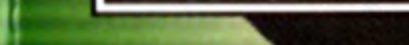
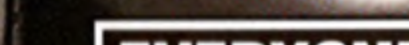
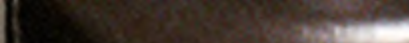
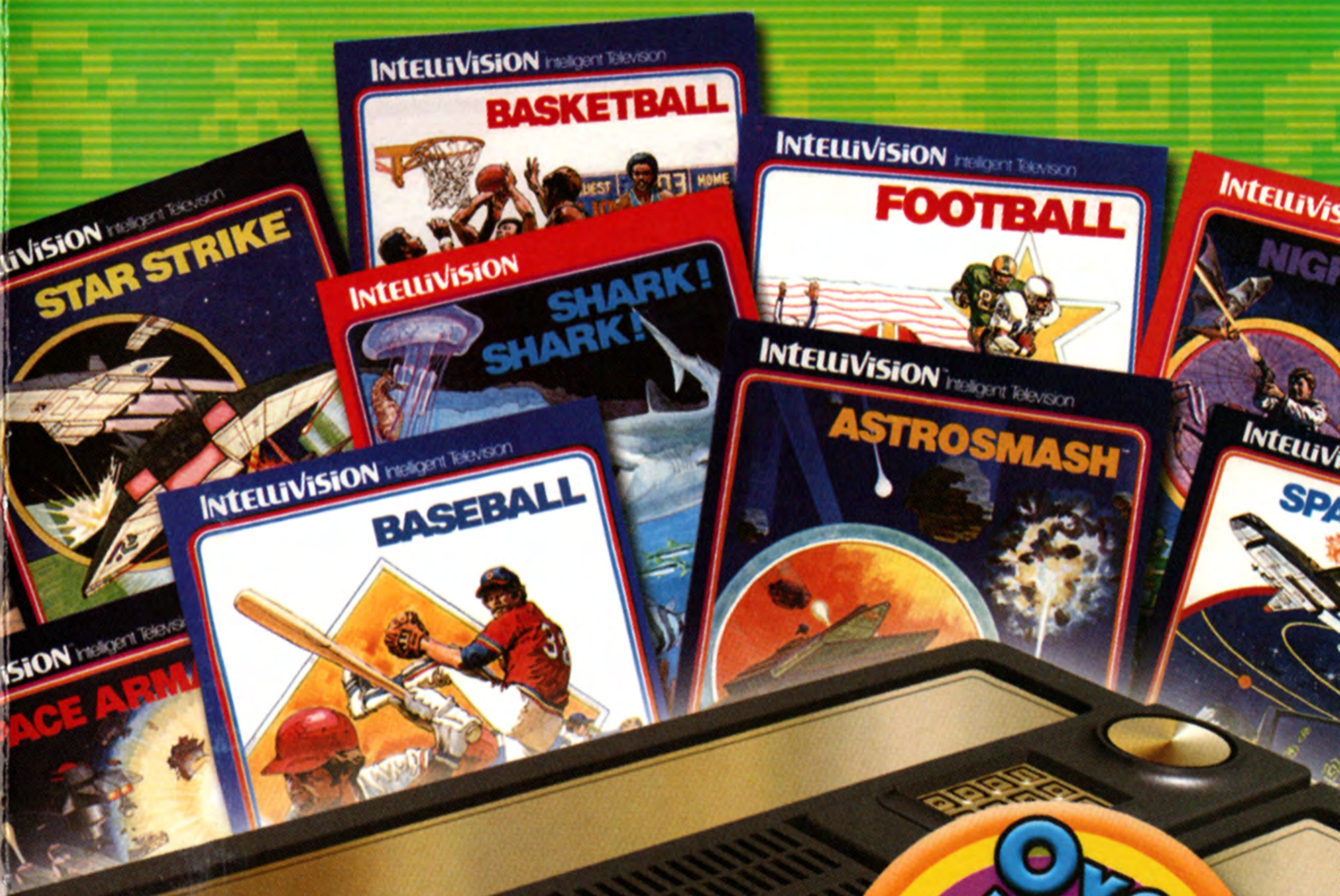




Intellivision™ LIVES!



