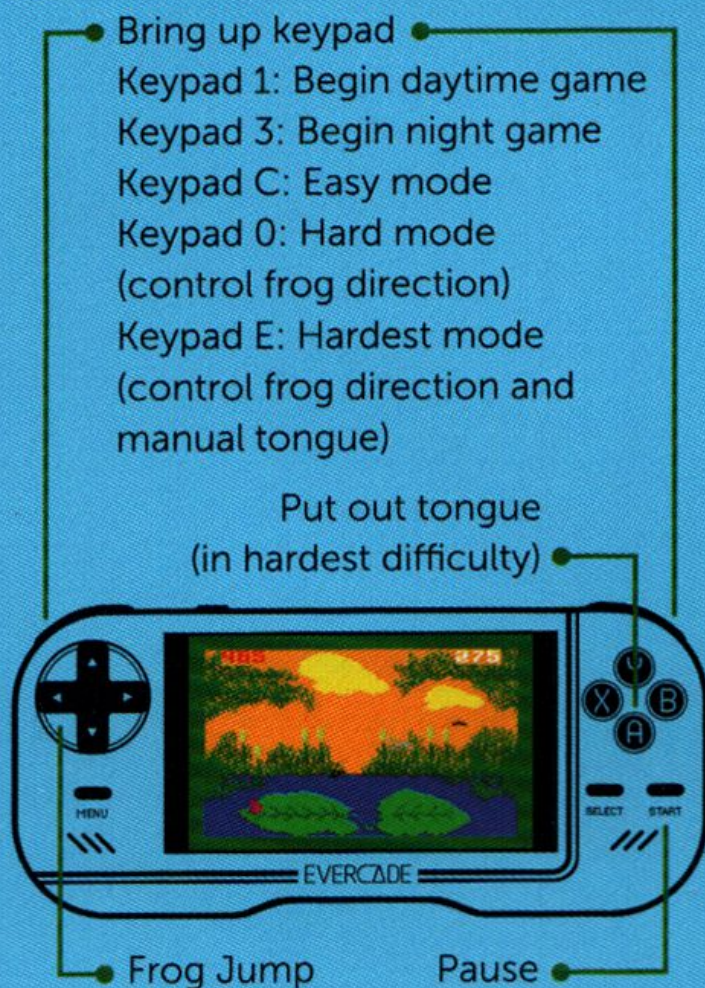
TIP

There's no timer on the screen; watch out for the sun setting or the moon waning instead!

FACT

This game made a guest appearance in the 2006 comedy movie *Grandma's Boy*!

CONTROLS DIAGRAM



SNAFU™

Use your serpent to create a maze to corner your opponents... before you are cornered yourself! In "trap" games, force your opponents to crash; in "bite" games, nibble off your opponent's tail before they do the same to you!



