Sensible SOCCER plus

Model 75067
For 1 or 2 players / Ages 8 and up
INSTRUCTION MANUAL
P/N 82395200 Rev.A

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR ARCADE LEGENDS SENSIBLE SOCCER

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

BATTERY INSTALLATION
This game is powered by four (4) AA (LR6) batteries.

• Using a screwdriver, loosen the screw until the battery compartment door can be removed.

• Insert four (4) AA (LR6) batteries (we recommend alkaline) as indicated inside the battery compartment.

• Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

TV CONNECTION
NOTE: To connect Sensible Soccer directly to a TV, the TV must be equipped with audio and video input jacks or a Scart input. They are commonly found on the front of the TV near the contrast, colour, and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

CONNECTING TO A VCR
To connect Sensible Soccer to your VCR, insert the yellow video plug from the Main Unit into the video in (yellow) jack on your VCR, the white audio plug into the left audio in (white) jack or via the Scart adaptor. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

SENSIBLE SOCCER
Download the Original Mega Drive manual at www.radicauk.com

"There a few games that can claim to have had such a defining effect as Sensible Soccer. From the moment it was launched, Sensi, as it affectionately became known, was quite simply a phenomenon. A sports game loved by sports fans and non sports fans alike. That's because it's almost perfect in every way. Beautifully presented, tactical, deep, but above all, fun. Sensi was a jewel in the crown of the 16-bit generation and to play it again is to revisit an old friend. I lost a lot of hours of my life to Sensible Soccer in the 90s, and now I guess I'll be losing a few more."- Miles Guttery, Games Journalist, February 2005.

With over 15 million fans, Sensible Soccer was the most played football game of the early 90's. It's top down style, detailed mini-sprites and incredibly intuitive gameplay made it the football game of choice and provided the springboard that turned Sensible Software into one of the most successful developers of the decade.

CONTROLS
Sensible Soccer has two different game environments, the menu and on the pitch. To use the menus, move the directional controls on your control pad to highlight each option box. Press button B to select the option currently highlighted.

PLAYER CONTROL
During the game you may only control one player of your team at any one time. The man currently under your control is the one with the white number above his head. Control will be changed to another man if the man currently under your control is too far away from the ball or if he has lost his footing for any reason.

OFF THE BALL CONTROLS
These controls apply when the man under your control is not in possession of the ball.

Running
To direct your man simply press your controller in the direction you want him to run. A running man can intercept the ball from an opponent in possession.

Sliding Tackles
When running off the ball it is possible to slide into the ball or an opponent by pressing button B. This will make your player slide in the direction he is facing. Whilst a man is sliding it is possible to get him to deflect the ball in a direction different to the one which he is sliding when he makes contact with it. To do this the controller must be redirected whilst a man is in mid slide before he has made contact with ball. This is a skill which has to be mastered.

Headers
When the ball is in the air and you press button B, instead of sliding into the ball the man under your control will attempt to head the ball. Such headers can also be deflected in a similar way to sliding tackles but redirecting must take place before contact has been made.

ON THE BALL CONTROLS
These controls apply only when your man is in direct possession of the ball. The control methods described can be adjusted to suit your own preferences by changing the difficulty level in the option menu.

Dribbling
When on the ball simply press your controller in the direction in which you want the player to dribble the ball. You will find that as the player gathers speed it is harder for him to change direction and retain control of the ball. This is another skill that has to be mastered. (The way dribbling works can be altered by changing the difficulty setting from the options menu).

Passing
When on the ball if you press Button C whilst you are directing the controller, the ball will be passed along the ground in the direction you are facing or, if there is one of your team-mates standing roughly in the direction you are facing and within passing distance then the ball will be played straight to your team-mate's feet.

Kicking
To kick the ball in the normal way the controller should be directed in the desired direction and Button B should be pressed. Note that is you quickly press Button B it will perform a pass.

Lift and Bend
When the ball has been kicked as opposed to being passed it is possible to apply varying degrees of lift and bend to it. To do this the controller must be redirected within a very short time after button B is pressed. It is not necessary to release Button B before redirecting

Redirection Table for lift and bend
Controls are based on player facing forward. Change depending on which direction the player is facing.