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started.....2

Starting Up.....3

Getting Around Hal’s Pizza.....4

 Playing a game.....4

 Saving a game.....4

 Welcome (back) to the 1980’s.....4

Hanging Out At Hal’s Pizza.....6

Machine Menu and Play Goals.....6

Game Menu.....7

Using The Intellivision Keypad.....8

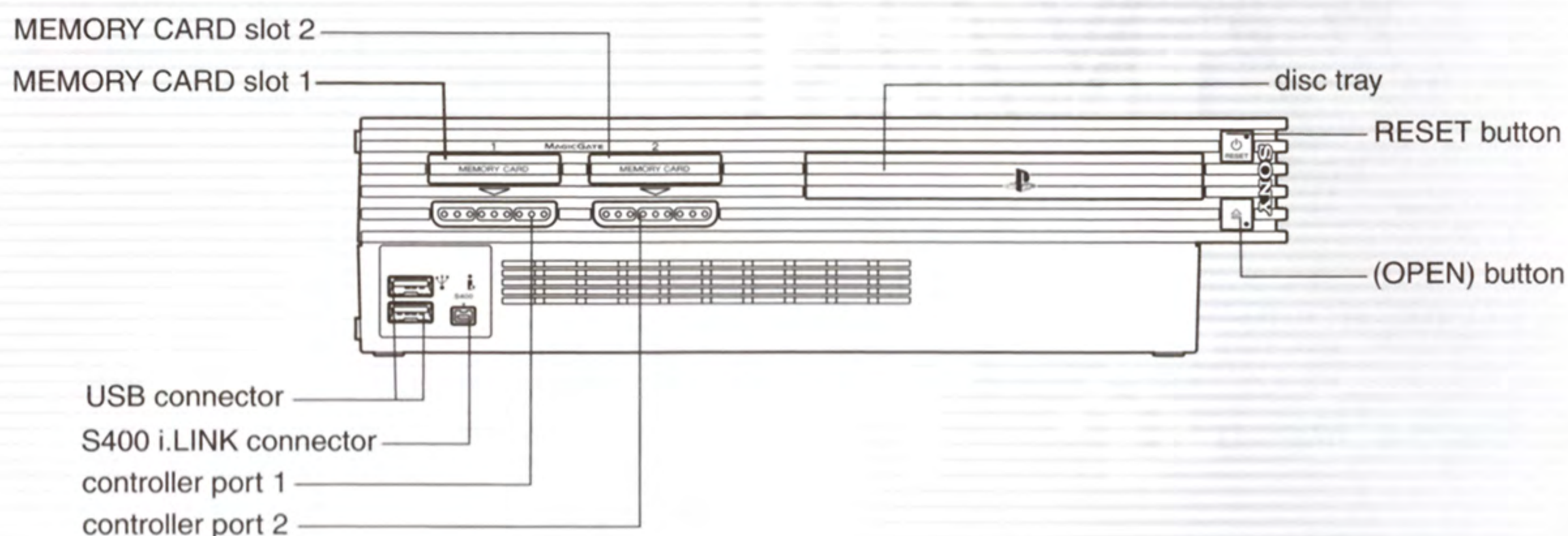
Game Options.....9

Credits.....10

Notes.....11

Warranty and Customer Service.....13

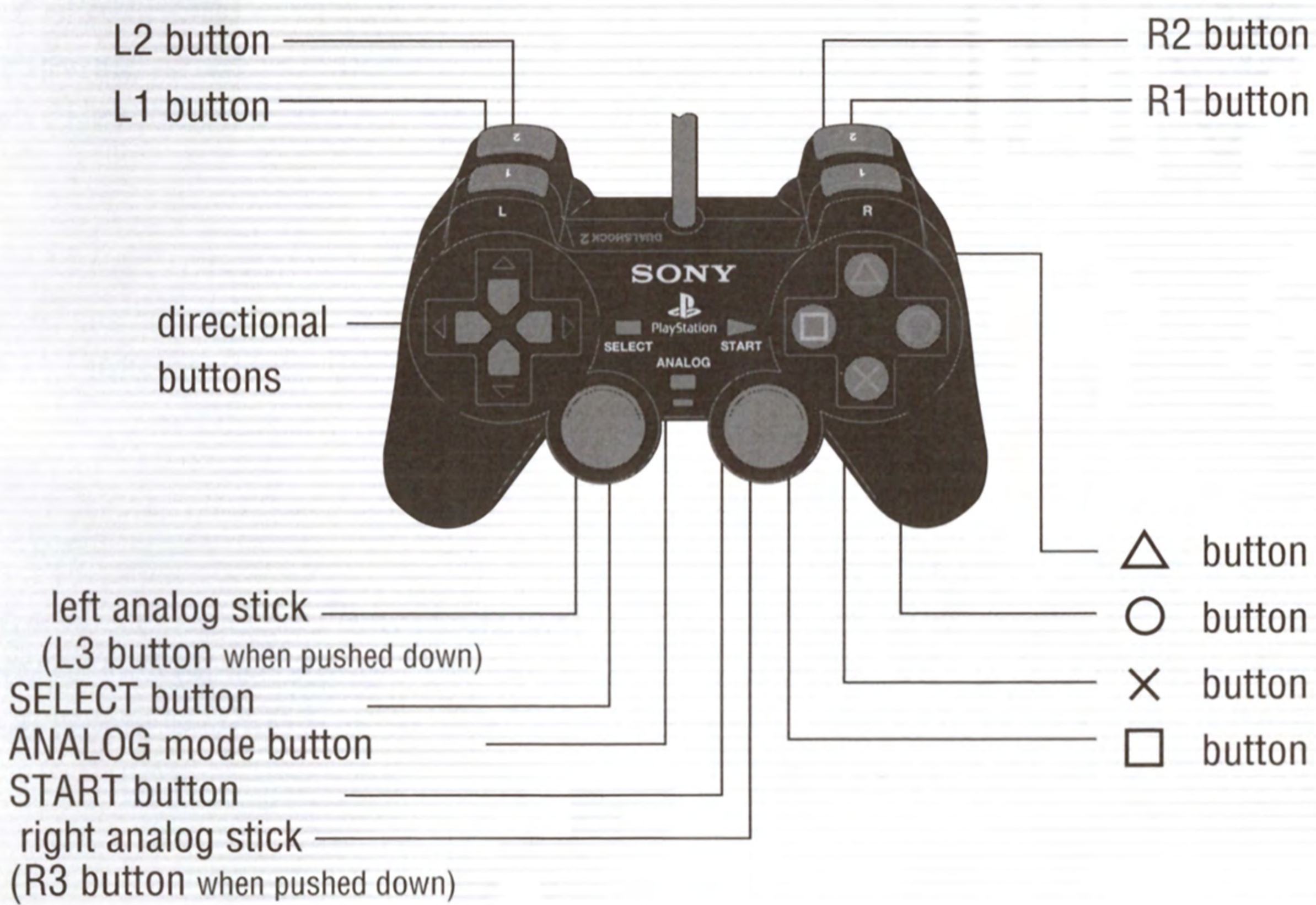
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Intellivision™ Lives! disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GETTING AROUND HAL'S PIZZA

To move around Hal's Pizza, use the directional buttons to move left or right. When you want to move closer to an object, press up on the directional button; 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 X button to select any highlighted object or menu option. Use the  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 right analog stick.

To use this feature, move and **hold** the right analog stick in the direction of the number you wish to use and press the R1 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 memory card (8MB)(for PlayStation®2) with at least 60KB of free space inserted into MEMORY CARD slot 1.

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-key-pad 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.