YEAR RELEASED

1981

DEVELOPER

Mike Minkoff

GENRE

Snake

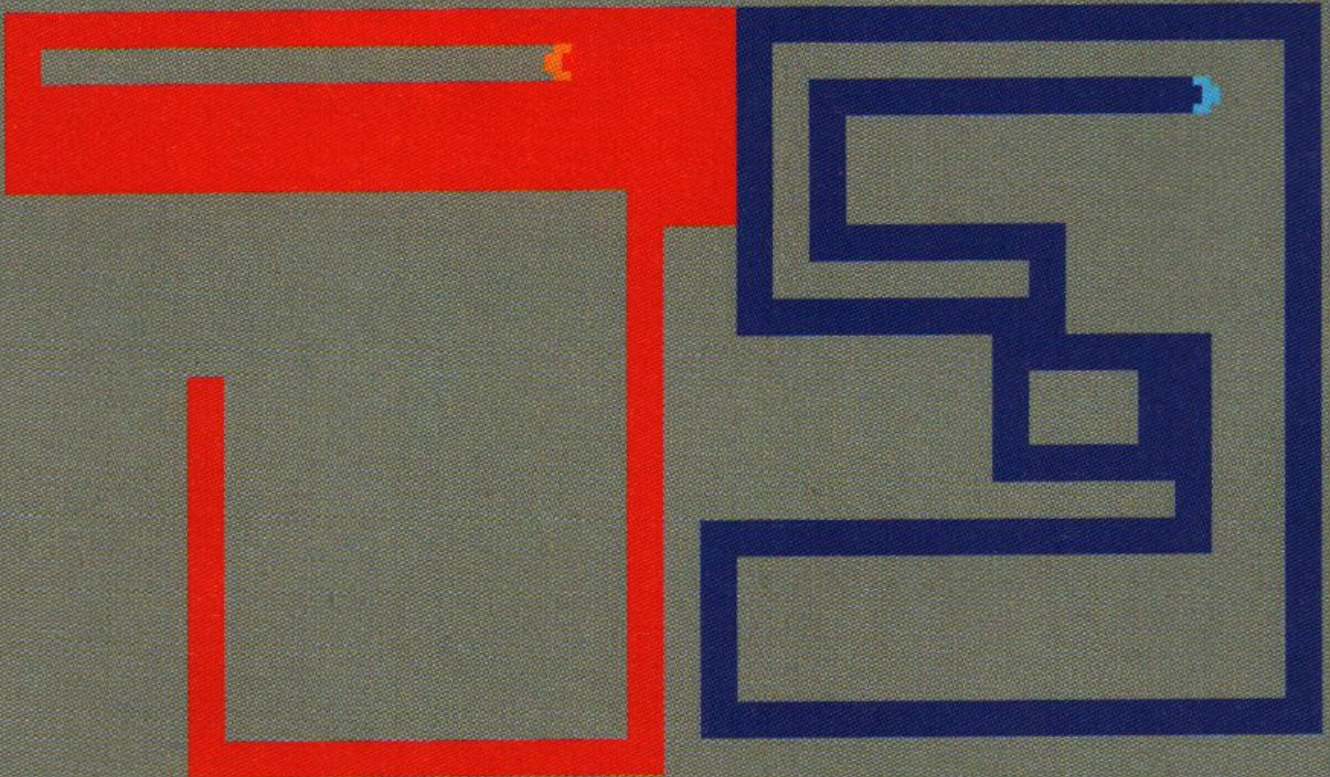
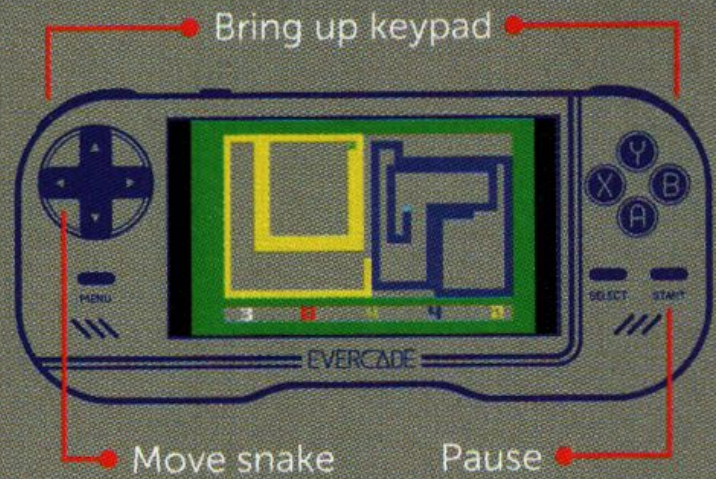
PLAYERS

1-2 player

FACT

This is believed to be the first home console game with in-game theme music!

CONTROLS DIAGRAM



GAME VARIATIONS:

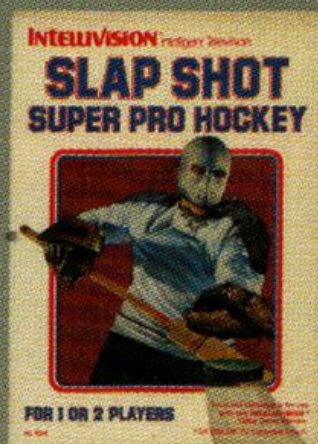
GAME	SNAKES	TYPE	DEAD	OBSTACLES	DIAGONAL
1	4	Trap		No	No
2	4	Trap	Stay	No	No
3	2	Trap		No	No
4	2	Bite		No	No
5	4	Trap		No	Yes
6	4	Trap	Stay	No	Yes
7	2	Trap		No	Yes
8	2	Bite		No	Yes
9	4	Trap		Yes	No
10	4	Trap	Stay	Yes	No
11	2	Trap		Yes	No
12	2	Bite		Yes	No
13	4	Trap		Yes	Yes
14	4	Trap	Stay	Yes	Yes
15	2	Trap		Yes	Yes
16	2	Bite		Yes	Yes

FACT

The music in this game was composed by Russell Lieblich, who became best-known for his work on cult classic 8-bit home computer game *Master of the Lamps*.

SLAP SHOT SUPER PRO HOCKEY

Can you score more goals than your opponent? Take to the ice and prove your hockey dominance as either the Home Team or the Visiting Team!



