

INSTRUCTIONS FOR

# 1001 SUPERSTAR

CARTRIDGE

## SUPERSTAR GAME CARTRIDGE INSTRUCTIONS:

This cartridge has 10 different games which can be played with your Programmable Video System.

After inserting the cartridge into the Game Console, press the key on the Game Console which corresponds to the game you wish to play.

- |                    |                         |
|--------------------|-------------------------|
| 1. Space Target    | 6. Target Practice      |
| 2. Tennis          | 7. