5th December, 1984

Re: Your interest shown in LTE Editorials on "Interphase" software

In response to the tremendous excitement regarding our product line, Interphase has decided to offer a post-X'mas holiday special. Our pricing has been radically adjusted to reflect our sincere belief that Consumers are no longer willing to pay $30-50 for personal software. Our products have received better overall editorial coverage than almost any other software in the market. At least four major magazines will carry rave reviews of our products in their 1985 Las Vegas CES editions (the Electronic Games review is attached for your reference) and the average retail price is only $20 !
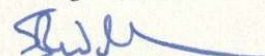
We want your business and we want it now. Interphase has earned a strong reputation for product excellence and must continue to capitalize on this by enlarging its channels of distribution.

We offer you excellent margins, substantial P.O.P. support, (posters, counter-cards, Ad-slicks, etc.) and strong and consistent National Advertising and Public Relations programs. Over the past 3 years, Interphase has spent several million dollars in establishing its presence in the industry. We cordially invite you to share in our success.

PS. 1) Two of our Coleco cartridges which involve cartoon character 'SAM' feature VOICE with no external hardware required. One of these titles, SQUISH'EM SAM will be sacrificed as a traffic builder for you. Your cost, $10.00. Sell volume at $14.95 or $17.95 retail (44% margin).

     2) The demand for our NEW Intellivision cartridges remains very strong. We have shipped more Intell. cartridges in Canada than Coleco & C64 combined. They are currently 'best-sellers' at several major outlets in the U.S.

As you are probably aware, more Coleco/Adam and C64 hardware has been sold this year than both in 1983 and 1982. First quarter 1985 represents a unique opportunity to service this new market with proven titles at reasonable prices. We would like you to participate in our program and invite you to place your order for immediate delivery.

Regards,

S.R. Willey, President.

INTERPHASE

EFFECTIVE JAN. 1, 1985

1985 (POST) HOLIDAY SEASON PROMOTION

(PROMOTION DATES: JAN. 1 - APRIL 1,'85)

PRODUCT CODE	FORMAT	TITLE	MEDIUM	MIN. QTY	UNIT COST	SUGG. RETAIL

* *
TRAFFIC BUILDER SUPER SPECIAL
* *

PRODUCT CODE	FORMAT	TITLE	MEDIUM	MIN. QTY	UNIT COST	SUGG. RETAIL
2 - 003	COLECOVISION (with VOICE)	SQUISH'EM featuring SAM	CART.	12	$10.00	$14.95 or $17.95
2 - 001	" (with VOICE)	SEWER SAM	"	12	$14.00	$19.95
2 - 002	" (action/ strategy)	BLOCKADE RUNNER	"	12	$10.00	$14.95 or $17.95
3 - 005	COMMODORE 64 (action/adven.)	VIKING RAIDER	CART/DISK combination	12	$14.00	$19.95
3 - 002	COMMODRE 64 (action/ strategy)	BLOCKADE RUNNER	DISKETTE	12	$14.00	$19.95
1 - 001	INTELLIVISION	SEWER SAM	"	12	$6.00	$9.95
1 - 002	"	BLOCKADE RUNNER	"	12	$6.00	$9.95

MINIMUM QUALIFYING ORDER

Initial Order: 72 units assorted   FREIGHT: Surface Freight Prepaid on
Reorders   :   36   "   "   minimum orders of 72 units
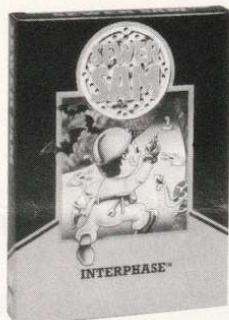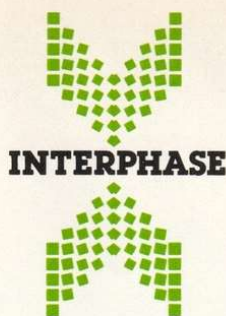   assorted

O.B. Blaine, Washington   TERMS: Net 60 days, 2% net 30. (OAC)

WARRANTY: Limited 90 days - Return freight paid by Sender.