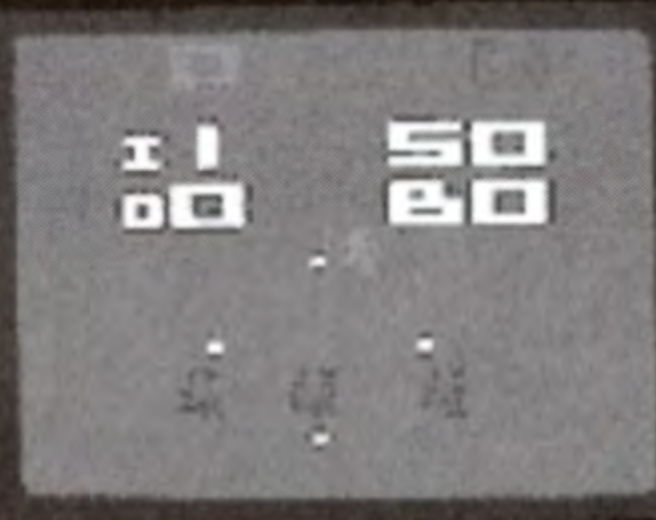
While primitive by today's modern standards, many of the games produced for the Intellivision™ system were considered groundbreaking at the time. Utopia, for example, is the first mass-marketed simulation game, precursor to today's popular "Sim-" and "Tycoon-" style games. "Intellivoice" games such as 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!

TWO PICTURES ARE WORTH A THOUSAND WORDS.

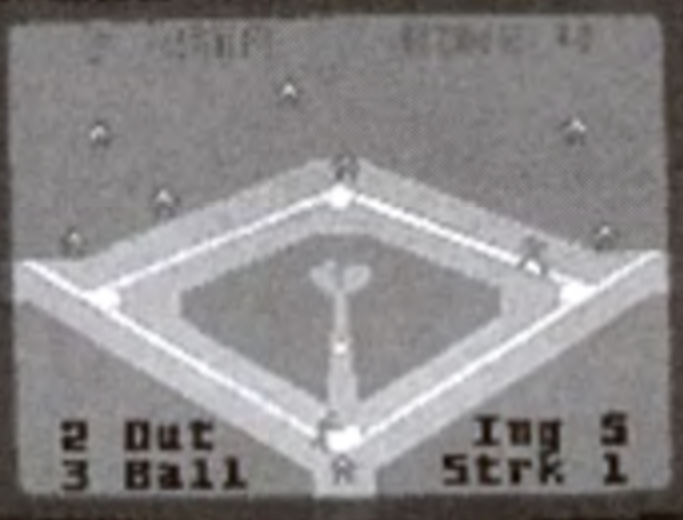
Atari vs. Intellivision?
Nothing I could say would be
more persuasive than what your
own two eyes will tell you.
So compare for yourself.
Game for game,
feature for feature,
I think you'll find
Intellivision
is clearly superior.
— George
Plimpton —



MATTEL ELECTRONICS®
INTELLIVISION®
 Intelligent Television
 For the Super Market Call 1-800-325-1231
 In House (408) 347-3441
*Trademark and licensed by
 Major League Baseball
 Properties Corp.
 ©Mattel Inc. 1982
 All Rights Reserved



ATARI®
HOME RUN™ BASEBALL



INTELLIVISION®
MAJOR LEAGUE BASEBALL™

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.

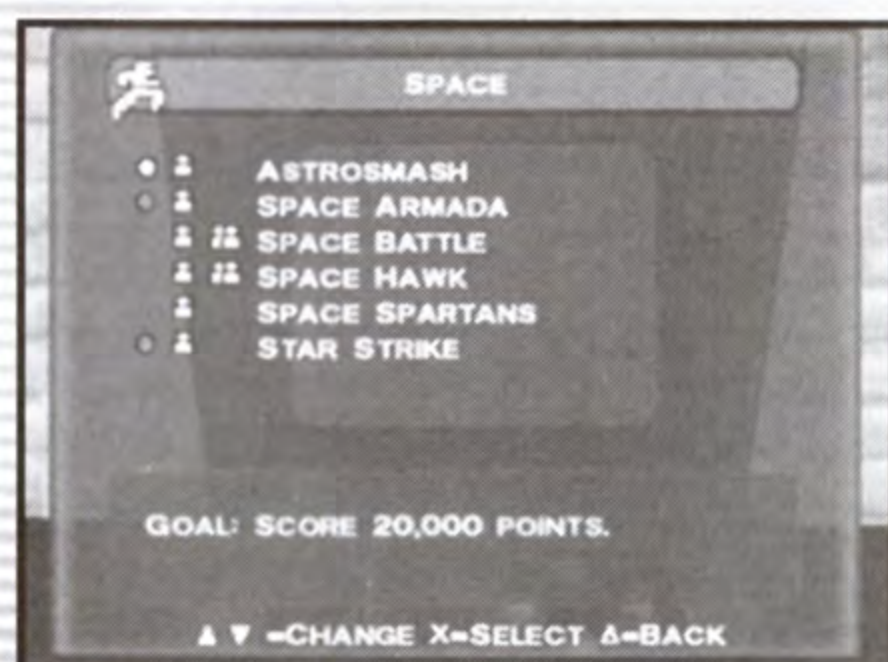
UNRELEASED – You can unlock unreleased games by clearing the play goal from other machines. Your unlocked games will appear here.