D-PAD POSITION	RESULT
Centred Joypad	Straight Lobbed Kick
Up	Normal Straight Kick
Up + Left	Normal Kick bending to the left
Left	Lobbed kick bending to the left
Down + Left	Up and under bending to the left
Down	Normal Straight Kick
Down + Right	Up and under bending to the right
Right	Lobbed kick bending to the right
Up + Right	Normal Kick bending to the right

SHOOT
You can use either the pass or the kick buttons to shoot at goal. Depending on the current difficulty level, you can also use the SHOOT button. See options for more details. The SHOOT button works in a number of ways.

Whilst Attacking
The player will shoot towards goal. If the ball is in the air he will head towards goal. If the player is near the ball he will slide and knock it towards goal.

Whilst Defending
The player will do a lofty boot up the pitch to clear the ball. If the ball is in the air, the player will head the ball to safety. If the player is near the ball he will slide and knock it to safety.

SET PIECES
All set pieces and throws work as a normal kick or pass except that illegal or illogical angles cannot be chosen by the taker.

GOALKEEPERS
Goalkeepers are always under computer control except when they have the ball in their hands or when they are about to take a goal kick, in which case all they can do is kick the ball out.

THE BENCH
The bench can be called on at any time during the game when the ball is out of play or a free kick is awarded, or before the beginning of a half. To access the bench press the controller three times in any direction in quick succession. Moving the controller up and down the bench enables the selection of the manager or substitutes, press B to select. Press left or right to exit the bench.

The Manager
The Manager is the chap in the brown coat and he is used to change the team formation on the pitch. Select the new formation and press B to confirm.

Substitutions
Up to two substitutions can be made during the game. First select the player you wish to bring on and then select the player you wish to replace.

THE MENUS

OPTIONS
The options menu allows you to alter the game length, sounds, difficulty level, weather and pitch condition.

Difficulty Level
Changing the difficulty level will effect the controls during a match.

Beginner - Easier computer teams, easy ball dribbling ability enabling the player to turn quickly without losing and the SHOOT button is employed for all players.

Normal - Normal computer opposition, easy ball dribbling ability and the SHOOT button works for star players only.

Expert - Computer opposition at hardest level, only star players have the easy dribbling ability and the SHOOT button works for star players only.

MATCH MODES
Once you have selected from National, Club or custom teams you will reach a second options menu enabling you to select match mode.

Friendly
A single match between two players or 1 player and the computer. Once the conditions or season is selected, choose the teams by highlighting them. Press the B button once to select the team as a red computer team and twice to select as a blue player team. The correct number of teams must be chosen before the game can continue. Once teams are chosen select Play Match to go to the Pre-Match Tactics screen.

Cup
A knockout tournament. Up to 64 teams can be selected, as any combination of Player or Computer teams. Selection of the Starting Month will determine the conditions throughout the tournament. Please note that the save game facility is not functional.

League
Between 2 and 20 teams can compete in the league, as any combination of Player and Computer teams. Please note that the save game facility is not functional.

Further pre-customised tournaments are available depending on which team set is selected.

EDIT TEAMS
This allows you to edit any team's name, player names, manager name, country of origin and kit colours

PRE-MATCH TACTICS
Before the game each player can edit their team and tactics. To swap players simply select the first player you wish to change using the B Button, followed by the player you wish to swap him for. You can swap as many times as you like before the game begins. To select tactics simply highlight the desired option and press Button B.

CANNON FODDER
Download the Original Mega Drive manual at www.radicauk.com

War has never been so much Fun! Cannon Fodder took the Sensible Software ethos of creating addictively playable games to a whole new level. The game went straight to the top of the charts on its launch in 1993 and contributed to Sensible Software having the number one slot in the Video games Charts for 50 weeks between 1992 and 1994.

FROM CONSCRIPTS TO TROOPERS
Before you play, you need to call up some fit young men to become troopers. As luck would have it, over at Boot Hill there is a queue of some 360 eager conscripts waiting to

go to war- but only 15 of them are allowed to volunteer for each mission. Can you see them coming over the hill? Fortunately for all concerned, the innocent are added to the experienced troop of survivors from previous missions.