SEWER SAM (★★★/★★★½)

Magazine: The Video Game
Update Pg. 102

Sewer Sam is a new kind of maze game for this system — one with first-person perspective that allows the player to be *in* the maze rather than viewing it from above. The player takes the role of Sam, trouble-shooter for the City Works Department, who must investigate the strange happenings in the murky corridors of the city's sewers. While making his way through tunnels — some dry, some partly filled with water — he encounters the creepy denizens of the depths: sewer birds, spiders, bats, rats, snakes, crocodiles and SUBMARINES! (*Anything* is possible in a video game, folks!) The player has a choice of four difficulty levels, and they vary in speed from deliberately plodding to recklessly daredevil. Whatever the level, most of the creepy creatures rush out of the blackness toward Sam. (Crocs raise their toothy jaws from underwater, and may appear anywhere in the watery tunnels.) Sam can avoid the nasties or shoot them, but he has to be careful with his gun. It holds but six bullets at a time, and it takes a few moments to reload. The player must be sure that Sam has some ammunition left when he encounters the submarines, because it takes three shots to a sub's missile launcher to destroy the vessel. Points are scored by shooting creatures and exploring new tunnels; the more tunnels Sam has explored and the farther into any one tunnel he has ventured, the more points are earned for each creature shot.

Original Game

Sewer Sam is a delightfully original game that offers good, three-dimensional graphics, nice sound effects, and entertaining game play suitable for all ages. Intellivision owners will enjoy the experience of being in the maze, always waiting to be startled by the next unexpected creature. Accurate shooting is a must, since many of the creatures are quite small, and there's the fun of exploring the unknown. Regardless of your experience and skill level with video games, we think you'll enjoy this one. Recommended.
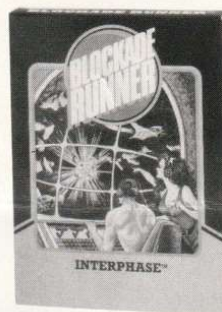
BLOCKADE RUNNER (4 Joysticks)

Magazine: Electronic Fun with Computers & Games
(Jan. 84 Vol. 2 No. 3 Pg. 60)

By: Charles Ardai

Intellivision has long been condemned for being a one-track system; its sports games are, almost without exception, the best on the market, but its action games — with the exception of *Burgertime* and *Lock N Chase* — have always left something to be desired. One big sore point: even though it's a staple of the industry, Intellivision has never had a high quality, first-person space game. And then came *Blockade Runner*.

In *Blockade Runner* you control four transport starships whose vital mission is to transport needed supplies to Earth through hostile territory. During the game you get a view of the surroundings through the main viewscreen of your ship. Below the screen is a dashboard that keeps track of such things as speed, fuel level and engine temperature. In the center of the viewscreen is a set of crosshairs to which all of your torpedoes travel when fired. Anything that is in the crosshairs when a missile is fired will be tracked down and hit, unless it goes off the screen. To make up for the ease with which you can hit enemies, you are given a very limited number of missiles.

The disk is used to steer your ship (the crosshairs never stray from their position in the center of the screen), and all other functions are controlled by the side buttons. The steering is very smooth, and for once the controls don't cause any major problems.

During your flight you meet up with a number of very diverse adversaries like asteroids, deadly plasma rays, explosive space mines and the alien ships that set all this up for you in the first place.

Blockade Runner's first-person visuals are superb. While it lacks a starry backdrop, all of your enemies are well-drawn, and the feeling of movement is very realistic. The detail is magnificent, from the rivets around the viewscreen to the serial number on the bulkhead.

