

INTELLiVISION® FLASHBACK™

GAME INSTRUCTION MANUALS

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MATTEL ELECTRONICS®

1121-0920 (B)

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS



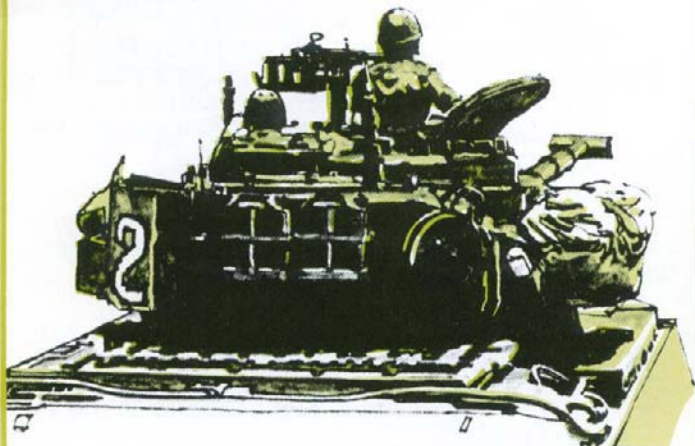
ARMOR BATTLE

(FOR TWO PLAYERS)

All-out tank combat! You and your opponent are rival tank commanders. Each of you controls two machines, directs fire, lays mines. The terrain you fight over will change again and again, demanding new tactics! Simulated battle sounds! Computer selects at random from over 240 battlefield maps!

HOW TO WIN! If you want to play a winning game of INTELLIVISION™ Armor Battle,™ read this booklet.

Let's go to briefing. . . .

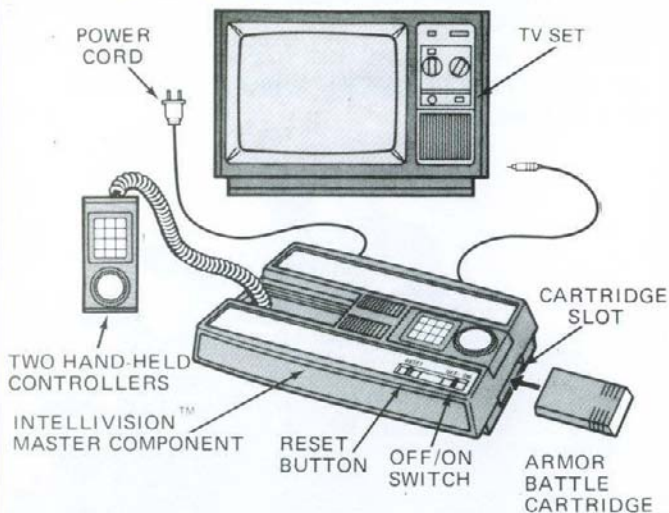


FOR COLOR TV VIEWING ONLY!

Illustrations: © Mattel, Inc. 1979. Hawthorne, CA 90250 U.S.A.
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OBJECT OF THE GAME is to knock out both enemy tanks, avoid invisible mines and hits on your tanks. You maneuver your machines around buildings and battlefield debris, through forests and water hazards. If a tank hits a mine, the tank blows up! You sight the enemy, maneuver into firing position and **SHOOT!** Points are won by scoring hits on your opponent's tank. (3 hits on your opponent's tank and it blows up! See scoring section.)

Check your equipment . . .



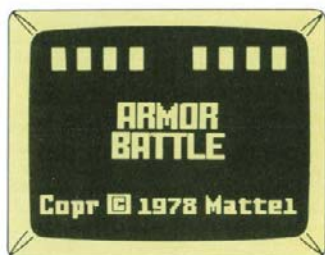
MAKE SURE:

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

- TV set is plugged in and properly adjusted.
- ARMOR BATTLE™ Cartridge is placed in slot and firmly engaged.
- OFF/ON Switch is turned on.

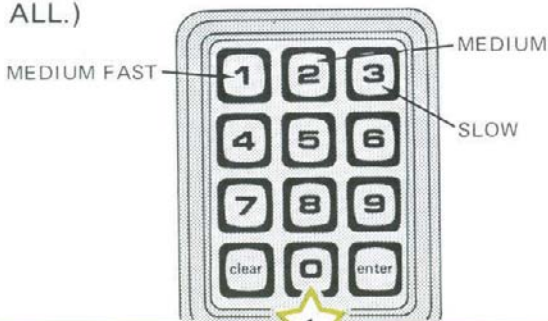
NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately. (See instructions with Keyboard Component.)

**PRESS RESET
BUTTON:** Title will
appear on screen:
"ARMOR BATTLE"



SELECT SPEED:

Before you insert the plastic overlay (NEXT STEP) look at one of the Hand-held Controllers. Press button 1-2-or 3 to select a game speed SLOWER than normal speed. (NORMAL SPEED IS FASTEST BATTLE ACTION OF ALL.)



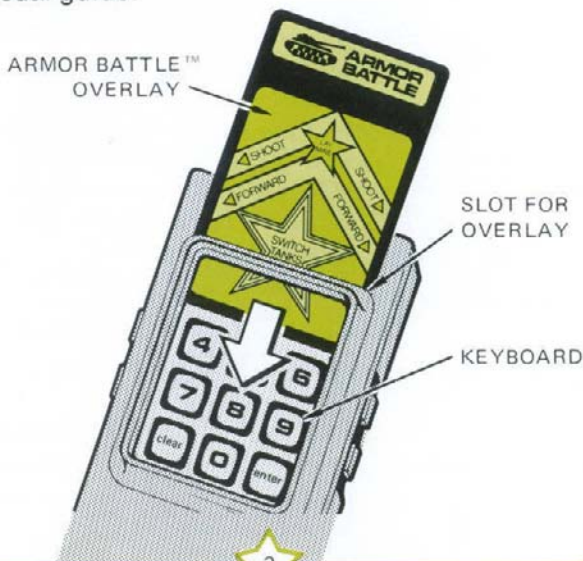
REMEMBER: Faster playing speed means **everything** speeds up: Tanks move faster, turn faster, etc.

If none of these buttons are pushed, game will be played at normal (i.e., FASTEST) speed. Until you become more familiar with the game, you'll probably want to begin at one of the slower speeds.

ADD OVERLAYS:

Find the two plastic ARMOR BATTLE™ keyboard overlays in the cartridge with this booklet.

Insert the overlays into each Hand-held Controller like this. Make sure the fit is tight, overlay all the way in. The overlays will be your visual guide.



GAME CONTROLS



Get the feel of it.

TOP side buttons are SHOOT buttons.
BOTTOM side buttons move tank FORWARD.
DIRECTION Disc turns tank, which aims the cannon.

SWITCH TANK button. Command change!
Push button, now you control your other tank.

LAY MINE. Press ONCE during tank combat on each battlefield map. (Mine will go off **on contact** after **five** seconds!)

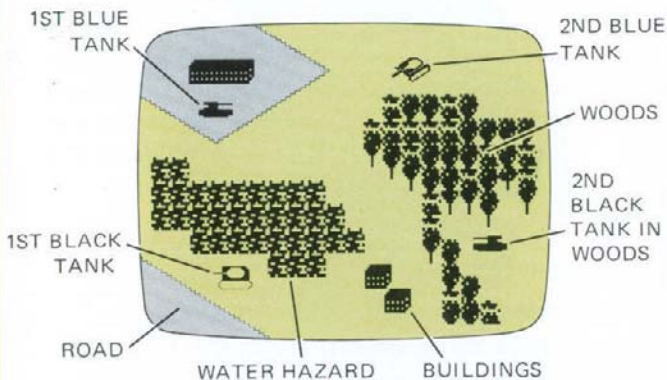
Try holding the Hand Controller. The controllers are designed for easy use, whether you are right

or left handed. Hold the controller in one hand or use two. In this game the trick is to coordinate FORWARD button, DIRECTION Disc and SHOOT buttons. With a little practice, you'll find the way that works best for you.

Check the battlefield terrain!

Press SWITCH TANK button.

BATTLEFIELD MAP appears on your TV screen. Game starts!



To help you identify them quickly, the two tanks on both sides come in different shapes.

This is just ONE of the 240 possible battlefield maps. The computer selects one at random. The one you see on your screen may well show everything in different places. (i.e., trees on the left, a river in the center, etc.) Still, you will **always** have...

- Buildings to maneuver around.
- Roads to roll **faster** on.
- Water to swim through **slowly**.
- Trees to dodge, hide behind and use for cover.

Tanks run fastest on roads, slower in grass and through trees, slowest of all through water.

Check the map on your screen . . . and

... THE BATTLE IS ON!

1. Each player controls **TWO** tanks. (**TWO BLACK TANKS** vs. **TWO BLUE TANKS**). You can **SWITCH** from tank to tank, but you must command **ONE** tank at a time.



IN ACTION



IN RESERVE

2. Pick out an enemy tank & **GO FOR HIM!** **MANEUVER** your tank with either **FORWARD** button (left or right side of the controller) and the **DIRECTION** Disc. **REMEMBER:** Tanks will **NOT** go backwards! You must maneuver around obstacles.



3. When you think your **TANK** is lined up with an enemy tank, push either **SHOOT** button (left or right top button)! Moving **BLACK DOT** shows the path of your shell.



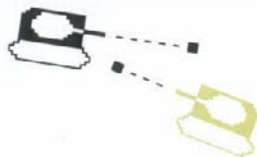
4. SOUND & SIGHT will tell you when you've scored a hit! SCORE 3 HITS on an enemy tank and it will blow up. Enemy tank is knocked out. (LOUD BANG)!



5. INVISIBLE MINES. **Once only**, during one tank combat on each battlefield map, either player can lay a mine. Press LAY MINE button. Don't **forget** to move **your own** tank out of the way. Mine will go off after 5 seconds! All mines are invisible, will blow up any tank (yours included) on contact! Lay mines anywhere on the map.



6. GO after the second enemy tank. Maneuver, stalk him and press the SHOOT button! Shoot until you've knocked both tanks out of action. (3 hits scored, SECOND LOUD BANG!)



NATURALLY, YOUR OPPONENT WILL BE SHOOTING BACK! THE TRICK IS TO MANEUVER YOUR TANKS, SO THAT HIS SHOTS **MISS**, YOUR SHOTS **SCORE HITS**!

7. When one player has knocked out BOTH opposing tanks, scoreboard will appear on your TV screen.

8. Touch ANY CONTROL and another Battlefield map will appear. Totally new terrain, two new tanks for each player.



9. GAME IS OVER when you touch the RESET SWITCH on the console. Before the shooting starts, you and your opponent will want to agree on how many battles (maps) will make your war. 5 maps? 10 maps? You decide.

IMPROVE YOUR SHOOTING

a. **ALLOW FOR RECOIL!** Your own tank will change position every time you **SHOOT!** Hits on the enemy's tank will also cause his tank to change position.

b. Watch for **OUT OF RANGE.** When your tank is too far away from the target, you will see your shots fall short. Move closer.

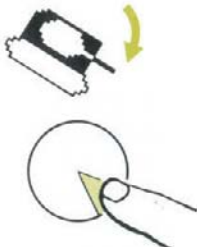
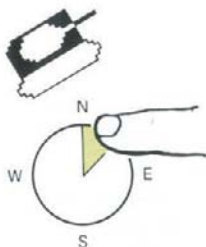


c. **OBSTACLES.** Even if you get lucky and a shot carries through the trees, chances are your aim will be deflected. You can't shoot through buildings!

d. **PRACTICE YOUR AIM.** Use the gun barrel on your tank for sighting. Before you **SHOOT**, be sure the tip of your barrel is lined up with your opponent's tank. Remember, he's a moving target, you must keep adjusting your aim.

e. **PRACTICE TURNING** your tank. Use the edge of the **DIRECTION Disc** for better precision. Hold the Disc **DOWN** long enough to complete the turn.

Think of the Disc as something like a compass. Pick out a slice of the circle and press **DOWN** at that point. Again, use the **EDGE** of the Disc for pin-point control. **PLEASE NOTE:** If you are



used to the Hand-held Controller with the NFL Football Cartridge, you'll notice a difference. Tank will not turn like a swivel-hip halfback. When you point the DIRECTION Disc, tank will turn more deliberately in stages. (In other words, a tank will move like a tank!)

f. LEARN TO COORDINATE the DIRECTION Disc and FORWARD buttons. Practice MOVING turns, this is a game of MANEUVER. To win, you must MANEUVER TO AIM, MANEUVER to avoid enemy fire!

SHARPEN YOUR STRATEGY

- a. GET THE JUMP! As in any fight, get in that first punch. Get into firing position **first**, start scoring hits and points. Surprise is a great ally!
- b. USE COVER. Trees, buildings, a knocked out tank. They give you protection, avoid enemy hits. Obstacles are also good places to hide behind, especially for your second tank when the first one is in action! When you have a "wounded" tank on your hands (say after 2 hits) use trees or buildings for cover. Avoid a knockout!

- c. USE THE ROADS!** The **YELLOW** strips on the battlefield maps are roads. Your tanks will move a lot **FASTER** on them.
- d. LAY MINES.** Invisible mines are your secret weapon! Put one in the path of your opponent's tank, where his tank will run over it!
(Remember: Mines will explode after 5 seconds! Get **your own** tank out of the way!)
- e. PULL A SWITCH!** A great way to get the drop on your opponent. You're fighting one tank, for example. Before your enemy can think straight you've switched tanks and come at him from a different direction! Just press the **SWITCH** button in the center of your controller.
- f. REMEMBER, HE CAN'T BACK UP.** He can't go through a building either! Try pinning the enemy tank up against a building or some trees. He may well be vulnerable as he tries to turn around to avoid the obstacle.
- g. CATCH HIM IN A WATER TRAP!** His tanks will be much more clumsy and slow trying to swim rivers. Now's your chance to out-manuever him, get in some scoring hits.
- h. FIGHT BOTH HIS TANKS AT ONCE.** Remember, he can switch, too. But he can only command one tank at a time. Hit his first tank. Then maneuver away and hit his second tank. If you're quicker on the draw, you'll get your hits in before he can hit back.

SCORING:

Each player begins with a total of 50 TANKS. Player with the MOST TANKS LEFT at the end of the game WINS! (Game automatically ends when either player has LOST ALL 50 TANKS.)

THREE HITS on an opposing tank and that tank is KNOCKED OUT! (You'll hear the SOUND of each hit, accompanied by a FLASH. On a knockout, there will be a LOUD BANG & tank will "explode"! Only battlefield debris will be left.)

Tanks can also be knocked out by hitting an invisible MINE!

You can stop the game after any round of battle (two tanks vs. two tanks on one map.) FINAL SCORE is the running total of tanks each player has LEFT, last numbers up on your screen.

Blue: 2

Black: 9

Running scores will appear every time the battle map changes and next round begins.

HOW TO WIN!

Review these four refresher pointers and you have a decided advantage!

When you **FIRST HEAR** the **ENGINE SOUND** and your own tanks haven't started moving yet—**BE ALERT!** Your enemy is attacking!

REMEMBER, none of the tanks can back up!

ALLOW FOR RECOIL. Your tank will move after every shot. His tank will move after every hit. Adjust your aim!

DON'T WASTE your shots. Misses cost opportunities to score.

90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

MATTEL ELECTRONICS®

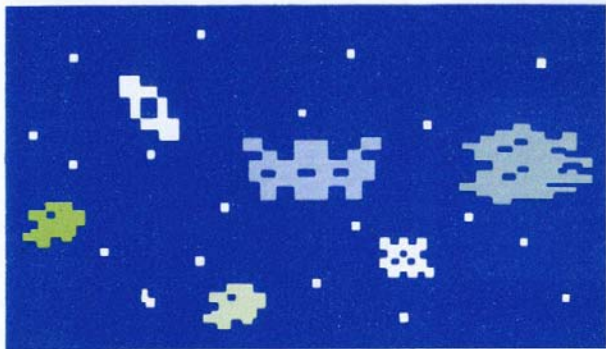
INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

ASTROSMASH™



FOR COLOR TV VIEWING ONLY



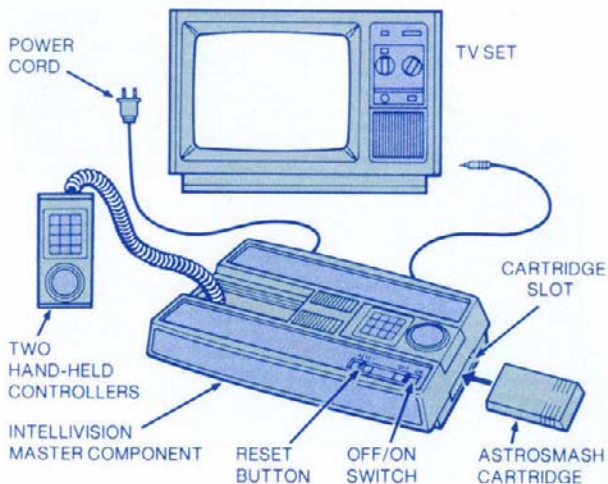
The sky IS falling! Chicken Little was right! You're the laser battery Commander and HERE THEY COME!...an attack of multicolored meteors with an occasional spinning bomb that will blow up one of your guns if you let it land, AND — to really make life interesting, some guided missiles and an Attack UFO! As your score goes higher, so does the excitement!

OBJECT OF THE GAME

To hit as many meteors, bombs, missiles and flying saucers as possible, without being hit yourself. As your score grows higher, the game speeds up and gives you more challenge. Take turns with your friends to see who can get the highest "peak score"!



CHECK YOUR EQUIPMENT



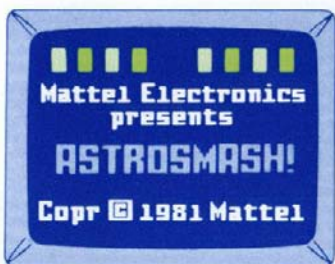
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- ASTROSMASH CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.



PRESS RESET BUTTON

Title will appear
on TV screen:

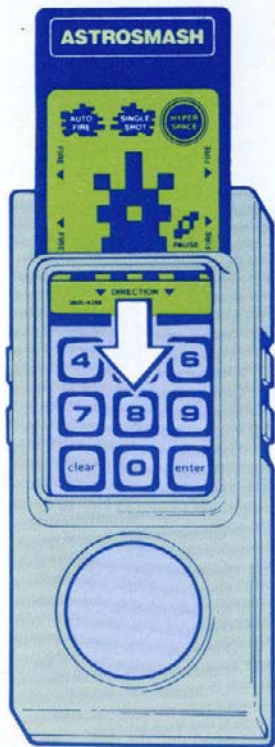


ADD OVERLAYS

Find the
ASTROSMASH™ key-
pad overlay in the
cartridge package
with this booklet.

Remove Hand
Controller from the
console.

Insert overlay into the
Hand Controller. Make
sure the overlay fits
tight and is all the way
in. The overlay will be
your visual guide to
the ASTROSMASH
game.



HAND CONTROLLER



EXAMINE YOUR CONTROLS

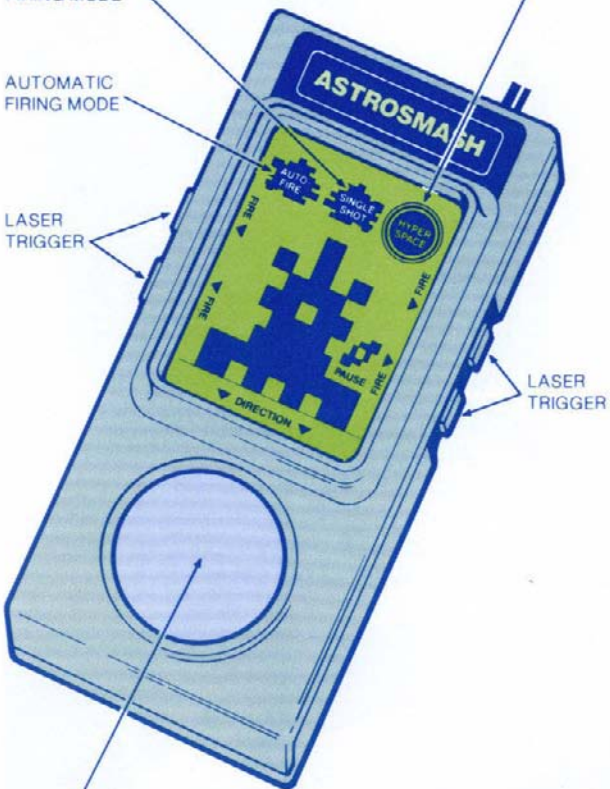
SINGLE-SHOT
FIRING MODE

AUTOMATIC
FIRING MODE

LASER
TRIGGER

"HYPER-SPACE"

MOVES LASER
LEFT & RIGHT

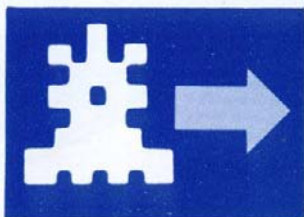
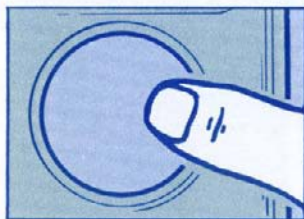


GET READY!

WHEN YOU SEE THE GAME TITLE, PRESS DISC OR ANY KEY ON EITHER HAND CONTROLLER.



1. Move your active laser gun left and right by pressing those sides of the Disc.



2. When you are under a falling rock or other object, FIRE by pressing any action button



(or press **AUTO FIRE** and

the computer will shoot 3 times each second for you). For rapid fire, use SINGLE SHOT mode, keep de-

pressing a FIRE button and tap the Disc.

3. Hit as many rocks as you can — every one that lands reduces your score.

4. Be **sure** to hit every white “spinner”! Try to hit or avoid guided missiles and attacking UFOs (which appear when your score is over 20,000 points)!

5. Every time your peak score goes up another 1,000 points, you get another laser gun in your arsenal.






6. Scoring formula:

Your score goes **UP** when you hit...

LEVEL	BIG ROCK	SMALL ROCK	BIG SPINNER	SMALL SPINNER	GUIDED MISSILE	UFO
						
1x	10	20	40	80	50	—
2x	20	40	80	160	100	—
3x	30	60	120	240	150	—
4x	40	80	160	320	200	400
5x	50	100	200	400	250	500
6x	60	120	240	480	300	600

Your score goes **DOWN** when...

LEVEL	BIG ROCK LANDS	SMALL ROCK LANDS	YOUR GUN IS HIT, OR A SPINNER LANDS
			
1x	- 5	-10	-100
2x	-10	-20	-200
3x	-15	-30	-300
4x	-20	-40	-400
5x	-25	-50	-500
6x	-30	-60	-600



Scoring level changes:

LEVEL	BACKGROUND COLOR	SCORE RANGE
1x	Black	up to 999
2x	Blue	1,000-4,999
3x	Purple	5,000-19,999
4x	Turquoise	20,000-49,999
5x	Gray	50,000-99,999
6x	Black	100,000 and over

NOTE: EVERYTHING SPEEDS UP AND YOU HAVE MORE TARGETS AND ATTACKERS, MOVING FASTER, AT THE HIGHER SCORES — ESPECIALLY WHEN THE TOTAL PASSES 100,000, 200,000, 500,000 AND ONE MILLION POINTS!

7. When you hit a rock and it splits in two, try to hit both of those fragments: they each give you twice as many points as the original big rock!



8. Whenever you see a white object, concentrate on avoiding it or shooting it down...



• *White spinners (big and small)* — Be sure to hit every one you can — if one lands, you lose a laser gun (when you lose them all, the game is over).



• *Pulsating guided missiles* — will seek out your active laser gun and blow it up on impact! If you can, get directly under a GM while it is correcting course, and **shoot it!** If the missile gets to the ground, sometimes it will home in on your laser, flying horizontally. If this happens, your only chance of escape is to go into HYPER SPACE! (move instantly to another place). When you press **HYPER SPACE** your laser





90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 W. 147th. Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

AUTO RACING

(For 1 or 2 Players)



You're in the driver's seat on a Grand Prix-type course. The road snakes and twists before you. As your car starts rolling, trees and buildings rush by on either side. Your tires scream as you hurtle past them and around tight turns. You're in a race to the finish, balancing speed against control. Look out for that curve! You'll need fast reflexes and split-second timing to see what it's like to participate in one of the world's most exciting sports. Are you ready? Ladies and gentlemen, **START YOUR ENGINES!**

To get more fun out of INTELLIVISION™ AUTO RACING, read this booklet.

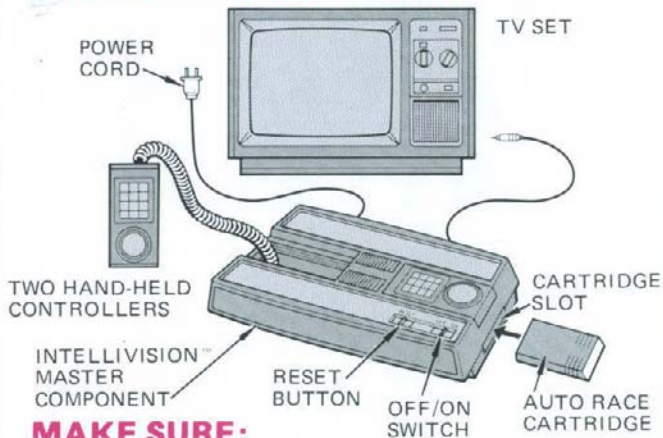
(FOR COLOR TV VIEWING ONLY)

OBJECT OF THE GAME

2 players: Score 50 points before your opponent does. You get 2 points every time your opponent crashes, 1 point if you lead far enough to reach the edge of the picture. Maximum 2 cars on the course at any time.

1 player: Complete 5 laps in the shortest possible time. A crash makes you lose distance and time. Only 1 car on the course, racing against the clock.

CHECK YOUR EQUIPMENT



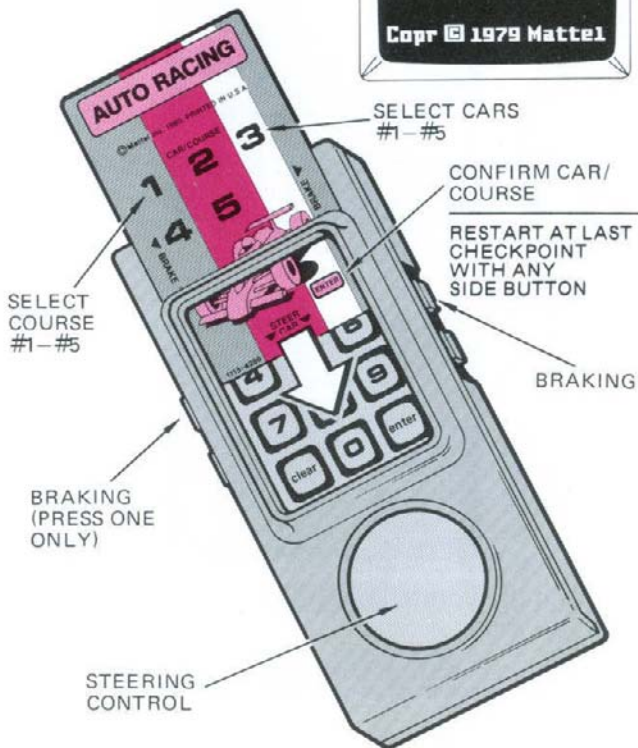
MAKE SURE:

- **MASTER COMPONENT** is connected to TV set and power cord is plugged in.
- **ANTENNA SWITCH BOX** is set at GAME.
- **TV SET** is plugged in and properly adjusted.
- **AUTO RACING CARTRIDGE** is placed in slot, firmly engaged.
- **OFF/ON SWITCH** is turned ON.

NOTE: When Keyboard Component is added to Master Component, cartridge goes into slot on the Keyboard Component, sold separately. (See instructions with Keyboard Component.)

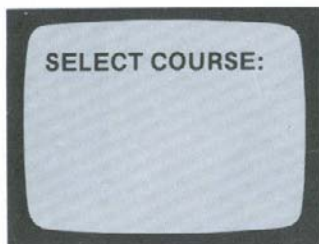
PRESS RESET BUTTON

Title will appear on
TV screen:

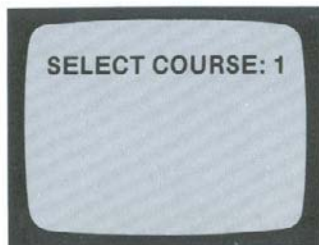


GET READY!

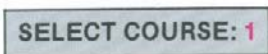
When you see the INTELLIVISION™ AUTO RACING title, press the Disc or any key on either Hand Controller. The screen shows:



Pick one of the 5 courses — refer to “Maps and Checkpoints” (on pgs. 4 and 5). The courses are numbered in order of difficulty, with #1 the easiest and #5 the hardest. Punch in that number on one of the keys. You’ll see:

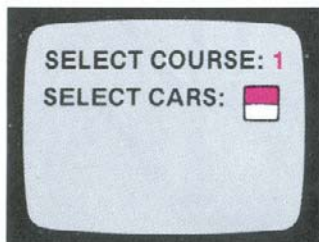


... and then press **ENTER** .



If you press **ENTER** without first pressing a number key, the computer will randomly select a course for you, from #1 through #4.

Now pick one or two of the 5 cars (see their specifications in "The Cars" on pg. 6). If you're going to drive just one car in a race against the clock, press its number key. You'll see:



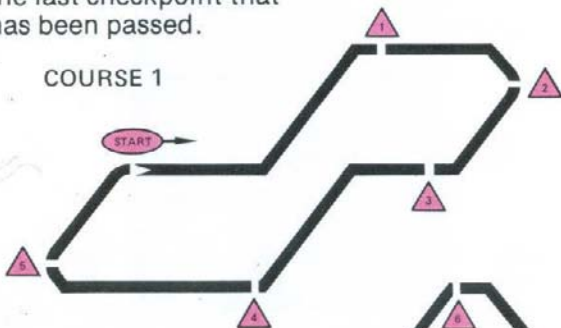
... then press **ENTER** on the Hand Controller you want to use. Then press **ENTER** on the other Hand Controller. After a moment you'll see that car at the starting line, and it will begin to move. The clock's running!

To race two cars, the first player presses the key for one car, then **ENTER**. The other player presses a key on the second Hand Controller for the competing car, then **ENTER**. The positioning of the cars (inside/outside) is randomly decided by the computer.

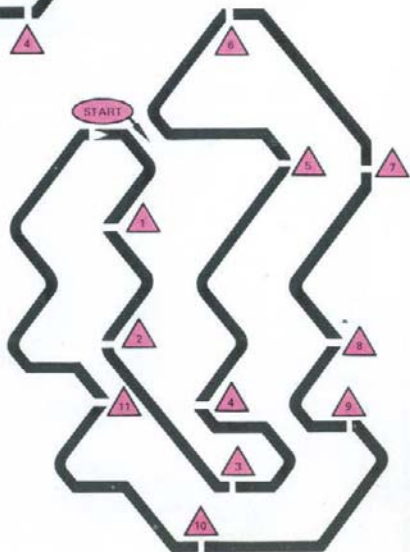
MAPS AND CHECKPOINTS

There are 5 different courses. The checkpoint numbers show the places where races will be re-started after a crash or after one car in a two-car race has a big lead. Re-starts occur at the last checkpoint that has been passed.

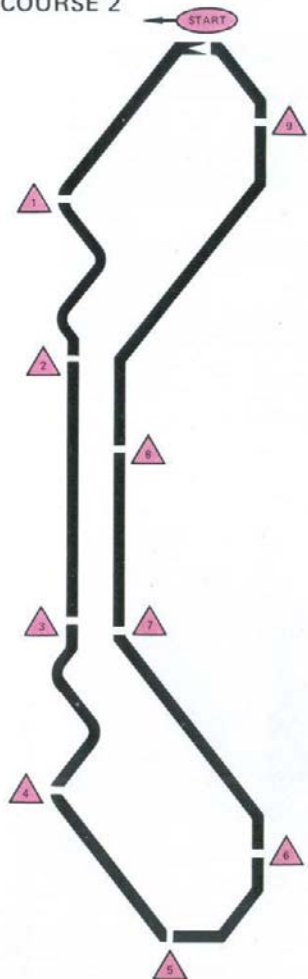
COURSE 1



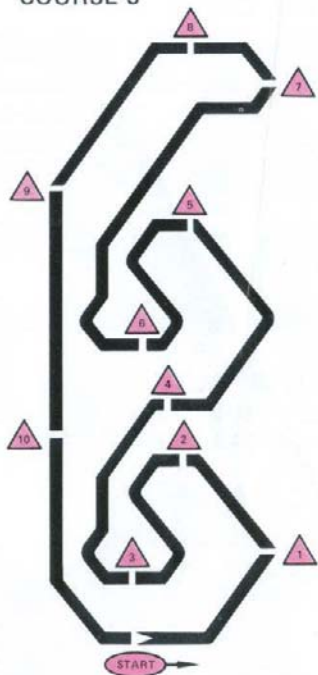
COURSE 4



COURSE 2



COURSE 3



COURSE 5

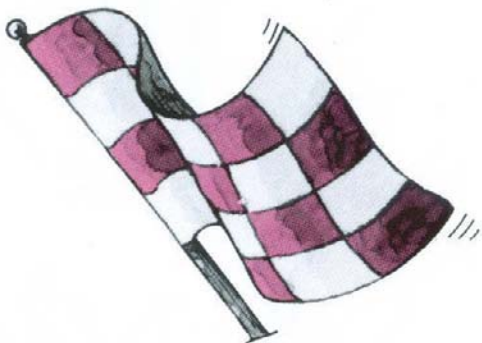


THE CARS

When you select a car to drive, consider these factors:

CAR #	COLOR	TOP SPEED	ACCELERATION	CORNERING
1	WHITE	55	POOR	EXCELLENT
2	GREEN	65	EXCELLENT	GOOD
3	RED	75	GOOD	GOOD
4	TAN	90	POOR	FAIR
5	BLUE	90	POOR	FAIR

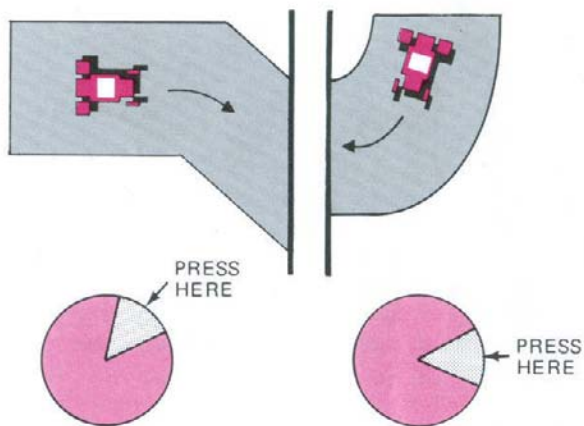
NOTE: The TAN and BLUE cars are identical in every respect, so they should be used for two-car races when the players have equal skill.



When the course and car(s) are selected, the race begins. You "drive" your car with your Hand Controller, and there are three factors which determine where, and how fast, your car will go — Steering, Braking, and Accelerating:

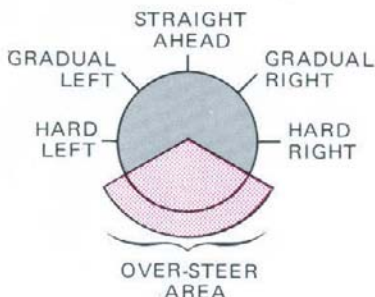
STEERING

Use the Direction Disc to steer your car. The car will go straight ahead when the Disc is not touched. To turn left, press the left side of the disc; to turn right, press the right side.



In the first case you'd press the top right part of the Disc for a gradual turn. In the second case you'd press the right ("3 o'clock position") part to make a sharper turn.

Until you get accustomed to this steering system, it's easy to make the mistake of "over-steering" your car by trying to change its direction too much. The farther away from the direction of movement you press the rim of the Disc, the less actual control you will have.



REMEMBER, FINESSE COUNTS, NOT FORCE! Keep a light, sensitive touch on the Disc and just make steering adjustments that are necessary to keep your car in the center of the road as much as possible.

BRAKING

When you're learning to "drive" these cars, it will probably help to do some braking, especially as you approach sharp curves. Use **ONLY ONE** of the side buttons on your Hand Controller. You'll hear the squeal of the brakes as they're applied. When you race two cars side-by-side, you can use the brake to cut in behind your competitor when you go into a curve. As soon as you release the BRAKE button, your speed increases.

ACCELERATING

Acceleration is automatic — when you're not braking your car, its speed gradually builds up to its maximum (shown in "The Cars"), and will slow down only by skidding around turns or by running on the grass or through water. As you get better at driving, you'll be able to take full advantage of this constant acceleration to make "power drifts" through turns. The acceleration will give you some forward momentum that reduces the effects of sideslipping and skids.

OFF-ROAD HAZARDS

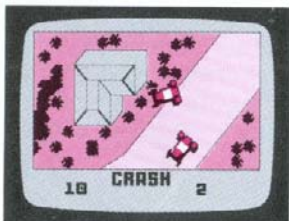
You'll see several kinds of obstacles speeding by on both sides of the road. There are trees, houses, and occasional ponds scattered all along the race course. If you hit a structure or tree, you'll CRASH. (The simulated sound is unmistakable!) If you run into a pond, you don't crash but your speed is reduced to less than a crawl. If any part of your car gets on the grass along the road, you'll lose a lot of speed until you get back on the "pavement".

Occasionally, your car will get out of control and careen across the grass and completely off the course (the five courses are laid out side-by-side). If this happens, the best thing is to deliberately crash so you can get re-started at the last checkpoint and not lose any more precious time.



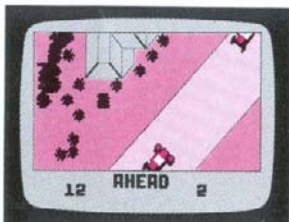
SCORING AND STRATEGY

Two-car races: The cars start off side-by-side. If you use the TAN and BLUE cars (#4 and #5), they are matched in every respect, making skill all-important. There are two ways to score: when your opponent crashes (you get 2 points) or when you take a commanding lead (you get 1 point). The first player to accumulate 50 points wins the race. When there's a crash a message flashes on the screen: ➔



The "CRASH" message is in the color of the car that hit an obstacle. During the race, there may be collisions between the racers. No points are won or lost, but the impact will usually make you lose control.

The best strategy in a two-car race is to outdrive your opponent on the curves and get out in front. When one car is leading by about 12 lengths (or the cars are getting too far apart to appear in the picture), the race is stopped and you see: ➔



... in the color of the leading car. The updated score appears, including 1 point awarded to the car that is ahead.

After a CRASH or AHEAD interruption, press any side button on either Hand Controller. The cars reappear at the last checkpoint passed.

One-car races: When just one car is running, the race is against the clock. The length of the race is 5 laps around whichever course you select. Whenever you CRASH, press a number key and the car will be restarted at the last checkpoint it passed. A message will show elapsed time and full laps completed. There are no penalty points for crashes but you do, of course, lose some time. When the car crosses the finish line at the end of the 5th lap, the picture freezes and you see:



WINNING TIPS

- Pay close attention to the course you're running. As you become familiar with the road, you'll be able to anticipate the turns and steer more gradually. Radical direction changes will result in lots of crashes.
- Practice steering so you can make smooth direction changes. The less skidding and sliding your car does the faster it can go.

- Stay off the grass as much as possible, to keep from slowing down.
- If you are going out of control, do whatever you can to stay away from the blue patches of water, especially when you're running one car against the clock.
- Steer by pressing the Disc on the edge that approximates the car's direction. If you press the "east" side of the Disc when the car is going "west," you'll lose all control of the vehicle.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

MATTEL ELECTRONICS®
Intellivision® Intelligent Television

IntelliVoice™
VOICE SYNTHESIS CARTRIDGE
INSTRUCTIONS
(FOR 1 PLAYER)

B-17™



Bomber

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3884-0920

THIS GAME REQUIRES BOTH THE INTELLIVOICE™ VOICE SYNTHESIS MODULE AND THE INTELLIVISION® MASTER COMPONENT.

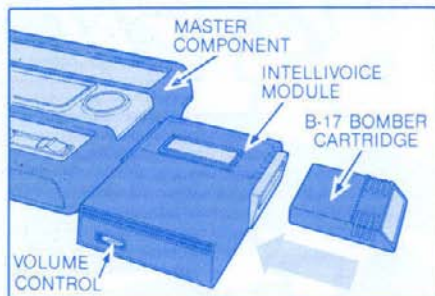


In the last years of World War II, the Allies prepared for the biggest invasion in history. Across the English Channel, "Fortress Europe" waited. From the North Sea to the Mediterranean, countless air raids were flown over factories...airfields...refineries...warships. The USAAF B-17, together with RAF

Lancasters and Sterlings, took heavy explosives to key targets across Europe. The bombers met fighter planes and deadly flak. It took great teamwork and fast reflexes to complete each mission and get back to England.

Now the computer lets YOU relive some of those heroic battles in the sky...

B-17™ BOMBER IS PROGRAMMED FOR USE WITH *BOTH* THE MASTER COMPONENT AND INTELLIVOICE™ VOICE SYNTHESIS MODULE.



Plug Voice Synthesis Module into game console. Then insert game cartridge into Voice Synthesis Module (see INTELLIVOICE instructions for equipment connection details).

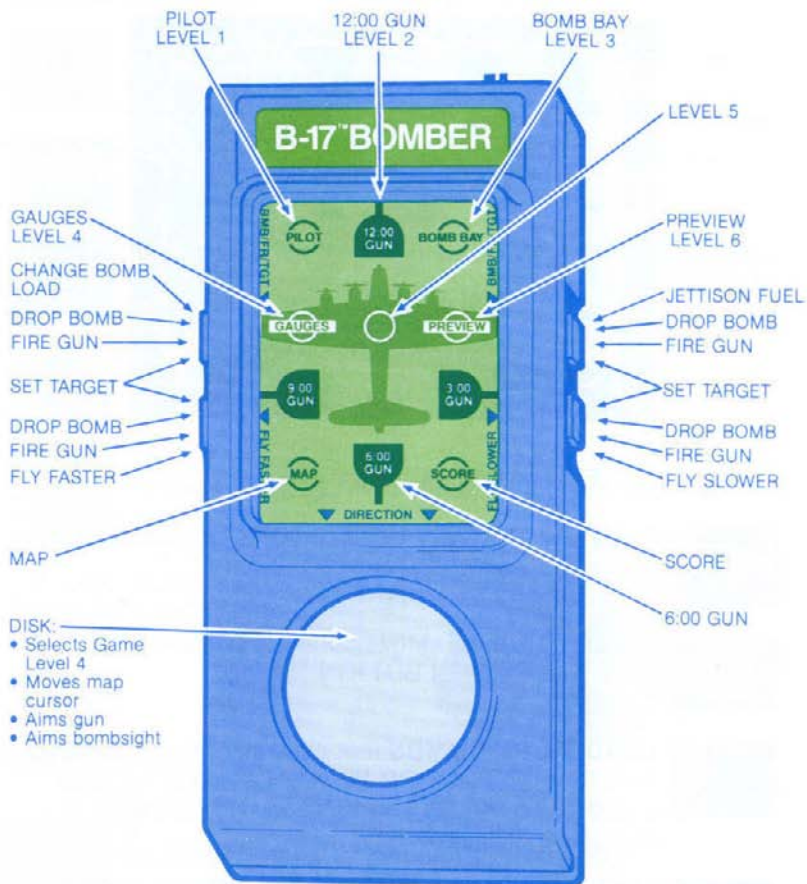
OBJECT OF THE GAME

Pick a target, then fly to it. The voices of your fellow crew members tell you when and where enemy fighters and flak appear. When you hear a "bandit's" position, move to the machine gun where you can get a shot at the fighter. Over the target, aim bomb-sight and release bombs. Watch the fuel and don't stay too long: you've got to get back to England to refuel, rearm and repair your bomber. Fly as many missions as you can, for the best game score.



GAME CONTROLS

Slide overlays in hand controller frames so they cover the keypads.



CONTROLS IN BRIEF

PHASE I: Strategic Map



SET SKILL LEVEL. See page 4.



PREVIEW TARGET. Move cursor to position (use Disc), then press **PREVIEW**.



SELECT TARGET. Move cursor to position (use Disc). Press ANY ACTION BUTTON.



LOAD MORE BOMBS (not essential). Press **GAUGES**, then TOP LEFT ACTION BUTTON — once for each added bomb. NOTE: This function does not work at PRACTICE Skill Level.



TAKE OFF. Press **GAUGES**, then LOWER LEFT ACTION BUTTON. KEEP PRESSING UNTIL TOP ENGINE SPEED IS REACHED (2500 RPM). Stay at 2500 RPM to gain altitude and increase airspeed.



PHASE II: In-flight action



Listen to crew voice warnings about attacking fighters. To **SEE ENEMY PLANES**, press directional GUN key. (Page 7)



To **FIRE MACHINE GUN**. Aim with Disc, then press ANY ACTION BUTTON.



To **CHECK FUEL, SPEED, ALTITUDE, etc.**, press **GAUGES**.



To **CHANGE ENGINE SPEED**, press **GAUGES**, then LOWER ACTION BUTTON: LEFT to go faster, RIGHT to go slower.

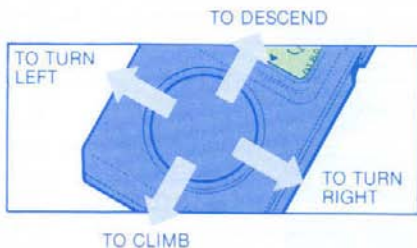


To **CHECK MAP**, press **MAP**.



To **CONTROL PLANE**, press **PILOT** and use Disc:

THE DISC ALSO CONTROLS PLANE WHEN GAUGES ARE DISPLAYED.



PHASE III: Bomb run



To **SEE TARGET** below, press **BOMB BAY**









AIM BOMBSIGHT with DISC — **DROP BOMBS** by pressing ANY ACTION BUTTON.

HOW TO PLAY B-17™ BOMBER



When game cartridge is inserted in the INTELLIVOICE module, press **RESET**. The copyright message appears and a voice announces the start of the game. Press **DISC**. You see...

THE NEXT CONTROL YOU TOUCH DETERMINES THE GAME SKILL LEVEL.

PRESS...	LEVEL	INITIAL PAYLOAD*	ENEMY DEFENSES
	Practice	200 Bombs	Easy to fight off
	2	10 Bombs	Easy to fight off
	3	8 Bombs	More fighters & flak
	4	6 Bombs	Moderately tough
	5	4 Bombs	Very tough
	6	2 Bombs	Awesome!

*NOTE: AT GAME LEVELS 2 THROUGH 6 THESE BOMB LOADS CAN BE CHANGED TO ANY NUMBER FROM 1 TO 17. BUT MORE BOMBS MEAN LESS FUEL!



PREVIEW TARGETS. Move cursor to any target. Press **PREVIEW**. You see a closeup of that target and its score value. To check another target, press **MAP** and relocate cursor. Industrial targets and warships more distant from England have higher score values. Airports score 5 points; AA batteries score 1 point each.



INDUSTRY



WARSHIP



AA GUNS



AIRPORT

SET DESTINATION. Move cursor to any location. Press ANY ACTION BUTTON. That position flashes, and is your flight destination. Set a direct route to the target, or head for an intermediate check-point. You can re-set your destination any time during the flight when the map is displayed.

GAUGES

Speed 0 0 mph
Altitude 00 ft
Pitch 000 Roll 000
Engine 00 rpm
Fuel 1330 gal
Bombs 10 × 1000 lb

READY FOR TAKEOFF. Press **GAUGES** to see assigned bomb load and fuel supply (determined by the Skill Level you picked). To carry more bombs and less fuel, press TOP LEFT ACTION BUTTON. The computer adds one bomb each time this button is pressed. Maximum load: 17. After

17, the number of bombs recycles as the button is pressed repeatedly. The computer subtracts an equal weight of fuel to keep payload within the B-17's capacity. (NO EXTRA BOMBS AT PRACTICE LEVEL)

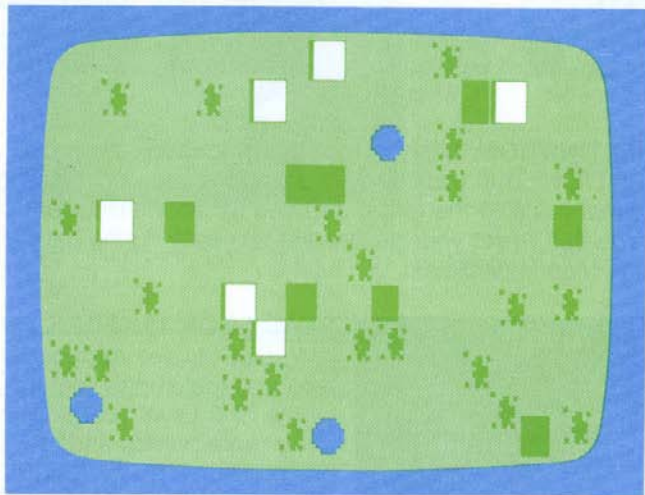
Speed 0 0 mph

RIGHT NUMBER IS CURRENT SPEED; LEFT NUMBER IS PROJECTED SPEED AT CURRENT CONTROL SETTINGS.

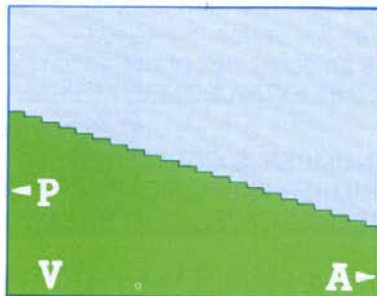
TAKEOFF. When Gauges are displayed, use Disc to set PITCH and ROLL settings to zero. Start engines by pressing LOWER LEFT ACTION BUTTON. **Keep pressing** until RPM reaches maximum

power (2500). As you approach takeoff speed above 90 MPH, touch bottom of Disc to raise the plane's nose and start climbing. Adjust pitch to increase altitude while maintaining airspeed.

At 500 ft., the BOMB BAY door opens. To see a straight-down view, press that key.



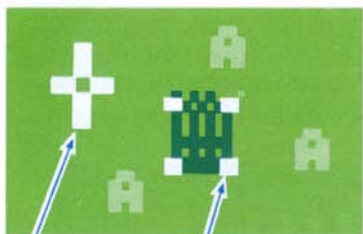
VIEW THROUGH THE BOMB BAY DOOR.



IN THE PILOT'S SEAT. To see a view from the plane's cockpit, press [PILOT]. You see the horizon, which is green if the B-17 is over land and blue if over water. Turn left or right, change altitude with the Disc. These indicators show current control settings:

- P** = Pitch
- V** = Velocity
- A** = Altitude

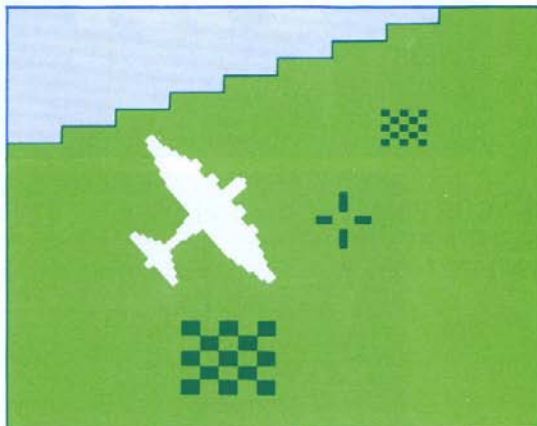




B-17 CURRENT TARGET (flashing)

NAVIGATION. Press MAP to see the Navigator's view. You can change destination any time during the flight. Move the cursor to the location you want, then press ANY ACTION BUTTON. The new destination starts flashing.

SHOOT DOWN "BANDITS". When you hear warnings of approaching enemy fighters, move to the machine gun where you can see the attacker. Press one of these keys:

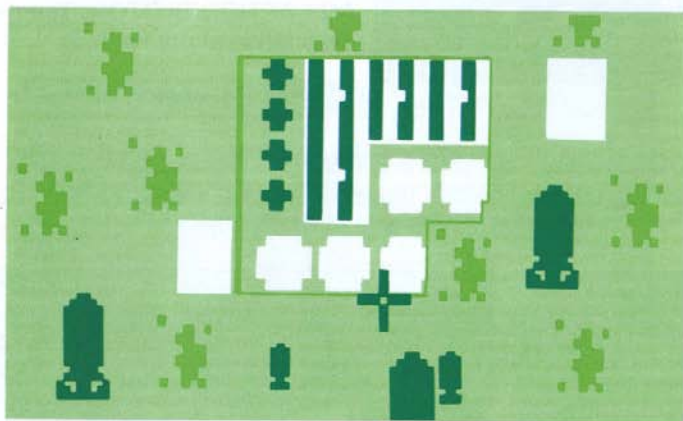


Aim gunsight with Disc, then press ANY ACTION BUTTON to shoot. Red numerals in upper right corner indicate remaining rounds (each burst contains 10 bullets).

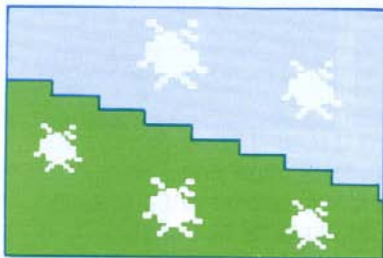


IF FIGHTERS SHOOT YOU FIRST YOU SEE 3 BULLET HOLES IN GUN PORT. THAT MACHINE GUN IS DISABLED FOR REMAINDER OF THE MISSION. IT WILL BE REPAIRED WHEN YOU RETURN TO ENGLAND.

BOMBS AWAY! When you get close to the target zone, press **BOMB BAY** to see the Bombardier's view. When you hear the warning "Target in sight", get ready to aim bombsight with the Disc. To drop bombs, press ANY ACTION BUTTON.



IF YOUR PLANE HAS BEEN DAMAGED BY FLAK, THE BOMB-SIGHT MAY NOT APPEAR. YOU CAN STILL AIM BOMBS, BUT WITHOUT THE AID OF VISIBLE CROSSHAIRS.



FLAK ATTACK. When your bomber is being fired upon by ground batteries you see and hear black bursts of flak. To lessen the chances of being hit, press **PILOT** or **GAUGES**. Change airspeed, altitude, bank left or right — move around to present a more difficult target.

GET HOME SAFELY! The game continues until your plane crashes. Fly as many missions as you can. Save enough fuel for the return trip. If you are at a relatively high altitude, set pitch to fly in a slow descent. Reduce RPM to conserve fuel. Maintain at least 90 MPH airspeed to avoid stalling. If you need to jettison fuel to maintain airspeed, press either TOP ACTION BUTTON.

If you clear the English coast on your return, the computer will "land" you automatically.

SCORING. Press **SCORE** any time during the game to see net points for the current mission and the game so far. You get 2 points for each enemy fighter you hit, and target scores as indicated on Preview displays. Bonus points are awarded for completing each mission.

Points are deducted for hits on the B-17. There's a **heavy** score penalty if you bomb England!

SCORE

Bandits	12
Target	65
B17 Hits	— 38
Mission	50
Game	150

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS



BACKGAMMON

™ AMERICAN BACKGAMMON PLAYERS ASSOCIATION



INTELLIVISION™ BACKGAMMON is identical with the board game. You can play against the built-in computer at two different skill levels, one for beginners or intermediates, another for experts! You can sharpen your game, become a player of championship caliber! If you like, two players can compete against each other. All the strategy, luck and suspense of today's most popular board game are at your fingertip, electronic control!

HOW TO WIN! If you want to play **winning** INTELLIVISION™ BACKGAMMON, read this booklet.

(FOR COLOR TV VIEWING ONLY.)

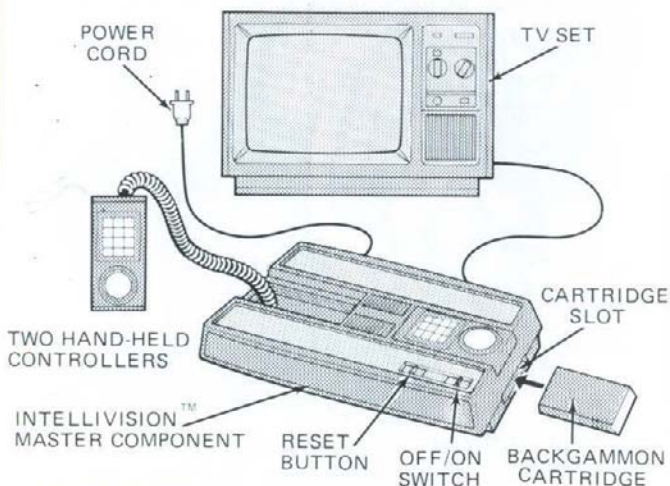
1119-0920(C)

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OBJECT OF THE GAME: To move all your pieces completely around and off the board ("bearing off"). The first player to do this is the winner!

CHECK YOUR EQUIPMENT

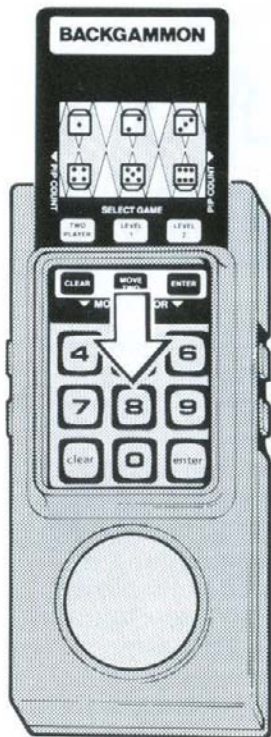


MAKE SURE:

- **MASTER COMPONENT** is connected to the TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- **BACKGAMMON Cartridge** is placed in slot and firmly engaged.
- **OFF/ON Switch** is turned on.

NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately. (See instructions with Keyboard Component.)

**PRESS RESET
BUTTON:** Title will
appear on TV screen:



ADD OVERLAYS

Find the two
BACKGAMMON
keypad overlays in
the cartridge package
with this booklet.

Remove Hand
Controllers from the
console.

Insert an overlay into
each Hand Controller
(if two people are
playing). Make sure
the overlays fit tight
and are all the way in.
The overlays will be
your visual guide to
the game:





PART 1

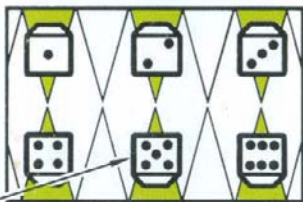


THE CONTROLS

This first part of the instructions is for those who already know how to play Backgammon. If you have never played or want to brush up on the rules, please begin with Part II.

1. THE DICE

Each of the numbered dice corresponds to the number of points you can move your piece. Thus, to move a piece five points, press



2. SELECT GAME

You can play BACKGAMMON three different ways. One player can compete against the computer at two different skill levels, or two players can compete against each other.

The computer is a good player, but it is not unbeatable. At Level 1 it plays a "safe", conservative game, a good choice for beginning or intermediate players. At Level 2 the



computer plays a more sophisticated, daring game, a challenge for advanced players.



3. CLEAR— Press this key if you change your mind about a move you have made. Your pieces will then be returned to the positions they were in at the start of your turn (you must press CLEAR before pressing ENTER).

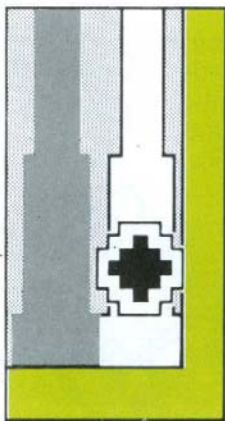


MOVE TWO—

If you roll “doubles,” you can move two pieces at the same time by pressing MOVE TWO before pressing the Numbered Dice.

ENTER—

Press this key after you have made all your moves on each turn. This will cause the dice to roll for your opponent's next turn. Even if you're unable to move any pieces on a particular turn, you must press ENTER to make the dice roll. If you are playing against the computer, the dice will roll automatically for your turn after the computer has made its moves.



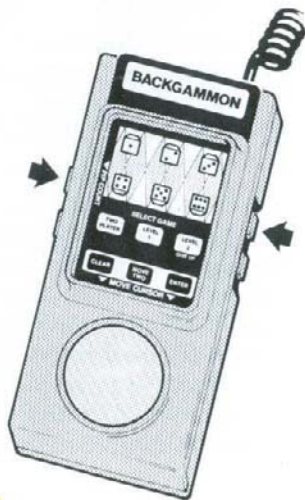
MOVE CURSOR—

Press this disc to move the "cursor" along ("brown ring" indicator). The cursor designates which piece you want to move. Each time you press the disc the cursor will move to your next moveable piece. (Be sure to press lightly so that the cursor does not go past your intended piece--if this should happen

continue pressing until the cursor arrives back at the piece you want to move--you cannot move the cursor backwards.)

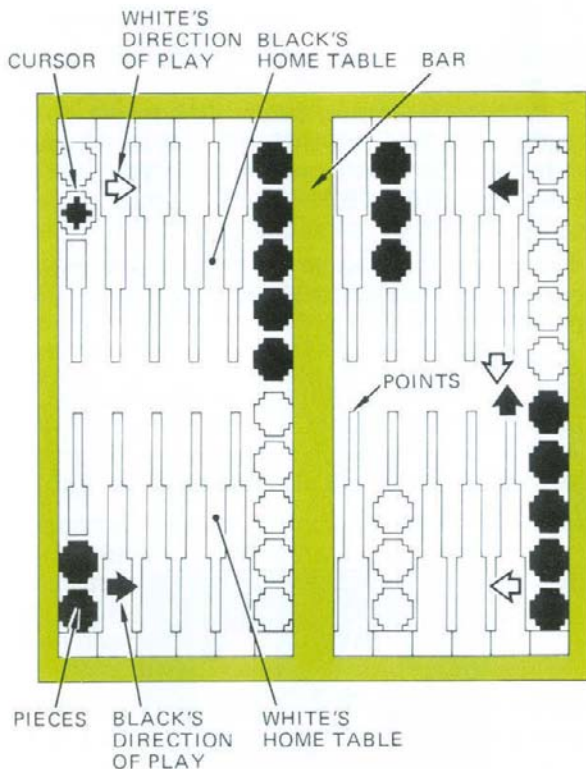
PIP COUNT—

Press either top side button to see the "pip count," which is a running score of the game. The pip count is found by multiplying the number of pieces on each point times the value of that point. The lower your pip count, the better. (For more about the pip count, consult a book on the complete rules of backgammon.)



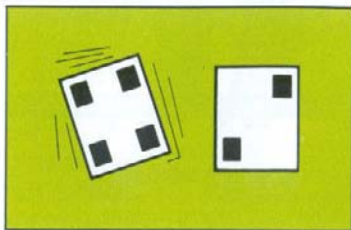
THE PLAYING BOARD

You will see on your TV screen a complete Backgammon board with all pieces in starting positions:



HOW TO PLAY

1. Turn Master Control Switch ON, insert cartridge, put BACKGAMMON overlay in your Hand Controller, and press RESET. You will see the title "BACKGAMMON" appear on your TV screen.
2. Now press the Disc on your Hand Controller to begin play. The BACKGAMMON board will appear.
3. **Select Game**
Choose the way you want to play. Press Level 1 or Level 2 to play against the computer, or TWO PLAYER for competition between two players. Selecting the game **will also produce the first roll of the dice.**



4. When the Dice Roll

The dice will appear on your screen to the right of the board. When a die is rolling it is **blue** in color. As soon as it comes to rest its color changes to **white** or **black** depending on whose turn it is. When playing against the computer, your dice (and pieces) are **white**. The computer's dice (and pieces) are **black**.

The first roll of the dice is to determine who moves first. As the rolling blue dice come to rest one will turn white and the other black.

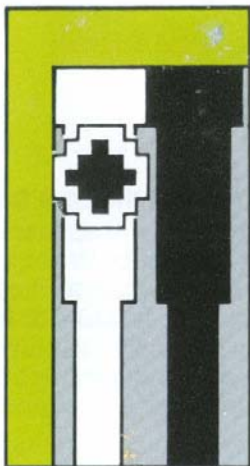
Whichever color is the higher number wins the first turn, and both dice will then turn the color of the higher die. The player who gains the first turn combines the two dice to make his first moves. For instance, if you are playing against the computer and on the first roll the black die comes up 5 and the white die 3, then the computer wins the right to move first and both of the dice will turn black. The computer can then use the 5 and the 3 for its moves.

Important: Each of the dice **will also turn blue after a player has used that die to make a move**. Thus a **stationary blue die** indicates a move that has been used up.



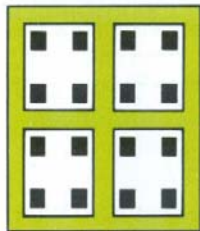
5. Choose the Piece You Want To Move

The cursor (brown ring) will automatically appear on the first moveable piece of whichever player has won the roll of the dice. If you don't want to move your first piece, move the cursor along with the MOVE CURSOR Disc to whichever piece you prefer to move.



6. Now Move Your Piece

After you've chosen the piece you want to move, press the Numbered Die on your Hand Controller corresponding to whichever of the two rolled dice you want to use first. Your piece will move to the point you have chosen. **Note:** If you roll "doubles," **four** dice will appear. Remember, a die turns **blue** after you've used the move indicated by it.



If you change your mind about your move, press CLEAR, then move again.

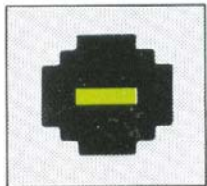


7. Roll the Dice Again

After you've used all your available moves on each turn, press ENTER to roll the dice for your opponent's next turn. After the **computer** moves, the dice roll automatically for **your** next turn.

8. Stacking Pieces

If you run out of room on a point and must stack your pieces, each stacked piece will be indicated by a dash (black or orange). Thus,



means that one piece is stacked on top of another.



means that two pieces are stacked on top of another for a total of three pieces.

9. Hitting A Blot

If you have left a "blot" (single piece) on a point and your opponent "hits" (lands on) it, your piece will automatically be placed on the "bar" in the center of the board. On your next turn the cursor will automatically appear on your hit piece. You must re-enter that piece before moving any other.



10. Bearing Off

The first player to bear off all his pieces will be greeted by a "victory" tune (you must press ENTER after bearing off your last piece). If the computer wins, it will blow its own horn (no need to press ENTER).

11. Resigning

If you think your situation is hopeless and you want to move on to the next game, you can resign by pressing the Level 2 key **twice**. This will produce a victory tune for your opponent. (If you don't care to hear the tune, just press RESET.)

12. Starting Over

To start a new game, press game selector or RESET.

BUZZ!! If you try to make a move that isn't allowed, you'll hear a loud buzz. This will occur when:

- you have tried to move to a point that isn't open--
- you have tried to move a different number of times than the dice indicate--
- you have tried to use a die that has already been used (blue die)--
- you have tried to bear off before all your pieces are in your home table--

All set?!! Now enjoy INTELLIVISION™

BACKGAMMON





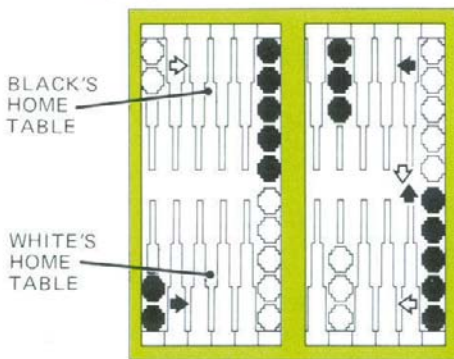
PART 2



HOW TO PLAY BACKGAMMON

Backgammon is a game played by two players (in INTELLIVISION BACKGAMMON the computer can be one of the players). Each player has 15 pieces. The object of the game is to be the first to move all your pieces completely around and finally off the board. Moving your pieces off the board is called "bearing off." The first player to bear off all his pieces is the winner.

The Playing Board



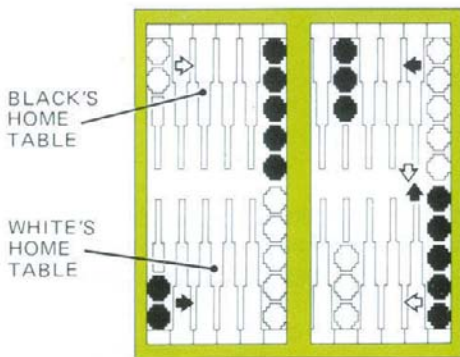
Each player moves in a direction beginning from his opponent's Home Table and coming around to his own Home Table. Thus one player always moves clockwise and the other always counterclockwise.



Following is a glossary of the main terms used in Backgammon:

1. **Bar**--the blank space running vertically through the center of the board.
2. **Bearing Off**--moving all your pieces off the board after they have completed their course to your Home Table.
3. **Block**--when your opponent has two or more pieces on a point; you cannot move to that point.
4. **Blot**--a single piece on a point. Can be "hit" at any time.
5. **Doubles**--two dice with the same number of spots. Doubles your moves.
6. **Hit**--landing on an opponent's blot. A hit piece is moved to the bar.
7. **Points**--triangular spaces, 24 in all. You move your pieces from point to point.
8. **Re-Enter**--to move a hit piece from the bar back into play. A player must re-enter a hit piece(s) before he can move any other pieces. The hit piece must be re-started from an open point in the opponent's Home Table.





9. Table--a portion of the playing board. Before beginning to bear off, you must bring all your pieces around to your Home Table (see diagram).

A player can move his piece to any one of the "points" so long as that point is not occupied by two or more of his opponent's pieces--then it is "blocked." Whether a player can actually move to an open point depends upon a roll of the dice. Pieces move according to the count of the dice.

A single piece on any point is called a "blot." A blot can be "hit"--that is, if you land on your opponent's blot, his piece must be removed from the point and placed on the "bar" in the center of the board. He then cannot move any other pieces until he re-enters into play his hit piece. If he does not get a roll of the dice that allows him to move his hit piece from the bar to an open point in his opponent's Home Table, he must surrender his turn without having moved.

The players take turns rolling two dice (except at the start when each player rolls one) and each can move his pieces according to the numbers on the dice.

You can move any piece at the head of a point as follows:

... you can move the same piece twice in succession, once for the number on one of the dice, and again for the number on the other, **provided** that each of the two numbers thrown can move the piece to **unblocked** (one or no opponent pieces) points.

... or, if you prefer, you can make your moves with two different pieces, one piece being moved according to one of the dice, and the other piece according to the other die.

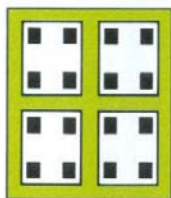
... if you can use only one of the dice to move, then the other one is ignored and your opponent takes his turn after your one move.

... if you are unable to move with either one of the dice, you must surrender your turn.

... if there **is** a move available, you must make it.



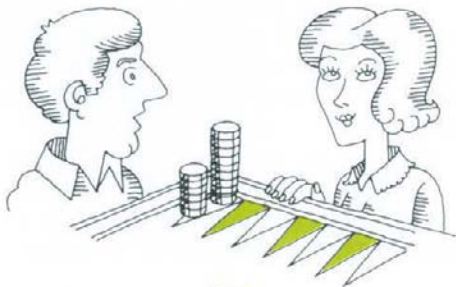
In the event that a player rolls two matching dice, this is called "doubles" and entitles the player to a double move. If, for instance, you roll two fours, you can then move one piece 16



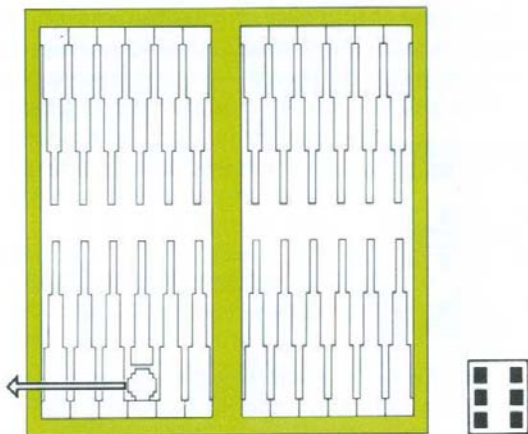
points, or two pieces 8 points each, or four pieces 4 points each, or any combination of moves in multiples of 4.

(INTELLIVISION™ BACKGAMMON will automatically show **four** dice if you roll doubles.)

There is no limit to the number of your own pieces that you can have on the same point at the same time. If you run out of room on any point you can "stack" pieces one on top of the other.



Before you can begin to bear off any of your pieces, you must have moved **all** your pieces into your Home Table. You can then bear off according to the count of the dice. If you roll a

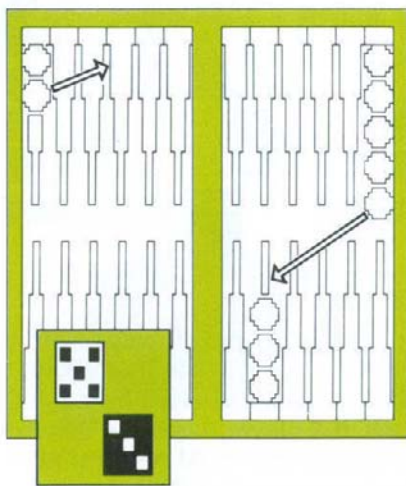


number higher than the number of points you need to bear off a piece, you can still use that roll to bear off provided that the piece in question is your first available move. For instance, if you roll a six but your first moveable piece is on the 4 point in your Home Table, you can use the six roll to bear off that piece.

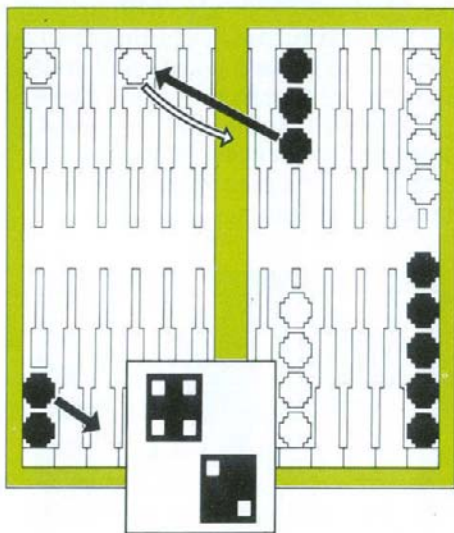
At the start of play each player rolls one die to determine who has the first turn (INTELLIVISON™ BACKGAMMON automatically rolls one die for each player). The higher die wins (repeat in

case of a tie), and the winning player combines both of the the dice to make his first moves.

Imagine Your Starting A Game: White vs. Black. Each throws one die. The white comes up 5 and the black, 3. So White, with the higher roll, gets the first turn. Combining the two dice, he can move one piece 5 points and another piece 3 points, or he can move one piece 8 points provided the individual moves of 5 points and 3 points are **both open**. Suppose White decides to move one piece three points, and the second piece five points.



Black then rolls the dice, and comes up with a 2 and a 4. He chooses to move one piece two points, and with the remaining 4 he moves another piece to "hit" the "blot" left by White on his previous move. White's hit piece must then be removed from the point and placed on the bar.



White must re-enter his hit piece from the bar (by getting a roll of the dice that allows him to land on an open point) before he can move any other piece. If a player has more than one of his pieces on the bar, he must re-enter **all** of them before he can move any other pieces.

There are many subtle aspects to Backgammon, such as different strategies that call for "forward" aggressive play or the "back" game that involves more defensive, calculated play. In some instances it may be unwise to hit an opponent's blot if it leaves you vulnerable to being hit upon his re-entry and thereby set further back in your game.

Here you are provided with the basic rules of the game, but INTELLIVISION™ BACKGAMMON makes it possible for you to practice and quickly develop your skill. For more about the finer points, why not try a little library research!

Now return to Part 1 of the Instructions, and enjoy amazing INTELLIVISION™ BACKGAMMON!!



MATTEL ELECTRONICS®

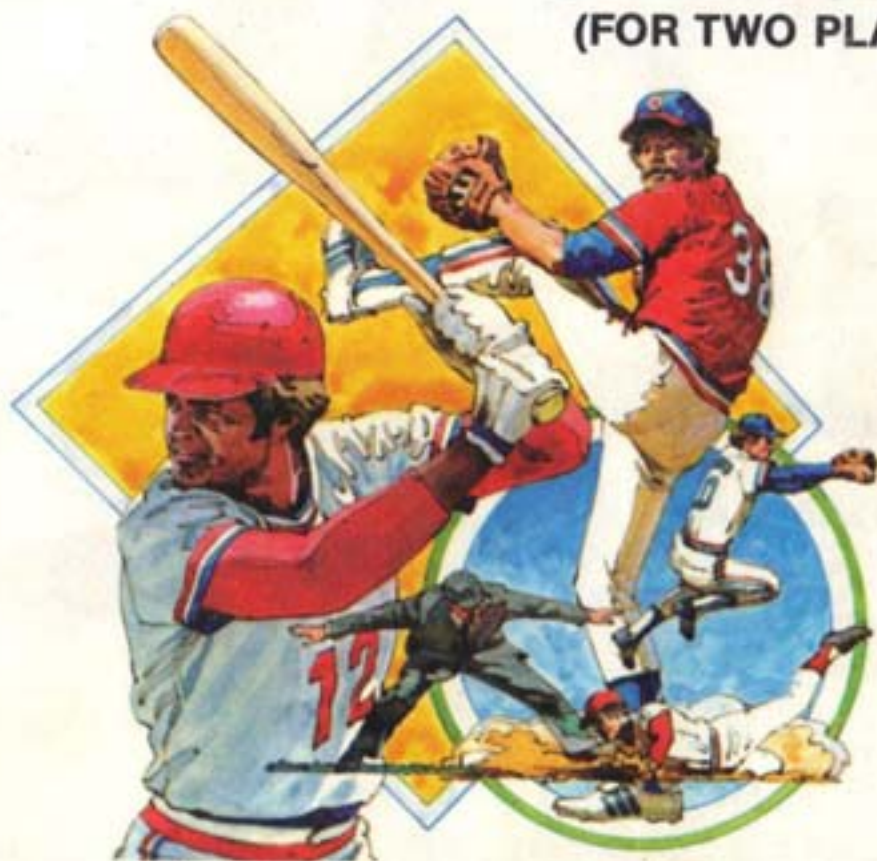
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INTELLIVISION™ Intelligent Television
CARTRIDGE INSTRUCTIONS



**MAJOR LEAGUE
BASEBALL**

(FOR TWO PLAYERS)



Two 9-man teams, 9 full innings! Batter up! You wait for your pitch. Swing away. Draw a walk, drop a bunt! In the field you go for the double play. Play long balls off the wall, try for a pickoff. This one has it all! Grand slams, steals, Texas Leaguers! Bring your own rhubarb!

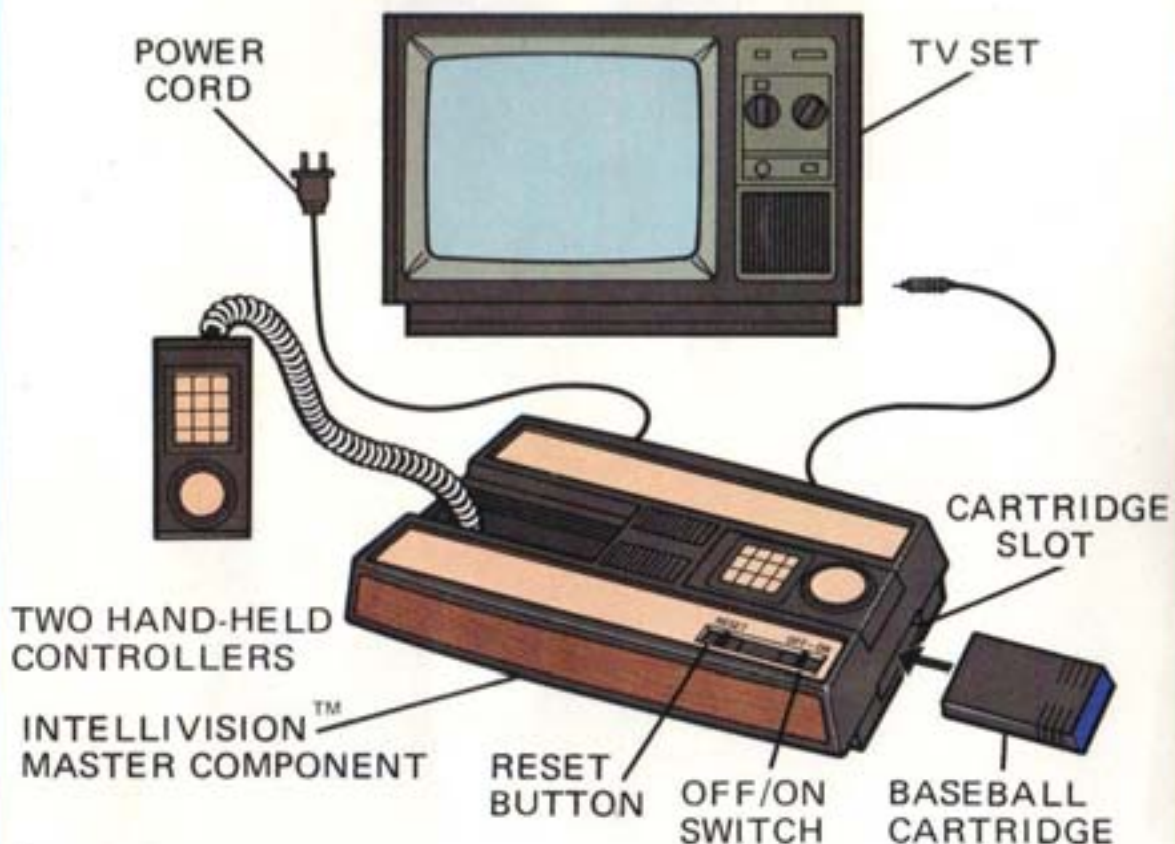
HOW TO WIN! If you want to play **winning** INTELLIVISION™ baseball, read this booklet!

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*Trademark of and licensed by Major League Baseball Promotion Corp.

OBJECT OF THE GAME, of course, is to score the most runs in 9 innings, or extra innings to a decision.

CHECK YOUR EQUIPMENT:

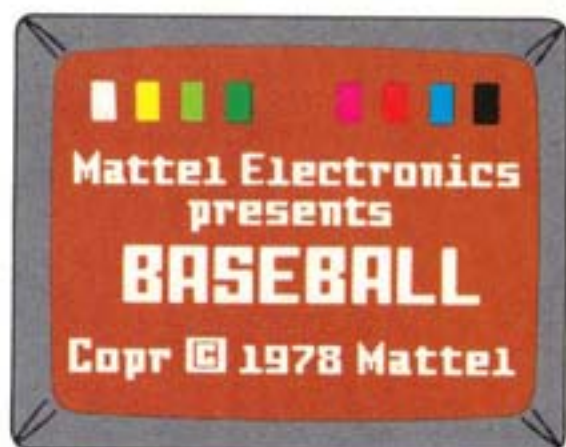


MAKE SURE:

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- BASEBALL Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, Cartridge goes into slot on the Keyboard Component, sold separately. See instructions with Keyboard Component.

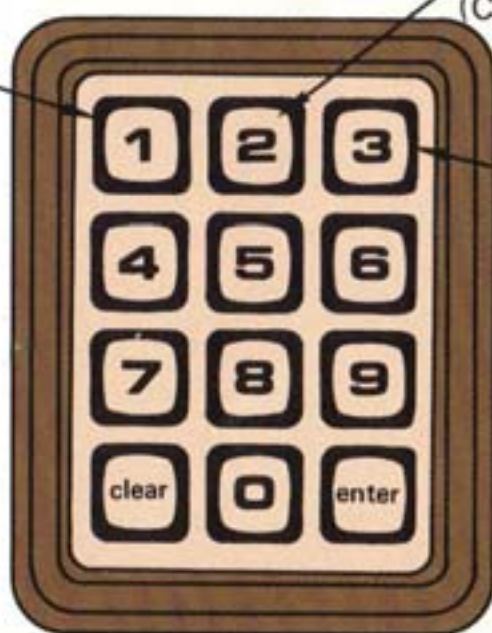
**PRESS RESET
BUTTON:** Title will
appear on TV screen,
"BASEBALL."



SELECT SPEED

Press button 1, 2, or 3 to select a SLOWER game speed. Press Direction Disc for MAJOR LEAGUE SPEED, fastest of all!

MEDIUM
FAST
(TRIPLE A)



MEDIUM
(COLLEGE)

SLOWEST
(SPRING
TRAINING)

A faster game speed means that **everything** goes faster . . . pitches will come over at faster speeds, runners will move faster on the bases, etc. At MAJOR LEAGUE SPEED all your reactions will have to be very fast!

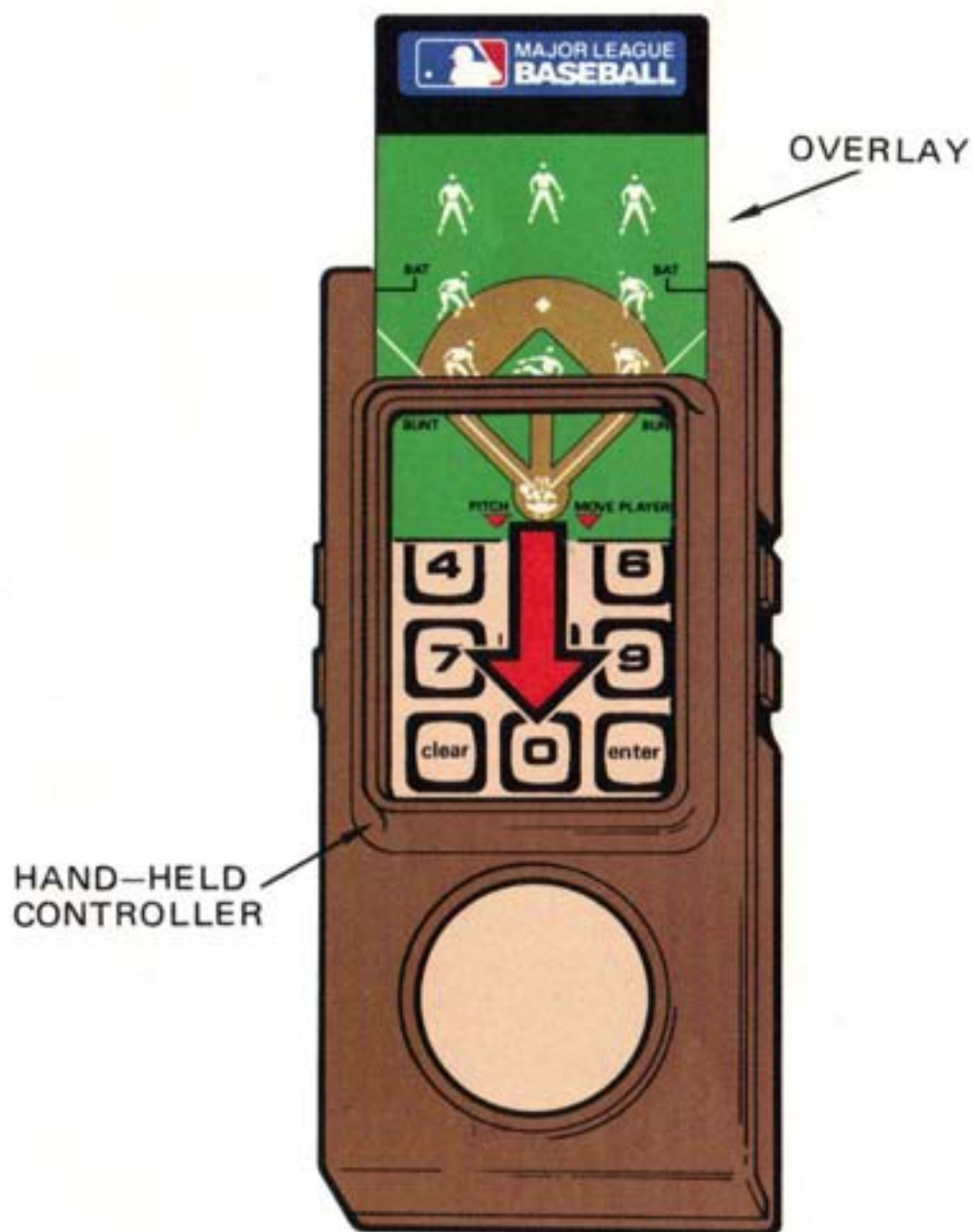
Until you get familiar with the game, you'll probably want to begin at one of the slower speeds.

ADD OVERLAYS

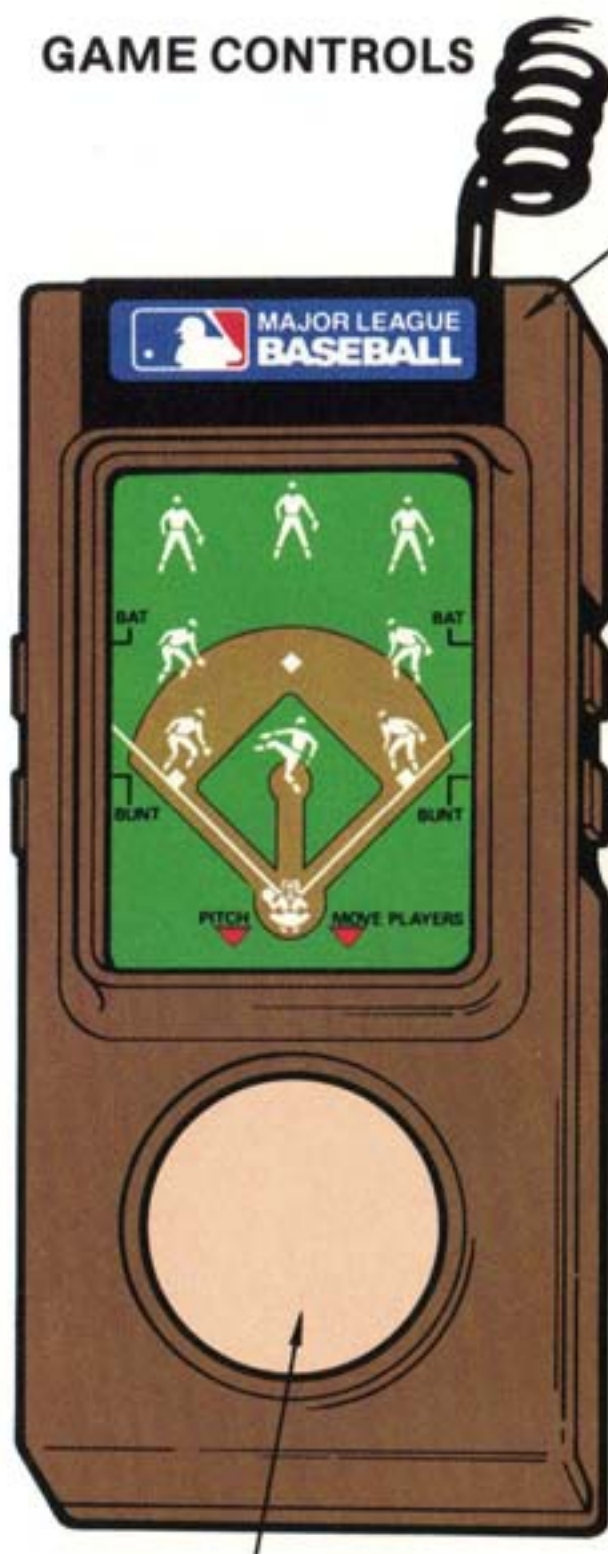
Find the two MAJOR LEAGUE BASEBALL keyboard overlays in the cartridge package with this booklet.

Remove hand controllers from the console.

Insert an overlay into each hand controller as shown. Make sure they fit tight and are all the way in. The overlays will be your visual guide.



GAME CONTROLS



OVERLAY

To throw the ball to any defensive player, push down on the FIELDER who will RECEIVE the ball.

BAT

BUNT

Press buttons (either side) to bunt or swing away.

DIRECTION DISC

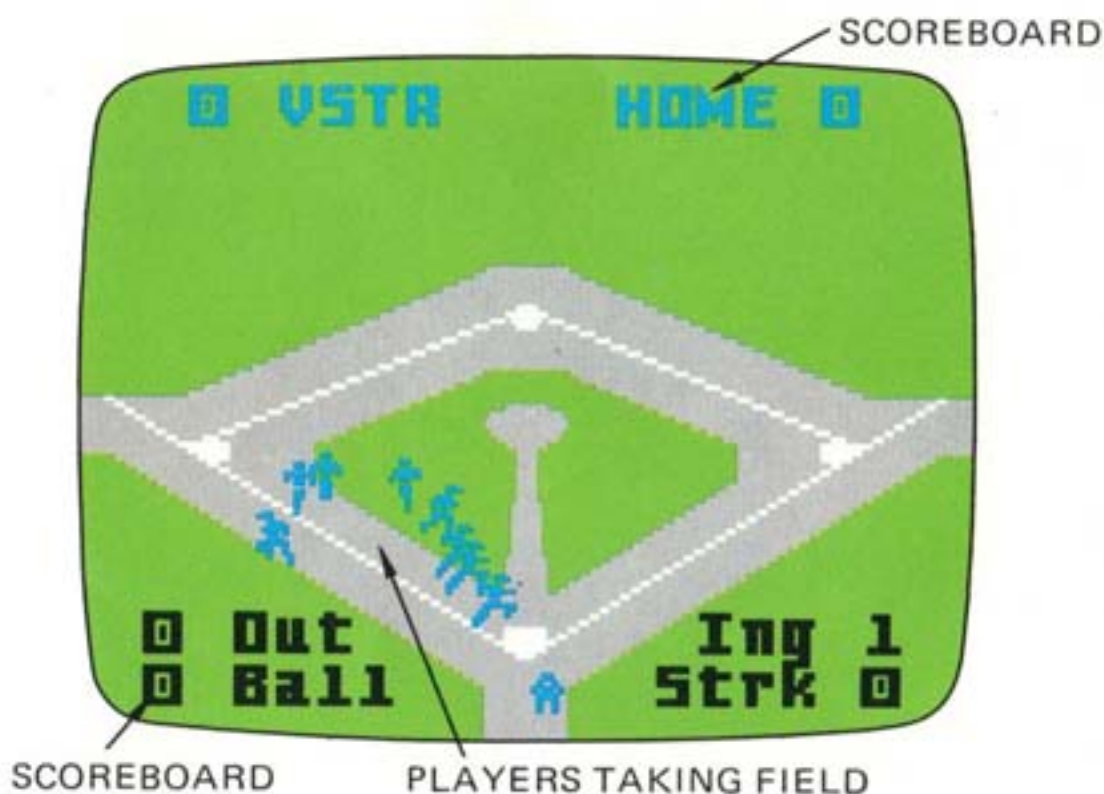
Press disc to do **three** things: **1.** To **pitch** **2.** To **move runners** forward or back on the bases. **3.** To **move fielders**, send them after the ball.

GET THE FEEL OF IT

Try holding the hand controller. You'll notice that it has **BUNT** and **BAT** on **both** sides. That way you can use it easily, whether you are right or left handed. Hold the controller in one hand or use two. With a little practice you'll find the way that works best for you.

CHECK YOUR BASEBALL DIAMOND ON THE SCREEN

1. Select speed using either hand-held controller. The diamond will appear on TV screen and the players will take the field.



2. The home team is **BLUE**. The visitors are **RED** and will always bat first.
3. Flip a coin to determine who will be the home team. Facing the Master Component, the

hand-held controller on the RIGHT will be for the home team.

4. The score board on the screen automatically keeps track of strikes, balls, outs, innings and runs. Errors are not recorded, but errors **can be made** by both teams. (See ERROR section).

To help you identify them faster, MEN WILL **CHANGE COLORS**.



HOME TEAM will take the field wearing MEDIUM BLUE. Home team man you select to CONTROL will turn BLACK. Home Team man, when he GETS THE BALL, will turn LIGHT BLUE. Home Team LEAD RUNNER will also turn LIGHT BLUE.



VISITORS will take the field wearing MEDIUM RED. Visitors man you select to CONTROL will turn BLACK. Visitors man, when he GETS THE BALL, will turn DARK RED. Visitors LEAD RUNNER will also turn DARK RED.

(On a Black & White TV set, contrasting shades of Black, Gray and White will help identify the Home Team and the Visitors, plus which players are batting, receiving a throw or running the bases. When taking the field, the Home Team is in Black, the Visitors are in Gray.)

HEAR THE ACTION. You'll hear simulated cheers when you make a hit. Hit a grand slam home run, and they'll go wild. You'll hear the crack of the bat, hear the "ump" call the outs!

YER OUT!

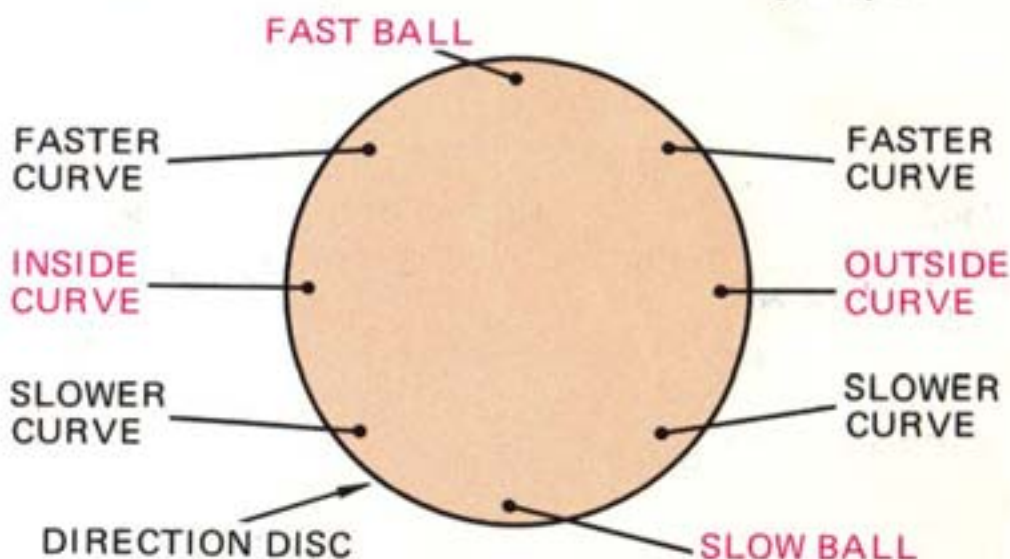


Most major league baseball rules apply - 3 strikes for an out, 4 balls for a walk, first two foul balls count as strikes. NOTE: All hits in this game are grounders, therefore, a **batter can not fly out**, not even on fouls. Home runs can be hit. Force-outs, double and triple plays can all be made.

PLAY BALL!
(DEFENSE)

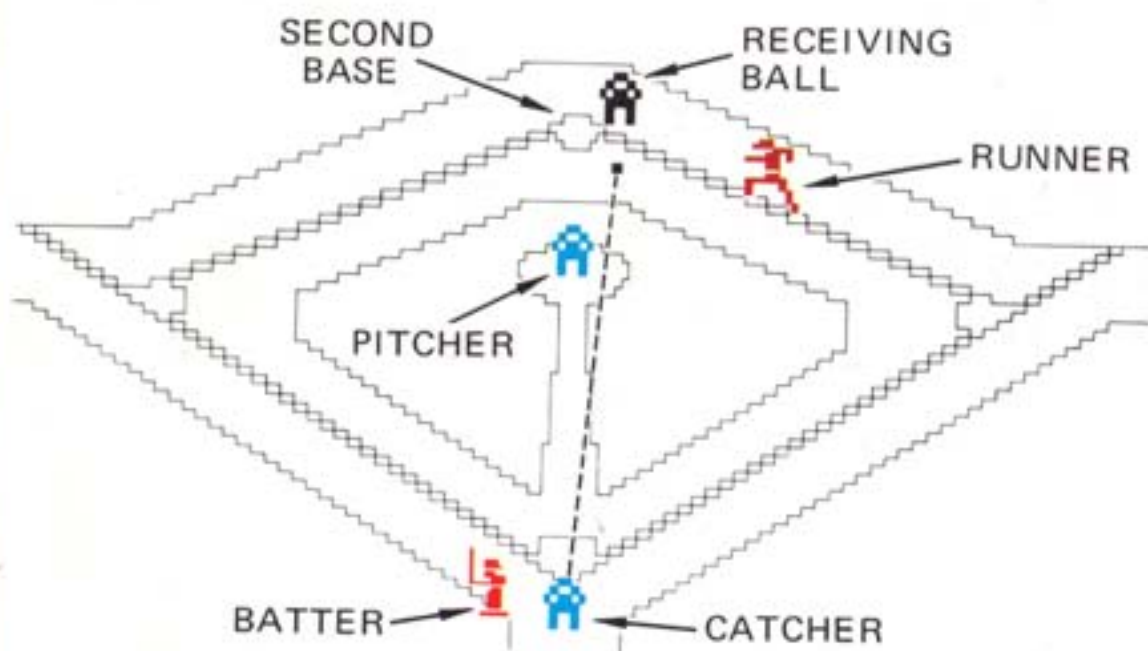
YOU'RE PITCHING. Pitcher automatically has the ball at the start of each inning. After a foul ball, the ball will automatically return to the pitcher.

1. Press the outer edge of Direction Disc to pitch. Use the full circumference of the Disc (360°) For example, press ANYWHERE BETWEEN a Fast Curve inside (Left of Disc) and a Slow Curve. You'll find your control is precise.
2. WHERE the Disc is pushed determines KIND of pitch. It also determines how a curve is thrown. You can throw fast and slow, inside and outside curves, fast balls and change ups.



3. After a pitch, if no contact is made by the batter, catcher would have the ball. Return ball to the pitcher by pressing PITCHER on Hand Controller.
4. With a man on base, keep 'em honest! Have your pitcher throw to a base. REMEMBER--push down on FIELDER you want to RECEIVE the ball--1st base, 2nd base, etc. When throw is made, baseman will automatically cover his base. (Shortstop will not cover 2nd base automatically.) (NOTE: Pitcher's throw to **2nd base** is a lot quicker!)

5. Try for a PITCH OUT play! (When baserunner takes too big a lead, pitcher throws outside curve to catcher, ignores the batter. Catcher throws to 2nd or 3rd **ahead** of the baserunner!) Have your fingers ready! Push down on **right** side of Disc. Then, quick! Push down on 2nd or 3rd base POSITION. Get catcher's throw off **fast**, trap the baserunner! (Batter will take the outside pitch for a ball or maybe even swing at it!)



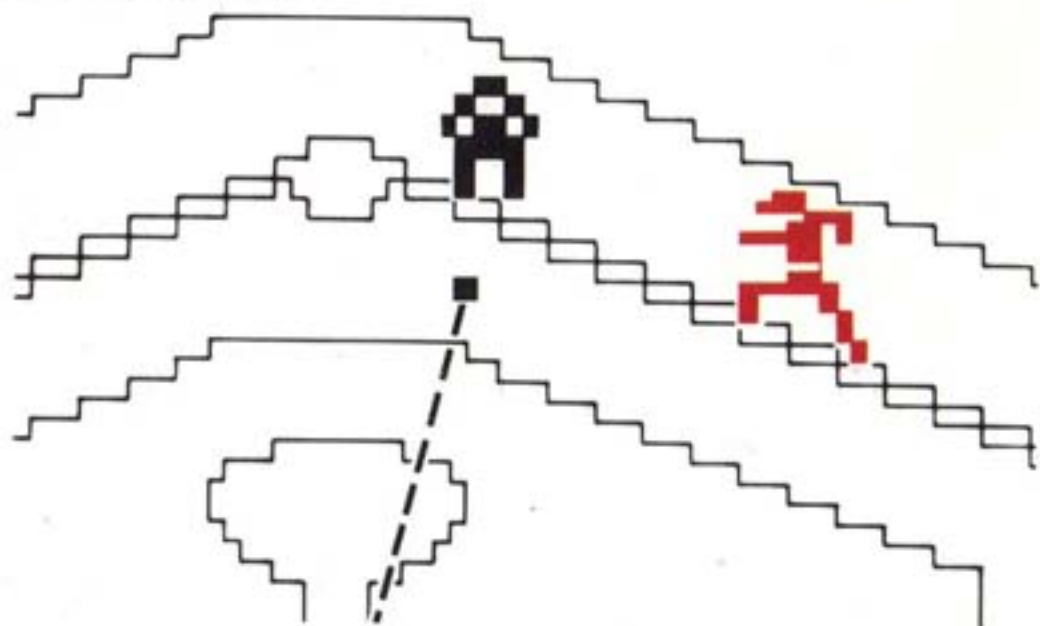
6. Catch him in a RUNDOWN! Fake out the baserunner! Remember: basemen do **not** have to stand on the bag. Maneuver your basemen **closer** to the runner with the Direction Disc. Trap him between the 2nd baseman & the shortstop, for example. Run him down & get the putout!

7. You can intentionally walk a batter, put a man on 1st base and try to set up the double play. Throw four curve balls wide of the plate.

8. Pitcher can **not** hit a batter with a wild pitch. (no balks, no passed balls in this game).

FIELDING. Fielders **don't just stand there!** They must **MOVE** to get the ball and **then** throw to a base. No fly outs in this game! Foul balls cannot be caught in the air. Any player can go after a fair ball. The players can be moved into position to field the ball before it comes to a stop. **SO KEEP AN EYE ON THE DIRECTION OF THE BALL WHEN IT LEAVES THE BAT!**

1. Press down on the **FIELDER** you want to go after the ball. When he gets the ball, press **FIELDER** you want to **RECEIVE** the ball--1st base, 2nd base, etc. If a ball goes right to a fielder without him having to move, he **still** must throw to a base to make the put-out. **There are no fly outs!**



2. Get a jump on the ball! Start fielder moving, when you see where ball is headed. Press **Direction Disc** to move fielder towards the ball.

3. If a fielder misses the ball or it falls short, ball will come to a dead stop. Fielder will have to go after the ball. Push player position and direct him toward dead ball with Direction Disc. (Disc will move fielders in **any** direction)!
4. **TAG OUT.** Any fielder, in between plays (except the pitcher when he is on the mound), can run with the ball to tag out a baserunner. Activate player by pushing his position and use Direction Disc to move him towards runner.
5. As in the majors, basemen don't stand on their bases. They move and throw to make the plays.
6. If any fielder throws from anywhere **other** than his normal position, he will automatically return to position after the "throw."
7. Any player can throw **directly** to any other player. For example, the center fielder can throw directly to the catcher. No cut-off man is needed.
8. **MAKE THE DOUBLE PLAY.** Know where the baserunners are. Get a drop on the ball and know **WHERE** you are going to throw it! Get the lead man out and you'll cut off a run! Get set for the shortstop to make the double play.

(OFFENSE)

BATTER UP: When ball is returned to the pitcher, batters automatically come up to bat. All batters on the screen are right-handed. Batters can not step out of batter's box. On both sides of hand-held controllers are two buttons.

The top button is BAT for a regular swing. The lower button is BUNT. (See illustration).



1. Watch the pitch. When you think the "ball" is in a good position to hit- **SWING**- push BAT or BUNT button. Press BAT button to swing away, go for a hit through the infield. Press BUNT to drop the ball short, to cross up the defense, advance a base runner.

2. Time your swing! You'll get a strike if you swing at a ball over the plate too early, too late or at too wild a curve. Also, if you don't hit a called strike. (See PITCHING section for the kinds of pitches you can expect).

