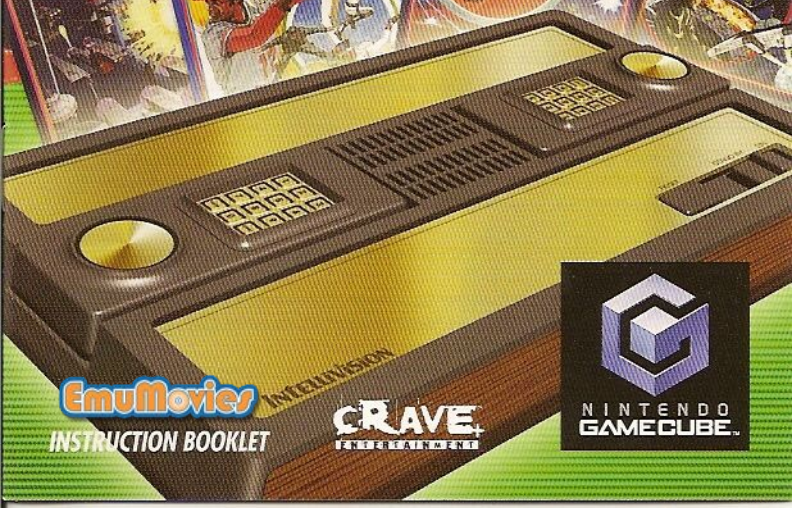
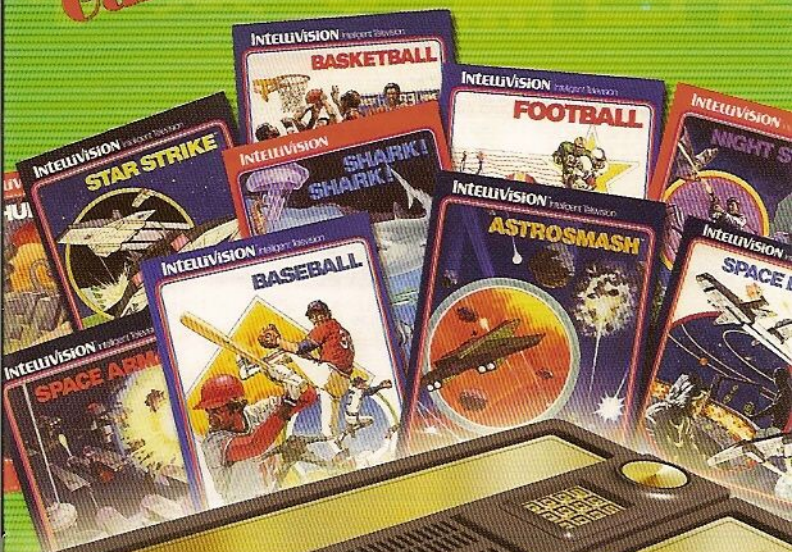




# Intellivision™

## LIVES!

Over  
60  
Games!



EmuMovies

INSTRUCTION BOOKLET

CRAVE  
FREQUENTLY



NINTENDO  
GAMECUBE™

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

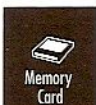
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**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



**THIS GAME SUPPORTS  
ALTERNATING GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**

#### *Important Legal Information*

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*Rev-D (L)*



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## GETTING AROUND HAL'S PIZZA

To move around Hal's Pizza, use the Control Pad to move left or right. When you want to move closer to an object, press up on the Control Pad; press down when you want to back away. The arrow symbols at the bottom of the screen will let you know which directions are available. Press the A Button to select any highlighted object or menu option. Use the B Button to go back.

## PLAYING A GAME

Once you select a classic Intellivision™ game to play, pay close attention to the on-screen control configuration. Many games have setup options or gameplay that use numbers. For those games, the numbers 1-9 have been mapped to the C Stick.

To use this feature, move and **hold** the C Stick in the direction of the number you wish to use and press the R Button. When this feature has been enabled for a particular game, the onscreen control configuration will state, "1-9 Enabled."

