



FIGURE 3

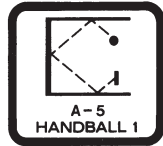


FIGURE 7

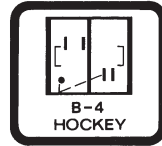


FIGURE 11



FIGURE 4

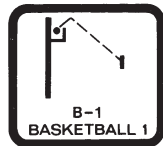


FIGURE 8

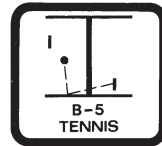


FIGURE 12

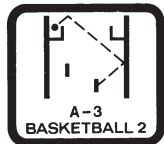


FIGURE 5

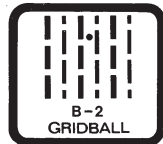


FIGURE 9



FIGURE 6

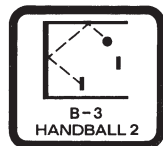
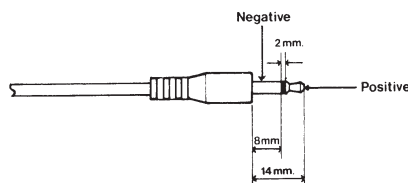


FIGURE 10

NOTE :

AC TO DC ADAPTOR

To operate the TV game unit, you may use 9V 100ma AC to DC adaptor with male plug as shown in the following diagram.



6. Customer Precautions

1. Do not simultaneously hook up more than one TV set to you game unit.
2. Do not leave batteries in game unit when not to be used for considerable time.
3. Do not drop any part of game on hard surface.
4. Do not lift the game unit by its wires.
5. Do not leave the game unit 'ON' when not in use.
6. Do not expose the game to excessive heat.

NOTE: To replace batteries remove compartment door as described under 'INSTALLATION' be sure new batteries are inserted in correct polarities and position.

7. Troubleshooting Checklist

Symptom	Cause	Remedy
Picture flickering when scoring	Low voltage	Change batteries
No playfield image on T.V. screen or whitish-grey screen	Batteries low or not correctly installed	Change batteries and ensure batteries install in correct polarities
	Game cable not properly plugged into T.V.	Check connections
No regular T.V. programs	Antenna socket not reconnected into T.V. after disconnecting game.	Check connections
Buzzing sound from T.V. loud-speaking	Television volume too loud	Turn volume control down
Playfield fuzzy like weak T.V. station signal	Poor connections at antenna terminals of T.V. set	Check connections
Playfield unsharp or unsteady	T.V. set not fine-tuned for best picture	Adjust fine-tuning control
T.V. worked before, but picture suddenly unsharp,	T.V. fine-tuning control is off-set	Re-tune fine-tuning control
	Batteries low	Change batteries
Top and bottom borders of playfield not equal distances from top and bottom edge of T.V. picture tube		Adjust vertical height control on T.V. set

10-GAME T.V.GAMES

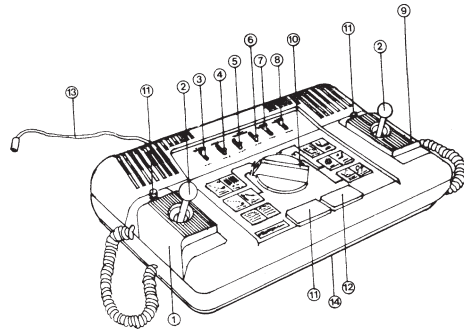
ATTENTION: Your TV GAMES is factory adjusted to operate on VHF/625 Channel E3. Please switch on the TV and tune to the above reception to operate the game.

OPERATING INSTRUCTION MANUAL

1. About your TV Game

Carefully unpack your game unit out of the box and remove the white styrofoam pieces. After the game has been connected, this new home video game unit will provide you with many hours of fun and excitement. It attaches easily to any brand of TV receivers, on any screen size, black and white or color set. In order to get the most out of this game, we recommend that you take a few minutes to read this manual.

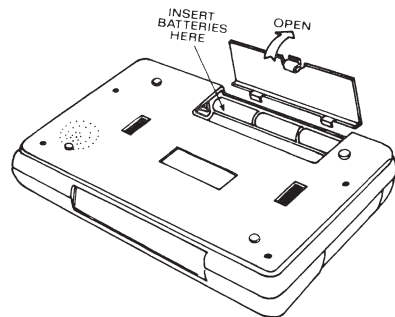
2. Layout (figure 1)



- | | |
|-----------------------------|------------------------------|
| 1. Left control box | 8. Game select A/B switch |
| 2. Joy-stick | 9. Right control box |
| 3. Power on/off switch | 10. Game selector knob |
| 4. Serve manual/auto switch | 11. Serve button |
| 5. Bat size switch (left) | 12. Reset button |
| 6. Bat size switch (right) | 13. Connecting cable |
| 7. Ball speed switch | 14. Battery compartment door |

3. Installation

After your game unit has been unpacked from the box, carefully remove the battery compartment door 14 from the bottom cabinet. Install 6 x UM2 (1.5V) batteries into the compartment, which is near the edge of the unit leaving the adjacent compartment empty. (see figure 2)



Make sure the batteries are inserted in correct position and with correct polarities as indicated. The power switch 3 should be turned to 'OFF' position at this stage. Connect the game unit to the antenna socket of the TV set with the connecting cable provided. If the game unit is not intended to be used, disconnect the connecting cable and re-insert the antenna into the TV antenna socket for normal TV viewing.