3. Try to place the ball. Hit to right or left field. WHEN you connect with a pitch affects where

the ball goes. (Fouls included). As they say-- "Hit 'em where they ain't!"

IMPORTANT: When you hit the ball, start **RUNNING!** Press Direction Disc **at once** to advance batter to 1st base! Press & Hold down right side of Disc. To stop baserunner, take finger off Disc. (If you overrun the base, stop him & press Disc on **left** side. Baserunner will **not** go back unless you do).

4. "IT'S A HOME RUN!" "Crowd Roars!"
Words: "Home Run" appear on TV screen. Batter & any baserunners will automatically score to more crowd "cheers." **GRAND SLAMS, TOO!**

HOME RUN!



5. Draw a walk. After 4 bad pitches, batter will automatically take his base.

THE RUNNING GAME! Lead off, steal bases, force the action! You control baserunners by pressing Direction Disc.

1. Press **RIGHT** side of Disc to advance runner. Press **LEFT** side of Disc to have runner go back. **NOTE:** The runner can go back no further than his last base.

2. On a lead-off or in an attempt to steal, remember the other team can throw to the base you were on and to the base you're going toward. Don't get caught in a rundown and be tagged out.



3. **TO STEAL A BASE:** Press Direction Disc to lead-off your runner. Watch for the pitch. Press Disc and start running. If the defense is asleep or makes an error, don't be afraid to take the next base!

4. In this game, if a batted ball hits a baserunner, runner is **NOT** out.

With runners on base, Direction Disc controls the **LEAD** runner. **NO** double steals in this game. (Runners on 1st and 2nd. You press Disc, man on 2nd steals 3rd. Man on 1st will **stay** on 1st.)

On a hit, with a man on base, pressing Disc will advance the LEAD man, the man on base, hitter will take first automatically. **BUT REMEMBER, LEAD runner is the man you control.** If you **stop** LEAD runner between 2nd & 3rd, press the Disc and try to send him back, hitter will keep on running! Will NOT stop or go back! Should the two runners collide, LEAD runner is OUT.

AS IN THE BIG LEAGUES, IF SCORE IS STILL TIED AFTER 9 INNINGS, WE GO INTO EXTRA INNINGS TO A DECISION. (HOME TEAM STILL BATS LAST). ONE DIFFERENCE:

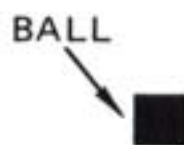
In this game, you CAN SCORE on a third out, so long as the runner crosses home plate BEFORE the throw! Stealing home after two outs is smart play. **Go for it!** Run WILL COUNT if your runner beats the throw home!

HOW TO WIN!

BASEBALL is a game of Defense. With a little practice on your **fielding**, you'll have a tremendous advantage!

FIELDING: **3 things to do.**

1. Pick out fielder nearest the ball.



2. Move him after the ball. (Press Disc)

BALL



3. Get throw off **fast**. (press FIELDER you want to receive the ball.)



WILL RECEIVE BALL

Remember: No fly outs! Fielder must get to the ball and throw to the base **every time!**

If a fielder **misses** the ball, get **another** fielder after the ball! No automatic backups.

When a batted ball (often a bunt) falls on the field and stops dead--move fielder **extra fast** to pick it up.



BATTING: Make 'em pitch to you. Let the bad pitches go by.

RUNNING: When you hit the ball, **START RUNNING** to 1st. (Press Disc) Don't be afraid to **stretch** your hits. Take 2nd, go for 3rd, etc.

ERRORS do **not** show up on the scoreboard, but they are both possible and costly. For example: when the throw is in the air heading for 1st base, don't change your mind and press 2nd or the ball will go out of control.

Intellivision[®] Intelligent Television

GAME INSTRUCTIONS

(For 2 players or teams)

Blow Out

Two roller-skating dancers drop darts from a scaffold onto rising balloons. An easy enough task, except these rude guys keep bumping into each other and knocking each other off the scaffold. When the music stops, that's the signal for the next players to take the controllers.

OBJECT OF THE GAME

Move your roller skater left and right along the scaffold, dropping darts to burst as many balloons as possible before they reach the scaffold. Each balloon you burst scores 50 points.

Guests at a party are to be divided into two teams.



PRESS RESET BUTTON: Title will appear on TV screen. Press the disc to pass the title screen.

Enter TEAM SIZE – How many competitors are on each side.

Enter # OF ROUNDS – How many turns each player will take.

GAME CONTROLS

DIRECTION DISC: Move the roller skater left or right along the scaffold.

SIDE ACTION BUTTONS: Press any side action button to drop a dart.

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INTELLIVISION™

Intelligent Television

BODY SLAM Super Pro Wrestling

Instructions

For 1 or 2 Players

THIS GAME

DOES NOT USE

HAND CONTROLLER

OVERLAYS

No. 9009

GAME PLAY Object of the game is to defeat your opponent in the ring using strength, strategy, and a bit of sneakiness. Each match consists of a series of four-minute rounds. The first wrestler to pin his opponent to the mat for a count of three seconds is the winner.

You control a wrestler selected from 12 different characters. Your opponent is a wrestler controlled by a friend or by the computer. If you choose a **TAG-TEAM MATCH**, you and your opponent each control **TWO** wrestlers who take turns in the ring.

There are 26 possible moves in **SUPER PRO WRESTLING**—drops, kicks, punches, etc. Before each match, you choose 4 to 9 moves (depending upon your selected skill level) that you will use in that match. During the match, **YOU** control when you use your moves against your opponent.

STARTING THE GAME Turn power **OFF**, insert cartridge, turn power **ON**, and press **RESET**. **SUPER PRO WRESTLING** title screen appears. Press any **KEY**.

ONE-ON-ONE or TAG TEAM Press 1 to select **ONE-ON-ONE** (each player controls **ONE** wrestler) or press 2 to select **TAG TEAM** (each player controls **TWO** wrestlers that take turns during the match).

PLAY AGAINST THE COMPUTER or AGAINST A

FRIEND Select **ONE PLAYER** (press 1 on your hand controller and 2 on the other controller), **TWO PLAYERS** (press 1 on both controllers), or **NO PLAYERS** (press 2 on both controllers) to watch the computer play itself and learn its strategy.

Onscreen information for player using the **LEFT** hand controller is in **GREEN**; onscreen information for player using the **RIGHT** hand controller is in **BLUE**. When playing against the computer, you can use either controller. The other controller becomes the "computer's" controller.

SKILL LEVEL How many moves you can make during the match is determined by your selected skill level: the lower the skill level, the fewer the moves.

- | | |
|-----------------|---------|
| 1. Beginner | 4 moves |
| 2. Amateur | 5 moves |
| 3. Rookie | 6 moves |
| 4. Veteran | 7 moves |
| 5. Professional | 8 moves |
| 6. Super Pro | 9 moves |

Each player presses the key, 1 to 6, to select skill level. Players may select different skill levels to handicap the match.

YOUR WRESTLER Press the **TOP** or **BOTTOM** of the **DISC** to review the 12 wrestlers you have to choose from. Judge their relative strengths and weaknesses when making your choice.

Beneath each wrestler's name are his statistics: **Height**, **Weight**, **Strength (St)**, **Coordination (Co)**, and **Ego (Eg)**.

Height:The taller you are, the more you'll hurt your opponent when you throw him.

Weight:The heavier you are, the more you'll hurt your opponent when you land on him. (**BUT**, the heavier you are, the slower you are, both walking and running.)

Strength:The stronger you are, the more you'll hurt your opponent when you punch or kick him.

Coordination:The more coordinated you are, the more likely you are to take control when in a grapple. (Whenever two wrestlers walk toward each other and touch, they go into a grapple, grasping each other's body.)

Ego:The bigger your ego is, the more likely you are to stop after a successful move and gloat. The crowd will roar its approval and you'll gain stamina, but it'll give your opponent a chance to recover or to attack!

All of the wrestlers are, overall, evenly matched. Your strategy lies in selecting moves that exploit a particular wrestler's strengths and your skill in timing the use of those moves will determine the victor.

When the wrestler you want is on screen, press **ENTER**.

For a **TAG TEAM MATCH**, select **TWO** wrestlers. Consider your strategy when determining to choose two players with similar statistics or ones that have different strong points.

When playing alone, select a wrestler (or wrestlers) for the computer on the hand controller you aren't using.

PRE-SELECTING YOUR MOVES Each player pre-selects the 4 to 9 moves he or she will use during the match. There are 26 moves to choose from, described in detail later. Player 1 chooses first, then player 2.

Press the **TOP** or **BOTTOM** of the **DISC** to cycle through the move names. When one you want is highlighted in yellow, press **ONE OF THE NUMBERED KEYS ON YOUR HAND CONTROLLER**. That number will then be assigned that move. During the match, press that number to use the move.

The highest number you can assign is determined by your skill level. For example, a **ROOKIE** can assign 6 moves to **KEYS 1, 2, 3, 4, 5, and 6**.

After assigning all your available keys, press **ENTER**.

After Player 1 presses **ENTER**, Player 2 selects moves in the same manner.

When competing against the computer, it will select its own moves, or you may override its selection using the other hand controller. Press **ENTER** on the computer's hand controller to continue.

GOING TO BATTLE The match starts with the wrestlers entering the arena. Once in the ring, the **LEFT** hand-controller wrestler (**GREEN** onscreen information) is in the bottom left corner, the **RIGHT** hand-controller wrestler (**BLUE** onscreen information) is in the top right. Let the battle begin!

The match consists of a series of four-minute rounds. There are an unlimited number of rounds; the match continues until a player wins or until a draw is declared. Before each round, Lola the Round Girl will display the round number. While Lola is on screen, either player may press **CLEAR** to display a menu of the moves selected and what keys they are assigned to. Each player must press **ENTER** to continue (press **ENTER** on both hand controllers when playing the computer).

MAKING YOUR MOVES (CONTROLS) Use one of your pre-selected moves against your opponent by pressing the key you assigned to that move. Make sure you know when you can use a certain move (while running, in a grapple, etc.) by familiarizing yourself with the list of moves **BEFORE** you play!

In addition to the pre-selected moves, either player can control other actions of the wrestlers:

Walking: Press the **DISC** in the direction you want to walk; release the **DISC** to stop. You always face your opponent when walking or standing.

Grappling: Walk up to your opponent. When you touch, the two of you go into a grapple, grasping each other's body. You can walk away from a grapple or press a numeric key to use a pre-selected grapple move (quickly, before your opponent does!).

Running: Press the **DISC** to start walking, then, while still pressing the **DISC**, press any **SIDE ACTION KEY** to start running. Press **DISC** again to stop. You face the direction you are running.

Climbing Ropes: You can climb either of the two **TOP** corner posts: when next to a post, press the **TOP** of the **DISC**. When at the top of the post, you have until a count of 5 to either use a pre-selected jumping move (one of your assigned keys) or to climb down. Climb down by pressing the **BOTTOM** of the **DISC**. **STAY ON THE ROPES TOO LONG AND YOUR OPPONENT IS DECLARED THE WINNER!** Keep your eyes on the warning timers in the upper corners of the screen.

Climbing In or Out Of The Ring: If your opponent is thrown from the ring, you can climb out and chase him down. Move to the bottom of the ring and press the **BOTTOM** of the **DISC**. You have until a count of 20 when outside the ring to fight. To climb back into the ring, move your wrestler to the base of the ring and press the **TOP** of the **DISC**. **STAY OUT OF THE RING TOO LONG AND YOUR OPPONENT IS DECLARED THE WINNER!** Again, keep your eyes on the warning timers in the upper corners of the screen.

Picking Up a Downed Opponent: If your opponent is on the mat, stand over him and press **CLEAR** to lift him into a staggering position. As he hears the cuckoos, you'll have time to make your next move.

Switch to Other Wrestler (TAG TEAM MATCH ONLY): When you start getting tired (losing stamina), move back to your starting corner (left controller: lower left; right controller: upper right) and press **0 (ZERO)**. You will switch to your other wrestler. Wrestlers' stamina is replenished when not fighting. The longer you leave your Tag Team partner out of the match, the more his stamina will increase.

Pinning Your Opponent: The winning move! Your opponent is down -stand over him and press **ENTER**. You will land on top of him and the count to 3 will begin. During the count, you are unable to use other moves (hand controller disabled). If your opponent is strong enough to get you off of him, your controller will again become active and play resumes.

Escaping A Pin: Rapidly press the **DISC**: if you still have the stamina you can bump him off and stand up. In an emergency, press **ANY SIDE KEY** for a burst of power that will usually get you to your feet, but at the cost of much of your stamina.

If you have the "Possum Roll" move assigned to a **KEY**, you can try this move to get up and away in one smooth motion.

BODY SLAM

Super Pro Wrestling

MOVES

GRAPPLE MOVES When wrestlers walk toward each other, they will automatically go into a grapple, grasping each other's body. The following moves can only be used when players are in a grapple. Rapidly press and release the **KEY** assigned the move: your timing and your wrestler's ability will determine its success.

Body Slam: Hoist your opponent over your head and heave him to the mat. If you are standing near either side of the ring, you will heave him **OUT** of the ring. You only use this move in the ring.

Knee Butt: Give your opponent a swift knee between his legs. This should make him think twice about grappling with you!

Face Masher: Following a brief headlock, quickly bash your opponent's face. The coordinated you are, the more bashes you will land.

Iron Claw: Grab your opponent's face and give him a good shaking. The more coordinated you are, the more shaking you'll do and the more he'll be hurt!

Brain Buster: Lift your opponent over your head, turn him upside down, then drop him on his noggin. He'll see stars!

Back Breaker: Lift your opponent over your head, then drop his back onto your knee. His bones will crrrrrunch!

Spin Heave: Grab your opponent by his heels, spin him around, then let go and watch him fly out of the ring onto the cement floor! You may only use this move in the ring.

Flip Kick: Surprise your opponent with an agile back flip that ends with a square kick to his jaw.

Suplex: Spin around behind your opponent and lift him onto your shoulder. Before he can admire the view, drop him head-first to the canvas.

Rainbow Punch: Headlock your opponent, then belt him with a devastating uppercut. The rainbow part is what he looks like as he floats up through the air and then drops like a stone outside the ring. You may only use this move in the ring.

Rope Sling: Headlock your opponent, then whip him across your body and start him running helplessly into the ropes. While he is running, move away from his path and prepare to belt him with some other move. Act quickly; he'll come to his senses soon!

Head Butt: Give your opponent a good piece of your mind...with your head still around it. After this brief skull session is completed, only one wrestler will be left on his feet—you.

Pile Driver: Lift your opponent upside-down, with his head even with your waist. Then sit down. You'll land softly, but he'll get a splitting headache.

ON THE MAT The following defensive move can only be made when you are flat on the mat (or, if outside the ring, on the floor).

Possum Roll: After your opponent has in some way crashed **YOU** to the canvas, you lie there waiting for his next attack. Then, after he has committed himself, you roll away, leaving only air between him and the mat. This is also handy for getting back up to your feet if the enemy is standing near you.

BODY SLAM

Super Pro Wrestling

MOVES

STANDING MOVES These moves can only be made starting from a standing, stopped position. Once you press the **KEY** assigned the move, it'll proceed, with success based on your wrestler's abilities, how close your opponent is, and your timing.

Quick Jab: A quick punch with no wind-up. Watch your opponent's head snap back in pain! Good up-close move: you can get many of these off very quickly.

Bazooka Punch: A devastating punch, which, if landed, causes your opponent to go flying across the ring. This punch requires a wind-up, during which your opponent may be able to attack you.

RUNNING MOVES These moves can only be used from a running start. Run toward your opponent (or into the ropes and bounce toward him), then press the **KEY** assigned the move when you are close. Timing is essential or you'll miss him entirely!

Chest Smash: Jump at your opponent, smashing into him chest first. If you miss, you land flat on your face!

Drop Kick: Jump at your opponent, smashing into him feet-first. If you miss, you land flat on your back, vulnerable to a pinning!

Cross Chop: Hit your opponent with your elbows. Does a lot of damage if timed correctly!

Clothesline: Smash your standing or staggering opponent in the neck with your out-stretched arm, dropping him to the mat.

Mega-Leap: Defensive move to escape your opponent. Jump, execute a full somersault for good measure, and land in the opposite corner of the ring. Also handy for getting back into the ring when used directly at the base of the ring.

ON-THE-ROPES The following move can only be made when you are standing on the ropes.

Giant Splash: Launch yourself as a human projectile onto your opponent. If you miss, though, this one is **VERY** painful.

OTHER MOVES The following moves can be made in more than one type of situation.

Duck And Cover (standing or running): Defensive move. You simply duck out of your opponent's way. Whether he's running or jumping at you, he'll miss or trip over you and fall to the mat.

Power Kick (standing or running): The most deadly kick in your arsenal. When landed correctly your opponent will go sailing out of the ring, where he will experience a very painful landing. You may only use this move in the ring.

Elbow Drop (running or on-the-ropes): A vicious drop to your opponents body with your elbow leading the way! This move may be performed **TWO** ways: if your opponent is down, you can run at him to do the drop or, if you've climbed the ropes, you can drop on him while he's up.

Flying Sit Drop (running or on-the-ropes): Same as the Elbow Drop (above), but with your caboose leading the way (and the larger your caboose, the larger his pain)!

STAMINA As you suffer damage at the hands of your opponent (or at your own hands if you mis-time your moves), you will notice your stamina score (at the bottom of the ring) begin to drop. The lower it gets, the more vulnerable to being pinned you become. When each round ends, you will recover a little, preparing you for the next round's barrage. Keep your eye on the "Round Timer", located at the bottom center of the ring. If you have been hurt a lot, you may wish to avoid conflicts until the round ends.

IMPORTANT: Whenever a wrestler is **GLOATING**, his stamina is increasing!

ENDING THE MATCH A wrestler is declared the **WINNER** when:

1. His opponent is pinned for a count of 3 or:
2. His opponent is on the ropes for a count of 5 or:
3. His opponent is out of the ring for a count of 20.

A match is declared a **DRAW** when:

1. **BOTH** players are on the ropes for a count of 5 or:
2. **BOTH** players are out of ring for a count of 20.

PLAY AGAIN You have three options for playing a new match:

1. **Choose New Wrestlers:** Gives both players the option to choose a new wrestler (new wrestlers) and new moves.
2. **Choose New Moves:** Both players keep the same wrestlers, but have the option to change some or all of their moves.
3. **Restart the Match:** Play again, both players using the same wrestlers and moves.

STRATEGY TIP

When selecting your moves, choose a good crosssection of different types so you're covered no matter what situation you find yourself in. When assigning them to numbers, group moves by type. When playing at the Super Pro level, for example, you might assign running moves to the top row (1, 2, 3), grappling moves to the middle row (4, 5, 6), and defensive moves to the bottom row (7, 8, 9). If there is a move you consistently choose, such as the defensive Possum Roll, you might want to always assign it to the same number so its use becomes reflex.

MATTEL ELECTRONICS®
Intellivision® Intelligent Television

IntelliVoice™
VOICE SYNTHESIS CARTRIDGE
INSTRUCTIONS
(FOR 1 PLAYER)



FOR COLOR TV VIEWING ONLY

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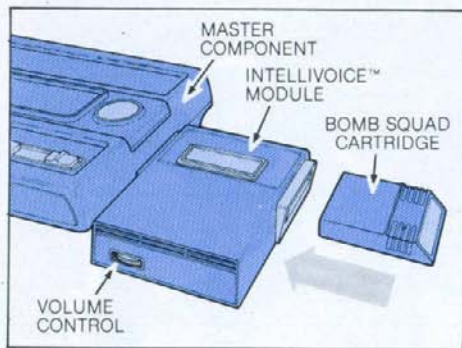
3883-0920

THIS GAME REQUIRES BOTH THE INTELLIVOICE™ VOICE SYNTHESIS MODULE AND THE INTELLIVISION® MASTER COMPONENT.



Don't look now, but your Time Bomb is ticking! It was planted by "BORIS", the evil terrorist. You will have less than half an hour (simulated time) to disarm it before the bomb destroys your city! Since this is an INTELLIVOICE™ Voice Synthesis Module, voices will be talking to you. "FRANK", the demolition expert, will give instructions on what to try next. And "BORIS" himself will needle you now and then, reminding you, "It won't be easy!"

BOMB SQUAD™ IS PROGRAMMED FOR USE WITH **BOTH** THE MASTER COMPONENT AND **INTELLIVOICE™** VOICE SYNTHESIS MODULE.



Plug Voice Synthesis Module into game console. Then insert game cartridge into Voice Synthesis Module. (See INTELLIVOICE™ instructions for equipment connection details.)

OBJECT OF THE GAME

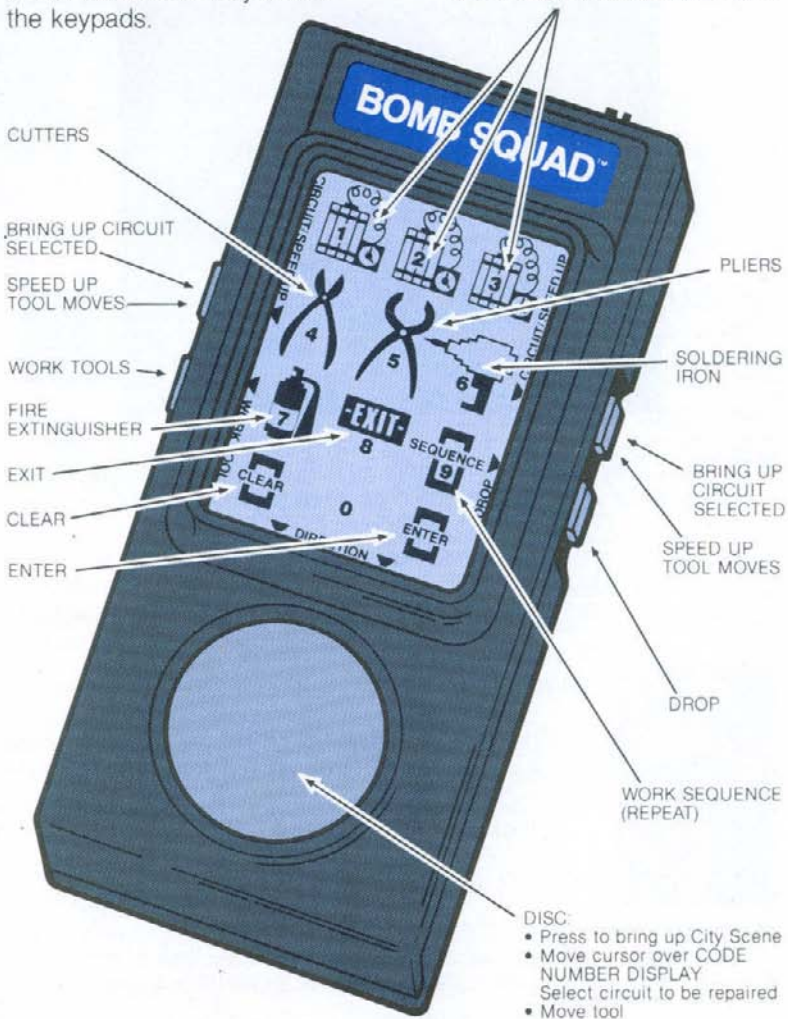
The object of the game is to score points by disarming a Time Bomb before it goes off! Points are won for rewiring electrical circuits with cutters, pliers and soldering iron. 2000 point bonus for solving the explosive riddle, saving the city! As the game starts, a simulated Time Clock will be activated, and the time you have left will be displayed. To disarm the bomb you must decipher the CODE NUMBER. After enough circuits have been repaired, the CODE NUMBER can be guessed with certainty. Or, after you have repaired two circuits you can go for broke. Guess right and you win 1000 bonus points...guess wrong and you lose! The Time Bomb will explode! The game is over!



GAME CONTROLS

Slide overlays in hand controller frames so they cover the keypads.

SELECT DIGITS, BANKS, SKILL LEVEL

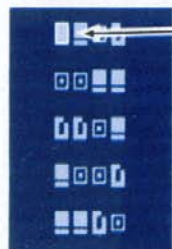


THE GAME IN A NUTSHELL

1. Press **DISC** to bring up City Scene.



2. Select DIGITS. Decide whether CODE NUMBER you are trying to decipher will have one, two or three digits. Press KEY **1**, **2** or **3** and press **ENTER**.
3. Select skill LEVEL. Press KEY **1**, **2** or **3** and press **ENTER**. (See pages 4-5.)



4. When CODE NUMBER DISPLAY appears, press **DISC** to move cursor over a particular element in the CODE NUMBER DISPLAY. (Make a strategic selection! See pages 6-7.)

5. Press either TOP side button. CIRCUIT BOARD will appear.





CIRCUIT BOARD



6. Using CUTTERS, PLIERS and SOLDERING IRON repair circuits as directed by FRANK. "Left more," etc. (See pages 8-9.)

AFTER ENOUGH CIRCUITS HAVE BEEN REPAIRED, CODE NUMBER CAN BE DECIPHERED WITH CERTAINTY. BOMB WILL BE DISARMED, WILL NOT GO OFF. YOU **WIN** 2000 BONUS POINTS AND THE GAME!

After you have rewired at least two circuits correctly per display, you can try a **one shot guess**. Guess one digit of the code number and you win 1000 points. Guess wrong and bomb will **explode**. You **lose** the game!

- Press **[1]**, **[2]** or **[3]** and move CURSOR with DISC. Select Display bank for your number.
- Press **[ENTER]**.
- Press NUMBER you are guessing. FRANK will ask, "Are you sure?"
- Press **[ENTER]** again. (If you're not sure, press **[CLEAR]**.)

If playing in skill level 1, number you're guessing will be previewed in **green-lit squares** on the code number display and in **white** on the small flashing white-bordered square below it. If playing in skill level 2 or 3, number you're guessing will be previewed only in



white on the small flashing white-bordered square.

When the clock has ticked down to **15 seconds**, regardless of where you stand or what you've done, you can try a **one shot guess!** (What have you got to lose, anyway? The game is almost over.)

Press **[EXIT]**, if you are in the circuit, and repeat above four steps.

SCORING

OPERATION	SKILL LEVEL	POINTS
Cut out component	1, 2, 3	20
Replace component	1	30
	2	40
	3	50
Complete circuit repair	any	bonus points*
Guess correct code number digit	any	1000 bonus points
Disarm bomb/win game	any	2000 bonus points

*Equal to total points earned by working on circuit

3 SKILL LEVELS

When you see the skill LEVEL display on your screen, press KEY **[1]**, **[2]** or **[3]** and press **[ENTER]**.

SKILL LEVEL 1

Simplest of the three levels and the place to start if you are not familiar with the game. You will work at the **slowest** speed in skill level 1.

- You must complete 2 or 3 wiring operations per circuit.
- If you cut the **wrong** component you get just 7 seconds to repair the mistake. Any longer and the connection will explode. You will go back to the CODE NUMBER display. (Code Number Display will have a burned out element.)



SKILL LEVEL 2

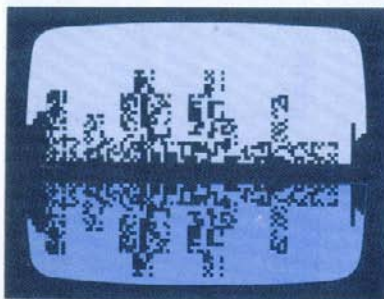
Much more demanding than level one. The action moves *twice* as fast!

- You must complete 3 or 4 wiring operations per circuit.
- You might have to fight a fire! Once every minute or so, one of the Circuit Board components may overheat. You'll lose time putting out the blaze. If you don't extinguish the flashing component within 8 seconds, Board explodes. You'll exit back to the Code Number display.
- If you cut out a *wrong* component, you have 8 seconds to repair your mistake. Otherwise the Board will explode and you'll exit back to the Code Number display.

SKILL LEVEL 3

Now you're in the Pros! Everything will go *twice* as fast as level 2 (four times as fast as level 1). And if you make certain mistakes, you could cause the Time Bomb to explode!

- You must complete 4 or 5 wiring operations per circuit.
- When you hear a siren sound, your screen will shake! Sometimes a key part will fall down from the top of the Circuit Board. You will have to stop and remove it. More time lost.



- *Time Bomb will explode* if you make these mistakes: If you cut a component *not in the right order* and fail to fix it within 9 seconds, or if you fail to extinguish a flashing component within 9 seconds!

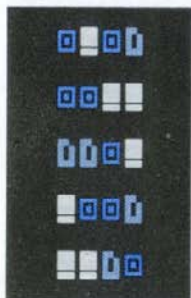
NOTE: Skill Level you select WILL affect scoring. (See page 4.)



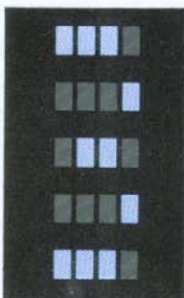
FIGURE OUT THE CODE!

As FRANK reminds you, the name of this game is to find out the secret CODE NUMBER. Solve that riddle and you've won 2000 points and the game. Decipher the CODE NUMBER and you've disarmed the bomb, and saved the city!

The CODE NUMBER can have one, two or three digits depending on your selection. Examine one digit at a time. Which means, try to



CODE
NUMBER
DISPLAY



CORRECT NUMBER
LIGHTS UP GREEN.
3 SHOWN AS AN EXAMPLE

decipher what number would result out of smoothly uniting green-lit squares in each selected bank.

Every bank square you pick is a wiring circuit you must try to repair. Upon repair, it will light in green only if it does become a part of the tracing of the number being deciphered.



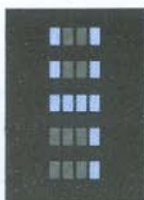
ONE



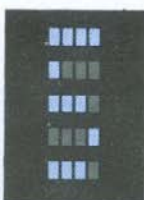
TWO



THREE



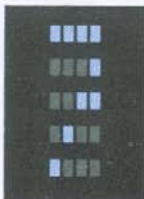
FOUR



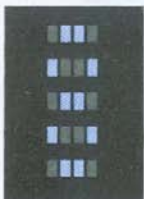
FIVE



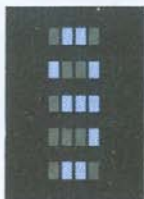
SIX



SEVEN



EIGHT



NINE



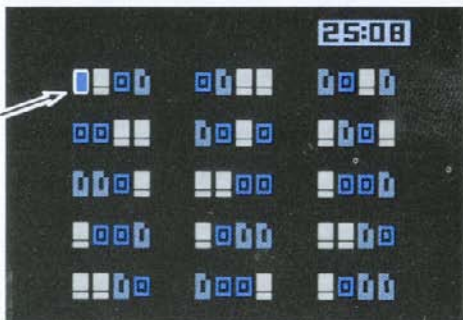
ZERO



If you make enough wiring repairs the CODE NUMBER can be guessed with certainty. But you can go a long way toward deciphering it quicker with paper and pencil plus a process of elimination. (You don't have to light up all or even most of the display squares.)

TAKE AN EDUCATED GUESS!

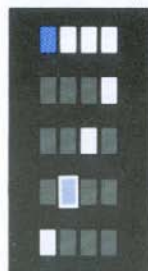
CURSOR



GET A GOOD START!

Think of the possibilities. Visualize the SHAPE of the number you're trying to decipher. Is the shape straight like a 1, oval like a 0 or what?

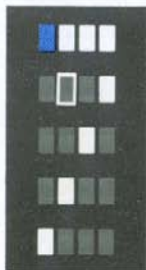
The position of the CURSOR above is a pretty good try, because if lit in green either 3, 4, 5 or 7 could be considered for the CODE NUMBER. A next pick should logically fall *within* the tracing of any of those numbers. How about the square intercepting the 2nd column (left to right) with the 4th row (top to bottom)?



When the CURSOR over this square is lit up as shown, the number can only be 7. And this is your guessed CODE NUMBER! (If only one digit is selected.)

BAD SECOND CHOICE!

If this had been your second choice, you'd be in trouble! Think of the number shapes. NONE of the possibilities would hit that particular position if you traced it over the display.

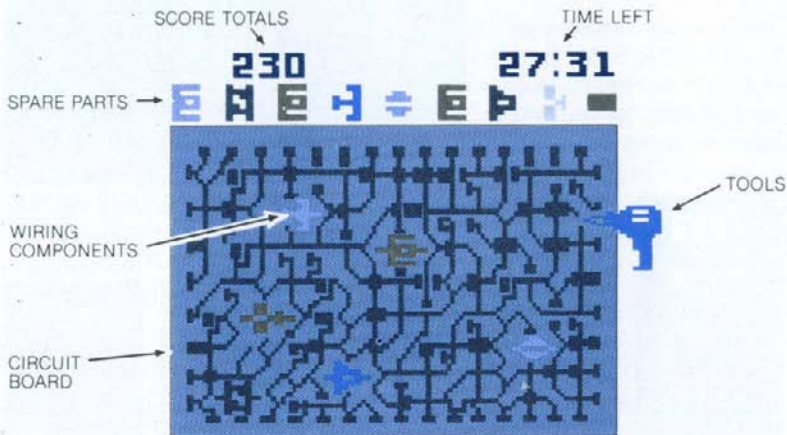


TO CHOOSE A CIRCUIT...

TO CHOOSE A CIRCUIT...

1. Press **[1]**, **[2]**, or **[3]** to move the CURSOR to the position you want: Left, middle or right bank.
2. Use the Direction DISC to move CURSOR over individual square you want. This is your "educated guess."

You have selected the WIRING CIRCUIT you wish to repair, now press either TOP side button.



When you see the CIRCUIT BOARD the tension builds immediately! The Time Clock is running and a DOOMSDAY VOICE keeps reminding you that time is fleeting, "18 MINUTES 'TIL BLAST!" And if you make a mistake, the Time Clock will go beserk and start racing wildly ahead! Still, in spite of all, the voice of FRANK will carry you through. His VOICE will tell you exactly how to work, which wiring component to cut or repair first.





CUTTERS
Press 4



PLIERS
Press 5



SOLDERING IRON
Press 6



FIRE EXTINGUISHER
Press 7

To MOVE a tool, use the Direction DISC.

To WORK a tool, use the LEFT lower SIDE BUTTON.

To DROP a component you are replacing or cutting out, move off the board to the right side or top of screen first, then use RIGHT lower SIDE BUTTON. To let go of a component just replaced on board, use the same button.

LISTEN UP!

FRANK'S voice will tell you exactly what to do. Basically, Frank will tell you TWO THINGS. BOTH are important!

ONE: Whether to CUT OUT a particular wiring COMPONENT, or to REPLACE it.

TWO: The ORDER your jobs must take. (WIRING SEQUENCE.)
"Cut this out first"



Component you'll be working on will flash as FRANK tells you the right ORDER (SEQUENCE). REMEMBER: The ORDER is IMPORTANT! (In the 3rd Skill Level, working out of order could BLOW UP THE BOMB!)

If you CAN'T GET THE ORDER STRAIGHT, press **SEQUENCE** (9).
FRANK will tell the order AGAIN.

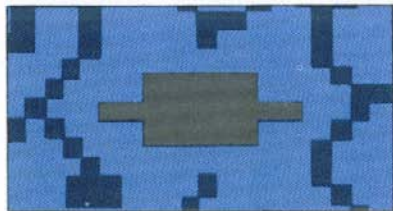


CUTTING OUT: LET'S DO ONE!

1. FRANK will give you the work SEQUENCE. (The ORDER.)
2. Press **CUTTERS** (4) and press Direction **DISC** to select cutters and move them into position.
3. FRANK will direct you when you're close enough. "Left more," etc. When tool is in the CORRECT position you'll hear a PING!
4. Press lower LEFT SIDE BUTTON to work tool, snip the wire. Press Direction **DISC** and move CUTTERS to the opposite side. Now snip that side the same way.
5. Now press **PLIERS** (5). Press Direction **DISC** to move PLIERS into position for removing COMPONENT you have just cut out. (Again, FRANK will direct you. "Up more. Down more," etc.)
6. Use Direction **DISC** to move cut out COMPONENT off the board. Press LOWER RIGHT SIDE BUTTON to let go of COMPONENT.
7. Now look at the top of the board. Find the WIRE (colored in gray). Press **PLIERS** (5) and use the Direction **DISC** to move them into position to pick up the WIRE.
8. Move WIRE into position as FRANK directs, "Down more," etc. Press LOWER RIGHT SIDE BUTTON to let go of WIRE.
9. Press **SOLDERING IRON** (6). Use Direction DISC to move tool tip into position for soldering one side. You'll hear PING sound. Work tool with LOWER LEFT side button. When both sides are soldered, FRANK will congratulate you, "Ok, ok," etc.



PICK UP GRAY WIRE



That's it. You have CUT OUT one circuit COMPONENT and filled the gap that's left with the WIRE.



REPLACING COMPONENTS: LET'S TRY THAT!

This time you'll be REPLACING the wiring component. You remove the component and then REPLACE it with one from the top. Replacement will be either the SAME SHAPE or the SAME COLOR.



MATCH SHAPE OR MATCH COLOR

FRANK SAYS "REPLACE THIS SECOND", for example.

1. Use the CUTTERS (4) and PLIERS (5) to snip out the COMPONENT and drop it off the board. (Use DISC & LOWER side buttons.)
2. Now look *carefully* at the top of the board. Your REPLACEMENT must be *either* the SAME COLOR or the SAME SHAPE. Pick a match, SHAPE or COLOR, among the various lined-up components. There may be more than one of each type, and you may have to go through all of them to find the right one.
3. Use PLIERS (5) to pick up top component. Use Direction DISC to move your choice (SHAPE or COLOR) for a REPLACEMENT into position. FRANK will direct you. (Use RIGHT lower side button to let go of component.)
4. Use SOLDERING IRON (6) on both sides of the REPLACEMENT component.
If you've matched the component with the right REPLACEMENT and soldered it in place correctly...that's it! FRANK will congratulate you, "Ok, ok," etc.
5. If the first replaced COMPONENT on this board was SHAPE-related, all remaining replacements on this board will be SHAPE-related; if COLOR-related, all remaining replacements on this board will be COLOR-related.

TIME OUT TO FIGHT A FIRE! (Skill Levels 2 & 3)



At any time when you're working on a circuit, one of the components could go critical. A SIREN will sound and the component will flash. You'll have exactly 8 seconds to put the fire out if you're in Skill Level 2! Or 9 seconds if you're in Skill Level 3!

Press **EXTINGUISHER** (7) to put out fire. (Use DISC and LEFT lower SIDE BUTTON to move & work EXTINGUISHER tool.)

MISTAKES WILL HAPPEN...

but you *can't get away with* any of them! What's more, mistakes cost you time, maybe critical time. If you make a mistake, FRANK will call you on it at once. Time Clock will speed up and so will the sounds. You're in trouble!

FRANK will say: "WRONG PART!" The Time Clock will race. The sounds speed up. Snip one side of the offending component and you'll slow things down again.

You must do all this to correct the mistake:

1. Cut out the wrong part with the CUTTERS.
2. Discard the wrong part with the PLIERS.
3. Pick out the right spare part and move into position.
4. START OVER. SOLDER the spare part on both sides.

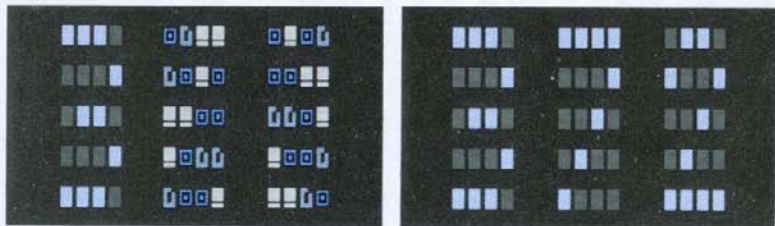
FRANK may also tell you, "WRONG ORDER. RESOLDER IT." Then you have just 7, 8, or 9 seconds — depending on your Skill Level — to correct your work.

After you get used to the tools, try this. Use the top SIDE BUTTONS on either side to SPEED UP the operation. With the PLIERS, for example, use either top side button and the Direction DISC to make your moves go MUCH FASTER! With a little practice the tools will start feeling easy to you and you will be able to proceed to the more difficult Skill Levels 2 and 3.



When that round of CUTTING OUT and or REPLACEMENT is completed, the symbols at the top of your Circuit Board will fade out. FRANK will congratulate you for the job well done.

Now press **EXIT** and return to the CODE NUMBER DISPLAY.



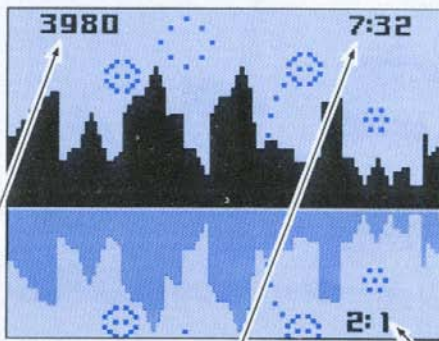
YOU'VE WON 1000 POINTS! (OR 2000 POINTS & THE GAME)

When one entire digit of the CODE NUMBER lights up GREEN you're ahead at least one thousand points. Nice going! Now press either top button and go back to the board, if the CODE NUMBER has more than one digit!

Find the secret code number and you win! You've disarmed the bomb, and saved the city! BORIS has been "foiled again!"

And FRANK will fully massage your ego...

"You did it! You did it! You're a hero!"



TOTAL POINTS

TIME REMAINING

DENOTES DIGIT & LEVEL



MATTTEL ELECTRONICS®

Intellivision™ Intelligent Television

CARTRIDGE INSTRUCTIONS

**BOWLING**

(FOR 1 TO 4 PLAYERS)

(FOR COLOR TV VIEWING ONLY)

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At these electronic "lanes" you pick your ball weight according to your own bowling style, set the amount of alley slickness, then you're "up"! Aim your ball carefully and select the amount of curve and loft and go for the pocket! Strike! This is a game of high precision that will test your skill to the limit. Regulation 10-frame bowling or "Pick-up Spares" for practice with the tough set-ups. Ready? There's a big fanfare if you beat 200!

HOW TO WIN

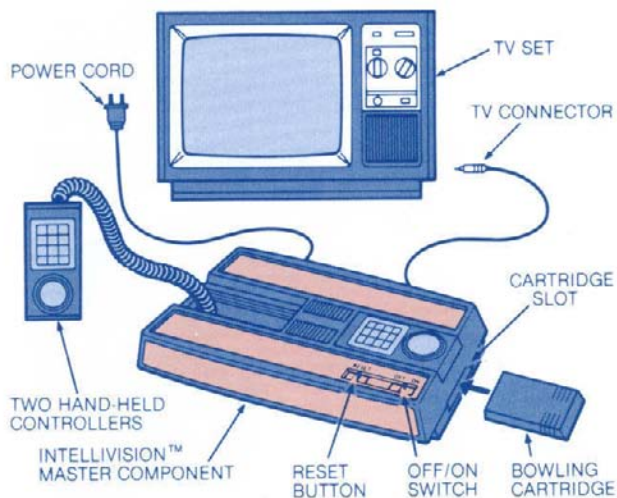
To be a high scoring electronic bowler, read this booklet.

OBJECT OF THE GAME

One to four players control an electronic bowler to knock down as many pins as possible. Standard Bowling Scoring: ...a strike (all pins on first ball) gives you 10 pins plus pins on following 2 balls ...a spare (all pins knocked down in two attempts) gives you 10 pins plus pins on following ball. In Pick-up Spares, bowler faces 10 frames of spare setups randomly presented from 32 possibilities; scoring according to difficulty.



CHECK YOUR EQUIPMENT



MAKE SURE

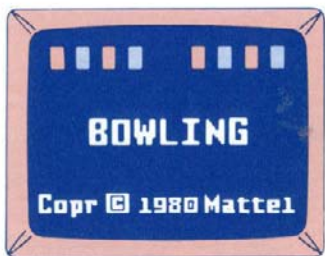
- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- BOWLING Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately. (See instructions with Keyboard Component.)



PRESS RESET BUTTON

Title will appear on
TV screen:



Insert BOWLING
overlay in Hand
Controller:

ADD OVERLAYS

Find two BOWLING
keyboard overlays in
the cartridge package
with this booklet.

Remove Hand-held
Controllers from the
console.

Insert an overlay into
each Hand Controller.

Make sure the over-
lays fit tight and are
all the way in. The
overlays will be
your visual guide.

OVERLAY



HAND-HELD
CONTROLLER



EXAMINE YOUR CONTROLS

KEYS NO. 5 AND 6
SELECT GAME

LEFT BUTTONS
MOVE BOWLER AT
STARTING LINE

**TOP RIGHT
BUTTON**
LOFT BALL

**BOTTOM
RIGHT BUTTON**
AIM, THEN
RELEASE BALL

ALL KEYS
SET SLICKNESS,
BOWLING HAND,
BALL WEIGHT

DISC
SET AMOUNT
OF CURVE AND
PICK UP BALL



GET READY TO BOWL...

1 Press Disc... You see...



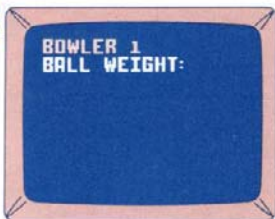
2 Press 5 for standard Bowling game. (See page 7). Press 6 for Pick-up Spares game. (See page 10). PRESS ENTER. You see...



3 Press 1 to 4, to indicate number of players. THEN PRESS ENTER. You see...



4 Press 0 to 10 (0 is slowest alley, with maximum curve; 10 is fastest alley & most difficult). THEN PRESS ENTER. You see...



5 Press one of these numbers to set the weight of your ball (heavier weights give you more pin action; lighter weights give you more ball deflection).

0-7 lbs.	2-9 lbs.	4-11 lbs.	6-13 lbs.	8-15 lbs.
1-8 lbs.	3-10 lbs.	5-12 lbs.	7-14 lbs.	9-16 lbs.

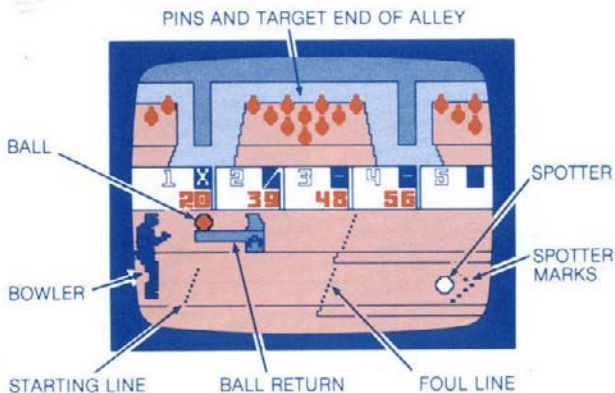
THEN PRESS ENTER. You see...



6 Press Key 8 for LEFT; press Key 9 for RIGHT. Left-handed bowling makes ball curve to the right. Right-handed bowling makes ball curve to the left.



PRESS ENTER.
Repeat Ball Weight
and Bowler Hand
entries until all players
have been included.
You see...



Ball color indicates active bowler.

Scoreboard numbers color indicates bowler score being displayed.

Bowler No. 1...RED Bowler No. 2...LT. GREEN
Bowler No. 3...BLUE Bowler No. 4...DK. GREEN



GAME 1: BOWLING

Once your bowler is "up" (his ball has arrived at the end of the Ball Return): you hear a GONG...

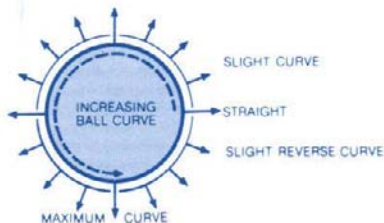
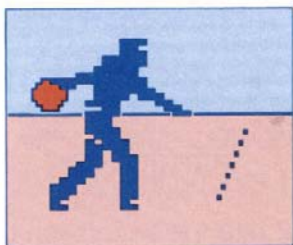
- 1 Pick up the ball, by pressing the Disc.
- 2 Use the buttons on the LEFT SIDE of your Hand Controller to position bowler at starting line.



- 3 Now, press the LOWER RIGHT side button. IMPORTANT: ONCE YOU'VE DEPRESSED THIS BUTTON, KEEP PRESSING IT, UNTIL YOU ARE READY TO RELEASE THE BALL. Watch the white "spotter ball", which sweeps repeatedly across the alley. It indicates the spot your ball will cross, approximately 1/3 of the distance to the head pin.



4 When the “spotter ball” reaches the location you want your ball to cross, *release the lower right button*. Your bowler will start to move toward the foul line to release the ball.



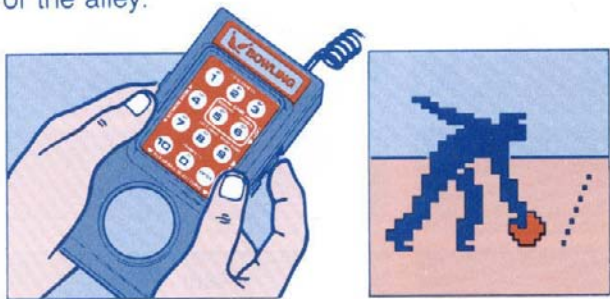
5 *Before* the ball leaves your bowler’s hand, set the amount of curve by pressing one spot on the edge of the Direction Disc. You might want to press the Disc more than once, to adjust the amount of curve. Each time you do, you will hear a click. The computer just uses the last curve amount you indicate before the bowler reaches the foul line.

IF YOU DON'T PRESS THE DIRECTION DISC while the bowler is making his approach to the foul line, the computer will put in a random curve (or straight ball) for you. If you let the computer decide how much curve to put on the ball, your roll could go slightly to the left or right. If you release the ball so it goes over the



middle spotting arrow and then you don't press the Disc, you'll probably knock down some pins, but how many will depend on luck. TO GET HIGH BOWLING SCORES, YOU SHOULD CONTROL THE CURVE.

6 This step is completely optional, and should be used only when you want a very sharp breaking curve when the ball is at the far end of the alley:



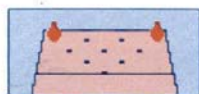
After your bowler has started the approach, and *after* the figure's arm has begun its downward swing, press the upper right button on the side of the Hand Controller: LOFT. In the brief time span between the descent of your bowler's arm and ball release, the *later* you press the LOFT button, the more pronounced the final curve of the ball will be.

The LOFT adjustment is useful in picking up some difficult splits, when you want the ball to hit pins on both sides of the alley.

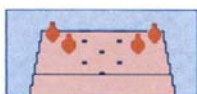
GAME 2: PICK-UP SPARES

When you select the Pick-up Spares game, you have the chance to practice your accuracy on 32 randomly occurring "leaves." You will get 2 chances to knock down all the pins. Unlike the regular Bowling game, if you miss any pins with your first ball, they will be re-set before you roll your second ball.

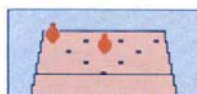
If more than one player is bowling in the Pick-up



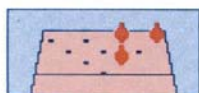
1ST BALL 30, 2ND BALL 15



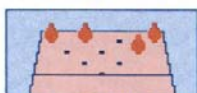
1ST BALL 20, 2ND BALL 10



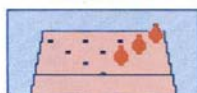
1ST BALL 20, 2ND BALL 10



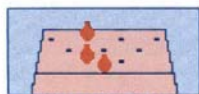
1ST BALL 20, 2ND BALL 10



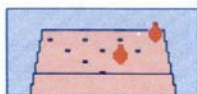
1ST BALL 30, 2ND BALL 15



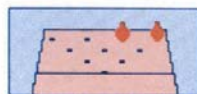
1ST BALL 10, 2ND BALL 5



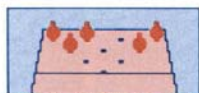
1ST BALL 12, 2ND BALL 6



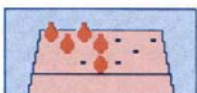
1ST BALL 15, 2ND BALL 7



1ST BALL 13, 2ND BALL 6



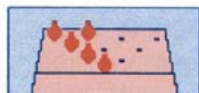
1ST BALL 30, 2ND BALL 15



1ST BALL 15, 2ND BALL 7



1ST BALL 12, 2ND BALL 6



1ST BALL 12, 2ND BALL 6



1ST BALL 11, 2ND BALL 5



1ST BALL 12, 2ND BALL 6



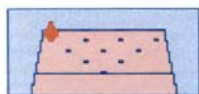
1ST BALL 8, 2ND BALL 4

An excellent score for Pick-up Spares is 75 — and if you make

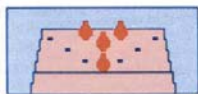


Spares game, each contestant will have the same arrangement of pins each turn.

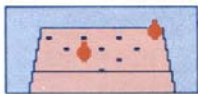
Pick-up Spares is a good way to practice your bowling accuracy and increase your skill. There are 32 possible Spare setups. Each one has a scoring value, as shown below. The more difficult setups will give you a higher score. Although some situations are hard to pick-up, every one can be "made":



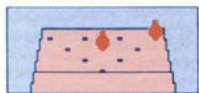
1ST BALL 8, 2ND BALL 4



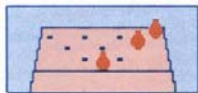
1ST BALL 20, 2ND BALL 10



1ST BALL 18, 2ND BALL 9



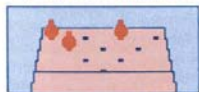
1ST BALL 20, 2ND BALL 10



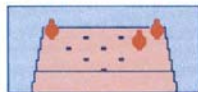
1ST BALL 14, 2ND BALL 7



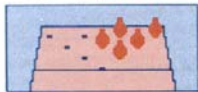
1ST BALL 12, 2ND BALL 8



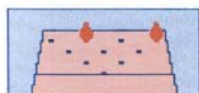
1ST BALL 16, 2ND BALL 8



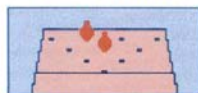
1ST BALL 18, 2ND BALL 9



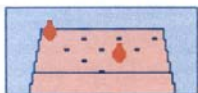
1ST BALL 13, 2ND BALL 6



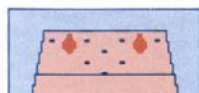
1ST BALL 25, 2ND BALL 12



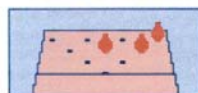
1ST BALL 10, 2ND BALL 5



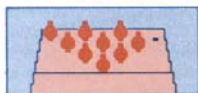
1ST BALL 18, 2ND BALL 9



1ST BALL 20, 2ND BALL 10



1ST BALL 14, 2ND BALL 7



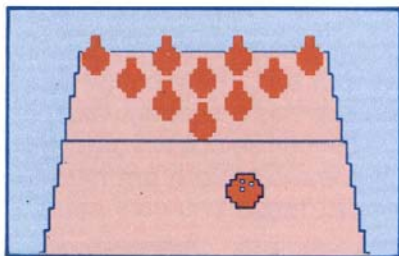
1ST BALL 20, 2ND BALL 10

it you'll get the Victory fanfare, courtesy of P.I. Tchaikovsky!



1ST BALL 12, 2ND BALL 6

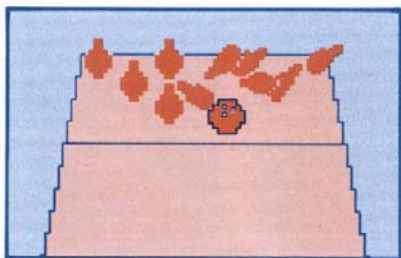
BOWLING AND PICK-UP SPARES



As soon as the ball is released and crosses the spotter marks, the scene shifts to show you a down-the-valley view.

As the ball rolls, you can see the “holes” turning over and over. Their location will show you which way the ball is curving, if any (on a straight ball, the holes will appear to turn over in the middle).

As soon as the ball gets to the shaded area at the end of the alley, the picture goes into slow motion so you can see how the pins are moving...



After a couple of seconds (so there is enough time for tumbling pins to move around and possibly knock down some still-standing pins), the sweep appears and clears the alley for the next ball.



NOTE: When the ball rolls just behind a pin, it *appears* to be passing in front of the top of the pin. This is a characteristic of the computer graphics that display a moving object in this game. Then you hear the ball coming back, and see it re-appear at the ball return. You also see the scoreboard, which shows the score for the bowler who is “up”.

1	X	2	/	3	-	4	-	5	
	20	39	48	56					

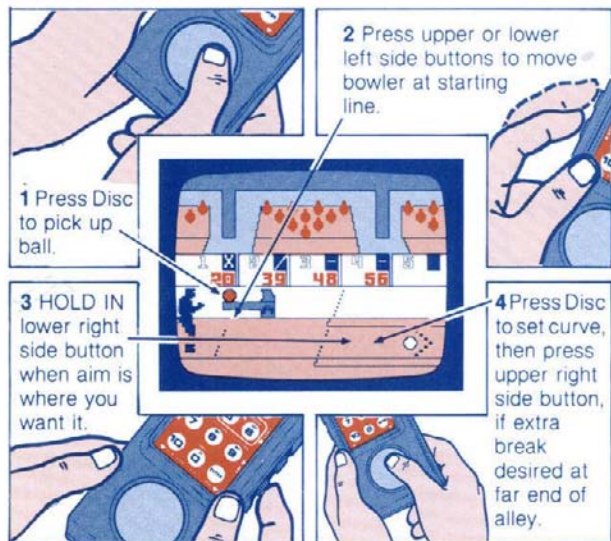
If more than one bowler is playing, you can see anyone's score by pressing the key for that player's color. The bowling ball will continue to appear in the color of the bowler who is “up”. The scoreboard shows 5 frames at a time. If you want to see the first half of the frame during the later part of the game, press **0**. To switch back to the 2nd five frames, just press that key again.

After the 10th frame has been completed by all players, the 6th through 10th frame scores for all players will be seen. To see the first half of the scores, press **0**. Press it again to see the second 5 frames.

In the 10th frame, if a bowler gets a spare or strike, a whistle blows to remind all players of the one or two extra balls to which that bowler is entitled.



SUMMARY OF BOWLING BALL CONTROLS

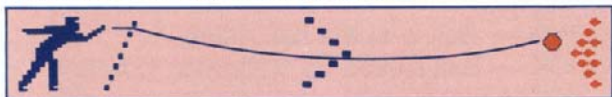


WINNING TIPS

- Intellivision BOWLING simulates the normal ball-curving action of the real game: if you are bowling right-handed, the ball will curve to the left—if left-handed, the ball will curve to the right.

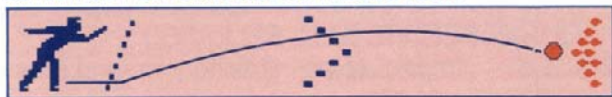
Bear that in mind when you decide where to start your bowler. You will knock down more pins when your ball curves into the pocket between the head pin and the #2 or #3 pin. If you visualize the whole length of the alley this way, you should try for this kind of ball movement.

BOWLER ON LEFT SIDE, BALL CURVING TO LEFT



BOWLING RIGHT-HANDED

BOWLER ON RIGHT SIDE, BALL CURVING TO RIGHT



BOWLING LEFT-HANDED

- Bear in mind that your bowler's approach from the starting line to the foul line is *straight*, so your aim depends completely on when you release the lower right button. The white "spotter ball" determines the direction of your roll one-third of the way down the alley. Any change in the ball's direction after it passes over that location depends on the amount of curve you set with the Disc.
- There are, as you know, several variables to control. As you try to adjust your aiming and curve to find the best combination, *alter one variable at a time*. The pre-game variables (alley slickness and ball weight) also have definite effects, and if you find the right combination of spotting (aiming) and curve, it may not work on a different alley condition or with a lighter or heavier ball. When you discover the best combination of variables, stick with it. Then you can refine your timing and placement and work on getting some really good scores.

SOUND EFFECTS

GONG — Ball is at the ball return.

CLICK — Ball picked up by bowler; bowler moves along starting line one increment; curve set by pressing Disc (LISTEN FOR THIS ONE TO BE SURE YOU SET THE CURVE BEFORE BALL RELEASE!).

KNOCK — Impact of ball striking pins and pins striking each other.

RUMBLE — Ball going down alley and being returned.

CHEER — A strike!

WHISTLE — In the 10th frame, the same bowler has another ball.

MUSIC FANFARE — A 200-or-better BOWLING score (75 in PICK-UP SPARES).

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



MATTEL ELECTRONICS™

Intellivision™ Intelligent Television

CARTRIDGE INSTRUCTIONS

(For 2 players)

BOXING



(FOR COLOR TV VIEWING ONLY. Colors you see on your set may vary slightly from colors described.)



BOXING



It's the Battle of the Century! Both players select and go with their contender for 15 grueling rounds to a decision. Or one boxer wins by a knockout and this fight is "history"! The computer is the "referee". Body punches, feints, hard shots to the head! You can even "pull" your punches. Rounds, time remaining, seconds count for a knockdown and running point totals automatically displayed! Here's supercharged excitement — the ring strategy and action of Big Time Boxing! Will your fighter be Champion?

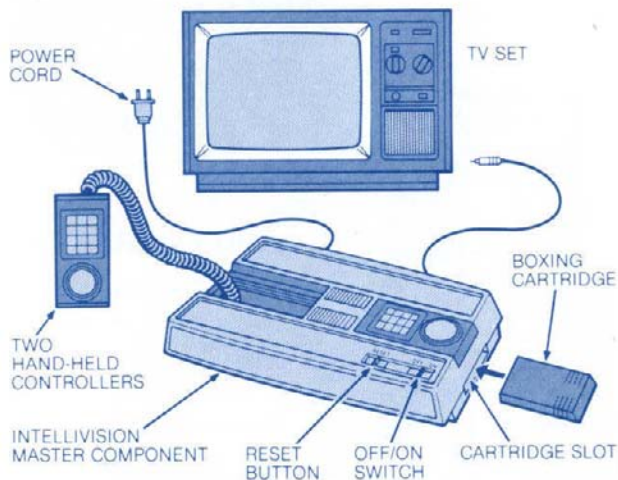
HOW TO WIN

Boxing is skill, not just throwing punches. If you want to win consistently, be ring wise. Read this booklet!

OBJECT OF THE MATCH

Outpoint your opponent's boxer in the ring and win the fight by decision in fifteen rounds. Or win by a knockout in any round!

CHECK YOUR EQUIPMENT

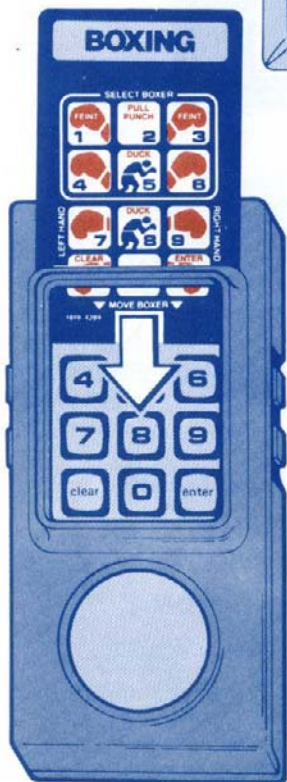


MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- BOXING CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON:

Title will appear
on TV screen.



ADD OVERLAYS

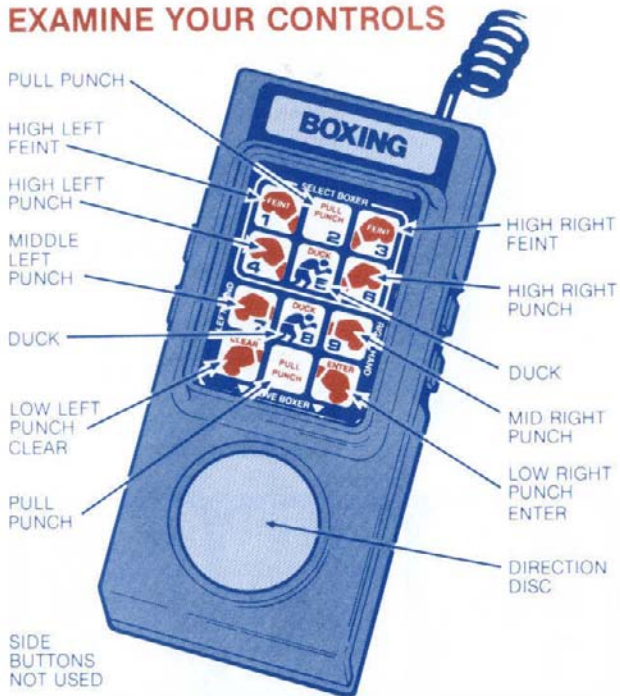
Find two BOXING key-pad overlays in the cartridge package with this booklet.

Remove Hand-Held Controller from the console.

Insert an overlay into each Hand Controller. Make sure overlays fit tight and are all the way in. The overlays will be your visual guides in the Boxing Match.

HAND-HELD
CONTROLLER

EXAMINE YOUR CONTROLS



Press KEYPAD to throw punches, pull punches, feint, duck and set up combinations.

Press DIRECTION DISC to move boxers — in & back, across the ring.

IMPORTANT: Use ONE control at a time. Pressing two keys together, or a key and the Disc may cause the TV screen to go BLANK. Should that happen, press any key. Picture returns, fight continues.

4 FIGHTING SPEEDS TO CHOOSE FROM!

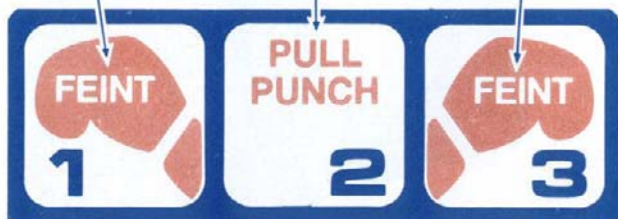
INTELLIVISION™ Boxing matches can be fought at FOUR different speeds. Unless you select a slower speed, bout will be fought automatically at CHAMPIONSHIP SPEED, fastest speed of all.

To select one of THREE Slower speeds, press 1, 2, or 3 on the Hand Controller overlay.

1. Main Event
(Medium Fast)

3. Training Camp
(Slowest)

2. Prelim Bout
(Medium)



FASTEST, Championship speed means *everything* goes faster! Punching, feints, combinations. At Championship speed, all your actions *and counteractions* will have to be very fast.

SLOWEST, Training Camp speed is the way to begin. Slower speed allows you to experiment, polish your timing, learn about combinations and counter punching.

THE BOXING MATCH IN A NUTSHELL!

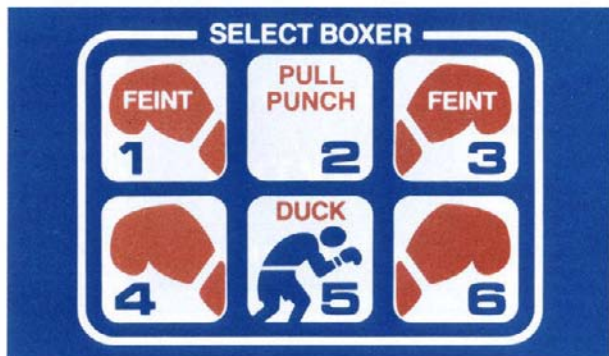
1. EITHER player presses DIRECTION DISC on his Hand-Held Controller. Game TITLE will appear!



2. SELECT SPEED. For one of three SLOWER speeds, press 1, 2 or 3 on Hand Controller overlay. Press DISC a second time means bout will automatically be fought at Championship Speed — FASTEST speed of all! (See page 4.)



3. BOTH players pick a DIFFERENT fighter. Fighters have different characteristics — power, endurance, etc. (See page 8.)



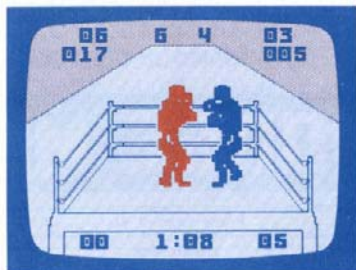
FLIP COIN for who picks FIRST. EACH player presses KEYPAD NUMBER on controller. (1-6 on keypad.)

And presses **ENTER**.

When **both** players have selected and pressed ENTER, the TV screen will switch to the ring.

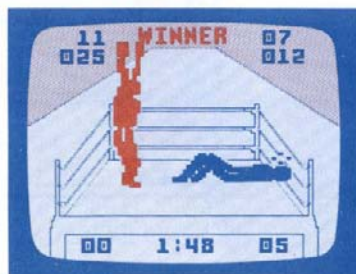


4. EITHER player presses Disc and the BOUT IS ON! Buzzer Sounds! Use hand-controller keypad to throw punches, duck, etc. (See page 3.) Use Disc to move fighters around ring — in and out.



5. At END of each round, Fighters break off, return automatically to their corners. BOTH players must press DISC to begin NEXT ROUND.

Unless there is a KNOCKOUT, bout goes the distance, 15 ROUNDS. Fight will be decided by POINTS. Computer is the Referee. (Page 10.) KO the other fighter & "WINNER" sign flashes. "Crowd" cheers. Fight's OVER!





Press console RESET button to start NEXT BOUT. (Repeat steps 1, 2, etc.)

PICKING THE FIGHTERS

You and your opponent both select from the same "stable" of SIX fighters. Each has different characteristics — speed, offensive power, endurance, etc. At the start of each bout, both players pick a DIFFERENT fighter for that bout.

CHOOSE MEN

Color	Press Keypad No.	Characteristics
BLUE		STRONG DEFENSE
RED		OFFENSIVE POWER
TAN		EXCEPTIONAL ENDURANCE
DARK GREEN		A BALANCED FIGHTER
LIGHT GREEN		A BALANCED FIGHTER
YELLOW		UNPREDICTABLE

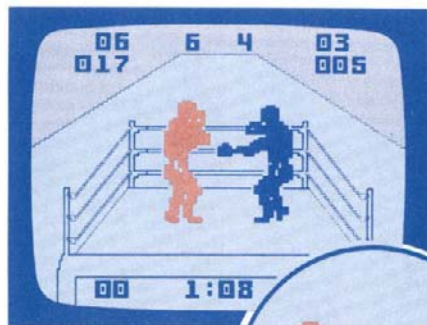
Players may NOT pick same fighter.

To pick your fighter, press KEYPAD NUMBER (1-6) and press **ENTER**.

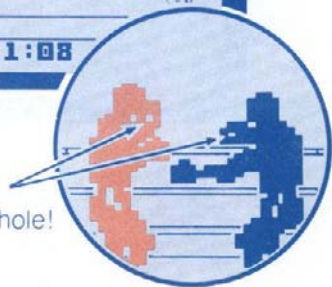
Go with Fighter Number 1 and you're counting on DEFENSE. Fighter Number 2 will deliver the best OFFENSIVE power. Fighters 4 and 5 give you a BALANCE of offensive and defensive strengths. Fighter 3 offers you exceptional ENDURANCE.

Fighter Number 6 is unpredictable. He could be a hero or a bum! Every bout, he will be given a random mix of characteristics.

FLIP a coin to decide who picks first. If you win the toss and picked first, but don't like your opponent's choice, cross him up! Change your own choice of fighter, *before* he can press ENTER!



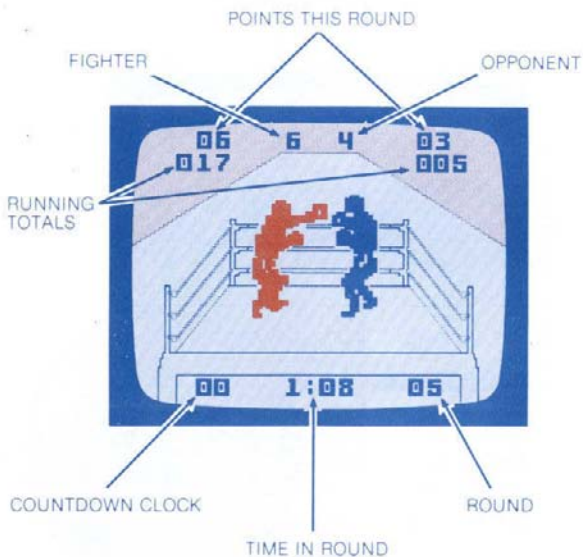
Note! Both boxers' RIGHT gloves have a hole!



COMPUTER IS THE REFEREE!

"Counting for the knockdowns" is automatic. The Computer will decide when or if a fighter gets up off the canvas. Rounds & time remaining in the round are displayed at the bottom of your screen.

ONE point is awarded for each punch that *lands*, knockdowns included. Points won in each round and running totals are displayed at the top of your screen for each fighter. (Fighters identified by color — blue for Fighter #1, etc.)



15 ROUNDS TO A DECISION! WINNER BY A KNOCKOUT — ANY ROUND!

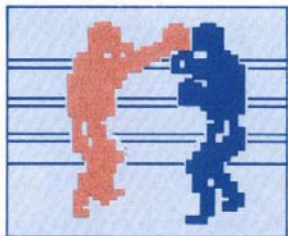
INTELLIVISION™ Boxing is timed like a championship bout in the pros. Unless there is a KNOCKOUT, the fight will go the distance — 15 ROUNDS. Each round lasts ONE MINUTE AND THIRTY SECONDS. (All times are simulated.)

1:30

At the end of each round, TIME CLOCK will return to start: ONE MINUTE AND THIRTY SECONDS (simulated) for the next round.

PUNCHES THAT LAND WIN POINTS!

Computer will award ONE POINT for each PUNCH that HITS and opposing fighter. ANY PUNCH, ONE POINT — high to the head low to the body, any punch. Computer keeps point totals for each round and running totals as the fight progresses.



09
063

10
064

No bonus points for knockdowns!

AND...HE'S DOWN!



Computer will decide if, or when a fighter will get up again...at the count of 3, 9, etc. (No mandatory counts.) Down fighter will not be flattened (as in a knockout). Knockdown clock starts, opponent

moves back. After a knockdown, BUZZER sounds, fight resumes.

WINNER BY A KNOCKOUT!

"Crowd" roars! Arms up! "Winner" sign flashes. This fight is history! Loser can be knocked out all at once or *counted* out by the computer referee. ("8-9-10!" He's out!)



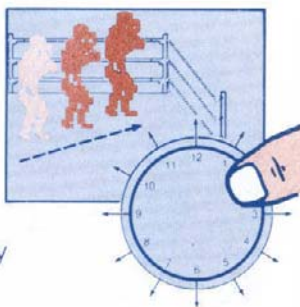
DOUBLE KNOCKOUT! IT'S A DRAW!



It IS possible for both fighters to flatten each other. Possible and very rare! In this case, it's a DRAW!

BE RING WISE!...KEEP HIM MOVING!

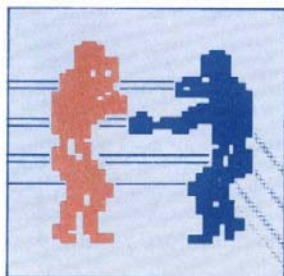
Use the *edge* of your controller Disc to move your boxer to advantage. Get the feel of it with practice. The control is precise. Think of the Disc as a clock. E.g. pressing at about two o'clock will move your fighter to the *right* and slightly upward on your screen.



KEEP AN EYE ON THE OTHER GUY!

What are you up against? Endurance? Defense? Offensive Power? Scout the opposition. You'll know his strengths from the pick before the fight starts. (See page 8.) Watch how the computer keeps him dancing and his hands bobbing up and down, when no punches are being thrown. When his hands drop, now's the time to get in a solid punch to his head!

KEEP HIM OFF THE ROPES!



With INTELLIVISION™ Boxing, a fighter on the ropes is a fighter in trouble. Fight his way off! Force an opening, use the Disc to get him away.

THE FINER POINTS OF PUNCHING

Right hand is easy to spot, even in a flurry of punches!

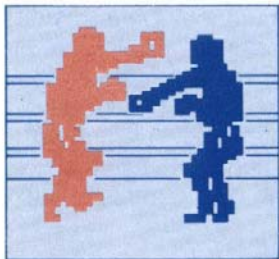
Right glove has the hole.

With both fighters, the right is *always* the upper hand.

The left is always the lower hand, guarding the stomach. The right guards his head. Throwing a right means your fighter is vulnerable to *high* punches. (These are the knockout punches!)



COMBINATION PUNCHES PAY OFF!



Bursts of punches, one after another are more likely to get through the defense. Set up an opening! Combination punching is also a good way to keep crowding in, force him on the ropes!

Practice a little, before the bout. Press key 4 and throw a High Left. Follow up at once with a Right to the Mid Section. Press key 9. (If screen goes blank, it means you pressed keys at the same time! Press any key again, picture returns, bout continues.)

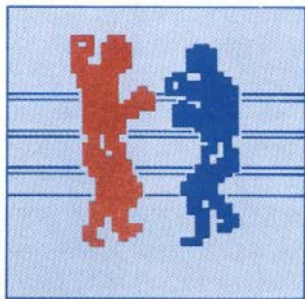


PULLING A PUNCH

You can check any combination of punches by pressing either 2 or 0 before the second punch is thrown. Pulling your punch, (not completing the combination) is a good way to cross up your opponent. Or avoid a counter-punch you see coming off your intended 1-2 punch strategy. It calls for quickness — thinking & acting!



USE FEINT KEYS TO SET UP COUNTERPUNCH!



Keys number 1 and 3 are Feint keys. Feint right or left to fake out the other fighter. A timely feint, causing the opponent's punch to miss, is an excellent setup for a solid counter blow!

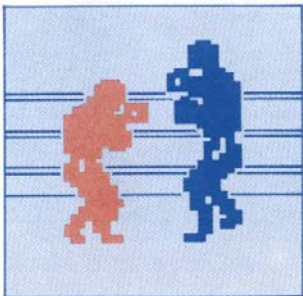
YOUR KEYPAD IS FOR PUNCHING, FEINTS & DUCKING!

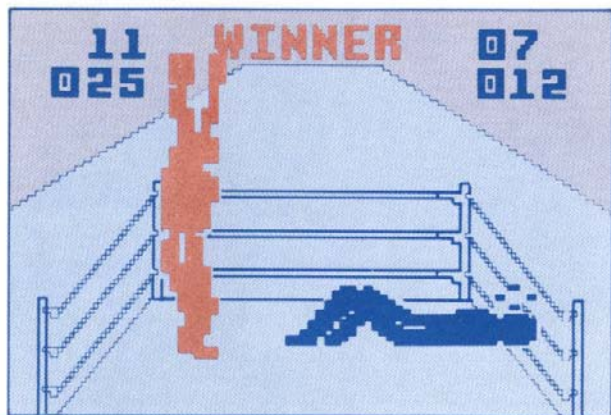
REMEMBER: Use ONE key at a time. Pressing two keys or one key and the Disc together may cause the screen to go blank. To resume bout, press any key or the Disc *again*.



DON'T FORGET TO DUCK!

Use the center keys (#5 or #8) on your keypad. Duck the other guy's punch and follow up at once with a counter-punch!





GOING THE DISTANCE!

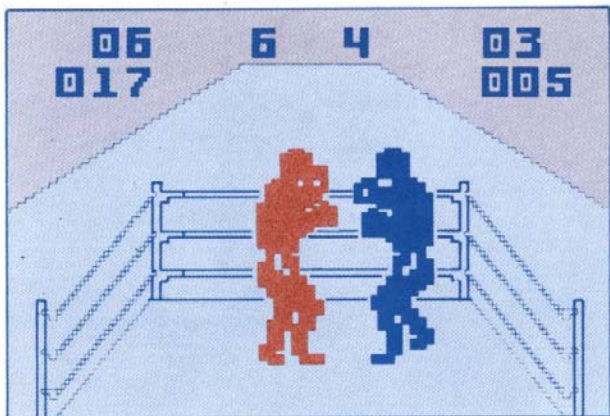
Every time your boxer gets hit it hurts. Every punch a fighter takes drains energy, slows him down.

No energy penalty for misses or practice punches... but *blocking* punches costs energy. Throwing punches, feinting or ducking costs a little more.

If your fighter gets low on energy, he's *vulnerable*—more so in the later rounds.

Both fighters are RIGHT handed.

Boxer's RIGHT is strongest. (Right has the hole.)
Upper punches (right or left) are the knockout punches. (Key #4 or #6.) *Middle* punches (Key #7 or #9) are faster but do less damage.



PACE YOUR FIGHTER!

Recovery is possible, even after a lot of solid punches have landed. Even after several knock-downs! Both fighters get a healthy "rest" between rounds. At least some recovery is automatic.

Still, if your boxer is very "tired" & slowing badly, it might be smart to back him off a little. Block some punches. Don't get forced onto the ropes!

SIMULATED FIGHT SOUNDS

"CROWD" NOISE GROWS LOUDER WITH THE ACTION!

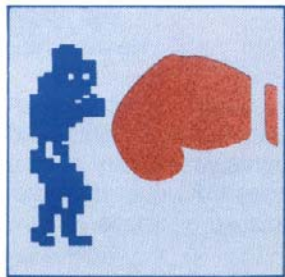
SOUND of punches landing!

BUZZER SOUNDS to begin and end each round after a knockdown.

"CROWD" CHEERS for a KNOCKOUT!

TIPS ON HOW TO WIN!

- STRATEGY should be a mix of Offense and Defense, plus common sense. It takes skill to win, not merely throwing punches.
- KNOW THE OPPOSITION! Think and *then* fight. Feel out the other fighter! Decide whether to go for the knockout or pile up points and win by Decision. (Computer is the referee.) Pace your fighter.
- KNOW YOUR FIGHTER. Keep track of how much punishment he's taking. If it's too much use the Disc. Back him away. Try blocking more punches. Use strategy, think ahead. Use *his strengths* — Power, Defense, etc.
- COUNTER-PUNCH! Develop your reactions. Watch for openings and exploit them. Get your boxer off the ropes and turn the tables! Build combinations of ducks or feints.
- REMEMBER: When you move in close, Computer will automatically hold you in there throwing punches. This means you can work the keys to punch, feint or duck with out worrying about the Direction Disc. (If either fighter uses the Disc, this is *no longer true*.)



Don't forget to duck!

Intellivision[®] Intelligent Television

GAME INSTRUCTIONS

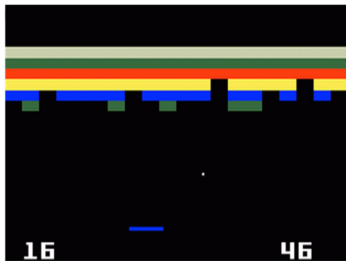
(For 1 player)

BRICKOUT!

Use your paddle to bounce a ball against descending rows of colored bricks. Hit bricks disappear, scoring points.

OBJECT OF THE GAME

You begin with 20 balls that will be served to you, one at a time. As the ball approaches the bottom of the screen, move the paddle underneath it to prevent it from leaving the screen. The ball will bounce off the paddle, move up screen and hit a block, then bounce back down toward the paddle. As you keep knocking blocks out, rows will move down the screen and more rows will appear at the top.



PRESS RESET BUTTON: Title will appear on TV screen.

SELECT SPEED: Press button 1, 2, or 3 to select a SLOWER game speed. Press the Direction Disc for FASTEST speed.

GAME CONTROLS

UPPER SIDE BUTTON: Start the round. The ball will fall from either side of the screen.

DIRECTION DISC: Press the LEFT and RIGHT side of the disc to move the paddle.

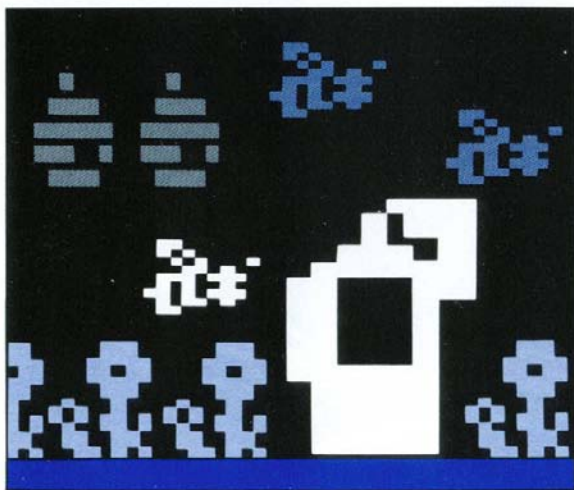
INTELLIVISION® MATTEL ELECTRONICS®

Buzz Bombers™

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

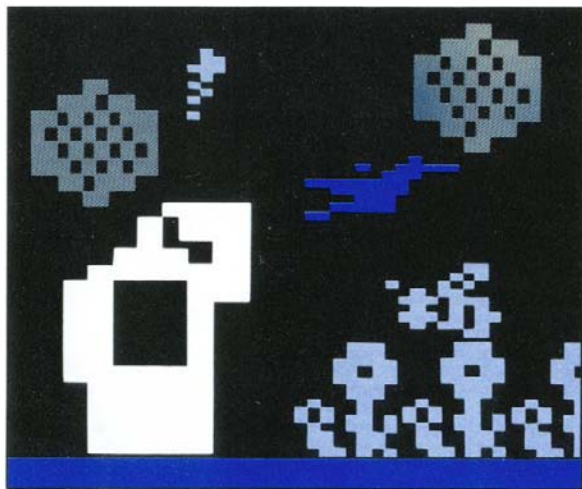


FOR COLOR TV VIEWING ONLY



Little Buzz Bombers keep barreling down towards your spray can. Blast one with a spray that sends him into a tailspin. Now you've got a honeycomb and 100 points, but **KEEP MOVING**. Moment by moment your spray can is being hemmed in by flowers. Make every shot count. You hit two bees with one shot...but the Buzz Bombers have other tricks up their little beesleeves. Here come the worst bees of them all — the Buzz Bomber **KILLER BEES**. Spray them all and watch the points pile up.





OBJECT OF THE GAME

Spray bees as quickly as you can with your spray can before they fly down and pollenate the flowers. Flowers can surround and trap your can. A sprayed bee creates a honeycomb which your friendly Hummingbird will eat. Points are scored for spraying bees and allowing the Hummingbird to eat the honeycombs. Additional points may be scored at the end of a level for any beehive on the screen. A beehive is created by a trapped worker bee. Score enough points and you win an extra spray can. Be thankful because you're going to need that can at the higher levels. The game gets tougher as you play.



YOUR CONTROLS

Slide BUZZ BOMBERS™ overlays into the Hand Controller frames so they cover the keypads. Insert game in the Computer Console cartridge slot. (See console owner's instructions for equipment connection details.)

These are the game controls...



USING THE DISC. The disc is used to move the spray can either right or left in the flower bed. It cannot be moved vertically. Press the outside edge of the direction **disc** in the direction you want to move the spray can.

TO FIRE SPRAY use any **side button**. Press the button at the time you want to fire the spray.

YOU CAN FIRE THE SPRAY AND MOVE THE SPRAY CAN AT THE SAME TIME.

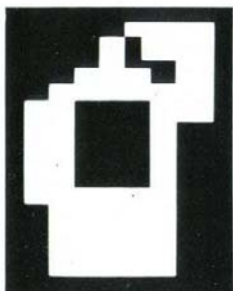
GAME START

Press the **RESET** button on your console and the game title will appear. Press ANY **KEY** or the DIRECTION **DISC** and the game will start. The game gets more difficult as you play.



RESERVE
SPRAY CANS

SCORE



THE SPRAY CAN

You control the spray can. Move the spray can either right or left using the disc. You start with three spray cans. One is used immediately. The other two are displayed in the lower left corner of the screen.

Each spray can provides 56 sprays. Every 8 sprays, the spray level in the can will lower so you can see how much spray you have left. When you use up all the spray in a can, the replacement can (if there is one) will automatically take its place.

Regardless of how much spray is left in your can, it will fill up again when you complete a level.

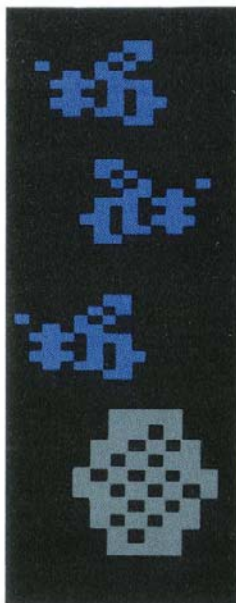


THE FLIGHT OF THE BUZZ BOMBERS™

The Buzz Bombers are the bees that fly down on your spray can (to the tune of The Flight of the Bumblebee). They fly down on invisible flight paths called

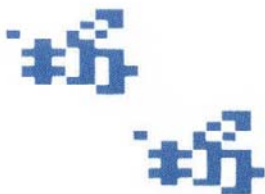
"tiers." Each time they bump into the side of the screen they reverse direction and drop to the next lower tier. (See sample screen.)

When they reach the bottom, they pollenate the flowers. Pollenation causes flowers to multiply and restrict the movement of your can. When the flowers completely hem in your spray can, you lose it.



WORKER BEES

Worker bees are YELLOW. At the lower levels, most of the attacking Buzz Bombers will be worker bees. A worker bee becomes a YELLOW HONEYCOMB when hit by spray. Worker bees drop one tier each time they reach the side of the screen OR bounce off a honeycomb.



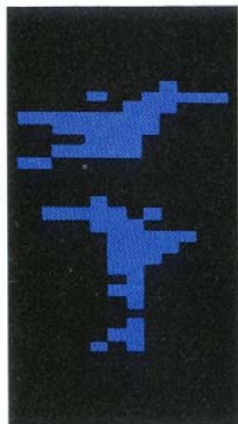


KILLER BEES

Killer bees are WHITE and fly much faster than worker bees. The higher the playing level, the more likely it is that a killer bee will appear. Don't be surprised if 5 or 6 dive on you at once.

Killer bees turn into RED HONEYCOMBS if you are skilled enough to hit them with spray. They DO NOT bounce off a honeycomb and drop one tier. They ONLY reverse direction and drop a tier when they reach the side of the screen.

THE HUMMINGBIRD



The Hummingbird is your friend in this battle of the bees. She darts around the screen looking for honeycombs. Every time she finds and eats one, you get points.

Spray won't kill your Hummingbird, but it will make her sick. If you spray her too much, she turns green and leaves the screen for a breath or two of fresh air. She'll return later.





HONEYCOMBS

A honeycomb is created by any bee after he is hit by spray. You get points for spraying the bee, but you can earn more points by leaving the honeycomb for your Hummingbird. The red honeycomb of the killer bee is worth more than the yellow honeycomb of the worker bee. (Consult chart.)

A honeycomb will DISAPPEAR if sprayed. Sometimes a honeycomb gets in the way and should be sprayed. It depends on your situation. Consult the Scoring Chart and design your own Buzz Bombers strategy.

BEEHIVES

On occasion, a worker bee will get stuck on a flight down, usually between a honeycomb and the side of the screen. If this happens, the worker bee will build a BEEHIVE. The beehive is worth big points when you successfully complete the level. Spray will destroy the beehive, so be careful where you spray.



ONE BEEHIVE IS ALREADY FORMED ON THE RIGHT SIDE. IN THE MIDDLE, A TRAPPED WORKER BEE WILL MAKE A BEEHIVE IN A MOMENT OR TWO.



FLOWERS

Flowers usually grow from both sides toward the middle, but don't count on it. Flowers can also start growing in the center and push your can to one side. When the flowers restrict your can, it will magically leap to the open space (if there is one).

If flowers kick your can out of the garden and you still have a spray can left, then the screen will clear of all flowers and you will get another chance (using the extra can) to successfully complete the level. Unfortunately, you must start the level again from scratch.

SCORING CHART

ACTION	POINTS
HITTING A WORKER BEE	100 POINTS
HUMMINGBIRD EATS YELLOW HONEYCOMB	
Top two screen tiers	1000 POINTS
Third, fourth, and fifth tiers	800 POINTS
All remaining tiers	500 POINTS
HITTING A KILLER BEE	1000 POINTS
HUMMINGBIRD EATS RED HONEYCOMB	
Top two screen tiers	2000 POINTS
Third, fourth, and fifth tiers	1800 POINTS
All remaining tiers	1500 POINTS

ACTION**POINTS**

BEEHIVES (When you complete a level)

Hive on the top two tiers 2000 POINTS

Third, fourth, and fifth tiers 1600 POINTS

All remaining tiers 1000 POINTS

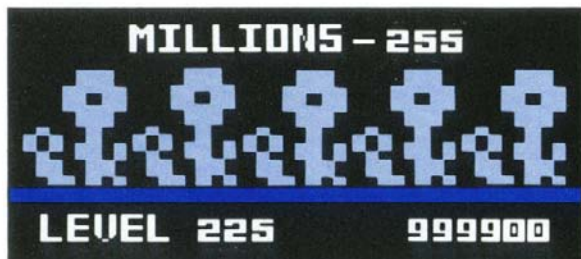
BONUS CANS RECEIVED AT:

20,000 POINTS

40,000 POINTS

80,000 POINTS

Every 80,000 POINTS thereafter.



MAXIMUM SCORE

Once you get 1,000,000 points, the scoring begins at zero again. At the end of each game you will see a number over the flower bed. This tells you how many times you have reached 1,000,000. You may reach 1,000,000 a total of 255 times...for a possible score of 255,999,900. GOOD LUCK!!!



MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television
CARTRIDGE INSTRUCTIONS

CHECKERS

(FOR COLOR TV VIEWING ONLY!)



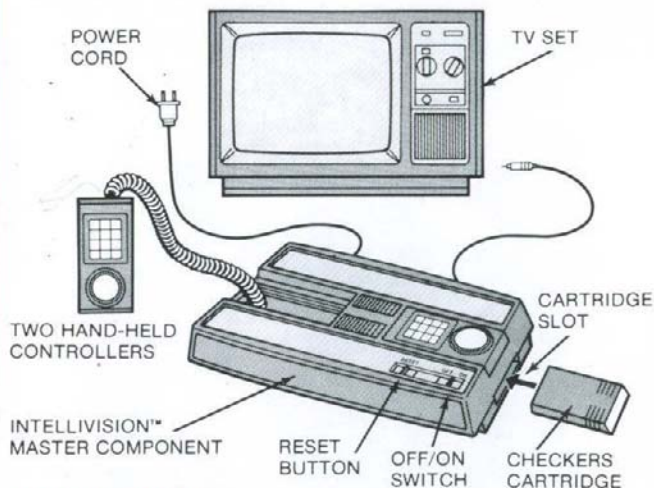
New tricks to the old game! Beat a friend, electronically. Or take on the canny computer in the time-honored contest of strategy, patience, and skill. Think you've played checkers? You've never played it like this! INTELLIVISION™ checkers is a game with all the moves!

HOW TO WIN! If you want to play **winning** INTELLIVISION™ checkers, read this booklet.

OBJECT OF THE GAME (for 1 or 2 Players):

To sweep the board of your opponent's men (checkers) by "jumping" them, or to trap them so that your opponent is unable to make a move.

CHECK YOUR EQUIPMENT:

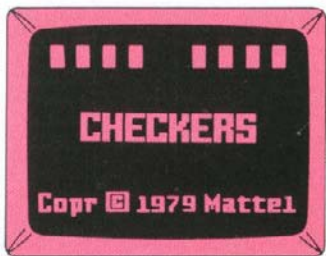


MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- CHECKERS Cartridge is placed in slot, firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately.
(See instructions with Keyboard Component.)

**PRESS RESET
BUTTON:** Title will
appear on TV screen:



ADD OVERLAYS

Find two CHECKERS keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide.

CHECK YOUR CONTROLS

Buttons to select game mode (you vs. another player or you vs. computer)

COMPUTER SUGGESTS MOVE gives advice on your best next move.

CLEAR lets you change a move.

SELECT MAN registers choice of man to move.

ACTION BUTTONS. Not used in INTELLIVISION™ Checkers.

HI SKILL/LO SKILL determine difficulty of game. Use ONLY when playing computer.

ENTER makes choice of move final.

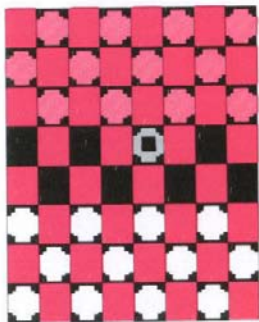
DIRECTION DISC moves man/cursor. Imagine Disc divided into 4 quarters. Press quarter that corresponds to direction you want to move.

BRING ON THE BOARD!

Press the Direction Disc and the checkerboard appears on the TV screen. This is the standard board you're familiar with. Board has 8 rows of 8 alternating red and black squares.

NAME YOUR GAME!

There are 5 different ways to play INTELLIVISION™ Checkers. Pit your wits against the computer and choose between 2 different game modes (YOU MOVE FIRST or COMPUTER MOVES FIRST) and 2 different skill levels (LO SKILL or HI SKILL). Or play another person (YOU VS. OPPONENT).



Press one of the 3 control buttons on the top row of your Hand Controller to select your game mode. Checkers will appear on the board in their starting positions.

In both YOU VS. OPPONENT and YOU MOVE FIRST modes, white checkers appear at the top of the board, blue on the bottom. In COMPUTER MOVES FIRST mode, this order is reversed.

When playing the computer, whoever moves first controls the blue checkers. (Use either Hand Controller.) When playing another person, the right Hand Controller moves the blue checkers; left Hand Controller moves the white checkers.

INSPECT YOUR MEN!

At game's start, checkers are called SINGLE MEN. Single Men may move diagonally on the black squares IN A FORWARD DIRECTION ONLY.



When a Single Man reaches his KING ROW (opposite his starting end of the board), he is CROWNED and becomes a KING. A King may move EITHER FORWARD OR BACKWARD on the black squares.



SINGLE MAN



KING



CURSOR

The CURSOR is a tan disc with a "window" in its center. It is used to move your men around the board.

YOU ARE NOW READY TO PLAY INTELLIVISION™ CHECKERS!!!

HOW TO PLAY INTELLIVISION™ CHECKERS (YOU VS. COMPUTER)

- 1 Select who moves first and skill level of game.



If computer moves first, it will make its move after you select skill level.

If you move first, computer will instruct you to SELECT MAN TO MOVE. The instruction will print out on your TV screen.

- 2 Use the DIRECTION DISC to move the CURSOR into position over the man you wish to move. Press SELECT MAN button. A LOW TONE will sound.



- 3 Computer will instruct you to **SELECT MOVE**. Use the Direction Disc to move man to an open, adjacent black square.
- 4 Press **ENTER** button to complete your move. You will hear a series of **VARYING-PITCHED BEEPS** as computer "thinks over" its next move. When the computer moves, **2 LOW TONES** will sound.
- 5 **TO JUMP**, follow instructions for a regular move. Although you will move more than one square, press the Direction Disc only **ONCE** for each jump. Computer will advance your man to the correct square and move the "jumped" man to the side of the board. (Press the Disc twice to double-jump, 3 times to triple-jump, etc.)



CLEAR BUTTON

- 6 To change a move, press **CLEAR** button. Man and cursor will return to their original position and you may then select a different square or man. **AFTER ENTER BUTTON IS PRESSED, YOU MAY NOT CHANGE YOUR MOVE.**

- 7 If you attempt an illegal move (moving more than one square, not taking a jump, etc.), a **BUZZER** will sound and computer will not complete your move.

- 8 When a Single Man reaches his King Row and is crowned, a **DASH** appears in the center of the checker to mark it as a King. Crowning completes a move, even if the new King is now in position to jump an opponent's man.



KING

- 9 You may pick the computer's brain for advice on your next move by pressing **COMPUTER SUGGESTS MOVE**. Cursor will automatically move to the suggested man and a small white arrow will indicate the suggested move.



If you wish to take this move, follow instructions for a regular move. **YOU DO NOT HAVE TO FOLLOW COMPUTER'S SUGGESTION.**

- 10 **END OF GAME.** If you win, computer plays a **VICTORY TUNE**. If you lose, computer gives a **BRONX CHEER** and prints "YOU LOSE" on the screen.

(YOU VS. OPPONENT)

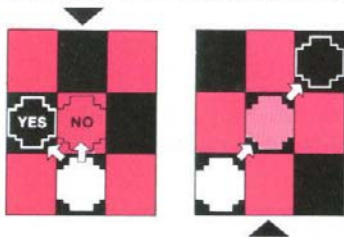
FOLLOW INSTRUCTIONS FOR YOU VS. COMPUTER, EXCEPT:

- 1 Flip a coin to decide who controls the blue checkers (right Hand Controller). This person moves first.
- 2 Computer will print out instructions on the TV screen for **BOTH** you and your opponent to **SELECT MAN TO MOVE** and **SELECT MOVE**. These will appear for you in the color of your men, for your opponent in the color of his/her men.
- 3 A **LOW TONE** will sound for you and your opponent after **SELECT MAN** and **ENTER** buttons are pressed.
- 4 Computer **WILL NOT** suggest move when you play another person. If you press **COMPUTER SUGGESTS MOVE** button in this mode, computer will print out "I CAN'T HELP YOU."
- 5 **END OF GAME.** Computer plays a **VICTORY TUNE** for the winner and prints out "YOU LOSE" in the loser's color.



SOME BASIC CHECKERS RULES

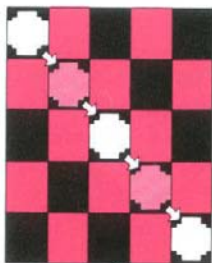
- Your moves must be **DIAGONAL**, one space at a time.



- You **MUST** jump your opponent's man when he occupies a black square adjacent to and in front of your man, and when there is an empty square beyond him into which you can jump.

- YOU CANNOT JUMP YOUR OWN MAN.**

- If more than one jump move is possible, you may **CHOOSE** which jump to take. If you can jump more than one of your opponent's men in a row, you **MUST** take a double-jump.



DOUBLE JUMP

- A KING MAY JUMP EITHER FORWARD OR BACKWARD.**
- TIED GAME (DRAW).** The game will end in a draw if neither player can capture the other's men or prevent the other from making a move.
- ILLEGAL MOVES** won't work. **BUZZER** will sound. No time limit on moves and you can change your mind on a move.

HOW TO WIN

- Think before you move! Try to stay one "jump" ahead of your opponent.
- Sacrifice a man if his loss puts you in a position to jump 2 of your opponent's men.
- Keep your men in tight formation. The more they are strung out, the more vulnerable they are.
- Keep your opponent from getting crowned. The first player to be crowned has a decided advantage.
- Use kings wisely. Remember: Kings can move both forward AND BACKWARD.

—90 DAY LIMITED WARRANTY—

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

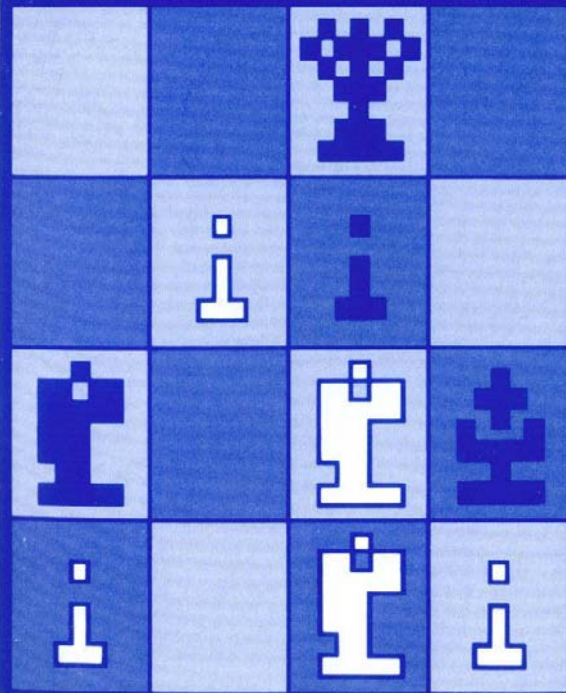
MATTEL ELECTRONICS®

Intellivision® Intelligent Television

CARTRIDGE INSTRUCTIONS
(For 1 or 2 Players)

U.S.C.F.* CHESS

FOR COLOR TV VIEWING ONLY.



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3412-0920-G3

YOUR CONTROLS

Slide the Chess overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot (see owner's instructions for equipment connection details). **IMPORTANT:** The left and right hand controllers have different functions! Be sure to put the correct overlay on the correct hand controller.

These are the game controls . . .

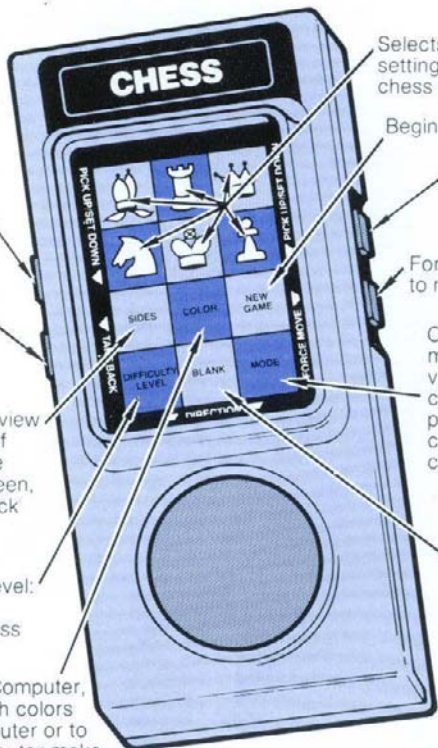
Pick up and set down chess piece

Before move is completed, moves piece back to last position

Reverses the view of the board (If White is at the top of the screen, press and Black is on top)

Choose skill level: beginner to advanced chess

In Player vs. Computer, press to switch colors with the computer or to have the computer make your next move



Selects pieces when setting up special chess moves

Begins a new game

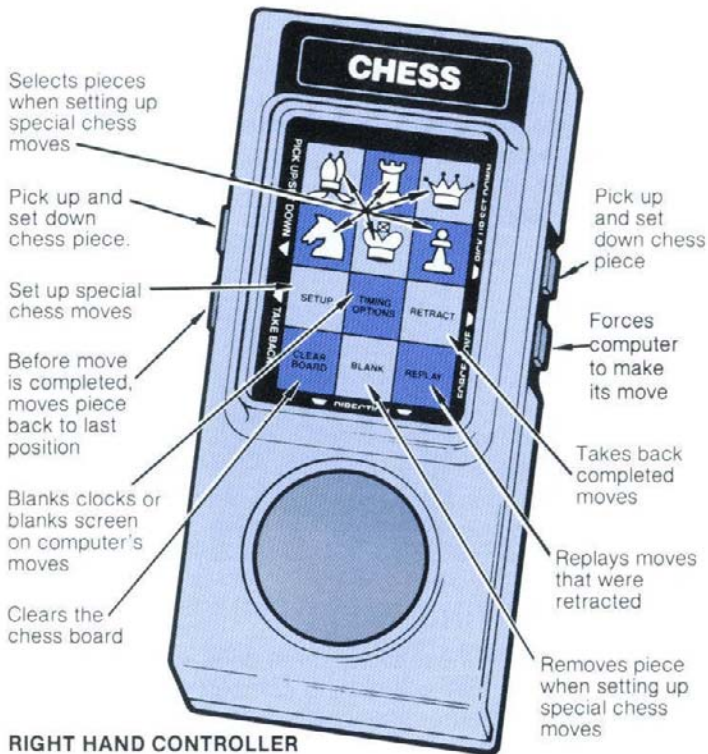
Pick up and set down chess piece

Forces computer to make its move

Choose playing mode: player vs player, computer vs player, computer vs computer

Removes piece when setting up special chess moves

LEFT HAND CONTROLLER



OBJECT OF THE GAME

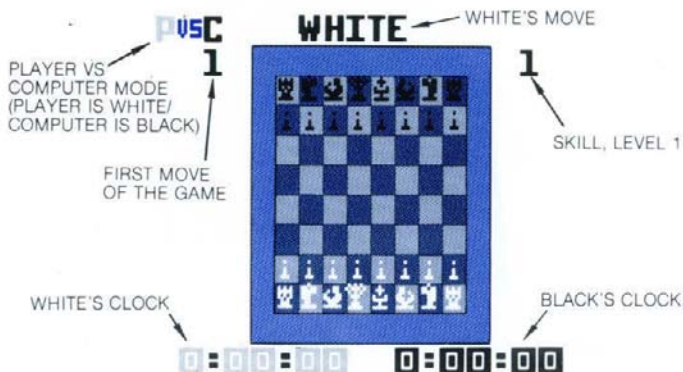
INTELLIVISION® Chess offers many playing options. Play competitive chess against an opponent or against the computer! Study the computer's techniques as it plays against itself! Or arrange special chess situations for problem solving!

