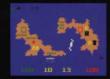
INTELLIVISION PRODUCTIONS INC.

The classic 1980s video game system, now for play on your PC or Mac!

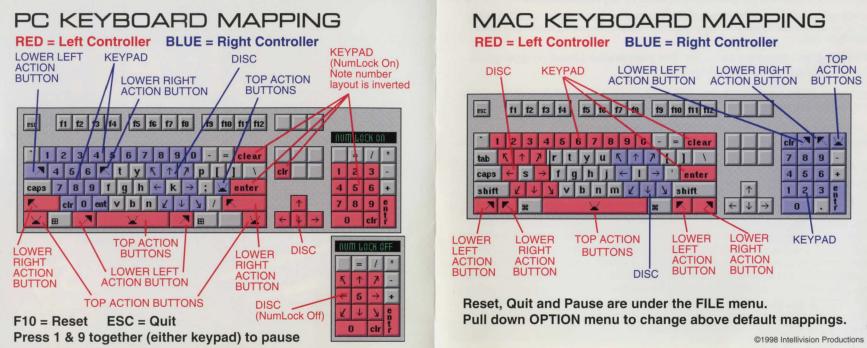


Arcade • Sports • Strategy • Space • and More!



Individual game instructions on the CD-ROM refer to the original Intellivision hand controllers. Below are the mappings to the PC and Mac Keyboards. For many games, left and right controllers are interchangeable; disc, keypad and action buttons for either controller may be used. Some games require specific entries from the left or right controller. If a game does not seem to be responding to key presses, check the instructions carefully and make sure the proper left-or right-hand controller button is being pressed.

The mouse is inactive while playing the Intellivision games.



TO RUN INTELLIVISION LIVES!:

WINDOWS: Insert the CD-ROM. A screen will appear asking if you want to run Intellivision Lives! Click YES. (To run the program at a later time, double-click the CD-ROM icon in the My Computer window.)

SCREEN SAVERS AND OTHER PROGRAMS MAY INTERFERE WITH INTELLIVISION LIVES! Turn off screen savers and quit open applications before running Intellivision Lives!

IF YOU EXPERIENCE NO SOUND WHILE PLAYING ONE OF THE CLASSIC GAMES: Quit the game, exit Intellivision Lives! and restart. Select OPTIONS on the opening screen, then select FORCE SOUND.

POWER MAC: Insert the CD-ROM. The **Intellivision Lives!** window opens. Double-click the **Intellivision Lives!** icon.

Individual game instructions are on the CD-ROM. Keyboard layouts for game control are inside this folder.

Contact us at comments@intellivisionlives.com or at Intellivision Productions Inc., 20554 Plummer St., Chatsworth, CA 91311.

A NOTE TO LAWYERS: The Intellivision video game system was originally a product of Mattel Toys. While some of the 1980s packaging and game screens reproduced on this CD-ROM include the Mattel name, Mattel Inc. has had no connection with Intellivision since selling the rights to the system in 1984. Mattel has neither participated in the production of nor authorized this CD-ROM. References within to Mattel are about events that occurred in the late 1970s and early 1980s when a different management regime was in power, and are in no way intended to reflect on how the company operates today. If it's Mattel, it's swell. • Much of the information in **Intellivision Lives!** comes from personal recollections of the original Intellivision programmers. We have tried to verify this information as best we can, but overall this CD-ROM should be considered a subjective history by some of the people who designed the games. We're sure that others — such as our friends who were in Marketing or Administration — would tell the story differently.