

TAKE ONE
OFFICIAL ENTRY FORM

WIN!!

in the \$100,000 ASTROSMASH™ SHOOTOFF!



GRAND PRIZE: \$25,000

Towards a College Education

PLUS over \$75,000 in other prizes: cash, travel and more!

EVERYONE WINS WITH ASTROSMASH™!

ASTROSMASH™ PLAYING INSTRUCTION UPDATE

Astrosmash can be played at any of 4 skill levels. When you see the game title:

Press "Hyperspace" for SLOWEST Speed

Press "Auto-Fire" for FAST Speed

Press "Single Shot" for MEDIUM Speed

Press DISK for FASTEST Speed

Astrosmash contest entries may be submitted using your choice of game speed. However, the game speed used will have no bearing on Astrosmash contest results.

Mattel Electronics*
Intellivision
Intelligent Television

ASTROSMASH™
SHOOTOFF
OFFICIAL ENTRY FORM

Name _____

Address _____

City _____ State _____ Zip _____

Phone () _____

Be sure to include a photograph showing your peak Astrosmash score. When photographing your TV screen, **DO NOT USE A FLASH**. Hold camera steady. For a 35mm, use a tripod or table. For an Instamatic 126 and 110, insert a dead flash to force lens open.

ASTROSMASH™ SHOOTOFF!

OFFICIAL RULES

1. To enter, print your name and address clearly on an official entry form or on a 3 x 5 plain piece of paper and mail to:

Astrosmash™ Shootoff
P.O. Box 8027
New Canaan, CT 06842

2. Each entry must be accompanied by a photograph showing your peak score* as registered at the completion of an Intellivision® Astrosmash™ game. Your name, address and telephone number must be clearly printed on the back of the photograph. All photographs must be readable and become the property of Mattel, Inc.. None will be returned. Sponsor not responsible for lost, late or misdirected mail.

Any photograph that is duplicated, forged, mutilated, altered, illegible, tampered with, mechanically altered or irregular in any way is automatically void.

3. You may enter as often as you wish but each entry must be mailed in a separate envelope and be accompanied by a photograph showing an Astrosmash™ peak score.* Entry form may not be reproduced mechanically.

4. All entries must be received by August 11, 1982. Winners will be notified by telegram on August 20, 1982.

5. Prizes will be awarded as follows:

The country will be divided into the Eastern and Western Regions (Mississippi River is the dividing line).

The highest eight peak scores (sixteen in total) in the Eastern and Western Regions will be invited to compete in the Astrosmash™ Shootoff on September 11th and 12th, 1982. In the event that there are tie scores in determining the sixteen finalists, supplementary peak photographs will be required.

Contestants with tie scores will be contacted by telephone and given the opportunity to submit a tie-breaking score.

No substitutes for trips or prizes offered. Only one prize per family. Winners must make Houston trip from September 11th-12th, 1982 in order to qualify for cash or consolation prizes. If any regional winner cannot make the Houston trip on the specified dates, trip and any resulting prize(s) will be forfeited.

Each regional winner (plus one guest) will receive round trip air transportation (economy) from home airport to Houston, double room accommodations (or the equivalent) for 3 days and 2 nights, meals, transfers, services and taxes imposed by hotels (or equivalent). In the event that any of the winners is a minor, his or her guest must be a parent or guardian.

The regional and final Astrosmash™ Shootoff will take place at the Astro Village Complex across from the Astrodome in Houston, Texas at 2 p.m. on September 11th and 12th, 1982, respectively. On September 11th, 1982, the eight Eastern and Western regional winners will compete in a single game Astrosmash™ Shootoff. The four highest scores in each region will then advance to the National Astrosmash™ Shootoff on September 12th, 1982.

These eight contestants will compete in a timed (1 hour)

match for prize levels (3rd-8th Place). The top two scores will advance and compete again for the Grand Prize and 2nd Place spots. The Grand Prize winner will be determined by the best two of three games. Each game will be 45 minutes in length. Peak scores will determine the winner.

In addition to the all expenses paid trip to Houston, all eight National Shootoff contestants will receive a minimum of \$5,000. Prizes for the final Astrosmash™ Shootoff will be awarded as follows:

Grand Prize:	\$25,000	5th Place:	\$5,000
2nd Place:	12,500	6th Place:	5,000
3rd Place:	10,000	7th Place:	5,000
4th Place:	10,000	8th Place:	5,000

The Regional runner-ups will receive Intellivision® Keyboard Components as consolation prizes in addition to the all expense paid trip to Houston.

Winners may use their cash awards toward the cost of a college education for themselves or anyone they choose. Winners, however, have the option of using their prize in any manner they select.

6. Each contestant will receive an official Mattel Intellivision® Astrosmash™ Shootoff sew-on patch. Allow 6-8 weeks for delivery.

7. All prizes (valued at over \$100,000) will be awarded. Cash prizes for the national finalists will be awarded at the conclusion of the Astrosmash™ Shootoff on September 12th, 1982.

8. Contest is open to all residents of the United States. Mattel, Inc. employees and their families, their advertising and promotional agencies and V.I.P. Service, Inc., are not eligible.

9. All participants in the regional and final Shootoffs will be required to execute an affidavit of release and eligibility; and all guests of participants must execute an affidavit of release.

10. A list of winners will be furnished after October 1, 1982 to anyone who sends a self-addressed stamped envelope by September 1, 1982 to:
Astrosmash™ Shootoff
P.O. Box 34
Pound Ridge, NY 10576

11. Contest is void wherever restricted or prohibited by law. No correspondence will be answered. By entering the contest, participants agree that all decisions by V.I.P. Service, relative to entries and any aspect of the contest, are final.

12. Local, state and federal taxes, if any, are the responsibility of the winners. All federal, state and local regulations apply.

*The peak score is your final Astrosmash™ total and will be clearly designated as such on your TV screen at the completion of the game.