NOTE: This cartridge does not teach the fundamentals of chess.



BEGIN THE GAME

To begin the game, press **RESET** then press the **DISC**. The game automatically begins in the Player vs Computer mode at Level 1. At the start of the game, the screen looks like this:




SELECT PLAYING MODE

INTELLIVISION® Chess offers three different playing modes. You can play against the computer, learn from watching the computer play itself, or compete against another player.



In Player vs Computer, the computer is your opponent. You may use many special features: play White or Black chess pieces, take back moves, set up special chess moves, reverse the view of the board, have the computer give you hints or make moves for you. See pages 7 to 12 for details.



To choose this mode, press **MODE** on the left hand controller until you see PvsC in the upper left corner of the screen.



In Computer vs Computer, you can watch the computer play against itself. This is a great way to improve your game by watching the computer's moves.

To choose this mode, press **MODE** on the left hand controller until you see CvsC in the upper left corner of the screen. Then press **COLOR** on the left hand controller. The game continues automatically.

NOTE: You can interrupt this game at any time, select another playing mode and continue the game. To do this, hold down **MODE** until the computer makes the move it was thinking about. Now choose the playing mode you want.



In Player vs Player, you challenge another player! You can select the same features listed above under Player vs Computer.

To choose this mode, press **MODE** on the left hand controller until you see PvsP in the upper left corner of the screen.

SELECT SKILL LEVEL

If you chose Player vs Player, the skill level has no effect on your game. It can be set at any level.

If you chose Player vs Computer or Computer vs Computer you have a choice of six levels of difficulty, and two other playing options:



- 
- **Level 1** is for beginning chess players. The computer makes its moves fairly quickly, and plays a simple game of Chess.
 - **In Levels 2-4**, the computer progressively plays a more difficult game. As the level increases, the computer takes longer and longer to move.
 - **Levels 5 & 6** are for very serious chess players and the computer may take hours to decide on a move. If you choose level 5 or 6, see "Timing Options" on page 12.
 - **In Level 7** the computer continually looks for a better move until you force it to move. If you choose level 7, see "Timing Options" on page 12.
 - **In Level 8** you set up a board position and the computer tries to checkmate in the least number of moves. This is the problem solving level. The more complex the checkmate, the longer it will take the computer to move. If you choose level 8, see Set Up Special Chess Moves on page 9.


**DIFFICULTY
LEVEL**

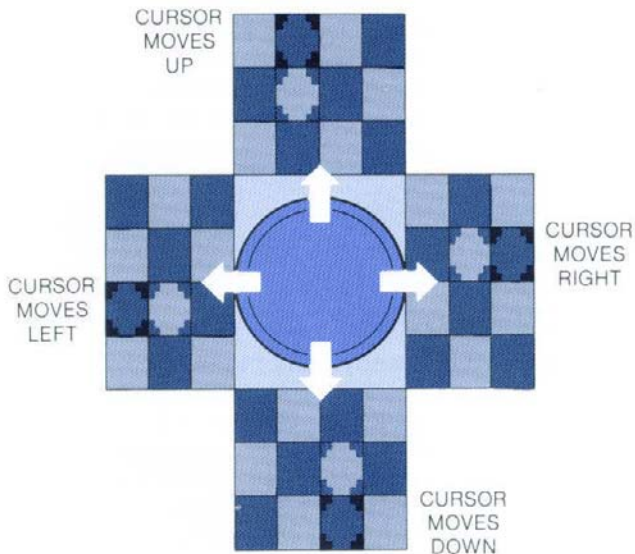
To chose the skill level, press **DIFFICULTY LEVEL** on the left hand controller. Press this key until the number in the upper right corner of the screen matches the skill level you want.

As you press this key, the numbers cycle 1 through 8 then begin over again. You can change the skill level during a game when it is the player's move.



PICK UP A CHESS PIECE

Once you choose the playing mode and skill level, you can begin. Press the edge of the DISC to move the cursor  from square to square.



When the cursor is on top of the piece you want to pick up, press the PICK UP button on either hand controller. The piece flashes, indicating it has been "picked up."

If you decide you don't want to play the piece you picked up, press TAKE BACK on either hand controller. The piece returns to its last position. Now you can pick up another piece.

MOVE A CHESS PIECE

After you pick up a chess piece, press the DISC to position the piece. When the piece is on the desired square, press the **SET DOWN** button on either hand controller. The move is now completed.

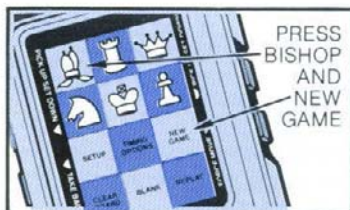


If you try to make an illegal move, the computer buzzes, returns the piece to its last position, and displays a ?. This lets you know you have attempted an illegal move.

NOTE: When it is your turn, you can use any of the keys on both hand controllers. Once it is the computer's move, the only key you can activate is **FORCE MOVE**.

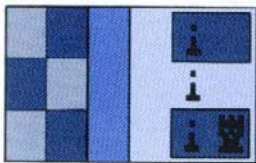
THE SCREEN GOES BLANK

The screen automatically goes blank after about 4 minutes if no keys or buttons are pushed. To reactivate the screen, press the DISC for one second. (If the screen goes blank on the computer's move, you can wait until you hear a gong and the screen automatically returns when the computer has a move.)



You can make the screen go blank by pressing **BISHOP** and **NEW GAME** simultaneously on the left keypad. This is helpful when you want to leave the game for a moment.

SPECIAL GAME MOVES



Capturing: When you capture an opponent's chess piece, that piece disappears from the board. It reappears at the side, showing which pieces have been captured.



Castling: When this move is legal, move the King two squares toward the Rook. The Rook then automatically makes the correct move.



Pawn Promotion: When a pawn reaches the other side of the board, press any legal chess piece on either hand controller. You can promote to a Queen or underpromote.



En Passant: When this move is legal, move the Pawn to the proper square and the opposing Pawn will automatically be removed.

CHECKMATE

Check & Checkmate: When one player checks the other, the display shows: CHECK. When the checked King cannot escape check, the display shows CHECKMATE.

STALEMATE

Stalemate: When a player or the computer has no legal move and is not in check, the game is stalemated. You see STALEMATE

on the display. NOTE: The computer does not check for repetitions or check the 50 move rule. You must check for those kinds of draws yourself.





UNIQUE PLAYING FEATURES

RETRACT

Take back the last move: If you want to take back a move, press the **RETRACT** Key on the right hand controller. There is a short delay, then the last piece moved returns to its previous position. You can press Retract as many times as you want.

NOTE: If you began by playing a game then switched to the Set Up Mode (See page 9), you can only retract to the point when you started the Set Up.

REPLAY

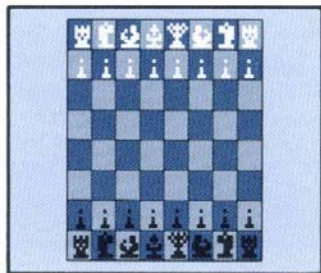
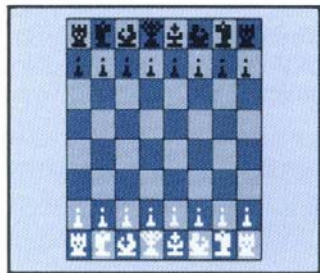
Replay moves: After you take back a move, you can then replay it. To do this, press the **REPLAY** key on the right hand controller.

COLOR

Change colors with the computer: In Player vs Computer, the player begins at White and the computer is Black. Press the **COLOR** Key anytime in the game and you exchange colors with the computer. When you press Color, the P & C on the screen switch colors. This lets you know who is White and who is Black. You can press Color as much as you like. This is helpful when you want to be Black. Press Color and you have now changed position with the computer.

You might also want to press Color when you want the computer to make your move. (You can then Retract the computer's move, if you wish, and make the move yourself.) After the computer has moved, press **COLOR** again to return to your original color.





Reverse view of the board: Your view of the board is with Black on top of the screen and White on the bottom. If you want to reverse this view, press **SIDES** on the left hand controller. Now Black can play from the bottom. You can press Sides as much as you want.

Set up special chess moves: You can enter Set Up during a game to delete or add pieces, then continue your game. Or you can enter Set Up, clear the board and create an entirely new board situation. You can enter Set Up mode at any time. Once you set up the board to your liking, **return to play in order to use any of the other game features:**

To make a change in your game, press **SET UP** on the right hand controller.

Now press the DISC to move the cursor from square to square. Stop the cursor where you wish to place or change a piece. Then press the chess piece you want on either hand controller.

NOTE: In Set Up, White plays from the bottom.

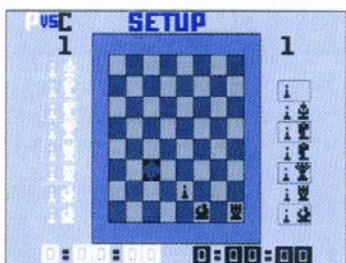
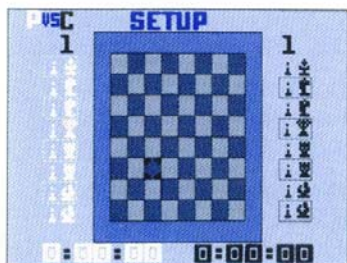


For example, if you want to place a Queen in the Queen Pawn's original position, move the cursor to this spot, then press **QUEEN** on the keypad. Press once for a White piece and press again for a Black piece.

You can also erase a piece on the board. To do this, position the cursor on top of the piece you want to erase then press **BLANK** on either keypad.

Once you have made all the changes you want, and you have a legal board situation, press **SET UP** again. If you have an illegal set up, you see a yellow ?. Correct the illegal situation and press **SET UP** again. (You cannot set up a situation where a check or mate can be made on the first move out of Set Up.) The game continues with clocks and number of moves at zero!

To set up a new board situation, press **SET UP** and **CLEAR BOARD** on the right hand controller. You will see this:



Add or delete pieces as described above. As you position a piece on the board, it disappears from the side. When you have set up your legal board situation, press **SET UP** again.



Force Move: Press the **FORCE MOVE** button on either hand controller and it forces the computer to immediately respond with the best move it has found.

If an H appears next to the skill level, the computer does not have a move yet. You must press **FORCE MOVE** again in order for play to continue. The computer now starts all over again trying to find a move. When you press Force Move you are not playing at the skill level you chose. You are forcing a move before it is ready. If you are forcing the computer to move often, you should play at a lower skill level.

NOTE: As long as the "H" is on the screen, you can select a new playing mode or new skill level. Then clear the hold. (You will confuse the computer if you select any other mode.)

New Game: Press **NEW GAME** on the left hand controller and a new game sets up with the same skill level and playing mode as the previous game.

**TIMING
OPTIONS**

Timing Options: It often takes a long while for the computer to make a move. By pressing **TIMING OPTIONS** once on the right hand controller, you can get up and go about other business while you wait. You will hear a gong when the computer has decided on a move. The computer's move is saved until you press the DISC. Then the computer gongs again and makes its move.

You can also make the clocks disappear from the screen if you press **TIMING OPTIONS** twice. Press **TIMING OPTIONS** a third time and you're back where you started.

INTELLIVISION™ Intelligent Television

Chip Shot
Super Pro Golf

*Play the most
challenging
courses in the world!*

**CARTRIDGE INSTRUCTIONS
FOR 1 OR 2 PLAYERS**

Chip Shot Super Pro Golf

STARTING THE GAME

Turn the **POWER** switch **OFF** and insert the game cartridge. Turn the **POWER** switch **ON** and press **RESET**. The title screen will appear. Press any **KEY** or the **DISC** to display the Main Menu.

MAIN MENU

From the Main Menu you can choose to:

- Play one of 5 defined courses.
- Design your own course.
- Replay a course.
- Practice on either the Driving Range or the Putting Green
- See a review of your hand controls (Pro Shop).

To make a selection, press the **TOP** or **BOTTOM** of the **DISC** to highlight your selection, then press **ENTER**.

PLAYING A DEFINED COURSE

CHIP SHOT - SUPER PRO GOLF features 5 different courses. In order of increasing difficulty, they are: **INTV Tourney**, **Classic Course**, **Invitational Open**, **Celebrity Pro-Am**, and **Trail of Tears**.

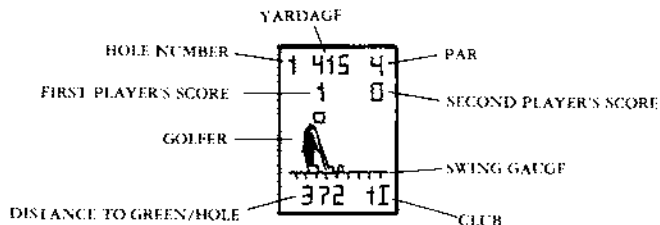
After selecting one of these, you will choose whether you want to play all 18 holes, just the front 9, just the back 9, or whether you want to preview the course. (Previewing shows you all 18 holes before you play, and gives you the option of swapping any of the holes for ones in the library — see **PREVIEWING**, below.)

Next, enter the number of golfers playing. Press 1 or 2 and then press **ENTER**.

The first hole and the golfer's window appear on screen.

GOLFER'S WINDOW

This window features a picture of a golfer, surrounded by important information



HOLE NUMBER

The number from 1 to 18 of the hole for the course you are playing.

YARDAGE

Distance from the tee to the center of the green, following the fairway (the clear path). Since many holes feature a dogleg (bend in the fairway), this distance can be much greater than the straight-line distance from the tee to the hole.

PAR

The number of strokes a good player is expected to take to sink the ball. A par 3 is a short hole, a par 5 is long. When you sink the ball, a message at the bottom of the window tells how you did against par:

HOLE IN ONE	You sank the ball from the tee! Fantastic!
DOUBLE EAGLE	Three under par
EAGLE	Two under par
BIRDIE	One under par
PAR	Par
BOGEY	One over par
DOUBLE BOGEY	Two over par
IN HOLE	Three or more over par

FIRST PLAYER'S SCORE & SECOND PLAYER'S SCORE

The number of strokes the player has taken so far on the current hole. After sinking the ball, the score is added to the total shown on the scorecard. The score restarts at 0 every time the player tees off. For a one player game, the second player's score stays at 0.

DISTANCE TO GREEN/HOLE

Before you tee off: Yards to the center of the green, following the fairway (same as YARDAGE)

After you tee off: Yards from the ball to the hole, measured as a straight line.

CLUB

Club currently selected.

GOLFER

The golfer illustrates your swing. He's also overwhelmed whenever you sink a particularly long shot.

SWING GAUGE

Under the golfer's feet is the swing gauge, used in hitting the ball.

THE HOLE

Each hole has a tee (where you hit the ball from), a green (where the actual hole is located, marked by a flag), and a fairway (the clear path to the green).

Each hole also has a number of obstacles, including trees, the rough (the unkept grassy area off the fairway), bunkers (sand traps), and water traps (streams, ponds, lakes, even rivers and oceans).

Somewhere on screen is a number next to an arrowhead. The number identifies this hole in the library (see **DESIGNING YOUR OWN COURSE**, below). The arrowhead shows the direction the green breaks (how it slopes). The break of the green is important in determining where on the green to aim. **Note:** The breaks of the greens change whenever the game is **RESET** (see **THE GREEN**, below).

TEERING OFF

Take careful note of the various obstacles and distances involved as you select your club and aim. And watch the flag to see which way the wind is blowing! Then bring the club back and swing! (See HITTING THE BALL, below).

You continue to shoot until you hit the ball into the hole. Each shot adds 1 stroke (point) to your score. Your maximum score for any hole is 25 strokes, even if you take more than 25.

HITTING THE BALL

CHOOSING A CLUB

You play with a bag of fourteen clubs. The clubs, with the maximum distances they can hit the ball, are shown below:

DRIVER (DR)	240 - 300 yards
3 WOOD (3W)	220 - 260
1 IRON (1I)	210 - 220
2 IRON (2I)	200 - 210
3 IRON (3I)	190 - 200
4 IRON (4I)	180 - 190
5 IRON (5I)	170 - 180
6 IRON (6I)	160 - 170
7 IRON (7I)	150 - 160
8 IRON (8I)	140 - 150
9 IRON (9I)	130 - 140
PITCHING WEDGE (PW)	120 - 130
SAND WEDGE (SW)	110 - 120
PUTTER	for putts

Note: The distances shown are for a perfect swing and lie (condition of the ground the ball is on) with no wind. These factors will determine the actual distance the ball travels.

Press the TOP or BOTTOM of the DISC to select your club. On the green, you may only use your putter.

AIMING

Press the **LEFT** or **RIGHT** side of the **DISC** to move the target (a white X) around your ball. The position of the target determines the initial direction of your shot; any hook or slice will thereafter affect the shot's path.

YOUR SWING

Press and hold any **SIDE ACTION KEY** to start and continue your backswing. Release the key and the frontswing begins. The gauge onscreen shows when to release the key to hit the ball with maximum strength; releasing the key just before the indicator reaches the far left of the gauge gives you best distance. Releasing the key beforehand will give a softer shot and less distance. With practice, you can control the distance of your shots precisely.

Note: Releasing the key after the indicator reaches the far left of the gauge results in an unpredictable distance, between 50% and 75% of maximum.

SHOOTING STRAIGHT

Press any **SIDE ACTION KEY** just as the club hits the ball to fire a clean, straight shot.

Pressing the key early hooks the shot (causes it to turn to the left in flight). The earlier you press the key, the greater the hook.

Pressing the key late slices the shot (causes it to turn to the right in flight). The later you press the key, the greater the slice.

Fail to press the key and the ball will hook or slice at random.

TWO PLAYERS

Player 1 uses the **LEFT** hand controller; Player 2 uses the **RIGHT**. (For a one player game, you can use **EITHER** hand controller.)

On the first hole, Player 1 tees off first. For each hole thereafter, the winner of the previous hole has the "honor" (tees off first). After teeing off, the player farthest from the hole shoots next.

To indicate which player shoots next, that player's score and ball will blink.

THE WIND FACTOR

The flag on the green blows in the direction of the prevailing wind. How fast the flag flutters indicates the wind's strength.

TREES

Every tree is different: some are taller than others, some have branches closer to the ground, some are fuller than others. As you play the holes, keep track of the tree shapes. You will learn how to clear certain trees and when to shoot under the branches of others. You will discover which trees, when hit, will cause your ball to ricochet erratically, and which will cause it to simply fall to the ground.

Note: On a real golf course, trees grow, altering how they affect the game. To reflect this, the trees in CHIP SHOT — SUPER PRO GOLF are slightly changed whenever the game is RESET.

THE ROUGH

Shooting from the rough is unpredictable. Your shot will probably not travel the full distance it normally does, and may not even travel in the direction you were aiming.

BUNKERS (SAND TRAPS)

Bunkers more than 50 yards from the hole are "fairway bunkers." A shot hit from a fairway bunker will behave similarly to a shot hit out of the rough.

Bunkers less than 50 yards from the hole are "green-side bunkers." You will have to "blast" out of the sand by swinging a little harder than you normally would for a shot from either the fairway or the rough.

LANDING IN WATER

When your ball lands in the water, you have a choice as to where you will play your next shot. You may return to where you last hit from (OLD) or you may play from where the ball entered the water (H2O). (These two positions flash onscreen as you make your decision.) Press 0 (Zero) to play the OLD position, ENTER to play the H2O position.

Note: Sometimes the farther position is better because of the lie (on the fairway instead of in the rough, for example)

THE GREEN

When your ball lands on the green (or, if two are playing, when both players are on the green), the screen shows a close-up of the green. This is where you putt to finish the hole. The arrows on the green indicate the direction it breaks (slopes); take the break into account when aiming your putt.

Note: On a real golf course, the breaks of the greens change over time. To reflect this, the greens in **CHIP SHOT — SUPER PRO GOLF** are given a random slope whenever the game is **RESET**.

If you putt off of the green, you will return to the view of the entire hole. Shoot back onto the green.

SINKING THE PUTT

Each time you finish a hole, your score for the hole is added to your total on the scorecard. After sinking the last putt on the final hole, the scorecard appears. For two players, the lower score wins. Press any **SIDE ACTION KEY** to return to the **Main Menu**.

THE SCORECARD

At any time during a game you can display the scorecard by pressing **0 (Zero)**. The scorecard shows your score on each hole so far, with totals for the front 9 (**OUT**) and the back 9 (**IN**). For a two player game, both scores for each hole are displayed.

Press **0 (Zero)** again to resume the game.

LEAVING THE GAME EARLY

You can quit the game early by pressing **CLEAR**. Respond to "Exit?" with **YES** (press **ENTER**). You could also press **RESET**, but doing so will erase the course if you have designed your own.

PREVIEWING

Before you play the selected course, you can choose to preview the holes. The first hole will be displayed, along with a window showing the hole number (1), the scan number (the hole's number in the library — from 1 to 99), the yardage for the hole (upper left), and par (upper right).

To see the other holes on the course, press the **LEFT** or **RIGHT** side of the **DISC**. The hole number will cycle between 1 and 18. When the hole number you want to see is displayed, press **ENTER**. In this manner, you can see all 18 holes.

You can exchange any or all the holes in the course for ones in the library. See **EDITING**, below.

When you are ready to play, press **CLEAR**, then respond to "Exit?" with **YES** (press **ENTER**).

DESIGNING YOUR OWN COURSE

CHIP SHOT — **SUPER PRO GOLF** contains a library of 99 holes from which the 5 defined courses are made up. You can also use this library to design your own course.

THE LIBRARY

All 99 holes have a number somewhere onscreen. As you play the defined courses, notice the numbers of the holes you want to use later for on your own course. You can also view any or all the holes while editing (see below).

Holes number 1 through 24 are par 3, 25 through 75 are par 4, and 76 through 99 are par 5.

EDITING

After selecting to design your own, or when previewing a defined course (see **PREVIEWING**, above), a window appears showing hole number and scan number. **HOLE** is highlighted. Press the **LEFT** or **RIGHT** side of the **DISC** to select the hole number (from 1 to 18) you wish to define.

Press the **BOTTOM** of the **DISC** to highlight **SCAN**. Press the **LEFT** or **RIGHT** side of the **DISC** to select a hole from the library (from 1 to 99). To see the hole you have selected, press **ENTER**. If you don't like that hole, continue to press the **DISC** and **ENTER** to select other holes.

Once you are happy with your selection, press the **BOTTOM** of the **DISC** to highlight **SAVE**, then press **ENTER**. This will assign the hole you have selected from the library (**SCAN**) to the hole on the course you are designing (**HOLE**).

Note: The green's break shown on the screen will change at random when the hole is actually assigned.

You must define holes 1 through 9 (front 9), holes 10 through 18 (back 9), or all 18 holes in order to play your course. (When editing a defined course, you need only redefine those you wish to change.)

When you are finished designing or editing your course, press **CLEAR**, then respond to "EXIT" with **YES** (press **ENTER**).

You can now play your new course as if it were one of the 5 defined courses (see **PLAYING A DEFINED COURSE**).

REPLAYING A COURSE

Selecting **PLAY SAME COURSE** from the Main Menu lets you replay the last course, whether it was a defined course or one of your own design.

Before playing, you can preview the course, giving you a chance to change any of the holes (see **PREVIEWING**, above).

You cannot select **PLAY SAME COURSE** immediately after **RESET**. Doing so will merely inform you that Hole 1 is not defined.

THE DRIVING RANGE

The Driving Range is a good place to learn how to hit the ball. You can select your club and hit the ball in exactly the same manner as during actual gameplay. The flag shows you the direction and strength of the wind, letting you get a feel for how the wind affects your shots. Try hitting each shot straight and notice how the wind catches it. The wind changes direction and strength every four shots, allowing you shoot under the full variety of conditions which exist on the courses. As each shot lands, its distance is displayed in the Golfer's Window.

Two players may practice by taking turns. Be careful: unlike a real game, either hand controller can be used to hit any shot (making it easier to practice by yourself).

When you are finished practicing, press **CLEAR**, then respond to "EXIT" with **YES** (press **ENTER**).

PRACTICE PUTTING GREEN

The Practice Putting Green is a good place to learn how to putt. Two balls are on the green at a time. After every two putts you sink, the positions of the hole and the balls, as well as the slope of the green, change.

Compete against yourself or against an opponent. The number of strokes is displayed for each ball. As in a real game, the ball farthest from the hole blinks; the player putting that ball (the player's score is also blinking) putts next. The player with the lowest score for a hole putts first on the next green.

Be careful: unlike a real game, either hand controller can be used to hit any putt (making it easier to practice by yourself).

The practice putting green plays like an 18 hole course of all greens. Press 0 (Zero) at anytime to see the scorecard, showing the score for each hole. Press 0 to return to the green.

When you are finished practicing, press CLEAR, then respond to "EXIT" with YES (press ENTER).

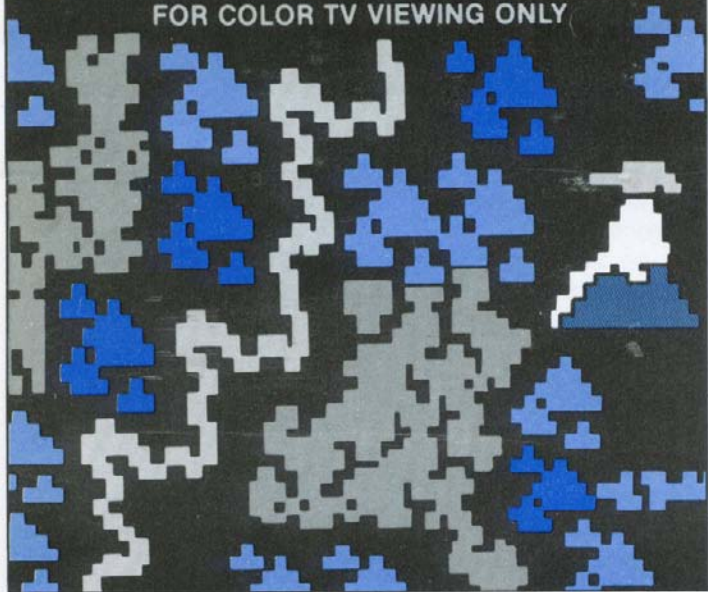
MATTEL ELECTRONICS®

Intellivision® Intelligent Television

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)

**ADVANCED
DUNGEONS & DRAGONS™***

FOR COLOR TV VIEWING ONLY

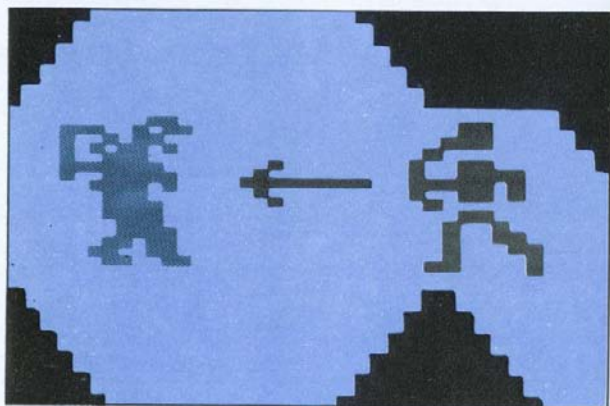


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*ADVANCED DUNGEONS & DRAGONS is a trademark owned by and used under license from TSR Hobbies, Inc. This Cartridge is approved by TSR Hobbies, Inc., the publisher of the 'Fantasy Role-Playing Games' sold under the trademark ADVANCED DUNGEONS & DRAGONS®.
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You control a 3-man expedition of adventurers. Your object is to acquire the two halves of the ancient Crown of Kings, hidden deep within the caverns of the legendary Cloudy Mountain. To reach the treasure, you must cross a hostile land. The obstacles are numerous. Your resources are courage, cunning and three arrows. The rest you must find and fight to obtain. If you survive the wasteland and the creatures of the caves, you will have traveled out of danger into even greater peril. For each half of the Crown of Kings is guarded by terror — the Winged Dragons keep their endless watch.

ADVANCED DUNGEONS & DRAGONS™ Cartridge is designed to be played by one person against the computer. Two or more can play, however, by taking turns leading the expedition through each mountain.



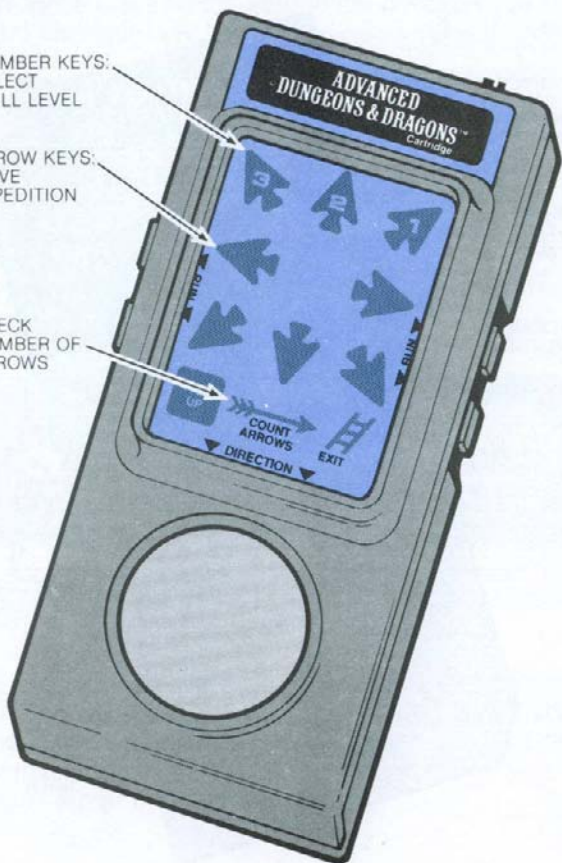
CHECK YOUR CONTROLS

CONTROLS USED IN STRATEGY MAP

NUMBER KEYS:
SELECT
SKILL LEVEL

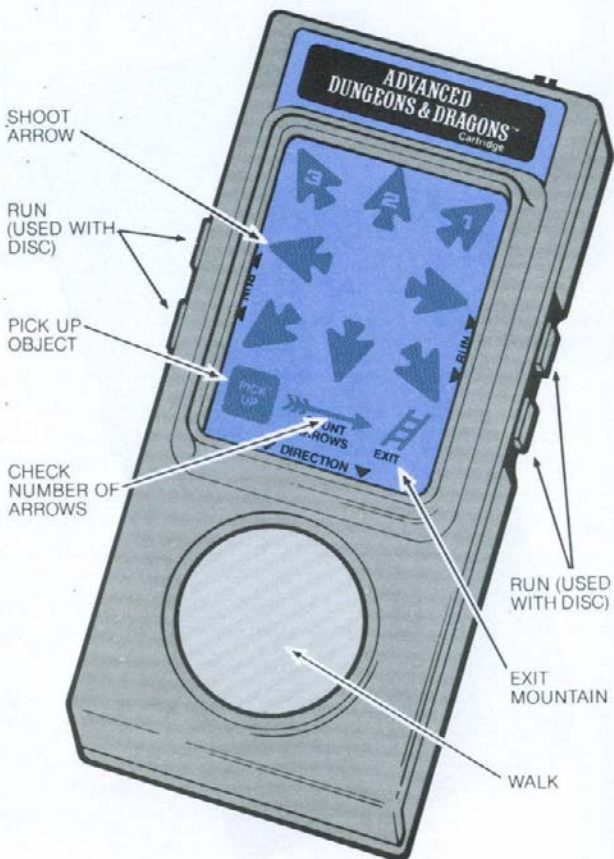
ARROW KEYS:
MOVE
EXPEDITION

CHECK
NUMBER OF
ARROWS



CHECK YOUR CONTROLS (CONT'D)

CONTROLS USED IN CAVES



USE OF DIRECTION DISC

Press outside edge of Disc in direction you want the man to WALK. Hold down ANY side action button, while pressing the Disc in the direction you want the man to RUN.

IMPORTANT: RELEASE THE DISC, SIDE BUTTONS AND ANY OTHER KEY, BEFORE PRESSING A KEY TO SHOOT AN ARROW!

WHEN YOU SEE THE GAME TITLE, SELECT A SKILL LEVEL.



**SOLDIER
OF FORTUNE**
(MEDIUM HARD)

**WEEKEND
ADVENTURER**
(MEDIUM)

SIGHTSEER
(EASY)

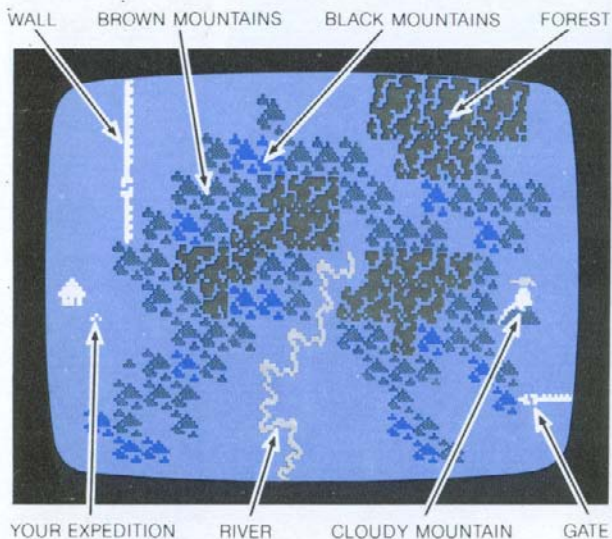
HERO
(HARD)

As the skill level gets harder, monsters move faster and there are fewer arrows in each quiver that you find (from 11 on easy level to 5 on hard level). Only by mastering the art of monster tracking can you easily win at the hardest level.



AFTER YOU SELECT A SKILL LEVEL, THE STRATEGY MAP APPEARS.

Your expedition is represented by 3 BLINKING SQUARES. You start out at home. In the background, you can hear the Winged Dragons of Cloudy Mountain snoring as they wait for their next meal to arrive.



The COLOR of Cloudy Mountain reflects the skill level of the game:



OBSTACLES between your expedition and Cloudy Mountain include:



BROWN MOUNTAINS —
Impassable



BLACK MOUNTAINS —
Contain caves that permit passage



RIVERS —
Can be crossed by **BOAT**



FORESTS —
Can be cleared by **AXE**



WALLS —
Contain gates that can be opened
by **KEY**

A **TOOL** (boat, axe or key) can be used repeatedly. **ONCE ACQUIRED**, it stays with you, appearing when you start to cross the corresponding obstacle. Without the right tool, you are unable to pass an obstacle.


BLACK MOUNTAINS contain:



- Monsters and other nasty creatures
- Tools needed to cross obstacles (one per cave)
- Arrows needed to slay monsters
- One exit







MOVE YOUR EXPEDITION OUT!

Use the ARROW keys on the keypad, to move your 3-man expedition. As you move next to a black mountain, it changes color to reflect the type of cave and its contents.

	GRAY — EASY. Quivers of arrows only
---	-------------------------------------

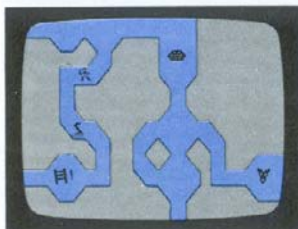
		BLUE — MEDIUM. Boat and arrows
---	---	--------------------------------

		RED — MEDIUM HARD. Axe and arrows
---	---	-----------------------------------

		PURPLE — HARD. Key and arrows
---	---	-------------------------------

ENTER THE MOUNTAIN!

Move your expedition ON TOP OF a colored mountain. Screen changes to the CAVE SYSTEM. Only one warrior enters at a time.



There are 2 sizes of cave systems. One is 4 rooms vertically by 8 rooms horizontally. The other is 4 rooms by 4 rooms. Rooms are different sizes and are connected by winding passages of different sizes. A cave system is like the surface of a sphere. If you walk long enough in any direction, you wind up back where you began.



Use the Disc to move your warrior through the cave system. Rooms and passageways light up as the warrior moves into them, and remain lit behind him. As a rule, you cannot see very far ahead of the warrior, so move carefully.

ARROWS



Each warrior is armed with a bow. This is his only weapon. The group starts with a TOTAL of 3 arrows. The warrior in the cave has all 3 arrows. Quivers of arrows must be found in the caves and picked up, for additional ammunition.

TO PICK UP A QUIVER, move your warrior to cover it, then press the **[PICK UP]** key. To find out how many arrows you have, press the **[COUNT ARROWS]** key and count the number of clicks that you hear.

TO SHOOT AN ARROW

Press the **[ARROW]** key that points in the direction you want to shoot. Arrows follow corridors and bounce off cave walls, even in the dark. This allows you to shoot around corners. It also allows you to shoot a monster without ever seeing it or waking it up, once you determine where it is. Be careful! A bouncing arrow can ricochet back and shoot your own warrior.



LOOK FOR TOOLS

A tool is always guarded by a dangerous monster. When you find a tool, kill the monster. Then move your warrior to cover the tool and press the **PICK UP** key.



BOAT



AXE



KEY

WATCH OUT FOR MONSTERS!

Different TYPES of monsters have different natures. A monster may or may not make noise, may or may not sleep, may or may not leave clues to its presence (tracks or bones); and may or may not kill or wound. A MONSTER ALWAYS BEHAVES ACCORDING TO TYPE. All bats behave alike; all dragons behave alike, etc.

A bat, spider or rat can be killed with one shot. A dragon, demon or snake takes two shots. Blobs are indestructible (but slow). And a Winged Dragon takes three shots to kill. (Game Hint: In general, the harder a monster is to kill, the more dangerous it is.)



A monster must be on screen (but not necessarily visible) to be heard or shot. If you hit but do not kill a monster that is not visible, it will come after you. A sleeping monster may be awakened by shooting an arrow nearby.

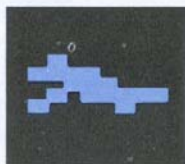
Watch and listen as you move through the cave system. With practice, you will learn the unique characteristics of each monster type. This is critical to winning the game.



BAT



SPIDER



RAT



SNAKE



BLOB



DEMON



DRAGON



WINGED DRAGON



ATTACK ON A WARRIOR



A warrior can be wounded or killed by monsters or by ricocheting arrows. The degree of a warrior's injury is indicated by his color. Black means strong. Blue means wounded. Red means seriously hurt. If killed, a warrior disintegrates.

If a warrior is killed, another takes his place (unless he was the last warrior left in the party). The new man appears at the point where the first warrior entered the cave system. He automatically gets possession of any tools or arrows that the previous warrior had.

If all 3 warriors are killed, the game ends. The Strategy Map appears with a tombstone on the spot where the last warrior died.

EXIT



A warrior cannot get out of a mountain the same way he got in. You must find the exit. The SINGLE exit in each cave system is marked by a LADDER and guarded by a dangerous monster. To get out, kill the monster, move your warrior over the ladder, then press the **EXIT** key.



RETURN TO STRATEGY MAP



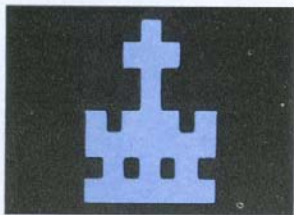
After you have fought your way through a mountain, the Strategy Map appears. The entire expedition automatically joins your warrior on the other side of the mountain. This mountain remains clear of monsters, until you pass through 4 more mountains. After that, monsters re-claim the first mountain.

When a mountain is clear, you can cross it without re-entering its cave system. This means you can retreat if the way ahead is blocked. Or you can return to a mountain along the way, that you did not enter before, to get the tool inside. You **CAN-NOT** re-enter the cave system of a clear mountain, until it is claimed by monsters again. If you need a tool contained in a mountain, get it while you are inside that mountain the first time around.

THE LAST 4 MOUNTAINS YOU HAVE PASSED THROUGH are always clear. However, they do not remain colored. Type information is lost when you return to the Strategy Map, but can be regained by backtracking.



LOUDY MOUNTAIN



When you have fought your way to Cloudy Mountain, enter its cave system by moving onto the mountain. Find the **TWO SEPARATE HALVES** of the Crown of Kings and you win! No need to find an exit. You are magically returned to the Strategy Map, with the Crown.

Beware! Each half of the Crown is guarded by one of the deadliest monsters of all — the Winged Dragons!

STRATEGY TIPS

- 1** Start with an Easy game, until you learn the characteristics of different monster types. Learn which sight and sound clues go with which monsters.
- 2** Approach all of the accessible black mountains, before entering any of them, to find out which tools are in which mountains.



3

After entering your first cave system, look for arrows before taking on any of the really nasty monsters. 3 arrows do not last long against dragons and snakes.

4

Move slowly in the caves and LISTEN. Many beasts can be heard as you approach.

5

When you find a monster guarding a tool or exit, be prepared to RUN in retreat, until you reach a place where you can get off a clear shot or two.

6

Practice bouncing arrows off cave walls, to learn how they ricochet. The ability to shoot around corners gives you a distinct advantage over the monsters.

7

Learn to find and shoot monsters in the dark. Remember that your arrows follow corridors and bounce off walls in the dark. Only by shooting dangerous monsters from a safe distance, can your warrior avoid being eaten, especially on the harder levels.



INTELLiVISION

No. 4601

Intelligent Television

**DEEP
POCKETS**

SUPER PRO

POOL AND BILLIARDS

FOR ONE OR TWO PLAYERS

INSTRUCTIONS

Distributed by **INTV CORPORATION** Torrance, CA 90505

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Deep Pockets is a unique pool and billiards game - it is actually NINE games in one. You can learn many pocket billiards (pool) and carom billiard games in the privacy and comfort of your own home - and brush up on rules and strategy before venturing out to a billiard parlor.

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. DEEP POCKETS SUPER PRO POOL & BILLIARDS title screen appears. Press any hand controller **key** or the **DISC** to continue.

INTRODUCTION

Play against a friend, or practice "against yourself" in 1 player games, you control both players 1 and 2.

Player 1 will see prompts and scores in RED, and player 2 will see BLUE.

When selecting 2 player mode, you will then be prompted how many matches you wish to play or up to how many points.

Deep Pockets coaches you through each step prior to actually shooting your shot. Use the controllers to:

Returns to prior selection

[CLEAR] key

Selects the menu option

[ENTER] key

Strike the ball

SIDE BUTTON

Move through menu highlighting, move cue ball, move aiming "X", and move "Spin/English" marker

DIRECTION DISC

GAME SELECTION MENU

Select from one of 9 different games to play. They are grouped by POCKET BILLIARD and CAROM BILLIARDS.

POCKET BILLIARD (POOL) GAMES

EIGHT BALL - The game is Call Shot. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing his group first and then legally pocketing the 8-ball wins the game.

NINE BALL - The game is Call Shot. The object of the game is to pocket the 9-ball. Pocketing the 9-ball either on the break or any other legal shot wins the game.

ROTATION - Rotation requires that the cueball must contact the lowest numbered object ball first on each shot; any ball pocketed on a legal shot counts. It is not necessary to call balls or pockets. The object of the game is to score balls of greater total point value than your opponent.

STRAIGHT POOL - Straight pool is the only game where a shooter can play a single inning through rack after rack of balls. Players may shoot at any ball on the table at any time, but they must call the ball and the pocket. The first player to a pre-determined point total wins. Each legally pocketed ball counts as 1 point for the shooter.

ONE POCKET - One Pocket is a unique game in which only two of the six pockets are employed for legal scoring. Any ball may be played and need not be called. What is required is that an object ball falls in the player's "target" pocket. The first player to score a total of 8 points wins.

CAROM BILLIARD GAMES

STRAIGHT RAIL - A legal count is scored as one point for shooter if player's cueball strikes both the other player's cueball and the red ball, in any sequence. Cushion contact is irrelevant to scoring.

RED BALL - A legal counting stroke entitles the shooter to continue at the table until he fails to legally count on a shot. On all shots, player must make his first object (first ball contacted by his cueball) the red ball. Failure to do so is a foul. One point is deducted from offender's score for each foul.

FOUR BALL - Each legal two-ball carom count is scored as one point for shooter; each legal three-ball carom count is scored as two points for shooter. The pink ball must be the first ball contacted on the opening break. Any object ball on the table may be the first object ball after the opening break.

THREE-CUSHION - Each legal count is scored as one point for shooter. There are four different ways to score a count in "Three-Cushion" billiards.

The shooter's cueball must either:

1. contact an object ball and then contact three or more cushions, and then strike the other object ball; or,
2. contact three or more cushions, and then contact the two object balls; or;
3. contact a cushion and then an object ball, then two or more cushions and then the other object ball; or,
4. contact two or more cushions and then an object ball, then one or more cushions and then the other object ball.

PLAYING THE GAME

MOVE CUEBALL

You will see this prompt prior to the opening break shot, and after any scratch or illegal shot. Each game has different rules regarding where you may place the cueball; some games allow you to place the cueball anywhere on the table, other games require that the cueball be placed behind the "HEADSTRING" or imaginary line across the table at the "HEADSPOT". You move the cueball by pressing the DISC in the direction you want the ball to move. Press ENTER when you are satisfied with the position of the cueball.

SELECT BALL

This is how you indicate which ball you want to make. Some games do not require you to "call your ball," and others do. You will not see this prompt during games where it is not necessary. Press the DISC to cycle forwards, RIGHT, and backwards, LEFT, through the remaining balls on the table. You will notice that the color of the blinking ball prompt matches the color of the ball on the table, and that each time you press the DISC the current ball is "framed" on the table so that you can spot it more easily. SAFETY means that you are calling "no ball" for this shot, and you must execute an otherwise legal shot when you call a SAFETY. When the desired ball is framed on the table, press ENTER.

SELECT POCKET

This is how you indicate which pocket the ball you called will go into. Some games do not require you to "call your pocket," and you will not see this prompt during games where it is not necessary. The selected pocket will be flashing white. Use the DISC to change the selected pocket. When the desired pocket is selected, press ENTER

AIM

This is how you indicate the path the cueball will take when you shoot. You aim by pressing the DISC in the direction you want the Target, a rotating "X", to move. Press ENTER when you are satisfied with the position of the target. Your shot will cause the cueball to head towards the position of the target. The target, the rotating "X", can be moved anywhere on the table.

APPLY SPIN

This is where you apply ENGLISH, DRAW, or FOLLOW. ENGLISH means left or right spin on the cueball, which will alter the path of the ball when it hits a cushion. DRAW means that the cueball will "back-up" upon impact with another ball. FOLLOW means that the cueball will "follow" or "speed-up" upon impact with another ball. Think of the blue dot as where the tip of your cue stick will strike the cueball. You apply ENGLISH/DRAW/FOLLOW by pressing the DISC. Press UP on the DISC for FOLLOW. Press DOWN on the DISC for DRAW. Press LEFT or RIGHT for ENGLISH. You may apply combinations of ENGLISH and DRAW/FOLLOW by moving in both directions. The position of the blue dot on the cueball image above the table indicates the amount of ENGLISH and/or DRAW/FOLLOW you have selected. When the dot is centered on the cueball image, you have selected NO ENGLISH or DRAW/FOLLOW. Press ENTER when you are satisfied with the amount, if any, of ENGLISH/DRAW/FOLLOW.

SHOOT

This is how you indicate how hard or soft your shot will be. By watching the "cue stick" moving under the SOFT/HARD gauge, you wait until the stick is at the proper position for your shot. When you are ready to shoot your shot, press a SIDE BUTTON key.

In the first game, Player 1 breaks. In subsequent games in a multi-game match, the player to break is determined by the particular rules of the game being played.

When a player commits certain fouls (particulars are different for each specific game), the opposing player is questioned as to what he/she wants to do next. These questions are all based on the appropriate rules in effect for the game being played. Press the DISC to move the highlighting UP or DOWN, and press ENTER when the selection you want is highlighted.

TIPS AND DEFINITIONS

Call Shot means you must call your ball AND your pocket.

Use FOLLOW on break shots to scatter the balls.

Most of the time you only need to hit shots with about medium strength; use hard shots for long distance shots.

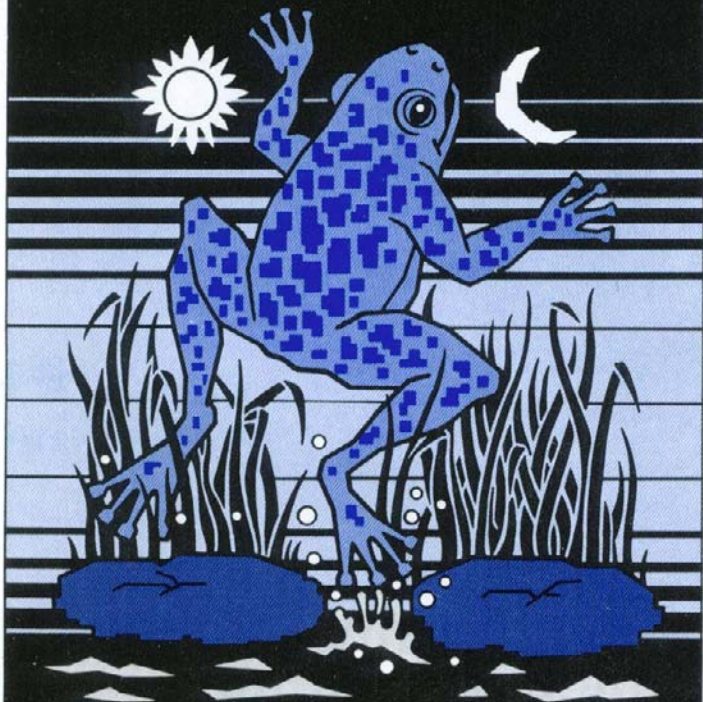
Cushion contact simply means that the shooter's cueball makes contact with a cushion.

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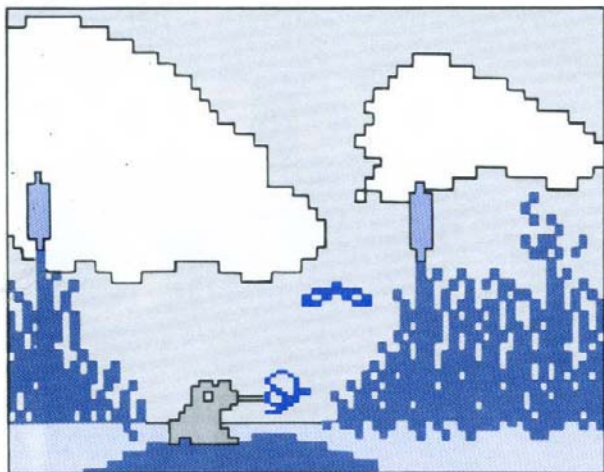
CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)

FROG BOG™



FOR COLOR TV VIEWING ONLY

For ONE or TWO players. Play for top score. Or play against somebody else.



OBJECT OF THE GAME

Go for high score by making a frog jump off a lily pad and catch insects with his flashing tongue! Flying critters float across, high or low, anywhere on your TV screen. They even reverse direction! Jump your frog too late and you'll miss. Jump him too far and he lands in the pond. You'll have to wait for him to swim back to the pad before trying again. Day or night action. May the best "croaker" win!

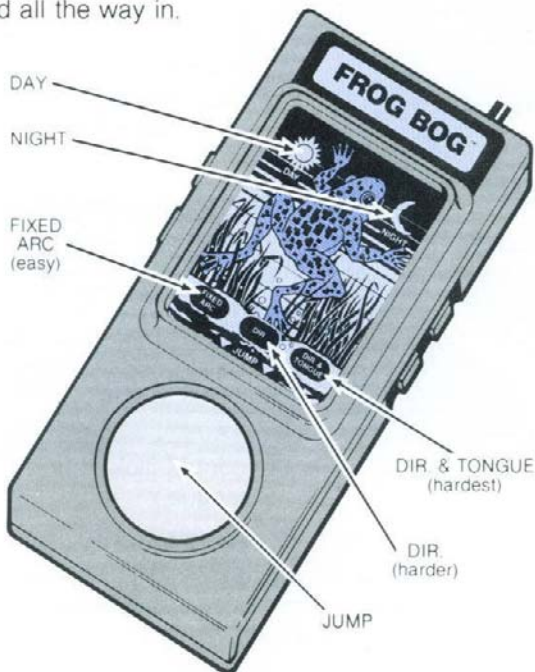


PRESS RESET BUTTON
TITLE APPEARS ON TV SCREEN

Find the "FROG BOG" keypad overlays in the cartridge package with this booklet.

Remove two Hand Controllers from the console.

Insert overlay as shown. Make sure it is in tight and all the way in.

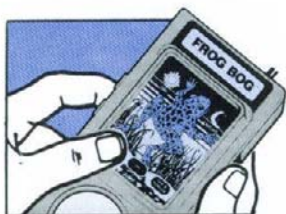


Side action buttons used with DIR. & TONGUE mode only.

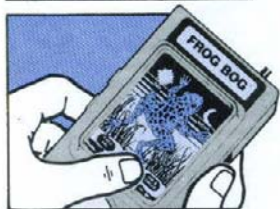


SELECT SKILL LEVEL

3 SKILL LEVELS:



EASY...
frog will jump the same way (in a fixed arc) every time.



HARDER...
YOU control direction (arc) frog will take.



HARDEST...
YOU control BOTH direction (arc) and when frog's tongue will flick out to catch bug.

(Use SIDE BUTTONS to control flick of frog's tongue.)

NOTE: In the two player game, both players do NOT have to use the same skill level. Adults can give little kids a break by selecting one of the two harder (CONTROL) levels.

SKILL LEVEL may be changed after a game begins. (More than one change if you like.)

SELECT GAME

2 SCENES:

DAY...two frogs, side-by-side on lily pads. Game continues until sundown. As the sun sets, you're running out of scoring time.

Game's over when sky goes black and all bugs have gone away. Stars come out. Frogs "sleep" (won't move). Croaking sound.



NIGHT...same two frogs and lily pads. Bugs twinkle like fireflies. Scoring time continues so long as the moon shines.

Game's over when stars come out and frogs "sleep." Croaking sound.

(Each game lasts 3 MINUTES — Day or Night.)

LET'S PLAY!

1. Press RESET (Title appears). 2. Select DAY or NIGHT. (Begin game). GAME'S OVER, press reset **again**. Select DAY or NIGHT. (New game.)

For DAYTIME action...press DAY on keypad overlay.

You will automatically be in the EASY skill level game.

GAME STARTS at once. Stay alert! Insects will begin to fly across your TV screen. They'll come high or low, anywhere at random.

PRESS DISC to make frog jump, catch bugs! When you get your frog close enough to catch a bug, tongue will flash out **automatically**. Frog will "swallow" bug, earning points.



Press **edges** of Disc for right or left movement.

Frog will always jump from one lily-pad to the other each time you press the Disc. (Same arc.)

When frog jumps too far, he lands in the water. You **MUST WAIT** for him to swim back to his pad, before trying another jump. (No jumps from the water.)

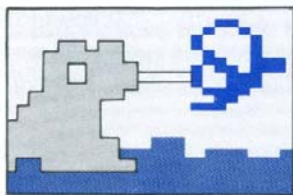
For NIGHTTIME action...press NIGHT on keypad overlay.

You will automatically be in the HARDER mode. You CONTROL the frog's direction as he jumps. (Tongue is still automatic.)

GAME STARTS at once. Stay alert! Insects will begin to fly across the darkened TV screen. The bugs will sparkle like fireflies. They'll come high or low, anywhere at random.

PRESS DISC to control how the frog jumps. (Tongue is still automatic.)

- Press Disc edges for right or left jumps. Frog will **not** always travel in the same arc from one lily pad to the other.
- How FAR frog jumps depends on **how long** you hold down the Disc. Tap the Disc, your frog will jump only a short distance. Hold Disc down and frog will jump for distance.
- With practice, you should be able to jump your frog across the screen to catch a far-ranging bug, or just make him turn around where he is and catch a low-flying bug. (He can't catch flies with the back of his head!) You have full directional control. (Tongue is automatic.)



Maneuver your frog as close to as many bugs as you can before the moon goes down and the stars come out. (Game time is up after 3 minutes.)



CHANGING SKILL LEVELS

At **any time** after a game begins you can **CHANGE** the skill level. (One player or both players, individually.)

Press **FIXED ARC** on your keypad for the **EASY** game.

Press **DIR.** on your keypad for the **HARDER** mode. (Full directional control).

Press **DIR. & TONGUE** on your keypad for **HARDEST** game of all. (Full direction control **AND** control of frog's tongue.)

Use **DISC** to control frog's jumps.

Use **ANY** side action button to control exactly when frog will flick out his tongue to catch and swallow a bug.

SCORING

There are 4 different kinds of bugs. Each has a **different** point value.



5 POINTS



10 POINTS



15 POINTS



35 POINTS

Harder to catch bugs are worth extra points. They fly faster and change direction more often. They're the small bugs.

Running score totals at the top of your screen in contrasting colors.



WINNING TIPS



DON'T GO IN THE WATER. Your frog will be out of action (can't score) if he falls in the pond. Before you can try again, you **MUST WAIT** until he swims back to the pad.

AUTOMATIC TONGUE works best when frog **isn't** on the way up or down. In other words, time your jump to get close to the bug at the highest or lowest part of the jump.

MAKE UP YOUR MIND. High-scoring bug or low-scoring bug? Watch your running score totals. If you need some sure points to get back in the game, low-scoring bugs are **easier** to catch.

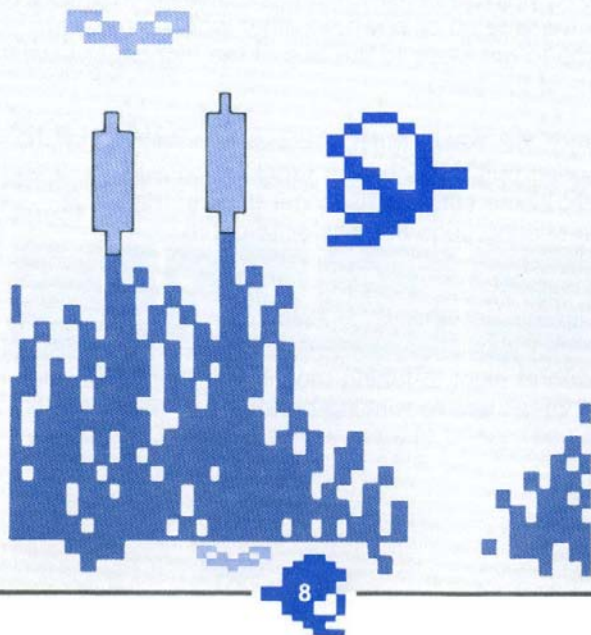
WATCH YOUR TIME. Day or night, game time (scoring) time is 3 MINUTES. Watch for the changing sky — from daylight to sunset and darkness — from full moon at night to fading moonlight. Changes in the sky mean you're running out of time.



MAYBE YOU'RE **NOT** ALONE!

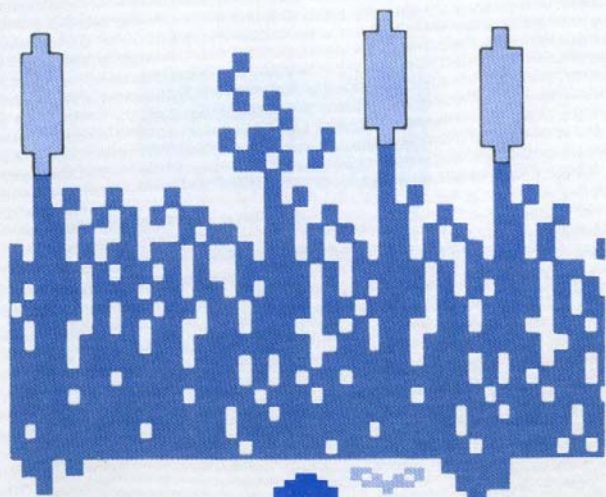
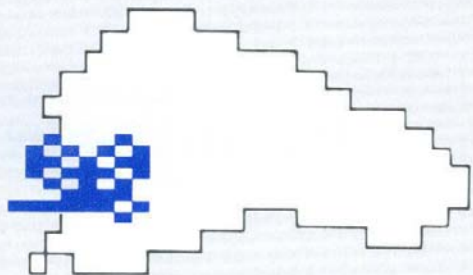
In the ONE PLAYER game, the computer CAN BEAT you by working the frog you're not using automatically. A second set of score totals will appear.

Wherever a frog is NOT jumped for 10 seconds at the start of a game or 20 seconds during a game, computer will TAKE OVER and jump the frog automatically!



FINAL REMINDER

When a game is OVER (after 3 minutes) you MUST press RESET button to bring back the title frame. Select DAY or NIGHT next and new game begins.



MATTEL ELECTRONICS®

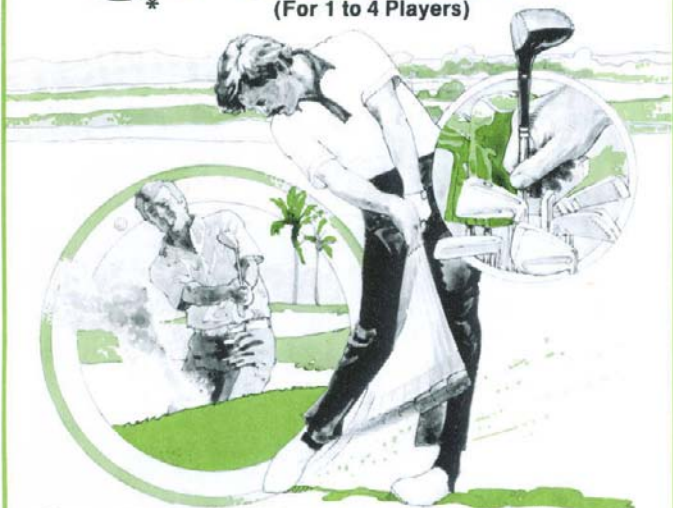
INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS



PGA GOLF

(For 1 to 4 Players)



Host your own PGA tournament, any time. The sun is always shining on the INTELLIVISION™ course. Line up your shot, then drive it down the fairway. Check your distance. Look out for hazards. With practice, even the weekend duffer will be playing these 9 holes like a pro.

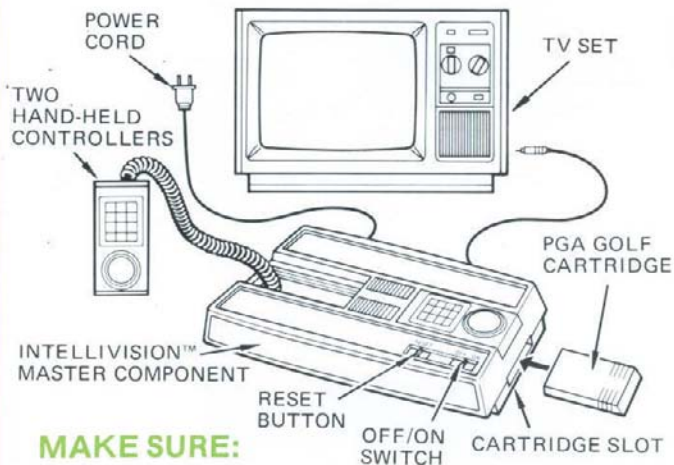
HOW TO WIN If you want to play **winning** INTELLIVISION™ PGA GOLF, read this booklet.

FOR COLOR TV VIEWING ONLY. Colors you see on your set may vary slightly from colors described in this booklet.

*PGA is a trademark used under license from the Professional Golfers' Association of America.

OBJECT OF THE GAME is to sink the ball into each of 9 consecutive holes by hitting the ball with a club the least number of times possible. Avoid sandtraps, water and trees, that add extra "strokes" (hits with the club) to your score. Low score wins.

CHECK YOUR EQUIPMENT

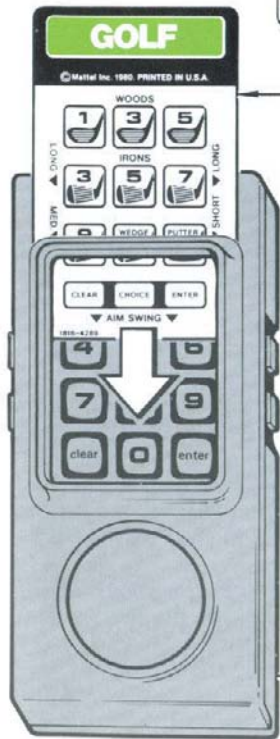


MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- PGA GOLF CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON:

Title will appear on
TV screen:



OVERLAY

ADD OVERLAYS

Find two PGA GOLF keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two or more people are playing). Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.

HAND-HELD
CONTROLLER



EXAMINE YOUR CONTROLS



PGA GOLF is a game of concentration, coordination and control . . . plus a little patience. You will need to judge distance accurately in choosing your club and type of swing. Then coordinate timing on the action buttons with aim on the Direction Disc for maximum control over the direction in which your ball travels.

NOTE: PGA GOLF is played at one speed only. Skill level is determined by the skill of the players, over 9 holes which vary in degree of difficulty. You do NOT select skill level before beginning the game. If you play alone, you play against your own best score or against par (see page 14), NOT against the computer.



GAME IN BRIEF

The instructions below are to get you started or refresh your memory if you are already familiar with the game. Details and explanations that you will need to get the most enjoyment out of the game are in the pages following. **TO WIN AT PGA GOLF, YOU WILL WANT TO READ THE ENTIRE BOOKLET.**

1. Turn Master Component OFF / ON switch ON.
2. Press Direction Disc. Computer will ask: **HOW MANY PLAYERS?**
3. Key in number of players. Press 1 of first 4 keys, then press ENTER. 1st hole layout will appear on screen.
4. Select club by pressing appropriate key. Club selection will appear on screen.
5. Aim swing by pressing edge of Direction Disc corresponding to **direction you want ball to travel.**
6. Swing away by pressing side action button—either top button for long swing, lower left button for medium swing, lower right button for short swing.
7. Press the same action button again. Watch figure in the upper left corner of screen. Press button before the bottom of his swing to hook (left of aim), at the bottom of his swing to send ball straight, after bottom of swing to slice (right of aim).
8. Continue until you sink the ball. Ball disappears and layout changes to next hole. 9 holes in all. When 2 or more play, all players must "hole out" before layout changes.
9. When 2 or more play, player whose ball is "away" (farthest from the hole) takes the next stroke.



Player who completes a hole in fewest strokes
"has the honor" (tees off first) on the next hole.

- 1-stroke penalty for out of bounds shots and shots into the water.
- LOW score wins. Scores for each hole read out on screen. Press ENTER to see cumulative score. At end of game, score changes to total score for game.

HOW TO START

PRESS DIRECTION DISC. Screen will show:
HOW MANY PLAYERS?
UP TO 4 CAN PLAY.

Key in number of players (from 1 to 4) by
PRESSING 1 OF THESE KEYS:



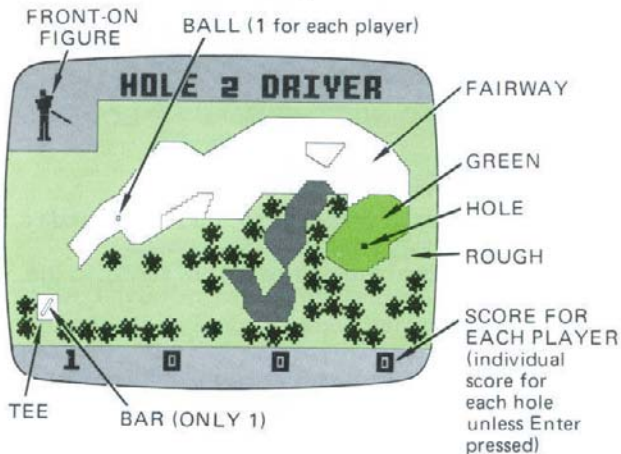
If you change your mind **before** pressing Enter key, press CLEAR then the number of players you desire.

When more than 1 person is playing, flip a coin or draw straws to see who tees off first. If you are first, far LEFT score readout at the bottom of the screen will turn WHITE when it is your turn. Readout second from left will turn WHITE for SECOND player's turn, etc.

THERE ARE 9 HOLES ON THE COURSE. After you have selected the number of players, an aerial



view of the 1st hole will appear. Take a moment to examine it. On each hole you will ALWAYS see:



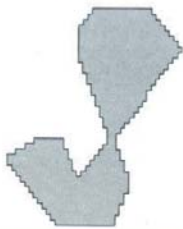
On each hole you will see SOME OR ALL of these obstacles:



BUNKERS (SANDTRAPS)—yellow area—Slow down your progress. May add a stroke to your score.



TREES—dark green—Will deflect the ball and cut down on distance it travels. Very tricky to get out of. See "Trajectories and Trees" page 12.



WATER HAZARD—blue area—Adds 1 penalty stroke to score, in addition to stroke that sends the ball into the water. See "General Rules" page 11.



HOW TO PLAY

IMPORTANT: BOTH HAND CONTROLLERS CONTROL THE BALL IN PLAY. WHEN YOUR OPPONENT IS UP, DO **NOT** PRESS KEYS, BUTTONS OR DIRECTION DISC ON YOUR HAND CONTROLLER, SINCE THIS WILL AFFECT HIS SHOT.

1. SELECT A CLUB

You have 9 clubs to choose from. Each club sends the ball a different distance. Approximate distances for each club and swing are shown in the table below.

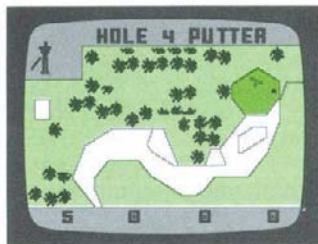
	CLUB	LONG SWING	MED. SWING	SHORT SWING
	DRIVER*	260	247	234
	#3 WOOD	220	212	204
	#5 WOOD	195	189	183
	#3 IRON	175	168	161
	#5 IRON	153	145	138
	#7 IRON	130	124	118
	#9 IRON	110	103	97
	WEDGE	87	78	70
	PUTTER**	20	13	6

* DRIVER—tee off only. ** PUTTER—must use on green.

ALL FIGURES ARE IN YARDS AND ARE BASED ON SCREEN WIDTH OF 580 YARDS

When you have selected a club, **PRESS THE CORRESPONDING KEY ON THE HAND CONTROLLER KEYPAD.** The computer will print out your selection at the top of the screen. Animated figure in the upper left corner of the screen will move into position to address the ball. **IF YOU CHANGE YOUR MIND BEFORE** you swing, just press the key for the new club you want. Printout will change to the new selection.





← 580 YARDS →

EXCEPTIONS TO THE RULE

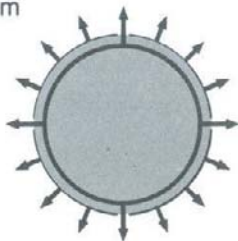
SHOOTING FROM THE ROUGH: 3 and 5 woods are unpredictable. They will send the ball any distance between 0 and the maximum distance of the club. Irons are more reliable. Any iron will consistently function as if it were approximately 2 sizes smaller. 5-iron will function as a 9-iron, etc.

SANDTRAPS (BUNKERS): 3 and 5 woods are not effective in sand—they will rarely hit the ball far enough to get it out of the trap. Irons are better, but still unpredictable. They will send the ball any distance between 0 and the maximum distance of a club approximately 2 sizes smaller. The **WEDGE** is **always** your best bet here.

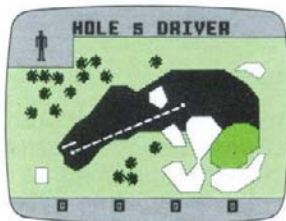
2. AIM YOUR SWING

Use the **DIRECTION DISC** to aim your swing. Imagine the Disc divided into 16 equal sections.

Ball will travel in direction indicated by arrows. If you press top of Disc, ball will travel straight UP from its present position.



Press down on the OUTER EDGE of the Disc in the direction you want the ball to travel. A WHITE BAR WILL MOVE AROUND THE BALL THAT IS IN PLAY. This bar represents where your golfer is standing in relation to your ball. YOUR GOLFER IS **ALWAYS** RIGHT-HANDED. For example, when the bar is over the ball, you are aiming to the right.



PRESS DIRECTION DISC HERE. BALL WILL FOLLOW PATH INDICATED BY DOTTED LINE ABOVE.

To aim correctly, it is important to note the position of the bar in relation to the ball.



AIMING RIGHT



AIMING DOWN



AIMING LEFT



AIMING UP

The bar will indicate all of the 16 directions in which you can aim, not only those indicated above. Use it **WITH** the Direction Disc to line up your shot.



RIGHT—ball will travel toward cup



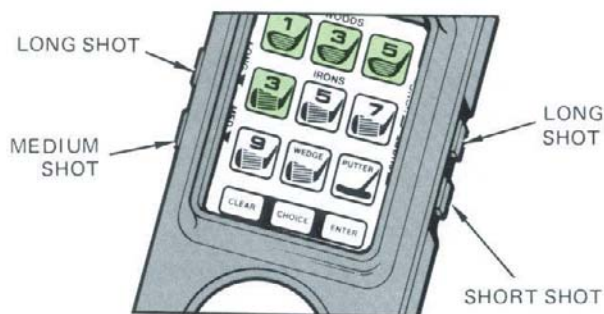
WRONG—ball will travel away from cup



Sometimes you will not be able to line up the white bar in the exact direction you want. You can shift the direction your ball travels, to the right or left of your aim, by **TIMING YOUR SWING** to slice or hook. (See page 10.)

3. TAKE YOUR SWING

You have a choice of **LONG**, **MEDIUM** or **SHORT SWING ON EVERY SHOT**. See the chart on page 6 for approximate distance your ball will travel for each type of swing with a particular club. Notice that a short swing with any club is longer than a long swing with the next smaller size club. Example: A short swing with a 5 iron is longer than a long swing with a 7 iron.



Press the side **ACTION BUTTON** that corresponds to the type of swing you choose—long, medium or short.

You will see the animated figure in the upper left corner swing his club and you will hear a **SWISH** (except when putting). You will be able to see the difference between a long, medium and short shot when the animated figure swings.



TIMING YOUR SWING

If you press a side action button only **ONCE** when taking your swing, the computer will randomly hook or slice your ball.

HOOK—sends your ball to the **LEFT** of your aim.

SLICE—sends your ball to the **RIGHT** of your aim.

IN ORDER TO SEND YOUR BALL STRAIGHT IN THE DIRECTION YOU AIMED, OR TO CHOOSE A DIRECTION OTHER THAN THE 16 DIRECTIONS ON THE DIRECTION DISC, YOU MUST PRESS THE ACTION BUTTON YOU CHOOSE A SECOND TIME.

WHEN YOU PRESS THE BUTTON AGAIN DETERMINES WHERE THE BALL WILL GO. Press firmly. Make sure the computer knows what you want it to do.

Watch the animated figure as he takes his swing.



To **HOOK** the ball (send it left of your original aim), press the action button again **BEFORE** the figure reaches the bottom of his swing. The closer his swing is to the top, the more your ball will hook.

MED. HOOK



To send your ball **STRAIGHT** in the direction you aimed, press the button again **JUST BEFORE** the figure reaches the bottom of his swing.

BALL GOES STRAIGHT



To **SLICE** the ball (send it right of your original aim), press the button again **AFTER** the figure reaches the bottom of his swing. The closer his swing is to the top, the more your ball will slice. But if you press **AFTER THE END** of his swing, the ball will not slice at all, unless the computer randomly slices it.

MAX. SLICE



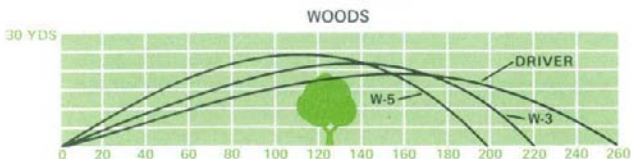
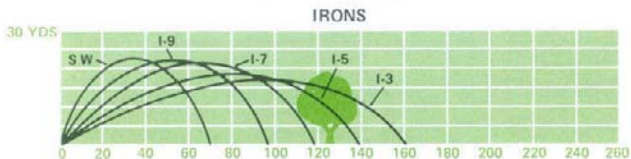
You can change a hook to a slice, by pressing the action button a THIRD time, providing you press the button AFTER the bottom of the swing. Of course, you cannot change a slice to a hook.

The MAXIMUM hook or slice sends your ball HALFWAY between your original point of aim and the next possible point of aim on the Direction Disc.

TRAJECTORIES & TREES

The overall arc which the ball travels from start to finish is called its TRAJECTORY. There are two main points in the ball's trajectory which are important when trying to avoid or get out of the trees—the angle at which the ball leaves the ground, called the ANGLE OF RISE, and the MAXIMUM HEIGHT IT REACHES.

Different clubs and swings not only send the ball different distances, but to different heights as well. In general, a shorter wood will send the ball higher, with a wider angle of rise, than a longer wood (which will send it farther). A shorter iron will send the ball higher, with a wider angle of rise, than a longer iron. This does not apply to the putter.



All trees are 18.7 yards tall. Clubs reach their maximum height when they've gone 2/3 of their distance.



The illustration on page 11 shows the trajectory for a full swing for each club except the putter. Notice the paths of the ball in relation to the tree.

TREES appear at random only in the rough, shifting position with each game. A tree that appears in one game might not appear in a second game . . . or it may appear in a different place.

Although you only see trees from a aerial view, they have BRANCHES that start at the top of the tree and go down $\frac{2}{3}$ of the height of the tree. All trees are the same height.

If you hit your ball into the branches of a tree, it will be deflected or stopped. To avoid or get out of trees, you must go OVER or UNDER the branches. When your ball is HIGHER THAN the branches of a tree, it will appear LARGER.

To get over trees, you need to pop the ball up, so a club with a wide angle of rise and the greatest possible height is desirable, say a 7 or 9 iron.

If you are under a tree, a narrow angle of rise is best, so the ball travels farther before rising high enough to hit branches. Choose either the 3 or 5 wood, or the 3 iron, if you're near the edge of a tree. If you are **directly** under a tree, you may need to putt clear first, then switch to a longer club.

RULES OF THE GAME

GENERAL RULES

1. **PLAY IT AS IT LAYS.** You must play the ball from the position in which it lands. Exceptions are out of bounds balls and those that land in the water. (See below.)
2. **OUT OF BOUNDS.** If your swing takes the ball out of bounds, you hear a BUZZER and the ball is



returned to its original position. It is still your turn.

The computer adds 1 **PENALTY STROKE** to your score, in addition to the 2 strokes it takes to make the shot. **EXAMPLE:** If you are 90 yards from the right boundary and take a full swing with a 7 iron (110 yard shot), the computer will determine that your swing would send the ball out of bounds and replace it at the position from which you took that shot.

- 3. IN THE WATER.** If your ball lands in a water hazard, you see and hear a **SPLASH**. The ball is automatically replaced on shore at the point where it first began to travel over the water. You may play the ball from this position or place it back at the point from which you took your shot in the first place. To do this, **PRESS THE CHOICE KEY** on your Hand Controller. Press it again and the ball will return to its position on shore.



You may take this shot from either position. Use Choice key to select.

It is still your turn so try the shot again. You will be **PENALIZED 1 STROKE** in addition to the 2 strokes it takes you to make the shot.



4. CLUB CHOICE

The DRIVER can only be used when teeing off, but doesn't HAVE to be used in teeing off. You can tee off with any club.

Computer automatically selects your PUTTER for you when you are playing on the green. This is the only club you can use on the green. If you try to select a different club, you will hear a BUZZ and the computer will reject your choice.

1 PLAYER GAME

In this game you play alone, either against par or your own best score. See page 17 for a listing of par for each hole. You do NOT play against the computer.

2 OR MORE PLAYERS

1. After each player has teed off on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. If after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away. At this time your score readout will change from white to tan.
2. A ball appears on screen for each player when that player tees off. There will be as many balls on screen as there are players, until a hole is completed. ONLY ONE BAR (golfer) will appear on screen. It will always appear next to the ball in play.
3. Decide the order in which players tee off on Hole 1 as described in "How To Start" page 4. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout from left will always indicate your score and will turn white when it is your turn.





PLAYER WHO IS "AWAY"
SHOOTS FIRST

2ND PLAYER
TO SHOOT

LAST PLAYER
TO SHOOT

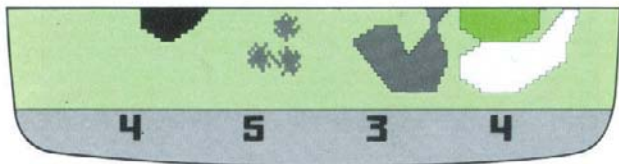
4. After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honor." Since the score is kept on each hole, you will be able to determine from it who has the honor. The computer also keeps track and automatically changes the color of the score readout for the player who has the honor.
5. Although all balls remain on screen until they are sunk in the hole, the computer only acknowledges the ball in play. Example: You're on the green, shooting for the hole. Another ball is in your way. Take your shot as if the other ball weren't there. Your ball will travel THROUGH the other ball. Neither ball will be deflected by the shot.



SCORING

READING THE SCORE

Score for each player on each hole is displayed across the bottom of the screen.



To view each player's **CUMULATIVE GAME SCORE** at any time, **PRESS ENTER KEY** on Hand Controller. Cumulative scores will be displayed as long as Enter Key is pressed. When Enter Key is released, score will return to individual hole scores.

At the end of the game, all scores will automatically change to display each player's **TOTAL GAME SCORE**. This score will remain on screen until game is turned off or a new game started.

When an individual score changes color from tan to white, it is that player's turn.

RULES FOR SCORING

1. You receive 1 **POINT** (stroke) each time you hit the ball, regardless of the distance it travels, from tee-off until you sink the ball in the hole.
2. You receive 1 **PENALTY POINT** (stroke) if you hit a ball out of bounds or into a water hazard. Penalty strokes are automatically added to your score, in addition to the number of strokes it takes to make your shot.
3. Low score wins.



METHODS OF SCORING

● 1 PLAYER AGAINST PAR

On each hole, check your score against the par listed below. At the end of the game, check your total score against the course rating. See if you can come in under par!

PARS FOR EACH HOLE

	HOLE	1	2	3	4	5	6	7	8	9
	PAR	3	4	5	5	4	4	3	5	5

TOTAL COURSE RATING FOR 9 HOLES—38

A very skilled player can probably play a 32 or even a 30 stroke game with a little luck.

● 2 OR MORE PLAYERS

MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or Partners). Each individual hole is awarded to the player or team with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

BEST BALL (Partners only). Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score. Example: If you shoot 5 on a hole and your partner shoots 7, your team score on that hole is 5.

NOTE: Computer only displays individual scores on each hole and individual cumulative scores on a game. If you decide on a Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper.



HOW TO HANDICAP

When playing against another person, you may want to handicap your game. This means you can deduct a certain number of strokes from your game total, to even out your chances of winning.

HOW TO DETERMINE YOUR HANDICAP

To figure your handicap, you must keep a record of your total score for 20 games.

1. Take the 10 **LOWEST SCORES** of the 20 you keep record of. **TOTAL** the 10 scores.
2. Divide the total by 10 to get your **AVERAGE SCORE**.
3. Subtract the Course Rating of 38 from the average score.
4. Multiply the results of Step 3 by 85%. Round off the number you get if there is a fraction involved. If the fraction is under .5 use the number before it. If the fraction is over .5 use the next number after it.

THIS FINAL NUMBER IS YOUR HANDICAP.

NOTE: The computer does not keep track of your handicap. If you are playing a handicap game, you must deduct your handicap from your final score on a separate piece of paper.

GAME TIPS

1. **Be sure of your aim.** Check where you are pressing the Direction Disc. You should be pressing the edge of the Disc at the point corresponding to the direction in which you want the ball to travel. Imagine an arrow pointing outward from the place on the Disc where you are pressing. Your ball will follow the path of the arrow.



2. If your ball lands in the rough, stay away from the 3 or 5 wood, since you don't know what they'll do. Remember to select an iron 2 sizes longer than you would normally choose.
3. NEVER assume that the computer will send your ball straight, even on a short putt. ALWAYS press the action button a second time. Watch your timing to hook, slice or send the ball straight.
4. Try to avoid hitting your ball onto the edge of the green far away from the hole. The greens are large and if you are too far from the hole, you may require 2 putts to make the hole. Remember: You MUST use your putter on the green.
5. Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a penalty stroke.
6. If you land in the trees, select your club carefully. (See page 12.) Figure the trajectory you'll have with the club and swing you choose (page 11). If you land directly under a tree, putt out from underneath, then switch to a long club if you're deep in the woods, a short iron if you're near the edge of the woods.

GLOSSARY OF GOLFING TERMS

AWAY—the ball farthest from the hole.

BEST-BALL COMPETITION—a contest in which the best individual score is used as the team's score on each hole.

BIRDIE—one stroke under par.

BOGEY—one stroke over par.

BUNKER—sandtrap

COURSE RATING—a rating of the difficulty of a course, computed as a number of strokes. The basis for determining handicap.



DOWN—number of holes a player or team is behind in a match.

FAIRWAY—the mowed area between tee and green.

HANDICAP—number of strokes, based on the difference between par and a player's average score, used to bring golfers of varying skill to a common level for competition.

HAZARD—any obstacle on a course.

HOLE OUT—to finish putting.

HONOR—the right to drive or play first.

LIP—the edge of the cup.

MATCH PLAY—competition in which score is determined by holes won rather than total number of strokes.

MEDAL PLAY—competition in which winner is determined by total of all strokes taken.

PAR—the number of strokes in which a hole is expected to be played by a first-class player.

PUTT—shot made on the green.

ROUGH—area where grass is left uncut or cut higher than fairway.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date of purchase to either your local dealer or, postage prepaid, to Mattel Electronics Repair Center, 5000 West 147th Street, Hawthorne, California 90250, for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



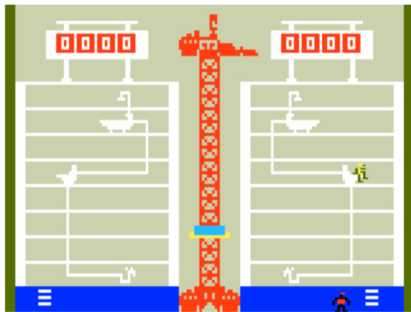
INTELLIVISION[®] Intelligent Television
GAME INSTRUCTIONS
(For 2 players)

Hard Hat

Place your workman on the floor where the center moving scaffold is. Run to the scaffold and your workman will jump from the building to the scaffold. Pick up a pane of glass and move it into place. Complete your building before your opponent does. If your opponent is getting ahead of you, do not fret; run over to his building and knock off his panes!

OBJECT OF THE GAME

Collect points by picking up panes and moving them into your building. The points do not show up until the workman climbs to the roof and jumps up, hitting the scoreboard. Knocking panes off the building subtracts points.



PRESS RESET BUTTON: Title will appear on TV screen.

SELECT SPEED: Press button 1, 2, or 3 to select a slower game speed. Press Direction Disc for fastest speed.

GAME CONTROLS

ANY SIDE BUTTON:

1 - Move your workman to where a pane is already in place. Press to knock the pane to the ground.

2 - When located on the the center scaffold, press to pick up a pane. Use the DISC to slide the pane onto building. Once it's in place, press again to lock the pane in place.*

* When on the lift, make sure your workman is located on the side where you're building. This determines which building he moves to when he picks up a pane.

DIRECTION DISC:

Make the workmen climb exposed plumbing to move from floor to floor. Jump from the building to the center moving scaffold. Move the pane into place.

MATTEL ELECTRONICS®

1123-0920-G1

INTELLIVISION™ Intelligent Television
(FOR COLOR TV VIEWING ONLY)

HORSE RACING

(FOR 1 TO 6 PLAYERS)



You're at the Track for a "Day at the Races" — 10 exciting speed and strategy contests. After you check the Past Performances and odds, place your simulated wagers out of your starting "Stake" of \$750. Bet your favorites to Win, or go for the big-payoff Exacta! See how good a handicapper you are! One or two players "ride" the outside horses and try to out-maneuver the computer. Get your simulated bets down! Watch for the start — and THEY'RE OFF!!!

HOW TO WIN!

If you want to be a big winner on your Day at the Races, read this booklet.

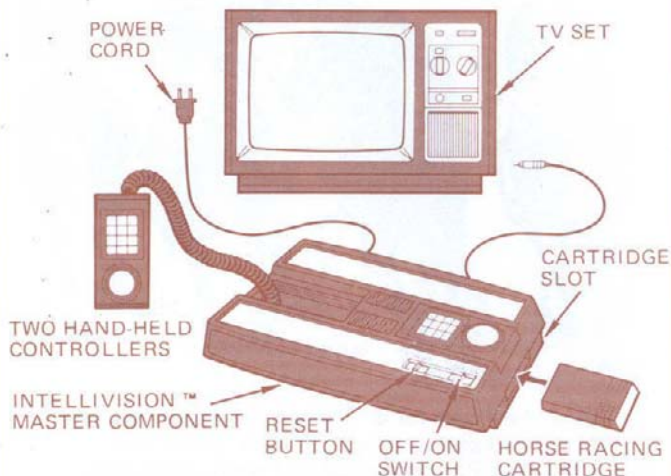
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OBJECT OF THE GAME is to "win" more than your opponents by being a more successful handicapper as you place simulated wagers on these electronic horses during a 10-event "Day at the Races."

Up to 6 players each start with a \$750 "stake." Races are run at distances from 3 furlongs to 10 furlongs, on different track conditions.

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to the TV set, and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- HORSE RACING Cartridge is placed in slot, firmly engaged.
- OFF/ON Switch is turned ON.

**PRESS RESET
BUTTON:** Title will
appear on TV screen:
"HORSE RACING"
Music plays.



ADD OVERLAYS:
Find the two HORSE
RACING keypad
overlays in the
cartridge package
with this booklet.

Insert one overlay in
each Hand Controller
as shown. Make sure
overlays fit tight and
are all the way in. The
overlays will be your
visual guide.

OVERLAY

HAND-HELD
CONTROLLER



GAME CONTROLS



WHAT YOU'LL SEE ON YOUR TV SCREEN

During the 10 races, you'll be playing the game based on what you'll see . . .

On the "Betting Sheet" Display

PL	STAKE	BET	★	▲
◇				
1	\$750	\$		
2	\$750	\$		
3	\$750	\$		
4	\$750	\$		
5	\$750	\$		
6	\$750	\$		

On the "Past Performance" Display

RACE LENGTH: 9 FRLG
CONDITIONS: DRY

BLU 7-2


 42.4 P B W

 47.7 B V O

ORG 2-1

 19.2 V P G

 48.1 P B W

 50.0 B V O

PNK 4-1

 47.0 P Y V

 17.4 V P G

 42.4 P B W

YLW 5-2

 47.2 P Y V

 18.7 R W G

 24.8 V Y R

TRACK SYMBOLS

DISTANCE IN FURLONGS

 3 OR 4  5 OR 6  7 OR 8  9 OR 10

CONDITIONS: LIGHT TAN = DRY
BROWN = MUDDY
GREEN = TURF

At the "Track"



After the Finish



HOW TO PLAY INTELLIVISION™ HORSE RACING

WHAT TO DO . . .

1. Have each player pick a number from 1 to 6, to be used for all 10 races in the game.
2. Turn on the Master Component with HORSE RACING overlays inserted in the Hand Controllers.

WHAT'S HAPPENING

This gives every player a unique identity with the computer. The computer runs a tab of all simulated betting, and keeps each player's "stake" total up-to-date.

You see the Title and hear part of the **William Tell Overture**. By the time the music stops, the Intellivision computer "creates" a stable of 8 horses, and randomly makes each one a unique thoroughbred with different abilities of speed, endurance, quickness out of the starting gate, etc. **YOU'RE THE HANDICAPPER. IT'S UP TO YOU TO FIGURE OUT WHICH HORSES ARE BEST, AS YOU WATCH THEM RACE EACH OTHER IN DIFFERENT COMBINATIONS.**

3. Press the Direction Disc or any key. The blank "Betting Sheet" appears:

PL	STAKE	BET	★
◇			
1	\$750		
2	\$750		
3	\$750		
4	\$750		
5	\$750		
6	\$750		
			RACE I

4. Press any of the four buttons on the sides of either Hand Controller.

RACE LENGTH: 9 FRLG			
CONDITIONS: DRY			
BLU	7-2	ORG	2-1
PNK	4-1	YLW	5-2

This is where you record all simulated bets before each race. Each player starts with \$750 of simulated "money" (if you go broke, you've automatically lost the game).

This tells you which horses are running in the first race — and who will control them. The computer "rides" the 2 horses on top. The lower left horse's running can be affected by the left Hand Controller; the lower right horse by the right Hand Controller. (See details under "Advice for Jockeys").

WHAT TO DO (CONT'D)

5. When you release the side button, the picture automatically goes back to the Betting Sheet. You can switch back and forth as much as you want between these pictures. Look at the Past Performance display to pick the horse you like. Then switch back to the Betting Sheet to place your simulated wagers.

6. To actually place bets, EACH PLAYER DOES THE FOLLOWING: When you see the gold marker above the dollar signs, key in your player number (1 through 6). Then press **ENTER**.

7. Key in the amount of your simulated bet (maximum: \$250 or the amount of your stake, whichever is less). If you change your mind about the bet, press **CLEAR** and do it again.

WHAT'S HAPPENING (CONT'D)

Since this is the first race, there are no Past Performances for you to consider (each horse is running for the first time in his computer-created "life"). The computer has, however, posted tentative odds on each horse (shown as pairs of hyphenated numbers, such as: 3-1). This would mean you'd win \$3 for every \$1 you pretend to bet. The computer is **not** a perfect "tout" — that would be too easy!

Players identify themselves, one at a time, to the computer. If you don't want to bet on a race, you don't have to do anything until Step 12.

The \$ in that player's line turns to gold.





PL	STAKE	BET	★
◇ 1	\$750	\$25	▲

8. Press **ENTER**.

9a. There are 2 kinds of bets you can make — "Win" and "Exacta." "W" means a bet To Win (there are no Place or Show bets in this game). If you want to bet one horse To Win, press **ENTER** again.

9b. If you want to make an "Exacta" bet, change the "W" to "E" by pressing the **9**, then **ENTER**. An Exacta bet is on the first and second horses — **in their finishing order**.

If you make the change from "W" to "E" and then switch over to the Past Performances, the "E" will change back to "W" when you return to the Betting Sheet. Just press **9** again. Then press **ENTER**

PL	STAKE	BET	★	
1	\$750	\$25	W	
PL	STAKE	BET	★	
1	\$750	\$25	W	
PL	STAKE	BET	★	
1	\$750	\$25	E	

NOTE: Exactas "pay off" at 15 to 1, so a successful "E" bet can put you way ahead in this game. As you would expect, though, they're a lot harder to win.

PL	STAKE	BET	★	
1	\$750	\$25	E	

WHAT TO DO (CONT'D)

10. When you see the checkerboard symbol, press the key for one of the horses running in this race (you can see their names again any time before the race starts: press a side button). Its initial letter and color appears. If it's the one you want, press **ENTER**. If it isn't, press any key and try again. Only 4 horses are in every race, and the computer rejects bets on non-racing horses.

If you selected an Exacta bet, press the key for the first horse, then **ENTER**, then the key for the second horse and **ENTER** again.

WHAT'S HAPPENING (CONT'D)

You're picking the horse to Win or be the first part of an Exacta combination.

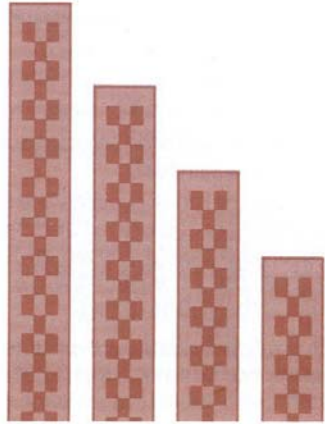
If you bet one horse to Win, your choice is now "locked in," and cannot be changed. The computer deducts your bet from your total stake, and adjusts the odds on the horse. If everybody bets on the same horse, it will probably be the betting "favorite" (with low payoff odds) by race time.

If you bet a 2-horse Exacta, when you press **ENTER** the second time, your Exacta bet is now "locked in."

PL	STAKE	BET	★	▲
1	\$725	\$25	W	P

11. When every player who wishes to bet has done so, pick two people to be Jockeys and use the Hand Controllers to affect the running of the outside horses. (See "Advice for Jockeys").

12. When you're ready for the race to start, press **0**, then **ENTER**.



The left Hand Controller affects the third horse from the rail; the right Hand Controller affects the fourth horse from the rail. If you want all 4 horses to be controlled by the computer, don't use either Hand Controller once the race starts.

The scene switches to the starting gate. You hear the famous "Call To the Post." After a brief delay, **THEY'RE OFF!**

THEY'RE OFF & RUNNING!

As soon as the starting gate opens, all four horses start moving. Although you can't see it, the track is slightly curved. This means that the horse running closest to the rail has to travel the shortest distance. The computer-control horses immediately move in close to the rail, coming away from it only to pass. At the beginning of the race, the horses tend to have the most speed. Then they gradually slow down (especially when the track is Muddy) after a few furlongs. Each furlong is marked by a black post, and signalled by a soft "gong" as the leading horse approaches it. You'll hear the hoofbeats of the running horses and the sound of jockeys' whips as they near the finish line.

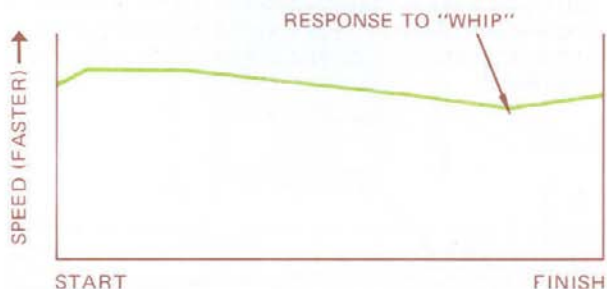
Watch the running patterns of all the horses in the race, not just the ones you bet on, so you'll spot the characteristics that will make some of them winners. These characteristics will stay the same for each horse throughout **this** series of 10 races. Things to watch for:

- Speed out of the starting gate
- Early pace
- Endurance
- Speed down the home stretch
- Speed on different track conditions (dry, mud or turf)

When the winner crosses the finish line, you'll hear the cheers of the crowd and see the time flashed up on the Tote Board. When all the horses have crossed the line, the Tote Board will show you the order of finish, from right to left.

After a few seconds, the scene will automatically change back to the Betting Sheet, and you'll see the effects of the betting on each player's stake.

Let's take a closer look at the typical running pattern during a race:



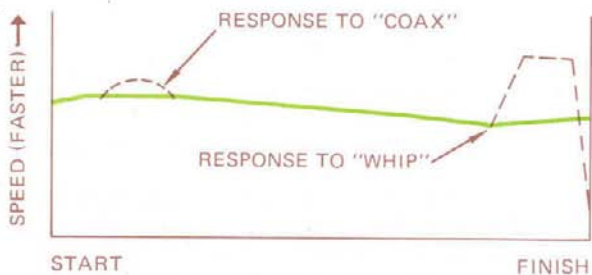
Typical Running Pattern of Computer Controlled Horses

This graph represents the rates of speed and the way they change as the normal demands of distance take their toll. All the horses run relatively fast at the beginning of the race (even though some of them might be a bit sluggish coming out of the starting gate). After a furlong or two, some differences between the runners start to become evident, and usually by the 3rd furlong mark there is considerable slowing. This is especially true on a Muddy track.

ADVICE FOR JOCKEYS

Even though each horse's energy is depleted as the race goes on, resulting in a slower and slower pace, all the entries do have an extra store of speed, which can be stimulated by "the Whip" — near the end of the race. The computer-controlled horses will be speeded up this way, and you'll hear the "crack of a whip" when either of them is spurred along for a final dash. The computer always knows when to

apply this extra stimulation to its 2 horses so they won't run out of energy before they get to the finish line. Listen for the whip sounds and watch the computer's horses make their moves for the lead. If you are one of the jockeys controlling the #3 or #4 horse, there are things **you** can do to get to the finish line faster.



Typical Running Pattern Altered
by Jockey's Hand Controller Button

The top button on each side of the Hand Controllers will, when pressed, "COAX" your horse to get a little more speed. You can COAX your horse during the first half of the race, and you should use this button when you need a little burst of extra effort to improve your running position. As the graph shows, when you COAX your horse, its speed will increase slightly. When you release the button, your horse's speed goes back to what it would have been if you hadn't pressed **COAX**. Remember, though, every horse has a limited amount of energy and if you coax your entrant too much you may see all that energy used up before he gets to the finish line.



The other control you can use against your 3 competitors is **WHIP**. As you see on the graph, a WHIP command from you will make your horse sprint at absolutely top speed — and at a tremendous cost of running energy. The graph shows that when **WHIP** is used, the horse goes **much** faster . . . BUT when the horse reaches the end of its endurance its speed drops to little more than a walk. The WHIP should never be used for more than the last 2½ furlongs of the race, and in most cases for not much more than 1 furlong.

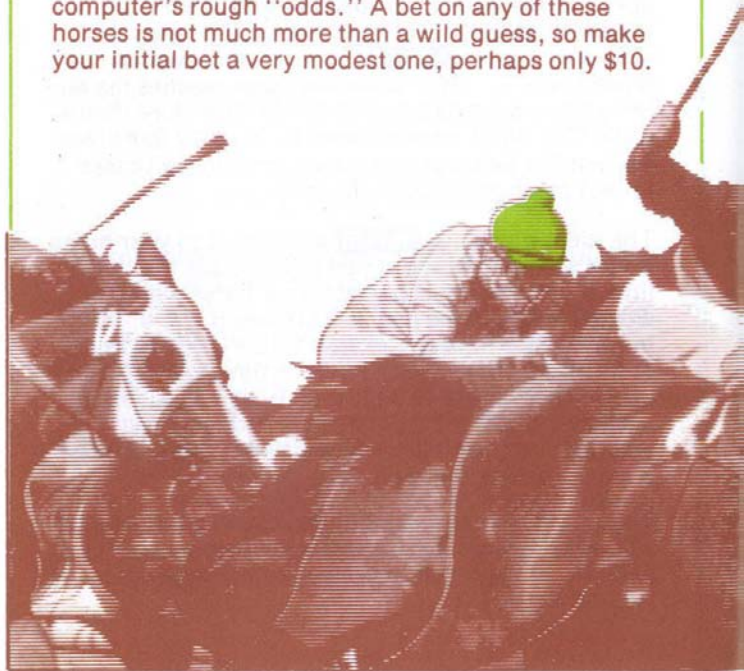
The ideal way to use **WHIP** is to time it so your horse is still sprinting at top speed as it crosses the finish line. If your timing is perfect, your horse's energy would be exhausted just as it crosses the line. To improve your timing, **COUNT THE FURLONGS AS THE RACE IS RUN, SO YOU KNOW WHERE THE LEADING HORSE IS ALL THE WAY. FURLONGS ARE MARKED BY BLACK POSTS AND YOU HEAR A "GONG" SOUND AS THE LEAD HORSE APPROACHES EACH ONE.**

Even if your horse is out of the picture, your controls will work. Sometimes a horse will "come from behind" at the finish, driven on to victory by a well-timed WHIP.

MANAGING YOUR "STAKE"

To be a consistent winner in the HORSE RACING game, you'll need skill at handicapping. You also have to use your simulated money wisely. REMEMBER: YOU START WITH A "STAKE" OF \$750. YOU'LL WIN IF YOURS IS THE BIGGEST STAKE AFTER 10 RACES. DON'T TRY TO DO IT WITH ONE OR TWO LONG-SHOT BETS.

The more you know about the horses the easier for you to see the differences among them so you can predict the winners. Raise your betting amounts progressively. Before the 1st race, you have only one (rather poor) clue about the entries — the computer's rough "odds." A bet on any of these horses is not much more than a wild guess, so make your initial bet a very modest one, perhaps only \$10.



With the 2nd race, you'll have more information, because you've probably seen at least one of the entries run. But there are probably newcomers, too. So it's best to keep your bets small at this point.

The 4 horses in each race are randomly selected by the computer. By the 4th or 5th race you'll probably be able to see all the horses in the stable run at least once.


Now you can start to make more educated choices, and you should start to bet more confidently. When the last 3 races are run, you might even try an Exacta or two, if you're ahead. **REMEMBER, IF YOU LOSE THE \$750 YOU STARTED WITH, YOU'RE OUT OF THE GAME. THERE'S NO CREDIT EXTENDED AT THIS TRACK!**















HANDICAPPING: PICKING THE WINNERS

Many of the principles of successful handicapping at a real racetrack apply to this game. This brief discussion should help you to do better, especially if you are not already an experienced racing fan.

Simulated wagering, even for harmless amusement (as in this game), should be a rational, rather than an emotional process. Before every race you are provided with a concise summary of recent Past Performances by each horse for that day. Even though you don't know all the variables that make each horse different from the others, you can deduce a great deal by looking carefully at these records.

Here's a typical kind of Past Performances display for a race at 10 furlongs, on Turf (the one with the track symbol ). Look at what you can learn about the horses that will be running . . .

RACE LENGTH: 9 FRLG
CONDITIONS: TURF

BLU	3—1	RED	4—1
 47.5	PBY	 17.1	RWG
 42.4	PBW	 25.9	VYR
 47.7	BVO	 44.7	YPR
WHT	3—1		2—1
 52.0	PYV	 47.4	PYV
 17.4	RWG	 14.3	VPG
 46.1	PBW	 21.7	VYR

This is an example of the Past Performance information you'll get after most of the races have run. The first things to consider are the race distance and track condition — especially when that distance and condition have been run earlier. As you see, every horse in this race has run at 9 or 10 furlongs, on Turf. Taking them each in turn, we see that:

- BLUE has beaten YELLOW, WHITE, VIOLET and ORANGE in the same kind of race. BLUE was beaten by PINK. But PINK isn't running this time.
- RED hasn't done well on Turf at all, and ran 3rd behind YELLOW and PINK at this distance.
- WHITE didn't even place at this distance, and it was beaten in its last race by PINK, YELLOW, and VIOLET. Definitely not a contender!
- VIOLET was beaten last time by PINK and YELLOW.

So far, BLUE looks like the strongest horse for this distance. But double-check by looking at the times they all ran 9 or 10 furlongs:

BLUE —	47.5, 42.4 and 47.7 seconds
RED —	44.7 seconds
WHITE —	52.0 and 46.1 seconds
VIOLET —	47.4 seconds

BLUE has run the best time at this distance — good confirmation of his apparent superiority over **these** horses. RED has run the second best time. On the basis of these clues, BLUE would be a good Win bet, or BLUE-RED a good Exacta bet — in spite of the computer's rough odds which make BLUE, WHITE and VIOLET the favored entries.

