

No. 10500

5+

  
**INTELLIVISION™**

**10** *Video Game System*

**2<sup>ND</sup>**  
*edition*

**NEW  
MONSTERS!  
WEAPONS!  
CHALLENGES!**

**Manual**



Thank you for purchasing the **2<sup>ND</sup> Edition Intellivision 10 Video Game System**. This unit includes a controller with built-in software and an A/V cable.

**Please read the setup instructions and precautions/warnings before attempting to connect the 2<sup>ND</sup> Edition Intellivision 10 Video Game System to your TV.**

The TV must have Audio/Video (AV) input jacks to be able to play the **2<sup>ND</sup> Edition Intellivision 10 Video Game System**. If the TV does not have these input jacks, you may purchase a RF/Scart Adapter, which has the AV input jacks built in.

If you choose to connect the unit through your VCR, you may need to select the LINE OUT button on the TV/VCR to display the initial menu screen. You may need to consult the instruction guide to the TV or VCR for more information about your specific equipment.

#### **Installing the Batteries**

- Have an adult install 4 'AA' batteries (not included). All batteries should be the same brand.
- **Caution:** When installing the batteries, make sure that the positive (+) and negative (-) ends are facing in the correct position. Follow the diagram in the battery compartment.
- **Note:** When the batteries begin to lose their charge, the power indicator LED will begin to dim and the **2<sup>ND</sup> Edition Intellivision 10 Video Game System** will turn itself off.
- Remember to take out the batteries when the **2<sup>ND</sup> Edition Intellivision 10 Video Game System** is not being used for a long period of time.

#### **2<sup>ND</sup> Edition Intellivision 10 Video Game System Operations**

1. Make sure the power switch on the controller is in the OFF position.

2. Turn your TV on and turn to the channel that accepts the input line.
3. Slide the power switch on the controller to the ON position. The indicator light should illuminate (if not, check the batteries).
4. The TV screen will display the opening screen shot for approximately 10 seconds. The next screen will display the Game Title Screen.
5. Press left or right on the Directional Pad to scroll through the games on the Game Title Screen. Press the A button to start the selected game.

#### **How to turn off the 2<sup>ND</sup> Edition Intellivision 10 Video Game System**

1. Slide power switch to the OFF position.
2. Turn your TV to the desired channel to view regular TV programs (When using A/V jacks, you will need to set the TV/Video switch back to the TV position).

#### **Troubleshooting**

##### **1. No picture on the screen**

- \* Is the **2<sup>ND</sup> Edition Intellivision 10 Video Game System** turned on?
- \* Is the TV turned on?
- \* Is the AV cable connected properly?
- \* Is the battery capacity too low?
- \* Are the batteries installed properly?

##### **2. Screen flickers or no color**

- \* Are the TV's color controls set correctly?

##### **3. No game sound**

- \* Is the TV volume set too low or in the off position?
- \* Has the audio cable come loose or become disconnected?

##### **4. Picture on TV screen is unsteady**

- \* Adjust the vertical and horizontal controls until corrected.

##### **5. Picture is blinking or distorted**

- \* Press the reset button. If there is no improvement, turn the power off and try again.

##### **6. No power**

- \* Check whether the batteries were installed properly.

#### **Hardware Precautions/Maintenance**

1. Do not disassemble or try to repair the **2<sup>ND</sup> Edition Intellivision 10 Video Game System** unit or its components.
2. Always slide the power switch to the OFF position before connecting the unit to the TV.
3. Do not store the unit in a humid place or where it could collect dust, lint or other debris.
4. Do not drop, hit or otherwise abuse the unit or its components.
5. Make sure that all connections to the unit are correct (refer to Back View Diagram) and the plugs are inserted straight into the proper sockets.
6. Make sure the unit is in the OFF position before disconnecting any plugs. Carefully remove the cable from the AV input jacks, and not by pulling on the cable.
7. Do not expose the unit to high heat or direct sunlight for extended periods of time. This will cause the unit to malfunction.
8. Do not spill any liquids on the unit or its components. If the unit needs to be cleaned, use a soft damp cloth and let it dry completely before attempting to use the unit.
9. Do not rapidly turn the power switch on/off. This may shorten the life of the batteries.

