



# NEW FROM IMAGIC

For the **MATTEL® INTELLIVISION®** System

## ICE TREK™



The legendary Nordic hero Vali the Avenger travels toward the isolated Ice Palace of Kalkkron the Terrible. Vali must cross miles of frozen tundra. Massive herds of caribou thunder by him. He dodges left and right, trying to ski around them. If he must kill a caribou, the great and unforgiving Wildlife Goddess rises to avenge the loss!



His trials continue. He must bridge a frigid lake, using a huge hook to catch and link floating chunks of ice. Other icebergs will crash into his makeshift footbridge unless he destroys them first!



When he finally reaches the Ice Palace, he assaults that loathsome landmark with enchanted fireballs! Vali must destroy each of the palace turrets before he can make the monument melt. Can he complete these formidable labors? If not he, then who?

## DRACULA



You are Count Dracula, and you are thirsty. Rise from your resting place in the graveyard and fly into the night! You may travel in two forms — as a man or a bat. White wolves hound you when you are in human form, but only as a man can you put the bite on some unsuspecting victim.



You've got to sink your teeth into something soon. You're growing paler all the time, and slowing down. If a constable catches you, he'll throw stakes that'll stop you cold! Bite all the victims you can find, then return to your resting place before sunrise. All in all, it's a very grave undertaking.

## TROPICAL TROUBLE™



Clarence and Doris have been shipwrecked on a lonely South Sea island. Just the two of them, all alone, completely isolated. Or nearly. A huge Beach Bruiser appears suddenly and whisks your darlin' Doris away. Clarence's course of action is clear: get her back!

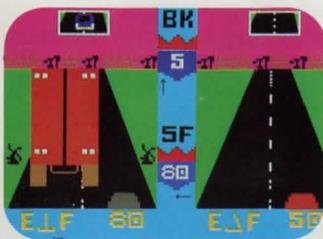


Clarence has got to cross dangerous territory. Bruising boulders, flying coconuts, man-eating clams, vicious ferns and bubbling fields of lava block his way. Doris leaves a trail of white hankies for Clarence. They make him invincible for a time. Help Clarence rescue the girl of his dreams while there's still time!

## TRUCKIN'



Hey Big Buddy! Ride that rig! Your territory? Why, the four corners of the USA. Your job: deliver the goods on a tight schedule. Make strategic decisions about what cargoes to carry and which routes to pursue. Radio ahead. Find out what loads you need and where they're needed. Then power down that ribbon of highway.



You're ready to roll! Keep an eye peeled for turnouts — and for other truckers! They'll ace you out if they can. You've got to get where you're going — and get there first! You'll earn big bucks as you cover the map from sea to shining sea! One or two players compete against time — and each other. Go for it! Available in April, '83.

## NOVA BLAST™



Pilot your Novon Skysweeper above the underwater city. You must defend 4 cities in your quadrant from alien assault. Use your radar to detect enemy activity. Race to protect these civilized outposts. There isn't much time.



Once a city's forcefield collapses, another direct hit will eliminate it! Engage the enemy in galactic dogfights. Locate anti-aircraft guns and destroy them. Beam up fuel as you run low. Only you can prevent catastrophic losses! Available in April, '83.

## WHITE WATER!™



Deep in a thick green jungle, you hear the roar of a wild river. **White Water!** The challenge proves irresistible! And the treasures are boundless! Race to the river and tempt fate. You pilot the raft with two other passengers on board. Rocks, barrels, plants, whirlpools — the obstacles on this savage waterway threaten your every move!



When you see a stretch of beach, you know you're close to priceless treasures. Navigate for shore. Are the natives friendly? They are until you go for the gold treasure! You must plan how you will snatch the treasure. Collect what you can — then head back to the river. Your adventure has only begun! Available in May, '83.

## SAFECRACKER™



You're the super spy whose job is to recapture sensitive stolen documents, top secret equipment — and gold! Cruise down city streets in your blue limousine. Keep an eye peeled for enemy secret police — and the building where the secrets have been stored.



Can you crack the combination? Maybe you should blow it open, or would that bring enemy agents down on you? Run for it! The chase is on. Can you keep ahead of them? Your gunfire says maybe so. But watch out! Your car careens mighty close to the curb....Can you pull it off, or will you do time in a foreign prison? Available in June, '83.