To summarize: Look for match-ups of distances and track conditions. Then look for match-ups of horses. Then compare the times of horses that ran those distances but in different races. After a while, these clues will point you to the winner more and more frequently.

You'll do better if you keep your own written record on a piece of paper, something like this, so you won't lose track of any early-race information:

<u>Race#</u>	<u>Distance Condition</u>	<u>Entrails</u>	<u>Finish</u>	<u>Winning Time</u>
1	4-Mud	R-B-Y-W	W-Y-B	14.5
2	8-Dry	V-Y-W-B	B-Y-W	30.6
3	9-Turf	R-P-V-W	W-R-P	41.2
4	3-Mud	O-R-P-Y	O-Y-R	13.7
5	6-Turf	P-R-B-Y	B-Y-R	23.1
6	9-Mud	Y-O-P-W	W-O-P	39.9
7	5-Mud	R-W-Y-P	W-Y-R	22.1
8	7-Dry	B-W-Y-V	Y-B-W	30.2
9	8-Dry	P-O-B-G	B-P-O	30.7

By doing this, you can "save" important information. The Past Performances displayed for each horse only go back the last 3 races (with the most recent race at the top). In the series recorded here, you can see that WHITE has run six times. In races 1, 2 and 3 it showed that it was a fast horse on Mud and Turf and not too impressive on a dry track. With this extra summary of results, a player can easily see this pattern confirmed in races #6, 7 and 8, and feel confident about how this horse would be likely to run in the 10th race.

REMEMBER, THE MORE RACES THAT HAVE BEEN RUN, THE MORE INFORMATION YOU HAVE ON WHICH TO BASE YOUR PICKS.

GOOD LUCK!

SIMULATED GAME SOUNDS

CLICK— A Hand Controller key has been pressed and is valid.

BUZZ— A Hand Controller key has been pressed incorrectly.

"Call To The Post"— The race is about to start.

CLANG— Starting gate opens.

HOOFBEATS— The horses are running!

GONG— A furlong marker is about to be reached by the leading horse.

WHIP— One of the 4 horses is being whipped to a sprint.

CROWD CHEER— The finish!

BETTING SHEET SYMBOLS

W = A BET TO WIN

E = AN EXACTA BET (on #1 & #2 Horses)

PAST PERFORMANCE TRACK SYMBOLS

DISTANCE IN FURLONGS



3 OR 4



5 OR 6



7 OR 8



9 OR 10

CONDITIONS: LIGHT TAN = DRY
BROWN = MUDDY
GREEN = TURF

90 DAY LIMITED WARRANTY

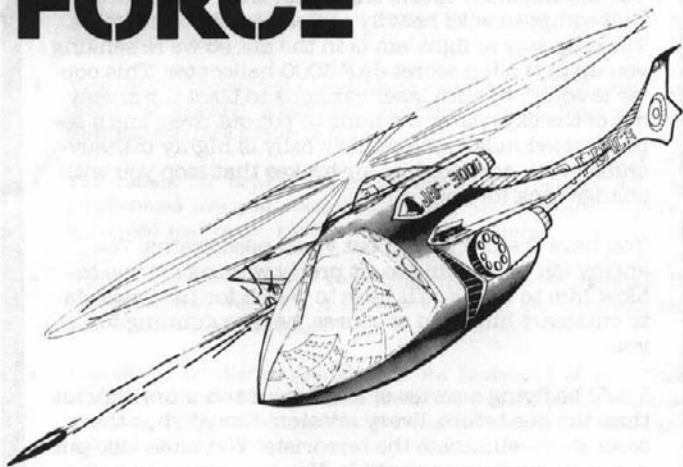
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Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

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INTELLIVISION™ Intelligent Television.

HOVER FORCE



**BRIEFING
BOOK**

FOR ONE PLAYER

TO: HOVER FORCE PILOTS
FROM: COL. N.K. NEWCOMBE
RE: MISSION INSTRUCTIONS

SECRET

Terrorist forces have taken over the island city of New Seeburg. Luckily, civilians have been evacuated from the city, but the enemy is destroying buildings and bridges, causing millions of dollars in damage. Fires are burning out of control throughout the island.

Our intelligence reports show that their troops are well equipped with heavily armed combat helicopters. The only way to fight 'em is in the air, so we're sending you up in the top secret JAF-3000 helicopter. This copter is equipped with laser cannons to blast the enemy out of the sky, water cannons to put out fires, and a sophisticated radar system. This baby is highly maneuverable, with advanced jet air-brakes that stop you with change back for your dime.

You have the fire power, but you'll need brains. The enemy isn't just going to sit pretty waiting for you to blow him to bits. You'll have to watch for his patterns to outsmart him. And of course, he'll be gunning for you.

You'll be flying a series of missions, each more difficult than the one before. Every mission, though, has the same goal—eliminate the terrorists! You must also put out as many fires as possible. You can return to home base twice—and only twice—per mission to repair your chopper and refuel.

One last warning. This isn't some game, this is combat. None of this "three lives" foolishness. Crash your copter and it's all over—you're finished.

So watch your tail out there. Now, let's scramble!

TO BEGIN

Note: Always turn the **POWER** switch OFF before inserting or removing the cartridge.

The Briefing Screen

Press any key to go from the HOVER FORCE title screen to the Briefing Screen. The Briefing Screen outlines the controls you will use to operate your copter. Now press any key to go to the radar screen.

The Radar Screen

The numbers on the top row of this screen show, from left to right, the amount of damage done so far by terrorists (in millions of dollars), the number of fires you have extinguished, and the number of terrorist helicopters you have shot down.

On the right side of the screen are the systems indicators and gauges. These will tell you the status of your helicopter. At this time, they are off.

On the left side of the screen is the radar window. When your helicopter is in flight, this window will show your position relative to the terrorist helicopters over the city. At this time, radar is off.

Currently in the radar window are your Qualification Levels: CADET, RANGER, and ACE. The difficulty of your missions will depend on your selection. Press the number key corresponding to your qualification (1 = CADET, 2 = RANGER, 3 = ACE), then press **ENTER**.

SCRAMBLE!

In the radar window you will see the flight sequence begin. Your indicators and gauges blink on. You are airborne!

Aerial View

Once aloft, the screen automatically switches to your aerial view. In the center of the screen you see your gunsight. Below you is your home base—Hover Force Headquarters on Force Island. Notice the two helipad targets. You will need to land on one of these helipads for repairs or at the end of a mission.

You're ready to head into New Seeburg to engage the enemy!

THE JAF-3000 HELICOPTER (Jet Assisted Fighter) CONTROLS

Familiarize yourself with the hand controller. To fly your copter, you will use the **WHEEL**, the **SIDE KEYS**, and the bottom row of keypad buttons (**CLEAR**, **0**, and **ENTER**):

Navigation

Use the **WHEEL** to control the direction of your flight. The longer you travel in one direction, the faster you go, up to your maximum speed.

Laser Cannons

Press **UPPER SIDE KEYS** to shoot. Use lasers to blow up terrorist helicopters. Warning: if you miss the copters, your shots can damage buildings and bridges.

Water Cannons

Press **LOWER SIDE KEYS** to shoot. Use water to put out fires. Water cannons have no affect on terrorist helicopters and do not damage the city.

Air Brakes

Press **CLEAR** to stop your helicopter in mid-air. Use air brakes when you need to maneuver quickly.

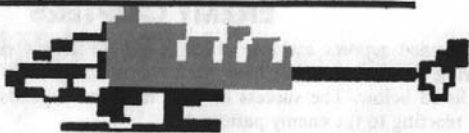
Screen Display

Press **0 (ZERO)** to switch between radar screen and aerial view. Switch to radar screen to see radar map, systems status, and damage reports. Switch to aerial view to shoot terrorists and put out fires.

Land

Press **ENTER** to land when over home base. You must have gunsight aligned over one of the two helipads or your copter will not respond. You can only land twice per mission! If you try to land a third time without eliminating all terrorist helicopters, you will crash! When you land after successfully completing a mission, you are given a mission rating (from 1 to 100, 100 being **PERFECT**) that takes into account the total amount of damage to the city, the number of fires you put out, and the skill level of the terrorists you shot down.

To **PAUSE** the action, press **1** and **9** on the keypad at the same time. Resume by pressing any button, side key, or the wheel.



ENGINE SYSTEM AND FUEL LEVEL

Your fuel level on take-off is 300 gallons. When the fuel level drops below 50 gallons, the gauge will start flashing red. This is your warning to return to home base—when your fuel level drops to zero, your helicopter will crash!

While your engine system is fully operational, its status indicator (above) blinks green. Terrorist hits suffered by your helicopter while it is traveling southeast (towards the bottom right of the screen) will damage your engine. When hit, its indicator will blink yellow or red, depending on the severity of damage. Return to home base for repairs!

When the status indicator becomes solid red, the engine is destroyed. Your helicopter will crash!

Your engine is fully repaired and refueled whenever you successfully return to home base.

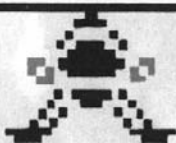


NAVIGATION SYSTEM

While your navigation system is fully operational, its status indicator (above) blinks green. Terrorist hits suffered by your helicopter while it is traveling southwest (towards the bottom left of the screen) will damage your navigation system. When hit, its indicator it will blink yellow or red, depending on the severity of damage.

When the status indicator becomes solid red, the navigation system is destroyed. When your navigation system is damaged or destroyed, the helicopter will not respond properly to the wheel control, although it is possible to compensate for the damage and still fly.

Your navigation system is fully repaired whenever you successfully return to home base.



LASER AND WATER CANNONS

Your laser cannon charge on take-off is 300 units. When the charge drops below 50, the LASER gauge will start flashing red. When your laser charge drops to zero, you can no longer attack terrorist copters.

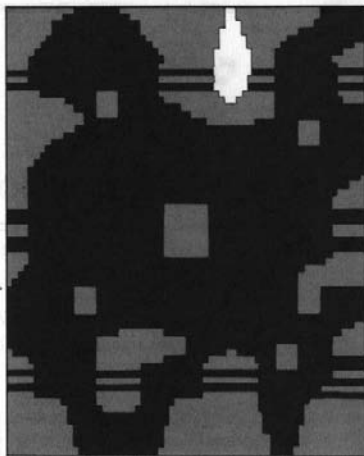
Your water cannon charge on take-off is 300 gallons. When the water level drops below 50, the H₂O gauge will start flashing red. When your water level drops to zero, you can no longer put out fires.

While your cannon system is fully operational, its status indicators (above) blink green. Terrorist hits suffered by your helicopter while it is traveling northeast (towards the top right of the screen) will damage your cannon system. When hit, its indicators will blink yellow or red, depending on the severity of damage.

When damaged, the cannons will fire intermittently, no matter what the laser and water levels are. Note that as the cannon system becomes damaged, both the laser and water cannons are affected together.

When the status indicators become solid red, the cannon system is destroyed. You can no longer shoot laser or water.

Your laser and water cannons are fully repaired and recharged whenever you successfully return to home base.



RADAR MAP

While your helicopter is in the air, the radar window shows a map of the island with major landmarks (bridges, parks) and your location over the city (indicated by the small white helicopter).

As the radar sweep (the vertical white line) passes over the map, blips will appear briefly showing the location of terrorist helicopters (yellow blips) and fires (red blips).

Your wheel control can be used to pilot your helicopter while viewing the radar map. While you view the map, however, terrorists can still fire at your helicopter, but you cannot fire at them!

Terrorist hits suffered by your helicopter while it is traveling northwest (towards the top left of the screen) will damage your radar system. After a certain number of hits, fires will no longer show on radar. After more damage, terrorist helicopters will not show. Finally, after severe damage, your position will no longer appear onscreen.

Your radar system is fully repaired whenever you successfully return to home base. (Note: your home base is on Force Island, highlighted on the map above.)

ENEMY COPTERS

Intelligence reports estimate there are 20 different enemy copter types of varying skill levels. Some have been identified by their skill and patterns and are listed below. The success of your missions depends upon you identifying and reacting to the enemy patterns!

Low Skill Level

SEEKERS—Yellow copters that fly toward you, shoot, then fly away. (Perhaps trying to lead you into an ambush!)

SLOW TROUBLE—Purple copters that stay over one location in the city, but ascend and attack as you draw near them.

BORDER PATROLS—Copters that fly the perimeter of the city, starting fires at diverse points. Some will fly faster than you—think ahead to lie in wait for them.

Medium Skill Level

SPIRALS—Two types of low-flying copters that fly in spiral patterns, making them difficult to line up in your gunsight.

TEASERS—Purple strafers that home in on you, shoot, then do their best to stay *just outside* your gunning range.

High Skill Level

SCORPIONS—High-flying yellow copters of several types that have one thing in common: they are persistent, aggressive fighters.

FLYING TOADS—Red copters that do nothing at all...until you draw near. Then they become *very* destructive.

PARK RANGERS—Copters that fly from park to park looking for something—or someone—to shoot at. Usually found in pairs.

WHEN YOU CRASH

Your overall rating (1 to 100, 100 being PERFECT) based on total damage to the city, number of fires you put out, and the skill level of the terrorist helicopters you shot down, will appear in the radar window.

Press any **SIDE KEY** to start over.

TACTICS

- Navigate using the radar map as much as possible. Switch to the aerial view when directly over a red or yellow blip. (If you switch to the aerial view when over a yellow blip and don't see an enemy copter, its best to switch back to radar immediately.)
- Terrorist helicopters are easier to shoot down if you aim at their main rotors.
- Whenever possible, engage the enemy over water, streets, or parks, so you don't damage structures if you miss.
- Terrorists shoot at buildings even when you can't see them onscreen. Not every shot that hits a building starts a fire, but if you hear an explosion without seeing one, it means that a shot has started a fire somewhere on the island.
- Some of the copters are impossible to catch if you simply try to chase them. Use strategy! Watch their movements on the radar map to see what patterns they follow, then lie in wait!
- You cannot fly beyond the island due to the mission instructions programmed into your navigation system. Some terrorist copters can fly beyond your range. Lie in wait for them to return.
- When one or more of your copter's systems is heavily damaged, fly in a direction that will affect a stronger system in the event you are hit until you can land for repairs.
- You should familiarize yourself with the landmarks of New Seeburg as you fly over the island, such as the location of the parks, of industrial areas, and of Force Island. If your radar is knocked out, you can still navigate visually.
- Highest ratings are achieved by destroying enemy helicopters in the least amount of time with the lowest overall amount of damage to the city. Concentrate on destroying low-flying enemy copters (that shoot at buildings) before destroying higher flying copters (that shoot at *you*). Fires should be put out as quickly as possible.

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

Las Vegas Roulette



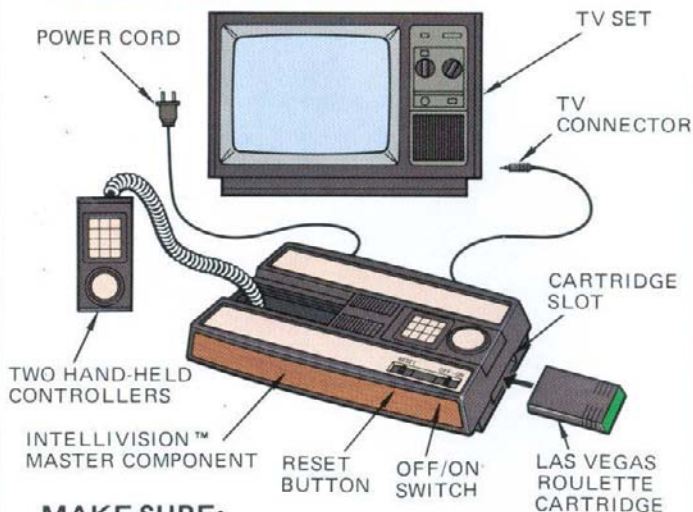
Make a date with Lady Luck and meet her in your living room. You have your own Roulette table now. Watch out! If she smiles, you're golden. If she frowns, your make-believe stakes will dwindle. The excitement and suspense of Las Vegas is yours at the press of a key.

HOW TO WIN There's no discounting luck, but for more fun and a better understanding of the odds, read this booklet.

FOR COLOR TV VIEWING ONLY.

OBJECT OF THE GAME: To increase your simulated stakes. Spin the wheel! The key is luck. If you've got it, your make-believe winnings will grow.

CHECK YOUR EQUIPMENT

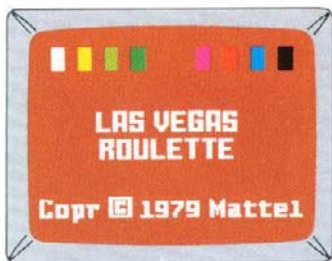


MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- LAS VEGAS ROULETTE cartridge is placed in slot, firmly engaged.
- OFF/ON switch is turned ON.

NOTE: When Keyboard Component is added to Master Component, cartridge goes into slot on the Keyboard Component, sold separately. (See instructions with Keyboard Component.)

**PRESS RESET
BUTTON:** Title will
appear on TV
screen:



ADD OVERLAYS

Find two LAS VEGAS ROULETTE keyboard overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide to each game.

THE "KEYS" TO THE GAME

CHANGE BET DISPLAY:

used to change Bet display to read amount of stakes and amount of total bet.

DIGIT KEYS:

used to indicate amount of individual bets.



CHANGE BET DISPLAY

READY BUTTON:
used to spin the wheel.

ENTER KEY: used to enter amount of stakes, select control chip, and enter amount of bet.

DIRECTION DISC: used to move chips over Roulette table. 16 directions correspond to directions on screen. Continuous movement of chip as long as Disc is pressed.

SELECT YOUR MAKE - BELIEVE STAKES!

1) EITHER PLAYER:
Press DIRECTION DISC.
Computer will print out
on screen—

STAKE:
PLAYER 1



STAKE:
PLAYER 1
5000

2) PLAYER 1 (LEFT): Press DIGIT KEYS to
select make-believe stakes (amount you play
with).

You may request up to \$9,999 . . . however,
computer cannot count past this number and will
not add simulated winnings if you choose it to
start. A lower stake is better, say \$5,000. Press
digit keys 5—0—0—0. This number will appear
on the screen.

3) Press ENTER KEY to register pretend
stakes.

4) PLAYER 2 (RIGHT):
Select stakes in same
manner.



STAKE:
PLAYER 1
5000
PLAYER 2
5000

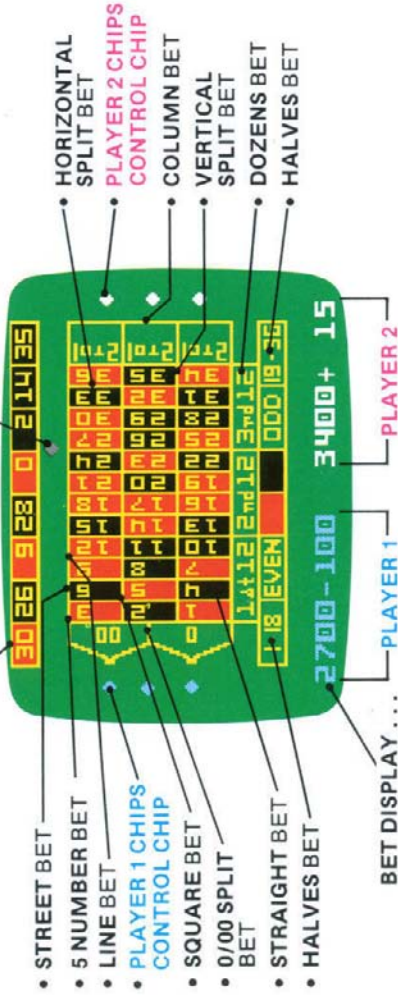
ONE OR TWO PEOPLE CAN PLAY ROULETTE.
If one person only is playing, a 0 stake must be
entered for Player 2. Game will not appear on
screen until ENTER key is pressed a second time.

THE ROULETTE TABLE The Numbers and The Payoff

ELECTRONIC ROULETTE WHEEL.

Authentic numbering. Spins left to right.

ROULETTE BALL. Does not appear until all bets are placed and wheel is spinning.



BET DISPLAY reads out amount of individual bets on each chip unless either CHANGE BET DISPLAY button is pushed. Display then reads out AMOUNT OF STAKES and AMOUNT OF TOTAL BET.

BETTING CATEGORIES

There are 11 different categories of bets that can be placed in Roulette. Where you place a bet on the table determines its category and your odds of winning.

STREET. Pays 11 to 1 on any of 3 numbers in a vertical column. Odds: 11-2/3 to 1.

5 NUMBER. Pays 6 to 1 on 0, 00, 1, 2, or 3. Odds: 6-3/5 to 1.

LINE. Pays 5 to 1 on any of 6 numbers either side of a vertical line. Odds: 6-3/5 to 1.

SQUARE. Pays 8 to 1 on any of 4 numbers in a square. Odds: 8-1/2 to 1.

0/00 SPLIT. Pays 17 to 1 on either 0 or 00. Odds: 18 to 1.

STRAIGHT. Pays 35 to 1 on any single number. Odds: 37 to 1.

HORIZONTAL SPLIT. Pays 17 to 1 on either of 2 horizontally adjacent numbers. Odds: 18 to 1.

COLUMN. Pays 2 to 1 on any number in the horizontal columns 1-34, 2-35, or 3-36. Odds: 2-1/6 to 1.

VERTICAL SPLIT. Pays 17 to 1 on either of 2 vertically adjacent numbers. Odds: 18 to 1.

DOZENS. Pays 2 to 1 on any number in the groups 1-12, 13-24, or 25-36. Odds: 2-1/6 to 1.

HALVES. Pays even (the amount you bet) on any number in the groups HIGH (19-36) or LOW (1-18), RED or BLACK, or ODD or EVEN. Odds: 1-1/9 to 1.

HOW TO PLACE YOUR PRETEND BET

Roulette table will appear on screen with the wheel stationary.

Three chips will appear for each player, beside the Roulette table — Player 1 on left (blue), Player 2 on right (white). Each chip is used to place one bet. Top chip for each player is a different color, indicating that it is the controllable chip. Player 1 control chip appears light blue. Player 2 control chip appears gray.

With 2 people playing, readouts for AMOUNT OF INDIVIDUAL BETS will appear along the bottom of the screen in each player's color. With 1 person only playing, readout will appear for that player only. Before bets are placed, readouts appear as 0.

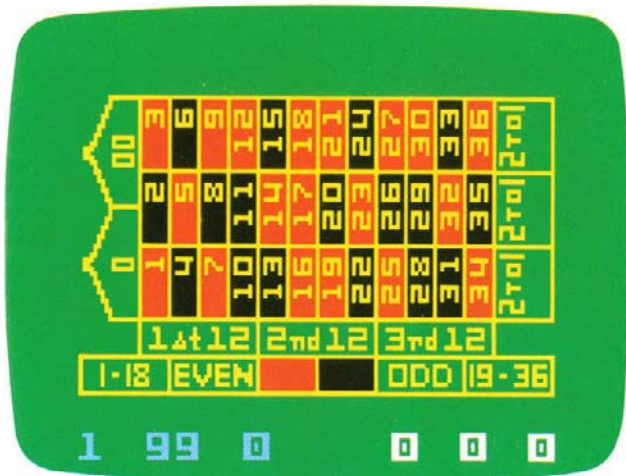
PLAYERS MAY BET SIMULTANEOUSLY.



1) Use DIRECTION DISC to position control chip on Roulette table. Press Disc in direction you want control chip to move. Chip will move continuously until you stop pressing Disc, then settle in the nearest legal betting position.

EXAMPLE: To place a STREET bet on numbers 13, 14, and 15, position control chip, as shown, above the number 15.

2) When control chip is in desired position, PRESS DIGIT KEYS to indicate the amount of your pretend bet. This amount will appear in black in the readout for first chip.



Minimum bet per chip played is \$1.

Maximum bet per chip played is \$99.

3) PRESS ENTER KEY. Readout for amount of first bet will change from black to player's color. Next control chip will automatically change color.

4) Repeat steps 1 - 3 to place second and third bets.

5) If you do not want to play a particular chip, PRESS ENTER AGAIN, after chip has changed color. Control will move on to the next chip.

When all bets have been placed and ENTER key has been pressed three times, last control chip will turn same color as other two chips.



6) After both players have entered all bets, both players **PRESS READY BUTTON**. (One player only — press **READY** button on your Hand Controller only.)

Roulette wheel will **START SPINNING**. Roulette ball will appear beneath wheel, traveling right to left. You hear the **RAPID CLICKING** of the wheel turning.

7) Wheel slows to stop. Ball skips between numbers, then lands on winning number. You hear the sound of the **BALL DROPPING INTO THE WINNING SLOT**. Winning chips and winning bets on Bet Display **BLINK**.



If you win, your winnings are added to your stake. If you lose, your bet is subtracted from your stake. To check your stake at any time, **PRESS EITHER CHANGE BET DISPLAY BUTTON**.

NOTE: To bet more than \$99 on one position, use additional chips. With all 3 chips on one space, betting limit is \$297.

HOW TO CHANGE YOUR PRETEND BET

After each spin of the wheel, you can repeat or change your bet.

To repeat all bets, simply press the READY button. Wheel will spin again, with all bets unchanged.

TO CHANGE POSITION OF CHIP



- 1) Press ENTER key, until chip you wish to move changes color. (All chips turn the same color after ENTER key is pressed 3 times. To return control to first chip, press ENTER again.)
- 2) Use DIRECTION DISC to move control chip to desired position.
- 3) Press ENTER key. Control will move to next chip.

If you wish to leave the remaining 2 bets intact, continue pressing ENTER key until all chips are the same color.

TO CHANGE AMOUNT OF BET

- 1) Press ENTER key, until chip you wish to change changes color. BET DISPLAY for that individual bet will turn black.
- 2) Press DIGIT KEYS for new amount of bet. New amount will replace old amount on Bet Display readout.
- 3) Press ENTER key. Bet Display for that individual bet will change to color of your chips and control will move to next chip.

NOTE: You may remove all chips from the table, using the Direction Disc, to sit out a spin of the wheel. If you do this, you **MUST CHANGE YOUR BETS TO 0**, or the computer will continue to deduct the total amount of your bets from your stake.

WINNING

You break the bank at \$9,999. Beyond this point, you may continue playing, but the computer will no longer add on your winnings.

LOSING

Computer does not give credit. If you have \$48 left in your stake and you try to enter a bet of \$75, computer will change your bet to \$48. If you lose this, you're out! Your Hand Controller will no longer operate the game. To start a new game, press RESET button on Master Component, and enter new stakes.

ROULETTE PAY CARD

(To help you figure your winnings on bets with higher stakes. Your winnings **plus** the amount of your winning bet are added to your stake.)

TYPE OF BET	STRAIGHT	SPLIT	STREET	SQUARE	LINE
ODDS	35 to 1	17 to 1	11 to 1	8 to 1	5 to 1
	Bet Pays	Bet Pays	Bet Pays	Bet Pays	Bet Pays
1	35	1 17	1 11	1 8	1 5
2	70	2 34	2 22	2 16	2 10
3	105	3 51	3 33	3 24	3 15
4	140	4 68	4 44	4 32	4 20
5	175	5 85	5 55	5 40	5 25
6	210	6 102	6 66	6 48	6 30
7	245	7 119	7 77	7 56	7 35
8	280	8 136	8 88	8 64	8 40
9	315	9 153	9 99	9 72	9 45
10	350	10 170	10 110	10 80	10 50
11	385	11 187	11 121	11 88	11 55
12	420	12 204	12 132	12 96	12 60
13	455	13 221	13 143	13 104	13 65
14	490	14 238	14 154	14 112	14 70
15	525	15 255	15 165	15 120	15 75
16	560	16 272	16 176	16 128	16 80
17	595	17 289	17 187	17 136	17 85
18	630	18 306	18 198	18 144	18 90
19	665	19 323	19 209	19 152	19 95
20	700	20 340	20 220	20 160	20 100

INTELLIVISION™ Intelligent Television

LEARNING

FUN!

MATH MASTER

FACTOR FUN

FOR 1 OR 2 PLAYERS

No. 9002

TO BEGIN

Turn **POWER** switch **OFF** and insert **LEARNING FUN** cartridge.
Turn **POWER ON** and press **RESET**. Press any **KEY** or the **DISC**.
Select **MATH MASTER** or **FACTOR FUN** by pressing either **1** or **2**.

MATH MASTER

STARTING THE GAME

Player 1 chooses how many problems he or she will answer during the game. Use the numbered buttons on the **LEFT** hand controller to type a number from 1 to 99, then press **ENTER**.

Player 1 then chooses the **DIFFICULTY LEVEL** of the problems by typing in a number from 1 to 18 (1 is easiest), then pressing **ENTER**.

Player 2 then chooses his or her number of problems and difficulty level using the **RIGHT** hand controller.

By allowing each player to choose his or her own number of problems and difficulty level, two players of different skills or ages can play at the same time.

TO PLAY BY YOURSELF, press **0** and then press **ENTER** on the **RIGHT** hand controller when the game asks for Player 2's number of problems.

GAME PLAY

You are a gorilla strolling along the banks of a river. Your path is suddenly blocked by an animal! Under the animal is a math problem. You must solve the problem correctly in order to continue your walk.

Using the hand controller buttons, type in the answer **IN REVERSE ORDER**, the same way you would if solving the problem with paper and pencil. For example, if the problem were $8 \div 4$, you would press **2** then **1** then **ENTER** to correctly answer 12. You will find that typing the numbers in reverse order will make it easier for you to solve difficult problems.

If you make a mistake while typing in an answer, you can correct it by pressing **CLEAR**. Your answer so far will be erased and you

can start over. You cannot press **CLEAR** after you have pressed **ENTER**.

Get the answer right and you can go around the animal. Get it wrong and you will hear a buzz. Your path remains blocked. The correct answer will appear in **BLUE**. To see your (incorrect) answer, press and hold the **DISC**; your answer will be shown in **WHITE**. Press **ENTER** to jump into the river. You will continue on your way in the water.

Whether on land or in the river, you will again be blocked by an animal with a new problem to solve.

Player 1 answers problems on the **LEFT** side of the screen (for the **BLACK** gorilla) using the **LEFT** hand controller. Player 2 answers problems on the **RIGHT** side of the screen (for the **YELLOW** gorilla) using the **RIGHT** hand controller. Players can enter answers at the same time.

If you entered **0** for Player 2's number of problems, the yellow gorilla will stay in one place throughout the game, cheering when you get answers correct.

SCORING

Your score appears above your gorilla. There are 2 numbers. The first number shows how many problems you have answered correctly. The second number shows how many problems you have answered so far. For example, if you have answered 5 problems and gotten 4 of them right, your score would be 4 / 5.

END OF GAME

The game continues until both players have answered all their problems (you each chose your number of problems before the game started).

After your last problem, your time appears under your score. This is the number of minutes and seconds it took from the time you answered your first problem until you answered your last problem.

Try to improve your score and take less time!

To play again, press any **SIDE ACTION KEY**. The **LEARNING FUN I** title screen will appear.

FACTOR FUN

STARTING THE GAME

Choose a difficulty level from 1 to 7 using the LEFT hand controller and press **ENTER**. Both players play at the same difficulty level.

Choose number of players (1 or 2) using the LEFT hand controller and press **ENTER**.

Choose the number of rounds (1 to 99) using the LEFT hand controller and press **ENTER**.

The game begins.

GAME PLAY

You are a gorilla sitting at an adding machine. A number appears above you. This is the **TARGET NUMBER**. Below you appear several **WHITE** numbers (how many depends on the difficulty level). Your task is to add, subtract, multiply, and divide the white numbers to reach the Target Number.

Select a number by typing it on your hand controller, then pressing **ENTER**. Choose a math operation (+, -, x, or ÷) by pressing a number from 1 to 4 (these are shown at the bottom of the screen). Then select a second number and press **ENTER**. The result of the operation on the two numbers you selected is shown. This result can then be used along with an operation and a new number to get a new result.

For example, if the Target Number is 47 and the numbers below you are 1, 2, 5, and 18, you could select 18 + 5 to get 23, x 2 to get 46, and + 1 to get 47. You would do this by pressing, **1, 8, ENTER, 1** (this is the +), **5, ENTER, 3** (x), **2, ENTER, 1** (+), **ENTER**.

You **MUST** use each number **EXACTLY ONE TIME**.

Selecting a number that would, with the operation previously chosen, result in a fraction, a number less than 1, or a number greater than 999, **IS NOT ALLOWED** and will merely cause a nasty **BUZZ**.

If you make a mistake, press **CLEAR**. **CLEAR** erases the previous step. You can press **CLEAR** repeatedly to back up as far as you need.

Sometimes it is not possible to hit the target number exactly! In that case, get as close as you can **AS LONG AS** you are within 3 of the target.

When you have used all the numbers and have reached the target number or are as close as you can get, press **ENTER** to indicate you have arrived at your answer. You must be within 3 numbers of the target before pressing **ENTER**.

FOR A ONE PLAYER GAME

A clock appears at the top of the screen, indicating the amount of time you have for this round (the amount of time depends on the difficulty level).

When the target number appears, the clock starts counting down, one second at a time. It counts down until you have used all the numbers and pressed **ENTER**, or until it reaches 0. If you arrive at an answer and press **ENTER** before the clock reaches 0, you **WIN THE ROUND**.

Note: When you select a number, it turns **BLACK**, showing that you cannot choose it again.

FOR A TWO PLAYER GAME

A clock appears at the top of the screen, indicating the amount of time you have for this round (the amount of time depends on the difficulty level).

When the target number appears, clocks appear above each gorilla, counting up, one second at a time. They count up until a player has used all the numbers and pressed **ENTER**, or until it reaches the number on the center clock.

If the first player to arrive at an answer and to press **ENTER** has hit the target number exactly, he or she **WINS THE ROUND**.

If the first player to arrive at an answer and to press **ENTER** has **NOT** hit the target number exactly, the clock stops for the first player **BUT** the second player can continue playing until his or her clock runs out. If the second player comes closer to the target number, the **SECOND** player wins the round. Otherwise, the **FIRST** player wins.

Note: When Player 1 selects a **WHITE** number, it turns **YELLOW**, showing that Player 1 cannot now choose it, but Player 2 can. When Player 2 selects a **WHITE** number, it turns **BLACK**, showing that Player 2 cannot now choose it, but Player 1 can. When Player 1 selects a **BLACK** number, or Player 2 selects a **YELLOW** number, it turns **TAN**, meaning **NEITHER** player may now choose it.

SCORING

Your score appears above your gorilla. You receive 50 points for **WINNING THE ROUND**. You also receive 1 point for every 4 seconds you had left (**TIME BONUS**) and points based on how close you came to the target number (**DISTANCE BONUS**): 100 points if you hit the target exactly, 50 points if off by 1, 25 points if off by 2, and 15 points if off by 3.

END OF GAME

The game continues for the number of rounds you selected.

In a 2 player game, the winner is the one with the higher score.

To play again, press any **SIDE ACTION KEY**. The **LEARNING FUN I** title screen will appear.

Distributed by

INTV CORPORATION

Torrance, CA 90505

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INTELLIVISION™
Intelligent Television

No. 9002

LEARNING FUN II

FOR 1 OR 2 PLAYERS

INSTRUCTIONS

LEARNING FUN II

Turn **POWER** switch off and insert **LEARNING FUN** cartridge. Turn power on and press **RESET**. Press any **KEY** or the **DISC**.

Select **WORD ROCKETTS**, **WORD HUNT**, **CROSSWORDS**, or **MEMORY FUN** by pressing 1, 2, 3, or 4.

WORD ROCKETS

TO BEGIN

The WORD ROCKETS title screen appears. Press the DISC to begin.

OBJECT OF THE GAME

One or two players try to complete flying words! Load vowels on your wagon and launch them at the incomplete words in the sky. In a one-player game, player tries to beat his or her best time at completing 25 words. In a two-player game, first player to complete 25 words wins.

GAME PLAY

As an incomplete word sails across the sky, press the left or right of the DISC to move your wagon over one of the vowels that will complete the word. The left hand controller moves the red wagon and the right hand controller moves the yellow wagon.

Once you are over a letter that will complete the word, press any SIDE ACTION KEY to load the letter on the wagon. Using the DISC again, position the wagon for launching. Take the speed and height of the word into account when lining up the wagon. Press the SIDE ACTION KEY again to launch!

Launch a correct vowel, hit the word, and score a point! The screen flashes and the word changes to either red or yellow, matching the color of the wagon that launched it. (Note: In a two player game, if both players hit the word with a correct vowel at the same time, the word will turn yellow, but both players will score a point.)

If the vowel will not correctly complete the word, it will bounce off.

Note: As soon as you launch a vowel, another one will appear in its place. You can't load another vowel until the last one you launched is off the screen. If no vowel on screen will complete the current word, launch one and hope one you need appears.

SCORING

The score for the red wagon appears in the upper left corner, the score for the yellow wagon appears in the upper right. A clock is at top center to time yourself when playing alone — how fast can you complete 25 words?

END OF GAME

Game ends when a player scores 25 points (25 words completed). Press RESET to play another game.

WORD HUNT

TO BEGIN

The **WORD HUNT** title screen appears. Press the **DISC**. You are asked for the number of players. On the left hand controller, press 1 to play by yourself, 2 to play against a friend. Press **ENTER** to start the game.

OBJECT OF GAME

Control a monkey to pick up letters to spell 3 words of up to 8 letters each. Think fast! The player with the highest score at the end of five 3-minute turns wins!

GAME PLAY

15 letters are scattered on screen. The clock at top center starts to count down from 3 minutes. The left hand controller controls the blue monkey. In a two player game, the right hand controller controls the white monkey.

Use the **DISC** to move your monkey. Stop the monkey covering a letter you want to pick up and press any **SIDE ACTION KEY**. Your monkey picks up the letter with its tail. Move the monkey and letter out of the jungle to your half of the scoring area at the bottom of the screen. Drop the letter by again pressing any **SIDE ACTION KEY**, then run back into the jungle for another letter.

Pick up letters, in order, to spell any word of eight letters or less. As you drop the letters, they automatically line up. When you finish the word, press **ENTER**. (If the word is 8 letters long, you don't need to press **ENTER**.)

You can make corrections by pressing **CLEAR** to erase the last letter. You can press **CLEAR** as many times as needed.

If you accidentally pick up a letter you don't need, quickly dump it in the trash can located at the bottom center of the jungle. Move you monkey to cover the trash can, then press any **SIDE ACTION KEY**.

In a two player game, you can cause trouble by watching what your opponent is trying to spell — then grabbing the letters first and throwing them away! Careful — two can play at that game!

When time runs out (3 minutes) or both players complete 3 words, it's time to check the words. An arrow points to the first word on the left. If the white player (on the right) wishes to challenge the word, check in the dictionary. If the word is not correctly spelled, the blue player must press his own **CLEAR** button (notice that the **OK?** on screen shows yes and no in the colors of the players who must answer). The word is erased from the screen and does not count toward the blue player's score. If the word is not challenged, or if is checked and found to be correct, blue player presses **ENTER** and 1 point is added to the blue player's score

Green may now ACCEPT or CHALLENGE Tan's word. To accept, Green presses ENTER and Tan receives 1 point per letter in the word. (For the example "BEAR," Tan receives 4 points.)

If Green challenges, the word is looked up in a dictionary. If the word is spelled correctly, Green presses ENTER and Tan receives the points. If the word is spelled incorrectly, Tan must press CLEAR repeatedly, removing the word from the board, and then ENTER to pass the turn to Green. Green presses ENTER, then it's his or her turn to place a word on the grid following the three steps above. (Note the color of the reminder line at top to see who has the option of pressing ENTER.)

The second word on the grid and each word thereafter must connect to a word already on the grid. For example, if Green had the letters OCHQYBG, he or she could spell the word "HOBBY" using the B already on the grid (worth 5 points):

H				
O				
B	E	A	R	
B				
Y				

If a word does not connect to a previous word when ENTER is pressed, the buzzer sounds and the word is automatically cleared. Try again.

If you add a word to the grid that extends a word already on the grid, you get points both for the word you add AND the extended word. For example, Tan adds "SUN" to the grid:

H				
O				
B	E	A	R	S
B				U
Y				N

This makes a new word: "BEARS". Tan gets 3 points for "SUN" and 5 points for "BEARS". Look for ways to extend the beginning and end of words: "NOT" can become "NOTE" and "HOE" can become "SHOE".

for each letter in the word. When playing by yourself, check your own words, pressing **ENTER** (correct) or **CLEAR**(wrong)

In a two-player game, after blue player's words are verified, repeat for the white player's words. After all words have been verified, there is a pause and another 3-minute turn starts. There are 5 turns in a game. To play another game, press **RESET**.

CROSSWORDS

TO BEGIN

The **CROSSWORDS** title screen appears. Press the **DISC**.

GAME PLAY

Two players take turns spelling words on the grid. Each word must connect to another. Highest score after 20 moves wins.

At the beginning of the game, 7 letters are selected at random for each player. The letters for the left player (Tan) appear in a column at the left of the screen; the letters for the right player (Green) appear in a column at the right.

Tan looks for a word that can be spelled from the letters in his or her column. Not all letters have to be used, but each letter can only be used once. For example, if the letters in the column are **R X E A K W B**, the word "BEAR" could be spelled.

To place a word on the grid takes three steps:

1. Press the hand controller **DISC** to select where the word will start on the grid. As you press the **DISC**, squares on the grid will light up. When the square you want the first letter to go is lighted, release the **DISC**.

2. Press 1 if you want the word to be spelled from the lighted square to the right. Press 2 if you want it spelled from the lighted square down. At the top of the grid is a reminder: 1 for right, 2 for down. You can also press 3 to *pass* when you cannot spell a word from the letters you have. The reminder is shown in the color of the player whose turn it is.

3. Press the numbers on the hand controller that are next to the letters that spell the word, then press **ENTER**. For example, to spell "BEAR" from the letters above, you would press 7 then 3 then 4 then 1 then **ENTER**. (If you change your mind or press the wrong number, you can correct it if you haven't pressed **ENTER** yet: press **CLEAR** to take back the last letter placed on the grid. You can press **CLEAR** repeatedly to take back as many letters as you need; press it enough times and you can return to step 2.) At the top of the screen is a reminder that you can press 1 through 7 (1-7), **CLEAR** (c), or **ENTER** (e). Again, the reminder is shown in the color of the player whose turn it is.

When you place letters, EVERY new word formed must be a real word, otherwise NONE of them will be allowed. For example, Green adds the word "NET":

	H				
	O	N			
	B	E	A	R	S
	B	T			U
	Y				N

This also forms "ON" and "BT". Tan can challenge since "BT" is not a real word. Green would have to clear the letters and it would become Tan's turn.

NEW LETTERS

At the end of your turn, new letters fill in the blanks left by letters used. If you cannot spell a word from the letters in your column, you can get 7 new letters by pressing 3. The penalty for doing this is losing your turn.

END OF GAME

The highest score at the end of 20 moves wins the game. Tan's score appears in the upper left corner, Green's in the upper right. The current move is shown at lower left.

MEMORY FUN

TO BEGIN

The MEMORY FUN title screen appears. Press the DISC. You are asked for the level number you want to play at. Using the left hand controller, answer from 1 (easiest) to 44 (hardest), then press ENTER. You are then asked for the number of players. Press 1 to play by yourself or 2 to play against a friend, then press ENTER. If you answered 2 players, you will then be asked if you want to take turns (press 1, then ENTER) or play at the same time (press 2, then ENTER).

OBJECT OF THE GAME

Uncover letters hidden by squares on the grid, looking for pairs that match. Players compete for the highest number of matches.

GAME PLAY

Using the DISC, point your arrow to a square on the grid (the left hand controller moves the red arrow; in a two-player game, the right hand controller moves the blue arrow). Press any SIDE ACTION KEY. The letter underneath the square is revealed. Select another square and again press any SIDE ACTION KEY. If the letters match, you score a point. If they don't, they are covered again and you keep searching.

Some squares have no letters underneath. These squares match with nothing, not even another empty square.

TWO PLAYERS

Two players either take turns or play at the same time. When taking turns, only one arrow (red or blue) appears on screen at a time.

If both play at the same time, the game becomes one not only of memory, but also speed, strategy, and dexterity! Keep track not only of the letters you reveal, but also those of your opponent. Your opponent may uncover a letter that's the same as one you've uncovered — but since letters appear in the players' colors and only letters of the same color can match, you'll have to wait until the letters are covered again. Then it's a race to see who can get to them first! Think ahead — you can block your opponent's match by uncovering a letter he or she was going to uncover!

END OF GAME

The game ends when all letters have been matched. How well both players did is displayed in their colors:

Score — Number of matches made.

Turns — Number of pairs revealed.

Percentage right — Percentage of pairs revealed that were matches.

Time — Total time of the game.

Average time per score — Time of game divided by number of matches player made.

Player with higher score wins. If playing by yourself, work on increasing your percentage right while decreasing your average time per score.

Press RESET to play another game.

MATTTEL ELECTRONICS®

IntelliVision™ Intelligent Television

CARTRIDGE INSTRUCTIONS

THE
ELECTRIC
COMPANY

MATH FUN™



Imagine you're a Gorilla walking through the jungle. Behind every tree lurks an animated animal, and behind every animal, a problem in addition, subtraction, multiplication, or division! You can escape the clutches of the animal by solving the problem in math, but if you miss, you'll have to jump in the river where you'll encounter ferocious crocodiles!

(FOR COLOR TV VIEWING ONLY!)

Illustrations: © Mattel, Inc. 1979. Hawthorne, CA 90250

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Note to Parents: Gone are the days of laborious arithmetic drills! THE ELECTRIC COMPANY™ MATH FUN™ by Mattel Electronics® is an exciting and enjoyable way for children of elementary school age to improve their math skills.

Developed in conjunction with the famous Children's Television Workshop (The Electric Company), THE ELECTRIC COMPANY MATH FUN takes the "sting" out of learning by using the latest, most progressive techniques. For a change your child can **look forward** to solving problems ranging from one digit addition ($9 + 3 = 12$), to four digit long-division (1050 divided by $25 = 42$).

The game can be played in two ways:

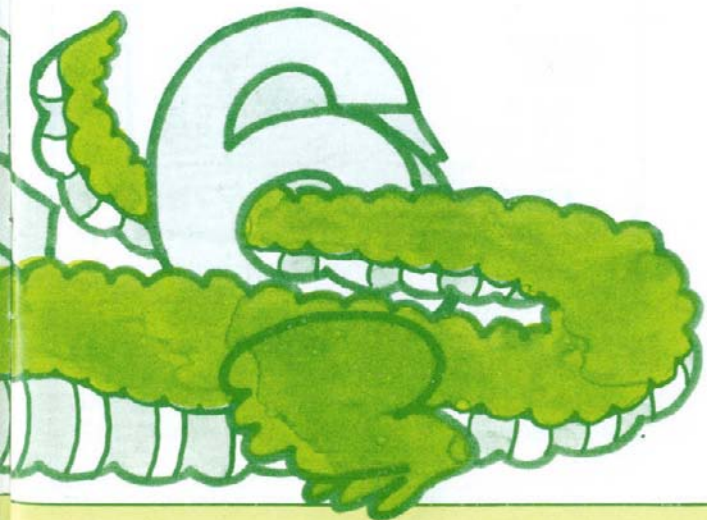
1. Two players can compete against each other.







This is fun and exciting. If the two players are different ages, they can each choose a different skill level (the game offers 18 levels of difficulty). The computer will also automatically adjust to compensate in case one player gets too far ahead of the other.

2. One child can play alone, developing speed and accuracy at his own pace. As his competency increases he can move to the higher levels of difficulty. The computer will also automatically adjust the level of difficulty according to how the player is progressing.

3. Give children pencils and paper. For starters, try playing a game with your child! THE ELECTRIC COMPANY MATH FUN can be enjoyable for you, too!

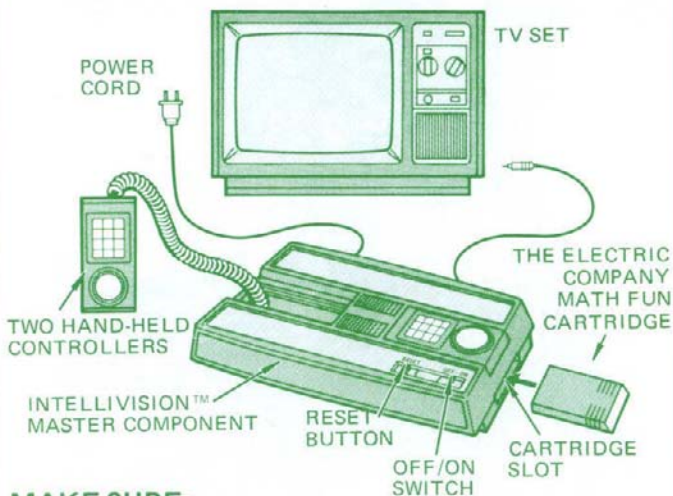


OBJECT OF THE GAME: To correctly answer as many of your problems as possible in the shortest possible time. The game can be played by one player alone trying to improve his speed and accuracy, or two players can compete against each other in an exciting contest! Each player chooses the number of problems he wants to encounter, as well as the level of difficulty of those problems. The computer will also automatically adjust the level of difficulty according to how well each player is progressing.

4 / 7		3 / 6
		
		
888		739
- 375		+ 35
513		774



PARENTS: CHECK EQUIPMENT.



MAKE SURE:

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- THE ELECTRIC COMPANY MATH FUN™ Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

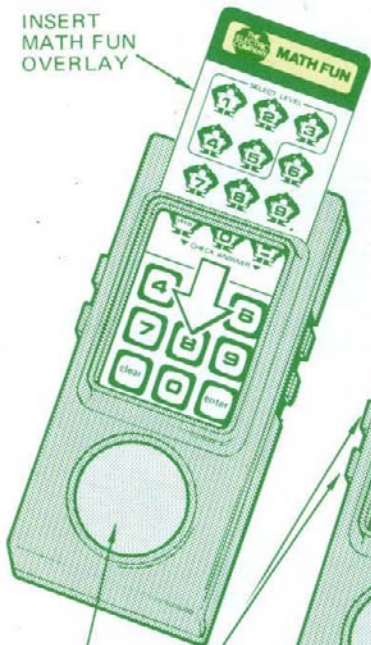
PRESS RESET BUTTON: Title will appear on TV screen: "THE ELECTRIC COMPANY MATH FUN."

NOTE: When Keyboard Component is added to the Master Component, Cartridge goes into slot on the Keyboard Component, sold separately. See instructions with Keyboard Component.

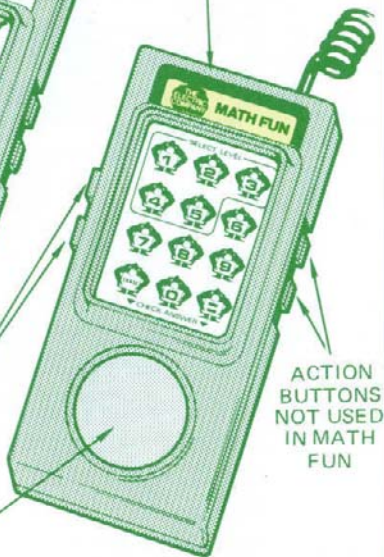


INSERT
MATH FUN
OVERLAY

TWO HAND-HELD
CONTROLLERS



OVERLAY IN
POSITION



ACTION
BUTTONS

ACTION
BUTTONS
NOT USED
IN MATH
FUN

CHECK ANSWER DISC

Remove hand-held controllers from console.

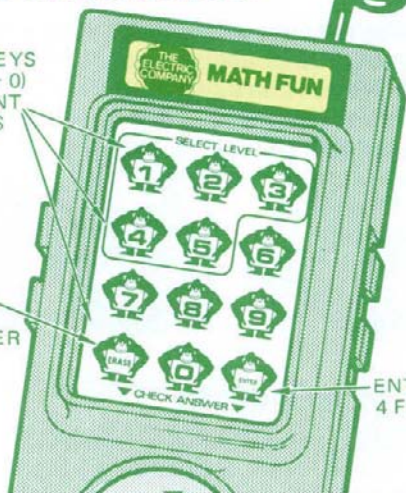
Insert Keypad overlays for THE ELECTRIC COMPANY™ MATH FUN™ into each Hand Controller. Make sure fit is tight, overlay all the way in.



MATH FUN CONTROLS

NUMBER KEYS
(1 THRU 9 + 0)
3 DIFFERENT
FUNCTIONS

ERASE KEY
TO CHANGE
YOUR ANSWER



ENTER KEY
4 FUNCTIONS

PRESS DISC TO SEE
ORIGINAL ANSWER

NUMBER KEYS

Use these keys (1 thru 9 + 0) to give your answers to the problems. You also use these keys to select the number of problems you want to encounter, as well as their level of difficulty.

ENTER KEY

You must press ENTER at the following times:

- After choosing your Number of Problems (See HOW-TO-PLAY #3)
- After choosing your Level of Difficulty (HOW-TO-PLAY #4)
- After giving your Answer (HOW-TO-PLAY #6)
- After a wrong answer, you must press ENTER again to continue play (HOW-TO-PLAY #6B)



ERASE KEY

If you change your mind about your answer (or number of problems and level of difficulty), press ERASE *before* pressing ENTER. Your first answer will disappear and you can then answer again. Once you have pressed ENTER you cannot change your answer.



LEVEL OF DIFFICULTY

Your ELECTRIC COMPANY™ MATH FUN™ Game has 18 levels of difficulty which are divided into Color and Skill levels as follows:

DIFFICULTY	COLOR LEVEL	SKILL LEVEL
	Black key	1,2,3,4
	Blue key	1,2,3,4
	Yellow key	1,2,3,4
	Purple key	1,2,3,4
	Red key	1,2

HARDER 

Color and Skill levels must be combined to produce the level of difficulty you want. Thus Black #1 would be the easiest level, and Red #2 the most difficult.



CHECK ANSWER

If you have answered incorrectly, the computer will automatically replace your wrong answer with the correct one. If you want to see your original answer, press the CHECK ANSWER disc. Your answer will appear in white numbers.

HOW TO PLAY

Have a parent or other adult check to see that the Master Component is plugged in and your TV set is turned on.



1. Turn Master Control Switch ON, insert cartridge, put THE ELECTRIC COMPANY™ MATH FUN™ overlay in your Hand Controller, and press RESET.

2. Now press the ENTER Key on your Hand Controller to begin play.

3. You will see "Player #1, No. of Problems," on your TV screen. Player #1 (left Hand Controller) then presses the Number Keys to select the total number of problems he wants to answer. The maximum number of problems you can select is 99. It may be advisable, however, to start with 10 or fewer. For 10 problems you would press Key #1 followed by Key #0. The number 10 will appear on your screen. Then press ENTER.

4. You will then see "Level" and a white square. Player #1 will choose his Level of Difficulty:

A. First, press the key corresponding to the

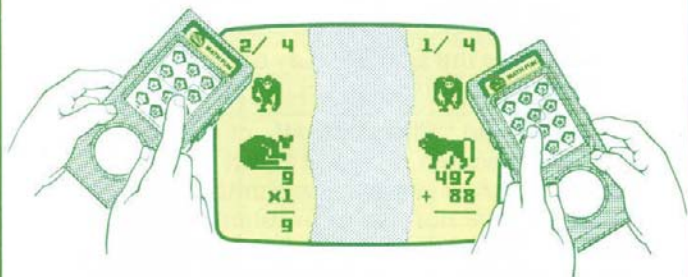


Color Level you want (black is easiest, red is hardest--see Color Level chart). The white square will change to the color chosen.

B. Next, choose the Skill Level by pressing the Number Key for the level you want. There are four Skill Levels for each of the first four Color Levels, and two Skill Levels for the Red Color Level (see chart). The number of the Skill Level you have chosen will appear.

C. Press ENTER.

5. Player #2 can now choose his own Number of Problems and Level of Difficulty. (If only one player wants to play, he can enter zero number of problems on the other Hand Controller--press "0" followed by ENTER.)



6. Two Gorillas will appear, one for each player, with a wide flowing river in between. As each Gorilla runs along the river bank he will encounter an obstacle in the form of a jungle animal accompanied by a problem in math. You answer the problem by pressing the Number Keys followed by ENTER (or ERASE if you want to change your answer). When you give an



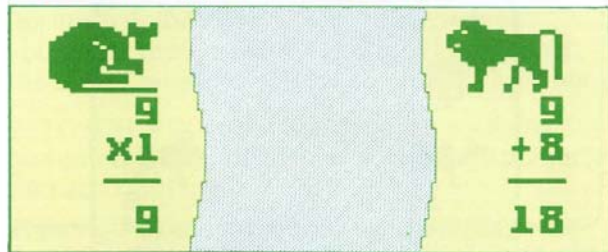
answer the numbers will appear on your screen one at a time starting at the right, then move left to their correct positions

as you complete your answer. For instance, if your answer is 346, it will appear like this: →

EXAMPLE

1	2	3
$\begin{array}{r} 366 \\ -20 \\ \hline 3 \end{array}$	$\begin{array}{r} 366 \\ -20 \\ \hline 34 \end{array}$	$\begin{array}{r} 366 \\ -20 \\ \hline 346 \end{array}$

A. If you answer *correctly*, the numbers in your problem will change in color from white to either *black* or *yellow* (whichever is the color of your Gorilla). The problem will then leave the screen entirely. Your Gorilla will run along to the beat of a drum and the next animal and problem will appear automatically.



B. If you answer *incorrectly*, the numbers in your problem will change in color from white to *blue*, and the *correct* answer will automatically replace your incorrect one. (Press CHECK ANSWER Disc if you want to see your original wrong answer.) You must then press ENTER *again*, at which point your Gorilla will be forced to jump into the river where he will be confronted by a crocodile and a new problem will appear.

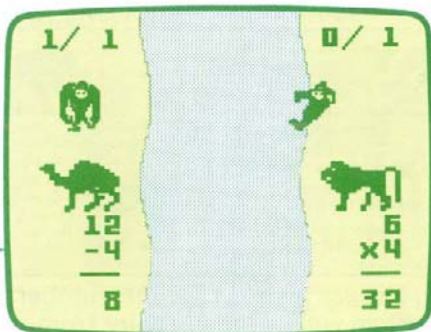


You must answer the new problem correctly in order to get your Gorilla back on dry land. If you give another wrong answer while your Gorilla is in the river, you must press **ENTER** *again* to make the next problem appear. Your Gorilla cannot jump out of the river until you answer correctly. (The computer will auto-adjust the Level of Difficulty in case your Gorilla is having trouble getting out of the river.)

LET'S LOOK AT A COUPLE OF PROBLEMS:

RIGHT ANSWER

The problem will leave the screen and the next one will appear automatically.



WRONG ANSWER

The computer will change it to the right answer. In order to continue, you must press **ENTER** to make your Gorilla jump into the river.

7. Continue play until you have answered all your problems. Your score will be kept by the



slashmark numbers at the top of the screen. The first digit is the number of problems you have answered correctly, and the second is the total number you have attempted up to that point.

Thus 3/5 means you have answered three problems correctly out of the five you've encountered so far. When you have answered all your problems your total score will be shown. Also, the time it took for you to complete your problems will appear beneath your final score.

8. When you have answered all your problems your Gorilla will do a victory dance and leave the screen. If one player has finished before another, the game continues until the second player has answered all his problems. If your Gorilla is in the river when you answer your last problem, he will jump out and leave the screen whether you answer correctly or not.

9. TO KEEP SCORE: Both players try same number of problems. Give yourself 100 points for each right answer.

Then figure out how long it took to answer the problems. (Multiply each minute by 60 and add on the extra seconds.)

Subtract the total number of seconds from the right answer score.

Example: If you got 7 right in 2 mins. and 10 secs.:

Your points:	700
Subtract	-130 ($2 \times 60 + 10$)
YOUR SCORE:	570

10. To start a new game, press RESET.



INTELLIVISION[®] MATTEL ELECTRONICS[®]

Advanced Dungeons & Dragons^{™*}

TREASURE OF TARMIN^{™*} CARTRIDGE
(INSTRUCTIONS FOR 1 PLAYER)



FOR COLOR TV VIEWING ONLY

*ADVANCED DUNGEONS & DRAGONS and TREASURE OF TARMIN 5300-0920 are trademarks owned by and used under license from TSR Hobbies, Inc.

The DREADED MINOTAUR and his monster companions built a complicated system of MAZES and DUNGEONS in the island of Tarmin to hide and protect the Great Treasure of dark ages. Along with other stolen riches, they took OBJECTS of SPIRITUAL POWERS and LETHAL WEAPONS. Now the castle with its GHASTLY OCCUPANTS and FIERCELY GUARDED TREASURES has lured you in...You begin your JOURNEY wondering whether you'll ever make it to the end...

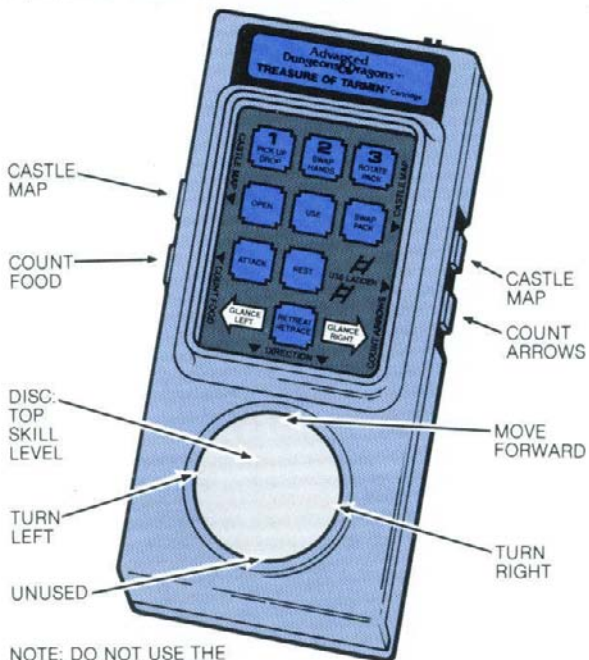
OBJECT OF THE GAME

ALONE in a deep web of endless rooms and corridors...you move on with a bow, a quiver of arrows, a sack of flour, and an empty pack toward DEEPER PATHWAYS...beyond which the TARMIN TREASURE can be found. Yet you know the DEVOURING MINOTAUR awaits you...at the end of your quest. You proceed cautiously through ILL-OMENED GATES and LADDERS and even HIDDEN DOORS. You bump into all kinds of combat and spiritual objects, some of which give you STRANGE POWERS when collected and then used. Your pack can only contain up to 6 objects, your hands 2 — but they can be swapped around and used in the best possible ways. So it's up to you to OUTSMART the EVIL FORCES...and GRAB the LOOT!



YOUR CONTROLS

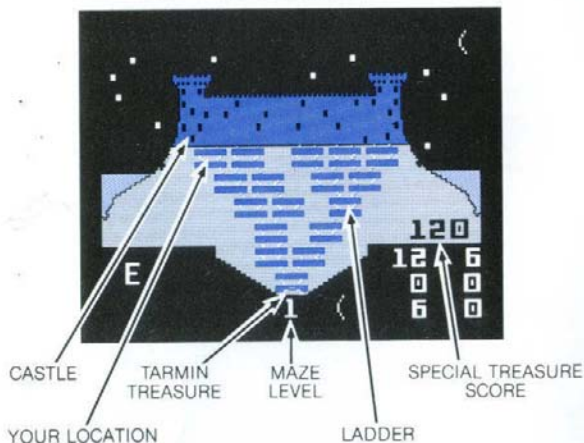
Slide ADVANCED DUNGEONS & DRAGONS™* TREASURE OF TARMIN™* cartridge overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see console owner's instructions for equipment connection details).



NOTE: DO NOT USE THE KEYPAD AND DISC OR SIDE BUTTONS AT THE SAME TIME.

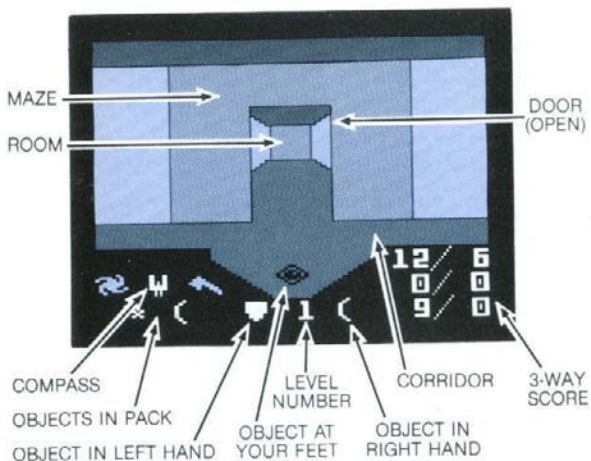
YOUR COMMANDS

CASTLE MAP



■ To LOOK at CASTLE MAP, press and hold either Upper Action Button. The FLASHING WHITE DOT will tell you where you are — level and location — in the maze system. Up to 12 levels can be seen on the map. The SMALL YELLOW CHEST in the center of the lowest level indicates the location of the TARMIN TREASURE... guarded by the MINOTAUR. This is the first of 256 levels where the treasure can be found. Each level down is filled with nastier monsters and magic items...and maybe the terrible Minotaur! You CANNOT look at the castle map while fighting a monster!

MAZE MAP



■ To **MOVE FORWARD**, **TURN LEFT**, or **TURN RIGHT**, press and hold **DISC** in corresponding position.

■ To **COUNT** number of **FOOD UNITS** you have, press and hold Lower Left Action Button. You'll hear a series of **CLICKS**. Each click corresponds to a food unit. You can collect up to 99 units of food by picking up flour sacks of 6 to 9 units each.

■ To **COUNT** number of **ARROWS** you have, press and hold Lower Right Action Button. You'll hear a series of **CLICKS**. Each click corresponds to an arrow. You can collect up to 99 arrows by picking up quivers of 6 to 9 arrows each.

■ To pick up or drop objects, press **PICK UP/DROP**. This relates to your RIGHT HAND only. Your hand must be empty to pick up something, otherwise this command will swap what is in your hand with what is at your feet.

■ To swap objects from one hand to another, press **SWAP HANDS**.

■ To rotate objects in your pack, press **ROTATE PACK**. Up to 6 objects will rotate in a CLOCKWISE direction, one position at a time, occupying the following clock positions: 1, 3, 5, 7, 9 and 11 o'clock.

■ To swap an object in your pack with an object in your right hand, press **SWAP PACK**. You can only swap an object occupying the 3 o'clock position in your pack.

■ To open an UNLOCKED CONTAINER at your feet, or a door or hidden door directly in front of you, press **OPEN**. Certain walls may contain a HIDDEN DOOR. If TRAPPED in a room, try this command when facing a wall.

■ To use an object in your right hand, or possibly act upon an object at your feet, press **USE**.

■ To attack a monster directly in front of you with the object in your right hand, press

ATTACK. You cannot attack while the objects in your left and right hands are flashing (this means it's NOT your turn). Monsters often attack first. Wait for your turn.

■ To **REGAIN** both your **WAR STRENGTH** and **SPIRITUAL STRENGTH** after a battle, press **REST**. The amount of rest you'll get will depend on the number of food units you have picked up. Each unit of food can give you up to 5 units of war strength and 2 units of spiritual strength.

■ To **GO DOWN** a **LEVEL** into a new maze using the ladder at your feet, press **USE LADDER**. Once used, a ladder **WON'T** allow you to **CLIMB UP** a level again. However, when you reach level 256, the deepest one, a ladder will place you back up to level 1.

■ To see what is to your left, press **GLANCE LEFT**.

■ To see what is to your right, press **GLANCE RIGHT**.

■ To go back where you were last or retrace your last step, press **RETREAT/RETRACE**. Press once to retreat and the monster will take one **LAST SHOT** at you. If you continue pressing this command, the monster will continue hitting you until you let up on the Disc.

GET READY

Start by setting the skill level:



Press
for Easiest



Press
for Easy



Press
for Medium

Press for Hard

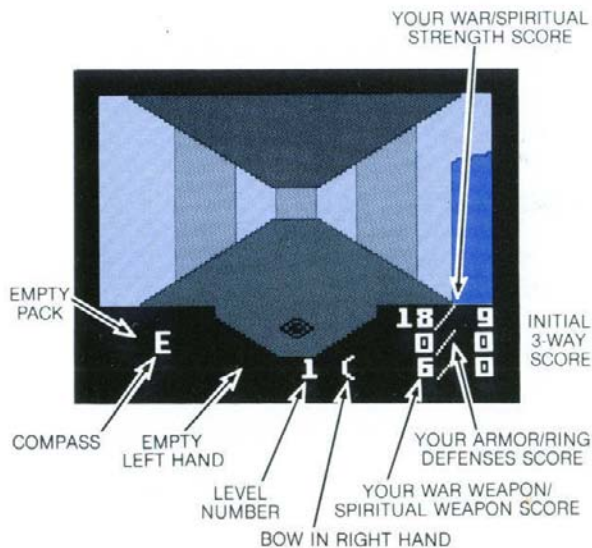
START YOUR JOURNEY!

Once a skill level has been set, the game begins immediately with a brief display of the overall CASTLE MAP.

The castle map comes and goes. You've been told where you are in the first maze level, by the FLASHING WHITE DOT. You've seen the ladders diagonally connecting the maze levels, and the TARMIN TREASURE (represented by a small YELLOW CHEST) right in the middle of the bottom level!

Here are your INITIAL CONDITIONS, depending on your skill level chosen:

GAME SKILL LEVEL	MINIMUM MAZE LEVELS	POSSIBLE LENGTH OF GAME	YOUR VULNERABILITY	YOUR WAR/SPIRITUAL STRENGTH	YOUR FOOD	YOUR ARROWS													
EASIEST	2	5-30 MIN	1/4	18/9	9	9													
EASY	4	1/4-1 HR	1/2	8	8	MEDIUM	8	1/2-3 HR	3/4	14/7	7	7	HARD	12	1½-5 HR	FULL	12/6	6	6
MEDIUM	8	1/2-3 HR	3/4	14/7	7	7													
HARD	12	1½-5 HR	FULL	12/6	6	6													



Now you're on your own in the NW corner of the maze...heading EAST...inside an outer corridor. You carry a BOW in your right hand, some ARROWS in the quiver, a little FOOD in a sack, and an empty pack. Neither the quiver nor the sack are seen. The pack occupies the area on the screen where the COMPASS is, and it is noticed only when stuffed with objects. Move in the direction you want to go, by pressing edge of **DISC**.



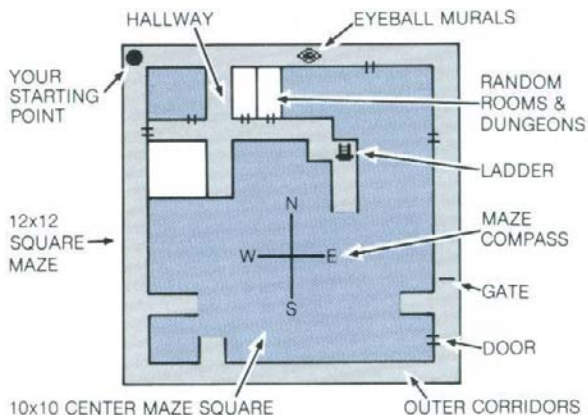
EYEBALL MURAL

Often, EYEBALL MURALS will appear to you. They are always in the outer corridors, MARKING the ENTRANCE to the interior of a maze. They come in three different colors. DARK GREEN indicates a war type maze, BLUE a spiritual type maze, and TAN a mixed type maze.

KNOW THE MAZE

Check your direction with the COMPASS. Look for OBJECTS and DOORS. Objects can be anything... such as weapons, containers, keys, useful items or treasures. Doors are usually easy to spot. But...

If TRAPPED in a DUNGEON, a HALLWAY, or a SECTION of the MAZE which seems to repeat itself endlessly, look for possible HIDDEN DOORS. Confront any suspicious wall as you would confront a regular door, and press



OPEN. If a hidden door exists, it will open. If not, turn around...step by step...and try other walls...or other pathways. Beware of OTHER DOORS...endowed with weird powers...



LADDER

A LADDER in your way will provide a quick exit, DOWN into a DEEPER LEVEL. Approach the ladder, and press **USE LADDER**. A suction sound will immediately transfer you! You may want to check your new position on the castle map, if you're still displayed on it.



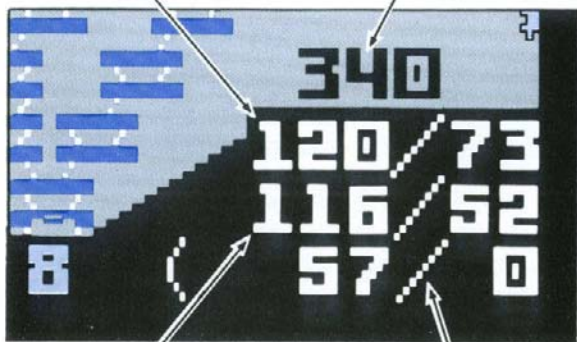
GATE

Sometimes you will encounter GATES in hallways. Going through a gate moves you over to an adjacent maze, but it may JUMBLE your WAR/SPIRITUAL strength SCORE. And you CANNOT go back through it! (REST AFTERWARD to regain some points and check your new score). Gates come in 3 colors: GREEN (makes you more war-like), BLUE (makes you more spiritual), and TAN (won't change you at all).

TREASURES DISAPPEAR when picked up, because you either carry them in your pockets or wear them. THEIR VALUES are recorded only on the castle map, in BLACK, directly above the 3-way scoring display.

YOUR WAR/SPIRITUAL
STRENGTH SCORE

YOUR TREASURE SCORE



YOUR ARMOR/RING
DEFENSES SCORE

YOUR WAR WEAPON/
SPIRITUAL WEAPON SCORE

QUIVERS and SACKS of FLOUR also DISAPPEAR when picked up. You'll be carrying them on your back!



QUIVER



SACK OF FLOUR

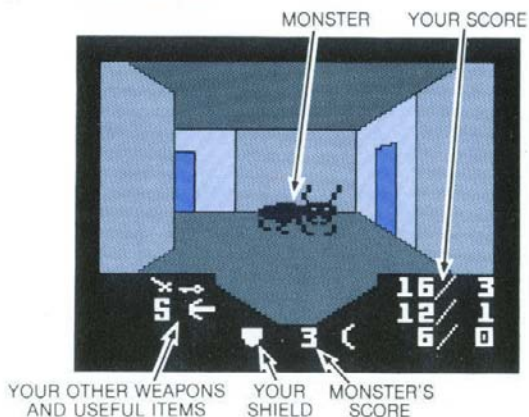
Other objects, like USEFUL ITEMS, may DISAPPEAR when picked up or used with your right hand. Or they may make you disappear...making you INVISIBLE to all monsters but the Minotaur (while also making the monsters invisible to you!) Such objects have SPIRITUAL POWERS.

To use a spiritual object, and it must be in your right hand or at your feet, press **USE**. Use immediately — rather than keeping it around — to build up your spiritual power, increase your score, and stand better chances of SURVIVING ATTACKING MONSTERS. Check spiritual points, if any, right of the slash of any of the three displayed scores.

ATTACKING!

You must have a weapon or magical item for use in your **RIGHT HAND** to fight. If you don't, swap a weapon from your left hand or pack. Or pick up a weapon that you find. Try to be prepared with a shield in your left hand. If order of objects in pack needs rotating, do so, and get your most effective weapon out!

Remember, many weapons and items will **VANISH** upon their use in a battle. So keep several weapons in your pack to ensure victory. Watch both **YOUR SCORE** and the **MONSTER'S SCORE** before and after every round of attack. Work out a **BATTLE STRATEGY**. Some monsters will knock you out with just one or two blows...if you're not careful!



Avoid attacking if your score looks weaker than the monster's. Press RETREAT/RETRACE and move away. Chances are you can PICK UP MORE WEAPONS in the hallways and dungeons and ATTACK LATER!

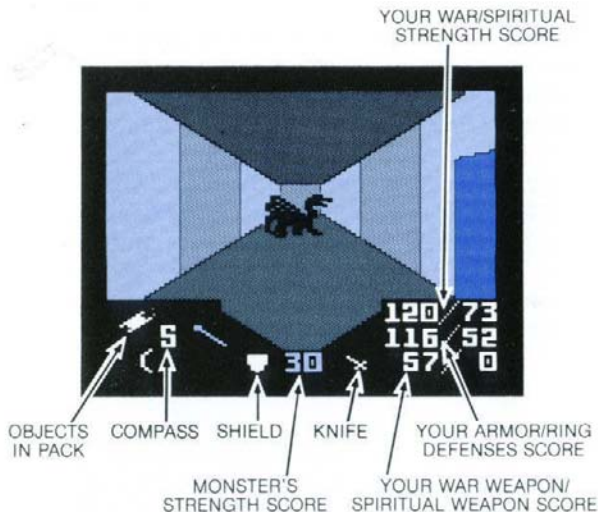
You can only attack a monster STANDING DIRECTLY IN FRONT of you, although a monster may attack you from a nearby position. Sometimes he might just run smack in front of you from BEHIND a DOOR that behaves strangely because of an OMINOUS SPELL. Watch out for those SURPRISE ATTACKS!

After the initial assault, you ALTERNATE ATTACKS. If you attack first, you CANNOT attack again until the monster has thrown something at you. The exchange will be brief if either you or the monster is much stronger. Or it may last quite a while if there is a balance of forces.

The BATTLE ENDS when either you or the monster DIES...or when you RETREAT. Monsters NEVER retreat. A dying monster will disappear in a cloud of smoke. His score will vanish too. If you DIE, your score will end up with a 0 on either side of the slash of your WAR/SPIRITUAL STRENGTH scoring display. However, cheer up! If you are worthy, you'll be REINCARNATED! And that means, a new opportunity for you to win!

SCORING

Your 3-WAY SCORING DISPLAY on BOTH MAPS plus your SPECIAL TREASURE VALUE SCORING DISPLAY on the CASTLE MAP tell you how you're doing. Anything LEFT of a slash on the 3-way scoring is a WAR-TYPE score, anything RIGHT of a slash is a SPIRITUAL score.



At the BOTTOM is the score of the object (WAR WEAPON or SPIRITUAL WEAPON) you have picked up for use in COMBAT...or to BUILD YOUR STRENGTH in preparation for such a combat. The score will remain on the screen as long as you hold the object in your RIGHT HAND. In the

MIDDLE is your ARMOR/RING body DEFENSES score. At the TOP is your overall STRENGTH (WAR and SPIRITUAL) score. Keep it high!

A similar overall STRENGTH score is kept for the monster attacking you! His comes in green or blue colors. GREEN for WAR-derived STRENGTH and BLUE for SPIRITUAL-derived STRENGTH. This score will appear DURING a BATTLE only and on the spot on the screen where normally the maze level indication appears. The score that appears initially is the weakest of his two — WAR or SPIRITUAL. Thereafter, is the score that was last damaged by your weapon used.

Notice that your MAXIMUM STRENGTH score (top line) under normal conditions is 49/24. But using useful items such as war or spiritual books or certain potions may change that! Notice also that your MAXIMUM WEAPON score (bottom line) is 99/0 (if WAR type) or 0/65 (if SPIRITUAL). Always check the SECRETS OF THE UNIVERSE tables to plan your STRATEGIES...and SURVIVE! And ultimately WIN the GAME!

SECRETS OF THE UNIVERSE

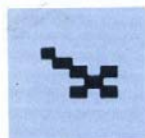
WAR WEAPON TYPES

SPECIAL SECRETS



BOWS

Use 1 arrow at a time;
bows may break



KNIVES

Vanish when used in
an attack



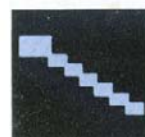
AXES

Vanish when used in
an attack



DARTS

Vanish when used in
an attack



SPEARS

Vanish when used in
an attack

WAR WEAPON TYPES

SPECIAL SECRETS

**CROSSBOWS**

Use 1 arrow at a time;
crossbows may break.

WAR WEAPON COLORS

POWER

TAN	WOOD/LEATHER	REGULAR POWER
ORANGE	RUSTY IRON	GREATER POWER
BLUE	STEEL	FAIR POWER
GRAY	SILVER	MEDIUM POWER
YELLOW	GOLD	HIGH POWER
WHITE	PLATINUM	SUPER POWER

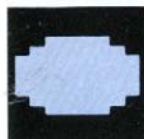


ARMOR TYPES

SPECIAL SECRETS

**SMALL SHIELDS**

Hold in left hand during fight

**LARGE SHIELDS**

Hold in left hand during fight

**GAUNTLETS**

Use to put on; best color is kept

**HAUBERKS**

Use to put on; best color is kept

**HELMETS**

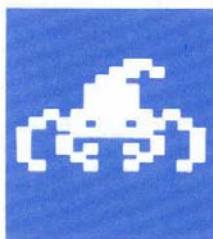
Use to put on; best color is kept

**BREAST-
PLATES**

Use to put on; best
color is kept

■ Wearing a piece of armor will protect you a little from war weapons thrown at you by monsters.

ARMOR COLORS & POWER: Same as WAR WEAPON



SPIRITUAL WEAPON TYPES

SPECIAL SECRETS

**SCROLLS**

Reusable; may break

**SMALL
FIREBALLS**Vanish when used in
attack**SMALL
LIGHTNING
BOLTS**Vanish when used in
attack**LARGE
FIREBALLS**Vanish when used in
attack**LARGE
LIGHTNING
BOLTS**Vanish when used in
attack

SPIRITUAL WEAPON TYPES

SPECIAL SECRETS

**BOOKS**Reusable; may break

SPIRITUAL WEAPON COLORS

POWER**BLUE**REGULAR POWER

GRAYGREATER POWER

WHITEFAIR POWER

PINKMEDIUM POWER

REDHIGH POWER

PURPLESUPER POWER

RING TYPES

SPECIAL SECRETS

**SMALL RING**Use to put on; best color is kept

**LARGE RING**Use to put on; best color is kept

■ Wearing a ring will protect you a little from spiritual weapons thrown at you by monsters.

RING COLORS & POWER: Same as SPIRITUAL WEAPON

CONTAINER TYPES

SPECIAL SECRETS

**MONEY BELTS**

Contents:
REGULAR
Open to grab contents

**SMALL BAGS**

Contents:
BETTER
Open to grab contents

**BOXES**

Contents:
FAIR
Locked; use key to
open and grab
contents

**PACKS**

Contents:
MEDIUM
Locked; use key to
open and grab
contents

**LARGE BAGS**

Contents:
GREAT
Open to grab contents

CONTAINER TYPES

SPECIAL SECRETS

**CHESTS**

Contents:
SUPER

Locked; use key to
open and grab
contents

■ Containers may contain bombs, which will hurt you when they blow up. There are 3 types of bombs. Nastier bombs will be found in better containers. There is no way of avoiding their blast.

■ When opened or unlocked, containers reveal a treasure or a useful item. The value of the treasure or item found depends on the type and quality of the container. Better treasures are found in better containers.

■ Use of a small potion increases the potential of all containers significantly while in effect. Attacking a monster with a container will make him take the container and forget about the fight.

CONTAINER COLORS

POWER







TAN

MILD QUALITY

ORANGE

GOOD QUALITY

BLUEBEST QUALITY

TREASURE TYPES	SILVER	VALUES GOLD	PLATINUM
 COINS	10	30	170
 NECK- LACES	20	70	200
 INGOTS	50	350	450
 LAMPS	100	150	220
 CHALICES	120	250	400
 CROWNS	300	500	600

■ Picking up treasures with your right hand automatically scores them for you. Read their special score in black on your overall castle map only. Watch each treasure being picked up disappear, since you'll be carrying it in your pocket or wearing it.

**USEFUL ITEM
TYPES**

COLORS

SPECIAL SECRETS



KEYS

- TAN Unlock tan containers
- ORANGE Unlock tan or orange containers
- BLUE Unlock any container



WAR BOOKS
(VANISH
ON USE)

- BLUE Increase your experience with war weapons; turn your war strength score blue when in use; raise maximum score to 99
- PINK Increase your experience with war weapons; turn your war strength score tan when in use; raise maximum score to 149
- PURPLE Increase your experience with war weapons; turn your war strength score white when in use; raise maximum score to 199



SPIRITUAL
BOOKS
(VANISH
ON USE)

- BLUE Increase your experience with spiritual weapons; turn your spiritual strength score blue when in use; raise maximum score to 49
 - PINK Increase your experience with spiritual weapons; turn your spiritual strength score tan when in use; raise maximum score to 74
 - PURPLE Increase your experience with spiritual weapons; turn your spiritual strength score white when in use; raise maximum score to 99
-

**USEFUL ITEM
TYPES****COLORS****SPECIAL SECRETS**

**SMALL
POTIONS
(VANISH
ON USE)**

BLUE

Refresh war & spiritual strength to maximum; help in fights, but lose 1 turn during fights

PINK

Help find better things in containers; magic ends with a little "whoosh" noise

PURPLE

Make you invisible to all demons except the Minotaur (while making them invisible to you); magic ends with a little "whoosh" noise

**LARGE
POTIONS
(VANISH
ON USE)**

BLUE

Raise war strength score by 10; help in fights, but lose 1 turn during fights

PINK

Raise spiritual power score by 10; help you, but lose 1 turn

PURPLE

Switch war & spiritual strength traits; help in fights, but lose 1 turn during fights

**SPECIAL
BOOKS
(NEVER
VANISH)**

BLUE

Teleport books move you forward in maze rooms in spite of walls, but not into monsters

PINK

Vision books allow you to see through walls for a time

PURPLE

Midas books turn treasures & war weapons platinum at your feet

■ Useful items are found only in containers.

BAD MONSTERS

COLORS

**GIANT
ANTS****BLUE
PINK
PURPLE****DWARFS****YELLOW
TAN
ORANGE****GIANT
SCORPIONS****BLUE
PINK
PURPLE****DWARFS
WITH
SHIELDS****YELLOW
TAN
ORANGE****GIANT
SNAKES****BLUE
PINK
PURPLE**

BAD MONSTERS**COLORS**

ALLIGATORS

BLUE
PINK
PURPLE

DRAGONS

BLUE
PINK
PURPLE

- Bad monsters use spiritual weapons only.
- Bad monsters are listed in order of increasing badness.

NASTY MONSTERS

	COLORS	
	WITH SHIELDS	WITHOUT SHIELDS



SKELETONS

WHITE	WHITE
GRAY	GRAY
ORANGE	ORANGE

CLOAKED
SKELETONS

WHITE	WHITE
GRAY	GRAY
ORANGE	ORANGE



GIANTS

YELLOW	YELLOW
TAN	TAN
ORANGE	ORANGE

- Nasty monsters use war weapons only.
- Nasty monsters are listed in order of increasing nastiness.

HORRIBLE MONSTERS	COLORS	
	WITH SHIELDS	WITHOUT SHIELDS
	WHITE GRAY ORANGE	WHITE GRAY ORANGE
	WHITE GRAY ORANGE	WHITE GRAY ORANGE
	MINOTAUR	PURPLE (Guards the Tarmin treasure)

■ Horrible monsters use either spiritual or war weapons.

■ In harder two skill levels, horrible monsters will shatter your weakest of two scores — war strength or spiritual strength.

■ All together there are 52 types of monsters; you'll find more of the nasty and horrible ones in the deepest levels...down to level 256...if you care to find them!

■ To win the game you must slay the Minotaur and grab the Tarmin treasure!

THE
MINOTAUR



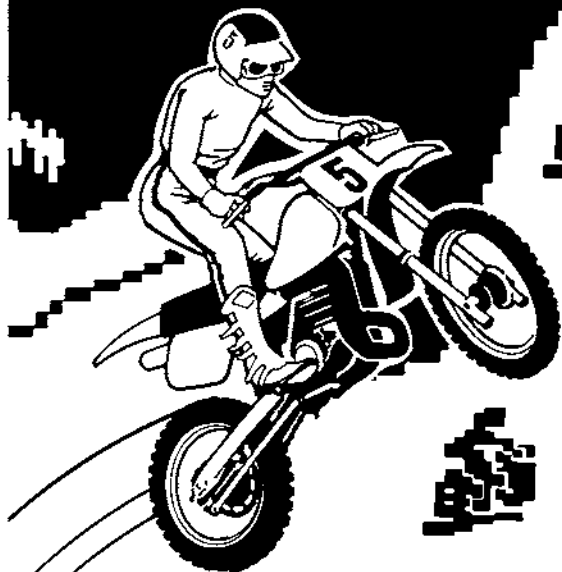
TARMIN
TREASURE

INTELLIVISION

MOTOCROSS

CARTRIDGE INSTRUCTIONS

(For 1 or 2 Players)



FOR COLOR TV VIEWING ONLY

3411-0920



Big time is here! Daredevil you! You'll prove once and for all that no one can outrace you, outshine you, in the frenzy world of MOTOCROSS!

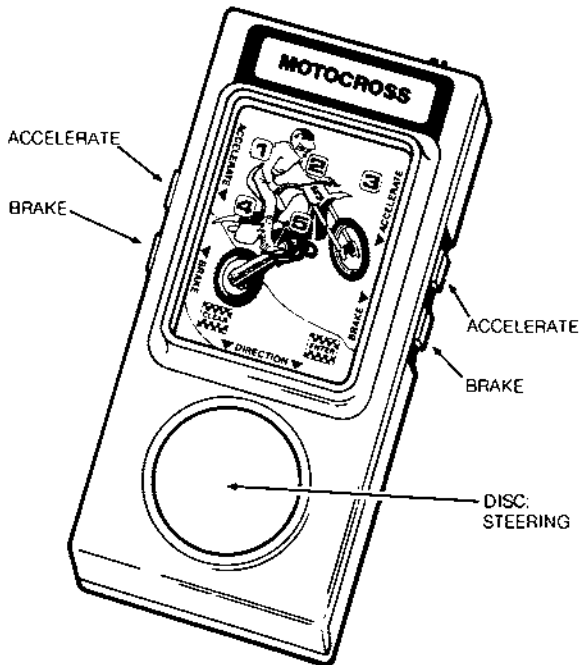
OBJECT OF THE GAME

You CHOOSE or DESIGN your own course — long straights, S turns, jumps, or combination of these. Get it easy or rough! You select the number of laps and the type of confrontation you want — you alone against the clock, you against another player, or you against the computer! Play it normal or in reverse direction! You are on your own now! Go! Clock starts! Watch YOUR TIME at the FINISH LINE! Or lay back...and watch the computer race its own bike!



YOUR CONTROLS

Slide MOTOXCROSS overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridges slot. (See console owner's instructions for equipment connection details.)



NOTE: DO NOT USE
THE KEYPAD AND DISC
AT THE SAME TIME



GET READY

Choose the Course Number and watch course design on map:

Press for Largest Course

Press for Rough Course

Press for Popular Course

Press for Custom Course

Press for Last Designed Course

Press any number key to continue.

Select the Number of Laps:

Press desired number on keypad.

Press for 10 Laps (maximum).

Enter Play Option:

Press for 1 Player

Press for 2 Players

Press for 1 Player against the Computer

Press for 1-bike Spectator Game

Press for 2-bike Spectator Game

Select Steering Option:

Press for Directional (screen oriented)

Press for Left/Right (bike oriented)

If 2-player game, each player must select the steering option on his Hand Controller.

If 1-player game, press or on LEFT Hand Controller.



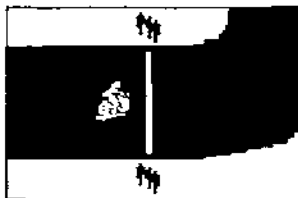
Choose Reverse Driving Direction:

Press **[1]** for Reverse Press **[2]** for Forward

Use LEFT Hand Controller to control the RED BIKE.

Use RIGHT Hand Controller to control the BLACK BIKE.

ON YOUR MARK!



As the race starts (clock's running!), press either TOP Action Button to make your bike move. Press longer to make it move

FASTER. Use Disc to steer your bike. If you selected "Directional" steering, press **[DISC]** in the direction you want your bike to go. Bike will turn to that direction. Release Disc after direction is reached. If you selected "Left/Right" steering, press **[DISC]** left to turn left; press **[DISC]** right to turn right.



Touch your **[DISC]** SLIGHTLY and DON'T OVERSTEER... otherwise your motorcycle will go berserk before your eyes, hurtle onto the grass, and

land your brave rider on top of his head!





Take advantage of a straight — ACCELERATE!
Keep pressing TOP Action Button!



Slow down BEFORE you reach a curve. Press
either BOTTOM Action Button to brake. Touch
DISC slightly to steer bike...so it doesn't side-
slip and skid off the road.





TAKING A CURVE AT TOO FAST A SPEED CAN ACTUALLY SLOW YOU DOWN

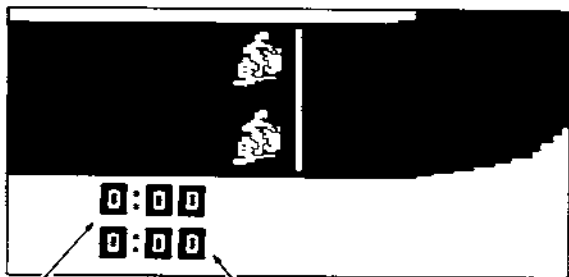
So many things can go wrong in a race...



Don't just zoom at top speed through a jump — slow down a bit and be careful...or you might end up eating dirt again!



TWO-BIKE RACES!



RED BIKE CLOCK

BLACK BIKE CLOCK

One player controls the red bike, the other the black. At time zero both bikes start at the line of departure...and WHHHRRRRR out and away they go! Watch both clocks begin to race, too!

BIKE TOO FAR BEHIND

BIKE FROZEN



CLOCK FROZEN

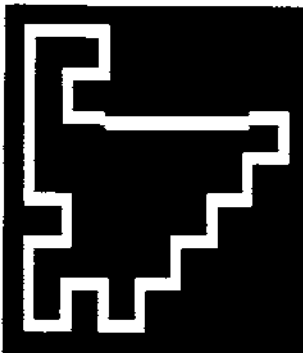
If a bike gets too far behind, it will cause the other bike to temporarily freeze...so both bikes appear on the screen at the same time. The bike



that is frozen also has its clock frozen. Then the action picks up again, both bikes and both clocks running.



Hitting another bike, with intent or by mistake, will mess your game and smack you down to the ground. So, try to avoid it.



MAKING YOUR OWN COURSE

When you choose Course #4 before the game starts, you are given an opportunity to DESIGN your own race course. A map



will be displayed immediately on the screen for you to start work. Use Disc to select a piece of the course, then press **ENTER**. Select another piece and **ENTER**. Press **CLEAR** anytime you want to remove a piece you already picked but won't use after all. And so on, until your design is completed.

Press **ENTER** to exit to the Number of Laps selection. Select the number of laps, then move on to the next game option selections as you normally do before starting a game. And play on the course you have just designed!

To play again on it, you will have to Press **5** (Last Designed Course) when choosing the Course Number at the start of your game option selections.

WINNING!

Winning means **CROSSING** the **FINISH LINE**, whether there are 1 or 2 bikes in the race. Bikes will drive off the screen and the clocks will stop. Player with the lowest time is the winner.

The maximum time possible is 999 sec. If you take longer than that, your time will always show 999!



PLAY AGAIN...

To start again, press a number key on any keypad.

Watch the following message on your screen:

Same Race?

1 — Yes Press for Yes.

2 — No Press for No.

REMEMBER...

SLIDES Traction is reduced when your bike goes faster. Start your turn in advance of a turn, or else your bike will slide.

JUMPS When your bike hits a jump, it will go into the air and land later. The faster your bike takes a jump, the higher and farther it will go.

COLLISIONS If your bike goes all the way off the course, it will spin and turn you upside down. Then the computer will assist you back onto the track. Computer controlled bikes can crash too. If a bike hits another, both bikes will spin and riders will turn upside down.

DISQUALIFIED A bike that goes too far backwards on a course will be disqualified. This occurs in a 2-player game or computer vs. player game.



MATTEL ELECTRONICS

Intellivision Intelligent Television

NIGHT STALKER™

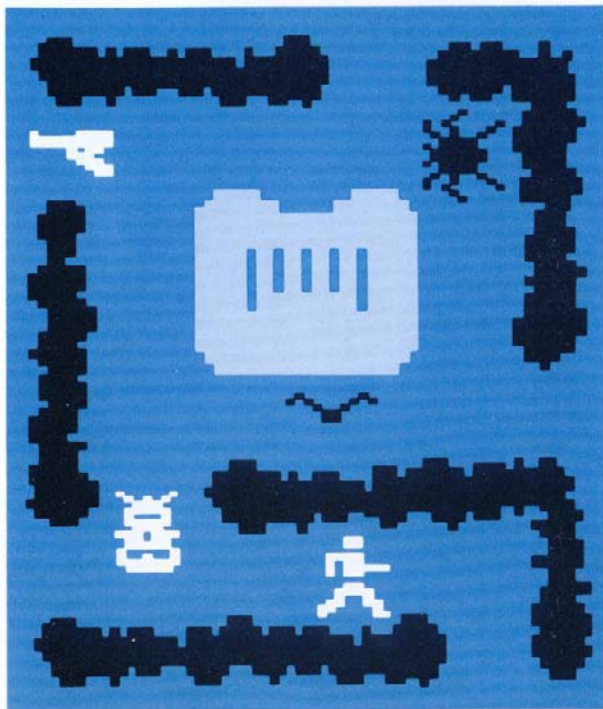
CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

OBJECT OF THE GAME

Your man is trapped in the maze. Robots relentlessly track him down. Keep him away from spiders and bats. Watch out for robot fire! React quickly. The key to survival is to destroy them — before they get the man! Rack up as many points as you can! It's you against them...to the end!



YOUR CONTROLS

Slide the NIGHT STALKER™ overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot (see owner's instructions for equipment connection details).

These are the game controls...



GET READY

To begin the game, press RESET. You see the NIGHT STALKER™ Title Screen. Now choose your speed:

Press  for the slowest speed.

Press  for speed 2.

Press  for speed 3.

Press  for the fastest speed.

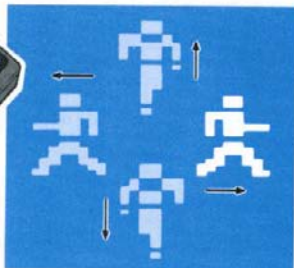
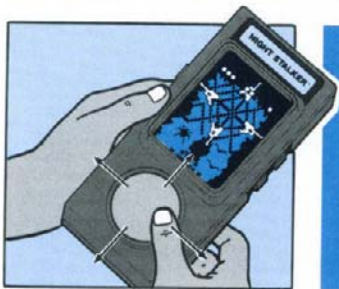
HOW TO PLAY



The game begins immediately, with the man inside the center bunker. His loaded weapon is lying in the maze and is flashing. The man must leave the bunker and land on the weapon to pick it up.



Press the Disc on your hand controller to move the man through the maze. Press the Disc edge in the direction you want the man to go.



Once the man has picked up the weapon, he has six bullets and can now shoot in four different directions.

Press  to shoot straight up

Press  to shoot down

Press  to shoot left

Press  to shoot right

NOTE: The man can run and shoot, but he cannot do both at once! Also you can only fire off a shot when the man is standing still and he has the weapon.



RULES OF THE MAZE



BUNKER: There is only one safe place for the man to hide...and that's inside the bunker, in the center of the maze. When he's inside, spiders and bats cannot bite him, and the robot's bullets will not harm him (until the Black Robot appears, see page 7).

IMPORTANT: If your man isn't all the way inside the bunker he can be blasted by robot fire!



MAN: You start off with 6 men. Each man can run and shoot, but he cannot do both at once. After one man is shot, the next one appears inside the bunker, and the number of men you have left shows on the screen. Each time you rack up about 10,000 points, you get another man. When your last man is downed by robot fire, the game is over!



WEAPON: The man's main defense in the creature infested maze is his loaded weapon. Each weapon holds six shots, and will drop bats, spiders and robots in their tracks. Remember, you can only shoot when the man is standing still!

IMPORTANT: Time your shots carefully! Once you fire, you cannot shoot again until that bullet disappears from the screen. While his bullet is traveling, the man can run to dodge alien fire.



The man is out of bullets when you see the weapon flashing on the screen. The man must then land on top of the weapon to pick it up.

Occasionally you might have bullets left after you have fired off six shots. When the weapon ran out of ammo, the next loaded weapon was placed right where your man was standing and he automatically picked it up. Keep on shooting!



SPIDER: A single menacing spider creeps throughout the maze, ready to bite the man whenever they come in contact. Once the man is bitten, he falls down, paralyzed for a few seconds. When he's down, he cannot fire his weapon or run. He's vulnerable to robot attack!

To avoid being bitten, fire off a shot. If it hits the spider, he vanishes. But another quickly appears in the spider's web and begins to crawl around. The robot's fire does not zap the spider!

The spider web is a semi-protected area. All the maze creatures and the man can enter the web. Sometimes the bullets from the man and the robot will penetrate the web. Sometimes they will not.



BATS: Two bats, hanging upside down, awaken and wing their way through the pathways of the maze. Either bat can bite the man when they come in contact. The man falls down and is paralyzed the same as when bitten by a spider. He cannot shoot or move.



After you shoot a bat, or a bat is hit by robot fire, it is replaced by another. But if it isn't a direct hit, he's still there to torment you!

IMPORTANT: The game changes once your score is over 5,000 points. Now when the robot fire or your shot hits a bat, a grey robot takes its place. If both bats get hit, you will have 3 robots and no bats after the man!



ROBOTS: The man's most persistent enemy in the maze is the robot. In the course of the game you will encounter five different types. As your score gets higher, the robots become more and more sophisticated. Each new robot has all the characteristics of the previous robot, plus new features.

All robots fire at the man! They have unlimited ammunition. Their shots are the same as the man's... only one bullet shows on the screen at a time.

When the man's bullet hits a robot, he explodes. Then quickly, another robot replaces him. Robots always enter the maze at the lower left corner.



Now let's take a look at these adversaries:



Grey Robot: This robot is slow on the attack. He patrols the maze at random, shooting only when he sees the man. After 5,000 points, when a bat is shot, this robot takes its place in the maze!



Blue Robot: After 5,000 points, a blue robot appears on the screen. He's more determined to track the man wherever he goes! He's hard to lose!



White Robot: After 15,000 points, the white robot appears and aggressively seeks out the man. The white robot's shield protects him from the man's bullets. It takes 3 bullets to penetrate the shield and blow this robot away!



Black Robot: After 30,000 points, the black robot appears and advances with power! He is capable of firing white "energy bolts" that absorb the man's bullets on contact.

After 50,000 points, this robot shoots yellow "energy bolts". These can now crash into the bunker and slowly wear it away. Once the bunker is gone, there's no safe place for the man to hide.



Invisible Robot: He's in the maze after 80,000 points, and is the ultimate aggressor! It's a sneak attack! His bullets are visible. That's your only clue about where he is!



SCORING



Destroy a spider and it's 100 points.



Destroy a bat and it's 300 points.



Destroy the grey robot and it's 300 points.



Destroy the blue robot and it's 500 points.



Destroy the white robot and it's 1000 points.



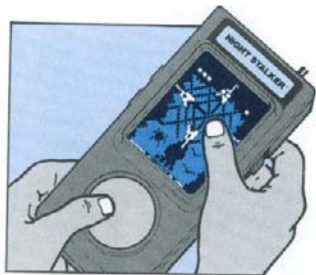
Destroy the black robot and it's 2000 points.



Destroy the invisible robot and it's 4000 points.

STRATEGY TIPS

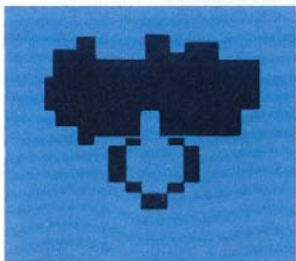
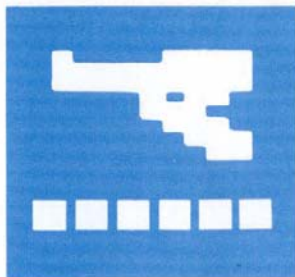
Place one hand on the Disc and the other on the keypad, ready to move the man or fire bullets at all times!



Once an aggressive robot is after the man, lay in wait at corners and intersections. When the robot advances, get off a shot and quickly retreat!



For the white, black and invisible robots, it's helpful to count your bullets. Try to use your last bullet to blast the robot. This gives you some time to run and pick up the weapon while the next robot enters the maze.



Knock off sleeping bats for quick points!

INTELLIVISION™

PINBALL

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)



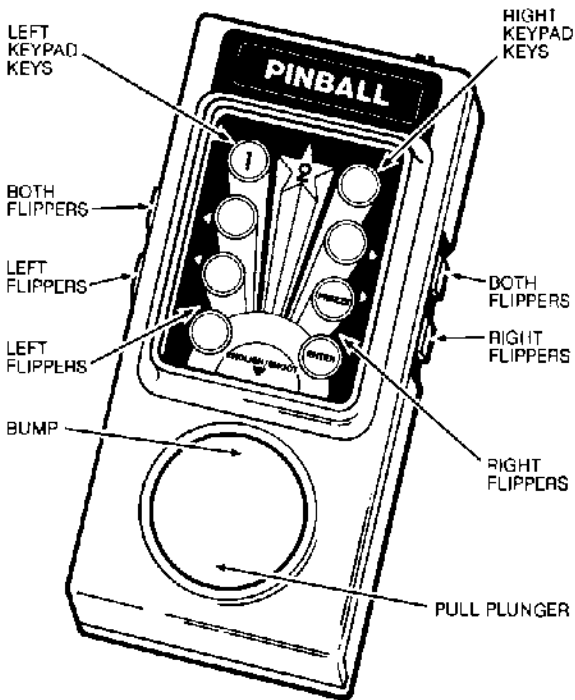
OBJECT OF THE GAME

Outscore an opponent. Or top your own best pinball score! There are three screens, each with a different playing set-up. You try to work your way up from screen to screen on the same ball. Get careless and you fall back again! Five balls each turn. Extra ball and bonus points for the Big Winners! Aim for targets, bounce off the bumpers. As in Arcade Pinball, the trick is to keep each ball ringing up points as long as you can!



YOUR CONTROLS

Slide PINBALL overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot. (See console owner's manual for equipment connection details.)



TOP OF DISC Press Disc top once to bump the "machine". Careful! Bump once too often and it's a TILT! You lose your turn & bonus points earned. Screen border turns purple!

BOTTOM OF DISC Press lower part of Disc to pull plunger back, take your shot. The longer you hold Disc down, the faster ball goes! (In 2nd & 3rd playing screens there is no plunger.)

TO INTERRUPT GAME: press and on either keypad.

TO START UP AGAIN: press ANY control.

DEMO MODE — GAME PLAYS ITSELF

When game title appears on your TV screen, DON'T DO ANYTHING. Game will shoot balls, hit targets, ring up points all by itself.

**Select 1 or 2
players:**

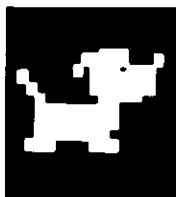
Pinball

To end DEMO, press ANY control, any time. Screen will read: "SELECT 1 OR 2 PLAYERS".