**Warning! Not Suitable for children under 36 months in case of unforeseen use in particular of small parts and long cords, giving rise to harm.**

#### **Warnings & Precautions**

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These people may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using any video games. We recommend that parents observe their children while they play these games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

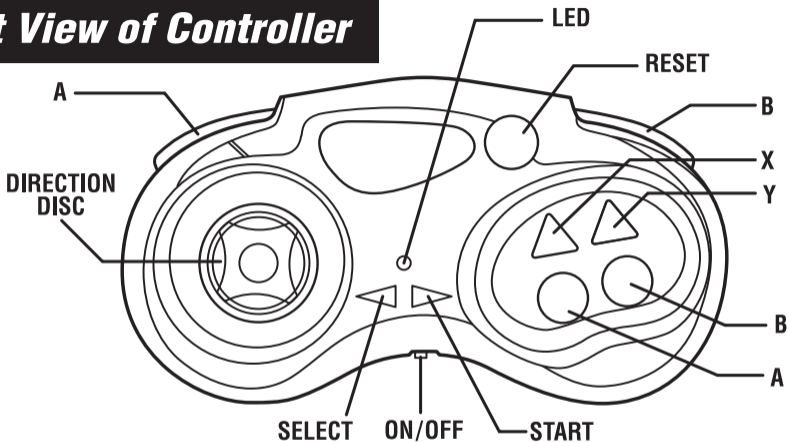
**FOLLOW THESE PRECAUTIONS WHENEVER USING the 2<sup>ND</sup> Edition Intellivision 10 Video Game System :**

- When using your controller, do not sit or stand too close to the television.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 or 15 minute break every hour while playing.

#### **Repetitive Strain Warning**

Some people may experience fatigue or discomfort after playing for long periods of time. If your hands or arms become tired or uncomfortable while playing, stop and rest.

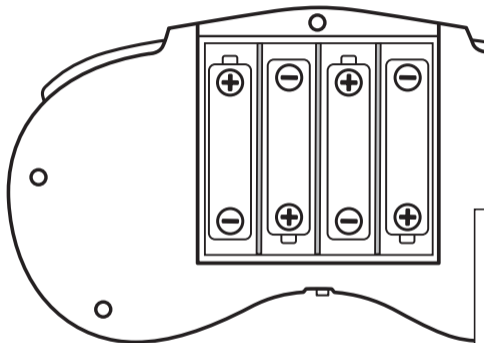
# Front View of Controller



## **WARNING TO OWNERS OF PROJECTION TELEVISIONS and PLASMA FLAT SCREEN TELEVISIONS**

*Do not connect your 2<sup>ND</sup> Edition Intellivision 10 Video Game System to a projection OR plasma TV without first consulting the user manual for your projection OR plasma TV. Otherwise, it may permanently damage your TV screen.*

# Battery Installation



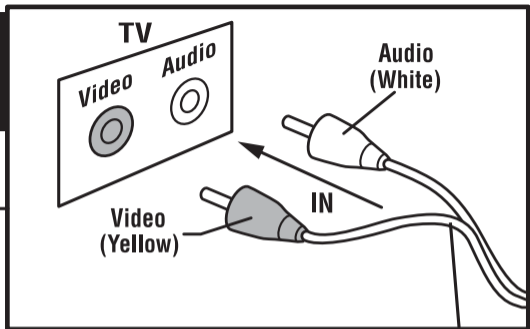
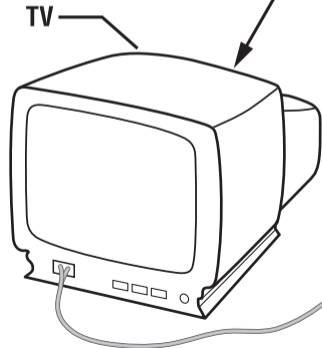
Requires 4 x AA (LR6, 1.5V, UM3) Batteries.  
(Not Included)