YEAR RELEASED

1987

DEVELOPER

Realtime Associates

GENRE

Sports

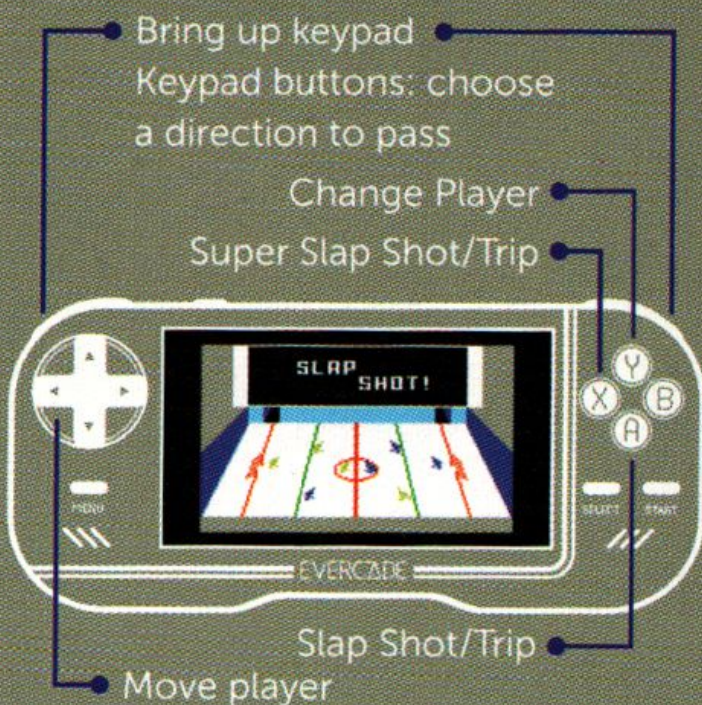
PLAYERS

1-2 (simultaneous)

TIP

When setting the handicap level for your team, the higher the number, the easier it will be for you.

CONTROLS DIAGRAM



HOME

0



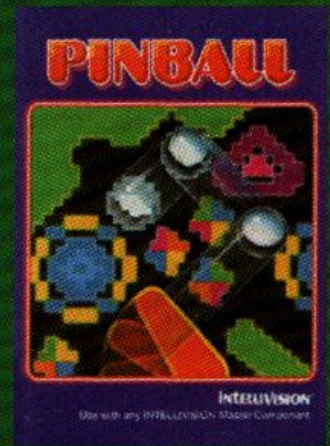
7:31

VSTR

2

PINBALL

Stand like a statue, become part of the machine, feel all the bumpers and always play clean. It's time to prove just how much of a pinball wizard you really are across three challenging screens!



YEAR RELEASED

1983

DEVELOPER

Minh Chou Tran,
Bob Newstadt

GENRE

Pinball

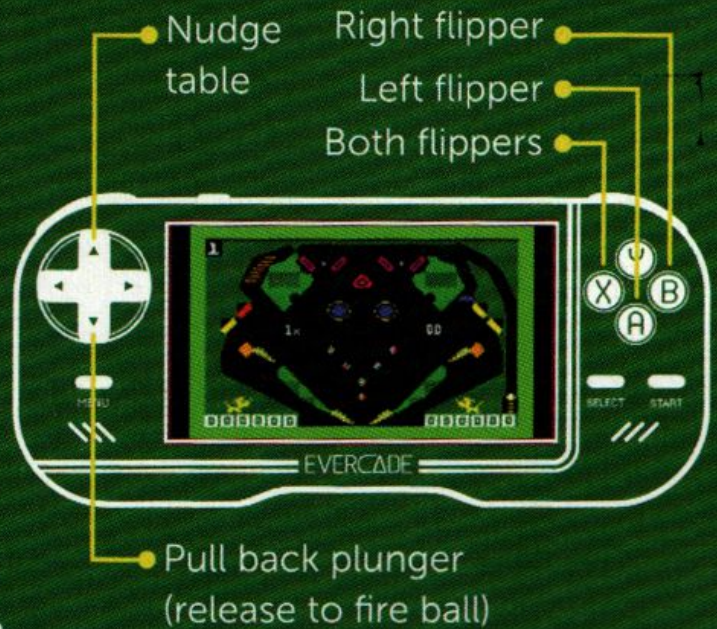
PLAYERS

1-2 (alternating)

FACT

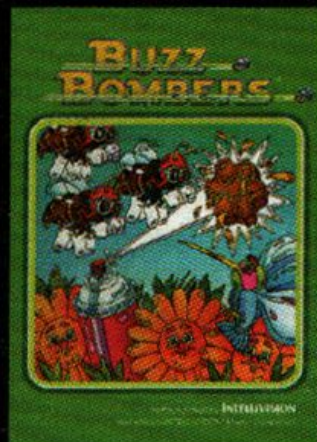
This game was in development longer than any other Intellivision title — it took well over two years to make it to the market!