MACHINE MENU AND PLAY GOALS

When you navigate to any machine (using the directional buttons) 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 DUALSHOCK®2 analog controllers connected to your PlayStation®2 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 (8MB) (for PlayStation®2) 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 the START button to pause the game, then the  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 DUALSHOCK®2 analog controller. Once you're familiar with the controls, press the X button to launch the game.

At any time during gameplay, you can press the START button 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).

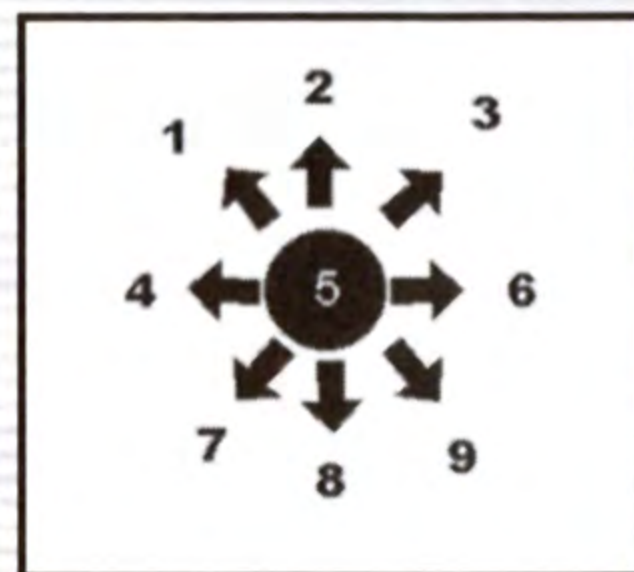
USING THE INTELLIVISION™ KEYPAD

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, press the SELECT button to bring up the keypad. This will allow you to select a specific function by moving the yellow highlight with the left analog stick and pressing the X button. Press the SELECT button again to remove the keypad from view.

Alternatively, you can use the right analog stick to quickly select keypad functions. To use this feature, move and hold the right analog stick in the direction of the number you wish to use and press the R1 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 juke-box. 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 (8MB) (for PlayStation®2).

VIBRATION – Turn the vibration function of the DUALSHOCK®2 analog controller on or off. (Note: only select games, such as Astrosmash, support controller vibration.)

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 directional buttons to highlight the tracks you want, then press the X 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.

Keith Robinson
Stephen Roney
Music

President
VP Software Development
Tom Kahelin

Special Thanks to: *All the Blue Sky Rangers*

Realtime Associates, Inc.

Lead Programmer
Programmer
Producer
Art Director
3D Artists

Ed Higa
Xheryl G. Durham
Lisa M. Dawson
Karen Lequeux
Connie Goldman,
Caleb Sawyer

Special Thanks to: *David Warhol*

PlayStation®2 Core Engine and tools — *FarSight Studios, Inc.*

Crave Entertainment

Executive Producer
Associate Producer
Sr. VP, Product Development
QA Lead
Primary Tester
QA Team

Robert Bryant
John Bloodworth
Mark Burke
Tuan Trinh
Brian Cutts
Tony Martin, Tom
Quast, Ramon
Ramirez, Carlos
Vazquez, Ramiro
Ramirez, Jeffrey
Dickson
Sheri Snow
Barry Seaton
Binary Pulse
Studio Intake

Director of Marketing Services
VP, Corporate Counsel
Package Design
Manual Design

Special Thanks to: *Nima Taghavi, Michael Maas, Drew Mehl, Chad Meshek*
and Chibi



NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc replacement. Note: Certified mail recommended.

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.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

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.