## **BATTERY CAUTIONS:**

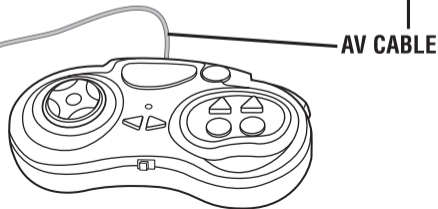
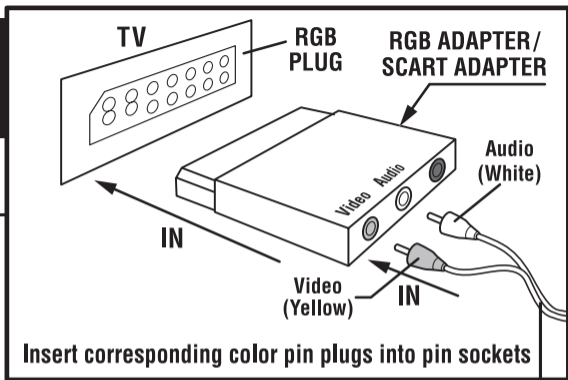
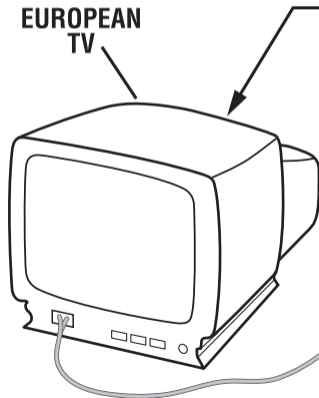
- \* Batteries should only be replaced by an adult.
- \* Non-rechargeable batteries are not to be recharged.
- \* Do not use rechargeable batteries.
- \* Different types of batteries or new and used batteries are not to be mixed.
- \* Only batteries of the same or equivalent type as recommended are to be used.
- \* Batteries are to be inserted with the correct polarity.
- \* Exhausted batteries are to be removed from the toy.
- \* The supply terminals are not to be short-circuited.
- \* Do not dispose of batteries in fire.
- \* Batteries are to be removed from the product when not in use.

# Audio/Video Input (US & Japan)

The A/V jacks can be found in the front, back, or both of the TV set, depending on the TV set.



# *Audio/Video Input (Europe)*



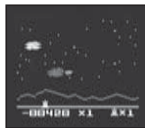
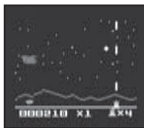
# 2ND Edition Intellivision 10 Video Game System

## INSTRUCTION MANUAL



Turn on your **2nd Edition Intellivision 10 Video Game System** by sliding the ON/OFF switch on the controller to the ON position. The Opening Screens (left & center images above) will appear for approximately 10 seconds before the Game Title Screen (above right) is displayed on your TV. Press left or right on the Directional Pad to scroll through the games on the Game Title Screen, and then press the A button to select the game you would like to play.

# Astrosmash 2



**SUPER-ENHANCED VERSION:** *Get ready for new challenges with more obstacles to shoot out of the sky and special weapons for your laser cannon in the super-enhanced version of the Intellivision classic ASTROSMASH!*

1. On the opening game screen, press the Start button to begin the game. The Start button can be pushed at any time during game play to pause a current game.
2. When the game begins, your laser gun will appear at the bottom of the screen. Use the directional disc to move the gun left and right across the bottom of the screen.
3. Push the A button (or X button) to fire your laser at the falling meteors and white spinning bombs. If a spinner hits the ground or an object hits you, you will lose a chance. Try to destroy as many of the falling rocks as possible because everything that lands on the surface reduces your score.
4. Watch out! Guided missiles (white diamonds) will seek out and destroy your laser gun on impact. Get underneath it and shoot it out of the sky before this happens. If a missile gets to ground level, it may attack you horizontally.
5. Another obstacle is the yellow enemy spaceship, which flies horizontally across the screen. Avoid enemy fire and destroy the spaceship for bonus points.
6. The B button (or Y button) is used to activate the Hyperspeed feature. If you push the B button (or Y button), your laser gun will appear randomly in another position at the bottom of the screen. This feature is very useful when trying to avoid guided missiles, falling meteors, and enemy fire.







7. Your score, score multiplier, and number of chances are displayed at the bottom of the screen. You begin the game with four chances. You will earn an extra chance at 1,000 points and then earn additional chances (to a maximum of 9) every time your score increases by **2,000** points.

As your score increases, you will also earn valuable score multipliers that add bonus points to your score for destroying meteors and other enemies. The screen background will change when you earn a multiplier at 1,000, 5,000, 20,000, and 100,000 points.

8. Watch for bonus items that will help you destroy all the objects onscreen. When you catch a bonus item falling from the sky or pick it up off the ground, it will flash next to the score multiplier and automatically activate for a short time (except the Freeze Ray, which will begin after you shoot your gun).