## SAVING A GAME

Intellivision™ Lives! can keep track of your play goals and unlocked goodies by automatically saving your progress each time you exit a game. Make certain you have a Nintendo Game Cube™ Memory Card with at least 1 block free space inserted into Memory Card Slot A

## WELCOME (BACK) TO THE 1980'S...

The Intellivision™ console system was introduced nationwide in 1980 by Mattel Electronics. Priced at \$299, the "Intelligent Television" console featured non-detachable controllers, simulated wood-grain styling and a unique disc-and-keypad controller that remains legend in the videogame industry. Pitched on television and in print by urbane spokesman George Plimpton, the graphics of Intellivision™ were generally considered superior and more "realistic" than those of its rival console system, the Atari 2600. "Intellivision™: *The Closest Thing to the Real Thing*," went the slogan.

Intellivision™: The Closest  
Thing to the Real Thing

While primitive by today's modern standards, many of the games produced for the Intellivision™ system were considered groundbreaking at the time. Utopia, for example, is the first mass-marketed simulation game, precursor to today's popular "Sim-" and "Tycoon-" style games. "Intellivoice" games such as B-17 Bomber were among the first to bring the spoken word into videogames through a primitive speech synthesis plug-in. Star Strike featured rudimentary 3D graphics and gameplay, the climax of which was the total destruction of a planet!

1980s ad is shown for historical context and is not intended to imply that Mattel, Inc. or George Plimpton endorse current Intellivision products.

The in-house Intellivision™ game developers, dubbed the "Blue Sky Rangers," were not just game programmers—they often served as a game's designer, artist, sound engineer and music composer. Even though the Intellivision™ system was cutting-edge technology for its time, those developers were quick to recognize its technological limitations. Their challenge was to create immersive, addictive and accessible games using the limited tools at their disposal. Intellivision™ Lives represents the best of their pioneering efforts.

Intellivision™: Still Blocky  
After All These Years



## HANGING OUT AT HAL'S PIZZA

Welcome to Hal's, where the 80s never stopped. Arranged around the room are over 60 classic Intellivision™ games grouped into the following game machines:



**SPACE** – Explore the outer regions with these fast-paced space shooters.

**ARCADE** – Get your twitch on with this collection of action games.

**GAMING • STRATEGY** – Match wits with the computer.

**SPORTS** – Bring your game face when you play this huge collection of sports games.

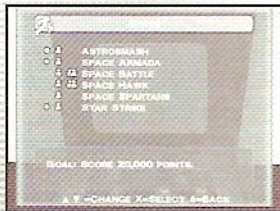
**COMBAT • SORCERY** – War games, both real and fantastic.

**CHILDREN'S** – Simple games for the little ones. Educational games, too.

**UNRELEASED** – You can unlock unreleased games by clearing the play goal from other machines. Your unlocked games will appear here.

## MACHINE MENU AND PLAY GOALS

When you navigate to any machine (using the Control Pad) the first menu you see will list all the games available in that machine. You will see from the list that some games are for one player, some are for two players, and some support both. A yellow single-player icon appears next to those games designed for one player. A yellow two-player icon appears next to those games designed for two (or sometimes more) players. Certain games will have a red dot next to their name. If you highlight this game in the menu, you will see its play goal. Play goals are milestones that you must clear



in order to unlock the bonus material for that cabinet (e.g., score a certain number of points or win a certain number of games). The bonus material includes unreleased Intellivision™ games, bonus TV commercials or radical game modes.

**NOTE:** Due to their complex nature, playing certain games requires that you have two Nintendo Game Cube™ Controller connected to your Nintendo Game Cube™ console. The names of these games will appear grayed-out in the machine menus until you connect a second Controller.

## GAME MENU

Once you choose a game from one of the machines, you will see the following options:

**PLAY!** – Play the game.

**INSTRUCTIONS** – View brief instructions to help get you started. To view the full original instructions for each game, visit <http://www.intellivisionlives.com/halspizza>

**PRODUCTION NOTES** – Learn inside dope and fun facts (including known bugs!) from the original Intellivision™ developers.

**WATCH BONUS COMMERCIAL** – Watch an original television commercial.

**VIEW BOX** – Examine the original Intellivision™ game cartridge package.

**RADICAL GAMEPLAY MODES** – Take it to the next level with these superchallenging, eye-bending twists on the classic Intellivision™ games.

**HIGH SCORES** – View the high score you've achieved so far. You will need to have a Memory Card inserted and autosave enabled in the Options menu in order to record your high scores. (Note: Only certain games such as Pinball support High Scores.)