There are 24 missions to complete, each one with a different terrain and objective and split into a maximum of six phases. The number of kills for and against you are represented by HOME and AWAY respectively.

In Play
All the action takes place in the playfield which takes up the main part of the screen. You do not control the troopers but instead determine their behaviour using the control pad. Troopers will only follow their leader but can be encouraged to run round in circles, shoot anything that moves, throw grenades, shoot bazookas, drive tanx, fly choppas, split up and do their own thing and die.

All troopers start as Privates and their rank increases for every phase they survive, although they only receive promotion when a mission is complete. After every three missions the raw recruits are higher in rank because they have already received extra battle training

The bullets fired by your troopers are clever. They will not kill a fellow trooper- unless he is wounded. All other weaponry kills everyone.

Moving Troops
Move the pointer around the screen until its tip touches the desired destination. Not the way that you can view the immediate area surrounding the active troop.

• Press the A- Button to make the troop leader move towards the pointer's tip. The rest of the troop will follow in rank and file.

Using Weapons
It couldn't be simpler….

• Press the B- Button to turn the pointer into a crosshair and make the trooper or troop shoot at the centre of the crosshair.

• Press and hold the B-Button then press the A-Button to make the troop leader throw a grenade or fire his bazooka at the centre of the crosshair.

Boarding Vehicles
Move the pointer around the screen until it's tip touches the desired vehicle. The pointer will change to show that the empty vehicle may be boarded.

• Press the A-Button to make the trooper (or troop) board the vehicle

• Press and hold the A-Button to make the vehicle move towards the trooper destination determination pointer. The longer the A-Button is held down, the faster the vehicle will move.

• Press the B-Button to make the trooper (or troop) shoot the vehicle's weapon (if it has one). Note that grenades and bazookas cannot be used while inside a vehicle.

Leaving Vehicles
Move the pointer until its tip touches the occupied vehicle. The pointer will change to show the vehicle may be abandoned.

• Press the A-Button to make the trooper (or troop) leave the vehicle.

Landing Choppas
When a trooper (or troop) is in a choppa flying above the terrain, touching the choppa with the pointer will change it into a "The Choppa can Land Symbol" –This means the choppa can land.

• Press the A-Button when the "The Choppa Can Land Symbol" is shown to make the choppa land. Once the choppa has landed, select it to make the troop disembark.

Form A New Troop (Or Two)
There are times when the strategy dictates that the troopers spilt up – perhaps to execute classic "pincer movement". So long as you have enough troopers you can make a maximum of two new troops from the original Snake Troop, and those are: Eagle Troop and Panther Troop.

• Press the Start Button to access the status panel.

• Use the pointer to select the names of the troopers you'd like to form a new troop (the names will be highlighted). Notice that the troop's logo has spilt into two.

• Select the troop's logo to form a new troop with the troopers whose names were highlighted.

• Select a troop logo then press the Start Button to resume play in control of the active troop. Note new troops may be formed inside a vehicle, but only the highlighted troops will exit the vehicle.

Share And Share Alike
Hold on – who takes all the grenades and bazookas when a troop splits? It's up to you to decide. Notice that when you spilt a troop , any grenades and bazookas are outlined. By selecting the grenades or bazookas, the outline changes to reflect the quality of weapons – all half or none – that the new troop will take.

• The solid outline represents all the weapons

• The dotted outline represents half of the weapons

• No outline represents none of the weapons

Regrouping Troops
To bring separate troops together simply walk them into each other whereupon the troopers will automatically regroup as a single troop.

A Mission Reminder
Select the map at the bottom of the Status panel for an overview of the area and the active troop's position (indicated by a big red cross). Note that enemy troops are not shown on this map – it'd spoil the surprise. Press any button to return to play.

Mission Complete
You did it – you saved the day. And you can save your state of play, too ………

Saving Games
At the end of every mission you are returned to Boot Hill to admire the view. See that little picture in the top- right hand corner of Boot Hill? Yeah, the one marked **Save** move the pointer to it.

• Press the A or B – Button to select save and call up a special Save Screen.

A special five-letter pass code is given. Write it down – it contains information about the state of play so you can return to this exact point at a later date. Press any Button to return to Boot Hill.