- To play for top score against yourself, press Key ...and press .
- For the two player game, press Key ...and press .

Start playing for REAL!





CARTOON ANIMALS Cartoon animals at screen bottom tell you who's up. When left animal blinks, it's the left player's turn, etc. In the two player game, **PLAYERS ALTERNATE** after each ball.



"WHAT BALL IS IT?" Digital display tells you which ball you're playing of the five you started with. On the **BLUE** screen, you can win an **EXTRA** ball and more chances to score extra points! (Number display will turn **RED**.)

"GAME OVER!" Whenever you lose all five balls — drained away, out of play — that's it! Final score totals will appear. Your **TOP SCORE** will show on the title screen after pressing **RESET**.



LET'S PLAY!

1. TOUCH ANY key to end DEMO.
2. ANSWER "Select 1 or 2 Players". Press or .
3. Press. to start the game.
4. Use DISC bottom to SHOOT BALL. FLIPPER KEYS or SIDE BUTTONS work the FLIPPERS. Use DISC top to BUMP. (Watch out for "TILTS"!)
5. Try to keep each ball in play as long as you can!
6. When it's "GAME OVER", press ANY side action BUTTON to bring up title. Then press ANY key to bring up "SELECT 1 OR 2 PLAYERS".

GREEN SCREEN — LOWEST LEVEL

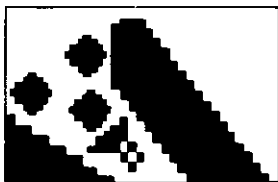
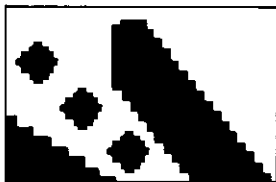
On the green screen you score points all these ways: Hit the spinners, bumpers & tombstone targets. Shoot the ball into the notches near the center of the screen for another way to boost



your totals. Hitting the bumpers adds speed to the ball & extra points. When bumpers are lit, you get even more points! Hit each pair of drop targets to light a bumper. Make blue gate swing by shooting ball through it.

TO UP YOUR SCORE...

- Aim for the upper PURPLE targets.
- Aim for bumper notches to make both cartoon animals appear. This also causes lane guards to appear, blocks the ball from "draining" away. Ball will carom back into action, keep ringing up points 3 times more! Each lane guard can be hit 3 times before it disappears. Guard turns RED when only 1 hit is left. Get ball into notches AGAIN and you get 3 more guard rebounds!



- Knock down a Tombstone Target in upper left corner and win a bonus! Knock down ALL Tombstone Targets and you send the ball into a GOLD MINE! Ball turns GOLD. All points from then on count DOUBLE!

Play continues until the ball "drains" down & away and you lose it out of play.





TO MOVE UP TO RED SCREEN:

Work up from screen to screen on the **SAME** ball.

1. Shoot ball through both V-shaped lanes at screen top.
2. **WHITE CUP** will appear. Shooting same ball into the **WHITE CUP** automatically moves you up to the **NEXT (RED) LEVEL** for **EXTRA SCORING** chances!

RED SCREEN — MIDDLE LEVEL

Red screen play will give you even more chances to score extra points & build your game totals. Hit bumpers to add velocity & extra points — still more when lit.



TO UP YOUR SCORE...

- Take careful aim and spell out "P I N B A L L" in the upper lanes with your shots.



- Knock down Twin Drop Targets, light CARTOON CRITTER & CUP.

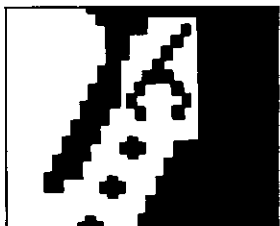
- Knock down QUARTET DROP TARGETS to activate MOVING TARGET. Hit MOVING TARGET within ten seconds and win 25,000 points!

- Shoot ball into CLAW:

1st time: one bumper lights up

2nd time: another bumper lights up

3rd time: third bumper lights up



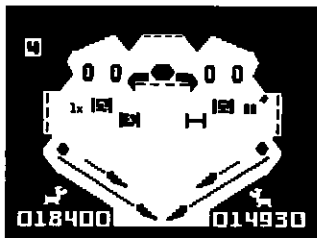


TO MOVE UP TO BLUE SCREEN:

1. Hit TWIN drop targets at upper screen right. This makes WHITE CUP appear.
2. Shoot same ball into WHITE CUP. (Lighted arrows guide your aim.)

BLUE SCREEN — TOP LEVEL

You've made it to the Big League! The Blue Screen will offer the highest chance of all to roll up points, IF you're a sharp enough shooter. Bonus opportunities and point multipliers really pay off on the Blue Screen!

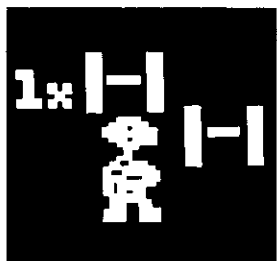
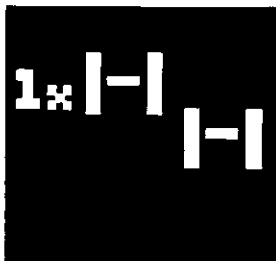


TO UP YOUR SCORE...

- Aim for the URANIUM bumper.
- Aim for the NUMBERED bumpers.



- Knock down the SIDE red drop targets.
- Knock down the TOP red drop targets.
- Knock down YELLOW drop targets.
- Work the PINK flip-up targets.



WIN AN EXTRA BALL! Knock down YELLOW drop targets 5 times in a row with the SAME ball. WHITE CUP will appear. Shoot the ball into the WHITE CUP.



SCORING

TARGETS	M/B*	POINTS
GREEN SCREEN — LOWEST LEVEL		
Purple Targets		20
Blue Gate (<i>each time it spins</i>)		10
Triangle Bumper		30
Mushroom Bumpers		50
<i>When lit</i>		200
Side Drop Targets		100
<i>All 4 down</i>	1B	
Tombstone Targets:		
<i>1st hit</i>	1B	100
<i>2nd hit</i>	1B	200
<i>3rd hit</i>	1B	300
<i>4th hit</i>	1B	400
<i>5th hit</i>	1B	500
<i>6th hit</i>	1B	600
<i>7th hit</i>	1B	700
<i>All 7 down</i>	1M	
Gold Mine (<i>turn ball gold, double score each hit</i>)		100
Ball into Notch		50
<i>If no lane guard, same side</i>	1B	
Ball into White Cup		4000
RED SCREEN — MIDDLE LEVEL		
Alternating letters B A L L	<i>When lit</i>	50
Spell out P I N B A L L		
<i>All letters lit</i>	1M	
Green Bumpers		50



TARGETS	M/B*	POINTS
Twin Drop Targets <i>Both down</i>	2B	300
Quad Drop Targets	1B	300
Ball into Claw	<i>1st time</i>	1000
	<i>2nd time</i>	2000
	<i>3rd time</i>	3000
Mushroom Bumpers <i>When lit</i>		50
		200
Moving Target	1M	25000
Ball into White Cup		7000

BLUE SCREEN — TOP LEVEL

Gray Bumpers		50
Uranium Bumpers		200
Numbered Bumpers (<i>x number on bumper</i>)		1000
Side Red Drop Targets <i>Each set</i>	3B	1000
Top Red Drop Targets <i>All 4 down</i>	4B/1M	1000
Yellow Drop Targets <i>All 4 down</i>	4B	1000
Pink Flip-Up Targets <i>All 4 down any order</i>	4B	200
	4B/1M	5000
		50000
<i>All 4 down LEFT TO RIGHT, increases numbered bumper value by 1</i>		
Ball in White Cup		EXTRA BALL
	<i>2nd time</i>	AWARD BONUS

*M = multiplier/B = bonus



BONUSES & POINT MULTIPLIERS

The small numbers that go up on your screen during game play are for BONUS (screen right) and point MULTIPLIERS (screen left.) They won't be counted in until your turn (that ball) is over. At the END of your turn, BONUS and MULTIPLIERS will affect your score!

For example: Let's say you've earned 650 points shooting the ball. If you have ALSO won 4 BONUS numbers and 2 MULTIPLIERS, your TOTAL SCORE would then be 8,650 points! ($1000 \times 4 \times 2$ plus 650.)



BONUS NUMBER cannot get bigger than 30 times.


MULTIPLIER cannot get bigger than 5 times.


BUT if you get ball into the WHITE CUP twice on the BLUE screen, BONUS & MULTIPLIERS will be awarded immediately. No waiting! This is the AWARD BONUS! Extra scoring opportunity!


REMEMBER: Bump too often & it's a TILT!
BONUS POINTS will be LOST!





WINNING TIPS!

 Watch the DEMO a couple of times. It's worth it to get a feel for the finer points of this game.

 Don't just fire away. Learn to TRAP the ball with one of the flippers. Cradle the ball until you can control it. Now you can AIM your shots & make them count.

 At the start, playing on the GREEN screen, the first thing to do is get the ball into both notches. That drops LANE GUARDS, keeps ball in play longer, not "drained" away.

 Shoot your way up to the higher levels right away! RED & BLUE screens have the real scoring action. Go for it from the first ball!

 Have a game PLAN. The way to score big in INTELLIVISION Pinball is to start a string. Knock down a whole series of targets or set up a chance at the high-score moving target. Build point totals with a scoring sequence.

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

Las Vegas Poker & Blackjack



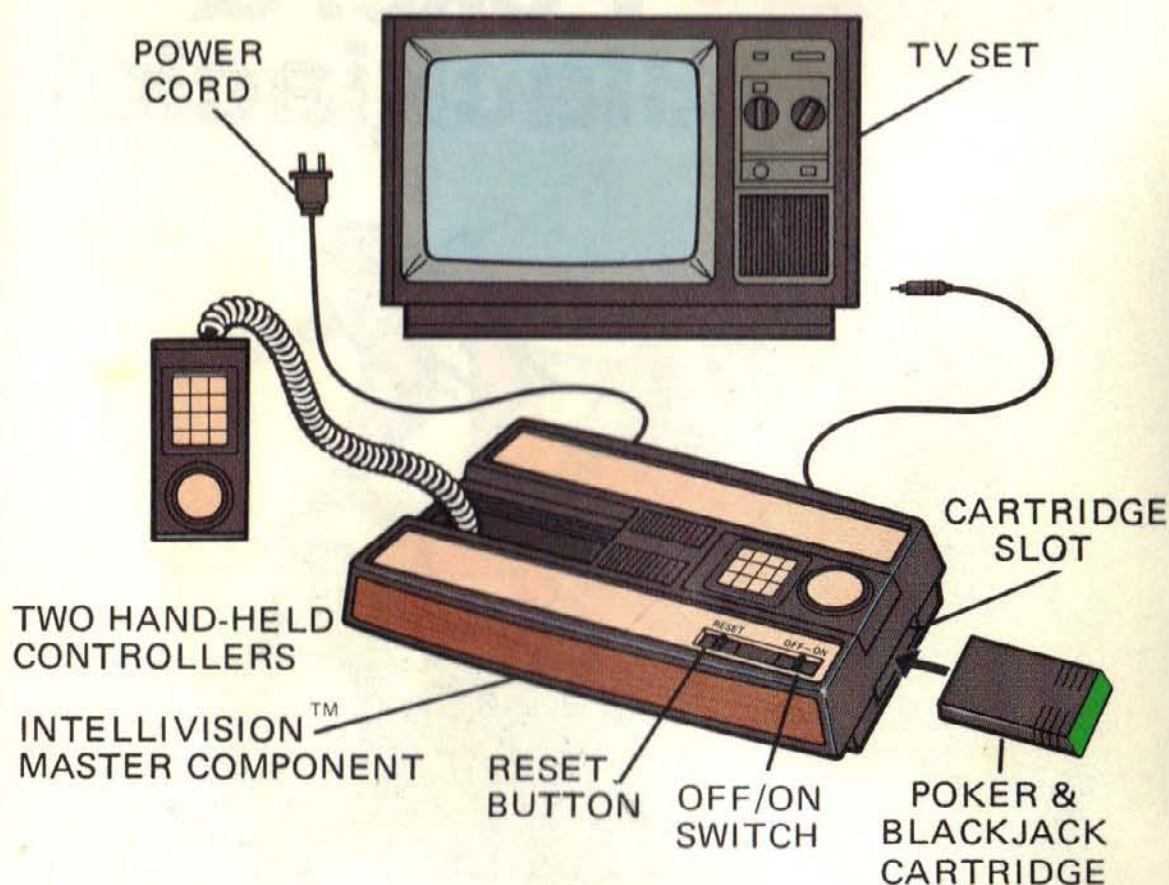
Hit! Stick! Raise! Discard? Drop! You win! One or two players can play against the dealer in Las Vegas POKER & BLACKJACK. Rules are identical to Las Vegas table rules. You have a choice of BLACKJACK or three different POKER games, and if you "win," you can carry your pretend winnings from one game to another. Keep in mind you'll need to be sharp to outplay the computerized dealer--he knows what he's doing!

HOW TO WIN! Of course it helps to get lucky! Still, if you want to play winning INTELLIVISION™ card games, read this booklet.

BLACKJACK • 5 & 7 CARD STUD • 5 CARD DRAW POKER

OBJECT OF THE GAME:

The whole idea is fun! You'll place your pretend bets and watch your simulated "WALLET" grow. Or watch it shrink as Lady Luck and your own card playing skill dictate!



MAKE SURE:

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

TV set is plugged in and properly adjusted.

LAS VEGAS POKER & BLACKJACK Cartridge is placed in slot and firmly engaged.

OFF/ON Switch is turned ON.

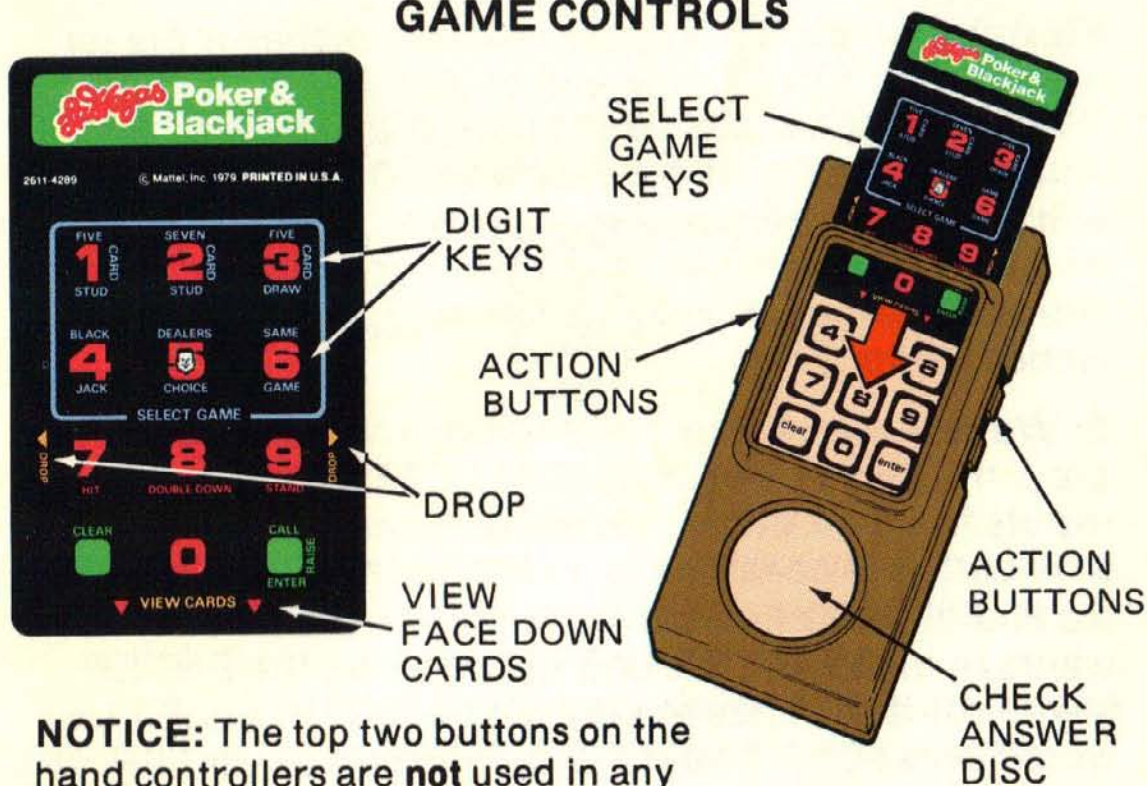
NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on the Keyboard Component, sold separately. (See instructions with Keyboard Component.)

PRESS RESET BUTTON: Title will appear on TV screen: "POKER & BLACKJACK"

ADD OVERLAYS: Find the two LAS VEGAS POKER & BLACKJACK keyboard overlays in the cartridge package with this booklet.

Remove hand controllers from the console. Insert an overlay into each hand controller as shown. Make sure they fit tight and are all the way in. The overlays will be your visual guide, game by game; 5-Card Stud Poker, 5-Card Draw Poker, Blackjack, etc.

GAME CONTROLS



NOTICE: The top two buttons on the hand controllers are **not** used in any of the card games.

BRING ON THE DEALER!

When you press View Disc on either hand controller, animated Dealer will appear on your TV screen.



Remember: he's computerized. He "talks" to you by means of cartoon balloons. Sometimes he only deals and acts as banker (Blackjack). Sometimes he participates (Poker)! Keep watching his eyes. He's shifty!



GENERAL INSTRUCTIONS

The following procedures apply to **all** of the card games:



FLASHING
ARROW



WINNER LOSER

1. DEALER and PLAYERS--in all games, when Dealer appears on the screen, letters P1 (Player #1) and P2 (Player #2) will also appear.

Flashing Arrow will appear next to whichever player has the next turn. At the end of each hand, the letter "W" will appear beside the player who WINS. An "L" will appear beside the player who LOSES. Also, Dealer will "smile" when he wins, "frown" when he loses. (In BLACKJACK, a "push" is a tie. For example, if both you and the dealer wind up with a 17, it's a standoff. Nobody wins.)

2. Wallet--this is your pretend Bank. At the start of play, the Dealer will ask "WALLET?" Each player then inputs the theoretical amount of money he wishes to play with. He does this by pressing the DIGIT keys on his Hand Controller corresponding to the amount he wants in his WALLET, and by pressing the ENTER key to confirm. Thus to play with a \$500 WALLET you would press DIGIT keys 5,0,0, followed by ENTER. If you change your mind about the amount of your WALLET, press the CLEAR key **before** pressing ENTER. Once ENTER is pressed, the amount cannot be changed.



If a player loses his entire WALLET, he is out of the game and his Hand Controller becomes inoperative. If



both players lose their WALLETS, the DEALER will say "BANKRUPT!" followed by "WALLET?", and the players can then enter new WALLETS. If only one player has lost his WALLET and wants to get back into the game, press reset, this will eliminate the WALLET of the remaining player who can then re-enter the same WALLET he had before pressing RESET.

The amount in a player's WALLET will be carried over into the next cardgame whether the same game or a different one is selected. For example, if you still had \$200 left after poker and wanted to switch to Blackjack, the WALLET (\$200) would carry over.

3. Ready--after both players have entered their WALLETS, the DEALER will ask "READY?" This is the time to select the game you want to



play, which you do by pressing the corresponding name key on your Hand Controller. You can also let the DEALER choose the next game by pressing "DEALER'S CHOICE." Only a player who is still in the game (still has a WALLET) can select the next game.

4. Bet--rules of theoretical betting vary with each game (see instructions for individual games) but the following procedure applies to all games:

Initially, when the DEALER asks "BET?", you input your simulated BET by pressing the DIGIT keys corresponding to the amount you want to BET, then pressing ENTER to confirm. In poker, to call, press CALL. To raise, press amount (say \$25) followed by RAISE. If you want to change your simulated BET, press CLEAR before pressing ENTER, then BET again. The amount of the BET will appear in each player's column just above the amount of the WALLET. As a

player wins or loses, the amount of the BET will be added to or subtracted from his WALLET.

Note: In BLACKJACK, the DEALER does not BET. He merely acts as banker. In the POKER games, however, he can BET, CALL or RAISE just like the other players.

Las Vegas

BLACKJACK



Object of the Game: To score as close to, but no higher than 21 points in a single hand while beating the dealer's total. If you are dealt a card that puts you **over** 21 points, you lose.

Card Values: All numbered cards 2 through 10 count for their face value. An ace counts for either one or eleven points (players' and DEALER'S option). All picture cards (Jack, Queen, and King) count for 10 points. The highest hand you can have is BLACKJACK, 21 points in two cards, which therefore must include an Ace and either a picture card or a ten. Whoever gets BLACKJACK, player or DEALER, automatically wins. As we said earlier, if a player and the DEALER have tie hands, it's a "push". Nobody wins or loses (you will note that in this case the DEALER neither smiles nor frowns).



A
BUST!

HOW TO PLAY

1. Turn Master Control Switch ON, insert cartridge, put LAS VEGAS POKER & BLACKJACK overlay in your Hand Controller, and press RESET.

2. The DEALER appears and asks both players (P1 and P2) for their WALLETS. The players enter their WALLETS by pressing the DIGIT keys followed by ENTER (see "WALLET" in General Instructions).

Note: If one player wants to play alone, he should enter a zero WALLET on the other player's Hand Controller--press 0 followed by ENTER.

3. The DEALER asks "READY?" Now select BLACKJACK by pressing the BLACKJACK key (same as #4 key). Either player may select. The DEALER will announce "BLACKJACK," and computer will automatically shuffle a full deck.

4. The DEALER will ask "BET?" The flashing arrow will appear next to P1 and he will make his first simulated BET by pressing the DIGIT keys for the desired amount, then pressing ENTER to confirm, or CLEAR if he changes his mind (see "BET" in General Instructions). **Note:** The first round of theoretical betting takes place before any cards are dealt. The flasher then moves to P2 and simulated BET is made.

Important:

- You cannot BET more than \$999 on one BET.
- Also, you cannot BET more than your WALLET.
- Minimum BET is \$1.
- If you disregard any of these rules, you will hear a loud buzz, try again.
- Remember, in BLACKJACK, the DEALER does not BET. He merely acts as a banker.

5. After both players have BET, the DEALER will deal the cards. His right hand will move, his eyes will shift from side to side (he is, however, an honest dealer), and the cards will appear. The DEALER gets one face down card and one face up card, and each player gets two "up" cards.



6. The DEALER says "HIT?", and the flasher appears next to P1, so he must decide whether or not he wants a "hit," that is, another card. If he decides he wants another card he presses the HIT (#7) key on his Hand Controller. If, however, decides to "stick" with his first two cards, he presses the STAND (#9) key. A player can ask for as many HITS as he likes so long as he does not exceed 21 points. If he **goes over 21**, an "L" (for "lose") will appear in his column, the DEALER will smile triumphantly, and the player's losing BET will be subtracted from his simulated WALLET.

The flasher will then move to P2 and Player will decide whether he wants to HIT or STAND. If, suppose, he decides to STAND, the DEALER will then reveal his "down" card. As in Las Vegas rules, if the DEALER has a total of **17 or more points on his first two cards, he cannot draw another card**. If, however, he has **fewer than 17 points** on his first two cards, he must continue to deal himself cards until he reaches 17 or more points--then he must stop.

7. **Double Down:** If a player is dealt a total of 9, 10, or 11 points on his first two cards, it may be advantageous to DOUBLE DOWN, that is, double his original simulated BET. He does this by pressing the DOUBLE DOWN key (#8 key) on his Hand Controller. He can do this **only after his first two cards**, and he will be dealt **one** additional card only. He **cannot** DOUBLE DOWN, however, if by so doing his BET would exceed his WALLET. Thus a player with a \$50 WALLET whose original BET was \$30, **cannot** DOUBLE DOWN as the resulting \$60 BET would exceed his WALLET. A loud buzz will inform a player who makes this error and his BET will be disallowed. If a player DOUBLES DOWN, the DEALER will say "DOUBLE" and immediately deal the card.

8. You can play BLACKJACK as long as you like by pressing either BLACKJACK or SAME GAME when the DEALER asks "READY?" at the end of each hand. Enjoy Las Vegas BLACKJACK!



RULES FOR
POKER

In all POKER games, the order of highest hands, from the highest down to the lowest, is as follows:

1. **Royal Flush**--Ten, Jack, Queen, King, Ace, in any suit (spades, hearts, diamonds, or clubs).



2. **Straight Flush**--Five cards in order of the same suit, but not as high as a Royal Flush. Example: 4,5,6,7,8, of clubs.

3. **Four of a Kind**--Four like cards of the same kind. Example: four 8's.



4. **Full House**--Three cards of one kind and two of another kind. Ex: three 10's and two 5's. Three 10's and two 5's is higher than three 9's and two Kings.

5. **Flush**--five cards of one suit. Ex: 4,6,7,J,K, of hearts. In the event of more than one player holding a flush, the flush with the highest card (or cards) wins.



(the different suits are not a factor in any Poker hand, so a flush in any suit is as good as a flush in any other suit.)

6. Straight--Five cards in sequence of any suit. Ex: 8,9,10, J,Q, in mixed suits.



7. Three of a Kind--Three like cards. Ex: three 7's.

8. Two Pair--Two cards of one kind and two of another. Ex: two 3's and two Queens. In the event of two hands holding the same two pairs, the hand with the higher fifth card is the winner. If the fifth card is also the same, it's a tie.



9. One Pair--Two cards of the same kind. Ex: two 6's. In the event of two hands each with a pair, the higher pair wins. If both hands have the same pair, then the hand with the highest three remaining cards wins.

10. High Card--If no hand has so much as a pair, then the hand with the highest card (or cards) wins. Ex: K,J,10,8,5, beats J,10,8,7,5, Also, K,J,10,8,5, beats K, J,10,7,5.



Las Vegas

5-CARD STUD



OBJECT OF THE GAME:

To draw the highest Poker hand. Only the "house" (DEALER) "settles up" (pays and collects simulated bets), but you must beat both the DEALER and the other player. There is only one winner per hand.

HOW TO PLAY

1. Ready?--When the DEALER asks "READY?", it's time to select your game. Press FIVE CARD STUD (same as #1 key) on your Hand Controller. The DEALER will "announce" the game and you'll hear him shuffle the cards (computer actually shuffles a full deck).

2. Ante Up--The DEALER requests an ANTE, which is a simulated \$1 per player (for all POKER games). The POT then shows \$3, since the DEALER and both players have theoretically anted \$1 each (automatic ante). Each player has \$1 subtracted from his WALLET. The cards are dealt, one "down" and one "up" to each player.



3. Time to Bet--DEALER says "BET?" [0], meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the players.



The flasher appears next to the player with the highest card showing and he BETS first. (This could be the dealer.) To BET, press DIGIT keys followed by ENTER (see BET in General Instructions). The **maximum** simulated BET (per turn) is **\$99**. You can never BET more than your WALLET. However, you can CALL (match preceding BET) and go in the "hole", resulting in a minus WALLET--see step #7.

RAISING YOUR BET:

If the bet to YOU is **\$100** and you want to raise **\$25**

PRESS

2 + **5** + **RAISE**

If a **second** player (besides the dealer) is in the game, he will bet next.

Now it takes **\$125** to stay in the game.

Some more facts about betting;

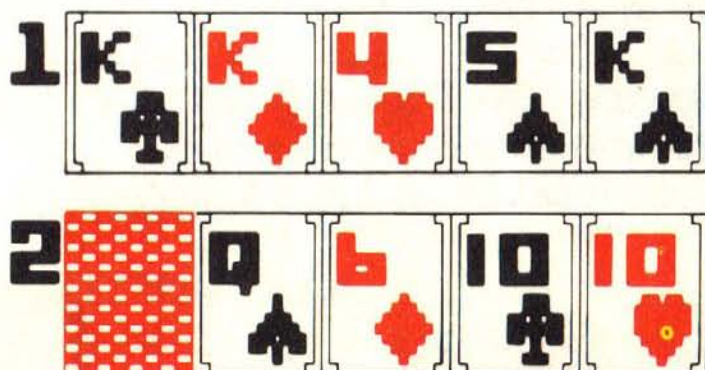
- Your simulated BET will appear on the screen just above your WALLET.
- As all BETS are made they are added to the total POT.
- If you change your mind about your BET, press CLEAR (before pressing ENTER), then BET again.
- If you want to CALL (match the preceding BET), just press the CALL key (same as RAISE and ENTER key)
- If you just want to pass, "check" your hand (which you can only do if there is no new BET or RAISE preceding your turn) press ENTER.
- The DEALER will "announce" all BETS, RAISES, and CALLS, including the amounts involved.

4. Play the Hand--Three more "up" cards will be dealt to each player. You BET, CALL, or RAISE in order each round of cards, the hand with the highest cards showing always betting first.



5. Want To Check Your Hole Card?--Press the "VIEW CARDS" disc on your Hand Controller to see your "down" card. Ask the other player to look away at this point, since you must beat him as well as the DEALER!

PRESS VIEW
CARD DISC
ON HAND
CONTROL



6. Want To Drop--If you don't think you can win and want to drop out ("fold" your hand)--press any side button on your Hand Controller, DEALER will announce "DROP" and your cards will disappear from the screen.

7. Get Lost!--If you've tried to make a simulated BET that exceeds your WALLET, the DEALER will let you know by announcing



GET
LOST!

"GET LOST!" Your BET will be disallowed. You can, however, exceed your WALLET to CALL--you will then see a minus WALLET on the screen. To get back in the game you must press the RESET button on the Master Component and both players will have to enter WALLETS. (Amounts they have at this point.)

8. Who Won?!--After all the cards have been dealt and all BETS called, all "down" cards will turn over. A "W" will appear next to the winner and the DEALER will announce what the winning hand is, for instance, "THREE OF A KIND." The POT will theoretically be added to the winner's WALLET (unless, of course, the DEALER wins).



9. Want To Play Again?--To play another hand of 5-CARD STUD, press either FIVE CARD STUD (same as #1 key) or SAME GAME (#6 key). You can also select any other game or leave it up to the dealer (DEALER'S CHOICE, #5 key).

- Beware! The DEALER can bluff! (So can you!!)
- No limit on number of raises.
- Good luck! Enjoy Las Vegas 5-CARD STUD!

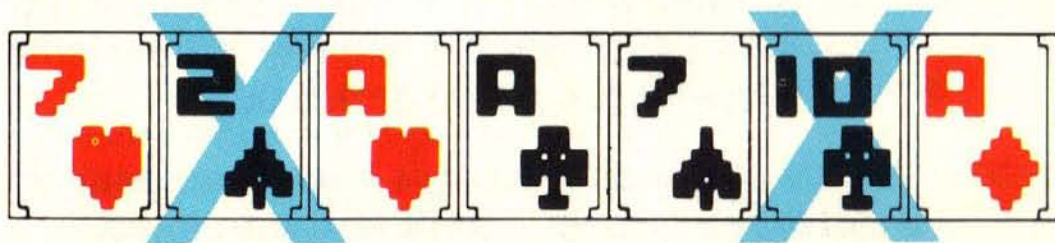
Las Vegas

7-CARD STUD



The rules for 7-CARD STUD are identical to the rules for 5-CARD STUD except for the following:

1. Each player is dealt seven cards instead of five.
2. There are three "down" cards instead of one. They are the first, second, and seventh cards.
3. The first round of simulated betting takes place after the third card ("up" card) is dealt.
4. You use the best five out of your seven cards to make your highest hand.



With above points in mind, follow 5-CARD STUD Instructions to play 7-CARD STUD. Try playing 5-CARD STUD first and you'll have no problem moving to 7-CARD STUD. (Note: SEVEN CARD STUD key on your Hand Controller is same as #2 Key.)

Las Vegas

5-CARD DRAW



OBJECT OF THE GAME:

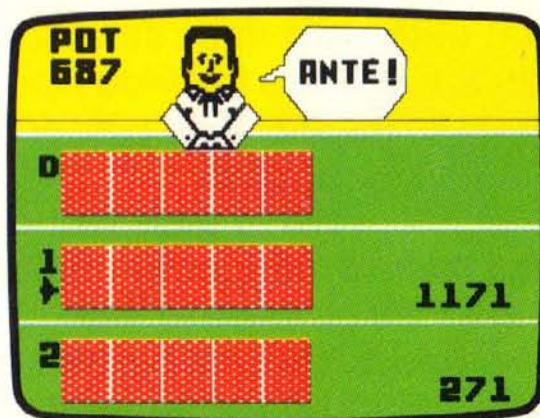
To draw the highest Poker hand. Only the "house" (DEALER) "settles up" (pays and collects simulated bets), but you must beat both the DEALER and the other player. There is only one winner per hand.

HOW TO PLAY:

1. Ready?--When the DEALER asks "READY?", it's time to select your game. Press FIVE CARD DRAW (#3 key) on your Hand Control. The DEALER will "announce" the game and you'll hear him shuffle the cards (computer actually shuffles a full deck).

2. Ante Up!--The DEALER requests an ANTE, which is a simulated \$1 per player (for all POKER games). The POT then shows \$3, since the DEALER and both players have theoretically anted \$1 each (automatic ante). Each player has \$1 subtracted from his WALLET.

The cards are dealt, five "down" cards to each player.



3. Want to See Your Cards?--Press the "VIEW CARDS" disc on your Hand Controller to see your cards. Ask the other player to look away at this point, since you must beat him as well as the DEALER!

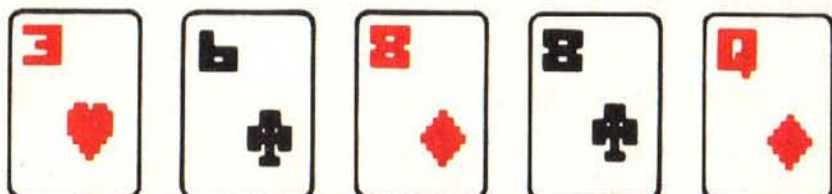
4. Time to Bet!--DEALER says "BET?" [0], meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the other players.

The flasher appears next to Player #1 and he BETS first (Player #1 always BETS first in 5-CARD DRAW). To BET, press DIGIT keys followed by ENTER (see BET in General Instructions). The **maximum** simulated BET (per turn) is \$99. However, you can never BET more than your WALLET. You **can** CALL (match preceding BET) and go in the "hole," resulting in a **minus** WALLET.

(Review More Facts About Betting: See 5-CARD STUD BETTING section.)

- Your simulated BET will appear on the screen just above your WALLET.
- As all BETS are made they are added to the total POT.
- If you change your mind about your BET, press CLEAR (before pressing ENTER) then BET again.
- If you want to CALL (match the preceding BET), just press the CALL key (same as RAISE and ENTER key).
- If you want to RAISE, press the RAISE key after pressing the DIGIT keys. You should not include the amount of the previous simulated BET in your RAISE. For instance, if the previous simulated BET is \$100 and you want to RAISE \$25, just press the DIGIT keys for 25, then press RAISE.
- If you just want to **pass** (which you can only do if there is no new BET or RAISE preceding your turn), press ENTER.
- The DEALER will announce all BETS, RAISES, and CALLS, including the amount of money involved.

5. Discard?--After all simulated first round BETS have been called, the DEALER will ask "DISCARD?", and each player starting with Player #1 will decide how many cards in his hand, if any, he wants to replace. To do this press DIGIT keys 1,2,3,4, or 5 which correspond to your cards reading from left to right. Let's look at an example:



Player decides he wants to keep his pair of 8's and discard the 3,6, and Queen. He would then press Key #1 (to discard the 3), Key #2 (to discard the 6), and Key #5 (to discard the Queen). Three new cards will then be dealt automatically. **Important:** If you want to replace only **one** or **two** cards, you must press ENTER after discarding in order to be dealt your new cards. Discarding **three** as in above example produces automatic replacement without pressing ENTER. You cannot replace **more than three** cards under any circumstances! If you do not want **any** new cards, just press ENTER.

6. Bet Again--Time for the final round of simulated betting. Follow same procedure as step #4.

7. Want To Drop?--If you don't think you can win and want to "fold," press **any side button** on your Hand Controller. DEALER will announce "DROP" and your cards will disappear from the screen.

8. Get Lost!--If you've tried to make a simulated BET that exceeds your WALLET, the DEALER will let you know by announcing "GET LOST!"

A green graphic with the text "-67" in a bold, black, pixelated font.

Your BET will be disallowed. You can, however, exceed your WALLET to CALL (match preceding BET) at any time. You will then see a **minus WALLET** on your screen.

9. Who Won?!--After all bets on the second round have been called, the "down" cards will turn over. A "W" will appear next to the winner and the DEALER will announce what the winning hand is, for instance, "TWO PAIR." The POT will theoretically then be added to the winner's WALLET (unless, of course, the DEALER wins).

10. Want To Play Again?--To play another hand of 5-CARD DRAW, press either FIVE CARD DRAW (#3 key) or SAME GAME (#6 key). You can also select any other game or leave it up to the dealer (DEALER'S CHOICE, #5 key).



- Beware! The DEALER can bluff! (So can you!!)
- No limit on the number of raises.
- Good luck! Enjoy 5-CARD DRAW!

— 90 DAY LIMITED WARRANTY —

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

INTELLIVISION® Intelligent Television

CARTRIDGE INSTRUCTIONS
(1 PLAYER VS. THE COMPUTER)

ROYAL DEALER™

FOR COLOR TV VIEWING ONLY



5303-0920-G1

Pull up a chair and join the party! Your computer-controlled opponents are ready to take you on, in four card game classics — CRAZY EIGHTS, RUMMY, GIN RUMMY and HEARTS. Computer shuffles the deck and deals. Your choice of 1, 2 or 3 poker-faced ladies play the opposing hands. You provide the peanuts and chatter. The computer provides the challenge.

ROYAL DEALER

CRAZY EIGHTS	1
RUMMY	2
GIN RUMMY	3
HEARTS	4

GAME:

WHEN YOU SEE THE GAME TITLE, PRESS THE [DISC] TO SEE YOUR GAME CHOICES.

1. Select a game by pressing the number key for that game. Then press [ENTER].

GIN RUMMY — Game starts automatically since you can only play against one opponent.

ALL OTHER GAMES — Select number of opponents.

2. Press one of the number keys to select number of computer-controlled opponents.



CRAZY EIGHTS Select 1, 2 or 3 opponents.

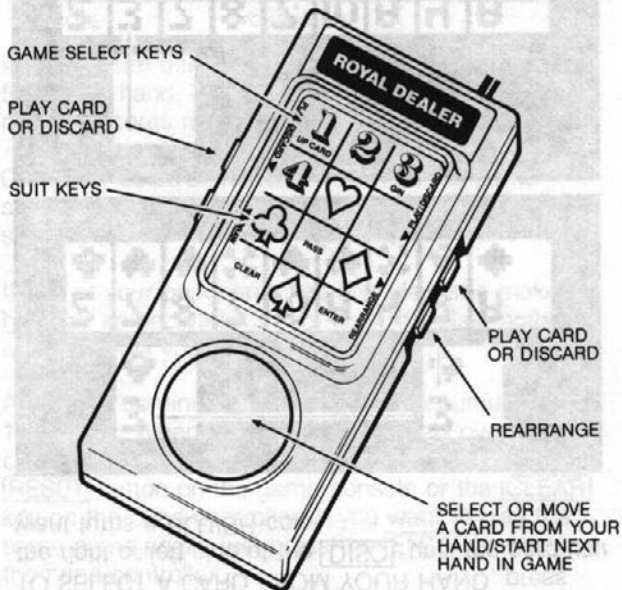
RUMMY Select 2 or 3 opponents.

HEARTS Select 2 or 3 opponents.

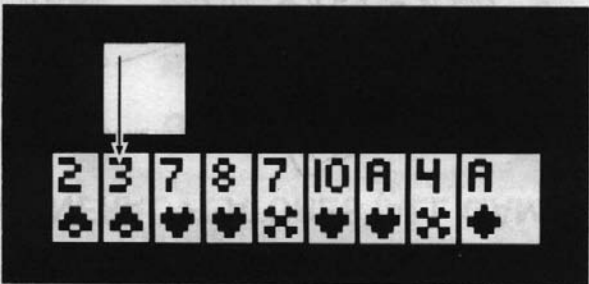
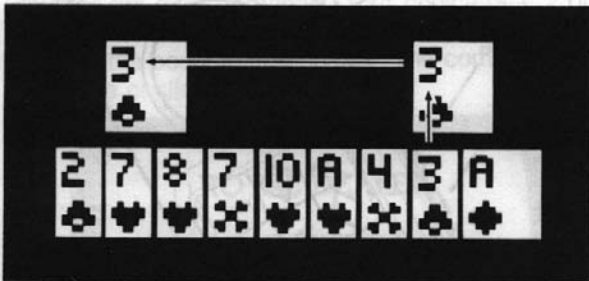
Then press **ENTER**. Game starts automatically.

Use the **CLEAR** key, before pressing **ENTER**, to change either game selected or number of opponents. After you have pressed **ENTER**, changes can be made by pressing **RESET** on the game console and starting over.

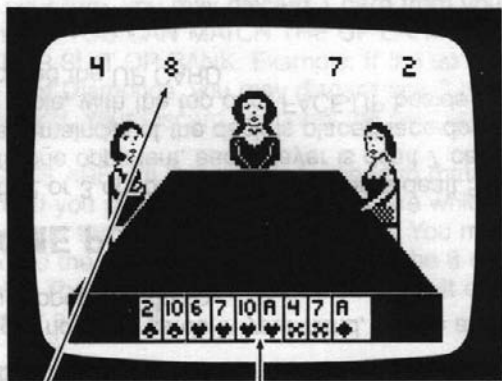
GENERAL FEATURES (ALL GAMES)



TO SELECT A CARD FROM YOUR HAND, press the right or left side of the **DISC**, until the card you want turns a BLUISH color.



TO REARRANGE A CARD WITHIN YOUR HAND, press the **DISC** to select the card, then press the LOWER RIGHT SIDE BUTTON, marked **REARRANGE**. The selected card will move up, out of your hand. Use the **DISC** to move it above the desired position. Then press the **REARRANGE** button again. The card will drop back down into your hand. You can only rearrange your cards each time



SCORE

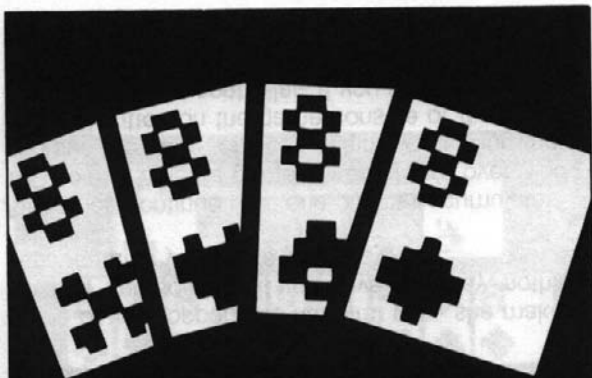
YOUR HAND

it is your turn before playing or discarding a card from your hand. Your score is WHITE. Other players' scores match the color of their clothing.

Computer deals all hands as soon as the game starts. Your hand is dealt facing you. You do not see opponents' hands during game play.

If one of your opponents has first play, she makes her play immediately. If you have first play, nothing happens until you make your play.

All games continue until one player accumulates 100 points. When a game is completely over, you can see the game choices again by pressing the **RESET** button on the game console or the **CLEAR** key on the hand controller. If you want to play the same game again, just press the **ENTER** key on the hand controller.



CRAZY EIGHTS

(For 1-3 opponents)

OBJECT OF THE GAME

To get rid of all cards in your hand, before any of your opponents do so.

GAME PLAY

With 2 or 3 opponents, each player is dealt 5 cards. With one opponent, each player is dealt 7 cards. The remainder of the deck is placed face-down on the table, with the top card FACE-UP beside it. This is called the UP CARD.

On your turn, you may discard 1 card from your hand, IF YOU CAN MATCH THE UP CARD IN EITHER SUIT OR RANK. Example: If the up card is the 6 of Diamonds, you may discard any 6 or any Diamond. Your discard becomes the new up card.

EIGHTS ARE WILD and may be used to match any card. If you play an 8, you must declare which suit you want the 8 to represent. Example: You may discard the 8 of Hearts and declare it the 8 of Clubs. The next player must match the suit of Clubs or play another 8.

IF YOU CANNOT MATCH THE CURRENT UP CARD, YOU MUST DRAW FROM THE DECK, until you receive a matching card. If you have 15 cards in your hand and still cannot discard, you may PASS.

SCORING

The first player to "go out" (get rid of all cards in his or her hand) gets 20 POINTS plus 1 POINT for every card remaining in each opponent's hand. The game continues until 1 player accumulates 100 points. That player wins. A GAME always includes more than 1 round or "hand".

GAME CONTROLS

These are the controls you will use in Crazy Eights.

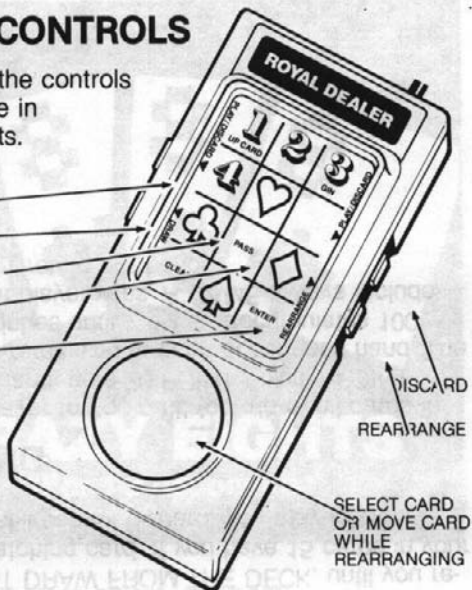
DISCARD

DRAW

SUIT KEYS

PASS

ENTER



TO SELECT A CARD, press the **DISC**. (Details on page 2.)

TO DISCARD, press either **DISCARD** button (side, top). Computer will not let you discard an unmatching card.

TO DRAW A CARD FROM THE DECK, press the **DRAW** button (lower left side). Be careful not to press Discard instead of Draw.

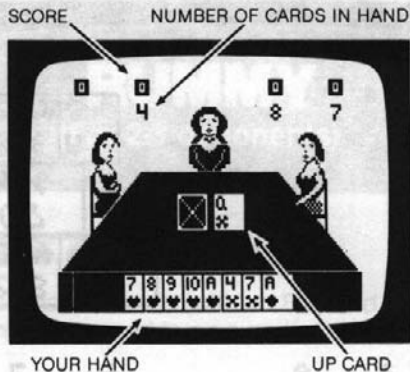
TO DECLARE A SUIT, after discarding an 8, press the desired **SUIT** key, then the **ENTER** key. You

may change the suit, by pressing a different Suit key, BEFORE you press Enter.

TO PASS, if you have 15 cards and still cannot discard, press the **PASS** key.

TO REARRANGE THE CARDS IN YOUR HAND, see directions on page 2. This is probably unnecessary in a game of Crazy Eights.

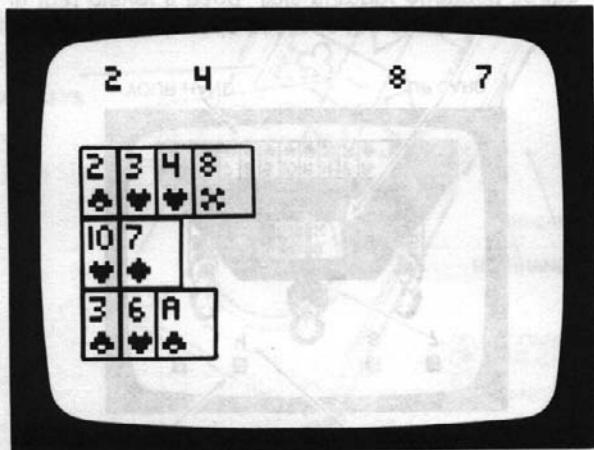
SCREEN FEATURES FOR CRAZY EIGHTS



Below each player's score is the number of cards in that player's hand. This number changes as the player draws from the deck or discards.

Your opponents take their turns automatically. When it is your turn to play, you will hear a musical tone.

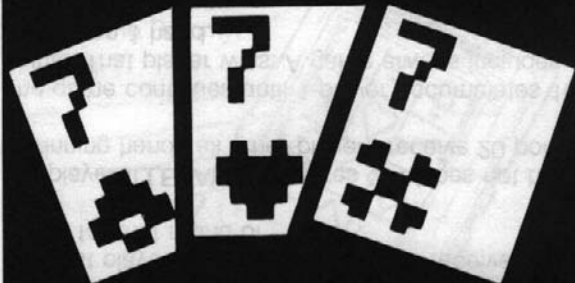
At the end of a hand, screen shows all total scores so far and cards remaining in all losing players' hands. This display remains on screen until you **BEGIN THE NEXT HAND BY PRESSING THE DISC**.



Game play continues until 1 player reaches 100 points (or until you press **RESET** to start over).

STRATEGY

Try to determine which suits your opponents are playing. Keep an eye on the number of cards remaining in each opponent's hand (displayed beneath game score). If an opponent comes close to going out, try to change the suit of the face-up card to one which that opponent does not have.



RUMMY

(For 2-3 opponents)

OBJECT OF THE GAME

To accumulate 7 cards (with an 8th card to discard) that can be arranged in runs and/or sets.

RUN — 3 or more consecutively ranked cards of the same suit. Example: **9, 10, J, Q.** ACE IS LOW!

SET — 3 or 4 cards of the same rank. Example: **3, 3, 3.**

A winning hand may contain one long run, or 2 combinations of runs and/or sets.

GAME PLAY

Each player is dealt 7 cards. The remainder of the deck is placed face-down on the table, with the top card FACE-UP beside it. This is called the UP CARD. When there is more than 1 card in the Up card stack, only the TOP card is considered the Up card.

When it is your turn, you may either draw from the deck or take the Up card. You may not draw any card below the Up card. You may only draw 1 card per turn.

To complete your turn, you must discard 1 card from your hand. You must always have 7 cards in your hand.

When you believe you have a winning hand, select a final discard and DECLARE GIN.

SCORING

The first player to legally declare Gin receives 20 points for that round or "hand".

If a player ILLEGALLY declares Gin (does not have a winning hand), all other players receive 20 points.

The game continues until 1 player accumulates 100 points. That player wins. A game always includes more than 1 hand.

GAME CONTROLS

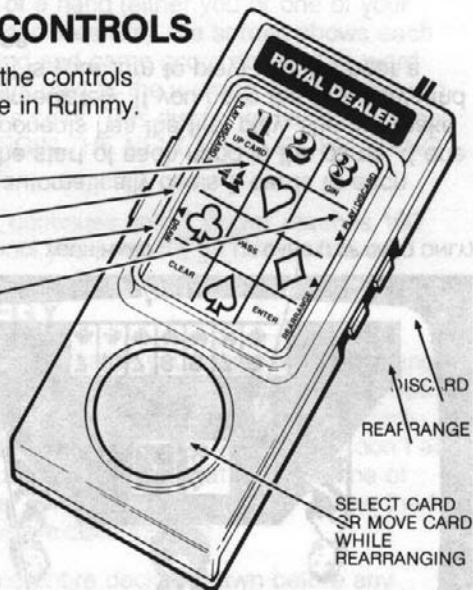
These are the controls you will use in Rummy.

UP CARD

DISCARD

DRAW

DECLARE
GIN



DISCARD
REARRANGE

SELECT CARD
OR MOVE CARD
WHILE
REARRANGING

TO SELECT A CARD, press the **DISC**. (Details on page 2.)

TO TAKE THE UP CARD, press the **UP CARD** key. Computer will not let you take more than 1 Up card.

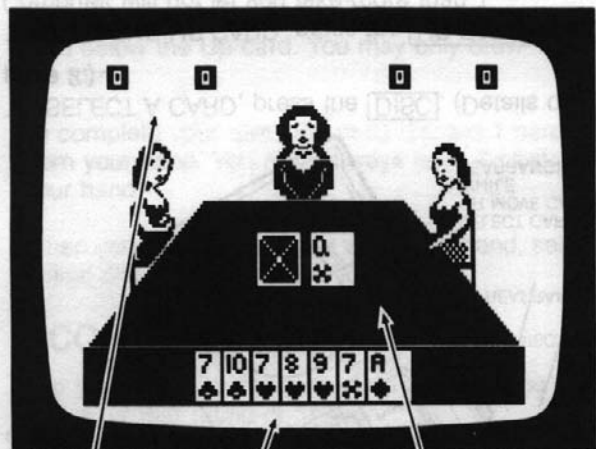
TO DRAW FROM THE DECK, press the **DRAW** button (lower left side). Computer will not let you draw more than 1 card from the deck.

TO DISCARD, press either **DISCARD** button (top, side). Computer will not let you discard more than 1 card from your hand.

TO DECLARE GIN, when you believe you have a winning hand, press the **DECLARE GIN** key INSTEAD OF THE DISCARD BUTTON.

TO REARRANGE THE CARDS IN YOUR HAND, see directions on page 2.

SCREEN FEATURES FOR RUMMY



SCORES

YOUR HAND

UP CARD (TOP CARD ONLY)

Computer automatically deals 7 cards to each player at the start of each hand in the game. If one of your opponents has the first play, she will make her play immediately. If you have the first play (and each time it is your turn to play) you will hear a musical tone.

At the end of a hand (either you or one of your opponents declares Gin), the screen shows each player's hand and game score so far. The word GIN! appears next to the winning hand, in the winning player's color. This display remains on screen until you BEGIN THE NEXT HAND BY PRESSING THE **DISC**.

Game play continues until 1 player reaches 100 points (or until you press **RESET** to start over).

STRATEGY

Notice which Up cards your opponents draw and which cards they discard. These cards are clues to your opponents' hands. Try to remember which cards are below the Up card, so that you don't attempt to build a set or run that requires one of these cards. Once a card is "buried" below the Up card, it is unavailable for play.

NOTE: If the entire deck is drawn before any player declares Gin, the computer will reshuffle the cards below the Up card and replace the deck, face-down.

GIN RUMMY (1 opponent)

Gin Rummy is played exactly the same as Rummy, with 2 exceptions:

1. You have only 1 opponent.
2. Each player is dealt 10 cards instead of 7.

Rules, controls, screen features and scoring are the same as in Rummy.



OBJECT OF THE GAME

To avoid taking points. Each card in the suit of Hearts is worth 1 point. The Queen of Spades is worth 13 points. All other cards have no point value. ACE IS HIGH!

GAME PLAY

The entire deck is dealt, so the number of cards each player receives depends on the number of players.

At the start of each hand, you MAY be instructed to pass 3 cards to the player on your left, on your right or across from you. When you pass 3 cards, you automatically receive 3 cards from another player.

Each hand consists of a series of TRICKS. To form a trick, each player lays down (plays) one card. In a 3-player game, the 3 of Clubs automatically leads off the first trick. In a 4-player game, the 2 of Clubs

leads off. The player to the left must then play a card of the same suit, if possible. If this is not possible, any non-point card may be played. (You cannot play a point card on the first trick, even if you have no cards in the opening suit.) Highest ranking card of the SUIT LED takes the trick. Player taking the trick gets the points for any point cards in the trick.

The player who takes a trick leads off the next trick with any card from his hand. A hand continues until all cards have been played. You cannot LEAD Hearts until they are broken. (That is, until someone plays a Heart or the Queen of Spades on a trick in which another suit has been led.) The only exception to this rule occurs if you have ONLY Hearts in your hand, no points have been taken in the game, and it is your lead.

SCORING

At the end of a hand, each player's points are counted and added to his or her game score.

1 point for each card in the suit of Hearts.

13 points for the Queen of Spades.

"SHOOTING THE MOON" — If you take ALL cards in the suit of Hearts PLUS the Queen of Spades, you get 0 points and all other players get 26 points.

The game continues until 1 player accumulates 100 points. The player with the LOWEST score at the end of the game, wins! A game always includes more than 1 hand.

GAME CONTROLS

These are the controls you will use in Hearts.

TO SELECT A CARD, press the **DISC**. (Details on page 2.)

TO PASS A CARD, select the card with the **DISC**. Then press either **DISCARD** button (top, side).

TO PLAY A CARD, select the card with the **DISC**. Then press either **DISCARD** button.

Your cards are automatically arranged in suits, so rearranging is unnecessary. If you wish to rearrange your cards, see directions on page 2.



SCREEN FEATURES FOR HEARTS



The deck is dealt automatically at the start of each hand. If you are to PASS 3 CARDS at the start of a hand, you will see instructions to do so. The computer will automatically give your passed cards to the correct player. You will automatically receive 3 cards from another player.

The 2 or 3 of Clubs will automatically be played to start the first trick, even if you have the card. Your opponents will automatically play their cards. When it is your turn to play a card, you will hear a musical note.

At the end of a hand, any points received will be added to each player's score. The next hand will start automatically. There is no special score display. Game play continues until 1 player accumulates 100 points (or until you press RESET to start over). When any player reaches 100 points, the screen "freezes" at the end of that hand, so you can see which player has the lowest score. That player wins!

STRATEGY

There are many strategies possible. If you have a strong suit of Hearts and the Queen of Spades at the start of a hand, try to "shoot the moon". But remember that you must take ALL Hearts AND the Queen of Spades, or you will end up with unwanted points. If you do not have a strong suit of Hearts, try to avoid taking points. However, if you see an opponent trying to "shoot the moon", take 1 point trick and block the attempt.

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

SEA BATTLE™

(FOR 2 PLAYERS)

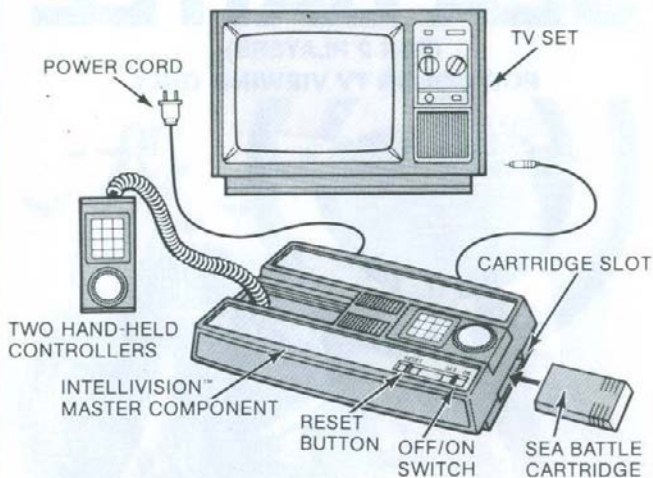
FOR COLOR TV VIEWING ONLY



"General quarters! General quarters!" All hands man your battle stations! Enemy ships off the port bow. You and your opponent are warring fleet Admirals. Check enemy position on the Strategy Chart. Deploy battleship, submarine & PT boat. Stand by to engage enemy! Check your bearings on the Battle Chart - commence firing!!! Dispatch second squadron to repel enemy attackers approaching home base. The battle rages on for naval supremacy!!

HOW TO WIN! Sea Battle™ is a game of strategy and skill. To insure victory on the high seas and protect your home base, read this booklet.

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SEA BATTLE Cartridge is placed in slot, firmly engaged.
- OFF/ON Switch is turned on.

PRESS RESET BUTTON:

Title will appear on
TV screen:



ADD OVERLAYS

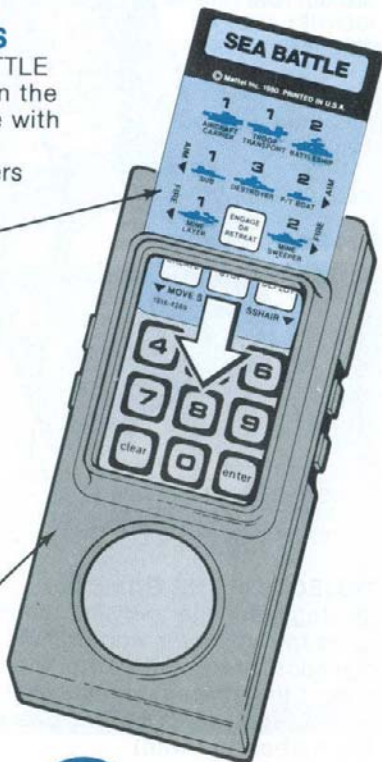
Find two SEA BATTLE keypad overlays in the cartridge package with this booklet.

Remove Controllers from the console.

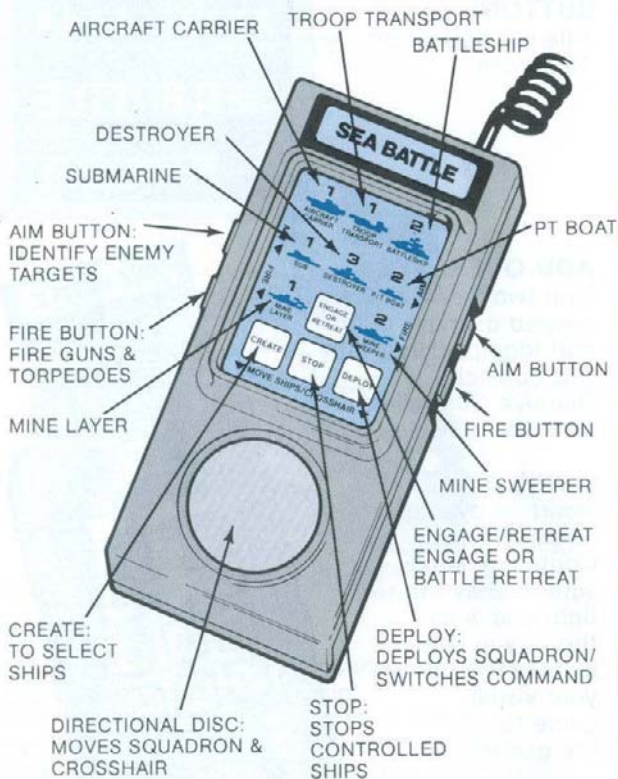
OVERLAY

Insert an overlay into each Hand Controller. Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.

HAND-HELD CONTROLLER



EXAMINE YOUR CONTROLS



OBJECT OF THE GAME is to employ battle strategy, engage and sink enemy ships, victory goes to the player who commands his troop transport or aircraft carrier into opponent's harbor during the strategy phase. (If both players have lost these ships, then any other ship can take the harbor and win!)

TWO BATTLE PHASES

STRATEGY: In the Strategy Phase, opponent's home bases are shown on your TV screen in different colors on opposite sides of an island-dotted ocean. Players deploy fleets from their harbor, lay mines, maneuver into combat position, repair and regroup fleets. In the Strategy Phase, all ships are the same shape. To differentiate one navy from another, opposing fleets face in opposite directions and are different colors.

Fleets that hit islands or the sides of the TV screen stop and wait for your directional command. There's no damage to a fleet hitting land in this phase.



COMBAT: In the Combat Phase, the battle zone and one fleet from each navy are enlarged on your screen. Opponent's engage in ship-to-ship warfare. Types of ships now become visible. You know your opponent's strength! And he knows yours!!!











Keep ships away from land. In this phase running aground will damage or possibly sink the ship.

THE FLEET YOU COMMAND

SHIPS' CHARACTERISTICS: Both players have 13 ships to form up to four fleets. Each type of ship has different strengths and weaknesses. For example, even though a PT boat can be sunk with only one hit, it's fast, can dodge most enemy fire, and delivers a strong punch! A troop transport has weak armaments, but is able to take several hits. Check ships' characteristics on the following chart. With a little practice, you'll know which ships to deploy for certain strategy moves.

KNOW YOUR SHIPS

(The following chart lists information about the individual ships, and shows ships' relative characteristics. The most helpful comparison might be between weapon strength and ship's resilience. Subtract one ship's weapon strength from another ship's resilience. The higher number determines whether a ship will sink or withstand one attack. Examples: A troop transport with weapon strength of 7, will sink a PT boat with resilience of 5. But if a sub with strength of 20 hits a mine sweeper, resilience 20, the latter won't sink until the next hit. Players each have 13 ships.)

	 Aircraft Carrier	 Troop Transport	 Battle-ships	 Submarine	 Destroyers	 PT Boats	 Mine Layer	 Mine Sweeper
Number of ships:	1	1	2	1	3	2	1	2
Speed: Ships maximum speed	30 knots	30 knots	35 knots	35 knots	40 knots	40 knots	20 knots	30/15† knots
Resilience: Amount of damage a ship can take before sinking (mines, collisions, torpedoes, shells)	25 moderate armor	25 heavy armor	30 very heavy armor	15 light armor	15 light armor	5 none	15 light armor	20 light armor
Weapon Type: Torpedoes & guns	Gun	Gun	Gun	Torpedo	Gun	Torpedo	Gun	Gun
Weapon Strength: Amount of damage a ship delivers*	10 moderate	7 weak	12 strong	20 very strong	9 moderate	12 strong	6 weak	6 weak
Weapon Range: Firing distance from ship	long	very short	long	very long	moderate	short	very short	very short
Acceleration & Maneuverability	slow	sluggish	average	quick	quick	very quick	average	average

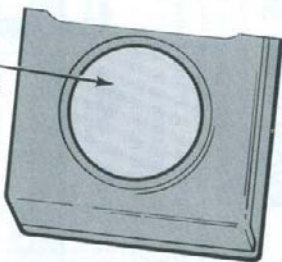
*Mines give a relative damage of 20 (example: one mine would sink a PT boat). Hitting land results in relative damage of 12 (in one second). †30 if not activated; 15 if sweeping.

FORM YOUR FLEETS: You can deploy a fleet with one, two, or three different ships in it. (You can deploy a 1 ship fleet.) Press CREATE, enter 1-3 ships individually on the keypad, press DEPLOY. You'll hear a buzz if you try to enter two of the same kind of ships in one fleet, or if that ship's already deployed or sunk. Your flagship is the first ship you enter. If the first ship is destroyed, the second becomes the flagship.

DEPLOY

CONTROL YOUR FLEETS: In the Strategy Phase, you control only one fleet at a time: the one that's flashing. To switch command from fleet to fleet, press DEPLOY until the fleet you want to move flashes.

Now press the edge of the DIRECTION DISC in the direction you want the fleet to move. Once the fleet is moving, you can let up on the Disc. The fleet will continue in that direction until you press STOP.



FLEET SPEED: The fleet speed is as fast as its slowest ship. Larger ships accelerate more slowly to top speed than smaller ships. They also turn and stop more slowly.

COMBAT SYMBOLS



Crosshair:
To sight
enemy ship.



Torpedo



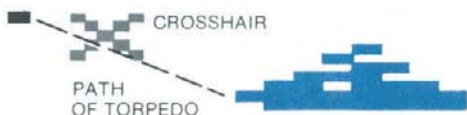
Salvo:
Multiple
gunfire.



Salvo
explosion

MINES, GUNS, TORPEDOES

Torpedoes from the submarine are the most powerful offensive weapons. The PT boat's torpedo packs less of a wallop. Torpedoes hit anything in their path up to the crosshair position so it's only necessary to aim beyond the target.



Gun strength varies from ship to ship (see chart). Gun range is all important. If you aim in front of, or beyond the enemy, you'll hear a splash when the salvo hits the water. Shells only hit the targeted position.

SALVO EXPLOSION



The *mine layer* can lay four mine fields, one at a time, in the course of the game. To lay a mine field, first command the fleet with the mine layer in it. Push the *mine layer button* on the keypad and the mine is invisibly placed at the fleet's current location. You'll hear a buzz if there's no mine layer in that fleet, or if you attempt to lay more than 4 mine fields.



Remember where you placed your mines. Mines are only effective in the Strategy Phase, and are active until swept.

Mines detonate when the opponent's flagship cruises over the mine. There's an explosion and the flagship is damaged or sinks. Whether or not the ship sinks depends on that ship's resilience (see chart) and the number of hits already incurred (weakening that ship's resilience). Mines continue to blast as long as the fleet stays in the mine field. Get out of the area fast!

Mine Sweeper: Each player has two mine sweepers to protect its fleet from four enemy mine fields. To activate mine sweeper, first control fleet it's in. Then push *mine sweeper button* on the keypad,



and control with Disc. Activated mine sweepers move slowly and mines are removed silently. (To de-activate sweeper, push STOP.)

Important: You cannot lay or sweep a mine if you are operating the disc.

First let up on the disc, proceed to lay a mine or activate a sweeper, then resume using the disc.

READY, AIM, FIRE!!!

In the Strategy Phase, when you hear the call-to-battle stations, two opposing fleets are in combat range. These fleets flash and *all ship motion* temporarily stops. If neither player wants to engage in battle, after a few seconds, the fleets automatically begin moving again. BUT if either player presses ENGAGE, the game goes to the Combat Phase . . .

Your ability to maneuver the controls, take aim and dodge enemy fire – all at the same time – makes the difference between victory and defeat.

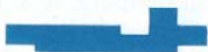
CONTROL SHIP: During the Combat Phase, you control only one ship at a time. Control is initially set on the flagship. Press DIRECTION DISC to move the ship. Release Disc and the ship glides to a stop. To control another ship, press that ship's button on the keypad, then move it with the Disc. All other ships stop.



TARGET THE ENEMY: Press AIM, and the crosshair is activated and appears on the TV screen. Move it away from the ship by holding down AIM BUTTON and pressing the Disc at the same time. The crosshair moves a maximum distance, equal to that ship's weapon range.

Important: Release AIM button before firing.

If the enemy ship is beyond range, release AIM and press the Disc only. This moves the ship and the extended crosshair.



Once you're in range, press AIM and the Disc to control crosshair again. When the crosshair is over the enemy ship, press the FIRE button. Crosshair disappears and you see the weapon being fired. (Whenever you want crosshair to disappear, press STOP, change control to another ship, or fire weapon.)

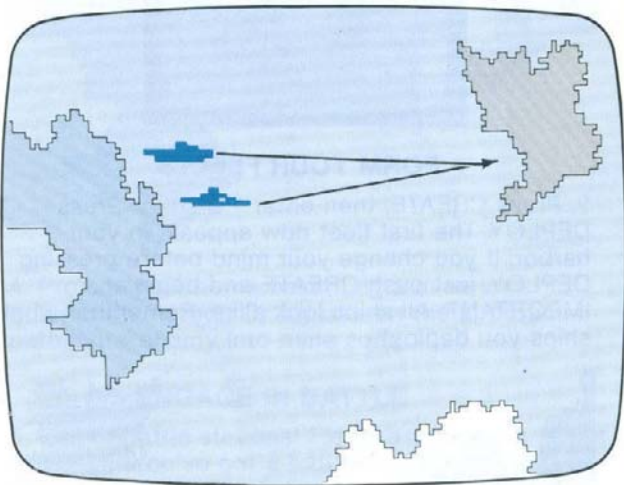


PATH
OF SALVO



RETREATING: You're face to face with the enemy on the Combat Chart. His strength is overpowering. Take evasive action! Press RETREAT and you'll hear the retreat sound. Press your Direction Disc to dodge enemy fire. After 15 seconds, chart goes back to the Strategy Phase.

REPAIR & REGROUP FLEET: You want to repair ships that lost resilience by taking hits and running into land. Or after seeing enemy strength, you want to regroup and deploy a different combination of ships. In either case, steer the fleet into your harbor in the Strategy Phase, push STOP. Now deploy your new fleet. Partially damaged ships are as good as new. Mine layers, however, do not re-load. No matter how many times they're brought back for repairs, they lay four mine fields total. You can repair and/or regroup 3 times only!



LET'S PLAY SEA BATTLE!

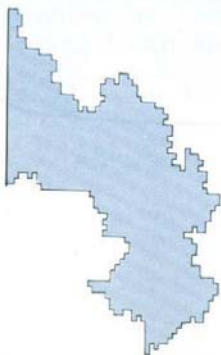
ACTIVATE SCREEN

1. Tap the DIRECTION DISC once and the Strategy Phase chart appears on your TV screen. Sonar beeps get you in the mood for Sea Battle . . .

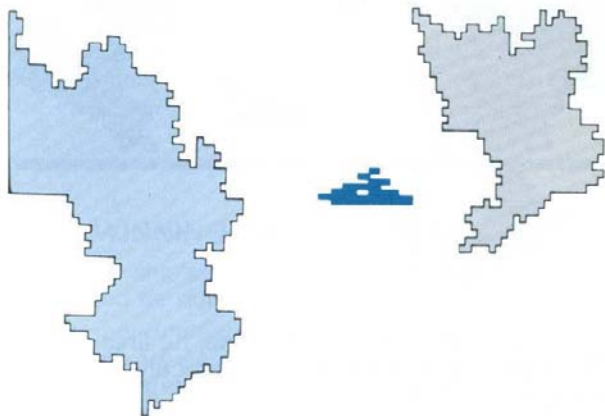


FORM YOUR FLEETS

2. Press CREATE, then enter 1-3 ships. Press DEPLOY. The first fleet now appears in your harbor. If you change your mind before pressing DEPLOY, just push CREATE and begin again. **IMPORTANT:** All ships look alike. Remember what ships you deploy!



3. Press the edge of the Direction Disc and move the fleet out of your harbor. Remember, you don't have to keep pressing the Disc. It will continue in one direction until you press STOP. Decide on your strategy. Hold other fleets in the harbor until later, or deploy another fleet now.



4. Protect your home base! Lay a mine just outside the harbor. Or lay one on the approach path. Lure enemy into mine zone.

ENGAGE IN BATTLE

5. Call-to-battle stations! Fleets are flashing. Press ENGAGE. You've got a battleship, the enemy has a submarine. You've got more resilience, but he's got torpedo strength. Battle it out.



BATTLESHIP



SUB

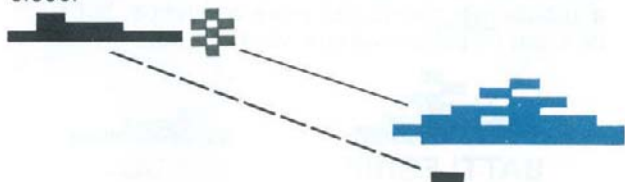
6. Press AIM and zero in on his ship. You've backed him into land. He's losing resilience.



7. Enemy has your ship in his site, he fires . . . Outmaneuver him. Move your ship before the weapon hits that spot!



8. Target the sub, press FIRE!!! You can't aim again until the shot disappears. You're vulnerable. Watch out. His torpedo is passing dangerously close.



9. You scored a direct hit!!! The sub is blown out of the water in the midst of explosion. Cease fire. You've won this battle.



10. After either ship is sunk, the battle automatically goes back to the Strategy Chart on the TV screen. Now go for his home base!!!

WINNING BATTLE STRATEGY

Learn the ship's characteristics, employ strategy plans, and be quick with the controls.

Remember what ships you've deployed. One or two fleets are easier to remember at a time. Hold fleet in reserve to protect home base.

Try to guess enemy ships in the Strategy Phase. Watch their speed, how they move. For example, if they move erratically, they could be laying mines.

Decide on one approach channel to enemy harbor. There's less chance of hitting mines.

A ship with strong resilience might want to stay in target position, take a hit from the enemy, then shoot at him before he has time to aim again.

Remember opponent's ships and keep track of enemy position. You might want to regroup and chase down opponent's weak fleet.

Catch the enemy off guard. Go for quick victory!

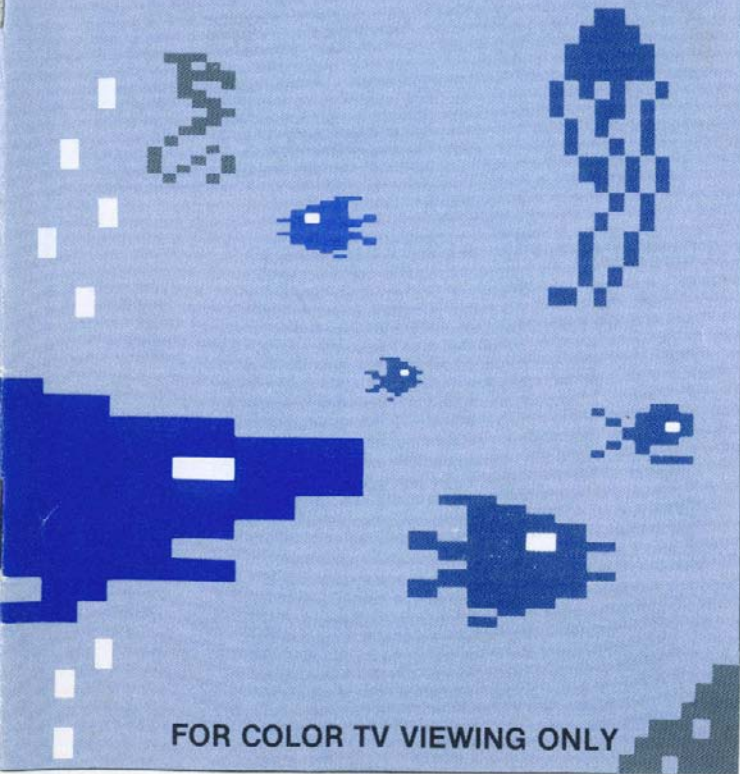
MATTEL ELECTRONICS®

INTELLIVISION® Intelligent Television

SHARK! SHARK!™

CARTRIDGE INSTRUCTIONS

(For 1 or 2 Players)



FOR COLOR TV VIEWING ONLY

Terror reigns under the ocean surface. It's a heavy traffic of sharks, nasty fish, seahorses, crabs, lobsters and jellyfish. They swim fast, jerk up and down, lurk behind plants, or slide under coral reefs. They have weird shapes, striking colors, tiny or big sizes, and very mean intentions. They eat or kill each other at first sight!



OBJECT OF THE GAME

Under your control, a small fish will begin scoring points by quickly GULPING SMALLER FISH and NIBBLING AT A BLACK SHARK'S TAIL. Watch for that shark turning around on you a bit too fast... or you're dead! Never touch his head or fins! For every 1000 points earned, you'll GROW ONE SIZE BIGGER. For every shark, crab, or lobster killed, you'll get one bonus small fish. You start with 5 small fish, one at a time, each a size 1, capable of growing up to size 5. After you've reached size 5, for every 1000 points earned you'll get a BONUS FISH instead. At certain sizes you're capable of eating up seahorses or killing falling crabs and lobsters. But when the size-6 jellyfish begins to cruise around, you'd better avoid him...as you



would any fish or thing bigger than you...or you're finished. Get eaten up once, another small fish will take your place. But how many fish in your team have you left? Soon you'll have only one. WIN BY SCORING HIGH AND STAYING ALIVE!

YOUR CONTROLS

Slide SHARK! SHARK! overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).



GET READY

To begin the game, press **RESET**. You see the SHARK! SHARK! Title Screen. Now choose your game speed:

Press **3** for very slow

Press **2** for slow

Press **1** for medium slow

Press **DISC** for normal

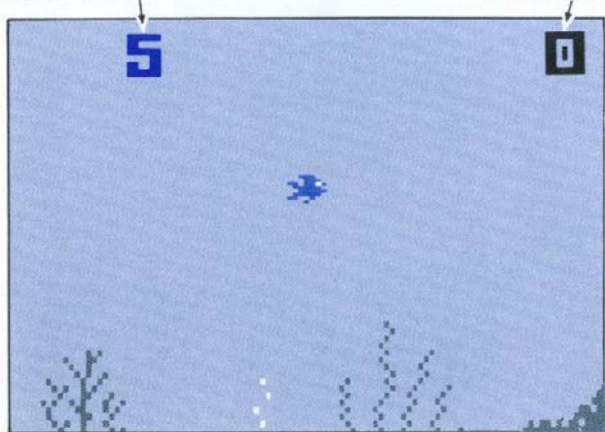
Watch the "SELECT 1 OR 2 PLAYERS" message on the screen.

If 1 player, press 1 on either keypad. Then press **ENTER**. YOU'RE ON!

YOU'RE THE SMALL YELLOW FISH!

YOUR FISH COUNT

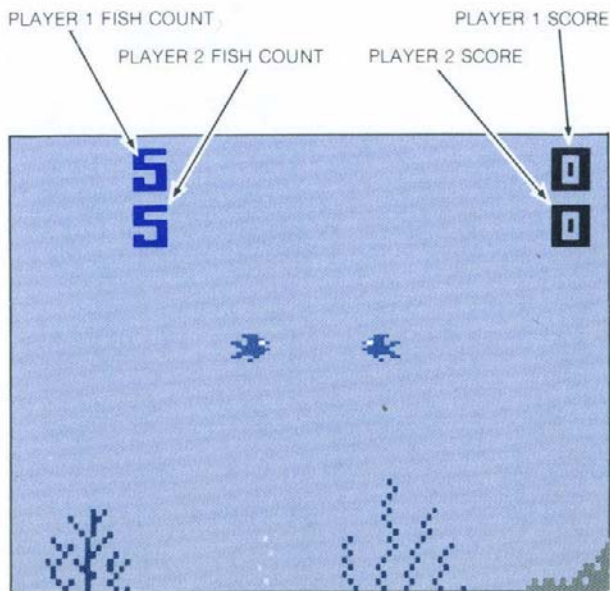
YOUR SCORE



NOTE: To continue playing the game, use the LEFT keypad only.

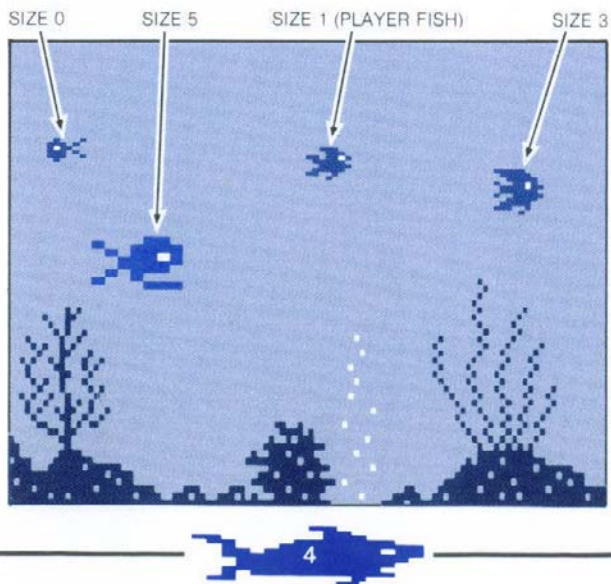
If 2 players, press 2 on either keypad. Then press **ENTER**. BOTH YOU AND YOUR FRIEND ARE ON!

YOU'RE THE SMALL YELLOW FISH, IF CONTROLLING THE LEFT KEYPAD. HE'S THE SMALL RED FISH, IF CONTROLLING THE RIGHT KEYPAD!



HOW TO PLAY

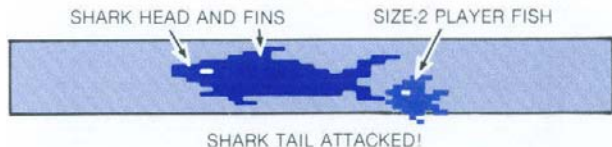
You begin in the middle of the screen with a **SMALL YELLOW FISH** (if you're playing alone). Your fish is size 1. Suddenly all kinds of devouring fish, crabs, and lobsters begin to appear. Devouring fish come in sizes from 0 to 5, except for the black shark who is **MUCH BIGGER** but considered **DIFFERENT**. Crabs and lobsters are also in a different category. The killer jellyfish is size 6, but he appears later. Press **DISC** to **SWIM FASTER** and **CHANGE DIRECTION**. Press any **Key** number to **DART** at **TOP SPEED**...as when chasing a smaller fish or escaping from a bigger one! Press any **Side Button** to **STOP SWIMMING**. Try to keep your fish in the middle of the screen, thus avoiding a sudden assault!



Always attack and SWALLOW UP SMALLER FISH. Do it fast and don't let anything bigger than you touch you! Watch your SCORE go higher for every swallow. Watch your fish GROW ONE SIZE BIGGER for EVERY 1000 points scored! The bigger he gets, the faster he swims...and the SHARPER HIS BITES! Also, the LARGER HIS MOUTH! He must be at least size 3 to eat a seahorse and size 4 to kill a FALLING crab or lobster. Watch those last two turn brown and slip to their death through the bottom screen coral reefs.

GET EATEN THE FIRST TIME, and a second small yellow fish will appear in the middle of the screen. The screen will indicate you have 4 more fish to go! GET EATEN A SECOND TIME, and you'll have 3 fish to go! And so on. (Unless you've gained some BONUS FISH somewhere.)

When you're out of fish to play, you've LOST THE GAME. Watch the "GAME OVER" message appear! The top left side of the screen will show a "0". Read your FINAL SCORE on the top right side. Is it high? Play again! Beat your own score!



Learn how to STUN and KILL THE SHARK. Always attack his TAIL and NIBBLE at it. Do it very fast and move out of the way even faster for he'll turn around on you and get you! But you can anticipate his moves...and position yourself cleverly to AIM

AT HIS TAIL AGAIN AND AGAIN! The smaller your fish is, the longer it'll take to destroy him. But you can do it! And every nibbling raises your score!

Watch a dying shark twist and shrink in pain as he vanishes through the bottom screen coral reefs. But remember, every shark appearing on the screen is a **NEW SHARK!** And many more will follow!

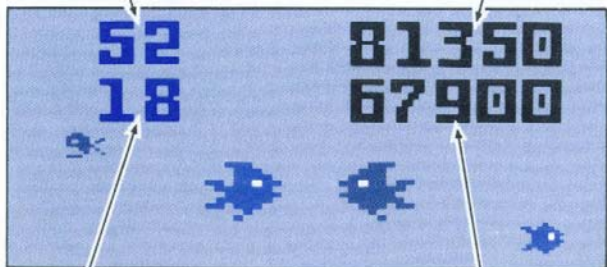


Now watch out when the killer jellyfish starts cruising around. He's size 6 and **CAN'T BE EATEN BY YOU!** Avoid him by all means! He'll kill you at first touch! More jellyfish will swim along...**TOGETHER** maybe! Keep out of their sight! Let the sharks take care of them!

For a **TWO-PLAYER GAME**, each player fish should attempt to eliminate the other as well as the surrounding crowd of fish, crabs or lobsters

PLAYER 1 FISH COUNT

PLAYER 1 FISH SCORE



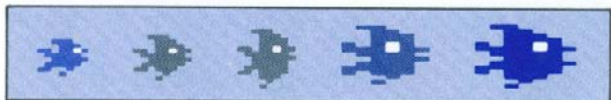
PLAYER 2 FISH COUNT

PLAYER 2 FISH SCORE



controlled by the computer. Gulp the opponent player fish if you're BIGGER, otherwise nothing will happen. Realize that it is harder to play now. Your opponent player fish not only is as smart as you are, but he can swim FASTER than any other fish to eat you up. So you must be DOUBLY ON GUARD! Watch the red-orange blood bubbles taint the ocean water when either one gets taken by the other.

If eaten up by any fish or moving thing, a new player fish cannot reappear until the opponent player fish is also swallowed up. Watch and compare scores. If your fish is yellow, your score is in yellow. If your fish is red, your score is in red and directly below.



YOUR FISH

Player 1 is yellow and Player 2 is red. Which one do you want to control? When playing alone against the computer fish, you'll be controlling the yellow fish.

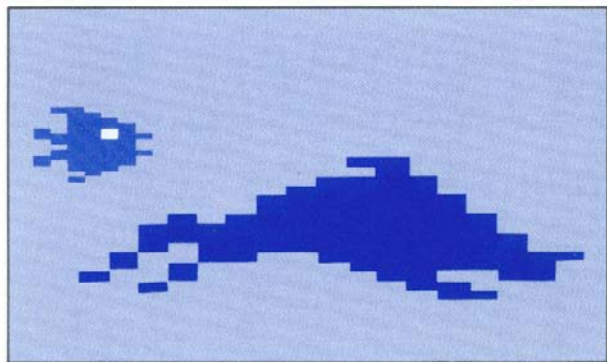
He'll start out very small, size 1, at the center of the screen and wait for YOUR COMMAND. While alive, he'll never get off the screen. When dead, a new small yellow fish will appear at the center. He'll be the second in a team of 5! That team can go down to zero fish — if you're not careful —

and lose the game! Or grow up to 255 fish, by **GAINING BONUS FISH** and **STAYING ALIVE!** Then, there's no telling how **HIGH** your **SCORE** can go! How about 9,999,950 points?

THE OTHERS!

SHARKS

Black sharks eat anything that moves, except lobsters and crabs. They're very mean and turn around at incredible speed. **WATCH OUT! NEVER TOUCH A SHARK'S HEAD OR FINS!** If you do, you'll regret it immensely! At **HIGHER GAME LEVELS**, the shark appears more often on the screen ...swimming also faster and with **NASTIER AIMS!**



He'll turn brown and become **PARALYZED** for a short time everytime a player fish nibbles at **HIS TAIL**. Bite his tail several times **BEFORE** he tries to leave the screen, and he'll turn brown, shrink in



terrible pain, and die. His body will disappear quickly through the coral reefs at the bottom of the screen. Then another shark will appear!

The bigger your player fish is, the **GREATER YOUR POINTS** for nibbling at his tail! And the **FEWER** the number of times you'll have to nibble to kill him! **KILL** a shark, get a **BONUS PLAYER FISH!**



CRABS & LOBSTERS

Crabs are orange, lobsters red. They crawl over the coral reefs, along the bottom of the screen — but never together. They jump up from time to time to grab any fish, except sharks. As the **GAME LEVEL**

GOES UP, they **JUMP UP HIGHER** and **MOVE FASTER**. Only when they're **FALLING**, which is when they're weaker, can a player fish kill them. But the player fish must be at least size 4! Otherwise, the player fish gets eaten up when attacking! **KILL** a crab or lobster and get a **BONUS PLAYER FISH!**

VARIOUS FISH

Swimming along with a player fish will be others of various shapes, sizes and colors. Fish of the same color are also of the same type. The large fish want to eat the smaller fish, and the smaller fish want to avoid larger fish nearby. The bigger their sizes, the faster they swim. Fish of the **SAME SIZE** or **TYPE** won't fight or gulp — just **SWIM PAST!** Get your player fish bigger than any of these, and get ready for dinner!



SEAHORSES

Brown seahorses are size 3. They are around quite often, sometimes in pairs, trying to GULP SMALLER FISH...including your yellow or red player fish. Before you start chasing them, make sure you're at least size 3! They're delicious to eat!



KILLER JELLYFISH

Killer jellyfish are size 6 and only appear when a player fish has reached size 5. They're BIG TROUBLE! Especially when 2 or 3 of them show up at a time! They move fast and occupy lots of space, and your player fish will have to duck their attacks very smartly...if he wants TO SURVIVE! Lose sight of any of them for a split second, and you're the best food they ever had! Only a shark can destroy a killer jellyfish.



OTHER FISH

Tan and blue fish appear in different sizes, 0 to 5. Purple fish are size 3. Pink and orange fish are size 4. They feed on smaller fish and get eaten up by bigger fish. However, a size-5 player fish will gulp any of these...even when they're size 5...because the player fish is always a little bit bigger than a similar sized fish.



SCORING

- The maximum possible score is 9,999,950.
- The maximum possible fish count is 255.

EATING COMPUTER FISH	
COMPUTER FISH SIZE	POINTS
0	100
1	150
2	200
3	250
4	300
5	350

EATING PLAYER FISH	
PLAYER FISH SIZE	POINTS
1	150
2	200
3	250
4	300

NIBBLING AT SHARK'S TAIL	
PLAYER FISH SIZE	POINTS
1	150
2	200
3	250
4	300
5	350

KILLING A SHARK	
PLAYER FISH SIZE	NIBBLINGS NEEDED
1	7
2	6
3	5
4	4
5	3

CLIMBING THE UNDERWATER LADDER

GAME LEVEL	POINTS
0	0 — 4,999
1	5,000 — 14,999
2	15,000 — 24,999
3	25,000 — 49,999
4	50,000 — 89,999
5	90,000 — 9,999,950

KILLING A CRAB OR LOBSTER

GAME LEVEL	POINTS
0	500
1	550
2	600
3	650
4	700
5	750

GROWING BIGGER

FOR EVERY 1000 POINTS GAINED, GROW ONE SIZE BIGGER (and FLASH in CELEBRATION)

STOP GROWING WHEN YOU BECOME SIZE 5

SPECIAL

KILL A SHARK...GET A BONUS SIZE-1 PLAYER FISH
KILL A CRAB...GET A BONUS SIZE-1 PLAYER FISH
KILL A LOBSTER...GET A BONUS SIZE-1 PLAYER FISH
FOR EVERY 1000
POINTS GAINED
AFTER YOU GROW
TO SIZE 5...GET A BONUS SIZE-1 PLAYER FISH

STRATEGY TIPS

- While a shark is off the screen, try to stay away from the edge of the screen. Another one may appear suddenly next to you, and get you! Although, any fish bigger than you can surprise you the same way!
- When chasing a smaller fish, be careful of any larger fish nearby who may also be chasing the same fish.
- Don't trust the coral reefs for hiding. They're infested with crabs and lobsters!
- When nibbling at a shark's tail, be sure there are no large fish around the shark and there's enough space for escaping from shark attack! Nibble him to death BEFORE he tries to leave the screen.
- Try not to nibble at shark's tail when shark is too close to the top or bottom of the screen.
- For 2-player games, decide quickly which smaller fish you're going to eat and do it BEFORE your opponent's player fish gets in your way. Try to build up bonus fish WHILE your opponent's player fish is DEAD.

PLAY AGAIN!

Watch the "GAME OVER" message appear on the screen accompanied with the ending music. Press any Key on either Hand Controller and you're ready to start ANOTHER GAME!

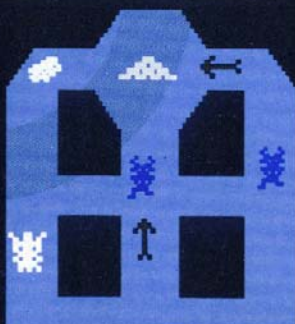
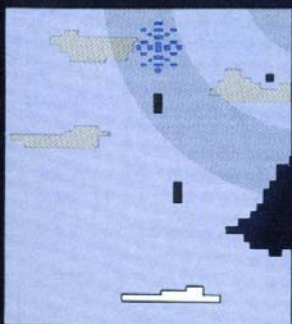
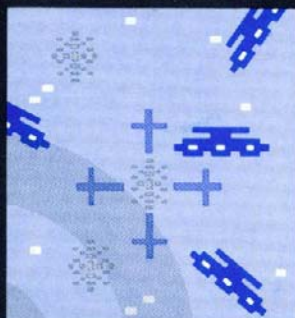
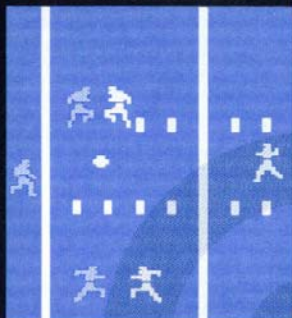
MATTEL ELECTRONICS®

INTELLIVISION® Intelligent Television

CARTRIDGE INSTRUCTIONS
(For 1 or 2 Players)

SHARP SHOT™

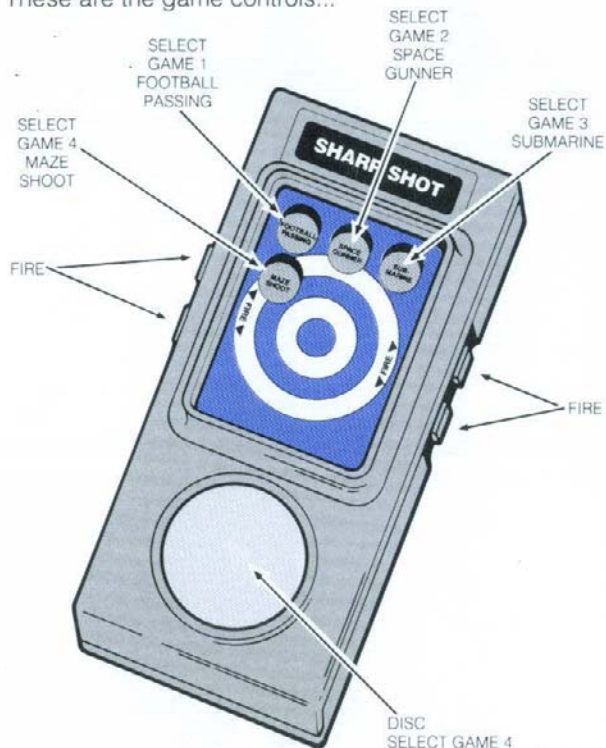
FOR COLOR TV VIEWING ONLY



YOUR CONTROLS

Slide SHARP SHOT overlays into hand controller frames so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).

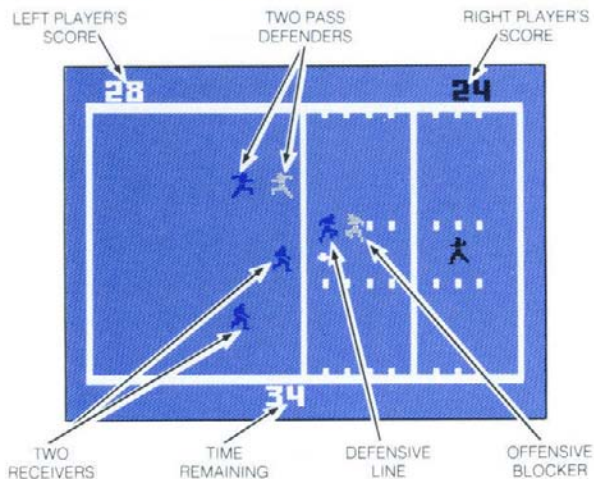
These are the game controls...



PRESS SAME GAME KEY OR DISC
TO RESET.
PRESS ANOTHER KEY TO
CHANGE GAMES.

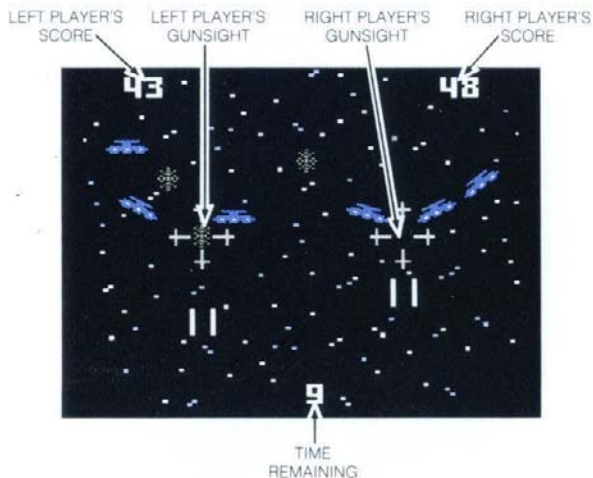


TO PLAY GAME 1



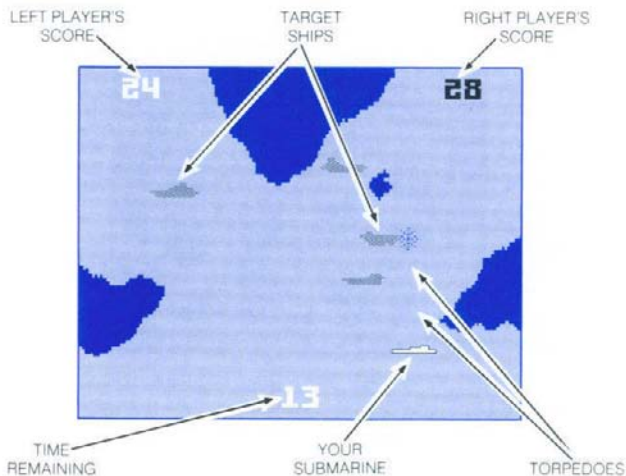
- Press **FOOTBALL PASSING**
- Touch **DISC** to start clock and action.
- When your downfield receivers are in the clear, press any **ACTION BUTTON** to pass.
- Keep passing as fast as you can to get a high score before time runs out. Each completed pass scores 7. Incomplete and intercepted passes don't count against you, but cost you time!
- ONE PLAYER: Touch **DISC** to play again, or press another key to change game.
TWO PLAYERS: Take turns: touch **DISC** to change player. Press another key to change game.

TO PLAY GAME 2



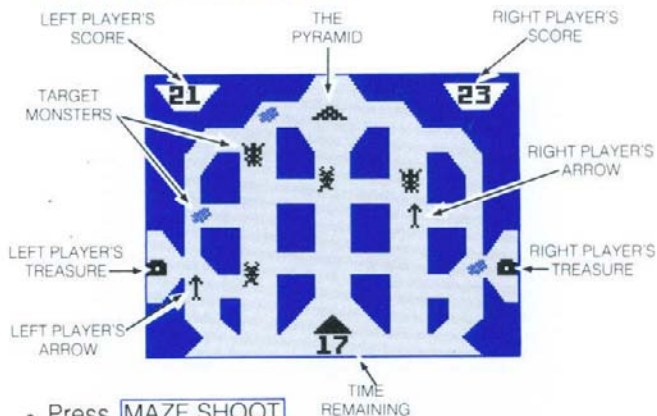
- Press **SPACE GUNNER**
- Touch **DISC** to start clock and action.
- When target flies into your gunsight, press any **ACTION BUTTON** to fire gun.
- Keep shooting to get a high score before time runs out. Watch for bunches of targets: it's possible to get 6 at once!
- ONE PLAYER: Touch **DISC** to play again: press another key to change game.
TWO PLAYER GAMES: Both players shoot at the same time. Touch **DISC** to play again. Press another key to change game.

TO PLAY GAME 3



- Press **SUBMARINE**
- Touch **DISC** to start clock and action.
- When a ship approaches, press any **ACTION BUTTON** to fire torpedo. Up to 3 torpedoes can go at the same time.
- Keep firing to get a high score before time runs out. Each ship you sink scores 1 point.
- ONE PLAYER: Touch **DISC** to play again, or press another key to change game.
TWO PLAYERS: Take turns: touch **DISC** to change player. Press another key to change game.

TO PLAY GAME 4



- Press **MAZE SHOOT**
- Touch **DISC** to start clock and action.
- When monsters appear, press any **ACTION BUTTON** to shoot arrow.
- Keep shooting to get a high score before time runs out. Each hit scores 1 point.
- If a monster reaches your treasure it turns black and heads for the Pyramid. If you let him get away with it, you lose a point!
- Arrow resets to starting position when you shoot.
- Use carom shots to cover more than one lane of the maze.
- ONE PLAYER: Touch **DISC** to play again: press another key to change game.
- TWO PLAYER GAMES: Both players shoot at the same time. Touch **DISC** to play again. Press another key to change game.

HAVE A 4-WAY GAME

It's fun to play all 4 games one after the other, then add up your scores. If you get 200 points, you're an Ace Sharpshooter for sure!

SHARP SHOT (1 or 2 Players)

One player	Two players
<p>PRESS TO PLAY</p> <p>FOOTBALL PASSING</p> <p>SPACE GUNNER</p> <p>SUBMARINE</p> <p>MAZE SHOOT</p> <ol style="list-style-type: none">(1) Touch DISC to start(2) Press any Action Button to throw or shoot for best score in 60 seconds(3) Touch DISC to replay, or another key to change game	<p>(TAKE TURNS)</p> <p>(PLAY AT SAME TIME)</p> <p>(TAKE TURNS)</p> <p>(PLAY AT SAME TIME)</p> <ol style="list-style-type: none">(1) Touch DISC to start(2) Press any Action Button to throw or shoot for best score in 60 seconds(3) Touch DISC to switch player or restart; another key to change game

OBJECT OF THE GAMES

GAME 1: TOUCHDOWN PASSING



Throw ball to either blue receiver until clock reads 0. If 2 play, take turns.

GAME 2: SPACE GUNNER



Fire at spaceships in gunsight until clock reads 0. 2 can play at the same time.

GAME 3: SUBMARINE



Sink as many ships as you can until clock reads 0. If 2 play, take turns.

GAME 4: MAZE SHOOT



Hit as many monsters as you can until clock reads 0. Try to get them *before* they steal points from your score! 2 can play at the same time.



INTELLIVISION™
Intelligent Television

No. 9001

**SLAM
DUNK
SUPER PRO
BASKETBALL**
FOR ONE OR TWO PLAYERS
INSTRUCTIONS

Distributed by **INTV CORPORATION** Torrance, CA 90505

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OBJECT OF THE GAME

Assemble a team of 5 players that will, under your control, score more baskets in four 12-minute quarters than the opposing team. Make 2-point shots, longer 3-point shots, and 1-point free throws, awarded for being fouled. Tie score at end of 4th quarter puts game into 5-minute overtime.

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. **SLAM DUNK — SUPER PRO BASKETBALL** title screen appears. Press any hand controller key or the **DISC** to continue.

You can play **SLAM DUNK — SUPER PRO BASKETBALL** against the computer or against a friend. You can be either the red team (the *Reds*) or the blue team (the *Blues*).

Using the left hand controller, select 1 for the Reds to be controlled by the left hand controller, 2 for the Reds to be controlled by the computer.

Using the right hand controller, select 1 for the Blues to be controlled by the right hand controller, 2 for the Blues to be controlled by the computer.

Select the budget for each team: press a number from 1 (\$1,000,000) through 5 (\$5,000,000). The budget will determine how good of a team you can assemble. Since you control the team, the **LOWER** the budget, the greater the challenge for **YOU**. When two players of different skill levels play **SLAM DUNK — SUPER PRO BASKETBALL**, the more experienced player should select a **LOWER** budget.

THE MAIN MENU

You have three choices on the **Main Menu**: (1) draft players, (2) play ball, and (3) describe controls.

DRAFT PLAYERS

Press 1 to assemble the teams. (Note: you can skip this step if desired. Press 2 to play ball and the computer will automatically assemble both teams according to their budgets.)

The **OWNERS' CLUB** screen appears. One by one, players on the draft roster come out, under a display of their statistics and salary. The Reds can either draft the player (press **ENTER**) or reject him (press **CLEAR**). If the Reds reject, the Blues have a chance to draft or reject the player. When one team drafts a player, the other team has first chance to draft or reject the next player. If a team's remaining budget is less than the player's salary, the option to draft is

automatically given to the other team. (The reminder C: NO, E: YES appears in the color of the team currently with the choice.)

Use the statistics carefully to build a balanced team:

Height — Determines skill in shot blocking and rebounds.

Pts — Average number of points scored per game.

Reb — Average number of rebounds made per game.

2pt — Percentage success making 2-point shots.

3pt — Percentage success making 3-point shots.

Ft — Percentage success making free throws.

Fou — Average number of fouls committed per game.

Min — Stamina in minutes: skill is at full level for first 75% of Min, dropping during last 25% of Min to half skill level.

\$ — Salary (non-negotiable).

A team's remaining budget appears in the team color while a choice is being made. The player's salary appears in yellow. The draft roster consists of 25 players chosen at random each game from a pool of over 50 players. If a team uses up its budget before assembling a team of 5 players, the needed players will be assigned from a separate pool of "free agents" — generally poorer players who do not appear on the draft roster.

Note: Statistics of all players are fixed — they are not affected by games played for the Reds or the Blues.

When both teams are assembled, the court appears. Time to play ball!

PLAY BALL

Three players per team are on the court at any one time. As manager, you select which players go in. Highlight a player's name by pressing the DISC or by pressing 1 through 5. Once a player's name is highlighted, you can put him in the game (press 0) or view his statistics (press CLEAR). Players selected to go in have a basketball next to their names. Once you have selected three players, press ENTER.