#### **BONUS ITEMS:**

- **Freeze Ray** (  ) – stops all objects from falling to the ground
- **Super Shotgun** (  ) – powers up your laser and widens its range
- **Force Field** (  ) – protects your gun from all falling objects and enemy fire
- **Repelling Shield** (  ) – bounces meteors and spinners off your gun back into the sky and destroys other objects if they collide

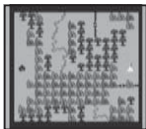
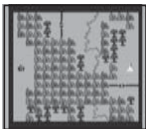
9. If you lose all of your chances, the game is over.

# Beach Volleyball



1. On the opening game screen, use the Select button to choose a skill level, 1-6, and then press Start.
2. When the game begins, you are the red team and the computer is the blue team.
3. Press the A button to serve and hit the ball.
4. Press the B button to block and spike the ball.
5. Press the disc to move your player around the court.
6. When the opposing team hits the ball to your side, move your player under the ball to hit it. There is a circle marking on the ground, and the player must stand on the circle to hit the ball.
7. The circle will fill in with one of two colors to represent whether you can spike the ball (beige) by pressing the B button or just pass it to your teammate (blue) by pressing the A button. You may only pass the ball twice before hitting it back over the net.
8. The computer will automatically switch the player you control when you pass the ball. The dark red player is always the player you control.
9. Your primary defensive move is the block and can be used against your opponent's spike. Position yourself next to the net and in front of the spiker. Press the B button to jump. If you time it correctly, you will block the ball and send it right back over the net.
10. The teams' scores appear in the upper left and right hand 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. Each game is set for 15 points and it is a "Best of 5" match.

# Crown of Kings



**PREVIOUSLY UNRELEASED!** *We brought back the Intellivision classic you loved to play in the '80s! Set out from the safety of your home and journey through treacherous caves teeming with monsters towards the treasures hidden deep within Cloudy Mountain. Slay the winged dragons protecting the treasure to unite the CROWN OF KINGS!*

1. On the opening game screen, press the Select button to choose the Game Mode from Sightseer (Easiest) to Hero (Most Difficult). Press the Start button to begin the game. The Start button can be pushed at any time during game play to pause a current game.
2. The game begins with your expedition of three brave explorers, which are represented by the three flashing white dots on the World Map, venturing out from the safety of their home. Use the directional disc to move your player upward, downward, left, right, or diagonally on the World Map.
3. Various types of dangerous terrain and obstacles stand between you and the treasure hidden in Cloudy Mountain on the right side of the World Map. When your party approaches the mountain range, dark green mountains will change color to represent what valuable supplies wait to be discovered within the cave. To enter the cave of a passable mountain, move your expedition over it on the World Map.

**NOTE:** Light green mountains are impassable, so plan your path wisely!

<b>Cave Color</b>	<b>Level of Difficulty</b>	<b>Hidden Supplies</b>
<i>White</i>	Easy	QUIVER of Additional Arrows
<i>Blue</i>	Intermediate	BOAT & QUIVER
<i>Red</i>	Difficult	AXE & QUIVER
<i>Purple</i>	Most Difficult	KEY & QUIVER

4. When your expedition enters the mountain, the screen will change to the cave system. You are only able to play one explorer at a time, who will appear in the opening room. The rest of the cave is in darkness, but the rooms will illuminate as your explorer ventures deep into the recesses of the cave. Use the directional disc to move through the cave system.

**NOTE:** The tunnels within the cave are like the surface of a sphere. If you walk long enough in any direction, you will wind up back where you began.

5. Numerous monsters await inside the cave to either hurt your explorer or hinder his progress. A monster may or may not make noise, may or may not sleep, and may or may not leave clues to its presence, such as tracks or bones. However, a monster will always behave according to its type (i.e. all bats behave alike). TREAD CAREFULLY!

6. Press the directional disc in the direction you want the arrow to travel and the A button (or X button) to shoot an arrow at the monsters within the cave system. A monster does not have to be visible to be heard or shot. If you hit a monster, but do not kill it, it will come after you. A sleeping monster may be awakened by shooting an arrow nearby.

**TIP:** You can ricochet an arrow off the cave walls to shoot around corners, but be careful, an arrow that bounces back towards you can hurt your explorer!

7. Your adventurer can kill all monsters except the purple blob, which is impervious to your arrows. Maneuver through the tunnels in the cave to outrun its grasp.

8. If a monster inflicts damage upon your explorer, he will turn color to signify his depleted health. Each adventurer can only withstand three hits, so black means full health, blue signifies 2 hits remaining (wounded), and pink symbolizes that you are seriously hurt (only one more hit remaining). If the monsters hurt you three times, that particular explorer in your party will perish.