4. Operating Instruction

- Switch 'ON' the game using Power Switch 3. Reset the game by pressing Reset Button 12.
- Turn the TV set volume completely down, to hear ball bounce sound from the game unit speaker.
- Adjust your TV fine tuning knob to get a best picture image.
- Adjust the Bat size 5 & 6, Ball Manual/Auto Serve 4 and Ball Speed 7 switches to your desired selection and skills. Serve Button 11 is pressed only when Ball Serve 4 is at Manual position.
- Select games by rotating the Selector Knob 10 and adjust the Game Select A/B Switch. 10 games available:—

A-1 Target 1	B-1 Basketball 1
A-2 Target 2	B-2 Gridball
A-3 Basketball 2	B-3 Handball 2
A-4 Soccer	B-4 Hockey
A-5 Handball 1	B-5 Tennis
- Notice the on-screen digital scoring, the Left Control Box 1 controls the left paddle, and the Right Control Box 9 controls the right paddle. The Joy-Stick 2 in the control boxes allow you to move the paddle in all direction to hit the ball on your side of the net, Missed or out-of-bounce ball on either side of the TV screen will scores one point for the opposite player.
- The first player to score 15 points wins the game. To start a new game press Reset Button.

5. Game Selection

1. A-1 Target 1 (single player)

Select the Serve manual / auto switch (4) to Manual position. The single player target game is a game in which the player moves a cursor displayed on the TV screen over a moving target and depresses the Serve Button 11 for shots to be taken. The player has only one 'SHOT' for each traversal of the screen by the target. Additional 'SHOTS' are ignored after the first shot on each traverse, the right score indicates the no. of hits made and the left score indicates the misses. A count is made on either score on each traverse of the target across the screen. The target disappears when hit and the game ends when either of the scores displayed reaches 15.

2. A-2 Target 2 (2 players)

Select the Serve manual / auto switch (4) to Manual position. The two player target game follows the same rules as the single player game except that both players control their own cursors and shot buttons. The left score displayed is for the left player and the right score displayed is for the right player. The target can only be shot at once on each traverse by either player but only recognizes the first hit. The first player to reach a score of 15 wins the game.

3. A-3 Basketball 2

The basketball games use the closed playing area shown in fig. 5. The player must deflect the ball and cause it to either the top of the goal to score. The game starts when both players depress the serve buttons. The ball moves from the serve point with a random angle in either direction.

4. A-4 Soccer

This game uses a playing area as shown in fig. 6. The motion of the player is as in the hockey game. The game will start when the loser of the previous

goal depresses his serve button. The ball will move away from the kickoff point with a randomly selected angle but always towards the goal of the winner of the previous goal.

5. A-5 Handball 1 (practice)

This game is a single player handball see fig. 7. The right score counts the no. of successive hits in the current game (to a maximum of 15), the left score the no. of volleys played.

6. B-1 Basketball 1

Basketball practice is a one player game which utilizes only the left basket as shown in fig. 8. The right counter, displays the no. of hits the player makes without scoring while the left counter shows the no. of baskets made. Play starts when the right serve button is depressed.

7. B-2 Gridball

This game uses a playing area shown in fig. 9. Each player has three sets of vertically moving barriers to block the ball from approaching his end and opening in the barriers to permit the ball to advance toward the opponent's end. The game starts when both players have depressed their serve buttons together or depressed the single serve button in game unit. The ball moves away from the face off point with a random angle in either direction.

8. B-3 Handball 2

This game uses a playing area shown in fig. 10. Each player can move over the whole court. The game will start when the player whose service it is, depresses his serve button. The ball moves off with a random angle toward the front wall. Should the wrong player intercept or be hit by the ball it will be considered a fault. Points will only be given if won on player's own service. Points won on opponents serve will only cause a service change.

9. B-4 Hockey

This game uses a playing area shown in fig. 11. The forwards on both sides have freedom to move over the entire playing area. The goal keepers will be locked in the horizontal axis in front of their respective goals but will move in the vertical axis in the same manner as the forwards. The game starts when both players have depressed their serve buttons together or depressed the single serve button in game unit, the ball will move away from the face off point with a randomly selected angle in either direction.

10. B-5 Tennis

This game uses a playing area shown in fig. 12. Each player can only move around his side of the court. The game will start when the player whose turn it is to serve, depresses his serve button. The service will automatically change every five points scored. At service the ball will move away from the service point with a random angle but always toward the net.