When both teams are selected, game play begins.

THE COURT

The Reds' basket starts at the right of the screen; the Blues' basket starts at the left. Baskets switch at the beginning of each quarter. The outer half circle around each basket is the *3-point line* — shots made that cross this line score 3 points. Shots made from inside the line score 2 points. Above the court is the scoreboard showing:

JUMP SHOT/SLAM DUNK — Press either **TOP ACTION KEY** to attempt a jump shot. If you are close enough to the basket, pressing either **TOP ACTION KEY** will attempt a *slam dunk!*

SET SHOT — Press either **BOTTOM ACTION KEY** to attempt a set shot. Set shots are usually more accurate than jump shots, especially from beyond the 3-point line, but are easier to block.

STOPPING THE CLOCKS

The clocks stop whenever the ball goes out-of-bounds (off-court) or a basket is made. The game clock counting down to 0 signals the end of the quarter or overtime. The clock is reset to 12 minutes at the beginning of every quarter, and to 5 minutes at the beginning of every overtime. The 24-second clock counting down to 0 forces a turnover of possession. The clock is reset to 24-seconds whenever a shot is made, possession of the ball switches, or the ball is brought in. Times on both clocks' times are simulated.

The game can be paused at any time by pressing 1 and 9 on either hand controller at the same time. Resume game play by pressing any **KEY**.

BRINGING IN THE BALL

Everytime the ball goes out-of-bounds or a basket is made, players automatically position themselves for the ball to be thrown in by the team now having possession (offense). Press the **DISC**. The ball is brought in and both clocks start running. Offense has 24 (simulated) seconds to shoot.

DEFENSE

When playing defense, you choose which player you control by pressing any key from 1 to 9. Each time you press one of these keys, control switches to the next member of your team, enabling you to select a player closer to the ball. As on offense, the player you control is orange for the Reds, light blue for the Blues. Players you do not control will play defense automatically.

You can run and jump:

RUN — Press the **DISC** to move your man.

JUMP — Press any **SIDE ACTION KEY** to jump — letting you block a shot if you time it right.

SCORE — Reds' points in red, Blues' points in blue.

QUARTER — 1, 2, 3, or 4 lights indicate the quarter.

GAME CLOCK — Time remaining in quarter (counts down from 12 minutes, simulated time).

24-SECOND CLOCK — Time remaining before team with possession must shoot (counts down from 24 seconds, simulated time).

JUMP BALL

As soon as either player presses any key, there is a JUMP BALL to begin the game. The computer randomly decides who will get possession from the tip-off (each team has an equal chance). Every quarter and overtime period starts with a JUMP BALL. Team with possession of the ball is on *offense*; the other team is on *defense*.

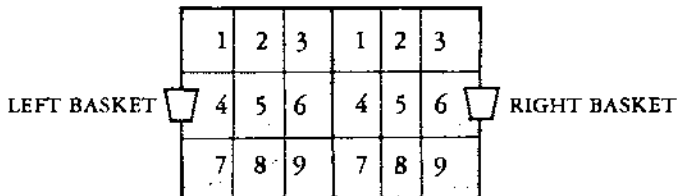
OFFENSE

When playing offense, you always control the player with player for the Reds, the light blue player for the Blues). When a player on your team receives the ball in a pass, interception, or rebound, control will switch to him and his color will change. His name will be displayed just below the scoreboard in his team's color. Players you do not control will play offense automatically.

You can run, pass, or shoot:

RUN — Press the DISC to move down court (dribbling is automatic)

PASS — Press 1 through 9 to pass the ball to zones 1 through 9 around your basket, as illustrated below. Note: You can only pass to a zone in your half of the court.



If no teammate is in that zone, the nearest one will try running there in time to receive it. Be careful! Opposing players run to intercept! Note: You must release the DISC before passing!

TIME-OUT

Offense can call a time-out *before* bringing the ball in by pressing **ENTER**. Both team rosters are displayed, allowing viewing of stats and making of substitutions by each team. Each team must press **ENTER** to end the time-out. Each team can call unlimited time-outs.

PLAYER STATS

At the beginning of each quarter, or during a time-out, both team rosters are displayed. Use the **DISC** or press 1 through 5 to select one of your players; press **CLEAR** to see his statistics. The player's fixed stats (in tan) are displayed along with his stats for the game in progress (in yellow). For example:

PTS 11 6

means that this player averages 11 points per game, and has made 6 so far in this game. Or:

2PT 38% 25% 1/4

means that this player successfully makes an average of 38% of his 2-point shots during a game, but for this game has only made 25% of them (made 1 out of 4 attempted).

When you are finished viewing stats, press **CLEAR** to return to the roster. While the roster is displayed, you can view none, any, or all of your players' statistics, and you can make substitutions (see below). Press **ENTER** when you are ready to return to the game.

SUBSTITUTIONS

At the beginning of each quarter, or during a time-out, you can substitute players. Both team rosters are displayed. Use the **DISC** or press 1 through 5 to select one of your players; press 0 (**Zero**) to take the player out of or put the player into the game (you must take someone out before swapping someone in).

While the team roster is displayed, you can substitute none, any, or all of your players, and you can see their statistics (see above). Press **ENTER** when you are ready to return to the game.

Make substitutions to take full advantage of your players' assets. Watch the other team's substitutions — for example, you may want to counter their playing of a better shooter by putting in a better (taller) blocker.

Watch for your players getting tired — their play gets slower and sloppier. You can check a player's stats to get an idea of how much longer he can play at full level:

MIN 29/14

means that the player has an average stamina of 29 minutes and has played 14 minutes so far. Since a player is expected to play at full level for 75% of his stamina rating, this player can be expected to play at full level for about another 8 minutes (22 is 75% of 29).

For each 2 minutes on the bench, a player recovers 1 minute of playing time (the time-played-so-far statistic drops by 1).

FOULS AND FREE THROWS

The referee's whistle blows when a foul occurs and the name of the player who committed the foul is displayed at the bottom of the scoreboard. Only players on offense can be fouled, and only while running or shooting.

A player fouled when running (a dribbling foul) is given a chance to make one *free throw*. A player fouled when shooting (a shooting foul) is given a chance to make one free throw if the shot was good, *two* free throws if the shot was missed or blocked. Players take their positions automatically; the name of the player attempting the free throw is then displayed at the bottom of the scoreboard. Attempt the free throw by pressing any **SIDE ACTION KEY**.

After a player commits 6 fouls, he's out of the game. His name appears in green on the roster. Players who foul-out may only be put back in the game after a total of three players on the team have fouled-out. A player who fouls-out must be substituted before the game can continue.

You can check a player's stats to see how many fouls he has committed so far:

FOU 3/5

This player commits an average of 3 fouls per game, but in this game has already committed 5 fouls (1 more and he's out)!

TECHNICAL FOULS

Fouls committed by a player who fouled out but later was put back in the game are *technical fouls*. The fouled player is given one extra free throw and his team keeps control of the ball.

STEALING THE BALL

When on defense, you can sometimes steal the ball by staying right on the player with the ball, although you are more likely to commit a foul. Lower your chances of committing a foul by choosing a player with a lower foul average.

OVERTIME

If the game is tied at the end of the 4th quarter, a 5-minute overtime is played. If necessary, more than one overtime can be played to break the tie.

DESCRIBE CONTROLS

Pressing 3 when the Main Menu is displayed will give a brief, on-screen description of the use of the hand controllers during the various phases of game play.

STRATEGY TIPS

A player's statistics for 2-point and 3-point shots are based on an average distance from the basket and an average of jump shots and set shots. A player will shoot better than his stats show if you have him shoot closer to the basket or, if he's farther out, have him favor set shots.

Passing often lets you get around a close defender, but be careful! A long pass toward a well-defended area will probably be intercepted. On the other hand, a long pass *from* a well-defended area can work since the thrown ball goes faster than players run.

If the end of the game is close, you're behind, and the other team is trying to run out the clock (not shooting for as long as possible to keep possession), be more aggressive covering the man with the ball and *try* for a foul — you'll have a chance to get possession after the free throw (and instead of fouling, you might just steal the ball!). Just make sure your man hasn't already fouled out this game, or the other team will keep possession after the free throw (see TECHNICAL FOULS, above).

If you are on offense trying to run out the clock and defense is trying to foul you, avoid running with the ball (you can only be fouled when dribbling or shooting) — move the ball with short passes. If you must move the ball by running, use your best free throw shooter, in case he *is* fouled.

SLAP SHOT

SUPER

PRO

HOCKEY

**INSTRUCTIONS
FOR ONE OR TWO PLAYERS**

SLAP SHOT — SUPER PRO HOCKEY

OBJECT OF THE GAME

Score more goals than your opponent. Each goal scores 1 point. Game ends after three 20 minute periods (no overtime).

TO BEGIN

Turn power switch OFF and insert cartridge. Turn power switch ON and press RESET. SLAP SHOT — SUPER PRO HOCKEY title screen appears. Press any hand controller key or the DISC to continue.

You can play SLAP SHOT — SUPER PRO HOCKEY against the computer or against a friend. You can be either the *Home Team* or the *Visiting Team*.

Using either hand controller, select 1 for the Home Team to be controlled by the left hand controller, 2 for the Home Team to be controlled by the computer. Press ENTER.

Select the skill level of the Home Team. You can play SLAP SHOT — SUPER PRO HOCKEY at any of four team skill levels, which determine the maximum speed of skaters and their shots. Select the skill level for the Home Team — 1 (AMATEUR) to 4 (SUPER PRO), then press ENTER. The lower the skill level for your team, the greater the challenge for YOU.

The Home Team has now been signed up; repeat the procedure for the Visitor Team, which is controlled either by the right hand controller or by the computer.

Note: The two teams can play at different skill levels; use these levels to handicap players. An experienced player with a rookie team is a fair match for a novice with a super pro team.

THE RINK

The Home Team's net is at the left of the screen; the Visitor Team's net is at the right. Above each net is that team's penalty box; in the center of the rink is the red face-off circle; and, at the top of the screen, the scoreboard.

In the center of the scoreboard is the time remaining in the period. This clock starts at 20 minutes and counts down (simulated time). Above the clock are 1 to 3 red lights, indicating the period.

THE PLAYERS

The players skate onto the ice. There are four players on a side, one of whom is the goalie. The Home Team is wearing TAN, the Visiting Team is wearing BLUE. You control one player at a time using the hand controller DISC. If you are the Home Team, the player you control will change from TAN to RED; if you control the Visitor Team, the player you control will change from DARK BLUE to LIGHT BLUE. The other players on your team will automatically back you up.

Note: Both goalies are always under automatic control.

The player you control skates in the direction you press the DISC. The player starts slow, but gains speed quickly **ONLY AS LONG AS YOU HOLD DOWN ON THE DISC**. If you let go of the disc, the player slows to a stop. If you change direction, the player slows down to make the turn. To reach maximum speed, keep the disk held in one direction.

When playing offense, you always control the player with the puck. When a player on your team receives the puck in a pass, control will automatically switch to the receiving player. (You never control your goalie; after receiving the puck, your goalie will immediately pass to one of your other players.)

When playing defense, you choose which player you control by pressing 0 (Zero). Each time you press 0, control switches to the next member of your team. (You cannot select the goalie.)

FACE-OFF

A face-off occurs at the beginning of each period and after every goal to determine which team gets possession of the puck. A Home and a Visitor player assume positions facing each other in the face-off circle. Remaining team members assume positions around the rink.

Either player presses the DISC. After a moment (in order to make it fair for both sides) the puck appears in the center of the face-off circle and the 20 minute clock (simulated time) starts counting down.

Skate toward the puck — the player who touches the puck with the stick takes possession.

OFFENSIVE MOVES

PASSING AND SHOOTING

Press 1 through 9 (except 5) to pass or shoot the puck. The position of these eight keys on the hand controller determine the direction of the shot; for example, press 2 to shoot up, press 9 to shoot diagonally down to the right.

The speed of the puck depends on how fast you are moving in the direction of the shot!

Note: You **MUST** release the DISC before shooting!

SLAP SHOTS

These are your hardest and fastest shots! Pressing either **TOP SIDE KEY** shoots the puck in the direction you are skating. Pressing either **BOTTOM SIDE KEY** shoots it even faster!

DEFENSIVE MOVES

INTERCEPTIONS

You can intercept the puck by skating into its path, making contact with your stick. Always stay alert for rebounds and free pucks! Other members of your team can also intercept; control will automatically switch to the player with the puck.

STEALING THE PUCK

You can steal the puck by tripping the player with possession. Skate next to the player and swing your stick (press a **SIDE KEY**). If you're close enough, the player will momentarily tumble, leaving the puck free and the player you stole the puck from flat on the ice!

Note: You cannot trip a goalie or a member of your own team.

PENALTIES

It is illegal to trip a player who does not have possession of the puck. If you do it (and if you're CAUGHT) the referee's whistle will sound and you'll be sent to the penalty box for 2 minutes. A clock appears next to the box to count down the penalty (simulated time).

No more than one player from each team can be sent to the penalty boxes at the same time; if you have a player in the penalty box, it is impossible to trip an opposing player.

When penalty time is up or a goal is scored against the short-handed team, the player returns to the ice. If both teams have a player in the penalty boxes and either team scores, neither player returns to the ice since neither team is short-handed.

Penalty time remaining does not carry over from one period to the next.

STRATEGY TIPS

A hard, long shot can knock the goalie down. While the goalie is down, the net is defenseless! Regain control of the puck and shoot!

Although illegal, you can frequently get away with tripping a player without the puck. Tripping a player set to receive a pass gives you a chance to steal the puck — if you're willing to risk getting caught.

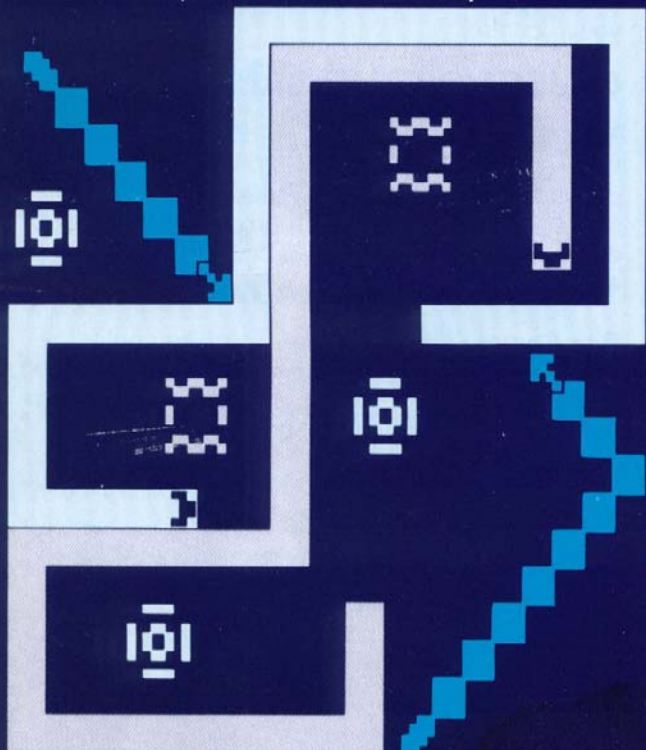
To get around an opposing player, try passing the puck directly to him! As soon as he gets possession, trip him, steal the puck back, and keep moving! Similarly, let the opposing player take the puck in a face-off, then trip him and steal the puck! Take advantage of the time the player is down!

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

SNAFU™

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)

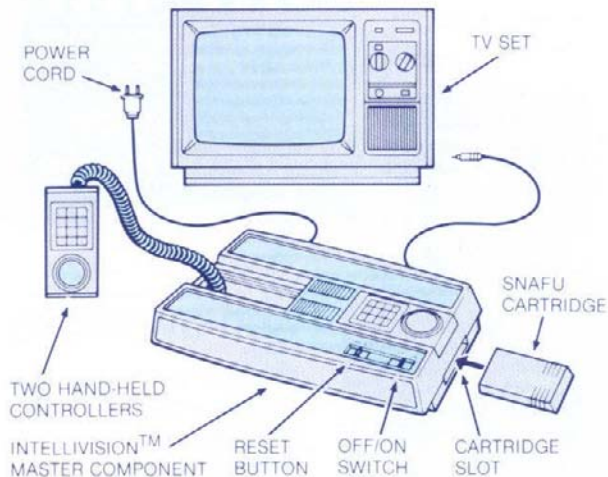
The contest is on! Create a maze to corner your opponents...before you are cornered yourself. Split-second reflexes keep your trail in motion — while blocking your opponent and/or the computer in a trap from which there is no escape. Or direct a hungry serpent after your opponent, and bite his tail off before he bites yours. It's a twisting tangle which only the swift survive. 16 game variations put you in control.

OBJECT OF THE GAMES

Trap Games (12 variations) — To keep your trail moving without colliding — and to block your opponents' trails so that they are forced into collisions. Trails that collide with others, with the edge of the picture, with obstacles or themselves are eliminated.

Bite Games (4 variations) — To make contact between the head of your serpent and the tail of your opponent's serpent, "biting" off one link with each contact. The winner is the surviving serpent.

CHECK YOUR EQUIPMENT

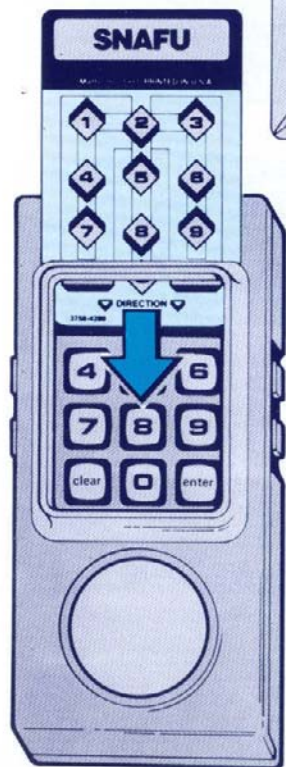


MAKE SURE

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SNAFU CARTRIDGE is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.



PRESS RESET
BUTTON:
Title will appear on
TV screen:



ADD OVERLAYS

Find the SNAFU keypad overlay in the cartridge package with this booklet.

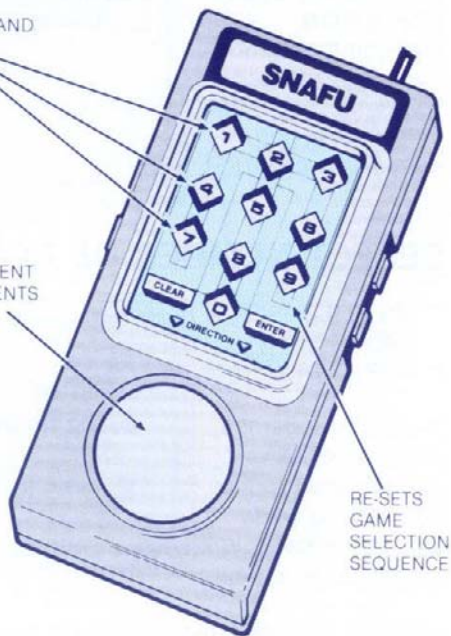
Remove Hand Controller from the console.

Insert overlay into the Hand Controller. Make sure the overlay fits tight and is all the way in. The overlay will be your visual guide in the SNAFU game.

EXAMINE YOUR CONTROLS

SELECTS GAME AND
NUMBER OF
ROUNDS

DIRECTS MOVEMENT
OF TRAILS/SERPENTS



RE-SETS
GAME
SELECTION
SEQUENCE

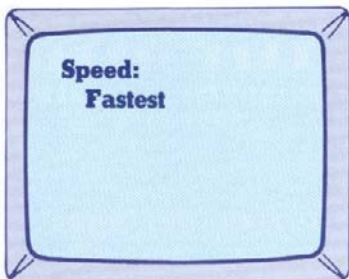
WHEN YOU SEE THE GAME TITLE, SELECT YOUR GAME SPEED.

- Fastest — Press Disc.
- Medium Fast — Press Key 1.
- Medium — Press Key 2.
- Slow — Press Key 3.

TRAP GAMES

PICK YOUR GAME VARIATION

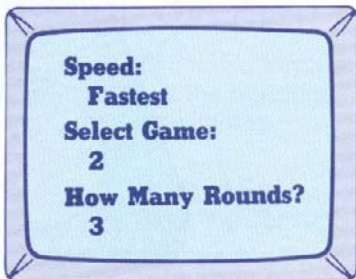
- Key in the number for the Trap game variation you want. (See table, page 5.)
- Then press **ENTER**.



SELECT NUMBER OF ROUNDS

- Key in any number from 1 to 99.
- Then press **ENTER**.

During Trap games, the number of rounds remaining is shown as a white digit in the lower left corner of the screen.



BEFORE THE ACTUAL START OF ANY GAME, YOU CAN RETURN TO THE TITLE FRAME AND START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

GAME VARIATION	MOVEMENT	NUMBER OF TRAILS	TRAILS (AFTER HIT)	OBSTACLES
1	H/V	4	Disappear	NO
2	H/V	4	Remain	NO
3	H/V	2	Disappear	NO
5	H/V/D	4	Disappear	NO
6	H/V/D	4	Remain	NO
7	H/V/D	2	Disappear	NO
9	H/V	4	Disappear	YES
10	H/V	4	Remain	YES
11	H/V	2	Disappear	YES
13	H/V/D	4	Disappear	YES
14	H/V/D	4	Remain	YES
15	H/V/D	2	Disappear	YES

H = Horizontal V = Vertical D = Diagonal

ALL GAME VARIATIONS CAN BE PLAYED BY ONE OR TWO PEOPLE.

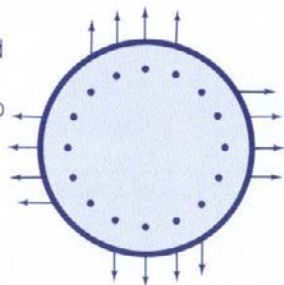
HOW TO PLAY TRAP GAMES

The only control you use is the Direction Disc. The left hand controller directs the Red trail; the right hand controller directs the Blue trail. Yellow and Tan trails are directed by the computer.

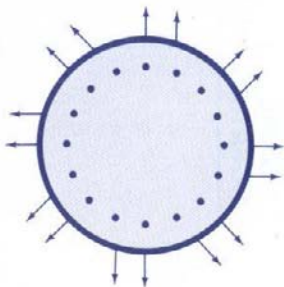
If you do not touch one Direction Disc, the computer will direct that trail. Once you touch a Disc, YOU have control of that trail for the rest of the round.

DISC CONTROL POINTS

In game variations where there is only Horizontal and Vertical movement, use these places on the Disc to direct your trail...



In game variations where there is Horizontal, Vertical **and** Diagonal movement, use these places on the Disc to direct your trail...



After a game first starts, the computer randomly selects the direction in which your trail starts to move. Trail responds to your pressure on the Disc after it has moved one square.

Your trail will not respond if you try to change direction to the exact opposite of your present movement, since this would cause you to have a head-on collision with yourself.

GAME STRATEGY

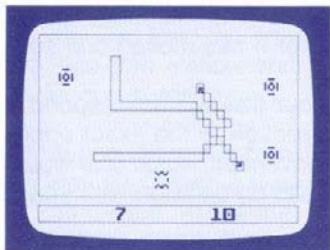
Direct your trail so that it always has room to keep moving freely. At the same time, try to block your opponents so that they are forced into a collision. If a trail collides with the edge of the picture, with an obstacle, with another trail or with part of itself, it is eliminated from the round. Depending on game variation, eliminated trails may disappear or remain on screen as additional obstacles.

OBSTACLES

In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each round of a game with this variation.

DIAGONAL MOVEMENT

In game variations that allow diagonal movement, you can cross a diagonal trail **when moving diagonally yourself. However,** the intersection must be between links, like this:



If you are about to crash, you will hear a BEEP one square before collision. Blue trail will be warned with a HIGH beep. Red trail will be warned with a LOW beep.

SCORING

When a trail collides and is eliminated, all other surviving trails are awarded one point. If two trails collide simultaneously, both are eliminated and neither receives a point. Any other surviving trails, however, receive two points. Points are accumulated throughout the number of rounds set at the beginning of the game (up to 99). Points are displayed along the bottom of the screen, in the color of the trails.

MUSIC

The computer music lets you know that the current round of play has reached the "showdown" stage — a battle between the last two existing trails. If

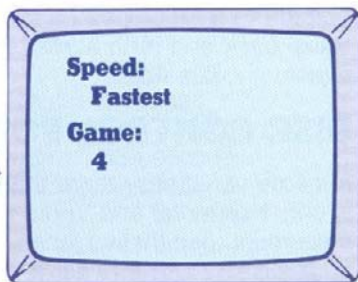
you are playing a 2-trail variation of the game, you will hear the music throughout the entire round of play. Music also signals you when the game is over.

AT THE END OF A GAME, YOU CAN RETURN TO THE TITLE FRAME TO START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

BITE GAMES

PICK YOUR GAME VARIATION

- Key in the number for the Bite game variation you want. (See table below.)
- Then press **ENTER**. Game starts immediately.



GAME VARIATION	MOVEMENT	OBSTACLES
4	H/V	NO
8	H/V/D	NO
12	H/V	YES
16	H/V/D	YES

H = Horizontal V = Vertical D = Diagonal

ALL BITE GAME VARIATIONS ARE 2-PLAYER GAMES, WITH 2 SERPENTS.

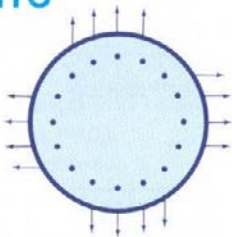
BEFORE THE ACTUAL START OF ANY GAME, YOU CAN RETURN TO THE TITLE FRAME AND START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

HOW TO PLAY BITE GAMES

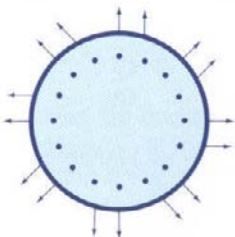
The only control you will use is the Direction Disc. Left hand controller directs the Red serpent; right hand controller directs the Blue serpent. BITE GAMES ARE 2-PLAYER GAMES. If you leave either serpent to the computer's control, that serpent will travel back and forth across the screen until it eventually eats itself.

DISC CONTROL POINTS

In game variations where there is only Horizontal and Vertical movement, use these places on the Disc to direct your serpent...



In game variations where there is Horizontal, Vertical **and** Diagonal movement, use these places on the Disc to direct your serpent...



When game starts, computer randomly selects the direction of movement for both serpents. Serpents respond to Disc direction after they have moved one square.

GAME STRATEGY

Maneuver your serpent to make contact between the head of your serpent and the end of your opponent's serpent's tail, "biting" off one link. Each serpent starts with 10 links. A serpent can grow a new link (up to a maximum length of 20), if it is not bitten within a certain length of time. The time required to grow a new link depends on the speed at which you are playing.

Fast speed — approx. 20 seconds

Medium Fast speed — approx. 27 seconds

Medium speed — approx. 33 seconds

Slow speed — approx. 40 seconds

If a serpent runs into the edge of the picture and doubles back on itself, it will lose one link. Display at the bottom of the screen shows how many links each serpent has left. The game is over when a serpent loses all its links. The winner is the surviving serpent.

OBSTACLES

In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each game with this variation. If a serpent runs into an obstacle, it will change direction of movement.

COMPUTER MUSIC SIGNALS YOU WHEN THE GAME IS OVER. AT THE END OF A GAME, YOU CAN RETURN TO THE TITLE FRAME TO START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

MATTEL ELECTRONICS®

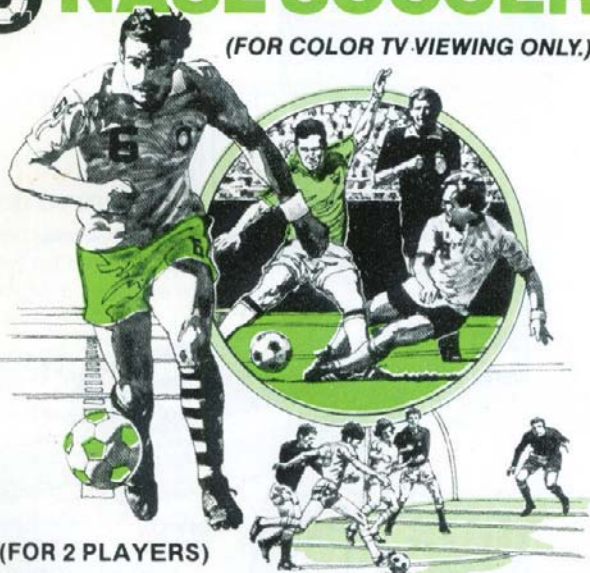
INTELLIVISION™ Intelligent Television



CARTRIDGE INSTRUCTIONS

NASL SOCCER

(FOR COLOR TV VIEWING ONLY.)



(FOR 2 PLAYERS)

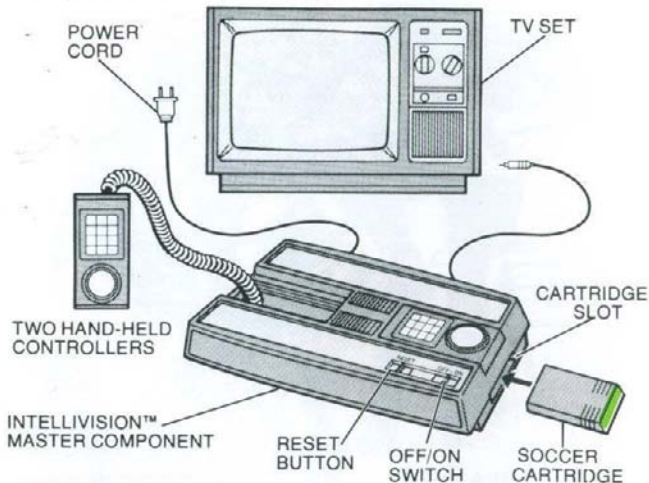
KICKOFF! The ball is yours, now move it downfield! Teamwork and footwork are the name of this game. The defense is pressing . . . **PASS** to a teammate! Get the ball in close to your opponent's goal. Move quickly . . . evade the defense . . . keep the ball inbounds. You're in the goal area. Fake out the goalie and shoot! **IT'S A SCORE!**

HOW TO WIN If you want to play **winning INTELLIVISION™ Soccer**, read this booklet.

* Trademark of and ©NASL Marketing, Inc. 1979 used under license.

OBJECT OF THE GAME is to score more goals than your opponent in two 45-minute periods. Each goal scores 1 point. 7½ minute "Sudden Death" overtime, if score is tied at end of 2nd half or any overtime period. (All times are simulated.) No penalties in this game.

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SOCCER cartridge is placed in slot, firmly engaged.
- OFF/ON switch is turned ON.

PRESS RESET BUTTON:

Title will appear on TV screen:



ADD OVERLAYS

Find two SOCCER keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.

OVERLAY



HAND-HELD CONTROLLER

EXAMINE YOUR CONTROLS

SELECT SKILL LEVEL.

ROOKIE – Slow
COLLEGIATE – Medium
SEMI-PRO – Medium Fast

OVERTIME BUTTON.

Activates 7½ minute (simulated) "Sudden Death" overtime period.

PASS/GOALIE DOWN BUTTONS (both sides).

Offense – sends ball across field at slower, more accurate speed.
Defense – moves goalie in downward "lunge" when visible.



SHOOT/GOALIE UP BUTTONS (both sides).

Offense – sends ball across field at faster, scoring speed. Defense – moves goalie in upward "lunge" when visible.

DIRECTION DISC. Used to "run" Offense and Defense control men in any of 16 directions. Press edge of disc corresponding to direction you want man to move.

Use with PASS or SHOOT buttons to control direction of ball when passing or shooting.

Press to select PRO game speed – FASTEST speed of all.

INTELLIVISION™ SOCCER is a game of action and coordination. Practice using the Direction Disc **together with** the Pass and Shoot buttons, for a winning combination! Get the feel of these controls **before** you play. Find the way of working the controls that feels most comfortable and lets you react quickly.



THE ALL-IMPORTANT KICK! To make your control man kick, you must **hold down** the Direction Disc **while** you press either the Shoot or Pass buttons. When control man connects with ball, you will hear a “WHACK”.

IMPORTANT: Direction in which man with ball is facing determines direction in which ball is released when passing or shooting.

SELECT GAME SPEED

You can play INTELLIVISION™ Soccer at 4 different speeds. Press the DIRECTION DISC to set game speed at PRO – the FASTEST possible game speed.

To select one of 3 SLOWER speeds, press the desired Skill Level button on your Hand Controller.

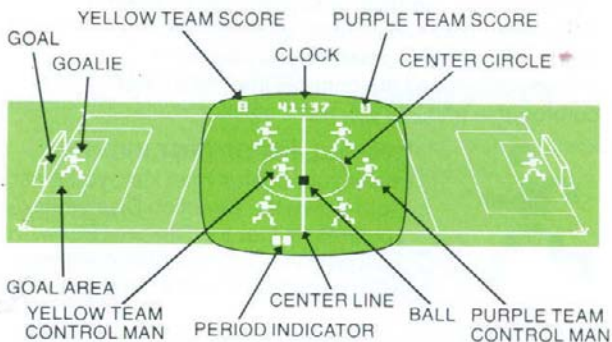
Fast, PRO speed means **everything** goes faster! Passes, shots on goal, “running” – all speed up. At PRO speed, your reactions will have to be very quick!

Until you get familiar with the game, you’ll probably want to begin at a slower speed.

CHECK THE FIELD

Soccer field appears on your TV screen AS SOON AS YOU SELECT GAME SPEED. The “CROWD” ROARS, as both teams “take the field.” You don’t see the entire soccer field, **only the center one-third**. As the game gets underway, you see the visual effect of a TV camera “panning” downfield, following the action of the man with the ball.

If you could see the entire field at once, it would look like this:



COMPUTERIZED CLOCK & SCORING

There are two 45-minute periods in each game, with possible 7½ minute overtime periods. (All times are simulated.)



Bars at the bottom of the screen indicate which period is in play – one bar for 1st period, two bars for 2nd period. A third, DARKER bar indicates overtime period in play.

YELLOW TEAM SCORE

PURPLE TEAM SCORE

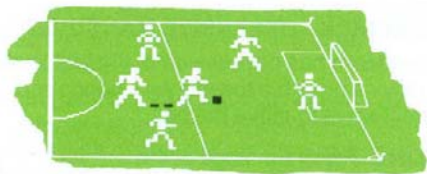


Team scores and time remaining in period are continuously displayed at the top of the screen, **except** when screen is "panning."

THE STARTING LINE-UP

There are two teams – YELLOW and PURPLE. Each team has 3 men plus a goalie. On Offense, you control THE MAN WITH THE BALL. On Defense, you control a DEFENSIVE CAPTAIN and have **partial control over your goalie**, when he is visible. Computer controls all other players on both teams, and moves them to simulate full teams of 10 men each plus goalies.

Player you control (except goalie) CHANGES COLOR – to ORANGE for Yellow Team, to BLUE for Purple Team.



At the start of the game, YELLOW team (left hand controller) defends the LEFT end of the field. PURPLE team (right hand controller) defends the RIGHT end of the field. Teams change sides for the 2nd period and again for overtime (if any).

THE KICKOFF

YELLOW TEAM ALWAYS HAS THE OPENING KICKOFF. ORANGE Control Man takes position in the Center Circle, facing the ball. Purple Team takes defensive positions outside the Center Circle. Order is reversed for 2nd period kickoff and overtime kickoffs (if any).



PRESS DIRECTION DISC ON LEFT HAND

CONTROLLER to move Orange Control Man toward ball. **GAME CLOCK WILL START.** Orange Control Man will automatically kick the ball to one of two Yellow receivers at the top and bottom of the Center Circle. The computer selects at random which Yellow receiver will get the ball. You will hear a "WHACK" as the ball is kicked and another when it is received. As soon as the receiver gains possession of the ball, he will become the Offense Control Man and turn **ORANGE**.

ON THE ATTACK – OFFENSIVE MANEUVERS

When your team has possession of the ball, move it as quickly as possible toward your opponent's goal! There are 2 ways to move the ball.

DRIBBLING. Press the edge of the Direction Disc in the direction you want your Control Man (the man with the ball) to move. He will lightly "kick" the ball in front of him as he moves downfield. You will hear the sound of the **BALL DRIBBLING.** Your TV screen will "pan" downfield to follow his movements.



PASSING. To move the ball more quickly downfield and prevent your opponent from stealing it, **PASS THE BALL** to a teammate. Select your intended receiver and use the Direction Disc to turn your Control Man so that he is **facing** the receiver. Continue pressing the Direction Disc **while** you press either **PASS** button. You will hear a "WHACK" as the ball is kicked.

The ball will travel in a straight line at moderate speed, slowing down as it travels. The computer will calculate whether the receiver **can** collect the ball as passed. If the

pass is possible, the receiver will move into position to collect the ball. When pass is completed, you will hear a soft "WHACK" and RECEIVER WILL CHANGE COLOR. He is now your Control Man. Previous control man will revert to normal team color.

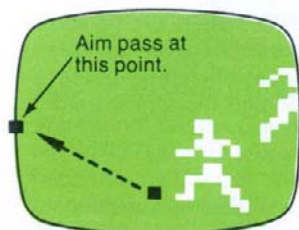
NOTE: You cannot control the movement of your intended receiver UNTIL he collects the ball.

SELECTING A PASS RECEIVER

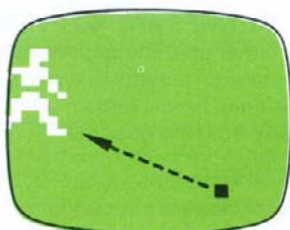
You may not always see a teammate on-screen who can receive the ball. Because of the panning effect, however, you can estimate the position of an OFF-SCREEN RECEIVER.

As the screen pans to follow the man with the ball, other players disappear off-screen. WHEN A PLAYER DISAPPEARS OFF-SCREEN, HE REAPPEARS ON THE OPPOSITE SIDE OF THE SCREEN, DIRECTLY ACROSS FROM THE POINT AT WHICH HE DISAPPEARED. There is always exactly one screen width between the point at which a player disappears and reappears.

EXAMPLE:

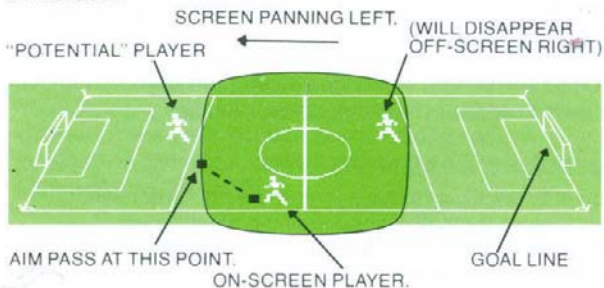


Screen panning left. Player disappears off-screen right.



Screen panning left. Player reappears on-screen left.

When the screen is panning, it is possible to estimate when an on-screen player will disappear and reappear on-screen.

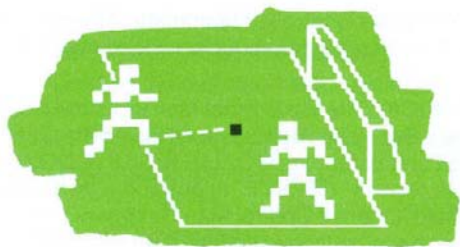


For every on-screen player, imagine a "POTENTIAL" PLAYER off-screen, exactly one screen width away, in the direction in which the screen is panning. The "potential" player does not exist until the on-screen counterpart disappears. You can, however, pass the ball toward an off-screen "potential" player. By the time the ball reaches him, the screen will have panned away from the on-screen counterpart and there will be a player at the point of aim, to receive the ball.

NOTE: Players disappear and re-emerge ONLY WHEN GOAL LINES ARE NOT VISIBLE ON SCREEN. As soon as either goal line appears on screen, there are no more "potential" players. If a player moves off-screen during this time, he will remain off-screen until the screen pans away from the goal line.

SCORING

Get in close to your opponent's goal, then line up your shot, using the Direction Disc to **face** your Control Man in the direction you want the ball to travel.



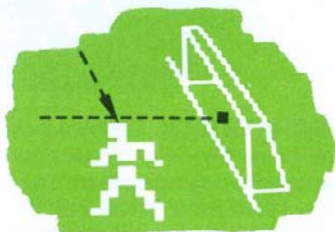
Hold the Direction Disc down **while** you press either SHOOT button. Ball will travel in a straight line at fast speed. Keep your shots coming. Your opponent can only move his goalie in "lunges" between goal posts. Move quickly to "fake him out."

IT'S A SCORE! The ball makes it past the goalie and into the net!
THE CLOCK STOPS.

You hear the "CROWD" ROAR.

Your score increases by 1 point. Screen returns to Center Circle

for **kickoff by your opponent**. **CLOCK RESUMES** when your opponent presses the Direction Disc for kickoff.



OOPS!—OUT OF BOUNDS

You cannot see the Computer Referee, but you will hear his WHISTLE if the ball goes out of bounds. When this happens, the **CLOCK WILL STOP** until game action resumes on the field. There are 3 ways the ball can be brought in from out of bounds.

1. THROW-IN. Offense Control Man kicks the ball beyond either sideline. Computer sends a defenseman out of bounds at the point where the ball went out. **DEFENSEMAN THROWS THE BALL BACK IN** to the

nearest computer-controlled teammate. All other players "FREEZE" in position for about $\frac{1}{2}$ second after the ball is thrown.

2. GOAL KICK. Offense Control Man kicks the ball past opponent's Goal Line. Ball is placed inside the Defense Goal Area and defending GOALIE KICKS IT DOWN-FIELD. All players "FREEZE" in position until the ball is $\frac{1}{3}$ downfield. Offense Control Man disappears off-screen as screen "pans" to follow the ball, then reappears on opposite side of screen when ball stops.



3. CORNER KICK. Defense kicks the ball past its own Goal Line while defending the goal. Ball is placed in upper corner near defending team's goal. OFFENSIVE PLAYER KICKS THE BALL BACK INBOUNDS to the nearest computer-controlled teammate. All other players "FREEZE" in position for about $\frac{1}{2}$ second after the ball is kicked.



NOTE: If defending team kicks the ball into its OWN goal, this scores 1 point for the opposition. No corner kick would be awarded.

ON DEFENSE

(Control Man is your Defensive Captain)

Your opponent has the ball. You have 2 defense objectives:

1. PREVENT YOUR OPPONENT FROM SCORING.
2. GAIN POSSESSION OF THE BALL.

USE THE DIRECTION DISC to move your Defensive Captain in any of 16 directions.

PREVENT YOUR OPPONENT FROM SCORING.



GOALIE

On defense, you have **PARTIAL CONTROL** over your goalie, **WHEN HE IS VISIBLE ON SCREEN.**

By pressing either **GOALIE UP** (top) or **GOALIE DOWN** (bottom) side buttons on your Hand Controller, you can cause your goalie to “LUNGE” toward the top or bottom of the screen. Goalie “lunges” only as far as the goal posts and remains there as long as you press the button.



GOALIE UP “lunges” goalie upward to goal post.



GOALIE DOWN “lunges” goalie downward to goal post.

If the goalie touches either the ball or the man with the ball, he will automatically gain possession and immediately throw the ball to the nearest computer-controlled teammate. Offensive players will be able to move, but **WILL NOT BE ABLE TO TOUCH THE BALL** for 1 second after the goalie throws it.

YOU CAN STILL CONTROL THE MOVEMENTS OF YOUR DEFENSIVE CAPTAIN WHEN GOALIE IS VISIBLE. With practice, you can build a tough defense by controlling both simultaneously. If your Defensive Captain gets possession of the ball while goalie is visible, **GOALIE WILL REVERT TO COMPUTER CONTROL. YOU HAVE PARTIAL CONTROL OVER GOALIE ONLY WHEN PLAYING DEFENSE.**

GAIN POSSESSION OF THE BALL.

INTERCEPTIONS

Use the Direction Disc to "run" your Defensive Captain into the path of the ball when your opponent's man releases the ball to pass or shoot. You can block a score *and* gain possession of the ball.

STEALING THE BALL

Your Defensive Captain can steal the ball away from your opponent's Control Man. "Run" in close to the man with the ball. If your Defensive Captain touches the ball, he will take possession. Get away from your opponent's Control Man fast, to prevent him from stealing the ball back. Combine a steal with an immediate pass, to keep possession once you have the ball!



THERE ARE NO OFFSIDES OR PENALTIES IN INTELLIVISION™ SOCCER.

“BUZZER” SIGNALS THE END OF EACH PERIOD.

OVERTIME

Score is tied at the end of the 2nd period. Press the OVERTIME BUTTON on either hand controller. Game will automatically go into 7½ minute “Sudden Death” overtime. (Simulated time.) Teams switch ends of the field for each overtime period. YELLOW TEAM kicks off. First team to score a goal and break the tie wins!

If neither team scores by the end of the 7½ minute period, the game will automatically go into a second overtime period. PURPLE TEAM will kick off. There is no limit on the number of overtime periods. Game ends only when the tie is broken.

Press RESET BUTTON on Master Component to begin a new game.



SIMULATED GAME EFFECTS

- "CROWD" ROAR When teams take the field. When goal is scored. At end of game.
- BUZZER At end of each game period or overtime period.
- "REF'S" WHISTLE When ball travels out of bounds.
- CONTACT "WHACK" When player kicks ball. When ball is received.
- "DRIBBLING" When ball is being moved downfield by rapid, light kicks.

HOW TO WIN

1. **COORDINATE** Direction Disc with Pass and Shoot buttons. When both controls work together smoothly, you have an edge.
2. **LEARN TO PASS** effectively. Watch how players move off- and on-screen, as the screen "pans". Make the panning effect work to your advantage with off-screen passing.
3. On long passes, use the faster SHOOT button, rather than the PASS button. The faster speed will carry the ball farther before it slows down, with less chance of interception.



4. **WATCH YOUR AIM.** "Wild" shots and passes may be intercepted or travel out of bounds.

5. **LOOK OUT FOR THE DEFENSE.** Man with the ball can't "run" as fast as the Defensive Captain. If pressed too close, pass the ball.

6. **MANEUVER THE GOALIE.** Learn to play goalie and Defensive Captain simultaneously. Practice makes it easy.

7. If your **DEFENSIVE CAPTAIN** falls too far behind the man with the ball, let your man drop back completely off-screen. He will reappear on-screen in front of the man with the ball.

8. Remember that the **BEST DEFENSE IS A GOOD OFFENSE.** Get possession of the ball and keep possession until you score!

GLOSSARY OF SOCCER TERMS

COLLECTING THE BALL – the action of taking possession of the ball.

CORNER KICK – a means of returning the ball inbounds by kicking it in from the upper corner near Goal Line. Offense has ball.

DEFENSIVE CAPTAIN – man you control when playing Defense.

DRIBBLING – the action of moving the ball downfield by means of rapid, light kicks.

GOAL KICK – a means of returning the ball inbounds where goalie kicks ball downfield from Goal Area. Defense has ball.

RECEIVE – a completed pass.

THROW-IN – a means of returning the ball inbounds by throwing it in over either sideline. Defense has ball.

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

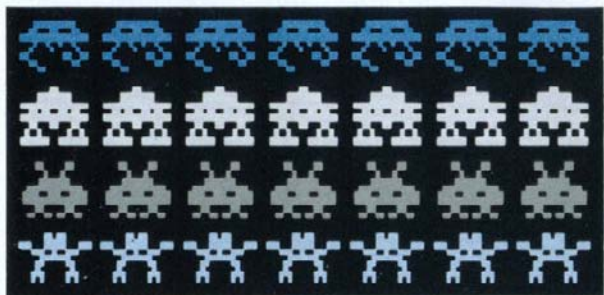
CARTRIDGE INSTRUCTIONS

SPACE ARMADA™

(FOR 1 PLAYER)



(FOR COLOR TV VIEWING ONLY)



SPACE ARMADA™

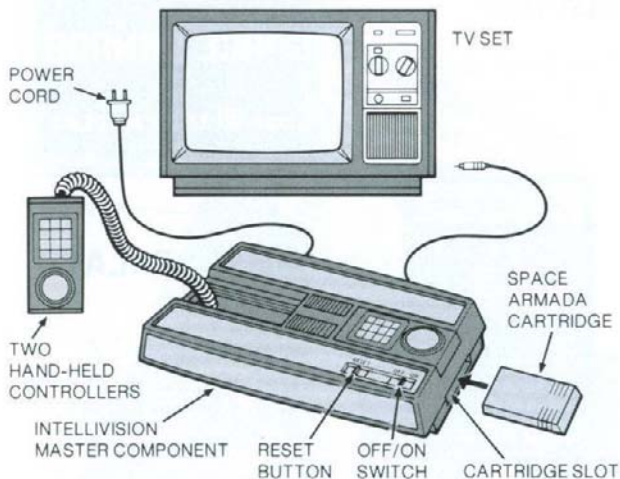
Start the game and HERE THEY COME — 4 rows of menacing monsters — an armada of trouble! You begin with 6 laser guns and 3 bunkers. The descending targets drop bombs on you and your bunkers. Hit the elusive red flying saucer for big points and some damage repair! Every time you clear the screen of targets, the challenge gets tougher — more bombs, guided missiles, and many, many surprises! Fire away!

OBJECT OF THE GAME

Score as many points as possible by shooting descending Space Armada targets, before any of them "land". Each time a screenful of targets is cleared a new Armada appears with higher point values...and sometimes new offensive weapons.



CHECK YOUR EQUIPMENT



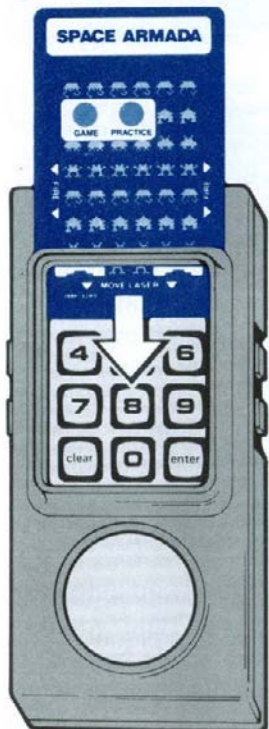
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- SPACE ARMADA CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.



PRESS RESET BUTTON

Title will appear
on TV screen:



ADD OVERLAYS

Find the
SPACE ARMADA
keypad overlay in the
cartridge package with
this booklet.

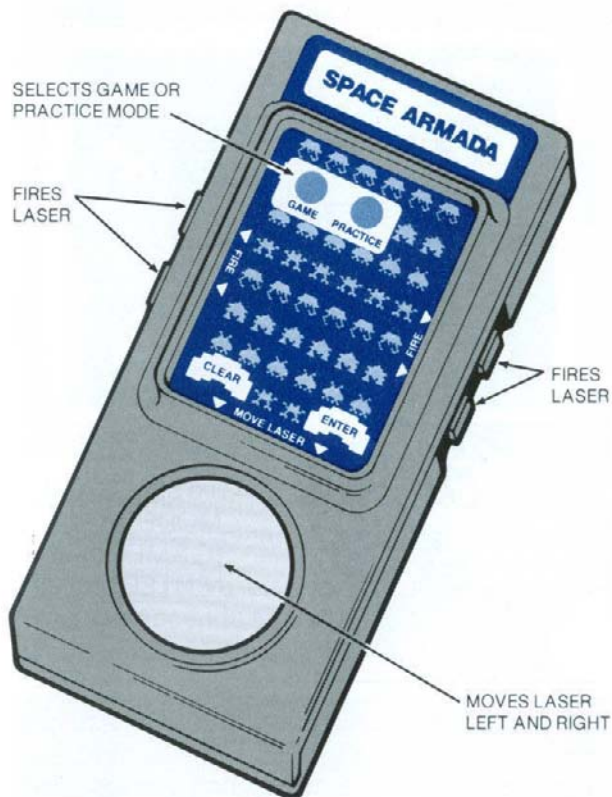
Remove Hand-Held
Controller from the
console.

Insert overlay into the
Hand Controller. Make
sure the overlay fits
tight and is all the way
in. The overlay will be
your visual guide in the
SPACE ARMADA
game.

HAND-HELD CONTROLLER

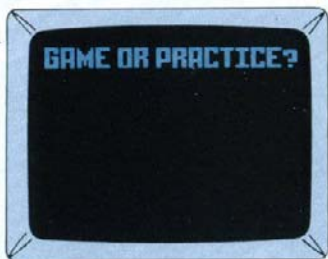


EXAMINE YOUR CONTROLS



GET READY!

When you see the Space Armada™ title, press the disc or any button on either Hand Controller. The screen shows:

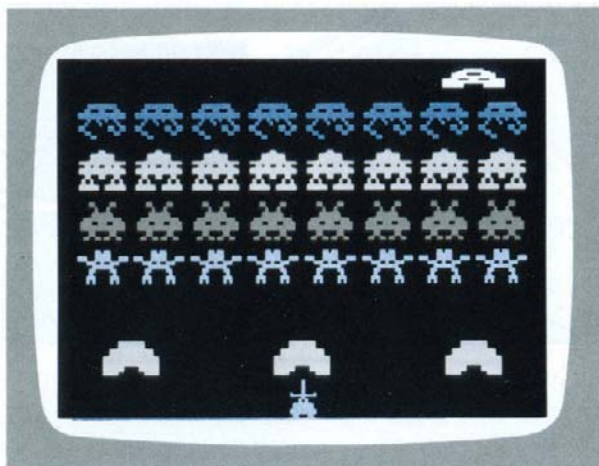


To start GAME MODE, press **GAME**, then **ENTER**.

If you select PRACTICE MODE, you will be able to play the game at the beginning, but at a slower speed. (PRACTICE MODE has greater usefulness when you have cleared the screen a few times and want to get a "replay" of a more difficult target situation — see page 11).



At the beginning of the game, you have 32 moving targets, arranged in four rows, like this:

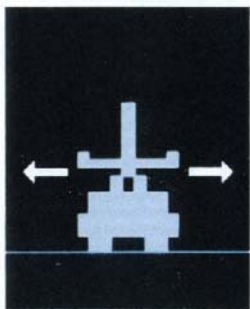
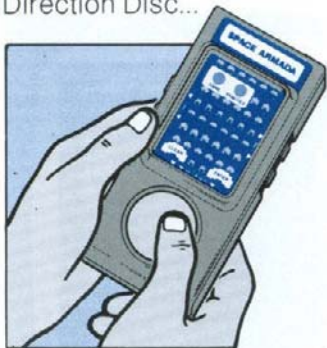


You also start with 6 laser guns, one visible in the center of the picture and 5 more in reserve.

The targets move left and right and the entire Armada descends every time any target reaches either side of the screen.



TO HIT A TARGET: Move your laser gun left or right by pressing the left or right half of the Direction Disc...



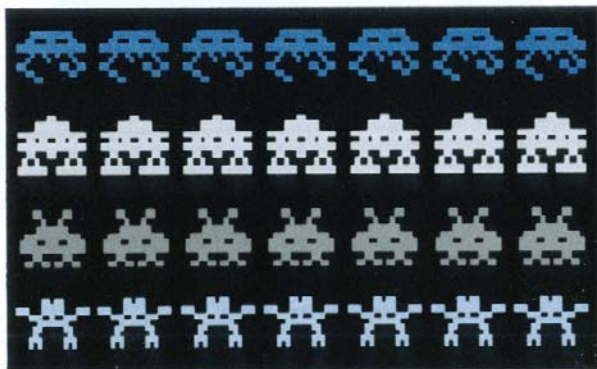
NOW — when you're clear of the bunkers, FIRE by pressing any button on the sides of the Hand Controller. You have unlimited "ammunition" — BUT you can only shoot fast enough to have one laser round on the screen at a time — so MAKE YOUR SHOTS COUNT!



THE ARMADA ATTACKS!

The first Armada attack is with white bombs that wiggle as they fall. They come down slowly enough so that you can move away before your laser gun is hit. (If you lose all your guns the game is over.)

If you win that battle by clearing all 32 targets from the screen before any of them reach the ground, you get another Armada. Every time a bomb hits one of your bunkers, it chips a piece away, and in your second battle your bunker protection will be reduced.



By the third battle, a new kind of bomb will start to fall. It's longer than the first kind, and brown. It explodes when it lands, and even a near miss will take out one of your laser guns.



After a hit, the game pauses briefly. When it restarts, one of your reserve guns appears and you can resume firing. Normally, your replacement gun appears in the center. However, if you want it to be located at the left or right, press that side of the Disc during the pause.



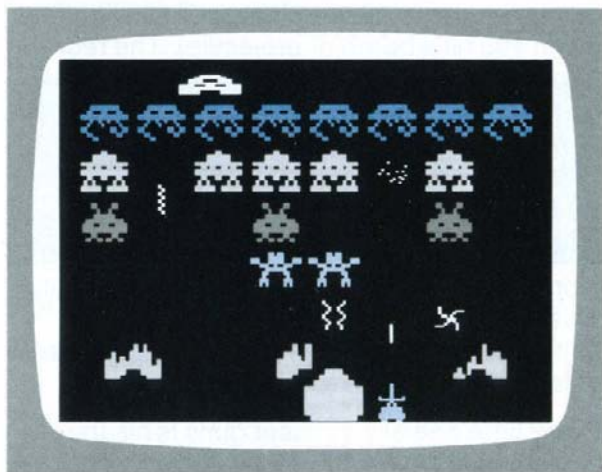
If you keep on clearing the screen, the targets start moving faster, and new forms of attack take place. There are "guided missiles" — pulsing violet projectiles that will fall to earth and move horizontally to blow up your gun, unless they hit one of your bunkers.



If you fire your laser when you're directly underneath one of these missiles or brown bombs, you can blow them up in midair — with a direct hit.



Later on, if you keep clearing the screen, the Armada attack gets more and more challenging, and introduces some surprises that will always make the game interesting!



SOME OF THE ARMADA'S ATTACK ORDNANCE.

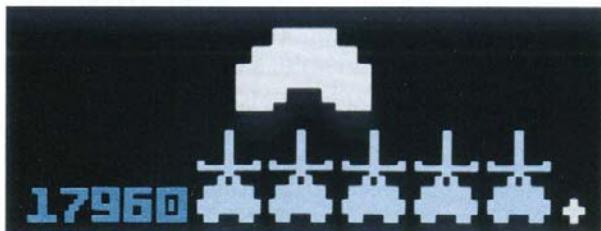
Be prepared, as the game goes on, to confront a variety of battle situations, including targets that can become invisible. You must shoot them anyway! If you forget to hit any of them, they will reappear when they land, and the game will be over.

SCORING

Every screenful of targets is worth more than the preceding Armada. The first set of targets are worth 10 points each; the second set are 20 points, and so on (you do not score any points when you hit a bomb or projectile). The red flying saucer at the top of the screen gives you bonus points when you hit it...a random number from 1 to 32, times the current value of each target. So, hitting the flying saucer in the fifth screen could give you over 1,500 points!

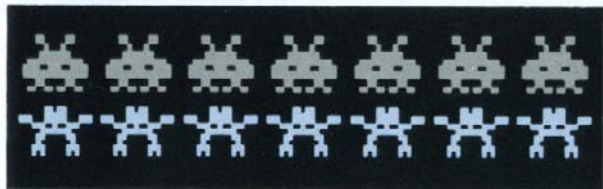
Hitting the flying saucer gives you something more — repair of your most-damaged bunker. This is especially important during the later battles, when you **really** need protection from guided missile attacks.

Every time one of your laser guns is hit, the game pauses and you see the current score, as well as a count of your guns in reserve (a “+” means you have more reserve lasers than are shown)...



You also get a score update when you finish clearing the screen of targets.

The game is over, and your final score shown, when you lose all your laser guns, or when any target gets all the way to the bottom of the screen.



USING THE PRACTICE MODE

When the game is over, you can have a replay of the last screenful of targets and battle situation you played. Press **ENTER**, then **PRACTICE**, then **ENTER** again. All your bunkers will be restored and you will have 6 laser guns. The situation will be at a slightly slower speed than it was during the regular game, so you can refine your strategy and improve your playing skill. This particular screen will be presented repeatedly, unless you lose all your guns or allow one of the targets to land.

If you select Practice Mode at the beginning of the game, you'll get the first screen at a slower-than-normal speed.

MATTEL ELECTRONICS®

2612-0920

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

SPACE BATTLE™

(For 1 or 2 Players)



Attack alert! Alien fleet approaching Mother Ship. You have three squadrons, nine fighter ships to defend her. Check enemy positions on Radar Screen, then dispatch your squadrons! Switch screen to Cockpit Close-up. On target . . . FIRE SIMULATED LASERS! Watch out for enemy fire! It's you against computer-controlled aliens, locked in a space battle.

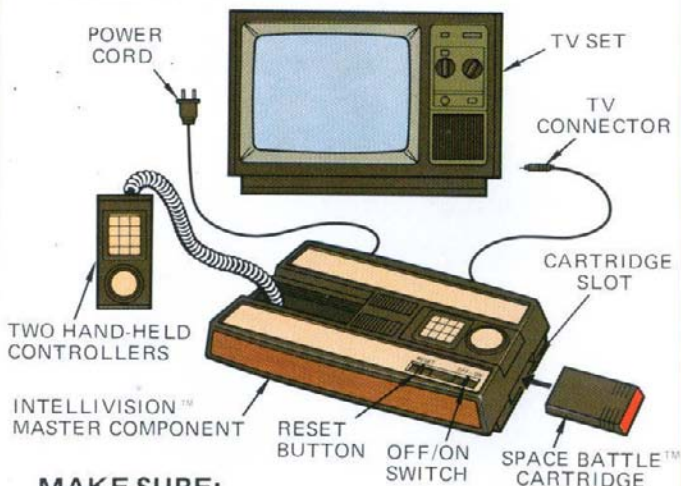
HOW TO WIN!

Space Battle is a game of strategy and skill. If you want to win against the computer and save the Mother Ship, read this booklet.

FOR COLOR TV VIEWING ONLY.

OBJECT OF THE GAME (1 or 2 players vs. computer): To protect your Mother Ship from destruction, by destroying all five computer-controlled alien squadrons. You control three squadrons of three fighters each.

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SPACE BATTLE Cartridge is placed in slot, firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately. (See instructions with Keyboard Component.)

**PRESS RESET
BUTTON:** Title will
appear on TV
screen:



OVERLAY



ADD OVERLAYS

Find two SPACE BATTLE keyboard overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.

HAND-HELD CONTROLLER

EXAMINE YOUR CONTROLS

SQUADRON KEYS: used to assign home squadrons to attack aliens. Also used to set game speed at slower-than-normal.

RETURN TO BASE KEYS: used to recall home squadrons to Mother Ship.

RADAR KEY: used to switch from Cockpit Close-up view to Radar Screen.

"AIM LASERS" DIRECTION DISC: used to move cursor in any of 16 directions for aiming lasers.



FIRE BUTTONS: used to fire simulated lasers.

GO TO BATTLE KEYS: switches screen to Cockpit Close-up, gives player control over particular squadron in battle.

ALIEN KEY: used to select alien squadron for attack.

SPACE BATTLE is a game of strategy and action. In battle, your skill in manipulating the Direction Disc and Fire Buttons will be a major factor in determining whether you vanquish the aliens. Try holding the Hand Controller and working these controls. Find the way that lets you work both, simultaneously and quickly.

IF TWO PEOPLE WANT TO PLAY, one person can control the Direction Disc to move the cursor and aim lasers, while the other player rides shotgun on the Fire buttons. BOTH HAND CONTROLLERS ARE USED to play the game in this manner.

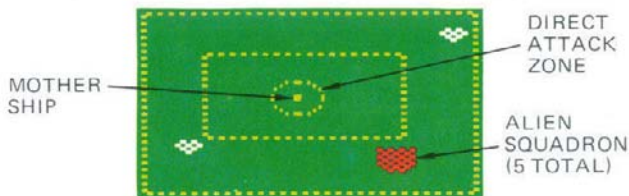
ACTIVATE SCREEN

CHECK STATUS OF MOTHER SHIP

You start the game by selecting the speed at which you wish to play. Press the DIRECTION DISC to set game at ADVANCED LEVEL. This is the fastest game speed at which you can play. To play at slower speeds, press one of the three SQUADRON KEYS — BLUE for FAST, WHITE for MODERATE, or GOLD for BEGINNING speed.

After you select game speed, RADAR SCREEN will appear on your TV screen with Mother Ship under seige by five alien squadrons. Aliens will advance upon Mother Ship at different speeds, from different distances. Each alien squadron will contain a different number of fighters, which will vary from game to game.

Approximate number of fighters in each alien squadron will be indicated by number of dots that make up the squadron. (Example: If an alien squadron is made up of 15 dots, there may be 13, 14, or 15 fighters in the squadron.)



You have three squadrons — BLUE, WHITE, and GOLD — with three fighters in each. Your squadrons do not appear on the screen until you press Squadron Keys to dispatch them.

DIRECT ATTACK ZONE outlines the area of immediate danger to the Mother Ship. Once alien squadrons penetrate this zone, they can score direct hits on the Mother Ship. You have only a brief period of time then to destroy them before they destroy the Mother Ship.

PICK OUT YOUR TARGET

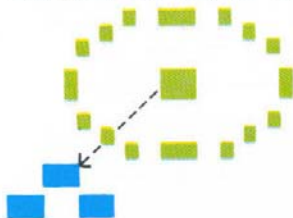
Decide which alien squadron you wish to attack first. Select squadron that represents the greatest immediate danger to the Mother Ship, based on distance, speed of approach, and strength.

PRESS ALIEN KEY
until selected alien
squadron **CHANGES**
COLOR to
reddish-brown.



DISPATCH YOUR SQUADRONS

Dispatch one of your three squadrons (Blue,



White, or Gold) after the alien squadron you have selected to attack. **PRESS** one of the three **SQUADRON KEYS**. If you press Blue Squadron key, Blue Squadron **WILL**

APPEAR at the Mother Ship and move slowly toward the alien squadron selected for attack.

NOTE: A squadron will appear as 3 squares, representing its 3 fighters. Each time you lose a fighter in battle, one square will disappear from the corresponding squadron.

You can dispatch all three squadrons, one after another, but you can only dispatch one squadron per alien target. Since YOU CAN CONTROL ONLY ONE SQUADRON IN BATTLE AT A TIME, it is only good strategy to WAIT until your first squadron is close to its alien target before dispatching a second or third squadron. Computer fights for you in any battles which you do not control.

THE BATTLE IS JOINED!

When your squadron arrives at its alien target, it will START BLINKING. At this point, you can take control of the battle or let the computer fight it for you. If the computer fights the battle for you, it will tend to lose ONE OF YOUR FIGHTERS FOR EVERY THREE ALIEN FIGHTERS DESTROYED.

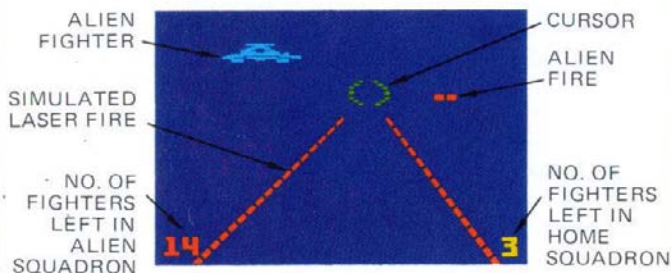


To take control of the battle, PRESS THE GO TO BATTLE KEY THAT CORRESPONDS TO THE COLOR OF YOUR SQUADRON. If you have assigned Blue Squadron to attack an alien squadron and it has arrived on target, press Blue Battle Key to assume control of its battle. Screen will automatically change to COCKPIT CLOSE-UP view.

BATTLE STATIONS!

When you switch to Cockpit Close-up view, ALL ACTIVITY ON THE RADAR SCREEN SLOWS DOWN, but you speed up! You're in battle

action now! Speed, dexterity, and accuracy are the qualities that count.



Use "AIM LASERS" DIRECTION DISC to position the cursor where you want lasers to hit. Press along the outside of the disc to move the cursor in any of 16 possible directions.

Press any of the 4 FIRE BUTTONS on the sides of the Hand Controller. Two lasers will converge at the POINT WHERE THE CURSOR WAS WHEN YOU FIRED. You hear and see the lasers traveling toward your target. You will find it takes about one second for the lasers to strike after you fire, so aim a little ahead of the alien fighter, in its projected path.

Every time an alien fighter is hit, you will **hear** and **see** an explosion! Read-out in the lower left corner of your screen will automatically change to the



number of alien fighters still left.

Be careful! ALIEN FIGHTERS WILL FIRE BACK AT YOU! Their lasers are **harmless** when WHITE, **lethal** when RED. If you see red enemy lasers closing on your cursor, MOVE THE CURSOR! A hit means you lose one fighter. The entire screen FLASHES RED and you hear a LOUD, DEEP TONE. Readout in the lower right corner shows you have one less fighter.

RETURN TO RADAR SCREEN

YOU AUTOMATICALLY RETURN TO RADAR SCREEN:

- ▼ When your squadron destroys **all** fighters in an alien squadron.
- ▼ When all fighters in your squadron are destroyed by alien fire.

YOU CAN SWITCH FROM COCKPIT CLOSE-UP TO RADAR SCREEN at any time by pressing RADAR KEY. If you press this key while engaged in battle, screen will change, but **your squadron will remain in battle**, controlled by the computer.

TO RECALL A SQUADRON FROM BATTLE TO BASE, you must return to Radar Screen. Then press RETURN TO BASE key corresponding to squadron color. EX: To recall Gold Squadron, press RADAR key. When Radar Screen appears, press GOLD RETURN TO BASE key. Battle will be disengaged. Gold Squadron will appear on Radar Screen at its last battle position and move toward Mother Ship.



You can reassign a squadron to attack a different alien squadron **WITHOUT** first recalling it to the Mother Ship. Simply press **RADAR KEY**, select the alien squadron you wish to attack, then dispatch your squadron in the usual manner (page 4).

MOTHER SHIP UNDER ATTACK!

If an alien squadron breaks into the **DIRECT ATTACK ZONE** and begins taking shots at the Mother Ship, a **3-STAGE WARNING**



SIREN will sound. Siren will increase in speed and intensity as the aliens accumulate hits upon the Mother Ship.

If you hear the warning siren while in battle, **PRESS RADAR KEY** to return to Radar Screen. Determine which of your squadrons is nearest to the threatening alien squadron. **DISPATCH THAT SQUADRON** to attack the aliens, even if you must take it out of another battle.

If you must interrupt a battle close to the Direct Attack Zone, dispatch another squadron to take over that battle. **DEPLOY YOUR SQUADRONS WHERE THEY WILL DO THE MOST GOOD.**

The amount of time it takes for an attacking alien squadron to destroy the Mother Ship depends on the strength of the alien squadron. It takes a squadron of 5 fighters longer to accumulate enough hits to destroy the Mother Ship than it takes a squadron of 15 fighters. This rate is **CUT IN HALF** when you engage the attacking alien squadron in battle.

ALIENS DESTROYED- MOTHER SHIP SAVED!

When all five alien squadrons have been destroyed, you will automatically be returned to the Radar Screen. You will hear a **VICTORY HORN**. Computer will print out an **ALL CLEAR** message. Game is over. Press **RESET** button on Master Component to play again.



MOTHER SHIP DESTROYED . . .

You lose when the Mother Ship accumulates enough damage from alien hits to be destroyed. This can happen if:

- ▼ All fighters in your squadrons are destroyed, leaving the Mother Ship defenseless. The first alien to reach the Direct Attack Zone will be able to blast the Mother Ship without resistance.
- ▼ You fail to return to the Mother Ship when it is under fire from aliens in the Direct Attack Zone.

In both cases, the 3-stage warning siren will sound. After the 3rd stage, if you have not stopped the aliens, the warning siren will change to a DISASTER SIGNAL and the Radar Screen will FLASH RED several times. When it stops, the game is over. Press RESET button on Master Component to play again.

HOW TO WIN!

STRATEGY:

1. Before selecting an alien squadron to attack, note the position, rate of approach, and strength of each. Select alien squadron that presents the greatest threat to the Mother Ship.
2. Do not dispatch all three squadrons at the same time. WAIT UNTIL YOUR FIRST

SQUADRON IS NEAR ITS ALIEN TARGET BEFORE DISPATCHING A SECOND SQUADRON. Remember: you can ONLY CONTROL ONE squadron in battle at a time. The computer fights any other battles in progress for you.

3. Don't let the computer fight your battles for you, unless necessary to slow enemy progress. The computer is a poor shot when fighting proxy and will lose, on the average, ONE OF YOUR FIGHTERS FOR EVERY THREE ALIEN FIGHTERS IT DESTROYS.

4. If you lose two out of three fighters in battle and still face a large alien force, send your depleted squadron back to base and replace it with a stronger squadron. Send the weak squadron into combat with a small alien squadron or leave it at the Mother Ship.

5. Remember that the force of an attack on the Mother Ship depends on the size of the alien squadron attacking it. A large squadron will break through sooner than a small one.

6. Stay in battle as much as possible. As long as you are engaged in battle, alien approach to the Mother Ship is slowed down.

TACTICS:

7. Aim carefully, but keep shooting. There's no limit on the number of simulated lasers you can fire.

8. Keep your cursor moving. The aliens are

shooting back at you. If alien fire hits your cursor, you lose a fighter.

9. Knock out two or three alien fighters with one laser burst. Fire at clusters of alien fighters, aiming at one of the ships. The explosion of your hit may take out one or two nearby alien fighters.

90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

INTELLiVISION[®] Intelligent Television

GAME INSTRUCTIONS

(For 2 players or teams)

Space Cadet

One team is from the ice planet, one from the fire planet. Each team controls a Space Cadet in a zippy little flying saucer. Bump into a sparkling asteroid to send it into the other team's planet. Team with the most hits against its enemy planet wins.

OBJECT OF THE GAME

Move the Space Cadet, colliding with the sparkling asteroids. The collision sends the asteroid to the opponent's planet, changing it bit by bit to your color and giving you one point shown below your planet. Convert it completely to your color and you are victorious! Your Space Cadet may fly off the screen, appearing on the opposite side. When the border changes blue, your Cadet will bounce off the side. Hit your opponent and you bounce off each other. The game ends when one planet is completely converted or the time runs out.



Guests at a party are to be divided into two teams.

PRESS RESET BUTTON: Title will appear on TV screen. Press any key to pass the title screen.

Enter TEAM SIZE – How many competitors are on each side.

Enter # OF ROUNDS – How many turns each player will take.

Enter # OF MINUTES – How long each round is for each player.

GAME CONTROLS

DIRECTION DISC: Move the saucer in all directions.

MATTEL ELECTRONICS®

Intellivision Intelligent Television

CARTRIDGE INSTRUCTIONS

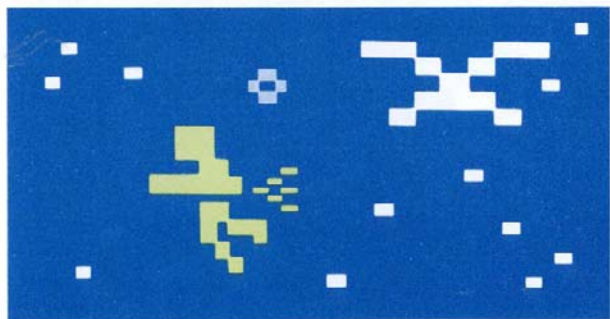
SPACE HAWK™

(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

THE SITUATION: Imagine a hunter, alone in Deep Space. You control his movements. He's armed with a "gas blaster." His prime target is the white Space Hawk. If a Hawk, deadly gas bubbles, comets or amoebas touch the hunter, he tumbles into infinity! There are just three ways to escape: move out fast under backpack rocket power, shoot away the danger, or go into HYPERSPACE! The longer the game goes on, the more exciting it becomes, so...
GET THE HAWK!



OBJECT OF THE GAME

Play against the computer, and go for a big Peak Score by hitting the targets many more times than you are hit yourself. Shoot a Hawk 3 times for big scores; hit bubbles and comets for added points. Get extra hunters when your peak score rises to higher levels. Use HYPERSPACE to escape from hopeless situations. OR, play varieties of the game with a friend to team up for high scores or have "sabotage contests!"



GET READY...

Slide SPACE HAWK overlays in Hand Controller frames, to cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).

These are the game controls...



- Press **RESET**. You see the SPACE HAWK Title Screen.

- Set the game speed:

Press **3** for SLOWEST speed

Press **2** for MEDIUM speed (best for learning the game)

Press **1** for FAST speed

Press **DISC** for FASTEST speed



HOW TO PLAY SPACE HAWK

To get high scores, you have to KNOW HOW TO MOVE! When the game begins, you have 5 space hunters. One of them is in the center; 4 others are in reserve. Press either lower action button ("THRUST") to activate the hunter's back-pack jet.



At game start, you are in "Drift" mode. When you release the THRUST button, your hunter keeps drifting through space. To change direction, press the Disc to turn the figure — then press THRUST again.



Any time during the game, you can switch over to "DIRECT" Drive by pressing the DIRECT key. This gives you more immediate control when you press THRUST (because there's no inertial movement). You can switch back and forth between DRIFT and DIRECT whenever you want to.



"QUICK" MOVES IMMEDIATELY TO DISC DIRECTION.





"SMOOTH" TURNS HUNTER WHILE DISC IS PRESSED.

Press Disc edge to turn the hunter. How fast the figure turns depends on the Aiming Mode you use:

At the start of the game your hunter is in the QUICK mode. He turns immediately to aim toward the direction where you press the edge of the Disc. To make the hunter's arm (and motion) point toward the top of the screen, press the top of the Disc; to point toward the left, press the left side, and so on.



You can switch to a more gradual aiming mode by pressing the SMOOTH key.

In this mode, the figure turns clockwise as long as you press the right half of the Disc. It turns counter-clockwise while you press the left half. You can switch back and forth between these modes whenever you want to.



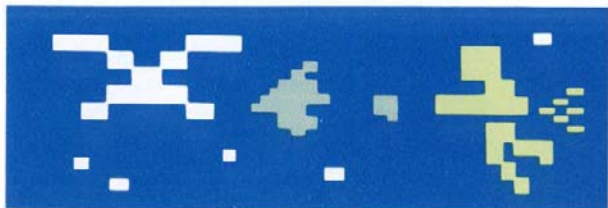
FIRING THE GAS BLASTER

In the game of SPACE HAWK you have several kinds of targets on the screen — often at the same time. To hit anything, first aim the hunter's arm at the target, then press either of the TOP action buttons.



At game start, you're in SINGLE SHOT mode. If you press AUTO FIRE, the computer will automatically fire repeated rounds for you. (A suggestion: use AUTO-FIRE while learning the game, so you can concentrate on getting good at aiming and directing your hunter through space).

Rounds fired from the blaster spread out as they get farther away, so you can hit targets at long range. Don't shoot targets at very close range — the explosion **could** blow up your hunter!



SCORING

You start the game with 500 points. Your score goes up or down according to this system:







When your score is displayed, the number in the lower right corner is the current scoring "multiple." It increases at higher score levels, and determines how often you can get an extra hunter.

MULTIPLE	SCORE RANGE	NEW HUNTER EACH
1x	ZERO — 999	1,000 points
2x	1,000 — 4,999	1,000 points
3x	5,000 — 19,999	1,000 points
4x	20,000 — 49,999	2,000 points
5x	50,000 — 199,999	3,000 points
6x	200,000 — & up	5,000 points

EVERY TIME YOU HEAR A TWO-NOTE SIGNAL, IT MEANS YOUR SCORE HAS RISEN HIGH ENOUGH TO MAKE THE GAME SOMEWHAT HARDER.



YOUR SCORE GOES **UP** WHEN YOU SHOOT...

	MULTIPLE BUBBLE	DOUBLE-BIG BUBBLE*	ONE BIG HAWK-3X	COMET	ONE SMALL HAWK-3X	RAINBOW BUBBLE**
1x	 20	 40	 200	 OVER 10,000	 OVER 20,000	 OVER 100,000
2x	40	80	400	OVER 10,000	OVER 20,000	OVER 100,000
3x	60	120	600	300	OVER 20,000	OVER 100,000
4x	80	160	800	400	3,200	OVER 100,000
5x	100	200	1,000	500	4,000	250
6x	120	240	1,200	600	4,800	300

NOTES:

*Refers to double bubbles that become large single bubbles, then explode.

Rainbow bubbles appear only when your score is over 100,000 points. They constantly change color, and ricochet your shots in random directions. **CAN BE DESTROYED ONLY IF YOU SHOOT THEM WHILE THEY ARE GREEN.

AMOEBAS: Appear as pulsating gray blobs which chase the hunter. **YOU CAN'T STOP AMOEBAS** by shooting them! Move away or use **HYPERSPACE**. Little amoebas appear over 40,000 points; big ones, over 200,000 points.



REMEMBER: YOU MUST HIT A SPACE HAWK **THREE** TIMES TO DESTROY IT AND GET SCORE POINTS! FOLLOW THE TARGET UNTIL YOU MAKE THE THIRD GOOD SHOT. BUT BEWARE...THE HAWK LEAVES A TRAIL OF DEADLY BUBBLES THAT MOVE YOUR WAY!

TO GET AN UPDATE OF YOUR SCORE, NUMBER OF HUNTERS AND MULTIPLE, PRESS SCORE. THE GAME STOPS A FEW SECONDS, THEN RESUMES WHERE YOU LEFT OFF.

WATCH OUT!

If your hunter is hit by any bubble, comet (when score goes over 10,000), amoeba (when score goes over 40,000), or a Hawk (any time), you lose points and one of your hunters. When all your hunters are gone the game is over and your Peak Score is displayed.

There are 3 ways to avoid being hit:

- Use THRUST button and Disc to move out of the way
- FIRE at the approaching object (except for amoebas. To escape them, you must enter HYPERSPACE or take evasive action until the danger moves off-screen)
- Press **HYPERSPACE**. This moves you instantly to another place, far from all the targets and objects you see. Don't use HYPERSPACE too often, though: it costs you points! (see the right column, following)



YOUR SCORE GOES **DOWN** WHEN...

MULTIPLE	YOU ARE HIT	YOU GO INTO HYPERSPACE
1x	100	200
2x	200	400
3x	300	600
4x	400	800
5x	500	1,000
6x	600	1,200

"BLACK HOLES" AND SHOOTING STARS

Every once in a while, your space hunter will move near a "black hole," and the computer will automatically put him into **HYPERSPACE**. This will cost you the same number of points as if you had pressed the **HYPERSPACE** key yourself. On the other hand, it will save your hunter.

The shooting stars which appear from the beginning of the game cannot hit your figure, nor can you shoot them. This is also true of the stationary background stars and small colored celestial bodies.



GAME VARIATIONS

SPACE HAWK is commonly played by one person against the computer. But you can enjoy the game with a friend: try these variations, using both Hand Controllers...

1 ALTERNATE CONTROL: Players take turns controlling the space hunter, switching off every time he gets hit. Try to build the highest possible Peak Score together.

2 TEAMWORK: One player controls aiming and thrust while the other player fires the blaster...or, one player shoots and uses thrust while the other aims and controls HYPERSPACE. Many combinations are possible as you both play to get a high Peak Score.

3 SABOTAGE: One player tries to get the best possible score, while his opponent uses the other Hand Controller to change shooting, drive and aiming modes — everything except HYPERSPACE. When the game is over, switch roles and see who is able to overcome the sabotage to get the higher Peak Score. Better not try this one until you've mastered the game!

TO PLAY AGAIN...

When the game is over, press any button or key. You'll see the SPACE HAWK Title Screen and you can start again from the beginning.



MATTEL ELECTRONICS®
Intellivision® Intelligent Television

IntelliVoice™
VOICE SYNTHESIS CARTRIDGE

INSTRUCTIONS
(FOR 1 PLAYER)

**Space
Spartans**



FOR COLOR TV VIEWING ONLY

Illustrations: © Mattel, Inc. 1982 Hawthorne, CA 90250

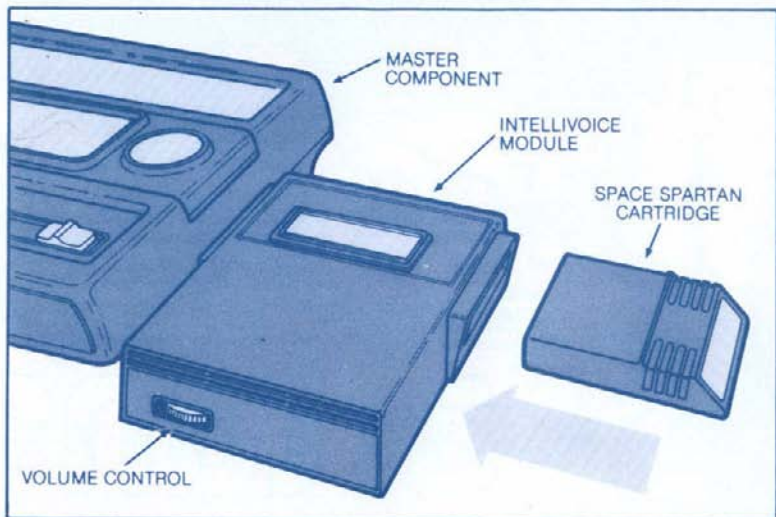
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3416-0920

THIS GAME REQUIRES BOTH THE INTELLIVOICE™ VOICE SYNTHESIS MODULE AND THE INTELLIVISION® MASTER COMPONENT.



In 480 B.C. a small Spartan force held off Xerxes and the entire Persian army, in the famous Battle of Thermopylae. The Spartans chose to die defending the pass into Greece, to give their allies time to prepare for attack. SPACE SPARTANS re-enacts this battle in space, in a heroic adventure that pits you against overwhelming alien odds. You are the elite force. Stop the first alien onslaught and a new alien force appears. Hold the aliens back as long as you can and give your home galaxy time to prepare for attack!



SPACE SPARTANS™ is designed for use with BOTH your Master Component and INTELLIVOICE™ Voice Synthesis Module.

Plug the Voice Synthesis Module into your Master Component. Then plug game cartridge into Voice Synthesis Module. (See INTELLIVOICE instructions for equipment connection details.)

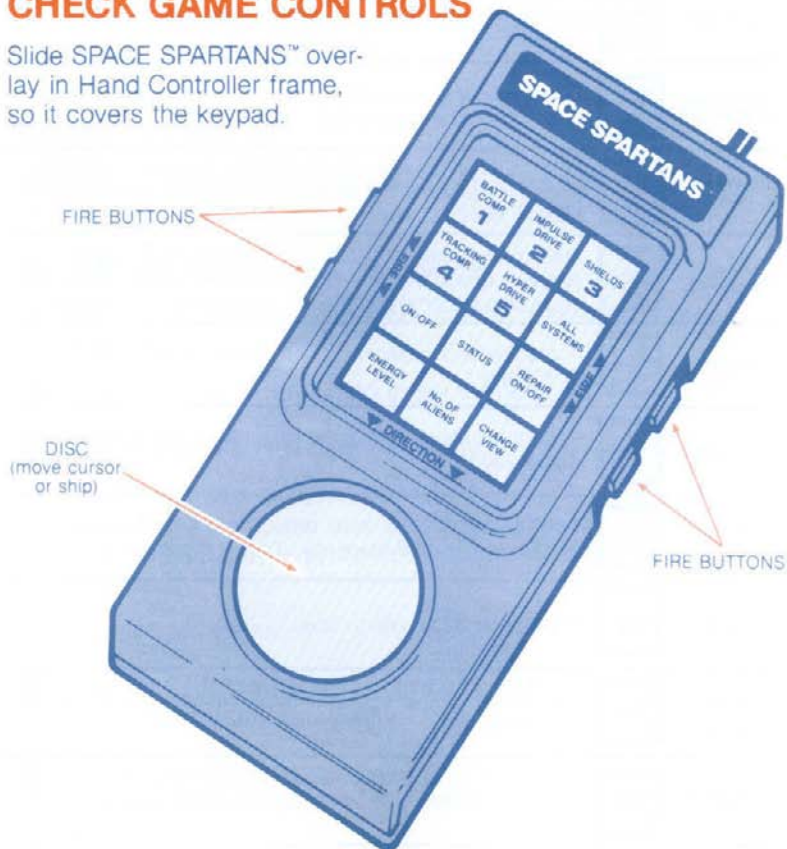


OBJECT OF THE GAME

Score as many points as possible by shooting down alien ships, before your ship is destroyed or you run out of energy. Repair damaged ship systems and re-energize at your 3 starbases. Destroy all aliens on the Sector Grid and a new round starts with more aliens. YOU HAVE ONE SHIP AGAINST A CONTINUOUS ONSLAUGHT OF ALIEN ATTACKERS.













CHECK GAME CONTROLS

Slide SPACE SPARTANS™ overlay in Hand Controller frame, so it covers the keypad.



CONTROLS IN BRIEF

SHIP SYSTEMS:

BATTLE COMPUTER		Automatically fires laser torpedos on any alien ship which Tracking Computer locks on to. Controls accuracy of fire, by directing it toward center of cross hairs.
IMPULSE DRIVE		Allows you to manually pilot your ship, using the Disc. Can be used only in Battle View.
SHIELDS		Partially protect ship systems from alien fire.
TRACKING COMPUTER		Locks your ship onto alien, once alien makes contact with cross hairs of weapon sight.
HYPER DRIVE		Permits travel between space sectors. Activation possible when the cursor is in a different sector than your ship (Battle View or Sector Grid).
ALL SYSTEMS		Press before Repair On/Off key, to repair all damaged systems, one at a time. Press before Status key, for report on all ship systems that are off, damaged or under repair.
ON/OFF		Turns any ship system on or off. (Press system key, then On/Off key.)
STATUS		Reports on status of ship systems. (Press system key, then Status key.)
REPAIR ON/OFF		Activates or cancels repair order. Used with individual system key or All System key. (Details on page 14.)
ENERGY LEVEL		Reports on ship's energy level.
NUMBER OF ALIENS		Reports on number of aliens present in sector occupied by your ship.
CHANGE VIEW		Switches screen from Sector Grid to Battle View and back.





DISC MOVES CURSOR ON SECTOR GRID. MOVES SHIP IN BATTLE VIEW.

To move cursor or ship up, press top edge of disc. To move right, press right edge of disc...and so forth, in 16 directions around the disc. Cursor will move only as long as you press the disc. Ship continues moving even after disc is released. Cross hairs of sight always remain in the center of the screen, since your perspective does not change.

IMPORTANT: BEFORE PRESSING ANY KEY, RELEASE DISC, FIRE BUTTONS AND ANY OTHER KEYS.

GAME VOICES

There are 4 different game voices. Each gives vital game information which you do not receive in any other form.

CENTRAL COMPUTER (male voice):

- 1 Ship's energy level. (Automatic warning if level drops below 1000 units.)
- 2 Number of aliens remaining in sector occupied by your ship.

SHIP'S COMPUTER (female voice):

- 1 Condition of ship systems (Shields, Impulse Drive, Hyper Drive, Battle Computer and Tracking Computer). Automatic report of damage — system 1/3 down, 2/3 down or destroyed.
- 2 Progress of repairs.

STARBASE COMPUTER (robot voice): Automatic alert when your starbases are attacked.

ALIEN COMMANDER: Heard only at the end of the game. Announces "THE BATTLE IS OVER."



SELECT GAME SPEED

Press any key or the Disc. Screen will instruct you to select game speed, from 1 to 5. Press one of the numbered keys.



SLOW



MEDIUM



MEDIUM
FAST



FAST



FASTEST

All game action speeds up when you select a faster speed. Game speed also affects rate of energy use and gain, speed of repairs, and rate of alien growth.

Game speed may automatically increase 1 speed level each round, beginning with Round 2.

- Slowest speed possible for Round 2 is speed 2.
- Slowest speed possible for Round 3 is speed 3.
- Slowest speed possible for Round 4 is speed 4.
- Slowest speed possible for Round 5 is speed 5.

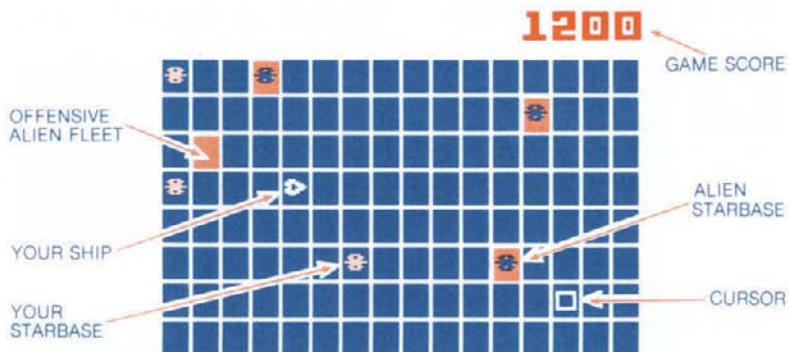
If you play a round faster than the slowest possible speed for that round, game speed will not increase at the beginning of the next round. Example: If you play Round 2 at speed 4, the game will not go to speed 5 until Round 5.

GAME SPEED DOES NOT INCREASE AFTER ROUND 5. FASTEST SPEED POSSIBLE FOR ANY ROUND IS SPEED 5.

SECTOR GRID — GAME START

Sector Grid appears after game speed is selected. There is no game action until you place your 3 starbases.





Each square on the grid represents 1 sector of space.

ALIEN STARBASES & FLEETS



Each colored square with a BLACK BASE SYMBOL is an alien starbase. The game starts with:

- 3 alien starbases, randomly placed,
- 1 defensive alien fleet stationed at each starbase,
- 1 offensive fleet per starbase, which may be located at the starbase or in any other sector.

Sectors occupied by one or more offensive alien fleets are colored, but do not contain the black starbase symbol.

The NUMBER OF SHIPS in an alien occupied sector is indicated by the COLOR of the sector.

GREEN	= 1-4 alien ships	RED	= 17-32 alien ships
YELLOW	= 5-8 alien ships	PURPLE	= 33 or more alien ships
	ORANGE	= 9-16 alien ships	

MAXIMUM ALIEN SHIPS at game start is 16 per fleet or 96 total.

If the grid shows fewer than 3 alien starbases or offensive fleets, 2 or more may be located in the same sector.

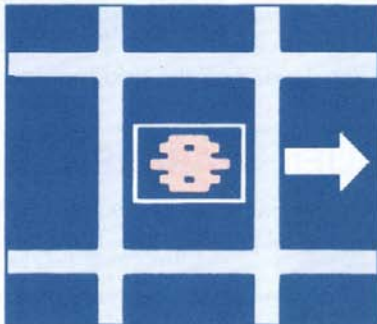


YOUR STARBASES



You have 3 starbases. The cursor automatically appears in the center of the Sector Grid, after you select game speed. You can place starbases in any sector. (If you place a starbase in an alien occupied sector, it will be attacked as soon as the game starts.) You can place 2 or more bases in the same sector.

TO PLACE A STARBASE:



1. Use the DISC to move the starbase with the cursor to any sector.
2. Press any key to lock the starbase in position. The next starbase will automatically appear in the center of the Sector Grid, with the cursor on top of it.

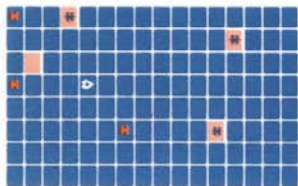
STARBASE FUNCTIONS:

1. Repair damaged or destroyed ship systems.
2. Restore ship's energy.

GAME ACTION BEGINS after ALL of your starbases are placed. Game begins with all ship systems, except Hyper Drive, ON. (Hyper Drive must be turned on each time you use it.)



GAME PLAY IN BRIEF



1. PLACE YOUR STARBASES. Press Disc to move cursor and base to desired sector. Press any key. Repeat for all 3 starbases.

2. MOVE SHIP TO ALIEN OCCUPIED SECTOR. Press Disc to move cursor to sector. Press HYPER DRIVE, then ON/OFF. Ship symbol moves to that sector. (Hyper Drive turns off automatically after use.) Battle begins, even if you remain on Sector Grid.



3. SWITCH TO BATTLE VIEW, AFTER SHIP SYMBOL APPEARS IN SECTOR. Press CHANGE VIEW key.

In Battle View, you see "space" through the cockpit of your ship. The cross hairs always remain in the center of the screen as you maneuver your ship through space.

4. ZERO IN ON ALIEN SHIP (blue). Press Disc to move ship so cross hairs are centered on alien ship. Hold down Disc to accelerate. Press opposite side of Disc to decelerate, TRACKING COMPUTER ON — ship automatically pursues any alien that comes into contact with cross hairs of weapon sight.

5. FIRE! Press any FIRE button when cross hairs are centered on alien ship. Hold down button to fire continuously. BATTLE COMPUTER ON — ship fires automatically when cross hairs touch alien ship; computer directs fire to center of cross hairs.

6. AVOID ENEMY FIRE (orange or yellow spirals). If your ship is hit, Ship's Computer automatically reports damage (system hit and extent of damage).




7. REPAIR DAMAGED SYSTEMS.

- Press system key for damaged system, then REPAIR ON/OFF.
or
- Press ALL SYSTEMS, then REPAIR ON/OFF.

Damaged systems can only be repaired in Battle View.

Damaged OR destroyed systems can be repaired at starbase. Switch to Sector Grid and return ship to starbase.

Once repairs are on, they remain on until you turn them off. To turn repairs off, repeat the exact procedure used to turn them on.

8.  CHECK NUMBER OF ALIEN SHIPS LEFT IN SECTOR OCCUPIED BY YOUR SHIP (Battle View or Sector Grid). Press NO. OF ALIENS key. Central Computer gives verbal report.

9.  CHECK STATUS OF SHIP SYSTEMS. Press individual system key or ALL SYSTEMS key. Then press STATUS, for report on ship systems that are off, damaged or under repair.

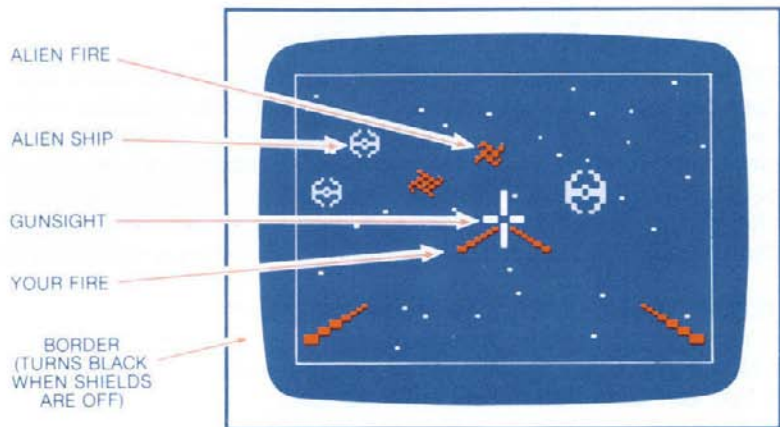
10. DEFEND STARBASE UNDER ATTACK. Starbase Computer gives verbal alert when alien fleet moves into sector occupied by your starbase. Press CHANGE VIEW key. Visually locate starbase under attack (colored starbase sector). Move cursor to threatened starbase. Press HYPER DRIVE, then ON/OFF. Return to Battle View. (Press CHANGE VIEW).

11. MONITOR ENERGY USE. Press ENERGY LEVEL key. Central Computer gives verbal report. (Automatic report when energy falls below 1000 units.) If energy is low, return to starbase to re-energize. Ship will not re-energize during repairs.

12. END OF ROUND. When all aliens on Sector Grid are destroyed, a new alien force appears with 2 offensive fleets per alien starbase, 3rd round — 3 offensive fleets per alien starbase. Keep playing, as many rounds as possible, until all ship systems are destroyed or you run out of energy.



SPECIFICS ON BATTLE VIEW



SHIP MOVEMENT. When in Battle View, you see "space" through the cockpit of your ship. Press the Disc and your ship appears to move through space (though the cross hairs of your weapon sight remain in the center of the screen). Release the Disc and your ship continues to move in the direction pressed. Hold the Disc down to accelerate. Press in the opposite side of the Disc to decelerate.

IMPULSE DRIVE MUST BE ON TO MOVE YOUR SHIP WITH THE DISC. If Impulse Drive is damaged, you will be unable to control your ship effectively. If Impulse Drive is down or off, you will lose all manual control of your ship.

IT IS HARD TO ZERO IN ON AN ALIEN SHIP WHEN MOVING AT HIGH SPEED. Make small, tight movements (easier to control) and let the alien ships find you. (Alien ships cannot find you when you are moving at high speed.)

Alien ships can outrun your ship. Intercept them — don't try to chase them. Alien fire is also faster than you. Evade it — you can't outrun it.

HYPER DRIVE. You can Hyper Drive while in Battle View, provided the cursor is in a different sector than your ship. Simply press



Hyper Drive, then On/Off. Your ship will move to the sector in which the cursor is located and the screen will automatically switch to Sector Grid.

FIRING. Battle Computer fires "laser torpedos" automatically and operates a guidance system that directs your laser torpedos to the center of the cross hairs. If the Battle Computer is damaged, your aim will be off. (The amount your aim is off depends on the amount of damage sustained.) In this case, you will need to fire slightly ahead of an alien ship, in order to hit it. If the Battle Computer is destroyed or off, you will have no automatic guidance system at all.

TO MOVE SHIP TO A DIFFERENT SECTOR

- You must use Hyper Drive.
- Cursor must be in a different sector than ship.
- You can be in Battle View or Sector Grid.

AFTER BATTLE

1. Press CHANGE VIEW to return to Sector Grid.
2. Use DISC to move cursor to new sector.
3. Press HYPER DRIVE, then ON/OFF. Wait until ship symbol appears in new sector.
4. Press CHANGE VIEW again if you have moved to an alien occupied sector.

STRATEGY TIP: After you have COMPLETED your Hyper Drive to a new sector, move the cursor only (not your ship) to one of your starbases, before you go into battle. You can then Hyper Drive to that starbase while in Battle View, if necessary.

DETAILS ON ALIENS



GROWTH OF ALIEN FLEETS. Alien starbases build new ships. Every 6 seconds (fastest game speed) to 14 seconds (slowest game speed), each starbase MAY build a new ship. The chances of a starbase building a new ship increase with each round played. Any time an offensive alien fleet is destroyed, a new fleet will be dispatched by its home starbase.



MOVEMENT OF ALIEN FLEETS. Alien fleets move, 1 sector at a time, every 6 to 14 seconds (depending on game speed). Fleets do not move while engaged in battle. **ALIEN FLEETS WILL AUTOMATICALLY MOVE TOWARD YOUR STARBASES OR SHIP — WHICHEVER IS CLOSER. IF AN ALIEN IS EQUALLY DISTANT FROM ONE OF YOUR STARBASES AND YOUR SHIP, IT WILL MOVE TOWARD THE STARBASE.**

STRATEGY TIP: Use your ship to lure alien fleets away from your starbases. Move your ship closer to a threatening alien fleet than it is to your starbase. Then hold your position until the alien fleet moves in pursuit.

Alien starbases are fixed for the duration of a ROUND. They can and do appear in different sectors from round to round.

DETAILS ON YOUR STARBASES



YOUR STARBASES DO NOT CREATE NEW SHIPS. You have only one ship with which to play the game.

YOUR STARBASE POSITIONS ARE FIXED for the duration of a round. You can move any existing starbases at the start of a new round.

STARBASE SHIELD RATINGS. The strength of your starbases is measured by **SHIELD RATING**. Each starbase begins with a shield rating of 255.

The shield rating of a starbase determines the rate at which energy is regained and repairs are made at that starbase, the duration of attack which the starbase can withstand, and the number of bonus points gained at the end of a round.

STARBASE UNDER ATTACK. If an alien fleet moves into a sector occupied by one of your starbases, that starbase comes under attack. You are warned of the attack by the Starbase Computer. (Ex: "Starbase 1 under attack!")



An attack DECREASES A STARBASE SHIELD RATING by the number of attacking ships, every 6 to 14 seconds, depending on game speed (roughly every time you hear the attack warning). If a starbase shield rating drops to 0, that starbase is destroyed.

STARBASE RECOVERY. For every 50,000 points you earn, you get 50 additional shield rating units. These are distributed among Starbases 1, 2 and 3 (in that order), according to need. For example, if Starbase 1 is at 250 units and Starbase 2 is destroyed, then Starbase 1 will be restored to full shield rating and Starbase 2 will reappear with a shield rating of 45. If shield rating units are not needed by your starbases, they are multiplied by 10 and added to your point score.

ENERGY LEVEL

SHIP BEGINS WITH 10,000 ENERGY UNITS.

The rate of energy use or gain depends on game speed (except energy used in firing or in Hyper Drive). Rates shown are for FASTEST game speed. At SLOW game speed, rates are about 1/2 the rates shown here.

ENERGY USE

HYPER DRIVE:

- Fully operational — 8 units/sector for horizontal or vertical movement. Approx. 11 units/sector for diagonal movement.
- 1/3 down — double above rate.
- 2/3 down — 4 x above rate.
- Destroyed — 8 x above rate. 50% chance of destroying ship.

IMPULSE DRIVE — 20 units/second for Disc use. Rate doubled when Tracking Computer moves ship.

SHIELDS — 10 units/second with Shields ON.

FIRE — 1 unit/shot (manual or Battle Computer — any game speed).



REPAIRS IN SPACE (manual) — approx. 5 units/second during repair. Starbase repairs use no energy.

The Central Computer reports on your energy level when it drops below 1000. It reports again when the level reaches 500, 400, 300, etc.

TO REGAIN ENERGY, YOU MUST:

1. Return ship to one of your starbases.
2. Remain on Sector Grid. (You will not gain energy while in Battle View at a starbase.)
3. Complete or turn off repairs first.

The rate of energy gain depends on game speed and starbase SHIELD RATING. At fastest game speed, with full shield rating of 255, energy is gained at 300 units/second. As shield rating drops (and at slower game speeds) rate of energy gain drops.

SHIP'S MAXIMUM ENERGY LEVEL IS 10,000 UNITS. NO ENERGY WILL BE ADDED BEYOND THIS LEVEL.

DAMAGE TO SHIP

Your ship is damaged when hit by alien fire (orange and yellow spirals). The amount of damage incurred from 1 hit depends on the condition of your shields.

- SHIELDS FULLY OPERATIONAL — 1 unit of damage.
- SHIELDS 1/3 DOWN — 2 units of damage.
- SHIELDS 2/3 DOWN — 3 units of damage.
- SHIELDS DESTROYED OR OFF* — 1 system destroyed plus 3 additional units of damage.

1 UNIT OF DAMAGE = 1 SYSTEM DOWN 1/3. (2 units can be 1 system down 2/3 or 2 systems down 1/3.)

*Screen border changes from brown to black.

Ship's computer automatically reports on system damaged and extent of damage (1/3 down, 2/3 down or destroyed).



NOTE: You cannot escape alien fire coming directly at you by changing to Sector Grid. If you press CHANGE VIEW key in this case, your ship will incur an automatic hit.

Likewise, if you switch from Battle View to Sector Grid while still in an alien occupied sector (even if you are at one of your starbases), your ship will still be engaged in battle and will continue to sustain damage from time to time.

REPAIRS TO SHIP

Damage can be repaired:

- IN SPACE (damaged, not destroyed systems)
- AT A STARBASE (damaged or destroyed systems)

THERE ARE 2 WAYS TO ORDER REPAIRS. Both are possible either in space or at a starbase.