9. If you have other adventurers in your party remaining, the next one in your party will appear at the entrance room in the cave. If you lose the last member of your party, the game will return you to the World Map and a tombstone will mark where your expedition met its untimely demise. Press the Start button to start a new quest for the Crown of Kings.
10. As you navigate through the cave tunnels, you may find some hidden supplies to aid your journey to Cloudy Mountain. QUIVERS will add arrows to your arsenal. A BOAT will allow you to cross rivers on the World Map. An AXE will cut through the trees on the World Map. A KEY will unlock the locked gates on the World Map. To pick up an item found in the cave system, stand over it and press the B button (or Y button).

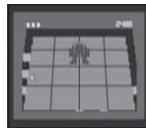
**NOTE:** Once you find one of the three special items (BOAT, AXE, or KEY), you can use it as many times as necessary on the World Map. These items will appear at the bottom of the screen in your inventory once they are discovered in the cave system.

11. The number of arrows left in your quiver is displayed at the top of the screen. Your tools—the BOAT, AXE, and KEY—will appear in your inventory at the bottom of the screen. At the beginning of the game, you only have 3 arrows and no tools. As you accumulate arrows and tools along your journey, they will appear onscreen for your use.
12. Your explorer cannot enter and exit through the same opening in the cave. A LADDER represents the exit to the cave system. Press the B button (or Y button) while standing over the Ladder to exit the cave and return to the World Map.
13. Once you exit the cave, your team can pass back and forth through that mountain without reentering it. You cannot reenter a cleared mountain until you pass through four more mountains. At this time, the monsters will reclaim the mountain and you can enter the cave system again to retrieve any items you may have missed originally.
14. Using your inventory to navigate through the terrain on the World Map, make your way to Cloudy Mountain. Move your expedition on top of Cloudy Mountain to search the last labyrinth for the two halves of the Crown of Kings!

**CAUTION:** A dragon guards each half of the Crown of Kings. They are very strong and quick, taking three arrows to slay.

15. If you can unite the two halves of the Crown of Kings, you will automatically return to the World Map where the completed crown will appear and you win the game!

# Deadly Discs



**PREVIOUSLY UNRELEASED!** We brought back the Intellivision classic you loved to play in the '80s! So grab your disc and use it to fend off the legion of enemies trying to keep you imprisoned in **DEADLY DISCS!**

1. On the opening game screen, press the Select button to choose the Game Mode (Slowest, Normal Speed, or Fast). Press the Start button to begin the game. The Start button can be pushed at any time during game play to pause a current game.
2. When the game begins, you are the red player with the white disc. Imprisoned within these walls, you must defend yourself against a legion of enemies to survive. Use the directional disc to move your player upward, downward, left, right, or diagonally within the room.
3. Push the A button (or X button) to throw your disc at the other players that appear through the doors in the room. The disc will return to you after hitting a wall. Once the disc is thrown, press the A button (or X button) again to make the disc return to you more quickly.
4. Three enemies will appear through the doors to attack you at the same time. Each type of enemy, which is represented by a particular color, has his own unique combination of strengths and weaknesses (see table below). If you successfully hit an enemy with your disc, a tone will sound. Defeating an enemy is initially worth 50 points.

Enemy Color	Disc Color	Hits necessary to Defeat	Damage Inflicted	Special Abilities
Light Blue	Blue	1	1	Most common enemy
Pink	White	2	1	Homing Disc follows you around the room
Dark Blue	Yellow	1	2	Stronger Disc is less accurate, but double damage
Beige	White Paralyzing Rod	4	Game Over	Rod cannot be thrown, but deadly if touched