But what really sets *Blockade Runner* apart from other first-person contests — even on other systems — is the wonderful blend of action and strategy. Strategy is smoothly woven into the storyline, and you have a lot more to decide than which ship to blow up first. Should you attack the aliens or go for the ice crystals? Should you conserve fuel, or should you speed up in order to reach Earth faster?

Blockade Runner is truly marvelous. The programmer has overcome the inherent difficulties in the Intellivision controllers, and has used all of the machine's capabilities to the fullest. Intellivision owners, rejoice! At last — a space game you can be proud of.

SEWER SAM
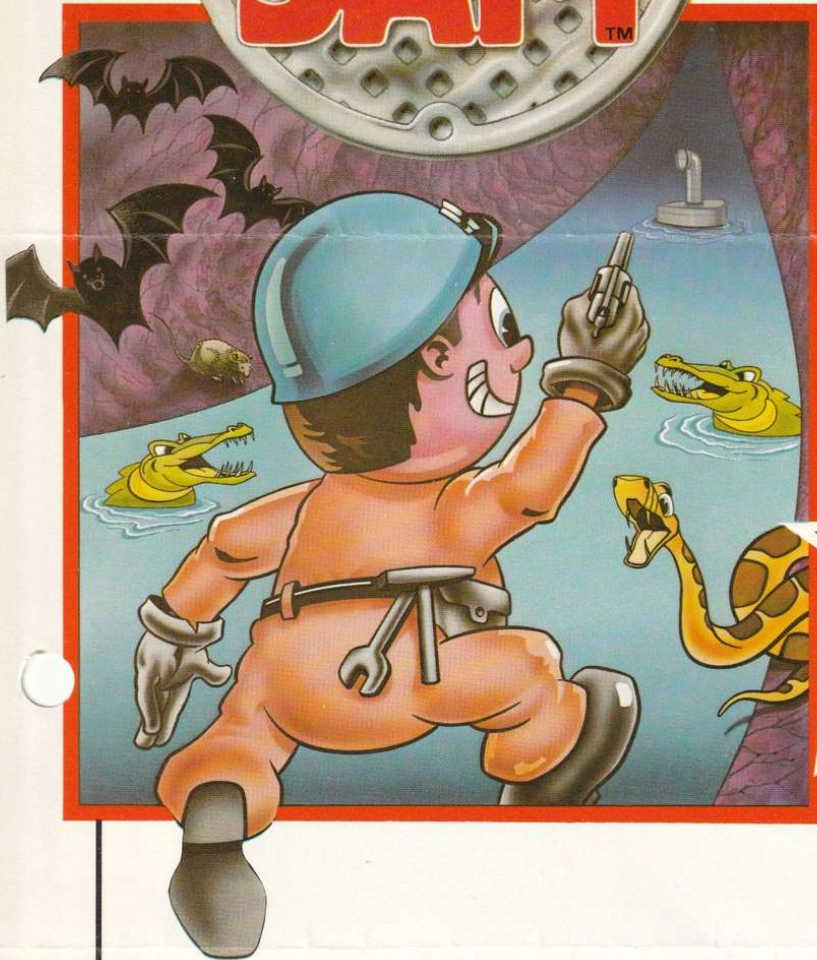
Sewer Sam

Enter the Underworld with Sam as he braves the sewers of New York City. Available on ColecoVision/Adam, Commodore 64, and Intellivision formats.
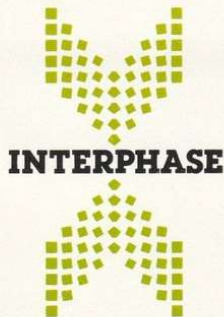© Interphase Technologies Inc., 1983.

Squish'Em... featuring Sam

Accompany Sam, as his guide and protector, on yet another Interphase adventure. Available on the ColecoVision/Adam format.
Joint © Sirius Software Inc., 1983 and Interphase Technologies Inc., 1983.

Both these exciting games will talk to you (No extra equipment needed) "the Talkies"™ from Interphase.

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