1. **INDIVIDUAL SYSTEM REPAIR** — Press system key (such as Shields) then REPAIR ON/OFF. That system only is repaired.
2. **ALL REPAIR** — Press ALL SYSTEMS, then REPAIR ON/OFF. All damaged systems are repaired, one at a time.

SPECIAL CONDITION — HYPER DRIVE DESTROYED. A destroyed system can only be repaired at a starbase. This requires the use of Hyper Drive. If Hyper Drive is destroyed, you must specifically place it under repair, before attempting to use it to return to starbase. Press HYPER DRIVE, then REPAIR ON/OFF.

Your Shields and Impulse Drive will be used to rig a temporary Hyper Drive system. You then have a 50% chance of reaching your destination safely. If you succeed, your Hyper Drive, Shields and Impulse Drive will be destroyed. If you do not succeed, your entire ship will be destroyed.

CANCELLING REPAIRS. Once a repair order has been given (either individual or All Systems), it remains stored in the computer's memory until you cancel the order.

To cancel a repair order, repeat the procedure used to give the order. (System key, then REPAIR ON/OFF. Or ALL SYSTEMS, then



REPAIR ON/OFF.) Ship's Computer reports "REPAIRS ON" or "REPAIRS OFF", when ship is in All Repair mode.

DOWN TIME. A system under repair IN SPACE will be OFF approximately 1/2 of the repair time. System "flickers" on and off.

DOWN TIME WARNING:

- SHIELDS — screen border changes from brown to black. Border flashes between 2 colors during Shield repairs.
- TRACKING COMPUTER — Cross hairs are smaller. Cross hairs appear to pulse during repair, when Tracking Computer is 2/3 down.

SPACE VS. STARBASE REPAIR

	MANUAL	STARBASE
Speed:	Approx. 30 seconds to 2 minutes per unit of damage, depending on game speed.	Depends on starbase SHIELD RATING. High rating — under 5 sec. per unit of damage. Low rating — approx. 10 sec. per unit of damage.
Energy Used:	Approx. 2 to 5 units per second of repair time, depending on game speed.	None, but energy gain halted during repairs. (Energy required to Hyper Drive back to starbase.)
Details:	System under repair is shut down approx. 1/2 of repair time.	Starbase repairs cannot be made while in Battle View at a starbase. Screen must show Sector Grid.
Progress Report:	Each new stage of repair (destroyed, 2/3 down, 1/3 down, repaired) automatically reported by Ship's Computer.	
Advantage:	May continue battle during repairs.	Faster repair of damaged OR destroyed systems.
Disadvantages:	Too slow on repair of essential battle systems (i.e. Impulse Drive). System down 1/2 of repair time. Uses ship's energy. Cannot repair destroyed system.	Stops battle. May allow alien starbase to build fleet back up. Requires use of Hyper Drive unless ship already at starbase.



NEW ROUND

A round ends when you destroy all alien fleets and starbases on the Sector Grid. You see the Sector Grid with 3 new alien starbases, plus 3 offensive fleets times the round number. Example: In Round 2, you are opposed by 3 alien starbases and 6 offensive fleets. In Round 3, you are opposed by 3 alien starbases and 9 offensive fleets.

At the start of a new round, you may RE-POSITION your remaining starbases. Use the Disc to move the starbase where the cursor is located. When starbase is in desired sector, press any key to lock in position. Cursor automatically moves on to the next starbase.

If you DO NOT want to re-position a starbase, wait until the cursor appears over it, then press any key.

Game action for the new round begins only after all your existing starbases are positioned (either in present sector or in new sector).

Alien movement on the Sector Grid speeds up with each new round. The speed of alien movement in Battle View remains the same for all rounds.

SCORING

STARTING POINTS

You are given points at the start of each round in the game.

Round **1** Number of alien ships x 20.

Round **2** Number of alien ships x 40.

Round **3** Number of alien ships x 60...and so on.

POINTS GAINED

For 1 alien ship destroyed **1000** x the round number

For 2 ships destroyed with 1 shot. **3000** x the round number

For 3 ships destroyed with 1 shot. **6000** x the round number

For 4 ships destroyed with 1 shot. **10000** x the round number

For 5 ships destroyed with 1 shot. **15000** x the round number



1000 bonus points x the round number, for alien starbase destroyed.

END OF ROUND BONUS POINTS — 10 x Shield Rating for all your surviving starbases x the round number.

BONUS STARBASE "SHIELD UNITS". Every 50,000 points, you receive 50 shield rating units. Shield units are added to starbases, in the order in which they were placed. They may be used to restore a destroyed starbase. (See page 12.) If units are left after all 3 starbases are brought to full strength, you receive 10 points per unit left.

POINTS LOST

Time Use:

- Round **1** 20 points subtracted every 6-14 seconds (depending on game speed).
- Round **2** 40 points subtracted every 6-14 seconds.
- Round **3** 60 points subtracted every 6-14 seconds...and so forth.

(Score will never drop below 0.)

Aliens Left: 20 points x round number x number of aliens left at end of game, subtracted from final score.

GAME OVER

The game is over when:

1. You run out of energy.
2. The ship is destroyed.

Your ship will be destroyed:

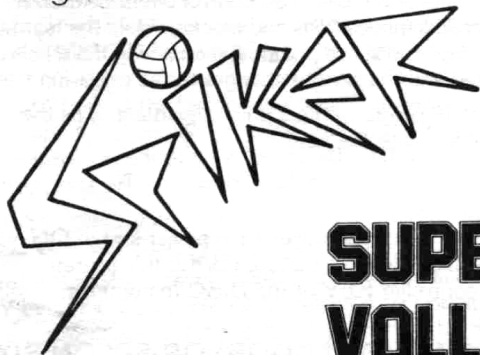
1. If all 5 ship systems are destroyed.
2. If Hyper Drive blows the ship up. (50% chance of this occurring if you use Hyper Drive when destroyed.)

At the end of the game, the screen returns to Sector Grid. The aliens continue moving toward any of your remaining starbases. Screen displays GAME OVER and your final score. The Alien Commander announces: "THE BATTLE IS OVER!"



INTELLIVISION™

Intelligent Television



SUPER PRO VOLLEYBALL

INSTRUCTIONS

For One or Two Players

**THIS GAME DOES NOT USE HAND-CONTROLLER
OVERLAYS**

No. 9102

OBJECT OF THE GAME

To hit the ball over the net in such a manner that the opposing team is unable to return it within 3 hits of the ball. You control *offensive moves* (sets and spikes) and *defensive moves* (digs and blocks). Only the team that *serves* (puts the ball into play) can score points. If the serving team fails to score, a *side out* is awarded and the service changes to the opposing team.

First team to score at least 15 points with a 2 point advantage wins the game. Three games out of five wins the match.

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. SPIKER — SUPER PRO VOLLEYBALL title screen appears. Press any hand controller **KEY** or the **DISC** to continue.

SELECT TWO ON TWO (OUTDOOR) OR SIX ON SIX (INDOOR)

Using either hand controller, press **1** to play TWO ON TWO (outdoor) or press **2** to play SIX ON SIX (indoor). Outdoor Volleyball is generally harder, but it is also more fun as you get better. Both games follow the same rules. Press **ENTER** after making your selection.

SELECT GAME OPTIONS: ONE OR TWO PLAYERS

You can play SPIKER — SUPER PRO VOLLEYBALL against the computer, against a friend, or you and a friend can *team up* against the computer (outdoor volleyball only). You can use the left hand controller (the red team) or the right (the blue team). Or you can let the computer control *both* teams, giving you a demonstration of game play (very instructional for beginners).

A menu of your options appears on screen, showing various combinations of HUMAN and COMPUTER teams. What side of the screen a team appears on indicates which hand controller will control the team. For example, selecting HUMAN VS. COMPUTER means you will play a computer controlled team, and you will use the LEFT hand controller. Select COMPUTER VS. HUMAN and you will use the RIGHT hand controller. The other hand controller is the computer's controller, used only in selecting its skill level.

For TWO ON TWO, extra options appear on screen: 2 HUMANS VS. COMPUTER and COMPUTER VS. 2 HUMANS. These options allow two players to team up against the computer team. All the rules below apply, except that you always control the same onscreen player.

After making your selection by pressing the appropriate **NUMERIC KEY**, press **ENTER**.

SELECT SKILL LEVELS: LOW TO HIGH

Select a skill level for each team by pressing **1** (low) to **6** (high) on that team's hand controller. To play against an easy computer-controlled team, select a low number for the computer (using its hand controller) and a higher number for yourself. When two friends compete, assign the better player the lower number, handicapping him or her with the worse team. Press **ENTER** after each controller after selecting the levels.

THE GAME BEGINS: SIDES AND FIRST SERVE

Once skill levels have been entered, the game begins. For the first game, the red team is on the left of the screen, the blue team is on the right. Teams switch sides after each game. The team on the left serves first each game.

THE SCREEN: SCORE DISPLAY

The team scores appear in the upper left and right corners of the screen in the teams' colors. The points scored in the current game appear over the number of games won in the match so far.

ZONES: HOW TO AIM THE BALL

You control serving, offensive moves, and defensive moves. You can aim your shots to various zones on each side of the net, as mapped here:

NET

1	2	3	1	2	3
4	5	6	4	5	6
7	8	9	7	8	9

The zones match up to the numeric keys on the hand controller.

SERVICE

The ball automatically goes to the server on the side with possession of the ball. Use the **DISC** to move back and forth along the back line. Serving requires two presses of numeric keys, and both timing and strategy are required.

When you press the keys determines the accuracy of the serve: the first press tosses the ball up, the second press hits it. Time the second press carefully — too early or too late could cause you to hit the ball into the net, out of bounds, or miss it entirely.

Which keys you press determine the speed and direction of the serve: the first number you press selects the speed, the second number selects a zone on your opponent's side. Use logic — a fast serve to a zone close to the net won't go over! And remember that the serve will only be accurate if your timing is correct!

SELECTING A PLAYER

You only have control of one of your team's players at a time, indicated by the *orange* player for the Reds, the *light blue* player for the Blues.

Whenever the ball is in the air, your player closest to where the ball will land is automatically selected as the one you control.

You can manually select a different player to control by pressing **CLEAR** and **ENTER** to cycle through your other team members. Whichever team members you do *not* control will play to the best of their abilities, based on the skill level you selected for them.

When playing in cooperative mode, you always control the same player.

MOVING A PLAYER

Press the edge of the **DISC** to make your controlled player to run in the direction pressed.

PASSING THE BALL

When the ball comes onto your side of the net, you may *pass* (hit) it to a teammate. You may only pass the ball twice before hitting it back over the net.

If you control the player closest to the ball (the usual case), move to meet the ball as it comes down. If you get there in time, you will automatically hit the ball. If you *don't* control the player, then he'll automatically attempt to hit it (the higher the team's skill level, the more likely he is to succeed).

If you control the player, you can pass to a particular teammate by pressing the **NUMERIC KEY** matching the teammate's zone **BEFORE THE BALL IS HIT**. You may select the zone, then run to hit the ball, or vice versa. For example, to pass the ball to your teammate standing in the center of your court, press 5, then use the **DISC** to run and meet the ball.

Important: Do not press a **NUMERIC KEY** while pressing the **DISC** or the key press will be ignored and you'll stop!

You can change your mind and press a different **NUMERIC KEY** as long as you do it **BEFORE THE BALL IS HIT**.

Note: It is not necessary to select a zone. If you do not press a **NUMERIC KEY** before a hit, a zone will be selected for you at random. You may wish to take advantage of this and let *all* your shots be selected for you until you learn the feel of the controls. As you get better, you will want to aim all your shots, except when there isn't time, as with a *dig* (wild, unaimed hit just intended to keep the ball in play, usually in response to other team's unblocked spike).

HITTING OVER THE NET

Since the third hit must go over the net, the player making that hit will automatically aim for a zone on the other side. If you control the player, you can determine which zone you'll aim for by pressing the matching **NUMERIC KEY** before the ball is hit. If you do not press a numeric key, a random zone will be selected.

Instead of passing, you can hit the ball over the net on the first or second hit by pressing **0** (zero), then the **NUMERIC KEY** of the target zone **BEFORE THE BALL IS HIT**. For example, the ball is coming over the net. To immediately return it toward the center of the opposing court, press **0**, then **5**, then use the **DISC** to run and meet the ball.

Again, it is not necessary to select a target zone. If you do not press a **NUMERIC KEY**, key, a zone will be selected for you at random.

DIVING

When you're too far from the ball to reach it in time by running (pressing the **DISC**), you can *dive* for it: **WHILE PRESSING THE DISC**, press either **LOWER SIDE KEY**. You'll dive in the direction you're running. Diving will cause you to move twice as fast, but you'll have no control over the zone you hit the ball to — if you hit it!

SPIKE

Your primary offensive move is the *spike*. On the second hit, the ball is passed (*set*) to you near the net. Press either **TOP SIDE KEY** to jump and hit the ball full force down over the net. It will take practice to learn the timing needed to jump high enough to make the spike effective. As with normal hitting over the net, you can press a **NUMERIC KEY** to aim the ball before spiking.

Warning: Since the spike travels in a straight line, spikes aimed toward the three closest opposing zones are most likely to ram right into the net. Aim for the middle or back of the opposing court until you have mastered the spike. But a successful spike to the near zones is almost unstoppable!

You can spike on the first or second hit by pressing **0**, then a zone to aim to. You can also use this move to fake out your opponent: on the first or second hit you can jump without spiking - just aim to a zone on your side of the net (don't press **0** first). With proper timing, you can jump and at the last instant decide if you'll spike it over or pass to a teammate.

SUPER SPIKE

To double the speed of your spikes, run toward the ball (press the **DISC**) and then press either **TOP SIDE KEY** while still pressing the **DISC**. You'll take a running jump at the ball, smashing it down over the net at high speed — *if you hit it*.

Warning: If you're running toward the net, you'll likely run *into* it, causing a violation and awarding the other team the serve or point. Instead, run *alongside* the net before jumping.

BLOCKING

Your primary defensive move is the *block*, used against the spike. It requires anticipating which opposing team member is about to spike. Position yourself next to the net in front of the spiker. Press either **TOP SIDE KEY** to jump. Time it right and you'll deflect the spike right back over the net.

If your timing is slightly off, you may just tip the ball as it comes over onto your side of the net. In this event, **THE BLOCK DOES NOT COUNT AS ONE OF THE THREE CONTACTS YOU ARE ALLOWED.**

VIOLATIONS

You'll hear the referee's whistle for the following violations:

- * Player touches the net
- * Player goes under the net while diving
- * Ball hits the ground
- * Serve touches the net as it goes over

The serve or the point goes to the other team.

HAND CONTROLLER SUMMARY

KEYS 1 THROUGH 9	-----	Select zone to aim for
CLEAR & ENTER	-----	Select different team member
0	-----	Hit ball over net early (first or second hit)
UPPER SIDE KEYS	-----	Jump (for spikes or blocks)
LOWER SIDE KEYS	-----	Dive in direction running
DISC	-----	Run in direction pressed

INTELLIVISION™
STADIUM
MUD
BUGGIES

INSTRUCTIONS

For One or Two Players

**THIS GAME DOES NOT USE HAND-CONTROLLER
OVERLAYS**

STADIUM MUD BUGGIES!

OBJECT OF THE GAME

Score points by performing in nine events, either individually or one after the other. Compete against a friend, a computer driver, or against your own top score.

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. **STADIUM MUD BUGGIES** title screen appears. Press hand controller **DISC** to go to **MAIN MENU**.

MAIN MENU

The Main Menu gives you six selections that allow you to change options or to begin an event. After an event, you can return to the Main Menu to change one or more options, leaving the others the same. Press the number shown on the Menu followed by **ENTER** to make a selection. The selections are described below.

1. NUMBER OF PLAYERS

Options are:

- 1 — 1 player (use the left hand controller to drive the red buggy)
- 2 — 2 players (left controls red buggy, right controls blue)
- 3 — player vs. comp (use the left hand controller to drive the red buggy; computer controls blue)
- 4 — 1 comp demo (computer controls red buggy)
- 5 — 2 comp demo (computer controls both buggies)

Press the number of your selection, followed by **ENTER**.

If you do not select player numbers, 2 PLAYERS will be automatically selected.

2. EVENT

The events are:

- 1 — Hill Climb
- 2 — Drag Race
- 3 — Bog
- 4 — Tug-O-War
- 5 — Car Crush
- 6 — Donuts
- 7 — Drawbridge
- 8 — Combo Course
- 9 — MONSTER RALLY (All events in order)

Each event is described in detail later.

Press the number of your selection, followed by **ENTER**.

If you do not select an event, HILL CLIMB will be automatically selected.

3. LAPS

Set the number of laps for each event by pressing a key from 1 to 9, followed by **ENTER**. In the two straightaway events (**DRAG RACE** and **TUG OF WAR**), the number entered sets the length in quarter miles.

If you do not select a race length, 2 LAPS will be automatically selected.

4. BUGGY DIRECTIONS

Options are:

- 1 — Right Right (Both buggies start facing right)
- 2 — Right Left (Red starts right; blue left)
- 3 — Left Right (Blue starts left; red right)
- 4 — Left Left (Both buggies start facing left)

Press the number of your selection, followed by **ENTER**.

Since both buggies stay on screen at all times during a two player game, options 3 and 4 (buggies travel opposite directions) will only apply to an event in which at least one buggy is computer controlled, or to a two-player **DONUT** competition where the entire course is on screen.

If you do not select buggy directions, RIGHT-RIGHT will be automatically selected.

5. DIFFICULTY LEVEL

Determine the difficulty level for the event(s) by pressing from 1 (easiest) to 5 (most difficult), then pressing **ENTER**. The difficulty level determines the top end speed of the computer-controlled buggies, the slickness of the water hazards, and the speed of the drawbridges.

If you do not select difficulty level, EASIEST will be automatically selected.

6. START EVENT

Displays an intermediate screen to give both players a chance to get ready; press the **DISC** on either hand controller to hit the dirt!

You can call a halt to any event by pressing **CLEAR**.

HOW TO DRIVE

Press the edge of the **DISC** to start your buggy moving in the direction pressed. Once you start your buggy moving, it will continue in that direction after you release the **DISC**.

Use either **TOP SIDE KEY** as the **GAS PEDAL**. Your buggy comes equipped with a 4-speed transmission. To accelerate, press either **TOP SIDE KEY**. To shift into the next higher gear, release then press the **TOP SIDE KEY** again; you can do this until you reach 4th gear. Practice shifting at different times to achieve maximum speeds.

Use either **BOTTOM SIDE KEY** as the **BRAKE PEDAL** and as **REVERSE**. Press either **BOTTOM SIDE KEY** to slow your buggy down. Each quick press will throw the buggy into the next lower gear — or keep it held down, and it will automatically downshift into lower gears. Once your buggy has come to a stop, pressing either **BOTTOM SIDE KEY** will put your buggy into **REVERSE**. Press either **TOP SIDE KEY** to go forward again.

Your buggy will automatically downshift when the engine starts to "lug" — when you are driving up a steep hill in too high a gear, or when you are slowed down in water or by crushing cars. Also, when you crash or your buggy "bottoms out" after a nasty jump, your buggy returns to 1st gear.

THE EVENTS

HILL CLIMB — Course features numerous hills: build up speed before attempting larger hills. It may be necessary to zig-zag up face of some.

DRAG RACE — Level straightaway: timing when you shift gears is critical.

BOG — Course is covered with mud (brown patches) and water (blue patches). Frequently the track crosses a stream: build up speed — the faster you are going, the further you will get before bogging down

TUG OF WAR — Both buggies head opposite directions on a straight track, connected by a chain. Score by pulling opponent over your finish line. Pull straight for maximum force; steer to move opponent into slick areas (mud, water) while avoiding them yourself! Occasionally, the chain will break and neither driver will score for the event. (**Note:** When competing against yourself, there is no opposing truck — you win by default.)

CAR CRUSH — Course is littered with cars: drive around them or over them. Driving directly over them will crush them, but it may send you in a direction you didn't expect. Either driver may crush either color car.

DONUTS — Tight, round course: a madcap event, made even crazier when both buggies are heading different directions! Random patches of mud and water appear on the course.

DRAWBRIDGES — Course features drawbridges that raise and lower as you drive: drawbridges face both directions — in one direction, you'll be able to use the drawbridge as a jump ramp. In the other direction, the drawbridges appear as walls: time it just right to cross

COMBO COURSE — Combines elements of HILL CLIMB, DRAG RACE, BOG, DRAWBRIDGE, CAR CRUSH, and some fancy cornering work all in one course.

MONSTER RALLY — Each of the above events are played one at a time. The ultimate challenge!

SCORING

After each event the score is displayed. Score for each buggy is shown in that buggy's color.

Score for each event is based on how fast you run the course, plus the number of cars you crush in the CAR CRUSH, COMBO COURSE, and MONSTER RALLY events. Your score is based on a total of three runs for the DRAG RACE, TUG OF WAR, and DONUTS events, and for those events in the MONSTER RALLY.

When two players compete, a buggy is automatically pushed forward if it falls too far behind, adding a penalty to the driver's score.

A score of 1000 for each event is viewed as better than average, except the three-attempt events, where 1500 is better than average. A good MONSTER RALLY is around 10000 points. The length of an event does not effect the score.

After an event, press 1 to compete in the event again, press 2 to return to the Main Menu.

TIPS & ADVANCED STRATEGIES

It's sometimes better to crash into your opponent rather than letting him or her cross the finish line first.

Water is easier to drive across than mud.

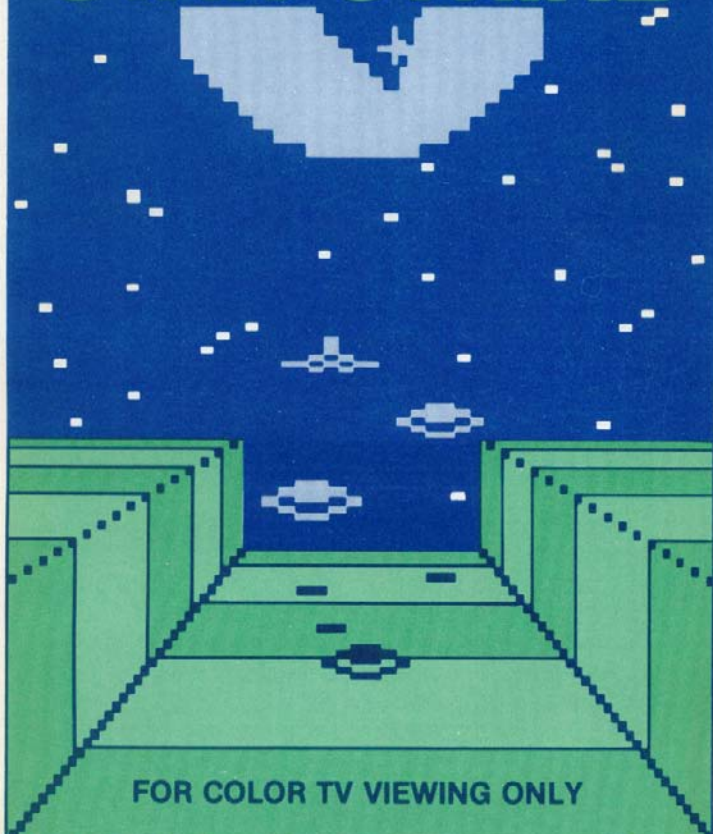
In the DRAWBRIDGE event, build up enough speed and you may be able to use a drawbridge as a ramp to jump the next one.

In the CAR CRUSH event, cut off your opponent and crush the cars he or she is about to drive over.

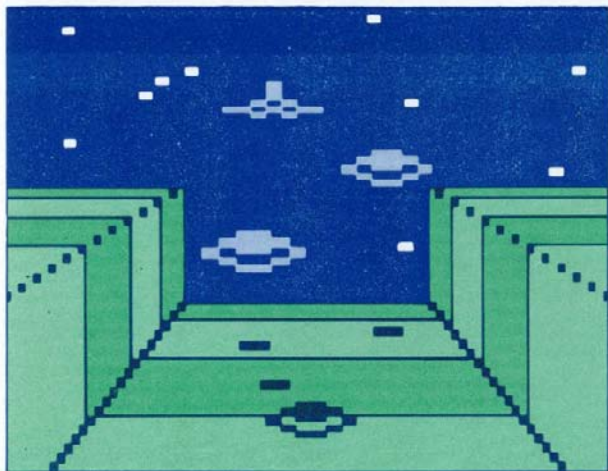
MATTEL ELECTRONICS®

Intellivision™ Intelligent Television
CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

STAR STRIKE™



FOR COLOR TV VIEWING ONLY



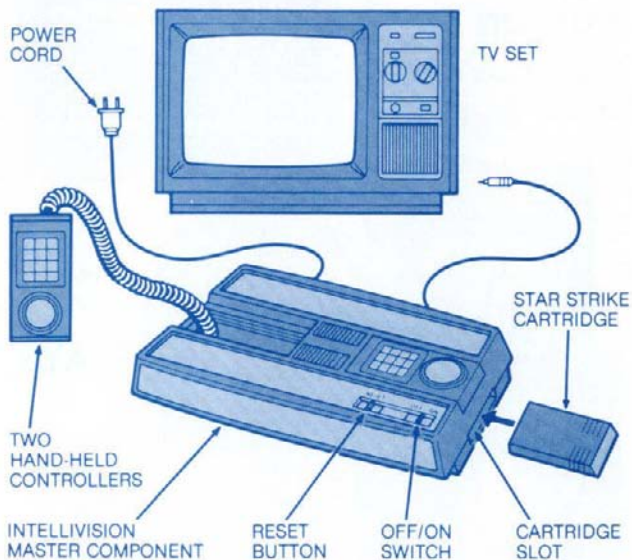
YOUR MISSION: Destroy the alien station BEFORE Earth passes directly over the launch trench! Shoot down the alien defenders stalking you. Bomb 5 Hot Targets, or Earth will be destroyed! Good luck...and good hunting!

OBJECT OF THE GAME

Get a high score by quickly bombing five red targets, and by hitting as many alien spacecraft as you can. You must hit all red targets before "Planet Earth" moves directly over the green trench. The first red target that you fail to hit when Earth is in alignment will become a missile that blows up Earth. If this happens, the game is over. Avoid hits by alien spaceships to keep controls and lasers working.



CHECK YOUR EQUIPMENT



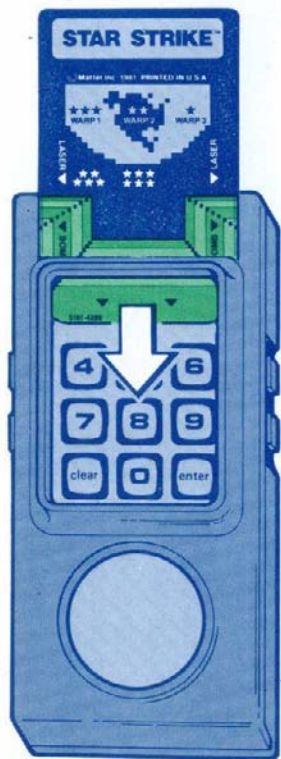
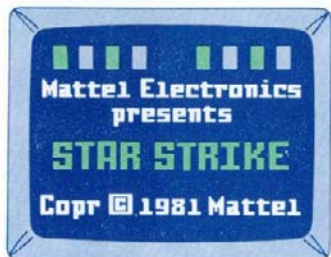
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- STAR STRIKE CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.



PRESS RESET BUTTON

Title appears on
TV screen:



ADD OVERLAYS

Find the
"STAR STRIKE" keypad
overlay in the cartridge
package with this
booklet.

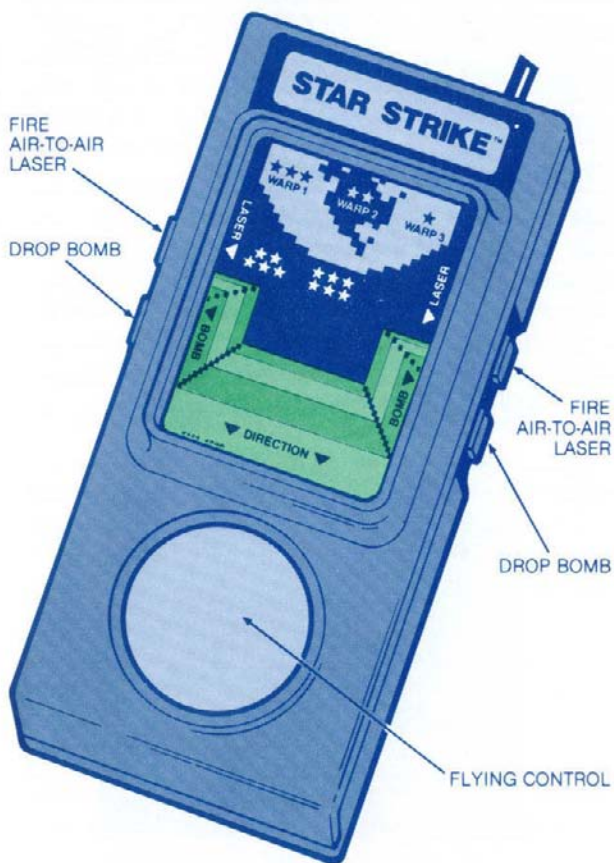
Remove Hand
Controllers from the
console.

Insert overlay, as
shown. Make sure it is
tight and all the way in.

← HAND CONTROLLER




EXAMINE YOUR CONTROLS



GET READY!

Start by setting the skill level:

Press  to play at Level 1
(best for learning the game)

Press  to play at Level 2

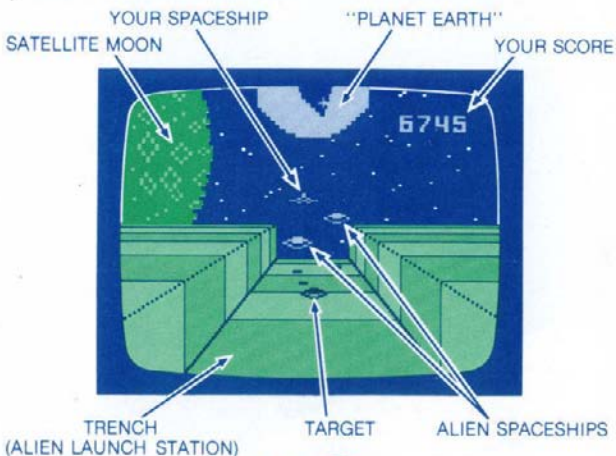
Press  to play at Level 3

Press  to play at Level 4

Press  to play at Level 5

Press  to play at Level 6
(miss once — game's over!)

NOTE: The higher the skill level, the more difficult it will be to fight the alien defenders...and the less time you'll have to bomb all 5 red targets.



FLYING CONTROL

Press the edge of the Disc in the direction you want to go. **DON'T LET YOUR SPACESHIP CRASH...IT'S THE ONLY ONE YOU HAVE!** If you crash into any part of the green space station, you lose! Watch your spaceship's shadow. It helps you gauge your altitude and shows the spot directly beneath your spaceship.

TO CHANGE YOUR FLYING SPEED: Press one of the "WARP" Keys. **WARP 1** is "Standard" (and is your flying speed at game start), **WARP 2** is "Fast" and **WARP 3** is "Super Fast." We recommend WARP 1 while you're learning the game.

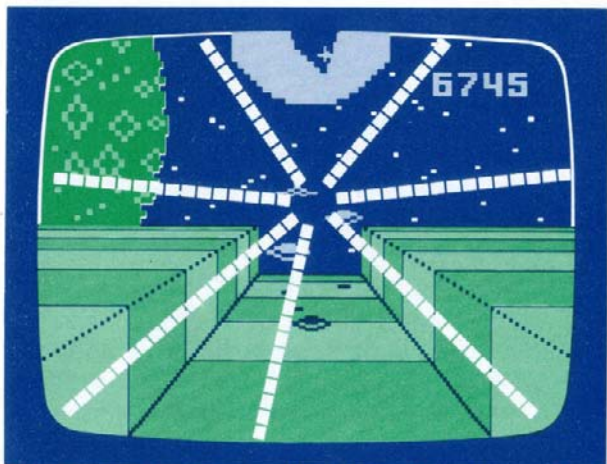
WATCH OUT! YOU'RE BEING FOLLOWED!

Pairs of defending alien ships will appear behind your spaceship. They pause briefly before attacking, then overtake your ship. When they get within range, they start to fire. If any of their white lasers hit you, there's a brief flash of flame. Your ship is out of control while it's on fire!

Press the top of the Disc to gain altitude. Take evasive action to avoid further hits. Then, **FIGHT BACK!**

Either TOP action button on your Hand Controller is your air-to-air laser trigger. When an alien passes your spaceship, its color changes to light blue. When an alien is in front of your spaceship, you can hit it.





ALL AIR-TO-AIR LASERS GO TOWARD THIS "VANISHING POINT," ROUGHLY AT THE CENTER OF THE TRENCH. BEAR THIS PERSPECTIVE IN MIND WHEN FIRING AT ALIEN SHIPS.

IF YOU ARE HIT...

Damage to your spaceship gets more severe every time you're hit. These serious problems will occur (in random order): You won't be able to climb as fast....you'll have slower movement left or right....you won't be able to descend quickly....you won't be able to change flying speed....your air-to-air laser will misfire (making a noise like static)....you lose your targeting radar signal....your ship is out of control longer after being hit.

EVEN IF ALL THESE MISFORTUNES OCCUR,
DON'T GIVE UP...YOU CAN STILL SAVE THE DAY
— IF YOU'RE FAST ENOUGH!




YOU HAVE 5 TARGETS...

You get score points for shooting down alien spaceships, but it will all be in vain, unless you successfully bomb 5 red targets before the Planet Earth moves over the center of the trench. If any unbombed (red) targets get past you at that point, the game is over. At the two highest skill levels, you have to hit all the red targets the first time they appear.

To release a bomb, press either lower action button. A beeping radar warning alarm will give you a signal just before each target comes over the horizon. If your bomb hits a red target, the picture shakes from the concussion, and that target turns black. The concussion effect increases every time you hit a red target. When you bomb the 5th target, you'll destroy the enemy star completely and "save the Earth" — and your score. At Level 6, the number of targets is limitless!

SCORING...

At the start of the game, you have 8,000 points. This score decreases rapidly with every second that passes, until you have bombed the 5th (and final) target. Every time you hit an alien spaceship 250 points are added to your score total. The highest level game () starts at zero and scores 50 points for each alien and 100 for targets. At Level 6, you *must* hit every target!

STRATEGY TIPS

- When engaged in air-to-air combat, remember that whoever is behind another spaceship has the shooting position. When the aliens pass you, they



turn light blue. Then you're in position to shoot them down.

- Part of the aliens' strategy is to draw your ship away from the trench where it is harder to hit them and, of course, where you are way out of bombing position. Try to stay near the center target area as much as you can.
- Keep track of the number of targets you have bombed. The targets always appear in the same sequence. If you remember that the next one is black (already hit), you won't have to fly in the vulnerable bombing position, and can concentrate on shooting down aliens for more score points.
- The best bombing position is low altitude, in the center of the trench. Your bombs fall too slowly for high-altitude precision. Also, you cannot fire your laser while a bomb is falling.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



MATTEL ELECTRONICS

Intellivision Intelligent Television

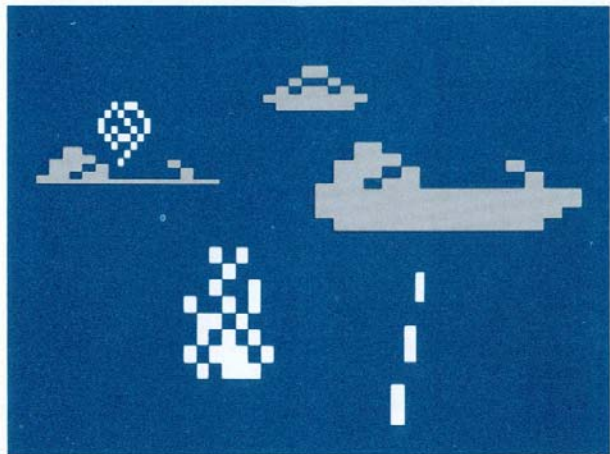
SUB HUNT™

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)

TO SUB SQUADRON: ENEMY CONVOYS APPROACHING...ALL HAVE DESTROYER ESCORTS..STATION SUBS AT SEA...STALK YOUR TARGETS...FIRE TORPEDOES...EVADE SURFACE GUNNERY AND DEPTH CHARGES... SINK ALL SHIPS...GOOD HUNTING!



OBJECT OF THE GAME

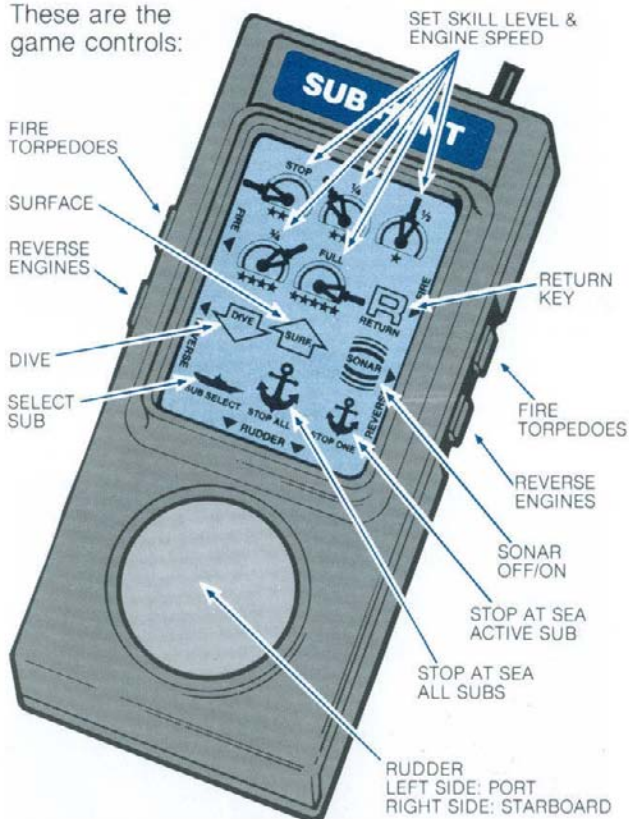
You control 4 submarines, one at a time. Your targets: 6 convoys, which are crossing the open sea. Navigate to them, sight ships through the periscope, then fire your ready torpedoes. Take evasive action to escape hits from deck guns and depth charges. Sink the ships before they can reach a safe harbor and form an almost-unstoppable invasion force to attack your home base.



CHECK YOUR CONTROLS


Slide SUB HUNT overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).


These are the game controls:



GET READY...


- Press RESET. You see the SUB HUNT Title Screen.
- Set the game skill level:

Press  for the LIEUTENANT'S GAME
(easiest level)

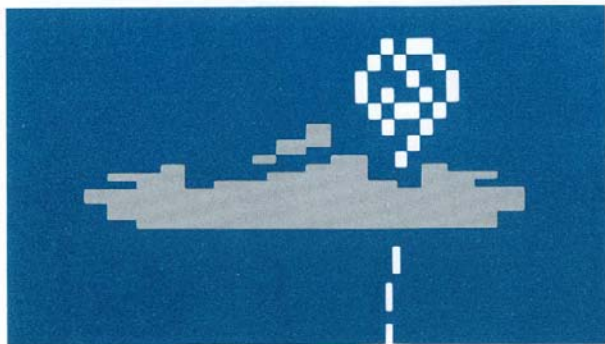
Press  or the Disc for the
LT. COMMANDER'S GAME

Press  for the COMMANDER'S GAME

Press  for the CAPTAIN'S GAME

Press  for the ADMIRAL'S GAME
(hardest level)

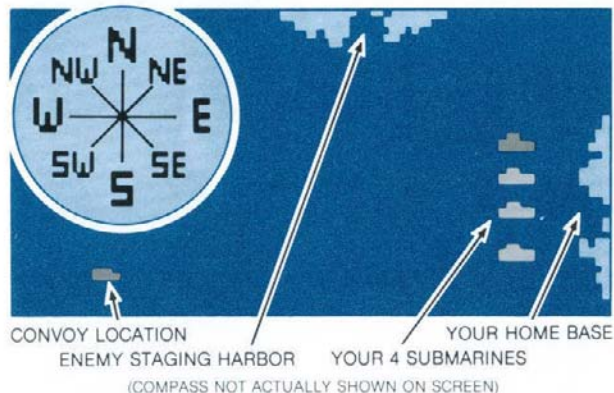
NOTE: FOR MORE INFO ABOUT SKILL LEVELS, SEE PAGE 11.



HOW TO PLAY SUB HUNT

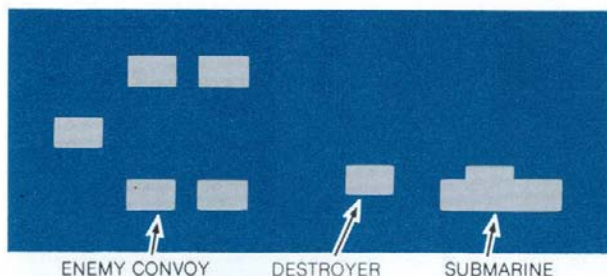
PHASE ONE: DEPLOY SUBMARINES

When you select the Skill Level (see page 2), this scene appears:



In a few seconds, the first of six enemy convoys appears at the west edge of this ocean Map, heading eastward. Press **SELECT** to activate a sub. Touch the left side of the Disc to start it moving toward the convoy. Then send out your remaining subs. Press **SELECT** to turn a vessel dark, then deploy it toward the area between the convoy and its staging harbor destination. All subs stop when the first battle begins. **SELECT** sub nearest the convoy. Guide it by touching the Disc edge (press top to go North, bottom to head South, etc.) Intercept the gray ship figure as fast as you can. When you contact the enemy, both ships start flashing, and it is time to start...

PHASE TWO: GENERAL QUARTERS!



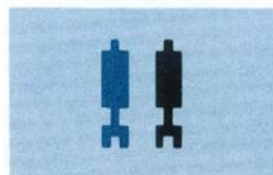
DEPTH. In 20' increments. At far left, fully submerged. At far right, fully surfaced.



RUDDER. Shows rudder position relative to present heading. At far left, hard to port. At far right, hard to starboard.

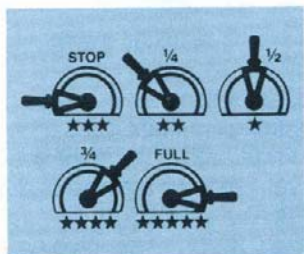


SPEED. Shows current sub speed. At far left, sub is in reverse. At far right, full speed ahead.



TORPEDOES. Show current status. Green means armed, ready to fire. Red means torpedo tube not yet reloaded.

The screen now shows the situation on your "sonar map". You are still east of the approaching convoy. YOU MUST SELECT AN ENGINE SPEED TO START MOVING TOWARD YOUR TARGETS. At long range, press **FULL** to move at Full Speed. When you close in, and during your attack on the convoy, you should proceed at a slower speed. When you touch an engine room Telegraph symbol, you start to move at that speed. To go into reverse, keep pressing either lower action button. To resume forward speed, release the button.



NOTE: SURFACE SPEED IS ABOUT 25% FASTER THAN SUBMERGED SPEED.

NOTE: YOUR RUDDER IS MORE RESPONSIVE AT EVERY HIGHER SPEED. WHEN YOU ARE STOPPED, THE RUDDER DOES NOT CHANGE SUB'S DIRECTION AT ALL.

ATTACK STRATEGY

When you get near the convoy, your sub flashes more slowly. You are now almost within visual sighting range. Submerge to periscope level at this point, by pressing **DIVE** ONE TIME. Every time you press this key you dive 20 feet deeper. The sky color darkens slightly when you go from the surface to periscope depth. Destroyers can also detect your



TROOPSHIPS

ESCORT DESTROYER

SUB

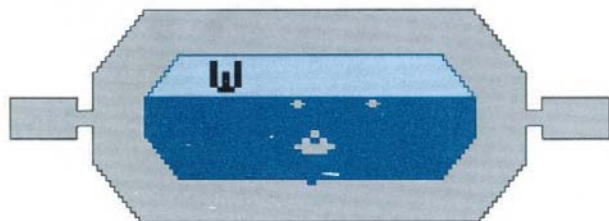
location at this range if your sonar is on. Turn your sonar OFF if you want to mount a sneak attack!

A destroyer always leads the formation. At the 3 highest Skill Levels, each convoy includes two destroyers. If you're sighted, the escort ship leaves the convoy and chases you, firing its deck guns if you are surfaced, and dropping depth charges if you are submerged. The Destroyer tends to stay behind you, and you cannot outrun it. Try to torpedo the destroyer as it approaches you. If you miss, dive as deep as you can, stop the engine and turn off the sonar (because either of them give away your position). After a while, the destroyer may give up the hunt and return to escort position. Depth charge sounds get fainter. When your sub starts flashing at a faster rate, press **RETURN** to circle around in front of the convoy. When you see the ocean map again you can start another attack.

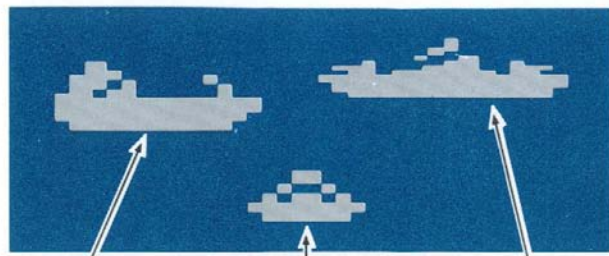
NOTE: YOU CANNOT USE **RETURN** TO ESCAPE WHEN YOU'RE IN CLOSE-RANGE BATTLE POSITION. YOU MUST BE FAR ENOUGH FROM THE CONVOY SO YOUR SUB IS FLASHING AT THE FAST, LONG-RANGE RATE.

WHAT YOU CAN SEE

When you're near the convoy, you can see the ships through the periscope. You also see their positions on the sonar map, as dots that are dimmer and smaller than your flashing sub figure. With some practice, you can relate these sonar blips to the periscope images, so you can maneuver to attack each ship in turn.



You see the ships either from the side or head-on, depending on the approach direction. If a ship looms very large on the periscope, then disappears, it means you passed it. Press either lower Action Button to go into Reverse. The target ship will probably reappear.

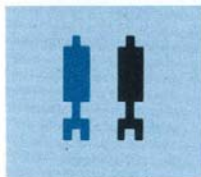


A TROOPSHIP

BOW OR STERN VIEW

A DESTROYER

TORPEDO ATTACK!



When either of these symbols is green, you can fire one torpedo:

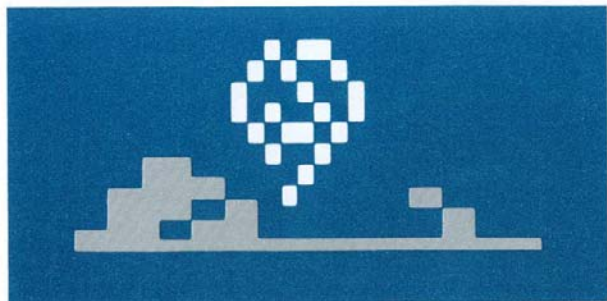
It takes a few seconds to reload the empty torpedo tube. During that reload time, the torpedo indicator turns red. There is no limit to the number of times torpedo tubes will be reloaded.

TO FIRE A TORPEDO, PRESS EITHER TOP ACTION BUTTON.

Your maximum range is about halfway to the horizon, seen through the periscope.

The torpedo direction is set at the center notch of the periscope view when you press a "Fire" button.

You **MUST** be on the surface or at periscope level to fire torpedoes.



GAME OUTCOME

If you sink 36 ships you win the game. The count of sinkings is shown to the left of the periscope view. When you win, you get a spirited victory salute — you're a naval hero! You can also win by sinking so many enemy ships that they cannot form an invasion force to attack you.

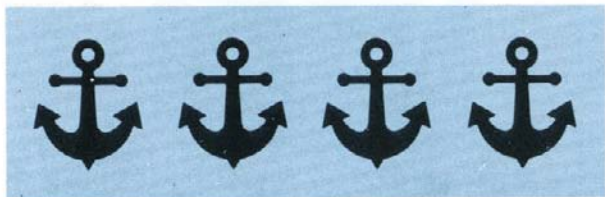


The convoys' primary destination is the STAGING HARBOR. Although you can't see them, 3 destroyers are waiting there. As soon as enough surviving ships arrive, an invasion fleet forms, consisting of 3 destroyers and 3 troopships. If there are not enough convoy ships arriving to make up this invasion force, they will just be held in the harbor until enough survivors get past your subs. The invasion fleet appears as a dark shape, then moves out of the staging harbor, heading for your home base.

You **MUST** sink all ships in this fleet before they arrive at your home base. It will be very hard to sink 3 destroyers, but this is your last chance to avoid defeat. If the invasion force reaches your home base, the land mass changes color, and the game is over.

MORE ABOUT SKILL LEVELS

The skill level you select at the start of the game affects the play a great deal. At higher skill levels (3, 4 and 5), the destroyer escorts are much tougher in battle. There are two of them in every convoy. Their deck guns and depth charges are more accurate, and they are able to find you more often, even when you dive deep. Also, the convoys appear more frequently and move faster!



DEFENSIVE MANEUVERS



If the destroyer spots you, it will leave the convoy to attack your sub with its deck guns and depth charges. Don't try to fight the destroyer on the surface! Dive to maximum depth by press-

ing **DIVE** repeatedly, until your depth gauge needle is all the way to the left side. You hear the depth charges and see the picture jiggle from the concussion. You can't outrun the destroyer, especially under water.



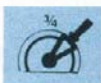
A good strategy is to shut off your engine AND your sonar. You'll be motionless under the sea, and without the sonar blips that show you where the surface vessels are — but this will deprive the destroyer of noise-making clues that give your position away. If depth

charges persist, and seem to be very close, start up the engine at full speed for a short time, then stop again. Keep the sonar off until depth charges stop. Wait a few seconds, then press **SONAR** to see where your enemy is located. If you restart sonar and engines too soon, the destroyer will come back and renew its attack, and you might have to dive and hide again.








When the convoy moves a long distance away from you, your sub figure starts flashing faster. Press **RETURN** to go back to the big map. Now you can start another attack. **REMEMBER, YOU CAN'T USE THE RETURN KEY WHILE YOU'RE WITHIN ATTACK RANGE!**

SUMMARY OF CONTROLS & WHEN THEY ARE USED



1 PREPARATION FOR GAME — GAME TITLE ON SCREEN

- Select easiest Skill Level Press 
- Select Skill Level 2 Press 
or
- Select Skill Level 3 Press 
- Select Skill Level 4 Press 
- Select hardest Skill Level Press 



2 DEPLOYMENT PHASE — LARGE MAP ON SCREEN

- Select active (dark) sub . . . Press
- Steer active sub Press edge at
desired direction
- Stop all moving subs Press
- Stop active sub Press



3 BATTLE PHASE — SONAR MAP AND PERISCOPE ON SCREEN

- Stop engine Press **STOP**
- Go ahead 1/4 speed Press **1/4**
- Go ahead 1/2 speed Press **1/2**
- Go ahead 3/4 speed Press **3/4**
- Go Full Speed ahead Press **FULL**
- Reverse engine **Keep pressing** either LOWER ACTION BUTTON
- Steer sub Press **DISC**: Left side to PORT; Right side to STARBOARD
- Submerge 20 feet Press **DIVE**
- Rise 20 feet Press **SURFACE**
- Turn Sonar ON or OFF Press **SONAR**
- Return to big map for Press **RETURN**
new attack
- Fire torpedo Press either TOP ACTION BUTTON

INTELLIVISION™
Intelligent Television

SUPER PRO DECATHLON

INSTRUCTIONS

For 1 to 4 Players

**THIS GAME DOES NOT USE HAND-CONTROLLER
OVERLAYS**

No. 9008

SUPER PRO DECATHLON

TO BEGIN

Turn power switch OFF, insert cartridge, turn power switch ON and press RESET. SUPER PRO DECATHLON title screen appears. Press any KEY or the DISC.

COMPETE OR PRACTICE?

Press 1 (Game) to compete in the full 10 event Decathlon; press 2 (Practice) if there is a specific event you wish to practice. Beginners should practice events individually before going on to the full Decathlon. Press ENTER after choosing.

SELECT NUMBER OF PLAYERS

Up to 4 athletes may compete in the Decathlon. Press 1 to 4, then press ENTER.

SELECT DIFFICULTY

Each event has a minimum time, distance, or height you must beat for your score to count. This minimum level is determined by the Difficulty you select: press 1 (Amateur), 2 (Olympic), or 3 (Super Pro), then ENTER.

THE DECATHLON

The Decathlon is judged on a *point system* which assigns approximately 1,000 points for a great performance in an event (it is possible to exceed 1,000 points for a truly exceptional performance). An outstanding performance in one event can make up for a poor showing in another event.

If you don't exceed the minimum level for an event (see SELECT DIFFICULTY, above), no points are awarded.

Each event is announced as it is to be played. You have at least three attempts at each event; your best attempt is recorded. Once all players have finished an event, the results appear, along with the number of points earned for the event and the number of points each player has earned so far in the Decathlon.

After the 10th event, the game summary appears, showing each player's best performance and points for each event. The player with the highest point total wins.

PRACTICE

If you have chosen **PRACTICE**, the **EVENT MENU** appears. Press the **TOP** or **BOTTOM** of the **DISC** to highlight events. Press **ENTER** to select the highlighted event.

The **COACHING** screen appears, giving advice on how to use your hand controller for best performance. Press **ENTER** to go to the practice field.

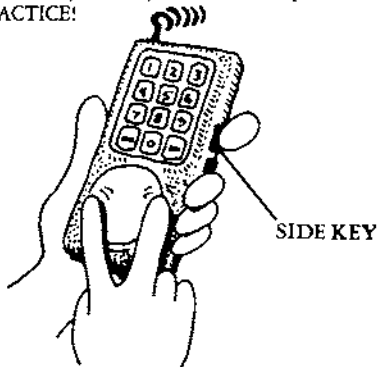
Practice as much as you like. Your score is shown after each attempt. Press **ENTER** to try the event again. Players alternate attempts for their personal best scores. When finished, press **CLEAR** while score is onscreen to return to the **EVENT MENU**. Select another event to practice, or press **RESET** and go on to the full Decathlon!

THE GAMES

Each game is unique. You will have to learn different ways to use the hand controller—even different ways to *hold* the hand controller. To win, you must master them **ALL!**

HOW TO RUN

Most important is mastering how to run: Quickly tap alternate sides of the **DISC** repeatedly (left-right-left-right . . .) or *spin* the **DISC**, whichever you are more comfortable with. For many events you will have to press or hold a **SIDE KEY** while running. **PRACTICE!**



GET READY

Each event starts with a display of information:

PLAYER NO.	WHAT YOU MUST BEAT
ATTEMPT NO.	YOUR BEST PERFORMANCE SO FAR

GET READY

This information serves as your "get-ready" warning. For running events, the information will disappear with a gun shot. GO! For other events, you can begin any time after "GET READY" disappears.

The games are always played in the following order:

1. 100 METER DASH (3 attempts): Wait for the gun (starting early disqualifies the attempt), then run as fast as you can for the finish line! The lower your time, the more points awarded.

2. BROAD JUMP (3 attempts): After "GET READY" disappears, start running as fast as you can. At some point after you pass the brown line (practice to find the best point!), HOLD IN ANY SIDE KEY to "gear up" for the jump; RELEASE the SIDE KEY before the foul line (grass) to actually jump. Don't cross the foul line—the attempt will be disqualified. Keep running until you release the SIDE KEY. The greater the jump distance (measured from the foul line), the more points awarded.

3. SHOT-PUT (3 attempts): After "GET READY" disappears, spin the DISC as fast as you can. The shot is released automatically. The greater the throw distance, the more points awarded.

4. HIGH JUMP (3 attempts, continuing until you fail to clear the bar): After "GET READY" disappears, start running as fast as you can. Time your jump just before reaching the bar. Press ANY SIDE KEY to start your jump; press the SIDE KEY repeatedly to add power to your jump, until you start to fail. get three attempts at the starting height; succeed on any of the attempts, and the bar is placed higher than before! You then have one attempt at each new height until you fail. The higher your last successful jump, the more points awarded.

5. **TRIPLE JUMP** (3 attempts): After "GET READY" disappears, start running as fast as you can. After you pass the brown line, **HOLD IN ANY SIDE KEY** to "gear up" for the jump; **RELEASE** the **SIDE KEY** before the foul line (grass) to actually jump. Don't cross the foul line -the attempt will be disqualified. Keep running until you release the **SIDE KEY**. Just before hitting the ground, press **ANY SIDE KEY** again. This gives you the second jump (timing is important; pressing the **SIDE KEY** too late will result in a poor jump). Just before hitting the ground a second time, press **ANY SIDE KEY** again. This gives you the third jump. The greater the total distance for the three jumps (measured from the foul line), the more points awarded.

6. **110 METER HURDLES** (3 attempts): Wait for the gun (starting early disqualifies the attempt), then run as fast as you can for the finish line! Press **ANY SIDE KEY** to jump a hurdle; time it right, or you'll hit the hurdle. There is no penalty for knocking over a hurdle, except that it slows you down. The lower your time, the more points awarded.

7. **DISCUS THROW** (3 attempts): After "GET READY" disappears, spin the **DISC** as fast as you can as you (automatically) approach the foul line. Press **ANY SIDE KEY** to release the discus before you reach the line. Don't cross the foul line before releasing the discus--the attempt will be disqualified. The greater the throw distance (measured from the foul line), the more points awarded.

8. **POLE VAULT** (3 attempts, continuing until you fail to clear the bar): After "GET READY" disappears, start running as fast as you can. Time your jump just before reaching the bar. Press **ANY SIDE KEY** to plant your pole; press the **SIDE KEY** repeatedly to add power to your jump, until you start to fall. You get three attempts at the starting height; succeed on any of the attempts, and the bar is placed higher than before! You then have one attempt at each new height until you fail. The higher your last successful jump, the more points awarded.

9. **JAVELIN THROW** (3 attempts): After "GET READY" disappears, start running as fast as you can. Press **ANY SIDE KEY** to start the throwing sequence. You only need to press the **SIDE KEY** once. But time it just right -it takes a moment to wind up to throw; too early and you'll throw too far before the foul line; throw it too late, and you'll be over the foul line (the attempt is disqualified). The greater the throw distance (measured from the foul line), the more points awarded.

10. **400 M. DASH** (3 attempts): A test of stamina! Wait for the gun (starting early disqualifies the attempt), then run as fast as you can for the finish line! The lower your time, the more points awarded.

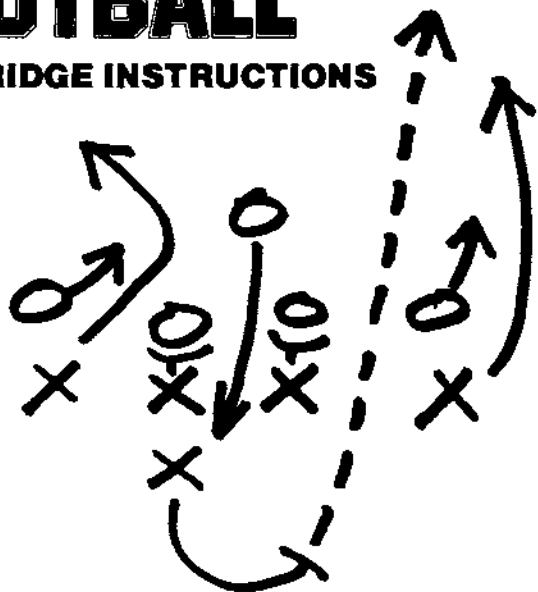
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INTELLIVISION™ Intelligent Television

No. 8400

SUPER PRO FOOTBALL

CARTRIDGE INSTRUCTIONS



FOR 1 OR 2 PLAYERS

OBJECT OF THE GAME

Outscore your opponent by running or passing the ball into your opponent's end zone (touchdown), by kicking a field goal, or by forcing a safety. Touchdowns score seven points (extra point is automatic). Field goals score three points. Two points for a safety.

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. **SUPER PRO FOOTBALL** title screen will appear. Press any hand controller key or the **DISC** to continue.

YOUR OPPONENT

You can play **SUPER PRO FOOTBALL** against the computer or against a friend. You can be either the **Home Team** or the **Visiting Team**.

To play against the computer (one player), press **1** on the keypad of the hand controller you are going to use (left for Home Team, right for Visiting Team), then press **2** on the other hand controller.

For two players, press **1** on each hand controller (left for Home Team, right for Visiting Team).

Note: Press **2** on **BOTH** hand controllers to watch the computer play against itself. This gives you a chance to see some of the game strategy the computer will use against **YOU**.

SKILL LEVELS

You can play **SUPER PRO FOOTBALL** with any of 9 team skill levels. Select the skill level for your team—**1** (ROOKIE) to **9** (SUPER PRO). The lower the skill level of your team, the greater the challenge for **YOU**. Press the number corresponding to your choice. When playing against the computer, you must also enter its skill level.

Note: The two teams can play at different skill levels; use these levels to handicap players. An experienced player with a rookie team is a fair match for a novice with a super pro team.

THE FIELD

The playing field is regulation length (100 yards plus two end zones). However, you see only a portion of the field at any one time—about 20 yards.

Each of the end zones is marked by a "G" for "Goal" in the bottom front corner.

Above the far sideline (at the top of the screen) before each play is the game time, which is divided into four 15-minute quarters (simulated time). The clock will stop at time-outs, out-of-bounds, incomplete passes, after scores, and each time possession of the ball changes.

Once the players reach their positions, a white marker indicating the line of scrimmage and black markers indicating the yardage needed for a first down appear above the far sideline.

Below the near sideline (at the bottom of the screen) is a play-by-play description of the game.

THE PLAYERS

The players take the field. There are five players on a side. Opposing centers do not take active part in offensive or defensive play.

There is one player per team that you directly control using the hand controller **DISC**—the **captain**. On the Home Team, the captain is the RED player (the others are orange). On the Visiting Team, the captain is the BLACK player (the others are blue). The movements of the other players on your team are defined by how you set the play.

The offensive captain is the **quarterback**. The quarterback receives the hike from center, then runs, passes, punts, or, in the case of a field goal attempt, holds the ball for the field goal kicker. On a pass, direct control transfers from the quarterback to the receiver (color of the players will switch).

The defensive captain can pursue the ball-carrier to make a tackle, or can try to intercept a pass. Defensive linemen and backs can also tackle or intercept. If a lineman or back intercepts a pass, direct control transfers from the defensive captain to the ball-carrier (color of the players will switch).

A tackle is made by hitting at least **half** the body of the ball-carrier.

HUDDLE!

Before each hike, both teams set their plays.

OFFENSE

A list appears onscreen that will let Offense choose to run, pass, or kick.

RUNNING AND PASSING FORMATIONS

To choose a running or passing play, press 1 (FORMTN). Nine formations are shown onscreen. For each formation, the quarterback is represented by an "x", the receivers by "o"s. Blockers and the center are represented by "+"s. Select one of these formations by pressing its number.

If you do not select a formation, the formation from the previous play is used. If it is the first play of the quarter or if possession of the ball changed after the previous play, a formation will be selected at random.

PASS PATTERNS

Press 3 (RECVR 1) to design a pass pattern for Receiver 1 (receiver closest to the top of the screen). Use the keypad as illustrated onscreen to design the pattern; each press of a key defines the direction the receiver runs for about a half second (real time). For example, if Receiver 1 is to run to the right 2 seconds, then cut inside for 2 seconds, wait a half second, then continue to the right, you would press 6-6-6-6-2-2-2-2-5-6-6-6. (If you change your mind, **CLEAR** erases what you have pressed; you can start over.) Note that pressing 5 makes the receiver stand still. You can pattern up to 6 seconds (12 button presses)—the distance the receiver can cover in that time depends upon the skill level of the team. Press **ENTER** when you have the pattern set.

Press 4 (RECVR 2) to design a pattern for Receiver 2 (receiver closest to the bottom of the screen).

If you do not design a pattern for a receiver, that receiver's pattern from the previous play is used. If it is the first play of the quarter or if possession of the ball changed after the previous play, that receiver will act as a blocker.

If on the previous play you sent a receiver out for a pass but want him to act as a blocker for this play, press **CLEAR** instead of designing a pattern. You can then press zero (0) several times to make your opponent **think** you are designing a pattern (pressing 0 has no effect on the play).

KICKING

To kick, press **2** (KICK). You have the choice to punt or to try for a field goal.

RUNNING

You can always run even though you've selected a pass or a kick. Use the **DISC** to move your quarterback down the field!

BREAK!

Press **9** when you have set your offense.

DEFENSE

A list appears onscreen that lets Defense choose a formation and a tactic.

FORMATION

Press 1 (FORMTN) to select one of nine defensive formations. The formations are shown onscreen. The captain is represented by an "x", the defensive backs by "o"s, the tackles and center by "+"s. Press the number corresponding to your choice.

If you do not select a formation, the formation from the previous play is used. If it is the first play of the quarter or if possession changed after the previous play, a formation will be selected at random.

TACTIC

Press 2 (TACTIC) to select your tactic. The four tactics are shown onscreen; press the number corresponding to your choice:

BLITZ: Both defensive backs rush the quarterback.

COVR R1: Receiver 1 is covered, the other back rushes.

COVR R2: Receiver 2 is covered, the other back rushes.

COVR BOTH: Both receivers are covered.

If you do not select a tactic, the tactic from the previous play is used. If it is the first play of the quarter or if possession changed after the previous play, BLITZ is automatically selected.

BREAK!

Press 9 when you have set your defense.

AUDIBLES

Once you see Offense's formation but before the ball is hiked, you can call a new formation by pressing its number on the keypad. You will have to become familiar with the formations and their numbers to make effective use of audibles!

FOR BOTH OFFENSE AND DEFENSE

The following choices are available to both Offense and Defense:

TIMEOUT—Press 6 to call a timeout. Timeouts are usually called by the trailing team in the final seconds of a quarter so that time isn't wasted during play calling. (During play calling, the clock normally counts down a maximum of 20 seconds simulated time.) Each team can call three timeouts per half.

STATS—Press 7 to see the score, who has possession (indicated by a small football next to the score of the team with the ball), the down, yardage remaining for a first down, position on field, time remaining, the quarter, and number of timeouts left for each team.

CONTRLS—Press 8 to see how the hand controller buttons will work during the actual play.

BREAK!—Press 9 to leave the huddle.

CONTROLS

Once the play is set, the hand controller keys work as follows:

OFFENSE

HIKE!—Press any of the four **SIDE KEYS**.

PASS TO RECEIVER ONE (passing play has been set)—Press either of the two **TOP SIDE KEYS**. (Note: Receiver 1 is receiver closest to top of screen when ball is hiked.)

PASS TO RECEIVER TWO (passing play has been set)—Press either of the two **BOTTOM SIDE KEYS**. (Note: Receiver 2 is receiver closest to bottom of screen when ball is hiked.)

PUNT (Punt has been set)—Press any of the four **SIDE KEYS**. Note: your key press should be in rhythm with the hike for best yardage; that is, the time from the hike (first key press) to the quarterback catching the ball should be the same as from the catch to the punt (second key press). Kicking too early or late shanks the kick.

FIELD GOAL ATTEMPT (Field Goal has been set)—Press any of the four **SIDE KEYS**. Note: your second key press (Hike! is the first) should occur just as the kicker reaches the ball for best yardage. Kicking too early or late shanks the kick.

RUN (any play has been set)—Press the **DISC** to control the direction of the player with the ball.

DEFENSE

Use the **DISC** to control the direction of the captain or, in the case of an interception, the player with the ball.

LEARN TO USE THE DISC

With skillful use of the **DISC**, the ball-carrier can scramble, make spectacular cuts, and make broken-field runs. The defensive captain can "red-dog" (come up fast to penetrate the opponent's backfield), drop back for pass coverage, or swoop in for an interception.

THE GAME

At the start of the game, the Home Team defends the goal to the left. Teams change ends after each quarter, automatically. The defensive team at the start of the game gets the ball at the beginning of the second half.

The Visiting Team is Offense as game starts. Teams huddle on Visitors' 20 yard line. Visiting Team selects offensive play. Home Team selects defensive formation.

When both sides have pressed BREAK! to complete play selections, teams line up on Visitors' 20 yard line. Offense presses HIKE and the action begins!

On passing plays, as soon as the ball is thrown, **DISC** control transfers from the quarterback to the intended receiver. The other receiver automatically becomes a blocker.

On running plays, as soon as the quarterback crosses the line of scrimmage, the receivers become blockers.

If a player runs out of bounds, the whistle sounds and the clock stops.

If Defense tackles the ball-carrier in his end zone or the ball-carrier runs out of bounds from his end zone trying to elude tacklers, it is a **safety**: two points for Defense. After a safety, ball goes over to the Defense at the opposite end of the field on the 20 yard line.

If Defense receives a punt or intercepts a pass in its own end zone and Offense tackles the ball carrier there, it is a **touch-back**. No points are earned. Play begins on the 20 yard line.

The gun sounds at the end of each quarter.

THE PRESSBOX

The pressbox appears at the end of each quarter and after every score. A series of three screens shows the score, time left in the game, the number of first downs, number of interceptions, number of pass attempts, number of completions, total yardage gained, yards gained running and yards gained passing.

The three screens cycle continuously until ENTER is pressed to return to the game.

INTELLIVISION[®] Intelligent Television

GAME INSTRUCTIONS

(For 2 players)

Takeover

Takeover is a strategy game where the objective is to capture your opponent's capital city. This is accomplished by a coordinated effort of the armies, fleets, cities and roads at the player's disposal. The game is played with five different scenarios and randomly situated capital cities, which form constraints to each player's basic strategy.

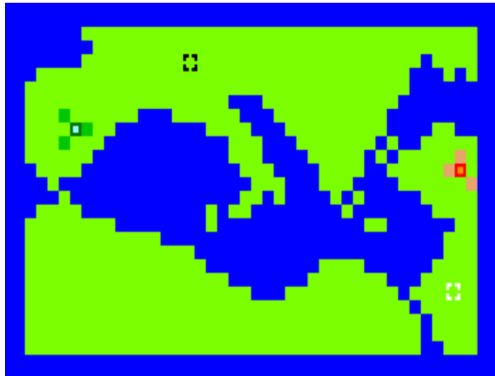
Almost everything is represented by a colored square, with the exception of fleets and road builders. Armies are represented by red or dark green squares depending on which player they belong to, and they settle

territory, which is represented by tan or green squares, respectively.

Roads are indicated by yellow squares, cities by black, ocean by blue, and unsettled territory by light green squares.

The map is

determined by the initial keypad input with the numbers 1, 2, 3 and 4 corresponding to the maps of Europe, Great Lakes, Australia and swamp land map with any other input defaulting to the map of Europe.



The game begins with each player possessing his capital city, its associated army, and a road builder all at the same location. The army is selected by pressing the clear key, which selects the army nearest the player's cursor or the next sequential if the cursor hasn't moved since the last selection. A selected object is indicated by a rapid flashing of the object on the screen, and army selection is facilitated by movement of the army cursor, which is controlled by the disc. Once the army is selected it can be stopped by pressing the 5 key, which causes the army to settle adjacent territory, or it may be directed to move by pressing keys 1-9, which represent eight basic directions. The army will move square by square in the direction specified at a rate dependent upon the type of territory it is currently on. The relative rates from fastest to slowest are movements on roads, friendly settled territory, unsettled territory and enemy territory. A trail of settled territory is also left behind if the army isn't travelling on a road.

Cities are created by pressing an upper action key when an army is selected. For city creation to take place the following conditions must be satisfied: that the army isn't on a city or adjacent to another city, that the army isn't on the edge of the screen, and that only 20 cities may be created by each player. Each city supports one uniquely associated army and will generate or regenerate this army at a rate dependent on the amount of friendly territory immediately surrounding the city and the total amount of territory settled by that player. Enemy territory will hinder or prevent the generation of a designated port city, which also has an associated fleet. Each player can have only two port cities, and these are defined as the first two cities that are created on the coast. If a port city is destroyed during the course of a game, it may be replaced only by creating a new port after the previous one was destroyed.

Fleets are selected by the key 0 and are moved in the same manner as armies. They also have the capability of carrying up to two armies per fleet and may engage other fleets in battle. If a fleet is loaded it, experiences more risk in battle compared to a fleet which is unloaded. The loading of a fleet is accomplished by directing an army on the coast towards a fleet which is adjacent to the coast. The army

moves at a normal land rate onto the fleet, and successful loading is indicated by the fleet changing colors to the color of the army. Unloading is achieved by selecting the fleet and directing it aground when it is next to the coast. The army is unloaded at this square if there is no other army present at that location, and the fleet changes back to its original color.

Road builders are selected by the Enter key and are moved by the direction keys 1-9. Their movement is different from armies and fleets in the respect that they move immediately with keypad input if the road builder has accumulated a sufficient number of road builder points. These points accrue at a fixed rate and have an upper bound. Because the road builder moves instantaneously, no stop key is needed. This key (number 5) is used to toggle between the road builder's two modes, which are movement only mode and build mode. The movement only mode is indicated by a normal selection flash rate and requires fewer road builder points for each square moved. The build/destroy mode requires more points and builds roads if it is moving onto an unpaved area or destroys them if a road already exists there. This mode is indicated by a slower flashing rate. Road builders move only on land, expending more points if moving on enemy territory relative to unsettled territory and a lesser amount if on friendly territory. They may move through friendly armies but are instantaneously returned to the capital city when they move on an enemy army. Armies are capable of following roads if they are straight or have gentle 45-degree turns. An army will always travel preferentially straight ahead and will turn right instead of left at forks in the road.

Battles occur when enemy armies or fleets occupy a surrounding square next to a friendly army or fleet. These are indicated by a slow flashing of the objects in battle. Fleet battle calculations are done by checking whether a ship is loaded or not to determine the relative risks of sinking. Army calculations are significantly more complex due to the fact that an army's risk increases depending on the number of enemy armies it is surrounded by and decreases if it has friendly armies surrounding it, which lend support. It is optimal to move armies as a coordinated front so they will support each other. When

an army dies, a short time must elapse before its city will begin attempting the process of generating a new army.

A city is captured when an enemy army occupies it by moving onto it. The game ends when an enemy's capital city is occupied. To aid in the location of these critical cities during the course of game play, the lower two action keys are used to place the player's army cursor onto the two capital cities. Upon the capture of a capital city, the game ends, and all territory is occupied by the winning player's color.

KEYPAD SUMMARY:

1, 2, 3, 4, 6, 7, 8, 9: Move in key direction (up, down, left, right, diagonals)

5: Stop / Change Road Builder Modes

CLEAR: Select Army

0: Select Fleet

ENTER: Select Road Builder

Upper Action Keys: Create City

Lower Left Action Key: Locate Home Capital City

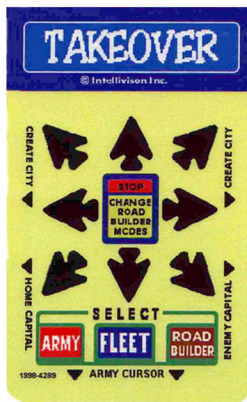
Lower Right Action Key: Locate Enemy Capital City

Disc: Move Army Cursor

NOTE:

Because this game is a bit difficult to first pick up and play, a suggested handicap for a new player is to allow him a few extra minutes to set up cities, etc., before the more experienced player even begins.

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MATTEL ELECTRONICS®

1814-0920-G1

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

TENNIS

(For 2 players)



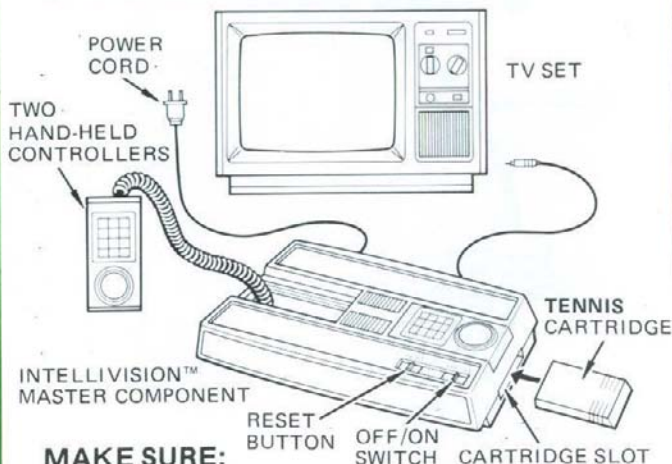
You're at center court, facing your opponent across the net, testing your strategy and your skill! You serve, rally, go for a passing shot! Computer plays lineman and keeps score. Here's fast-paced action — the speed and pressure of World Class competition! Still, this is INTELLIVISION tennis. No waiting for a court. No balls to chase. No throwing your racket! "Are the players ready? Play!"

HOW TO WIN. Tennis is a game of strategy, concentration and accuracy. If you want to play a winning game, read this booklet.

(FOR COLOR TV VIEWING ONLY. Colors you see on your set may vary slightly from colors described in this booklet.)

OBJECT OF THE GAME is to score more points than your opponent by hitting the ball into your opponent's court in such a way as to prevent him or her from hitting it back into your court.

CHECK YOUR EQUIPMENT.

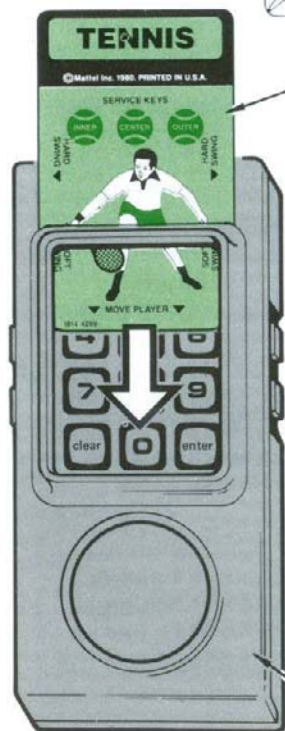
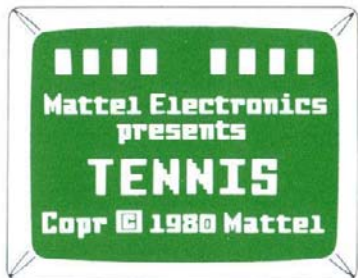


MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- TENNIS CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

NOTE: When Keyboard Component is added to Master Component, cartridge goes into slot on the Keyboard Component. (See instructions with Keyboard Component.)

**PRESS RESET
BUTTON:** Title
will appear on TV
screen:



OVERLAY

ADD OVERLAYS

Find two TENNIS keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller. Make sure overlays fit tight and are all the way in. The overlays will be your visual guides to the game.

HAND-HELD
CONTROLLER

GAME RULES IN BRIEF

1. Game action starts when server serves the ball (tosses it into the air and hits it across the net into the service court diagonally opposite).
2. If serve is good (lands on or inside opponent's service court lines), opponent hits the ball back across the net, so that it bounces the first time on or inside the lines of server's court. Players continue to hit the ball back and forth across the net (rally) until one player misses the ball or hits it out of bounds. The other player wins a point.
3. A serve is NOT good if the server misses the ball on his swing or hits the ball outside his opponent's diagonally opposite service court. These are called FAULTS. Two faults (DOUBLE-FAULT) gives the point to opponent.

A serve is NOT good if the ball touches the net before landing in opponent's correct service court. This is called a LET. There is no limit on the number of let serves allowed. (A LET serve is not a fault.)

4. A return is NOT good if a player allows the ball to bounce more than once; if a player misses the ball; or if a player hits the ball outside the lines of his opponent's court. A return that is not good scores a point for the other player.

If the ball touches the net before bouncing in opponent's court **DURING A RALLY**, the return is good and must be hit by the other player.

5. To win a game, you must win at least 4 points and at least 2 points more than your opponent. Game points are called as: 1 point - 15; 2 points - 30; 3 points - 40; tie score at and after 40 - deuce; 1 point more than opponent - Ad.

Sets are at least 6 games long — 2 games more than your opponent wins the set. (For example, 6 games to 4, 6 to 3, 7 to 5, etc.)

TIE-BREAKER decides winner when games in a set are even at 6 all. (See page 21.)

To win a match, you must win 3 sets out of 5.

6. In regular play, players switch sides (automatically) after every odd-numbered game (1st, 3rd, 5th, etc.). Players **do not** switch sides during a Tie-Breaker in **INTELLIVISION™** Tennis.

EXAMINE YOUR CONTROLS

SERVICE KEYS - used when serving to determine generally where the ball will land in opponent's service court)

OUTER COURT
(outside third of any service court)

CENTER COURT
(center third of any service court)

INNER COURT
(closest to Center Service Line)

HARD SWING

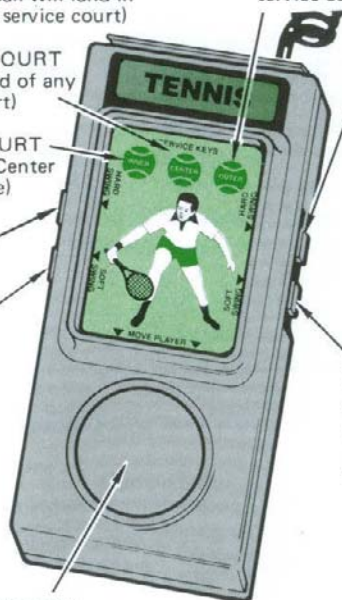
SOFT SWING

HARD SWING
Serve - sends ball fast and deep into opponent's court. Takes practice to serve inbounds.

Return - ground stroke: Ball remains low, appears faster.

SOFT SWING
Serve - sends ball slower, with slight upward curve. Easy to serve inbounds.

Return - lob. Ball curves upward stays in the air, like a popfly.



"MOVE PLAYER"

DIRECTION DISC — moves your player in any of 16 directions, **without turning the player** to face that direction. **PLAYERS ALWAYS FACE THE NET.**

INTELLIVISION™ TENNIS is a game of concentration, eye-hand coordination, timing and strategy. Keep your eye on the ball's **shadow**, especially on a high lob stroke. Learn to time your serve and return. Timing determines where and how far the ball will travel.

If you are already familiar with the game and want a quick refresher on game play, skip ahead to page 10. If you are new to tennis, you will want to read the entire booklet, to get the most enjoyment out of your game.

GETTING STARTED — SELECT A GAME SPEED

You can play INTELLIVISION™ Tennis at FOUR different speeds, depending on your experience and skill. If you're just beginning, you may wish to start at slower speed. On the fastest speed, players and ball both move faster. You will need very sharp reflexes to play at this level.

SERVICE KEYS



PRO
(Medium Fast)



CLUB PLAYER
(Medium)



BEGINNER
(Slower)

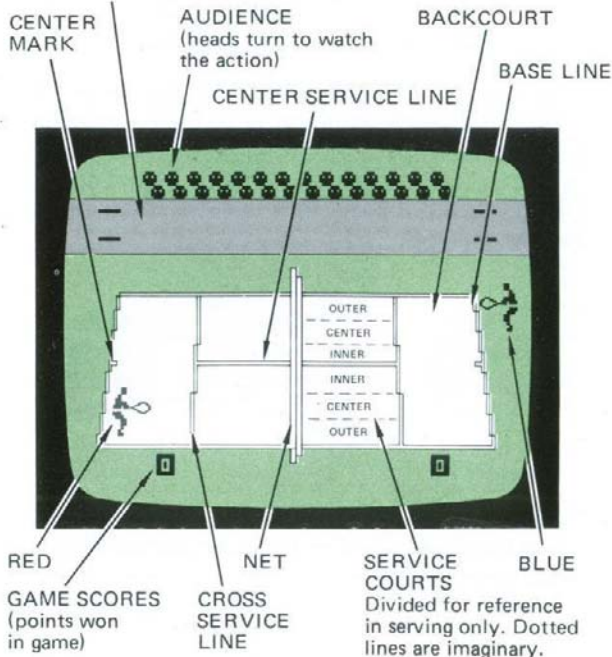
To select the FASTEST speed - WIMBLEDON - press the DIRECTION DISC on either Hand Controller. To select any slower speed, press one of the three TOP SERVICE KEYS on either Hand Controller. See the illustration above.

CHECK THE COURT

After you select a speed, the tennis court and scoreboard will appear on your TV screen, with Red and Blue players both on the court. There will be no immediate action, so you will have time to get familiar with the court layout.

SET SCORES

(games won in set —
up to 5 sets)



PRE-GAME WARM-UP

Practice moving your player around the court, using the DIRECTION DISC, **before** you start to play. Get the feel of your player's movements, speed and responsiveness. Notice that both players **FACE THE NET AT ALL TIMES**. Your player will move only within his own court. You cannot run your player around the net into your opponent's court. When players switch sides of the court, they do so automatically.

NOTE: You must serve the ball before rallying. No warm-up rally before the game.

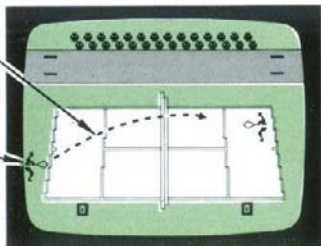
GETTING IN POSITION FOR THE SERVE

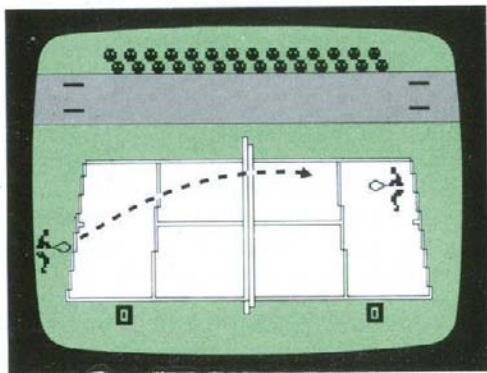
THE SAME PLAYER SERVES THROUGHOUT A GAME. RED PLAYER (left hand controller) ALWAYS SERVES FIRST IN A MATCH.

Your player always serves from behind the Base Line, alternating between right and left of the Center Mark, after each point scored. Your serve always travels to your opponent's service court **DIAGONALLY** opposite from your player.

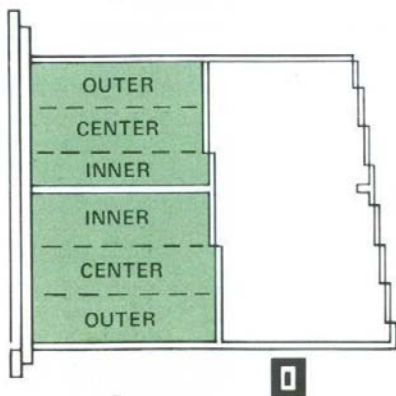
BALL TRAVELS TO
OPPONENT'S
RIGHT SERVICE
COURT

ON FIRST SERVE,
PLAYER STANDS
RIGHT OF
CENTER MARK





PRESS ONE OF THE THREE TOP **SERVICE** KEYS. This positions the server and determines **generally** where your serve will land in your opponent's service court. See the illustration below.



YOU MUST PRESS A SERVICE KEY BEFORE YOU CAN PROCEED WITH YOUR SERVE.

After you press a Service key, your player will automatically move into the correct position behind the Base Line. On your first serve, this position will be RIGHT of the Center Mark.

Once in position to serve, your player is "frozen" in place and will not move until you press a Swing button (side of Hand Controller). This prevents you from accidentally incurring a "foot fault" (touching or stepping over the Base Line).

After you press a Service key, the ball will automatically appear in your player's hand after approximately a 1-second delay. This gives your opponent time to move his or her player into position to receive the serve.

You can change your mind on where you want to place the ball, as many times as you like, until you actually HIT the ball. Simply press a different Service key.

POSITIONING YOUR PLAYER TO RECEIVE THE SERVE

When you see your opponent's player moving into serving position along the Base Line, position your own player to receive the serve. Remember that your opponent's serve will land in your service court **DIAGONALLY** opposite his player.

It's generally a good idea to place your receiving player close to or behind the Base Line. You can always run up to hit a soft serve. Running back to get a hard serve is more difficult.

THE SERVE: YOUR NUMBER 1 OFFENSIVE WEAPON!

Once you are in position to serve, use the **SIDE SWING BUTTONS** to make the serve.

1. PRESS ANY SWING BUTTON TO TOSS THE BALL INTO THE AIR. The ball will travel to the same height, regardless of which Swing button you press.

2. PRESS ONE OF THE SIDE SWING BUTTONS A SECOND TIME, TO SWING AT THE BALL.

Either **HARD SWING** button (top) will give you a long, fast serve. You will need some practice to use this serve, as it is difficult to place accurately within your opponent's service court. It is also difficult for your opponent to hit.

Either **SOFT SWING** button (bottom) will give you a slower, shorter, looping serve. It is much easier to make a good serve using this button. It is also much easier for your opponent to return.



TIMING YOUR SERVE

Normally, the best time to press the Swing button a second time in serving is when the ball is at its highest point in the toss. On a Hard Swing, you may want to let the ball drop a **little** from its highest point, to increase your chances of placing the ball inside your opponent's service court.

THE HIGHER THE BALL IS WHEN YOU HIT IT, THE FARTHER IT WILL TRAVEL.

If you swing too soon or too late, you may miss the ball entirely. This counts as a fault. (See next section.)

TIP TO THE SERVER: Use the VOLLEY! After you make a hard, aggressive first serve, rush the net and get set for the return. You're in position to hit the ball in the air, before it hits court on your side! This is a classic move in World Competition tennis!

NEVER volley when you are returning your opponent's serve, as this will cost you the point. You must let the ball bounce once in your service court before returning a serve.

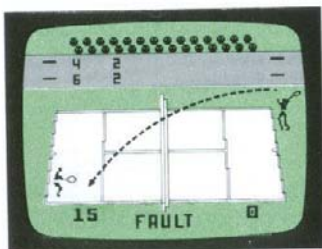
FAULT

You incur a fault when:

- You swing but do not hit the ball while serving.
- The ball does not bounce the first time on or within the lines of your opponent's diagonally opposite service court.

(If you toss the ball, but DO NOT swing at it and it drops to the ground, you DO NOT incur a fault. Press a Service key to retrieve the ball.)

When you fault, you will hear a SOFT TONE and see the word FAULT on the Game Scoreboard, between the two scores.



You may fault ONCE attempting to serve, without losing the point. If you fault, you must press a Service key again (the same or a different key) and try to serve again. Your player serves from the same side of the Center Mark as before.

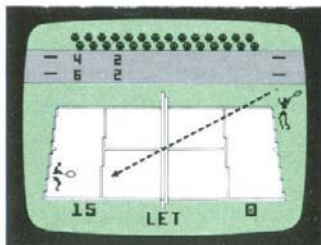
If you fault TWICE IN A ROW (a DOUBLE-FAULT), you lose the point. If the game isn't over, your player automatically moves to the other side of the Center Mark when you press a Service key for your next serve.

After a point has been won, you play with a clean slate (two chances to make the serve).

LET

A let serve also removes the ball from play, but does not cost you points. It does not count as a fault either.

A Let serve occurs when the ball hits the net, then travels on over it into your opponent's court diagonally opposite service court. (If the ball lands outside your opponent's service court, the play is a fault.)



There is no limit to the number of let serves allowed on a point. The computer will alert you to a let serve with a SOFT TONE and the word LET in the center of the Game Scoreboard.

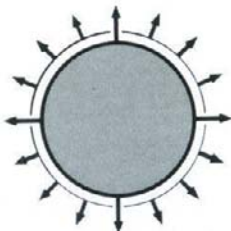
RETURNING THE BALL (GET THE RALLY GOING!)

The only controls you will use in returning the ball (hitting it back to your opponent), either after a serve or during a rally, are the DIRECTION DISC and the SIDE SWING BUTTON. The Service keys are used only by the server and only preceding a serve.

USE THE DIRECTION DISC TO MOVE YOUR PLAYER INTO POSITION TO RECEIVE AND RETURN THE BALL.

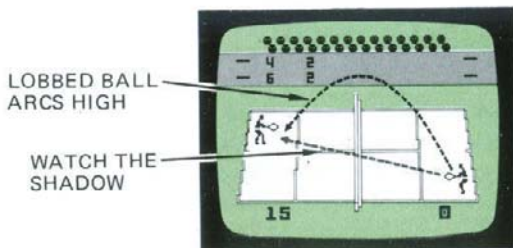
Imagine the Direction Disc divided into 16 equal segments, each with an arrow pointing outward.

Press the outer edge of the disc at any of these 16 points and your player will move in the direction indicated above by the arrows. Remember that your player will always face the net, even when running backwards or sideways.



Your player can hit the ball whenever it is at a height between his knees and the top of his head, and about a racket's reach away (either right or left). If the ball has been lobbed to you (hit in a high arc), watch the ball's SHADOW on the ground, to see where to position your player.

If you watch the ball, your position will be too far off to hit it.

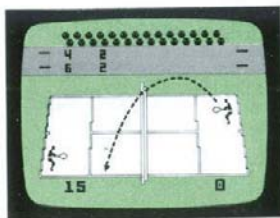


WHEN YOUR PLAYER IS IN POSITION TO RETURN THE BALL, PRESS ONE OF THE SIDE **SWING** BUTTONS. When you press a Swing button, your player will draw back his racket and swing.

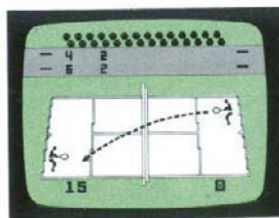
Ground Stroke — PRESS EITHER **HARD** (top) **SWING** BUTTON. The ball will travel low and reach your opponent's court quickly.

If you use a Hard Swing button to return a lobbed ball, you will get a much more powerful stroke than an ordinary ground stroke. This is called a **SMASH**.

Lob — PRESS EITHER **SOFT** (bottom) **SWING** BUTTON. The ball will travel in a high, curved arc. Since it spends more time in the air than with a ground stroke, the ball appears to travel slower and is easier to hit by your opponent. The distance between the ball and its shadow is more pronounced with a lob than with a ground stroke.



LOB



GROUND STROKE

Only one player (the server or the receiver) can swing his racket at a time. After you hit the ball, your side swing buttons will not work until it is your turn to hit the ball again.

You can only swing your racket when the ball is in play (after the serve and before the point is won). You will **NOT BE ABLE TO SWING** at a fault serve or a ball that has bounced more than once in your court. Your side Swing buttons will not work as soon as the computer determines that the ball is out of play.

You will hear a **WOOSH** when you swing and a **SOFT CLICK** when you hit the ball.

WHEN TO SWING

Returning A Serve

You must let the ball bounce **ONCE** in your service court before you hit it. If you hit the ball before it bounces (unless it hit the net first), you lose the point.

After the ball bounces once in your service court, you can swing at it **as many times as you like**, until you hit it or until it bounces again.

RETURNING THE BALL IN A RALLY

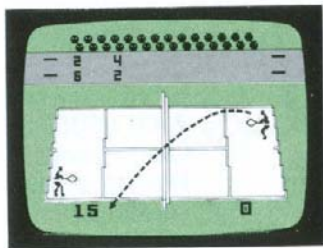
When you hit the ball after the serve, it must land on or inside the lines of your opponent's court to be considered good. (The lines of the court are the net, the Base Line and the two Side Lines.)

Once the computer determines that the ball will NOT BE GOOD:

If you swing and miss, you win the point.

If you don't swing, you win the point.

If you swing and hit,



If the ball bounces inside the court and then goes out, it is still considered good. If you do not hit it, you lose the point.

If the ball strikes the top of the net and then continues over into your court, you must hit it or lose the point. There is no "let" in rallying, only in serving.

TIMING YOUR SWING

WHEN you hit the ball during your swing determines WHERE the ball will go in your opponent's court.

Think of the swing motion as a 135° semi-circle that starts almost behind the player and ends in front of him, with the racket extended forward.



A hit at this point in your swing (a late swing) will send the ball toward the bottom of the court (bottom of your TV screen).

A hit at this point in your swing will send the ball nearly straight.



A hit at this point in your swing (an early swing) will send the ball toward the top of the court (top of your TV screen).

OUT OF BOUNDS

When you return the ball, it must bounce the first time **ON OR WITHIN** the lines of your opponent's court. If your hit sends the ball outside your opponent's court, you will hear a **WARNING BUZZ** and see the word **OUT!** in the center of the Game Scoreboard.



POINT SCORED

After the serve, players continue the rally until one player scores the point. At various times during a rally, the CROWD MAY CHEER for a particularly good shot. The CROWD ALSO CHEERS at the end of a rally of reasonable length. Notice that the crowd's eyes follow the action during a rally.

When a point is scored, it is displayed on the Game Scoreboard, under the player who won it.

END OF GAME

After one player wins a game, according to the tennis scoring rules described in the next section, the CROWD CHEERS. The word GAME appears in the center of the Game Scoreboard, in the winning player's color. The point scores on the Game Scoreboard return to zero. The Set Scoreboard above the court indicates the game won, beside the winning player's color.

The serve changes after every game. The computer automatically keeps track of whose serve it is and where that player should serve from, so you don't need to worry about this.

After every ODD-NUMBERED **GAME** in a set (1st, 3rd, 5th, etc.), players switch sides of the court. The computer automatically moves the players to opposite sides of the court. During the time in which this is happening, your Hand Controllers will not control the players. Each player's point scores continue to be displayed below the player.

THE TENNIS SCORING SYSTEM

Tennis has a scoring system that is unique to the game. It is unusual, but it is not difficult to master. Tennis is scored in GAME, SET and MATCH.

TO WIN A GAME . . .

You must win at least 4 points and at least 2 points more than your opponent. The traditional way of calling point scores is as follows:

1 point: 15

2 points: 30

3 points: 40

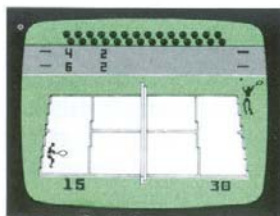
Score tied at 40 or over: Deuce

1 point more than opponent: Ad (for advantage)

2 points more than opponent: Game
(For **Tie-Breaker** scoring - see page 21)

Point scores of 15, 30, 40 and Ad appear in white under the side of the court that you are playing on during that game. Point scores of Deuce and Game appear in the center of the Game Scoreboard. Game appears in the winning player's color (red or blue).

In tennis a score of 0 points is called Love. A zero score is simply displayed as 0 in INTELLIVISION™ Tennis.



TO WIN A SET . . .

You must win at least 6 games and at least 2 more games than your opponent. If the Set Score is at 6 to 5, you must continue playing.

When you win a set, the CROWD CHEERS and the Game Scoreboard reads GAME, then SET in the winning player's color.

Tie-Breaker

If the Set Score is even at 6 games all, a Tie-Breaker decides the winner. When this happens, each player serves twice in a row, alternating until at least **7 Tie-Breaker points** are played.

Tie-Breaker Serving: The player who served the last game serves ONE point. His opponent then serves TWO points. Each player then serves TWO points, alternating until the Tie-Breaker is completed.

Again, the set must be won by at least 2 points. (For example, 7 to 4, 12 to 10, even 15 to 13, etc.)

TO WIN A MATCH . . .

You must win 3 out of 5 sets. As soon as one player wins 3 sets, the match is over. The CROWD CHEERS. The Game Scoreboard reads out GAME, then SET, then MATCH in the winning player's color. Both players automatically run to the net, shake hands, and run off the court.

GAME SOUNDS

- WOOSH Whenever racket is swung.
- SOFT "CLICK" .. Whenever ball is hit with racket.
- SERIES OF RAPID CLICKS .. Ball hits the net and does not go over.
- WARNING "BUZZ" Return is out of bounds.
- "CROWD CHEERS" For particularly good shots, for long rallies, at end of game, set and match.
- SOFT TONE Let ball (hits net and drops into service court) and fault service.

GAME IN REVIEW

The instructions below are to get you started or refresh your memory if you are already familiar with the game. Details and explanations that you will need to get the most enjoyment out of the game are in the pages that precede this section. **TO WIN AT TENNIS, YOU WILL WANT TO READ THE ENTIRE BOOKLET.**

1. Turn Master Component OFF/ON switch ON.
2. Select game speed. Press Direction Disc for fastest speed. Press one of three Service keys for slower speeds (INNER is medium fast, CENTER is medium, OUTER is slow). Court appears on screen with Red player on left, Blue player on right.

3. Red player (left hand controller) has first serve. Press any SERVICE key to position server and determine where serve is to go. (Same player serves throughout game.)

Press any SWING button to toss ball into air. Press SWING button again to swing at ball. Either top button gives hard swing. Either bottom button gives softer swing.

4. Blue player use Direction Disc to maneuver player into position to receive and return ball. Press SWING button to hit ball. Top buttons give ground stroke. Bottom buttons give lob. (Forehand and backhand are the same in this game.)

5. You incur a FAULT when serving if you swing at and miss the ball, or if you place the ball outside your opponent's diagonally opposite service court. Two faults (DOUBLE-FAULT) costs you a point.

If the ball strikes the net during a serve and continues on into opponent's service court, the serve is a LET. Unlimited number of lets allowed.

6. SCORING: Your first point is displayed as 15, your second point as 30, your third point as 40. Tied score at 40 or over is displayed as **Deuce**. After Deuce, 1 point more than opponent is displayed as **Ad**. 2 points more than opponent wins the game (displayed as **Game**).

To win a game you must have at least 4 points and at least 2 points more than your opponent. To win a set, you must win at least 6 games and at least 2 games more than your opponent. To win the match, you must win 3 out of 5 sets. (Tie-Breaker is described on page 21.)

HOW TO WIN!

COURT TACTICS. Tennis is a game of position. Maneuver your opponent out of position and you have a **PASSING** shot opportunity. (In other words — “hit ’em where they ain’t!”)

KEEP THE BALL IN PLAY. **Don't** try for a winner every shot. Play the percentages. Get a rally going and let the **other** guy make the mistakes.

EASE UP ON 2ND SERVES. Lean into your 1st serve and go for the Ace. If you fault, go for position rather than speed on the 2nd serve. Avoid a Double Fault.

WORK ON COORDINATION. Practice using the Direction Disc and side Swing buttons until they work smoothly together. Time spent on coordination will really pay off!

WATCH YOUR POSITION. Take 1st serves farther back. Move up a bit for softer 2nd serves. (Of course, your opponent can cross you up. Stay alert!) A good rule is **STAY UP OR BACK.** Avoid court center. You can't return a ball hit at your feet!

USE LOBS OFTEN. Lobs cross up your opponent. If he rushes the net, hit the ball over his head, deep into the backcourt!

WATCH YOUR TIMING. You must return all balls after **one** bounce, or in the air directly (except when returning a serve).

CHANGE OF PACE. Go from soft strokes to hard strokes. Mix 'em up and cross 'em up.

GET THE SERVICE BREAK. When your opponent is serving and gets behind, **don't** let him off the hook! Bear down and win the game.

TAKE AN EXTRA SWING. Miss a return — swing again! Except when you're serving, extra swings are OK.

RUSH THE NET AND VOLLEY! After you hit a good first serve hard — move up to the net and take the return in the air before it hits the court. You'll need quick reflexes!

TENNIS GLOSSARY

ACE Opponent misses serve completely. (Also **SERVICE ACE**)

AD For **AD**vantage. Example — at deuce, you win a point: it's your **Ad**. Win one more point and you take the game.

DEUCE Tie score at 40 or over. (Must win by two points.)

DOUBLE

FAULT Two service errors on any point. (Also called **DOUBLES**.) Server loses point.

- FAULT** Any service error. Ball lands out of bounds, in the wrong court, etc.
- GAME, SET, MATCH** Games are at least four points (15-0, 30-0, 40-0 and game). Sets are at least six games. Matches are 3 out of 5 sets.
- GROUND STROKE** Basic stroke in tennis. Ball must be hit (**RETURNED**) after no more than **one** bounce. **FOREHAND** and **BACKHAND** are the same in **INTELLIVISION™** tennis.
- LET** Ball hits net before dropping into opponent's court. On serve only. (Also **LET SERVICE**) Try again!
- LOB** Hitting ball high in the air — like a flyball.
- LOVE** Zero — as in 15-Love, or 5 games to Love, etc.
- NOT UP** Return error — ball takes more than one bounce before it is hit — lost point.
- RALLY** Keeping ball in play — serve and return, back and forth.
- SERVE** Offensive stroke. **SERVICE** ball must go into opponent's **SERVICE** court.

SET POINT Possible winning point in a set. (Also **MATCH POINT** — possible winning point in final set.)

SMASH Aggressive return of opponent's lob. (Also **OVERHEAD**)

TENNIS

COURT The playing areas as marked off by sidelines, etc. (As in a basketball court.) All **INTELLIVISION** games are **SINGLES**. No alley lines for **Doubles** (2 players on a side) are needed.

INTELLIVISION™ Intelligent Television



CARTRIDGE INSTRUCTIONS
FOR 1 OR 2 PLAYERS

GAME PLAY

You control Duncan by pressing the hand controller **DISC**. Skate around the other penguins, dunking them in the pond. Avoid or dunk the seal and polar bears. Gobble shrimp cocktails for extra speed. Dunk all of the penguins, then take the Zamboni ice resurfacer out for a spin to fix up the pond—more penguins show up and the game continues at the next level, harder than before!

THIN ICE

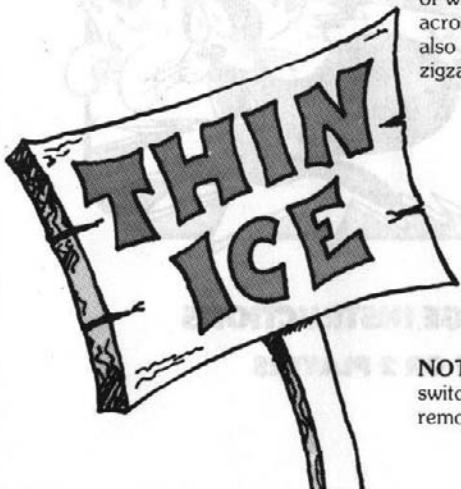
Oh, no! Duncan is on the loose! Duncan is a penguin who loves to skate on thin ice, much to the dismay of the other penguins. As Duncan skates he weakens the ice; if he skates completely around another penguin—**KER-PLASH!**—the ice collapses and the penguin falls into the pond.

Duncan has only two worries—the seal who loves to bounce him on her nose, and the lumbering polar bears who like to bat him around.

DUNKING

As Duncan skates on the thin ice, he cuts it. You can see the cut by the thin white line trailing him. Draw a square with this white line around a penguin, seal, or polar bear and—**KER-PLASH!**—they're dunked!

Part of the line erases whenever a penguin or a polar bear touch it, or whenever Duncan swims across a hole in the ice. Part of it also disappears anytime Duncan zigzags.



NOTE: Always turn the **POWER** switch **OFF** before inserting or removing the cartridge.

POLAR BEARS

Polar Bears lumber around the ice looking for Duncan. If they catch him—FWAP!—they swat him off the pond.

The Polar Bears can be hard to dunk, since they move around so much—but they can be stopped! Press any **ACTION** key (side buttons on the hand controller) to temporarily **FREEZE** them! This gives you your best chance to dunk 'em, but use it sparingly—you start the game with only 5 “freezes.” Extra freezes can be earned by grabbing one of the lobsters that occasionally amble across the ice. The number in the upper right corner of the screen tells you how many freezes you have left.