5. A hit will only count when the disc is thrown, not when it returns to either you or the enemy.
6. The B button (or Y button) is used to block an enemy disc. If you push the B button (or Y button) when you have the disc, your player will use it as a shield to deflect the enemy disc and you will not be charged with a hit. If you press the B button (or Y button) after the disc is thrown, your player will duck out of the way of an incoming enemy disc. A successful block is initially worth 50 points.
7. If you defeat all 3 enemies that appear through the doors within 10 seconds, a special tone will sound and you will receive bonus points. Additionally, your player will return to full health.
8. By either touching the door or hitting it with your disc, the door will change color, signifying that you jammed the door open. If a pair of doors are open on direct opposite sides of the room, you can use it to teleport from one side of the screen to the other. You will also recover one hit each time you walk through a set of doors.
9. After 6 doors have been jammed open, the Battle Drone will appear onscreen to fix the doors. Aim for the white eye at the top of the Battle Drone, but be careful, if your player touches the Battle Drone, you will instantly dematerialize and the game is over.  
Watch out! The Battle Drone emits a White Paralyzer Beam that will immobilize your player until the robot fixes all of the doors that were jammed open.  
If you score a direct hit to the white eye or hit the top of the Battle Drone 10 times, you will disable the robot and it will disappear offscreen for repair. You will receive bonus points for a direct hit to the white eye.
10. Your score and number of hits your player has remaining are displayed at the top of the screen. At the beginning of the game, your player can only withstand 3 hits from your enemies, which are represented by the yellow squares at the top left-hand side of the screen. If an enemy hits you, a tone will sound and one of the yellow blocks will disappear.
11. As your score increases, you will earn valuable score multipliers that add bonus points to your score. At 20,000 points and 100,000 points, your player will be able to withstand an additional hit.
12. If the hit counter at the top of the screen is fully depleted, your player will dematerialize and the game is over.

# Frog Bog














1. On the opening game screen, use the Select button to choose a skill level - Easy, Harder or Hardest. Press the Start button to select and begin playing.
2. Player 1 is the purple frog and the computer is the white frog. The player's score is in the upper left-hand corner of the screen and the computer's score is in the right-hand corner.
3. Catch as many insects as you can by leaping from lily pad to lily pad. The amount of skill that is required in order to catch insects is dependent upon the game level you chose to play.

**Easy Level:** Jump and catch as many insects as you can. Use the directional pad to make your frog leap left and right from one lily pad to the other.

**Harder Level:** Jump higher and further to catch as many bugs as you can. Use the directional disc and A button to make your frog leap, but notice that the longer you hold the A button, the further and higher your frog can jump.

**Hardest Level:** Jump higher and further, and flick the frog's tongue to catch as many insects as you can. Control how far and how high you jump with the directional disc and A button, and press the B button to flick the tongue. Timing is very important on this level.

4. The insects you eat are worth different amounts of points (see chart to the right).
5. If your frog falls in the water you will have to wait for it to swim back to the lily pad, while the other player will continue to catch bugs.
6. During the game, the sky will change from light to dark as morning turns into night. When the sky turns black and the stars come out, your frog will go to sleep and the game is over. The player with the most points wins.

  	5 points
 	10 points
   	15 points
 	35 points



# Long Drive Golf



1. On the opening game screen, press Start to begin the game.
2. The player controls the red golfer on the left side of the screen. The computer controls the blue golfer on the right side of the screen.
3. In order to hit the golf ball well, the player must hit it powerfully and precisely. The computer will count down from 3 and then the club on the circular gauge at the center of the screen will begin to move clockwise. This represents your backswing. The further back you allow the club to travel, the more powerful your swing. Press the A button to stop the club and set your backswing (a mark will appear on the gauge).
4. Now the club will begin traveling forward to control your aim. Press the A button when the club travels over the white line (a mark will appear on the gauge). The closer your mark is to the white line, the straighter your swing will be. If your mark falls to the left side of the white line, the golf ball will veer towards the right. If your mark falls to the right side of the white line, the golf ball will veer towards the left.
5. After you have set your power and aim, the screen will show your ball and the computer player's ball travel down the field of the driving range. The distance will then be tallied to determine the winner of the round.
6. The computer keeps track of each player's score and the distance of each drive on a separate scoreboard screen. Following each round, the player that hit the ball the furthest will be awarded 1 point. At the end of 11 rounds, the player with the highest score wins.

# Maze Shoot



1. On the opening game screen, press the Start button to begin the game.
2. Press the directional disc or the A or B button to start the clock and begin playing. The clock is at the top center of the screen and counts down from 75. The player's score is also at the top of the screen.
3. When monsters appear, press the A button to shoot an arrow. Notice that only one arrow can be shot at a time, and another arrow cannot be shot until the first one has hit its target or left the screen.
4. Shoot as many monsters as you can before time runs out. You will earn one point for each monster that you hit.
5. Two black treasure chests are on either side of the screen. If a monster reaches your treasure chest, it turns black and heads for the Pyramid at the top center of the screen. If you let him get away with your treasure, you will lose a point.
6. See how many points you can earn before the clock hits 0.