Resuming Saved Games
See that little picture in the top left hand corner of Boot Hill ? Yeah, the one marked **Load**; move the pointer to it.

• Press the A or B – Button to select **Load** and call up a special Load Screen.

To enter a pass code, do this:

• Press the D-Pad up or down to change the letter

• Press the D-Pad left or right to move through the letters

• Press any other Button to enter the pass code. If the pass code is invalid, you will be told. Select **Load** and try again.

BE THE FITTEST
And survive with the following handy hints.

• Don't wait until you see the whites of their eyes – shoot them before they shoot you.

• Look out for secret hidden zones where special equipment may be found.

• Please don't leave the screaming wounded to die. Bite the bullet, so to speak, and do the decent thing: finish them off.

A full detailed manual can be downloaded at **www.radicauk.com**

MEGA – LO – MANIA
Download the original mega Drive manual at www.radicauk.com

Sensible Software's first ever Mega Drive game was an instant classic, bringing complex god sims to the masses. The aim is simple; command a tribe of humans as they evolve from a primitive race to complex, technologically advanced beings. Each "epoch" consists of 3 Islands, which must be conquered before your tribe can progress. Mine raw materials and develop weapons as you fight opposing tribes in your bid to become omnipotent!

There are many functions used to play Mega-Lo- Mania. They are represented either by words or by a special picture called an icon. The function of a word or icon is selected or activated by using the Handy Pointer.

Press the **D-Pad** in any direction to move the Handy Pointer so it is outstretched finger touches the desired function.

Press the **B-Button** to select the icon's function.

Variable Icons have numbers below then which can be increased or decreased.

Press the **B-Button** to increase the number of the variable icon.

Press the **C-Button** to decrease the number of a variable icon.

Player Select
Here's where you decide which Team you wish to control. There is a choice of four Team Leaders each one representing a different colour, and they are Scarlet (red), Oberon (Yellow), Caesar (Green) and Madcap (Blue). Use the descriptions provided to help make your decision. The three remaining Team Leaders will become your opponents controlled by the computer, so chose wisely. When you have selected a Team Leader you will be presented with the options screen.

Press the **D-Pad** to move the Handy Pointer to the desired Team Leader's face.

Press the **B-Button** to choose the Team Leader. (The Handy Pointer will change to that colour to that of the chosen Team).

The Options Screen
Here you can see the options screen. From here you can set certain parameters, view the islands in an Epoch and begin play.
1.YOUR TEAM LEADER
2.THE OPPOSING TEAM LEADER
3.THE CURRENT ISLAND
4.THE CURRENT ISLAND'S NAME
5.THE CURRENT EPOCH
6.OPTIONS
7.PLAY ISLAND
8.YOUR MAN POOL
9.THE THREE ISLANDS IN THE CURRENT EPOCH

Your Team Leader
This is just to remind you who he or she is

The Opposing Team Leaders
Here you can see the Team Leaders you are up are up against on the Island Map shown.

The Island Map
This is a small – scale plan view of the island you are about to play. Each Island is spilt into Sectors from a minimum of two and a maximum of 16.

The Current Epoch
The first 27 Islands are evenly divided into nine groups known as Epochs. The 28th and final Island, Mega-Lo-Mania, is the scene for the Mother Of All Battles To reach Mega –Lo-Mania you must conquer the Islands in the nine Epochs IN ORDER.

The Current Island's Name
Every Island has a name. The Island's in the 1st Epoch are called Aloha, Bazooka and Cilla. The subsequent Island's names follow the English alphabet sequence. You can play the islands in an Epoch in any order but to move onto the next Epoch you must conquer them all. There are two ways to view other Islands in the current Epoch (Use the Handy Pointer to touch the current Island's name.

Press the **B-Button** to view the next Island in this Epoch.

Press the **C-Button** to view the previous Island in the Epoch.

Options
Selecting this Option calls up eight new options: "CONTINUE" "AUTO SLOW ON" "SPEECH ON" "MUSIC ON" "SFX ON" "HELP ON" "SOUND TEST" AND "LOAD/SAVE"

Continue
Select this to leave the other options as they are and return to the Options Screen.