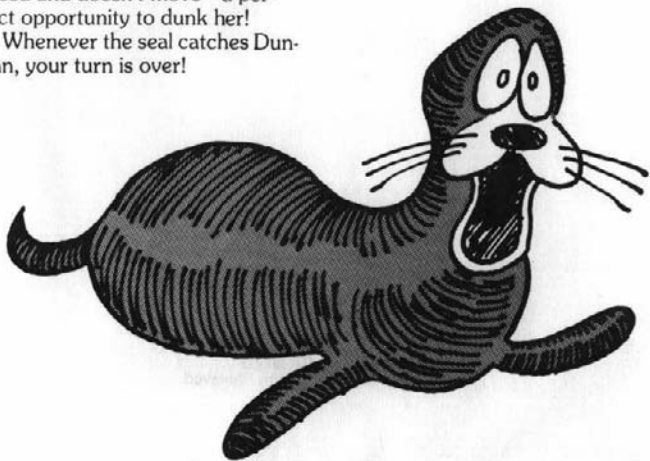
Whenever a polar bear catches Duncan, your turn is over!

THE SEAL

As much as Duncan loves dunking penguins, the seal loves to bounce Duncan around on her nose. The seal chases Duncan by trailing the white line of cut ice (turning it red). If Duncan is quick, he can dunk the seal by using the red line to complete a square around her.

He can also throw the seal off the trail by erasing part of the line—swim through a hole in the ice or zigzag! When the seal loses the trail, she is momentarily confused and doesn't move—a perfect opportunity to dunk her!

Whenever the seal catches Duncan, your turn is over!





HIGHER LEVELS

Each time you dunk all the penguins on screen, you move to a higher, harder level. The level you are on is indicated by the number of igloos shown at the top of the screen.

WARNING: The longer you stay on one level, the faster the seal and the polar bears become!

GAME CONTROLS

Press **RESET** and the title screen appears. Press the disc on either hand controller and the message "SELECT 1 OR 2 PLAYERS" appears on screen. To play by yourself, press the number 1 key, then press **ENTER**. For a two player game, press the number 2 key, then press **ENTER**.

You start the game with four turns. Your turn ends when Duncan is thrown into the water or off of the ice by the seal or a polar

bear. A message to "GET READY" will appear before your next turn. You earn an extra turn each time you score 10,000 points. The number of turns you have left is displayed in the middle of the top right half of the screen.

With two players, you alternate turns. The message will say "GET READY PENGUIN 1" or "GET READY PENGUIN 2." Player 1 uses the left hand controller, Player 2 uses the right.

Since players can earn extra turns, one player may run out of turns before the other one ("GAME OVER PENGUIN 1"). The other player keeps playing for however many turns are left.

You can pause the game by pressing the number 1 key and the number 9 key on either hand controller at the same time. The screen will go black. Press any key or the **DISC** to resume play.

The game ends when both players run out of turns.

Get an extra turn for every 10,000 points you score!

If you are playing by yourself, your score appears at the top of the screen. During a two-player game, only one player's score is on screen at a time. The first player's score is in blue, the second player's score is in black. When the game is over, the two scores alternate on screen.

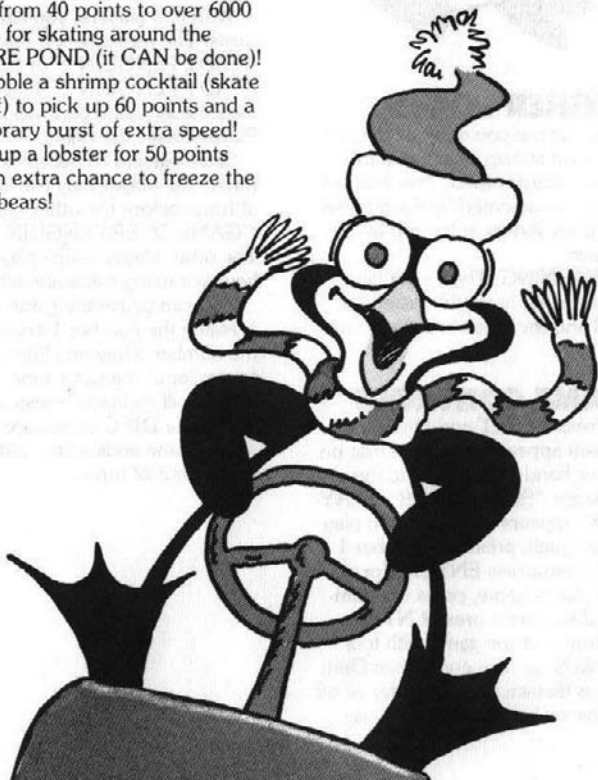
The highest score wins.

Press **RESET** to play again.

SCORING

You get 1000 points for dunking the seal, 450 points for dunking a polar bear, and 100 points for dunking a penguin. Plus, you get bonus points for the size of the hole you make when you dunk 'em—from 40 points to over 6000 points for skating around the **ENTIRE POND** (it **CAN** be done)!

Gobble a shrimp cocktail (skate over it) to pick up 60 points and a temporary burst of extra speed! Scarf up a lobster for 50 points and an extra chance to freeze the polar bears!



INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)

THUNDER CASTLE

(FOR COLOR TV VIEWING ONLY. Colors you see on your set may vary slightly from colors described.)

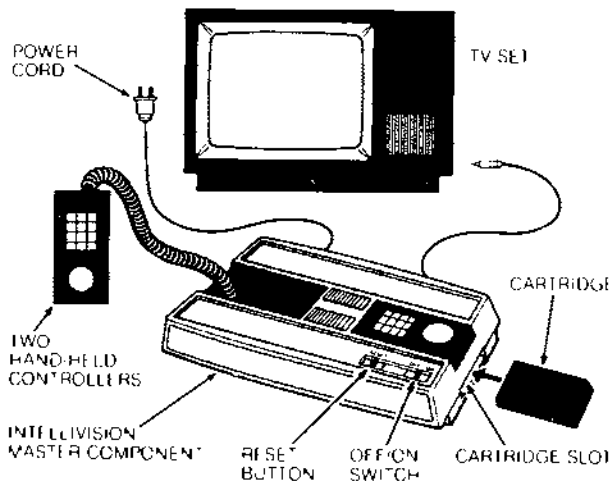
THUNDER CASTLE

Guide your knight through the deadly mazes of Thunder Castle, slaying evil dragons, sorcerers and demons as you go. Watch for gates that block your path...magic objects that grant special powers, extra points, or extra lives...and magic creatures that energize your knight. Complete all three mazes—forest, castle and dungeon—and the game starts over at a faster speed. Continue playing, increasing your score, until all of your knight's lives are lost.

OBJECT OF THE GAME:

To score the highest number of points by slaying the evil guardians of each maze and collecting magic objects. The player with the highest score at the end of the game is the winner.

CHECK YOUR EQUIPMENT

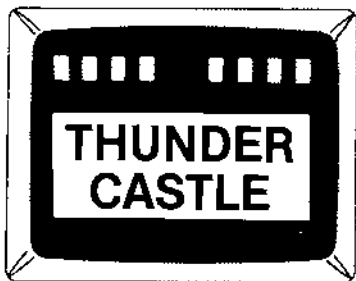


Make sure that:

- INTELLIVISION is connected to your TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- THUNDER CASTLE™ cartridge is placed in INTELLIVISION slot and firmly engaged.
- INTELLIVISION OFF/ON switch is turned ON.

PRESS THE RESET BUTTON

Game title will appear and the game will go into Demo Mode, repeating titles and sample mazes for forest, castle and dungeon.



TO START THE GAME: Press any key. Select the number of players by pressing Key 1 or 2, then Enter, on the right hand controller.

GAME CONTROLS

One player game—use either hand controller. Two player game—player 1 (First Knight), use left hand controller; player 2 (Second Knight), use right hand controller.

During game play you will use only the side action buttons and the direction disc.

Press any side action button to activate a magic object after your knight picks it up. Object can be activated only once, unless picked up again.

Press the direction disc to move your knight. Release disc to stop knight. Disc moves knight in four directions:

TOP EDGE

Knight moves up

BOTTOM EDGE

Knight moves down

RIGHT EDGE

Knight moves right

LEFT EDGE

Knight moves left

To save time, press the disc to turn your knight before he reaches a turn in the maze. The knight will continue in his present direction until the turn is possible.

GAME IN BRIEF

(See next section for game details.)

1. Three dragons appear in forest maze, one at a time. Slay all three dragons and advance to castle maze.
2. Six sorcerers guard the castle maze, appearing two at a time. Slay all six sorcerers and advance to dungeon maze.
3. Nine demons guard the dungeon maze, appearing three at a time. Slay all nine demons and advance to the next, faster forest maze.
4. To slay a dragon, sorcerer or demon, move **energized** knight on top of guardian. If knight comes into contact with guardian while not energized, knight will lose one life.
5. To energize knight, touch a magic creature: bat in forest, mouse in castle, or red skull in dungeon. Energy lasts several seconds, then disappears.
6. Pick up magic objects for extra points, lives or powers. Avoid the comb. To pick up object, move knight on top of it. Object picked up replaces any unused object in possession. To use object, press side action button. Object disappears after use.

7. Knight starts with four lives. Additional lives are earned by picking up candlestick or accumulating points. Game ends for player when that player's knight loses all lives.
8. In a two player game, a player's turn lasts until his knight loses a life. Game ends when both player's knights have lost all lives.

GAME DETAILS

MAZES

There are three levels to Thunder Castle—forest, castle and dungeon. Forest level is slowest. Dungeon level is fastest. If your knight makes it through all three levels, game play resumes at the forest, but game speed continues to increase.

There are several possible mazes at each level. Once a maze appears, it does not change until the next level is reached.

WALLS AND GATES

Knights and evil guardians can move only along open passageways. Magic creatures can move through walls and gates. All mazes have gates that randomly open and close. Gates are invisible until they close. Gates remain closed for a few seconds, then open again.

MAGIC CREATURES

All mazes have magic creatures that energize your knight when touched.

Forest maze	2 bats
Castle maze	1 mouse
Dungeon maze	1 red skull

The knight remains energized for a few seconds, during which he flashes and special music plays. Only while energized can the knight slay evil guardians.

EVIL GUARDIANS

All mazes have evil guardians that must be slain to advance to the next level. Evil guardians come in three colors. Green: slower than your knight and worth 300 points when slain. Gold: almost as fast as your knight and worth 400 points when slain. Red: faster than your knight and worth 500 points when slain.

Guardians pursue your knight when he is not energized; flee from your knight when he is energized. If your knight touches or is touched by a guardian while not energized, he will lose a life.

Different mazes contain different evil guardians.

Dragons. Three in the forest maze. Dragons appear one at a time.

Sorcerers. Six in the castle maze. Sorcerers appear two at a time, and can move as a pair or split up and attack from different directions.

Demons. Nine in the dungeon maze. Demons appear three at a time, and can move together or split up and attack from different directions.

MAGIC OBJECTS

Magic objects appear at various times, in various locations throughout each maze, remaining for several seconds before disappearing again.

To pick up a magic object, move your knight on top of it. To use the object picked up, press any side action button.

An object's power can be used only once each time it is picked up. An object remains in your knight's possession until it is used or replaced by a different object. (A knight can carry only one object at a time.)

Graill	= Energizes knight
Crown	= Freezes guardian(s) for a few seconds
Necklace	= Speeds knight up for few seconds
Lantern	= Doubles knight's energy
Key	= Lets knight move through gate or wall
Ring	= Moves knight to random location in maze

The above objects also add points to your score. The first object picked up within a maze adds 100 points. The second adds 200 points. All subsequent objects within that maze add 300 points.

Some objects can be picked up without replacing the object already in possession.

Coins	=	Adds 500 points to score
Candlestick	=	Grants an extra life
Comb	=	Cuts your score in half

GAME LIVES

Each knight starts with four lives, and loses one life if touched by an evil guardian while not energized.

Additional lives can be earned by picking up a magic candlestick, and by reaching scores of 5,000, 10,000, 20,000, 50,000 and 100,000 points. Game ends for you when all of your knight's lives are lost.

The number of lives left, in addition to present life, appears in the upper right corner of the screen, next to your game score.

SCORING

Slay a guardian:

Green	300 points
Gold	400 points
Red	500 points

Pick up magic object (except coins, candlestick and comb):

1st object in maze	100 points
2nd object in maze	200 points
All other objects in maze	300 points
Coins	500 points

Remember: If you pick up the comb, your score is cut in half!

Extra lives awarded when score reaches 5,000, 10,000, 20,000 50,000 and 100,000 points.

WINNING TIPS

1. Lure an evil guardian as close as possible to your knight before touching a magic creature. Your knight will be energized for only a few seconds and meanwhile, the guardian is running away from you!
2. Try to anticipate gates, to trap an evil guardian in a dead end. Corners also slow guardians down.
3. Pick up the most useful magic objects. Although all objects give points, some are more useful than others. Exceptions: Always pick up coins and candlesticks. The extra points and lives don't affect other magic powers.
4. Avoid touching the comb whenever possible, but don't be afraid to sacrifice points, if the comb stands between your knight and a safe retreat.



TOWER OF DOOM

Instructions

Monsters. Magic. Good. Evil. Strength. Cunning. Traps. Mazes. Prepare to face the greatest challenge any mortal has ever known -- the Tower of Doom. Explore the winding corridors of the Tower: collect precious treasure, discover the secrets of magic artifacts, encounter the vilest creatures ever unleashed.

Surviving the Tower of Doom requires quick reflexes and quicker wits. You must learn for yourself how to use many of the items you will find. You must decide when to fight a monster, and when to trade treasure for your life. You must maintain your strength, increase your stamina, and develop your diplomatic skills.

Select your adventure. Select your character. Then prepare to enter the Tower of Doom!

For One Player

Distributed by

INTV CORPORATION

Torrance, CA 90505

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Starting Your Adventure

Insert cartridge (make sure power is OFF). Turn power ON and press RESET. Title screen will appear. Press any hand controller KEY or the DISC.

Select your adventure. In all adventures, you begin at the top of the Tower of Doom and work your way down through numerous levels of mazes to freedom. Some adventures have more levels and will take longer. In some, the mazes and item colors are the same each time; in others, the mazes and colors are different each time you enter the Tower (item colors are very important, as will be explained later). Other features also differentiate the adventures.

Press the DISC to cycle through the choices. When the adventure you want appears on screen, press any SIDE KEY.

ADVENTURE	NO. OF LEVELS	MAZES	COLOR OF ITEMS	DIFFICULTY LEVEL
Novice	6	Same each time	Same*	Easiest (good introduction to the Tower's secrets. . .)
The Tower	8, 12, or 20	Same	Same*	Easy
The Catacombs	12, 18, or 32	Different each time	Different	Medium
The Fortress	6,12,18, or 32	Different	Different	Difficult
The Challenge	14	Different	Same*	Difficult (Each Level You Descend Introduces a new monster. . .)
Wizard Hunt	32	Different	Different	Difficult
Grail Quest	32	Different	Different	The Hardest (You Must Locate the Grail to succeed!)

* If you assume the character of the Waif or the Barbarian (see next page), the item colors for these adventures will always be different.

Select your character. The character you select will determine your abilities and the contents of your pack as you begin your adventure.

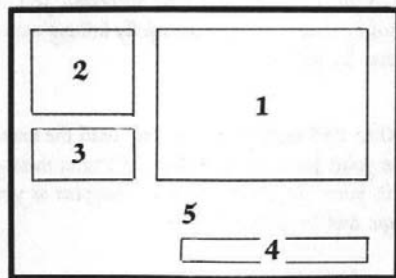
There are ten characters you can assume:

Novice	Warrior	Archer	Knight
Trader	Barbarian	Waif	Friar
Warlock	Warlord		

Overall, the Warlord, strong and fully equipped, is the easiest character to begin with. The Waif, weak and poor, is the hardest. The other characters have varying combinations of strengths and weaknesses, as you shall discover!

The Screen

Your screen is divided into several sections, each giving vital information.



The largest section (1) shows your immediate vicinity within a level, along with nearby weapons, treasures, doors, traps, stairs, and monsters! As you explore new areas of a level, the walls of the corridors and rooms will appear. They remain visible when you return to areas you've explored. If you come face to face with a monster, the map is replaced with a view of the battle.

The upper left corner of the screen (2) shows the level map. This map shows the areas of the level you have explored, with your current position indicated by a white dot.

At the middle left of the screen (3) are three rows of symbols. You can use the symbols in the top row to find out your status, to select items from your pack, to use items, and to open doors and to descend stairs. The second and third rows show the items you are currently carrying in your pack.

At bottom (4), your Hit Points appear as a series of yellow shields against a black background. These indicate how much injury you can sustain before dying. You lose Hit Points as you are hurt in battle or by evil magic; you gain them back over time as you heal. The black background indicates your potential Hit Points, which will increase as your Stamina and Experience increase. Note: a magic spell can occasionally make your current Hit Points exceed your potential Hit Points!

In addition to the above information, helpful messages will frequently appear on the screen (5), moving slowly from right to left.

Controls

The use of your hand controller depends on whether you are exploring, going through your pack, or engaging in battle. In general, the controls are:

DISC: MOVE through the maze/RUMMAGE through your pack.

TOP SIDE KEY: USE an item.

BOTTOM RIGHT SIDE KEY: GET IN AND OUT of your pack.

BOTTOM LEFT SIDE KEY: DROP an object from your pack.

These are explained in more detail below.

Exploring

MOVE ABOUT THE MAZE Press the DISC in the direction you wish to move. As you explore new areas, the corridors of the Tower will appear.

USE THE ITEM IN YOUR HAND Press either TOP SIDE KEY. (Your currently held item is shown in the third position in the top row of symbols.)

TO PICK UP AN ITEM Walk over it. (If your pack is full, you must drop an item first.)

TO GET AN ITEM FROM YOUR PACK, DROP AN ITEM, OPEN A DOOR, GO DOWN A STAIRCASE, OR CHECK YOUR STATUS You must get into your pack by pressing the LOWER LEFT or RIGHT SIDE KEY.

Going Through Your Pack

SELECT AN ITEM FROM YOUR PACK Press the DISC to move the HAND SYMBOL (second from left in the top row of symbols) over the item you want. Once you have selected an item, you can USE it, CASH it, HOLD it, or DROP it (see below).

USE A MAGICAL ARTIFACT or CASH A TREASURE Press either TOP SIDE KEY to use the artifact or cash the treasure under the HAND SYMBOL. Weapons cannot be used while you are in your pack.

HOLD AN ITEM When you get out of your pack by pressing the LOWER RIGHT SIDE KEY, the item under the HAND SYMBOL becomes the currently held item.

DROP AN ITEM Press the BOTTOM LEFT SIDE KEY to drop the item currently under the HAND SYMBOL. (Note: You can't drop an item if you are too close to a wall or if the corridor is too narrow.) If you are engaged in battle, the monster will take the dropped item as a bribe.

OPEN A DOOR (When standing at a door) Press the DISC to move the HAND SYMBOL over the DOOR SYMBOL (rightmost in the top row of symbols). Press either TOP SIDE KEY.

DESCEND A STAIRCASE (When standing over a staircase) Press the DISC to move the HAND SYMBOL over the Down Arrow (rightmost in the top row of symbols). Press either TOP SIDE KEY. You will descend one level in the Tower. Note: you can not go back up to previous levels!

CHECK YOUR STATUS Press the DISC to move the HAND SYMBOL over the Question Mark, then press either TOP SIDE KEY. Your Strength, Stamina, Life Force, Diplomacy, Experience, or Treasure Score will appear on screen. Press again to see the next statistic.

TO MOVE THROUGH THE MAZE OR TO RETURN TO BATTLE Get out of your pack by pressing the LOWER RIGHT SIDE KEY. The item under the HAND SYMBOL becomes the currently held item.

Engaging in Battle

When the map on screen is replaced by a view of you and a monster, it indicates you are about to engage in battle. . **ADVANCE FOR ATTACK** Press the **RIGHT SIDE** of the **DISC**.

ATTACK! Press either **TOP SIDE KEY** to use your currently held item. If you are holding a weapon, your success will depend upon your Strength, Stamina, choice of weapon, and the monster itself. Other objects in your pack may have magic powers you can use against the creature. If nothing works, retreat! (Note: A successful battle will increase your strength, but at the cost of your Diplomacy.)

BRIBE THE MONSTER Get into your pack (**LOWER LEFT** or **RIGHT SIDE KEY**) and drop an item (see above). The monster will consider your offering and may let you live. (Whether or not it does, it keeps the item -- you've lost it.) Its decision will depend upon your Diplomacy, the worth of the item, and the monster itself. If it accepts the offering, you may continue through the corridors. If not, try another bribe, attack, or retreat! (Note: A successful offering will increase your Diplomacy!)

RETREAT Press the **LEFT SIDE** of the **DISC**. Once you successfully retreat, the map reappears. Run away before the monster chases you!

Traps, Gas Clouds, and Fire

Throughout the tower, there are Traps and Gas Clouds. Be careful! Some Traps always affect you, others only occasionally. And you may be able to time your passage through a Gas Cloud so as to not interact with it, but for some, interaction is unavoidable. Different Traps and Clouds have different properties:

Transporter -- Moves you to a new location in the tower level.

Paralysis -- Freezes you for several heartbeats. Keep pushing the **DISC**, because you may get paralyzed again if you don't get out quickly!

Confusion -- Causes you to walk around baffled -- the **DISC** does not respond properly! Wears off in a few heartbeats.

Life Eater -- Reduces your Life Force.

Poison -- Reduces your Stamina.

Fire -- Reduces your Hit Points!

You are not always affected by traps, gasses, and fires. Fires, for example, will injure you only one out of ten times; the transporter, on the other hand, always moves you to another location (unless you're holding a certain Key. . .).

Monsters

You will encounter monsters throughout your adventure. You will have to battle some; others must be bribed with treasures. Then there are times when it's best to run for your life!

Fighting

There are two ways to fight monsters: with projectile weapons while exploring, or with hand-held weapons while engaged in battle. You will have to become experienced at both, since some monsters are best killed from a distance, others from close up.

The results of a battle are determined by your Strength and Stamina, the strength of the monster, the type of weapon you're using, and any assisting magic you may have acquired (cloaks that protect, spells that help defend, etc. . .). Be careful to keep track of your Hit Points at the bottom of the screen, as you may get hit several times before felling a creature.

Successfully defeating a monster by fighting increases your Strength, while decreasing your Diplomacy.

Bribing

You can only bribe a monster while engaged in battle. You may attempt to bribe the monster even if he has started to attack you. You must get into your pack and drop some item. The monster will take the item, and, if he likes it, will retreat, leaving you in peace. Wait for him to walk away! If you walk away from him, he may become angered and attack!

If he does not retreat, he may accept more treasure - bribes during a single encounter accumulate, so offering a monster three boots (for example) may make the monster leave, whereas offering the monster one dagger may do the same.

It is easier to bribe a monster as your Diplomacy increases. Having high Diplomacy is the only way to make some monsters accept anything at all. The monster takes -- and keeps -- the item regardless of whether or not he decides to let you alone. And there's one monster that will NEVER leave, no matter how diplomatic you are, no matter how much treasure you give it.

Surviving a battle by bribing a monster increases your Diplomacy.

Fleeing

Fleeing is often the only way to stay alive. While exploring, it's simple -- RUN AWAY!!!! During battle, it takes more coordination. You can always retreat

from a battle by moving your hero left. Once you back away, you are returned to the map where, depending on the monster, you may have an instant or two to further your escape. It may take two or three feints to and from battle before you are in a position on the map to run (if you were backed into a corner, for example, or were being blocked from a hallway by the monster).

Fleeing does not affect any of your statistics.

Magical Artifacts

You will find many enchanted items in the tower. What these objects can do is for you to discover.



Potion Bottle



Potion Flask



Mortar & Pestle



Small Scroll



Large Scroll



Book

The magic can have good effects. . .

Heal your strength. . .

Make you faster. . .

Make you invisible. . .

Freeze or slow monsters. . .

Teleport you to another room. . .

Turn off all traps in a tower level. . .

Increase your potential strength. . .

Increase all your abilities. . .

Remove evil spells cast upon you. . .

Watch out! The magic can also have bad effects. . .

Freeze or confuse you. . .

Make monsters invisible. . .

Decrease your abilities. . .

A magical item can only be used once! Once used, it disappears!

The effects of a magical item may last a few moments, or for an entire adventure. It may last until counteracted with other magic, or it may wear off when you descend a level. . .

Protection

Using these items protects you in some way, perhaps by enabling you to fend off blows or to fight with greater strength.



Ring



Cloak

Be careful! Some rings and cloaks actually curse the fighter! Such a curse can only be removed with the magic scrolls that remove evil spells.

Other Items



Key



Boot



Food

Key

Different colors of Keys allow you to pass unaffected through different traps in the mazes. Must be the currently held item to work.

Boot

Worthless, except in bribing particularly stupid monsters.

Food

Keeps your Life Force high. Messages will tell you when you have to eat ("Life Force low. . ." "Life Force critical. . ."). If you ignore these messages, your strength will start to diminish -- you're dying of starvation! (Note: The Grail and Rosary Necklace increase your Life Force.)

Weapons

Projectile Weapons

These can only be used BEFORE engaging a monster in battle, while the map is still displayed. (Like all other objects, however, they can be offered as a bribe during a battle.) Select a Projectile weapon as your currently held pack item. Pressing either TOP SIDE KEY causes the weapon to fire in the last direction you ran. The weapon will continue until it hits something (creature, wall, treasure, etc.). Watch out! Depending on the character you have assumed, you

may be hurt by the backlash of the powerful Wand and Holy Handgrenade! (But a certain Ring can protect you. . .)



Dart



Bow



Wand



Holy Handgrenade



Hammer



Axe



Spear

These weapons can be used several times, but eventually will be exhausted and disappear.

Hand-Held Weapons

These can only be used during battle.



Dagger



Mace



Small Sword



Hammer



Axe



Double-Handed Sword



Spear

These weapons can be used as many times as needed.

Note that some weapons can be used hand-held or as a projectile.

Treasure

You will find rare Treasures throughout the tower! You can save treasures to use as bribes, or you can cash them. Cashing a Treasure adds its value to your Experience (possibly increasing your potential Hit Points) and to your Treasure Score. When you cash a treasure, it disappears. Bonus: Whenever you descend a level, the value of the treasures currently in your pack (not cashed) is added to your Treasure Score.

Two treasures, the Rosary Necklace and the Grail, give you maximum Life Force and have other mysterious magical properties! They take effect when you cash them.

Note: Monsters are usually impressed by your Treasures and will take them as bribes. Using a Treasure to bribe a monster, however, does not add to your Experience or Treasure Score, and the item is lost to you!

In order of value. . .



Candlestick



Bracelet



Coins



Gem Necklace



Amulet



Small Gem



Crown



Large Gem



Rosary Necklace



Grail

Colors

The color of an item determines its type, strength, or worth. In the **NOVICE**, **TOWER**, and **CHALLENGE** adventures, the colors of all items remains the same every time. In the more difficult adventures, however, the colors are different every time you begin. In order to determine which colors are more powerful, or what type of spells the colored magic items bring, you must use them! In all cases, throughout any single adventure, the colors remain consistent: a brown potion that increases your speed means that all brown potions for the remainder of the adventure will increase your speed.

Weapons

The color of a hand-held weapon denotes its strength. The color of a projectile weapon denotes its remaining number of uses. Hand-held items never lose their strength when used in **Battle**. Projectile weapons eventually become exhausted with use and disappear.

Magic Artifacts

Identical items of the same color will always conjure the same magic spell.

Treasures

The color of a treasure determines its value, which either goes into your score or determines how useful it is to offer to a monster. The magic associated with the **Rosary Necklace** and **Grail** is also determined by their color.

Sounds

Listen carefully! You can learn many useful things with your ears. Certain spells are timed to your slow, rhythmic heartbeats. Different types of **Traps** and **Gas**

Clouds have distinctive sounds. And learning the sounds of battle tells you when you hit the monster and when he hits you!

Your Status

Your Hit Points are always displayed at the bottom of the screen. Other information about your status is found by going into your pack, placing the HAND SYMBOL over the Question Mark, and pressing either TOP SIDE KEY.

Strength

A number from 3 to 18 indicating how hard you can hit monsters during battle. Increased by magic and by defeating monsters.

Stamina

A number from 3 to 18 indicating how durable you are (affects your potential Hit Points). Increased by magic and by eating food.

Diplomacy

A number from 3 to 18 indicating how successful you will be in bribing monsters. Increased by magic and by successfully bribing monsters; decreased by defeating a monster by fighting.

Life Force

A number from 0 to 255 indicating how long until the next time you have to eat. You lose one point for every heartbeat. Warning messages appear as you approach 0. At 0, your Hit Points begin to disappear as you starve to death. Increased by magic and by eating food.

Experience

A number from 0 to 650,000 representing your success as an adventurer (affects your potential Hit Points). Increased by magic, killing monsters, and cashing treasures.

Treasure Score

A number from 0 to 650,000 representing the value of treasure you have cashed (not given up as bribes) and/or successfully carried from one level to another.

End of the Adventure

Your adventure ends when you successfully escape at the bottom of the tower, or when you die. (If you have selected the Grail Quest adventure, you must find the Grail before you can escape the tower.)

To find out how well you did, you can look at your Treasure Score. But the real test of how well you did is this: Did you escape. . . ALIVE?

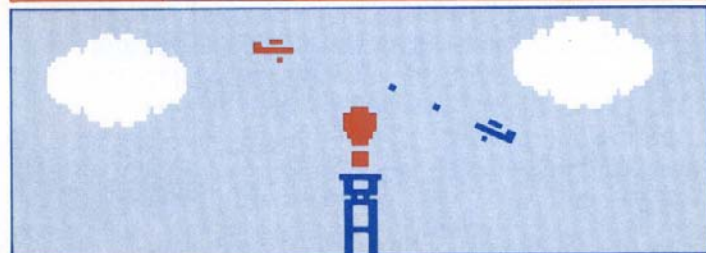
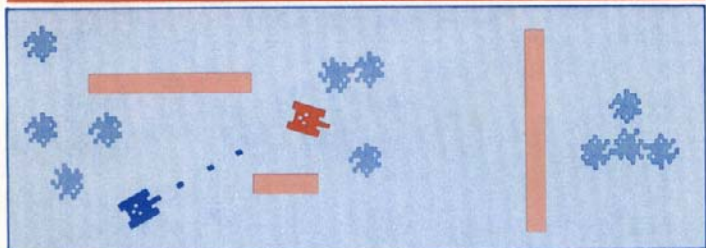
MATTEL ELECTRONICS®

IntelliVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

TRIPLE ACTION™

(FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)

THREE FOR ALL...



BATTLE TANKS Take command of a fast battle tank and stalk your enemy in deadly one-on-one combat.

Use the walls for cover, as you move fast into firing position. But **LOOK OUT!** During the battle the shells can ricochet...suddenly it's like being in a shooting gallery — and you're *both* targets!



CAR RACING Take the wheel on a road full of crazies...you've got 100 "miles" to go. And it's not easy, as you steer around wrecks, get stuck

behind a maddening crawler, cope with weaving road hogs! You can play this one alone and try to beat your best time — or compete side-by-side with a friend!

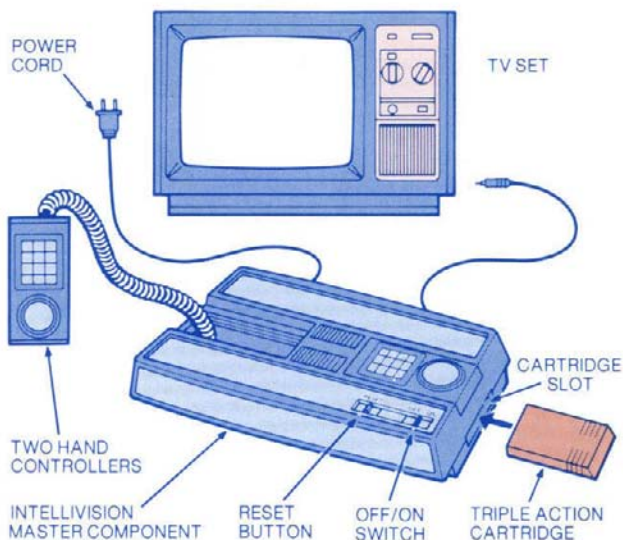


BIPLANES The Red Baron himself never had so many chances for glorious battle. Put on your goggles and get up in the sky — don't climb too

fast, or you'll stall out and crash! When you get some altitude, you can level off and wait for the balloon to go up. Shoot it down! And watch out for the enemy plane...don't let him get you in his sights. Do some acrobatic flying — right into a cloud!



CHECK YOUR EQUIPMENT



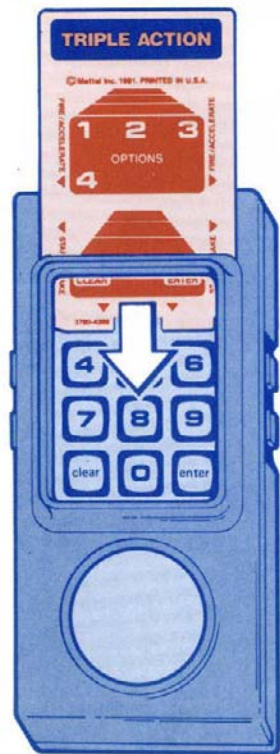
MAKE SURE

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- TRIPLE ACTION CARTRIDGE is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.



PRESS RESET BUTTON:

Title will appear on
TV screen:



ADD OVERLAYS

Find the TRIPLE ACTION™ keypad overlay in the cartridge package with this booklet.

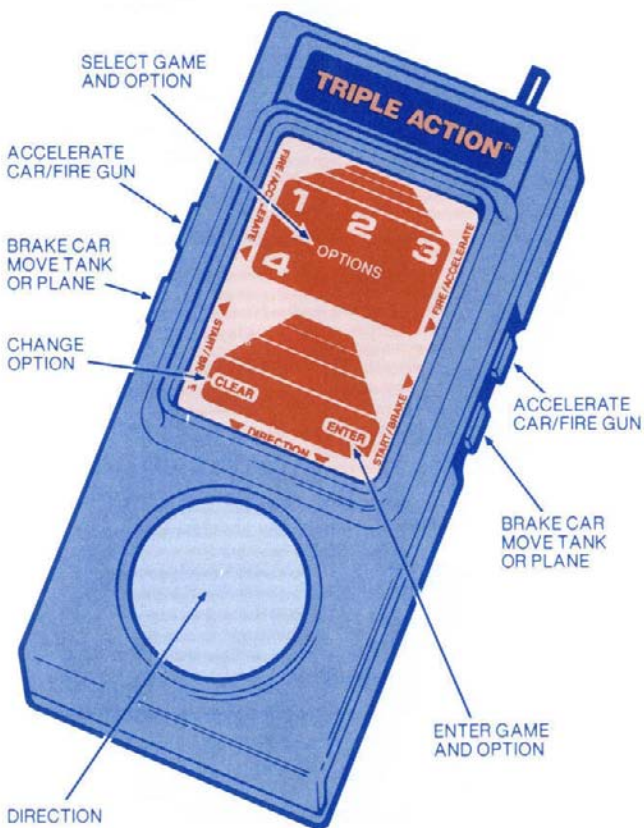
Remove Hand Controller from the console.

Insert overlay into the Hand Controller. Make sure the overlay fits tight and is all the way in. The overlay will be your visual guide in the TRIPLE ACTION games.

HAND CONTROLLER

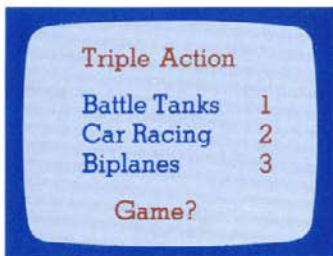


EXAMINE YOUR CONTROLS



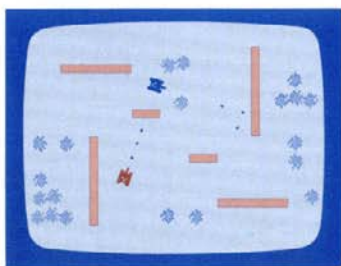
GETTING STARTED

When you see the TRIPLE ACTION title, press Disc or any button. The screen shows:



Press Game Number, then press **ENTER**.

BATTLE TANKS



THE OBJECT Outmaneuver and outshoot your opponent and score 15 points first.



STRATEGY Keep moving...take shelter behind walls (trees won't protect you)...figure the angles and distance, take aim and fire first. Watch out for bouncing shells, so you don't get hit yourself!

HOW TO PLAY ● Choose one of these options, then press **ENTER**:

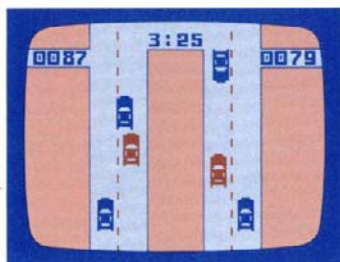
- 1 Long-range bouncing shells
- 2 Short-range bouncing shells
- 3 Long-range, non-bouncing
- 4 Short-range, non-bouncing

Each option requires a different battle strategy.

- Press either LOWER Action Button to make your tank move forward.
- Press edge of Direction Disc to steer your tank.
- To fire your cannon, press one of the TOP Action Buttons. (Note: You *can* be blown up by one of your own rounds when playing with game option #1 or #2, so be ready to get out of the way, fast!)
- Up to 3 shells from each tank can be visible at one time, and you won't be able to fire again until at least one of them disappears.
- The game is over when one tank scores 15 points.



CAR RACING



THE OBJECT To drive 100 "miles" in the fastest time.

STRATEGY Drive fast, but carefully. Watch out for road hogs, reckless drivers and other travelling fools!

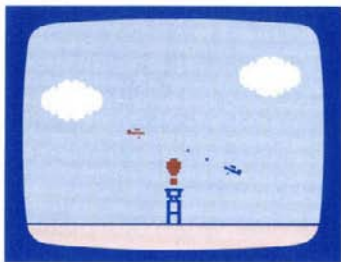
HOW TO PLAY ● Choose one option, then press **ENTER**:

- 1 "Normal" traffic
- 2 "Heavy" traffic

- Press either TOP Action Button to make your car move forward. Keep pressing button in to maintain top speed.
- Press either LOWER Action Button to brake (Note: it takes a while to get your car stopped, so don't tailgate!).
- Press left or right side of Direction Disc to change lanes.
- Crashes cost you time, so drive defensively.
- The game is over when odometers read 100.



BIPLANES



THE OBJECT Score 15 points first, by shooting down your opponent's plane or the ascending balloon...and by *not* crashing your own plane!

STRATEGY Keep your plane flying under control to get more shots at the balloon when it goes up...use cloud cover and aerial skill to outmaneuver your opponent during "dogfights".

HOW TO PLAY: ● Choose one of these options, then press **ENTER**:

1 Short-range bullets

2 Long-range bullets

- Take off by pressing either LOWER Action Button *and* the top edge of Direction Disc.
- Don't make your plane climb too fast, or you'll stall and crash. If you start to lose altitude, press bottom of Disc to head nose down — so you can gain speed and stability.

- To fire at the ascending balloon or your opponent's plane, aim at the target and press either TOP Action Button.
- You can do loops, dive, even fly upside down — as long as you maintain enough "air-speed" to have flying control. Use the cloud cover and daredevil flying to force your opponent into making mistakes!
- The game is over when one plane scores 15 points.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



MATTEL ELECTRONICS™

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

UTOPIA™

(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY



If you've ever muttered, "I'd certainly do better, if I ruled that country," then this game is for you. UTOPIA™ puts you in charge of your own island state. You control the treasury, agriculture, industry, housing, education, hospitals and military. You allocate funds to

create revenue and improve life on your island. If your decisions are wise and the people are happy, you rack up points. If not, rebels begin to infiltrate your paradise. Chances are, you'll find that running a country is every bit as complicated as it seems.

OBJECT OF THE GAME

1 PLAYER To score the most points possible, in the number of rounds selected (your term of office). Points reflect the overall well-being of the people and are gained by earning and spending revenue to improve living conditions on the island you select.

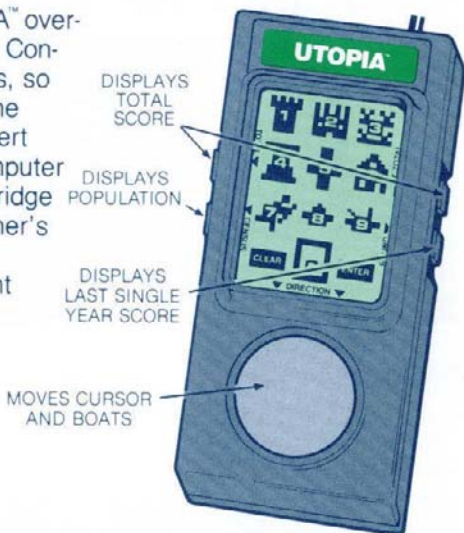
2 PLAYER To outscore your opponent by improving living conditions on your island either by cooperating with your opponent or by causing rebellion and loss of revenue on your opponent's island.

1 OR 2 PLAYER GAME Both games are played by the same rules. In a 1-player game, choose one island to control and ignore the other. Use left hand controller for island on left; right hand controller for island on right.



CHECK YOUR CONTROLS

Slide UTOPIA™ overlays in Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).



WHEN YOU SEE THE GAME TITLE, PRESS THE DISC.

- 1 Use number keys on either hand controller to select NUMBER OF ROUNDS IN GAME (from 1 to 50). This is your term of office. Then press **ENTER**.
- 2 Use number keys on either hand controller to select length of each round (from 30 to 120 seconds). Then press **ENTER**.
- 3 Before ENTER is pressed, the numbers keyed in can be erased by pressing **CLEAR** key.



WHEN GAME STARTS, YOU WILL SEE TWO ISLANDS.



"GOLD BARS" IN
PLAYER 1 TREASURY

TIME LEFT IN
PRESENT ROUND

ROUNDS LEFT IN GAME
(INCLUDING PRESENT ROUND)

"GOLD BARS" IN
PLAYER 2 TREASURY

You may also see:



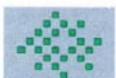
RAIN
CLOUDS



PIRATE
SHIPS



TROPICAL
STORMS



SCHOOLS
OF FISH




HURRICANES

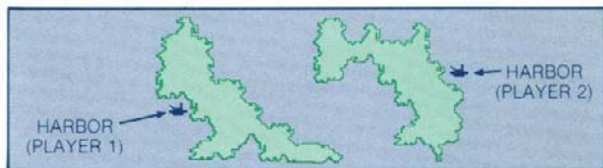
The computer controls these elements, which come and go at random.

GOVERNING YOUR ISLAND KINGDOM

You win by accumulating POINTS, not money. Your gold bars are meant to be spent. Each player starts the game with 100 gold bars.

Select items to purchase from the Budget Expenditure Table, page 4.

Use the DISC to position your cursor  over the area of your island where you want to build or plant crops. DO NOT use the cursor to place rebels on your opponent's island or to buy a boat. Rebels are placed randomly by the computer and boats automatically appear in your island harbor when purchased.












Check your treasury to make sure you have enough gold bars to buy the item you want. (Each item's cost is listed in the table.) Find the item symbol on your keypad overlay. Press that key, then ENTER.

The item symbol will appear on your island where the cursor was positioned. The cost will be deducted from your treasury.

You may purchase items at any time during any round, as long as you have sufficient funds. (If you try to buy with insufficient funds, you get nothing but a RAZZ.)

At the end of a round, all action freezes for a few seconds. You hear a "times up" signal. Your treasury display changes to show your score for the last round (points gained), then your total score so far. When the game resumes, action picks up where it left off. Your treasury display returns, with any earnings from the last round added.

BUDGET EXPENDITURES

ITEM/COST IN GOLD BARS	SYMBOL	TYPE OF BENEFIT/DETAILS
FORT 50		PROTECTION Guards surrounding land area against rebels. Guards nearby fishing boats against pirates and opponent's PT boats.
FACTORY 40		INCOME Earns at least 4 gold bars per round. (More as well-being of people increases.) Pollution increases death rate.
ACRE OF CROPS 3		INCOME/POINTS Each acre feeds approx. 500 people. When rained upon, yields added revenue (approx. 1 gold bar per acre). Average life of an acre of crops is 3 rounds, but this number varies.
SCHOOL 35		INCOME/POINTS Increases well-being of people and productivity of factories.
HOSPITAL 75		INCOME/POINTS Increases population and greatly increases factory productivity.
HOUSING PROJECT 60		POINTS Increases harmony on island by housing 500 people.
REBEL SOLDIERS 30		AGGRESSION Cause opponent to lose points or income.
PT BOAT 40		PROTECTION/AGGRESSION Guards your fishing boat against pirates. Sinks opponent's fishing boat.
FISHING BOAT 25		INCOME/POINTS Automatically feeds 500 people and earns 1 gold bar/round. If moved over a school of fish, earns 1 gold bar for every second remaining over fish. Can be sunk by pirates, PT boats or hurricanes.



KEEP TRACK OF YOUR SCORE AND POPULATION

Check score or population any time during a round.

Either top action button....

Display total score so far.

Lower right action button....

Display score for previous round.

Lower left action button....

Display your island population.

You automatically earn *10 GOLD BARS* per round, even if you do nothing during that round.

Be aware of your census count, so that you can provide adequate food, housing, schools and hospitals for the people. Remember:

1 housing project per 500 people.

1 fishing boat OR 1 acre of crops per 500 people.

Hospitals and schools are up to you.

KEEP AN EYE ON THE WEATHER

You can't control it, but you can try to anticipate it.



RAIN STORMS help your crops grow. Try to plant where the rain most frequently falls. There are no set paths for rain, but you will notice general patterns.



TROPICAL STORMS bring a deluge. They may either help your crops or destroy them. On rare occasions, they may destroy a building or boat.



HURRICANES usually lay waste to everything in their paths. Fishing boats will be sunk if moving, but have a chance of surviving if anchored. Everything else over which the hurricane passes has a 2/3 chance of being leveled. As in real life, the faster a hurricane moves, the less damage it inflicts.

BE ON GUARD AGAINST REBELS

If the people are not satisfied, rebels may spring up on your island. Your opponent can also pay to establish rebels on your island. (And you can do the same to your opponent.) Rebels appear at random points, destroying anything on which they land. Peace can be restored only by increasing the people's well-being. A rebel faction will then disappear, usually within one round.

A FORT protects everything within a one-cursor radius around itself (including boats, if the fort is on the shoreline).

KEEP YOUR SHIPS SAILING

TO CONTROL your fishing boat or PT boat, move the cursor over the boat, then press the CURSOR key. The cursor will disappear and you will be able to use the DISC to move your boat.



PRESS TOP OF DISC TO MOVE BOAT UP. PRESS RIGHT SIDE OF DISC TO MOVE BOAT RIGHT, LEFT SIDE OF DISC TO MOVE BOAT LEFT, AND SO FORTH...IN 16 DIRECTIONS AROUND DISC.

If you have a boat docked in your harbor, you must move it, before you can buy another boat.

Watch out for invisible SAND BARS near the shore lines. They can slow you down when you are trying to move quickly. Avoid sand bars by moving parallel to shore whenever possible.

TO REGAIN CONTROL OF THE CURSOR, press the CURSOR key. The cursor will reappear and you can move it, using the Disc. The boat will be anchored at its current position (except in the bottom inch of the screen where the score is displayed).

Once a boat is anchored, it will not move. A FISHING BOAT can still fish (if it is over a school of fish)...or be sunk, so best not to leave it in open water. A PT BOAT cannot attack when anchored... but it can be sunk.

PIRATES AND PT BOATS

- A PT boat can sink opponent's fishing boat by occupying the same space.
- PT boats cannot sink pirate ships or other PT boats.
- PT boats can stop pirate ships by moving in front of them. Use a PT boat to protect a fishing boat in harbor.
- PT boats can ONLY be sunk by hurricanes or tropical storms (rare).
- PT boats cannot fish.
- You cannot control BOTH PT boat and fishing boat at the same time.
- Pirates can ONLY be sunk by hurricanes or tropical storms (rare).
- Pirates can sink fishing boats by occupying the same space.

HOW TO WIN THE GOVERNOR'S AWARD

45

1 Start with a greater number of shorter rounds (30-45 seconds), since earnings and points are added each round.



2 Buy a fishing boat in the first round, and hang on to it. It's the only income source that you can really control.



3 Get housing established early in the game, then go for a factory. Remember that factories cause a slow-down in population.



4 Hospitals dramatically increase productivity, but they also boost population. Since the point value of each individual improvement **DECREASES** as population increases, save hospital construction for late in the game.



5 Do your planting early in the round. Crops planted late may disappear as soon as the round ends.



6 Don't overplant. Crops are an unreliable source of income, since they depend on rain. They also require replanting.



7 Don't drop anchor for long in the upper left section of the screen. All hurricanes originate here.



8 Prepare for the possibility of aggression. Build your town in a circle with a space left in the center for a fort, so it can protect the entire town if necessary.



9 Don't be afraid to take aggressive action yourself, if your score falls behind your opponent's. But build your fort first.



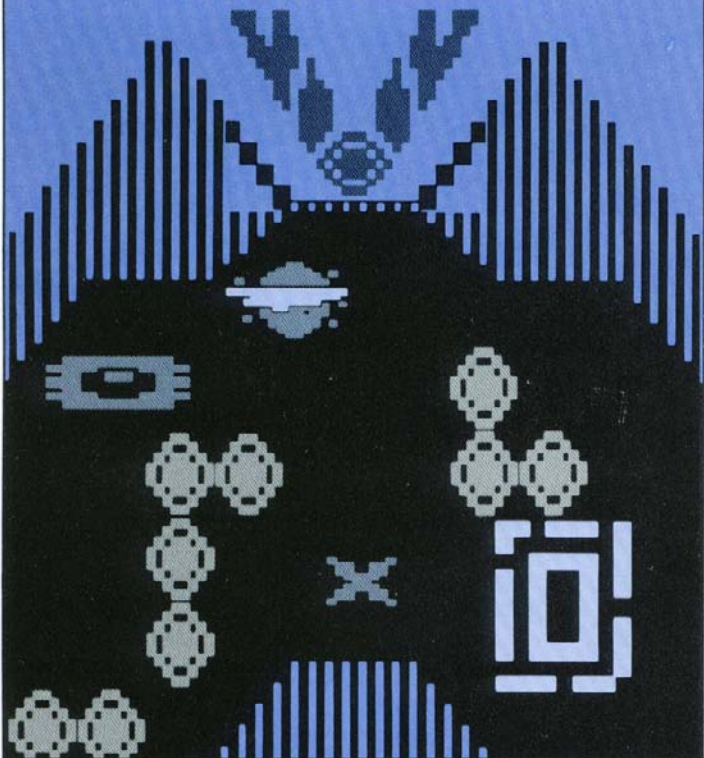
10 As a cooperative tactic, BOTH players can invest in PT boats early in the game, then position the PT boats where they will block the arrival of pirates. Pirates usually appear first in the corners.

INTELLIVISION[®] MATTEL ELECTRONICS[®]

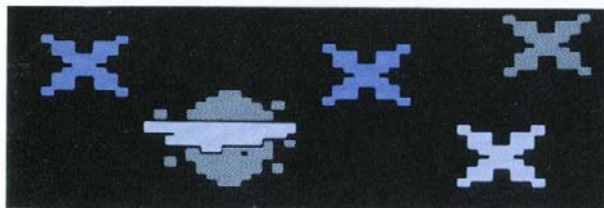
CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)

VECTRON[™]

FOR COLOR TV VIEWING ONLY



Hungrees, G-spheres, splits, sweeps and prizums — the nasties of the universe are back again, and they're nastier and tougher than ever! This time they're out to stop you from constructing the energy bases that build your score, level by level. The higher the level, the harder the nasties are to fend off. Challenge your friends and see who can rack up the highest score before the nasties destroy your energy blocks or you run out of energy.



OBJECT OF THE GAME. On each level, construct an energy base, section by section. Add each section by moving your energy block in place and filling it with an energy blast. Work fast to complete a base before the nasties nibble it away. If a section gets nibbled, you must build it again. When you complete a base you advance to the next level. Protect your energy block against nasties who can destroy it. Shoot them down with energy blasts. Or neutralize them with special energy from an E-Pak. Don't run out of energy or you lose an energy block. Three energy blocks per game. When they're gone, the game is over.

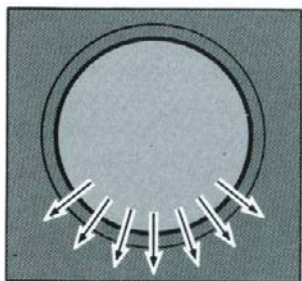


YOUR CONTROLS

Slide VECTRON overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot. (See console owner's instructions for equipment connection details.)

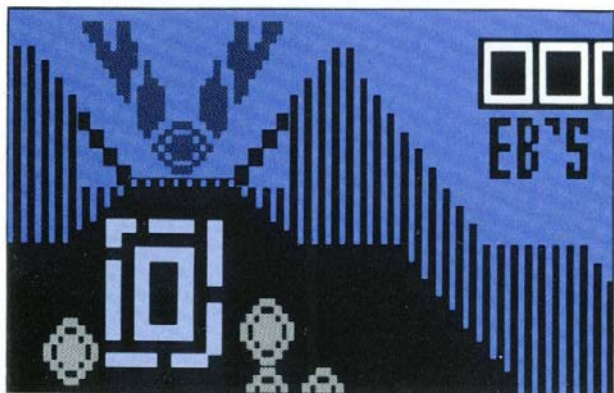
These are the game controls...

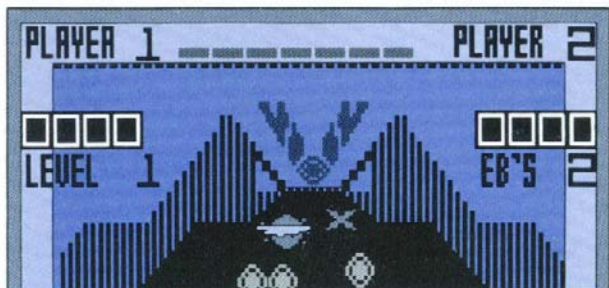




USING THE DISC. There are 7 directions in which you can shoot an energy blast, indicated by the arrows on the disc above. Energy blasts are fired from the "V-gun" at the top of the screen. You aim and fire **SIMULTANEOUSLY**. To do this press the *OUTSIDE EDGE* of the disc in the direction you want to fire.

YOU CAN FIRE ENERGY BLASTS AND MOVE THE ENERGY BLOCK AT THE SAME TIME.





GAME START — NUMBER OF PLAYERS

When game title appears, press the or ANY KEY on the keypad.

Computer will ask: 1 or 2 players?

- Press KEY for a 1-player game.
- Press KEY for a 2-player game.

1-PLAYER GAME...Play until all energy blocks are gone.

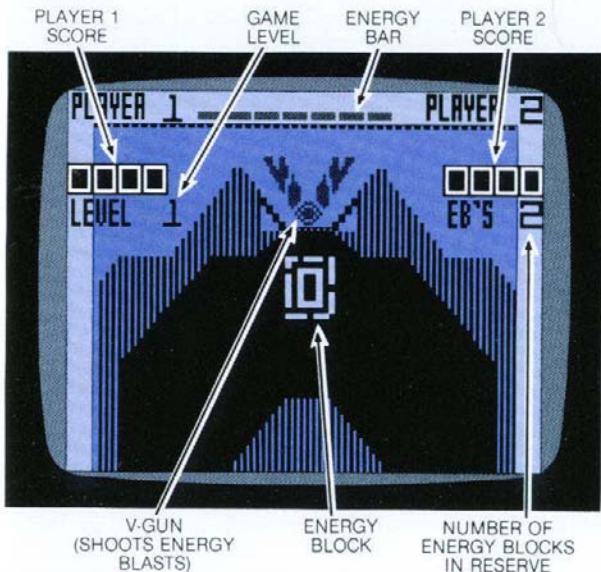
2-PLAYER GAME...Player 1 plays until he/she loses 1 energy block. Player 2 then takes over. Each player has 3 energy blocks (plus any bonus blocks gained). Players take turns until one player loses all of his/her energy blocks. (See 2-Player Game, page 13.)

GAME STARTS AS SOON AS YOU SELECT
NUMBER OF PLAYERS.



BUILDING THE ENERGY BASE

To complete each game level, build a base out of energy sections. The shape of the base to be built changes from level to level and is pre-set by the computer.



IN A 2-PLAYER GAME, GAME LEVEL AND ENERGY BLOCKS IN RESERVE ARE DISPLAYED FOR THE PERSON CURRENTLY PLAYING.

Use your ENERGY BLOCK to build the energy sections. You don't have to know the shape you are building, as your energy block will ONLY move into the correct positions for the base you are currently building.



TO MOVE THE ENERGY BLOCK...

- Press **MOVE LEFT** button to move to the next position LEFT.
- Press **MOVE RIGHT** button to move to the next position RIGHT.

CREATE AN ENERGY SECTION. Use the DISC to fire an energy blast into the energy block.

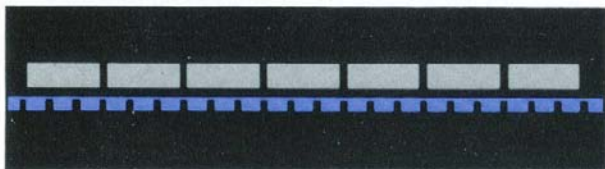
You must create an energy section before you can move the energy block again. To override this restriction, press either **FREE-STYLE MODE** button. You can now move the energy block to any position within the base, without first creating an energy section. TO RETURN TO NORMAL GAME PLAY, press the **FREE STYLE MODE** button again.

IF ANY SECTION OF THE BASE GETS NIBBLED OR DESTROYED BY NASTIES, YOU MUST RE-BUILD THAT SECTION AGAIN.

When you complete a base, it turns rainbow colors and shimmers. The screen changes to display your score. PRESS THE **DISC** to start the next game level.



ENERGY LEVEL



ENERGY BAR

The bar at the top of the screen indicates energy left in your current energy block. If the bar reaches zero, you lose that energy block.

There are 3 ways to lose energy:

1. The energy block uses energy just to exist.
2. The V-Gun draws energy from the energy block to fire blasts.
3. Most nasties drain energy from an energy block when they hit it. The amount drained depends on the type of nasty. Nasties are described on pages 8, 9, and 10.

When you complete a game level, the energy block you are currently playing with is restored to full level. During game play you can re-energize a block by shooting down an E-PAK.



E-PAK REINFORCEMENT



E-PAKS CONTAIN ENERGY WHICH CAN RE-ENERGIZE AN ENERGY BLOCK AND TEMPORARILY REINFORCE IT AGAINST DAMAGE BY NASTIES.

To get the energy from an E-PAK, shoot the E-PAK. Then maneuver your energy block to catch the freed energy that drifts down. If you capture the energy, it will show in the energy block as a color — orange, tan or brown. The energy bar will indicate your energy gain.

As long as the captured energy remains in an energy block, the block is reinforced against damage by most nasties. Once the energy is fully absorbed, the color disappears and the reinforcement is lost.

E-PAKS can be polluted by nasties. When orange, their energy is full strength. ORANGE energy completely re-energizes and reinforces the energy block. TAN energy partially re-energizes the energy block, but provides no reinforcement against nasties. BROWN energy is useless.



NASTIES AND OTHER CRITTERS

Different nasties appear on different levels of game play. Some you will only find on easy levels; others are saved for harder levels.



RED HUNGREES (Levels 1-3)

These nibble away at the base and are a nuisance, but pose no danger to your energy block. They can be shot down with an energy blast or will self-destruct upon hitting your energy block. When a red hungreee hits your energy block, you gain a small amount of energy.



YELLOW HUNGREES (Levels 1-3)

Stronger than the red variety. They eat up the base and also destroy the energy block if the block is not reinforced with energy from an E-PAK. They can be shot down with an energy blast. They will only self-destruct on a *reinforced* energy block.



G-SPHERE (Levels 1-3)

It generates the hungreees. When red it creates red hungreees. When yellow, it creates yellow hungreees. It cannot be destroyed, but it can be reduced from yellow to red by energy blasts. (The number of blasts needed varies.) Does not damage base or your energy block, but can get in the way of your energy blasts.





SPLITTERS (Levels 4-6)

Like yellow hungrees, these eat up the base and destroy your energy block if it is not reinforced by energy from an E-Pak. Will self-destruct **ONLY** on a reinforced energy block. If hit with an energy blast, they split into two red splitters.

Red splitters do less damage, can be shot down with an energy blast or will self-destruct on any energy block. Like red hungrees, they add a small amount of energy to your energy block when they hit it.



DIAMONDBACKS (Levels 7-9)

Attracted to your energy block in swarms. Drain energy from an unreinforced block and eat the base. Can be destroyed by an energy blast or will self-destruct on a reinforced energy block.



BLUE MEANIES (Levels 10-12)

These dastardly little critters seek out your energy block. If **TWO** meanies hit an unreinforced block at the same time, they will destroy the block. Of course, they also tear down the base. Can be destroyed by energy blast or will self-destruct on a reinforced energy block.



SWEEPS (Levels 13-15)

These large nasties join together to form walls that sweep across the screen, destroying the base as they pass over it. If they touch an unreinforced energy block, they quickly drain energy from it. Can be destroyed by energy blast or will self-destruct on a reinforced energy block.



PRIZUMS (Levels 16-18)

Beautiful and bad, these multi-colored nasties destroy unreinforced energy blocks, as well as the base. Require 3 energy blasts to destroy them. Will NOT self-destruct on a reinforced energy block.

AFTER 18 LEVELS, THE CYCLES OF NASTIES BEGIN AGAIN, BUT ALL NASTIES GET FASTER AND NASTIER WITH EACH NEW CYCLE.

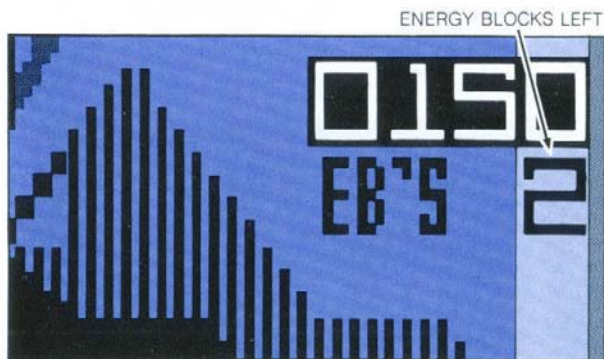
ENERGY BLOCKS

You have 3 energy blocks with which to play the game. If you lose your third energy block, the game is over.

An energy block can be lost by:

- running out of energy, or
- an un-reinforced encounter with a strong nasty.

When you lose an energy block, it is immediately replaced by another, as long as you have energy blocks left. The replacement appears wherever the energy block first appeared at the START of that level.



The number of energy blocks left, NOT COUNTING THE ONE WITH WHICH YOU ARE CURRENTLY PLAYING, is displayed in the upper right corner of the screen. Energy block is abbreviated E.B.'s in this display.



SCORING

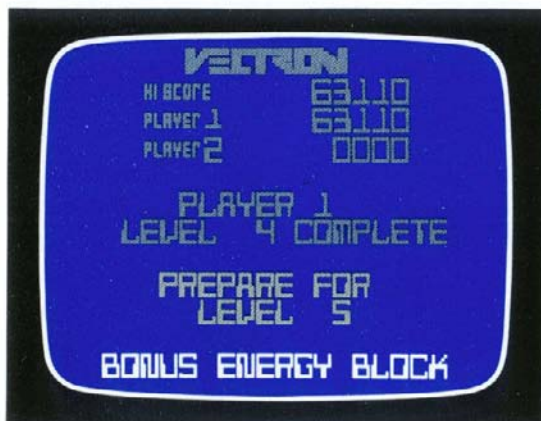
Levels 1-8...10,000 points for completing a level.

Levels 9-17...20,000 points for completing a level.

Levels 18 and up...30,000 points for completing a level.

BONUS POINTS ARE AWARDED AT THE END OF EACH LEVEL FOR ENERGY LEFT IN THE CURRENT ENERGY BLOCK. Number of bonus points depends on amount of energy left in the energy block with which you were playing when the level ended. Bonus points are not doubled or tripled. Doubling and tripling applies only to points acquired for completing a level.

BONUS ENERGY BLOCKS are awarded at the end of level 4, level 9 and level 14.



At the end of each level, the scoring screen displays bonus points received for the last level, the current high score, your new score, your opponent's score*, game level just completed, game level coming up, and notices of point value increases or bonus energy blocks.

*In a 1-player game, opponent's score stays at 00000.

2-PLAYER GAME

Player 1 starts the game and plays until he/she loses one energy block. (This may take more than one game level.) On losing an energy block, Player 1's turn ends immediately. No score is displayed.

When the screen displays **PLAYER 2**, Player 2 begins his/her turn by pressing the **DISC**. Player 2's turn lasts until he/she loses one energy block.

When Player 1's turn comes around again, he/she picks up game play **EXACTLY** where it left off when the last turn ended. Player 1 again plays until he/she loses an energy block.

Scores for both players are displayed at the end of each game level played...not at the end of each turn.

BE PREPARED...If a player accidentally hits the Disc an extra time after his/her turn is over, the next player's turn will start immediately.



Each player has 3 energy blocks (plus any bonus energy blocks gained) with which to play the game. When one player loses all of his/her energy blocks, the game ends for that player. Opponent continues playing until that player also loses all of his/her energy blocks. Final game score is then displayed.

GAME OVER

You have 3 energy blocks (plus any bonus blocks gained) with which to play the game. The game ends when you lose all 3 energy blocks and any bonus energy blocks you may possess.

When the game ends, the screen displays the final score for all players and lists the high score.



In the unlikely event that you successfully complete all 99 possible game levels, you will receive a special little visual treat.



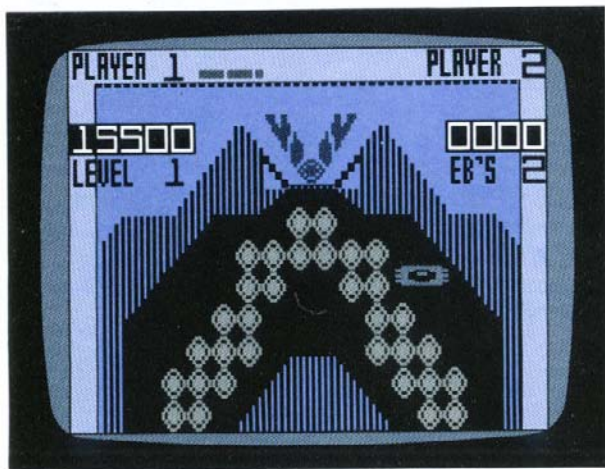
STRATEGY TIPS

1. Stay away from Free Style Mode in normal game play. It is difficult to precisely control the movement of the energy block in Free Style Mode.
2. HOLD DOWN either **MOVE LEFT** or **MOVE RIGHT** button while pressing the disc to fire energy blasts into the energy block. This saves time and lets you move around the energy base more rapidly, increasing your chances of completing it before the nasties nibble it away.
3. Try to position your energy block to capture released energy from an E-PAK just before completing a game level. This will restore your current energy block to full energy and increase the number of bonus points you receive for that level. No new E-PAKS will appear on the screen after you have completed a base.
4. Concentrate on constructing your energy base, rather than on destroying nasties. Remember, energy blasts USE energy. If you deplete your energy block on nasties, you may run out of energy before completing the base.
5. A reinforced energy block is your best defense against nasties. Try to hit the E-PAK as soon as it appears on the screen, positioning your energy block to capture the energy while it is still orange.



If you are not in the right position to capture the energy, switch to Free Style mode temporarily. When you get the energy, return to normal game play.

6. If a nasty is hovering at the point where new energy blocks appear, a new energy block could be destroyed as soon as it is created. To prevent this, shoot the nasty BEFORE the new energy block appears. You can still fire your V-Gun, even without an energy block on screen.



MATTTEL ELECTRONICS®

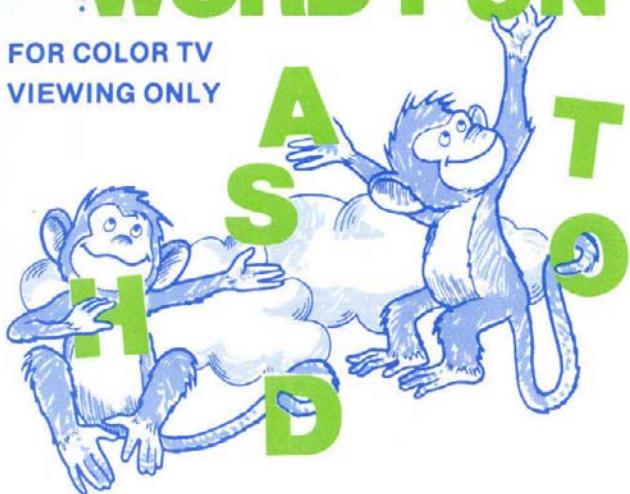
INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

THE
ELECTRIC
COMPANY

WORD FUN™

FOR COLOR TV
VIEWING ONLY

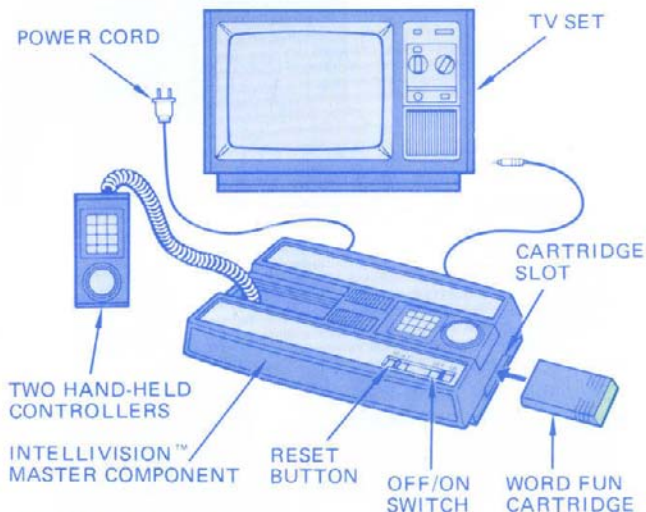


Letters are just letters until you make them words. High in the sky incomplete words float by. Quick, fill in the missing letter. Load the vowel, line up to shoot — Blast Off! Then go off to the jungles where monkeys scamper through trees, grabbing letters to build into words. When you please, move on to a quieter game. Unscramble letters and spell words that criss-cross on the display. Through the magic of games, you'll learn that spelling can be fun — all the while you play.

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PARENTS: CHECK EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- THE ELECTRIC COMPANY WORD FUN™ Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

PRESS RESET BUTTON:

Title will appear on
TV screen:



ADD OVERLAYS:

Find two WORD FUN
keypad overlays in
the cartridge
package with this
booklet.

Remove hand-held
controllers from the
console.

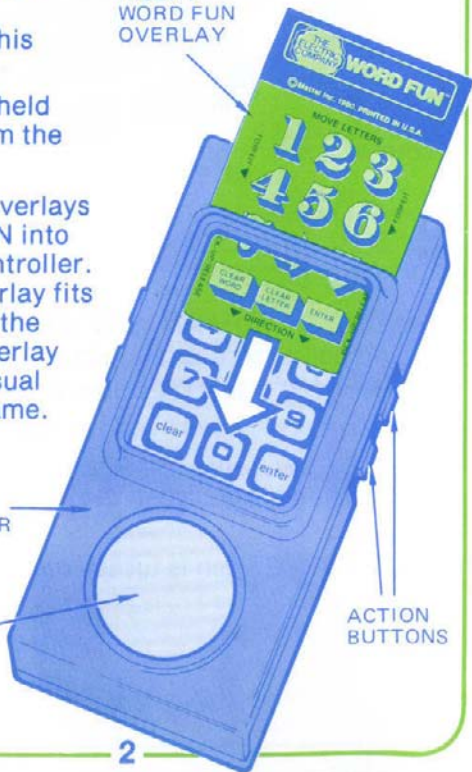
Insert plastic overlays
for WORD FUN into
each Hand Controller.
Make sure overlay fits
tight and is all the way
in. The overlay will be
your visual guide to
the game.

INSERT
WORD FUN
OVERLAY

HAND-HELD
CONTROLLER

DIRECTION
DISC

ACTION
BUTTONS

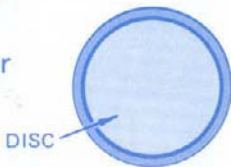


SELECT SPEED

All three Word Fun games can be played at four different speeds. And each speed selection affects the overall game play. Press **3** for slow,



2 for moderate, **1** for fast, or press the **disc** for very fast.



SELECT GAME

After the game speed is selected, the TV screen shows:

Choose a game by pressing the number for the game you want to play. For example, if you want to play Word Hunt, press key number 2 on your hand controller.

- 
1. CROSSWORDS
 2. WORD HUNT
 3. WORD ROCKETS

Important: The game will start as soon as you press the number to select it. Be sure to read the instructions for a game BEFORE you select it.

CROSSWORDS

OBJECT OF THE GAME

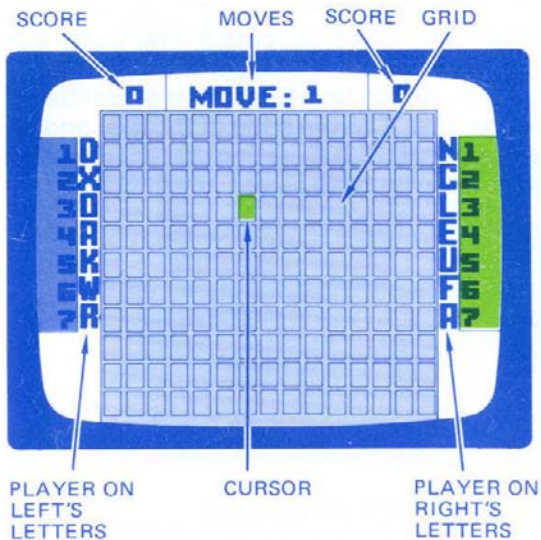
Players take turns spelling words on the grid. Each word must connect to another. Highest score after 20 moves — wins!

THE CONTROLS



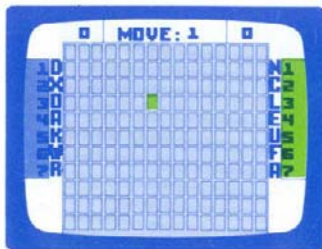
START CROSSWORDS

Either player presses **1** and Crosswords appears on the TV screen. Player on the left uses the row of letters in the tan section on the left of the screen. Player on the right uses the letters in the green section on the right.



FIND A WORD

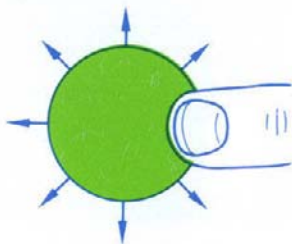
Player on the left begins. Look at the left row of scrambled letters and try to spell out a word. For example, the letters shown here will spell W-O-R-D.









MOVE THE CURSOR

You must first place the cursor where you want the word to start. It will move in 8 different directions, depending where you press the direction disc. Tap the edge of the disc and the cursor moves in the direction you want it to go. The first word can be placed anywhere on the grid.


TAP HERE
AND THE
CURSOR MOVES
RIGHT



CHOOSE WORD DIRECTION

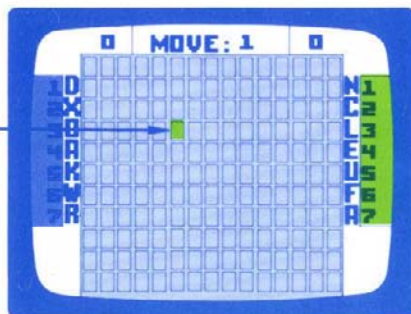
Once the cursor is in position, decide which direction you want to spell out your word. To spell it from top to bottom, press . To spell it from left to right, press . If you accidentally press  or  before the cursor is in its desired position, the cursor will not move. Press Clear then move the cursor, then press  or  again.

SPELL OUT THE WORD

To transfer the letters from the row onto the grid, press the number next to each letter, one at a time. Using the letters in this booklet, to spell W-O-R-D from left to right, you would press  then 6-3-7-1. As each letter appears on

the grid, it disappears from the row. The cursor also moves, showing where the next letter will be placed. The word being spelled is the same color as the player's section.

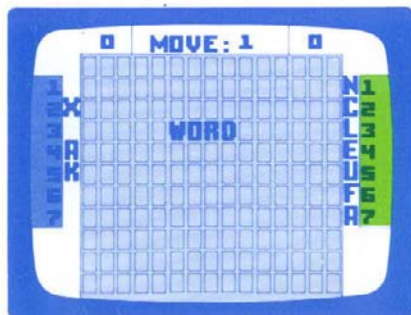
CURSOR PLACED
HERE TO
START WORD



FINISH A WORD

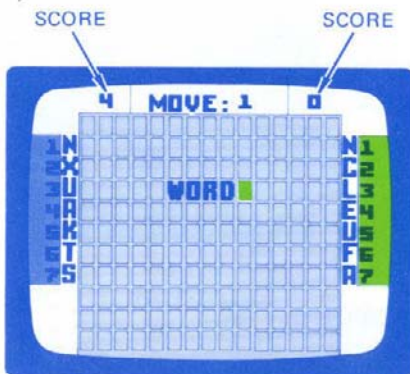
When you are satisfied with the word you spelled, press **ENTER**. The cursor disappears and your opponent must now approve your word.

CURSOR GONE,
WORD ENTERED



OPPONENT APPROVES WORD

If your opponent agrees that you have spelled a word correctly, he presses his **ENTER** key. One point is added to your score for each letter of the word you entered. The score appears on the screen. For example, W-O-R-D has 4 letters, so the score would be:



If your opponent doesn't think you have spelled a word correctly, he or she may challenge. Look the word up in the dictionary. If it is correct, the challenger must press **ENTER** and the game continues. But if it is incorrect, you must press **CLEAR WORD** and **ENTER**, and you lose your turn. Your word will disappear from the board & letters return to your row. Your opponent presses his **ENTER** key and it's now his turn.

CROSS WORDS

The second word on the grid must connect with the first. After that, each new word in the game must connect to one already on the grid. For example, player on the right could use L-A-N from the letters shown in his section, and the D from the grid — and spell L-A-N-D. If you try to enter an unconnected word, a loud buzzer sounds, and the word automatically clears. Start again.

PLACE CURSOR
HERE TO
START WORD

WORD
APPROVED,
SCORE NEW
4 TO 4, AND
IT'S MOVE 2



SPELL MORE THAN ONE WORD

Placing letters on the grid might create more than one word. For example: Player on the left add S-U-N. Placing the S at the end of WORD also creates W-O-R-D-S.

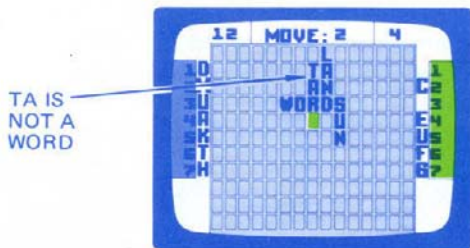
You get one point for each letter in each word. In this case, the letter S is counted twice. There are 5 letters in WORDS: 3 letters in SUN.

Total points for this move is 8.

TO START WORD
PLACE CURSOR HERE





Make sure that the letters you place on the grid spell a word in all directions. For example, when T-A-R was spelled vertically, it also made A-N horizontally. But, because T-A is not a word, TAR must be cleared from the screen.



THE GAME ENDS

Players take turns spelling words. One move is completed after each player enters a word. The player with the highest score at the end of 20 moves, wins the game.

CHANGE YOUR LETTERS

If you are not satisfied with the word you have spelled, you can change the letters. Press **CLEAR LETTERS** to erase one letter at a time, starting with last letter you put down. As you clear the letters, they disappear from the grid and reappear in their original position at the side. Or press **CLEAR WORD** to sweep the entire word off at once. If you clear an entire word, press  or  again before selecting new letters.

CAN'T SPELL A WORD

If you just can not find a word in your letters, press any action button. You give up that turn, but get a new set of letters for the next move.

ACTION
BUTTONS



ACTION
BUTTONS

START A NEW GAME

To start a new game, press the reset, tap disc and press **1**.

SCORING

One point for each letter in a correctly spelled word is added to a player's score.

SOUNDS

Click: when cursor moves

: when each letter is added to a word on the grid.

CROSSWORDS RULES

Before you begin to play, decide if you will accept proper nouns, foreign words, etc. Adding -ing, -s, etc. on words counts as an entirely new word. If players of different skills are playing together, make the competition more fair by limiting the game to three or four letter words.

WORD HUNT

OBJECT OF THE GAME

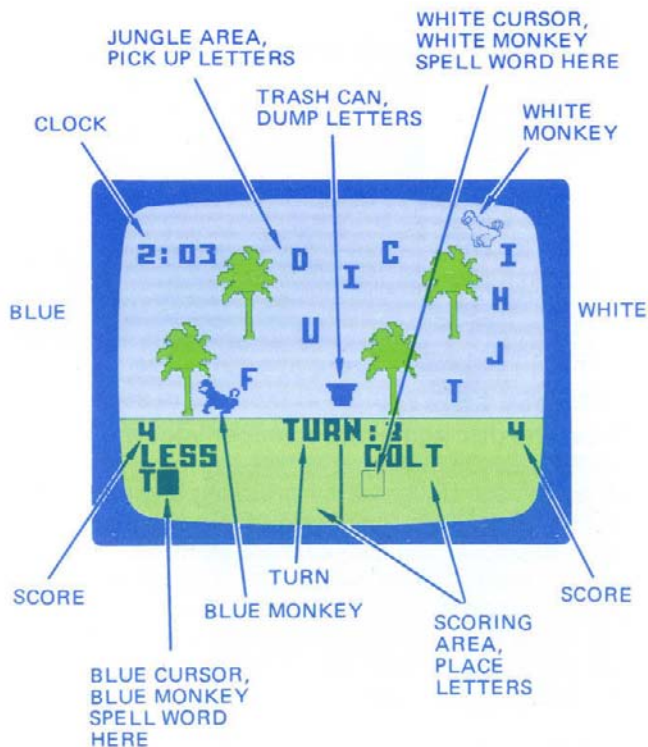
Two players spell words at the same time. Each player controls a monkey who picks up letters in the jungle and races back to spell 3 words (up to 8 letters each). Players must think fast because the highest score at the end of five 3-minute turns — wins!

THE CONTROLS



START LETTER HUNT

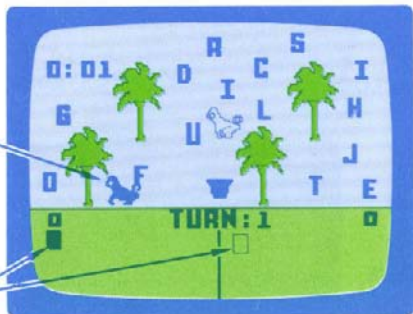
Either player presses **2** and Word Hunt appears on the TV screen. 15 letters are scattered on the screen. The clock begins to tick down from 3 minutes. Player on the left controls the blue monkey. Player on the right controls the white monkey.



Press the edge of the disc in the direction you want your monkey to move. (See page 6.) Stop when the center of the monkey is on the letter you want to pick up. Press any action button and the letter pops on your monkey's tail. The letter changes to the same color as the monkey. Important: Be sure that the center of the monkey is over the letter.

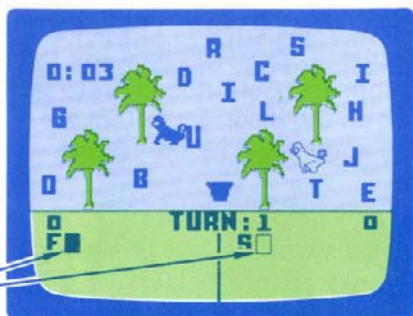
BLUE MONKEY PICKS UP THE LETTER F

FIRST LETTER GOES HERE



RELEASE LETTER

Press the disc again and scamper your monkey into the scoring area. When you enter the scoring area, release the letter by pressing any action button. The letter disappears from the monkey's tail and appears at the cursor's position. The cursor now indicates where the next letter will be placed. Important: release the letter as soon as you cross the line into the scoring area. The letter will automatically be placed in the position indicated by the cursor.

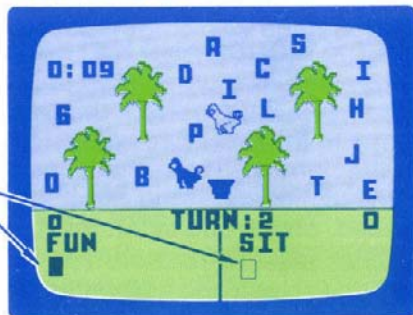


NEXT LETTER
GOES HERE

Hurry and get your next letter. As one letter is taken from the jungle area, another pops on to replace it. There will always be 15 letters in the jungle.

FINISH A WORD

When you finish spelling the first word, press **ENTER**. The cursor now moves to the next line. You do not take turns in this game, so start your next word immediately. (If a word is 8 letters long, you do not have to press **ENTER**; the cursor goes to the next line automatically after placing the 8th letter in a word.)



NEXT WORD
BEGINS
HERE

OOPS! YOU MISPELLED THE WORD

Press **CLEAR LETTER** and the last letter disappears. Continue to press **CLEAR LETTER** until all the incorrect letters are removed. You can clear letters even after you have entered a word.

3
FUN
MYT ■

3
FUN
M ■

INCORRECT
LETTERS
CLEARED

THROW LETTERS IN THE TRASH CAN

If you accidentally pick up a letter you don't need, throw it quickly into the trash can just above the scoring areas.

Place the center of the monkey on the trash can. Press any action button to release the letter and it disappears. Now go and get the correct letter.



CHECK WORDS AND ENTER SCORES

When time runs out or both players complete 3 words, it is time to check the words. An arrow points to the first word on the left. If the player on the right wishes to challenge the word, check in the dictionary. If the word is not correctly spelled, player on the left must press his own **CLEAR WORD** button. The word disappears from the screen and nothing is added to the score.

If the word is correct, your opponent presses **ENTER** and the score appears on the screen. Repeat with all words.

PLAYER ON RIGHT
CORRECTLY SPELLED
ONE 3-LETTER WORD
AND MISSPELLED ONE.

PLAYER ON LEFT
CORRECTLY
SPELLED TWO
WORDS.



START A NEW GAME

After all words are verified, and scores are entered, there is a brief pause. Then the game automatically starts over. There are five turns in a game.

TIPS

- The quickest way to play this game is to keep the action button pushed in at all times. Run through the trash can to throw the letter away, or hold in the action button and run your monkey through the letter you want to pick up. It pops on his tail. (Be careful not to run through a letter you do not want.) Then run in and out of the scoring area and the letter is released. (Be careful not to run through the trash can on the way.)
- Pick up letters that are closest to your scoring area if you run short of time.
- Look at your opponent's word. If you know the next letter he will need, go pick it up and throw it away.

- When you need a letter that is not in the jungle, throw away some letters. New letters will pop on to the screen.
- If you finish making three words and there is still time left, go throw away letters your opponent might need.

SOUNDS

Click: when clock counts down

Jungle sounds: random bird calls, lion roars

Buzz: when you enter third word or time runs out

Ding: accept a word and enter into score

Tom Tom drum: enter a word

WORD ROCKETS

OBJECT OF THE GAME

Two players try to complete the same word at the same time. Load vowels on your wagon and blast them at the incomplete word in the sky. First player to spell 50 words — wins!

THE CONTROLS

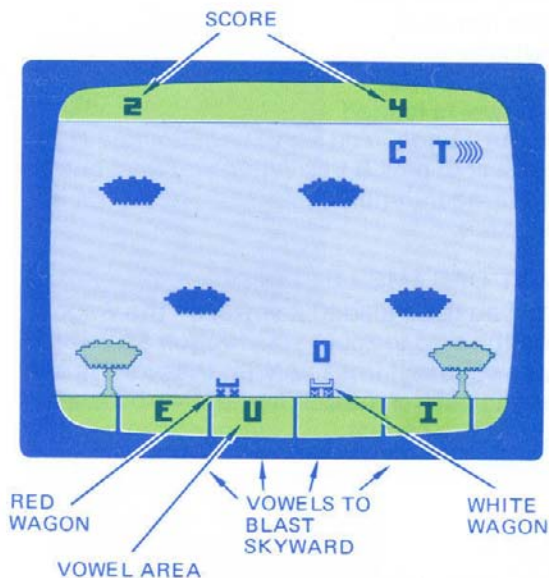
PRESS ANY ACTION BUTTON, LOAD AND BLAST OFF LETTERS



PRESS DISC TO MOVE WAGON

START WORD ROCKET'S

Either player presses **3** and Word Rockets appears on the TV screen. Two consonants float by with a space in the middle. The player on the left controls the red wagon and the player on the right controls the yellow wagon.

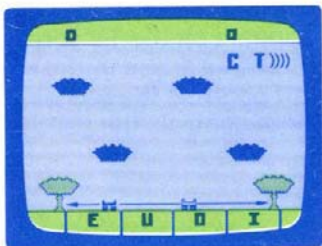


MOVE YOUR WAGON

Move your wagon to pick up vowels and to line up with the word in the sky. Practice moving your wagon by pressing the left and right side of the disc.

LOAD A VOWEL

Look at the incomplete word in the sky, then look for the vowel that would correctly complete that word. Quickly move your wagon into that vowel area and press any action button.



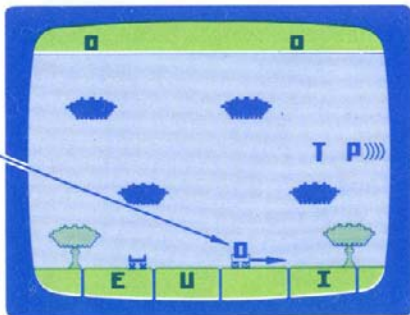
The vowel is loaded

onto the wagon. You don't need to land right on the vowel to pick it up. When you load one letter on the wagon, another immediately pops into that space.

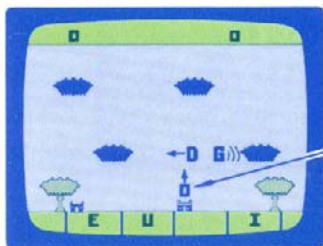
BLAST OFF THE LETTER

After you have loaded a vowel on the wagon, press the disc to zoom your wagon across the screen so that it lines up with the word in the sky. Press any action button and the vowel blasts off. You need to be fast.

PRESS DISC TO
MOVE LOADED
WAGON



Sometimes the incomplete word comes from left to right, and sometimes from right to left. The speed and height of the word varies randomly. Timing is important when you blast off the vowel. If the word is high in the sky, you need to blast the vowel off before the word reaches the wagon. As the letter rises, the word moves across to meet it.



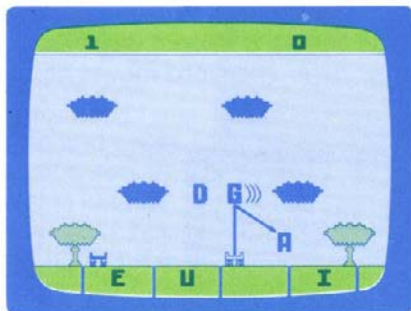
BLAST VOWEL AS
WORD MOVES
IN THE SKY

COMPLETE A WORD

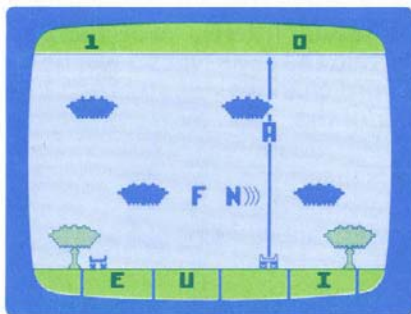
When you hear a "RING," a correct vowel has hit the word in the sky! The screen flashes in red, then the word changes to the color of the player who spelled it. The word is displayed for a few seconds then rises to the top and disappears. When you complete a word, one point is added to your score. If two vowels complete a word at the same time, the word turns yellow, but both players get a point.



When you hear a "BOING," the vowel you blasted won't make a word. It bounces off the word in the sky—wrong vowel!!



If you blast a vowel skyward and it misses the word, it rises off the screen.



START A NEW GAME

To start a new game, press the reset, select the speed, then press **3**.

TIPS

If you need a vowel that isn't on the screen, blast off a vowel and hope the one you need pops on.

SCORING:

One point is added to the score for completing each word.

SOUNDS:

Shot: blast vowel to the sky

Ring: vowel makes a word

BOING!: vowel bounces off word

Gonggg!: first to 50 points



INTELLiVISION®

CARTRIDGE INSTRUCTIONS

WORLD CHAMPIONSHIP BASEBALL

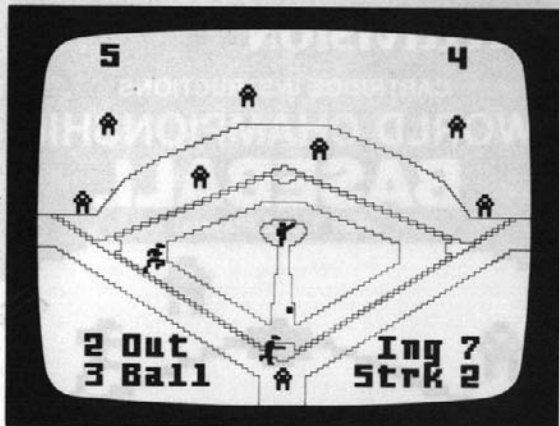
(For 1 or 2 Players)



FOR COLOR TV
VIEWING ONLY

PRINTED IN U.S.A.

5789-0920



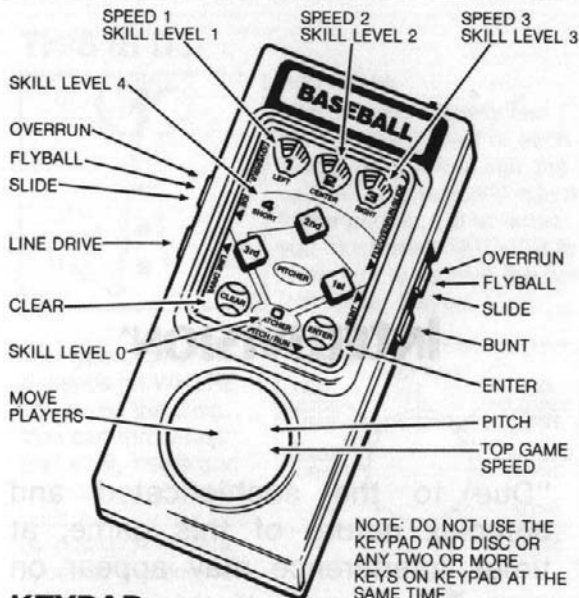
OBJECT OF THE GAME

Score the most runs in 9 innings of devastating action and sheer sweat! Go for extra innings if tied! Your home team is blue, the visitors are red. Here's your chance to beat the nearly invincible computer-controlled red hats! Or take on any red team who can stand the heat!

YOUR CONTROLS

Slide **BASEBALL** overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).





KEYPAD

Before Game Starts:

- To select game speed, press **1**, **2**, or **3** (slowest). (For fastest, press **Disc**.)
- To select number of players managing the game, press **0**, **1**, or **2**. Then press **ENTER**.
- To select skill level, press **0**, **1**, **2**, **3**, or **4** (hardest). Then press **ENTER**.
- To clear a wrong selection, press **CLEAR**.

After Game Starts:



- To throw the ball to any fielder, press the fielder who will receive the ball. He'll turn black when in control, then, upon catching the ball, he'll turn light blue if his color was blue or dark red if his color was red.



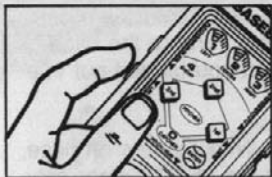
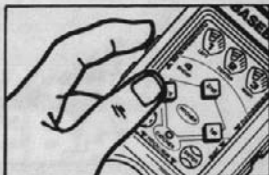
- To catch a fly ball, grounder, line drive, or bunt, press the nearest fielder to the ball destination. If the ball is not directly in his way, press Disc to move him to the exact location where he can field the ball.



- To reposition an outfielder from his normal rest position to another rest position at any time, press the outfielder first so he receives the ball. Then press Disc to move him to the desired position, and press ENTER. He'll automatically throw the ball to the pitcher and remain in this position. Unless you press CLEAR when the pitcher has the ball (anytime during the game), he'll retain this new position throughout the game. Pressing CLEAR, however, will bring back ALL repositioned outfielders to their original rest positions. Pressing ENTER when the pitcher has the ball will switch ALL outfielders to their alternate rest positions.

SIDE BUTTONS

- To bat a fly ball, press either Upper Side Button when pitch crosses plate. A fly ball may become a Home Run!



- To bat a line drive, press Left Lower Side Button when pitch crosses plate.

- To bat a bunt, press Right Lower Side Button when pitch crosses plate.

- To overrun 1st base, press either Upper Side Button while still holding down on Disc.

- To slide into any base (except 1st, when overrunning), press either Upper Side Button while still holding down on Disc.

DISC

- To select fastest game speed (before game starts), press **DISC**.

- To pitch, press **DISC**.

- To move players (runners or fielders), press **DISC**.

GET READY

To begin the game, press **RESET**

"BASEBALL" Title will appear on the TV screen.

Select Game Speed:

Press **3** for slow

Press **2** for medium

Press **1** for fast

Press **DISC** for fastest

Press **DISC**, watch the screen selection message appear. Use right Hand Controller to select.



SELECTION ORDER

PRESS*	NO. OF PLAYERS	SKILL LEVEL
0	NONE — computer will control both teams	EASIEST — no flyballs
1	1 PLAYER — you against the computer	EASY — computer chooses fielders when ball is hit
2	2 PLAYERS — you against a friend	MODERATE — computer chooses fielders when ball is hit
3		HARD — advanced pitching control, if 2 players
4		HARDEST — advanced pitching control, if 2 players

*Also press **ENTER** to complete Number of Players Selection and Skill Level Selection. Realize that in every higher skill level players will react faster and more accurately to your commands!

PLAY BALL!

As the diamond appears on the screen, watch the players quickly take the field. The home team is **BLUE** and always begins in the field. At bat, the **RED** visitors!

The scoreboard on the screen automatically keeps track of strikes, balls, outs, innings and runs. Runs appear at the top of the screen. Errors are not recorded, but they do occur.

COLOR FUNCTION CHART

PLAYER	HOME TEAM (BLUE)	VISITORS (RED)
	will turn...	will turn...
TAKING FIELD	Medium Blue	Medium Red
IN CONTROL	Black	Black
HAS BALL	Light Blue	Dark Red
LEAD RUNNER	Light Blue	Dark Red



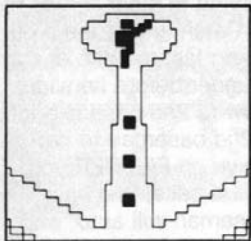
Most professional baseball rules apply — 3 strikes for an out, 4 balls for a walk, first two foul balls count as strikes. Batted balls can be bunts, grounders, line drives, fly balls, foul balls or home runs! Force-outs, double and triple plays can all be made! Baserunners can overrun 1st base or slide into bases! Fielders can catch flyballs!

HOMERUN!

You'll hear roaring cheers when you score a run. Hit a grand slam home run, and they'll go wild. You'll hear the crack of the bat, hear the "ump" call the outs. "YER OUT!!"

"YER OUT!!"

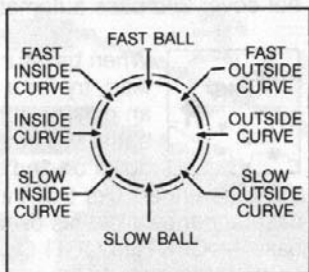
THIS IS IT!



PITCHING

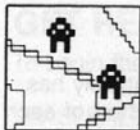
Pitcher automatically has the ball at the start of each inning. After a foul ball, the ball will automatically return to the pitcher. Other times, you must press **PITCHER** to allow him to receive the ball from other players.

The type of pitch depends on **WHERE** you press the Disc. You can throw fast and slow, inside and outside curves, fast balls and change ups by pushing different spots on the edge of the Disc.



Advanced Pitching: For 2-player games at hard and hardest skill levels, you can really put on a dynamite pitching performance! Assume full control of ball **AFTER** it leaves the mound! To speed ball up, press and **HOLD DOWN** on top portion of Disc. To slow ball down, press and **HOLD DOWN** on bottom portion of Disc. To curve ball out or in, press and **HOLD DOWN** on right or left side of Disc.

After a pitch, if no contact is made by the batter, catcher would have the ball. Return ball to the pitcher by pressing **PITCHER**.



With men on base, keep an eye on early runners trying to steal as you're about to pitch. Catch any of them off-guard by throwing fast to base or trap an advanced runner before he slides into next base! Pitcher's throw to 2nd base is a lot quicker! So is a throw from 2nd baseman to catcher! Remember — push down on FIELDER you want to RECEIVE the ball — 1st base, 2nd base, etc. When throw is made, baseman will automatically cover his base. Shortstop, however, will not cover 2nd base automatically.



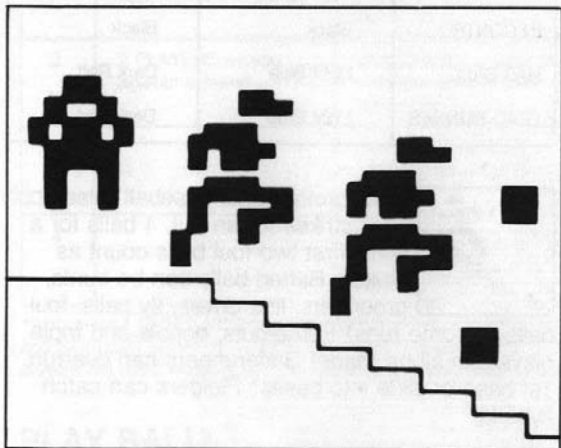
When baserunner takes too big a lead, try for a PITCH OUT play! Pitch an outside curve to catcher, hoping batter will ignore it, then quickly, push down on 2nd or 3rd base AHEAD of the baserunner! Get that throw off fast! Make the baserunner swallow his own dust as he slides into base — GET HIM OUT! Or catch him in a RUN-DOWN if he tries to creep back where he came from! Use the Disc, get your basemen closer to the runner! Run him down and get the PUTOUT!

Pitcher cannot hit a batter with a wild pitch.

Batter will hit a fast ball FURTHER than a slow ball. A slow ball will make it easier on a runner to STEAL a base!

FIELDING

Keep an eye on the direction of the ball when it leaves the bat! Quickly, press nearest fielder to ball destination. Start fielder moving toward the ball by pressing Disc. If a fly ball, try to follow the ball shadow rather than the ball, and make the catch where both shadow and ball meet.



When caught — hey! — the screen message and umpire's call is clear: "YER OUT!" (1st out), "YER OUT!" (2nd out), or "THIRD OUT."

If a fielder misses the ball or it falls short, ball will bounce to a stop. Fielder will have to go after the ball. Press fielder to make him react, then press **DISC** to move him toward the ball.

After a foul ball, the ball will automatically return to the pitcher.

After a fly ball is caught, baserunners will automatically return to tag up.

Any fielder, except the pitcher when he is on the mound, can run with the ball to TAG OUT a baserunner. Press fielder to put him in control, then use Disc to move him toward runner.

Any player can throw directly to any other player. If any fielder throws from anywhere other than his normal position, he will automatically return to position after the "throw."

Remember, outfielders can be repositioned for a new game strategy (see page 2).

BATTING

When ball is returned to the pitcher, batters automatically come up to bat. All batters on the screen are right-handed. Batters cannot step out of batter's box.



BUNT

What do you have in mind? A bunt? A line drive? Or a fly ball? Whatever it is, watch the pitch...When you think the ball is in a good position to hit, press any of the four Side Buttons. Press Lower Right Side Button for a bunt, Lower Left Side Button for a line drive, and either Upper Side Button for a fly ball. Remember, you don't have to swing if the pitch is bad. After 4 bad pitches, you take a walk.



Time your swing! You'll get a strike if you swing at a ball over the plate too early, too late or at too wild a curve. Also, if you don't hit a called strike.

Try to place the ball. Hit to right or left field by connecting with pitch at the proper time. A little practice with the bat will improve your placement.

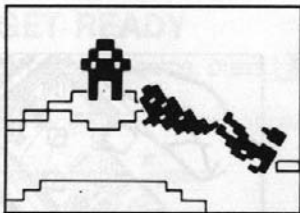
When you hit the ball, **START RUNNING!** Press **RIGHT SIDE** of Disc at once to run to 1st base! And while holding down the Disc, press either **Upper Side Button** to **OVERRUN** 1st base!

HOMERUN!

Here comes the ball — you swing — and it's a **HOME RUN!** "HOME RUN" appears on the screen...you hear roaring cheers and whistles while you run...They all love you! Cheers are wilder and longer when other baserunners score too!

RUNNING

As soon as the ball is hit, press **RIGHT** side of Disc. The right side sends runners forward, left side sends them back along the base path.



Stealing a base! Press Disc to lead-off your runner, watch for the pitch, press Disc and start running. If fielders are slow to react or make an error, don't be afraid to take the

next base! But watch out — the other team can throw to the base you were on and to the base you're going toward...and get you tagged out in a **RUNDOWN!**



IMPORTANT! With runners on base, Disc controls the **LEAD** runner only. When **LEAD** runner steals, other runners stay on base! No double steals possible! On a hit, with a man on

base, pressing Disc will advance the **LEAD** man — the man on base. The hitter will take 1st automatically. But remember, **LEAD** runner is the man you control. If you stop the **LEAD** runner between bases and send him back to the base he was on before, he **MAY COLLIDE** with the other runner coming behind — for this one **WON'T STOP!** Should they collide, the **LEAD** runner is **OUT!**

If batted ball hits you, keep running! You won't be out!

Break the tie! If score is still tied after 9 innings, keep playing until one team takes the lead! (Home team still bats last.)

STRATEGY TIPS

- ☺ Win by stealing! You'll be surprised how much it can do for you!
- ☺ When fielding, activate the fielder nearest the ball. Move him after the ball, get his throw off fast! If he misses or the ball rolls out of his reach, get another fielder after the ball!
- ☺ When batter bunts, move pitcher or catcher extra fast to pick the ball up!
- ☺ Keep an eye on the pitch! Let the bad pitches go by, take a walk!
- ☺ When you hit the ball, start running at once! Overrun 1st!
- ☺ Avoid errors! When a throw is in the air heading for a particular fielder, don't change your mind and have another fielder receive it! It won't work! Ball will go out of control — and you'll lose lots of time trying to get your play together again!
- ☺ Practice catching fly balls by following the shadow! Watch how the computer's smart players do it!
- ☺ Change tactics — reposition your fielders!



INTELLIVISION®

“Due to the sophisticated and complex nature of this game, at times interference may appear on your T.V. screen. If this happens simply return to start.”