CONTROLS DIAGRAM



BUZZ BOMBERS™

The bees are coming! Defend yourself with three cans of bee repellent, each containing 56 shots. Blast bees to turn them into honeycomb; when the hummingbird shows up, you'll get points for any honey he eats!



YEAR RELEASED

1983 One of the later games that Mattel Electronics released before shutting down the Intellivision division

DEVELOPER

Mike Breen

GENRE

Platform

PLAYERS

1

TIP

Trap bees between two pieces of honeycomb (or a honeycomb and the side of the screen) to turn them into a beehive; these are worth bonus points at the end of a stage.

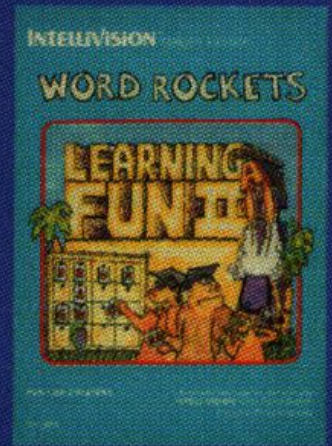
CONTROLS DIAGRAM



019000

WORD ROCKETS

Letters are just letters until you make them words! High in the sky, incomplete words float by. Quick, fill in the missing letters with your stock of vowels. How quickly can you make 50 words?



YEAR RELEASED

1980 While it was released as part of Learning Fun II in 1987 by INTV Corp, it was originally part of The Electric Company Word Fun cartridge, that came out in 1980

DEVELOPER

Kevin Miller

GENRE

Puzzle

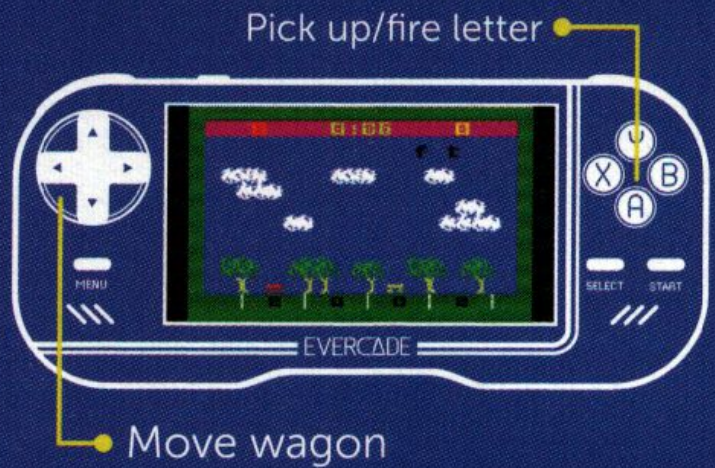
PLAYERS

1-2 (simultaneous)

TIP

If you don't have any vowels that will make a word, throw one away to replace it with a new one!

CONTROLS DIAGRAM



man



More Collections Available

RETRO

- 01** Atari® Collection 1
- 02** Namco Museum Collection 1
- 03** Data East Collection 1
- 04** Interplay Collection 1
- 05** Atari® Collection 2
- 06** Namco Museum Collection 2
- 07** Interplay Collection 2
- 08** Mega Cat Studios Collection 1
- 09** Piko Interactive Collection 1
- 10** Technos Collection 1
- 11** Xeno Crisis | Tanglewood
- 12** The Oliver Twins Collection
- 13** Atari® Lynx Collection 1
- 14** Atari® Lynx Collection 2
- 15** Jaleco® Collection 1
- 16** Piko Interactive Collection 2
- 17** Indie Heroes Collection 1
- 18** Worms™ Collection 1
- 19** Codemasters Collection 1
- 20** Mega Cat Studios Collection 2
- 21** Intellivision® Collection 1
- 22** The Bitmap Brothers Collection 1

ARCADE




- 01** Technos Arcade 1
- 02** Data East Arcade 1
- 03** Gaelco Arcade 1
- 04** Atari® Arcade 1

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FOR MORE INFORMATION VISIT BLAZERETRO.COM

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