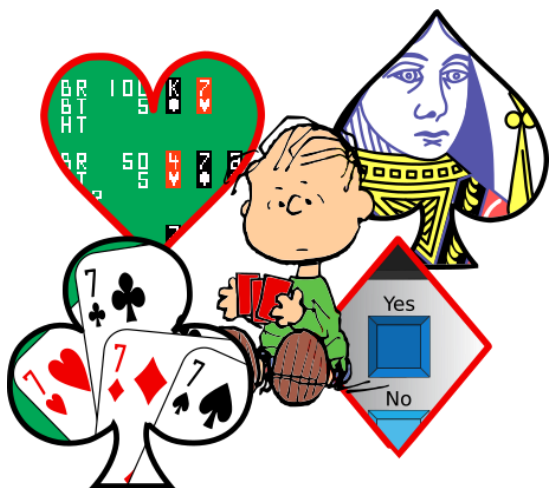


# INTELLiViSiON

Intelligent Television  
CARTRIDGE INSTRUCTIONS

## LI'L BRO<sup>ii</sup>

### PAC-05 - Arithmetic Primer

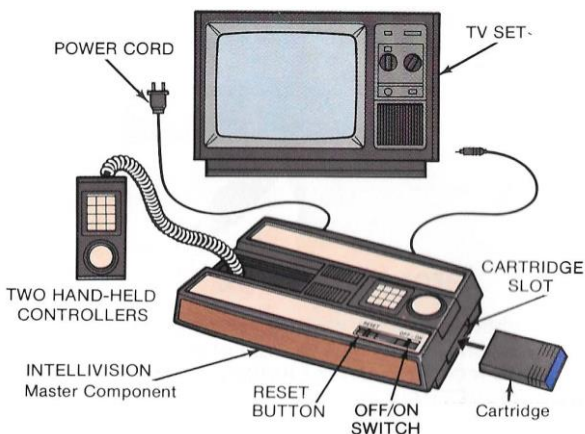


Celebrating 40 years of the Unisonic Champion 2711, the little brother of the Mattel INTELLIVISION and possibly the worst video game console, ever.

**(FOR COLOR TV VIEWING ONLY.)**

## OBJECT OF THE GAME

How is your numeracy? Let's give your number skills a little bit of a workout! Can you get full marks?



### MAKE SURE:

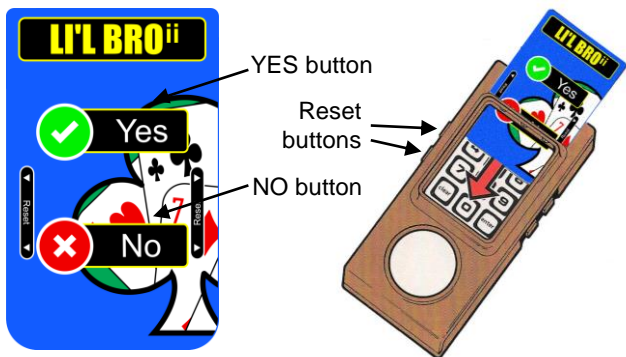
MASTER COMPONENT is connected to the TV set and the power cord is plugged in.

LI'L BRO<sup>ii</sup> cartridge is placed firmly in the slot. OK, you can't do that, because there is no LI'L BRO<sup>ii</sup> cartridge. Instead, fire up your favourite emulator with the LI'L BRO<sup>ii</sup> ROM image.

The LI'L BRO<sup>ii</sup> title screen should appear on the TV screen.

**ADD OVERLAYS:** If you are playing with original controllers, why not print off an overlay or two?

## GAME CONTROLS



Alternatively, if you are using the JzIntv keyboard hack file, here is the key layout:

~	!	@	#	\$	%	^	&	*	(	)	-	=	Delete
Tab	Q	P1 YES	R	T	Y	U	P2 YES	P	{	}		\	
Caps	A	S	D	F	G	H	J	K	L	:	"	'	Enter
Sl Reset	Z	P1 NO	X	C	V	B	N	M	P2 NO	?	/		Sl Reset
Ctrl	Reset	Alt								Alt	Reset	Ctrl	

## BRING ON THE DISAPPOINTMENT!

Hit the disc or any key to start. The title music will fade and the Intellivision's Li'l Bro will take over.

Prepare to be *really* underwhelmed.



## GAME OBJECT

This cartridge is designed as a flash card sequencer to teach the basic arithmetic operations, adding subtracting dividing, and multiplying. All equation generation is done on a real time basis, thus insuring unlimited equation values and answers.



## OPERATION

### Difficulty Factor

The limit to the numbers to be used in any arithmetic operation is done by selecting either the EASY or HARD mode. Prior to any equation generation these modes are displayed. To choose a mode, the user depresses his YES button on his remote control-select box when the question mark is displayed next to the mode desired. EASY examples contain single digit operands, while HARD examples contain up to three digit operands.

## OPERATION CONT'D

### Arithmetic Selection

After selecting the difficulty factor, the next step is choosing an operation. A menu will be displayed, showing five operations: ADD, SUB, MULT, DIV and MIXED, MIXED operations include all of the previous four, when the circulating question mark is positioned adjacent to the desired operation, the user depresses his YES button.

### Format

Equations will be displayed in the form of:

NUMBER (OPERATION) NUMBER =

The correct answer and three incorrect answers will be displayed below the equation. A circulating "?" will position itself next to each choice. When the desired answer is finished the user pushes the YES button.

### Evaluation

If the answer is correct, the legend "RIGHT" is finished.

If the answer is incorrect, the legend "WRONG" is flashed and the correct answer flashed. After each guess an accumulating score is displayed, allowing the user to judge his performance so far. To end usage the game reset button is depressed.

## AUTHOR'S NOTES

LI'L BRO<sup>ii</sup> is a Unisonic Champion 2711 simulator for the Mattel INTELLIVISION, written to celebrate the 40<sup>th</sup> anniversary of the release of Unisonic Champion. It is an entirely non-commercial homage to the little brother of the Mattel INTELLIVISION.

Although LI'L BRO<sup>ii</sup> and its art mimic the style of early INTELLIVISION games, they and their creation are a community project and not in any way related to Intellivision Productions.

No claim is made to any names, logos, images, text, code, music, designs, thoughts, etc. used in LI'L BRO<sup>ii</sup>. They all belong to their respective owners. I know I have been cheeky in using them here without asking first, I hope you can forgive me. If you are one of these owners and you are not happy with the use of your property here, please let me know and I will remove it.

LI'L BRO<sup>ii</sup> has been written and tested using the excellent JzIntv emulator. Whilst it may work in other environments, including real hardware, your mileage may vary. If you find any bugs please let me know.

Cheers

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