**NOTE:** Your high score will be saved only when you exit the game. Certain games will restart after the "Game Over" message if you press any button on your Controller. If you have a high score you want to save, be certain to exit out of your current game by pressing START/PAUSE to pause the game, then the B Button to exit.



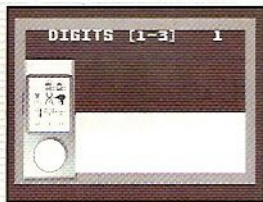
## PLAY IT!

When you select Play from any game menu, you will see a custom controller configuration designed especially to optimize play for that game using the Nintendo Game Cube™ Controllers. Once you're familiar with the controls, press the A Button to launch the game.

At any time during gameplay, you can press START/PAUSE to access the in-game pause menu. From this menu you can review the Controller configuration, the instructions, or adjust any of the game options (see "Game Options" on next page).

## USING THE INTELLIVISION™ KEYPAD

Many Intellivision™ games were designed to make full use of the 12-button keypad on the original Intellivision™ hand controllers. Most games shipped with two durable keypad inserts which slipped over the keypad and featured custom artwork and button labels to ease gameplay and clearly identify various game functions.



At any time during gameplay, hold the Z Button while pressing the B Button to bring up the keypad. This will allow you to select a specific function by moving the yellow highlight with the control stick and pressing the A Button. Hold the Z Button while pressing the B Button again to remove the keypad from view.



Alternatively, you can use the C Stick to quickly select keypad functions. To use this feature, move and hold the C Stick in the direction of the number you wish to use and press the R Button.

When this feature has been enabled for a particular game, the onscreen control configuration will state "1-9 Enabled."

## GAME OPTIONS

You can access the Game Options menu by navigating to the Hal's Pizza jukebox. The options menu displays the following choices:

**AUTOSAVE** – Enabling this feature allows you to save your high scores, goals progress and options choices to your Memory Card.

**RUMBLE FEATURE** – Turn the Rumble Feature of the Nintendo Game Cube™ Controller on or off. (Note: only select games, such as Astromash support the Rumble Feature.

**SFX VOLUME** – Adjust the sound effects volume

**MUSIC VOLUME** – Adjust the music volume

**INTELLIVISION™ VOLUME** – Adjust the sound level of the Intellivision™ games. (Note: All sound levels can go to 11.)

## MUSIC OPTIONS

You can choose one track to loop by selecting the "Looping" option. If you want to play a variety of tracks, you can choose the "Song List" option and use the up and down control pad to highlight the tracks you want, then press the A Button to toggle your selected track on or off. The "Off" option turns all music off.

## DON'T KNOW MUCH ABOUT HISTORY?

Explore Hal's Pizza carefully and you will notice a pair of softball team pictures in one corner. When you select these, a menu will appear that allows you select from a variety of short video programs on the history of the Intellivision™, including interviews with some of the original "Blue Sky Rangers."



## **Intellivision Productions, Inc.**

President	<i>Keith Robinson</i>
VP Software Development	<i>Stephen Roney</i>
Producer	<i>Lisa Dawson</i>
Music	<i>Tom Kahelin</i>
"Surfing on Thin Ice"	<i>The Fat Man</i>
Special Thanks to:	<i>Il the Blue Sky Rangers</i>
In Memoriam:	<i>George Plimpton, 1927-2003</i>

## **Realtime Associates, Inc.**

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Programmer	<i>Xheryl G. Durham</i>
Producer	<i>Karen Lequeux</i>
Assistant Producer	<i>Chris Weeks</i>
Art Director	<i>Karen Lequeux</i>
3D Artists	<i>Connie Goldman</i> <i>Caleb Sawyer</i>

Special Thanks to: Eugen Condur, Lisa Dawson, Anatolie Gavriluc,  
Gabriel Jones, Dave Warhol

Nintendo GameCube™ Core Engine and Tools: Farsight Studios, Inc.

## **Crave Entertainment**

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*Michael Maas*  
*Lisa Dawson*  
*John Bloodworth*  
*Greg Gibson*  
*Jeffrey Dickson*



## NOTES

## Warranty and Service Information

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In the U.S. send to:  
Warranty Replacements  
Crave Entertainment, Inc.  
19645 Rancho Way  
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

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### Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.