# Space Armada 2



**SUPER-ENHANCED VERSION:** *We've created new special weapons to aid your fight against the alien invasion in this super-enhanced version of the Intellivision classic SPACE ARMADA!*

1. On the opening game screen, press the Select button to choose Game Mode or Practice Mode. Press the Start button to begin the game. The Start button can be pushed at any time during game play to pause a current game.

**NOTE:** Practice Mode is a slower version of Space Armada that will allow you to play the game on an easier difficulty.

2. When the game begins, an enemy armada of 32 aliens arranged in four rows hover over your battle station. The aliens move left and right across the screen, descending one row each time the armada reaches the side of the screen.

3. Your score and the number of laser guns remaining are displayed at the top of the screen. You start with six guns to defend against the alien armada.

4. Watch out! The enemy armada will drop bombs to destroy your gun. If you are hit by enemy fire, you will lose a chance. To shoot an enemy, use the directional disc to move your laser gun left or right. When your gun is in position, fire the laser by pressing the A button (or X button).




5. The three bunkers onscreen will protect your gun from enemy fire if you move underneath them. Every time an alien bomb or your laser hits one of the bunkers, it chips a piece away until the bunker disappears.

6. If you clear the screen of all 32 aliens in the armada, you will advance to the next level and the number of guns remaining will return to six. The first Armada attack consists of white bombs that move slow enough to get out of the way. By the fourth battle, the aliens drop red bombs that explode on impact with the ground.

7. Watch for bonus items that will help you destroy the enemy armada. When a red spaceship flies horizontally across the screen, shoot it to receive a new bunker.

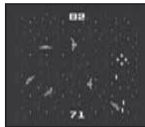
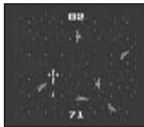
If you hit the yellow helicopter when it appears onscreen, the helicopter will explode and a bonus item will fall from the sky. When you catch a bonus item falling from the sky or pick it up off the ground, it will appear in the upper right-hand corner of the screen and activate for a short time.

#### **BONUS ITEMS:**

- **Dual Cannon** (  ) – shoots two laser blasts at the same time
- **Force Field** (  ) – protects your gun from all enemy fire
- **Rocket Launcher** (  ) – shoots a rocket from your gun that will destroy an entire column of aliens

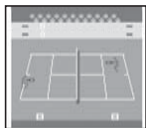
8. If the Armada reaches the ground or you lose all of your laser guns, the game is over.

# Space Gunner



1. On the opening game screen, press the Start button to begin the game.
2. Press the directional disc or the A or B button to start the clock and begin playing. The clock is at the bottom center of the screen and counts down from 75. The player's score is also at the top of the screen.
3. Use the directional disc to move your gunsight around the screen. When a target flies in your gunsight, press the A button to fire.
4. Shoot as many targets as possible before time runs out. Look out for bunches of targets; it's possible to get 6 at once!

# Tennis



1. On the opening game screen, press the Start button to begin the game.
2. The player controls the red player on the left side of the screen. The computer controls the blue player on the right side of the screen.
3. Use the B button to serve the ball. Press the B button once to toss the ball into the air, then press the B button a second time to swing at the ball and serve.
4. Use the directional disc to move your player across the court.
5. Press the A button to hit the ball to the other side of the court.
6. If a serve is good, the opponent hits the ball back across the net and the play continues until one player misses the ball or hits it out of bounds. The other player will win the point.
7. A Fault is when a server misses the ball or the serve lands outside the opponent's court. Two Faults will result in a point for the other player.
8. A Let occurs when the ball is served and it touches the net before landing in the opponent's court. The player must serve the ball again. There is no limit to the number of Lets that can occur.
9. A return is not good if the player allows the ball to bounce more than once on his court, if the player misses the ball, or if the player hits the ball out of bounds.
10. Following a serve, the player must let the ball bounce once in his court before hitting it. If the player hits the ball before it bounces, he will lose a point.
11. To win the Match, the player must win 3 out of 5 Sets. Each Set consists of 6 games.
12. In a Game, your first point is displayed as 15, your second point as 30, your third point as 40. A tie at 40 or over is a Deuce. One point following a Deuce is an Ad. Two points following a Deuce is Game.

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**Note:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the class B FCC limits.

**Questions? Comments?**

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