Auto Slow ON
The speed at which the Mega- Lo-Mania universe runs can be adjusted during play. The "AUTO SLOW" Option acts as a fail-safe (see THE PASSAGE OF TIME in original Mega Drive manual). Select the "AUTO SLOW" Option to turn this feature "ON" or "OFF".

Speech On
Sampled speech in software is usually a novelty, but not in Mega-Lo-Mania. Actors were commissioned to play the parts of the characters you will hear during play. They will alert you to events. Even your opponents will talk to you! Select this option to turn "OFF" or "ON" the speech heard during play. We recommend that you leave it "ON"

Music On
An atmospheric soundtrack can accompany play. Select the "MUSIC" Option to turn "OFF" or "ON" the soundtrack

Sound FX On
Certain events during play have associated sounds to enrich the proceedings. Select the "SOUND FX" Option to turn "ON" or "OFF" those sounds.

Help On
When you use the Handy Pointer to touch certain areas of the screen you will notice words appearing in a box. This is to remind you what the unction in questions does. Select the "HELP" Option to turn this feature "OFF" or "ON2

Sound Test
From here you can listen to all the Sound FX Music and Speech used in Mega-Lo-Mania. When you select this Option you will be presented with four new options: "SFX 1" "MUSIC 0" "SPEECH 1" and "QUIT"

Press the **D-Pad** up or down to move the handy pointer to the desired option.

Press the **D-Pad** left or right to decrease or increase the number beside the Option.

Press the **A, B or C Button** to hear Sound FX, Music or Speech relating to the number shown. Note that when selecting "MUSIC 0" will cause any music to cease.

Load/Save
Each Epoch has an associated 11-letter code. The codes vary because they also take into consideration your performance in any previous Epochs you have played. To view the code for an Epoch, select the "SAVE" word and write down the letters you will be shown beneath it.

To enter a code, and so play an Epoch from scratch (no, you can't have codes for incomplete Epochs), first select the "LOAD" word. You now have to register the code's 11 letters. Select the "DELETE LETTER" symbol to remove, one by one, the registered letters. Select the "ENTER CODE" symbol to enter the code.

ENTER CODE
Press the **D-Pad** in any direction to move the Handy Pointer to the desired letter.

Press the **B or C Button** to register the letter.

Press the **A-Button** to delete, one by one, the registered letters.

"NO WAY!"
This is what you are told if you enter an incorrect code. Try again.

The Three Islands In The Current Epoch

Use the Handy Pointer to select the island you wish to view.

YOUR MAN POOL
These are the Men available for conquering Islands. The very first time you play Mega-Lo-Mania you start with 100 men in your Man Pool. Any Men not used are remain in the Man Pool for use in other Islands. Any men remaining in the Man Pool when an Epoch is complete will stay there ready for use in the next Epoch. An additional 100 Men are added to the Man Pool when you begin a new Epoch

PLAY ISLAND
Select this to make the final preparations for play.

The Number Of Men Playing In This Island
So, you selected "PLAY ISLAND" option did you? Well done. You will notice that the area of the screen between the words "1st EPOCH" and the Man Pool have been replaced by a picture of Tower, a number and an arrow pointing upwards.

The reason is this: you now get to decide how many Men will play on the Island shown. You can't place the entire Man Pool on an Island – and don't go leaving yourself short(remember: Men not transferred to this Island will be used on other Islands, and one Man on an Island is almost useless so chose your number wisely). Use the Handy Pointer to touch the number beneath the tower.

Press the **B- Button** to transfer Men from the Man Pool to a Tower ready to be placed on the Island Map shown.

Press the **C- Button** to transfer Men from the Tower back to the Man Pool.

Men are transferred from the Man Pool to a Tower.

Place Starting Tower In This Sector
When you are satisfied with the number of Men transferred from the Man Pool to the Tower you must decide in which sector on the Island Map it is to be placed. The position of the Tower will become the starting point for your conquest. Note that each sector is a self- sufficient unit with its own elements and technology level so chose wisely. Use the Handy Pointer to select a sector on the Island Map shown.

Your opponents will then place their Towers in the remaining Sectors. Note that your opponents will sometimes place their Towers before you. Let the conquest commence!

The Play Display
With the Towers positioned on the Island, the screen changes to show the Play Display. This is where Mega-Lo-Mania is played.
1.The Island Map
2.The Sector Display
3.The Passage of Time
4.The Island's Name
5.The Sector Display Technology Level
6.The Team's Shield
7.Men In The Tower

The Island Map
Here it is again: a plan view of the Island. You will only ever see two different Symbols on this Island Map: an Army and a Tower, both in the colours of the Teams they represent. Use the Handy Pointer to select and highlight a Sector on the Island Map. The chosen Sector will be shown in detail on the Sectors Display. Note that a Sector's highlight will flash when you are being told something by one of your Men.

The Sector Display
When a Sector is displayed on the Island Map, the Sector Display shows it in detail with all the buildings and Men in action. Only one Sector is shown in full at any one time. Note you can view any Sector but you can only control the ones in which you have placed Towers.

The Passage Of Time
The Mega-Lo-Mania universe runs at three different speeds: normal, nippy (three times normal speed) and fast (nine times normal speed). Note that everything is affected by the Passage of Time – the speed at which you and your opponents play, designs are made, buildings constructed and so on.

If you are attacked when time is running fast and the "AUTO SLOW" function is "ON", the Passage Of Time will automatically change to normal.

The Sector Display Technology Level
More commonly know as Tech Levels. Each Sector of an Island has it's own Technology Level which relates to the historical state of the Men in the Sector's Tower. When you begin playing an Island, it's Sectors, and thus the Teams, are all set at the same Technology Level. A Sector's Technology Level will only advance if it's owner shows signs or progress via Designs.

"We've Advanced A Tech Level"
Your Chief Designer will tell you this is when one of your Sectors advances a Tech Level. As you advance through the Tech Levels you will notice the look of your Buildings and that of your Men's clothing changes accordingly. A Sector you own cannot advance by more than three Tech Levels per Epoch.

The Team's Shields
These are the Shields of the Teams on the Island Map shown. The Teams' Shields are also used to form Alliances and to show details of Armies. When a Team has been removed from an Island, their shield is no longer shown.

Men In The Tower
The number below this icon (which cannot be selected) shows the number of Men living in the Tower in a Sector. You will notice the number of Men rises. This is not because they are inviting friends round for tea. It is because they are very clever and can reproduce The more Men in a Tower, the faster they reproduce. At least one Man must remain in the Tower.

Function Icons Control Menu
Most of these Icons are used to assign tasks to your Men and perform other functions essential to play. Icons are grouped according to their functions in Control Menus. Selecting some icons will result in the existing Control Menu being replaced by a new one. New Icons will appear when necessary (an arrow pointing to or from them show they can be used). Note the Control Menus are only presented for Sectors in which you have placed Towers. Some Icons, such as "Men In The Tower" one, are for reference only and cannot be selected.

When you move from one of your Sectors to another, the Control Menu shown will stay the same, only details will relate to the chosen Sector.

When you select an Icon such as "View Element Stocks " you will see all Elements currently being Gathered or Mined as well as the one corresponding to the icon selected.

Return To Previous Control Menu
These Icons often look different but their function is the same. When you select the large Icon seen here you will be returned to the previous Control Menu.

TROUBLE SHOOTING
TV
To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel. The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

VCR
When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select

the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner's manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can't play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

Output:
- Voltage: 6 Volts DC

- Current: 300 mA (minimum)
  Polarity: Negative Center
  Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.
  AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

CAUTION
- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

MAINTENANCE
- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.
- This product is not suitable for children under 36 months.
- Use only with the recommended transformer type.
- Disconnect the transformer before cleaning the console or controller.
- The transformer is not a toy.
- Transformers used with the toy are to be regularly examined for damage to the cord,plug, enclosure and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.
- The toy is not to be connected to more than one power supply.
- Packaging should be kept as it contains important information.

Please retain this for future reference.

6 MONTH PRODUCT WARRANTY
(This product warranty is valid in the United Kingdom only)

UK HELPLINE SUPPORT 0871 222 8278 — Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm – 11pm, Monday to Friday.

PLEASE RECYCLE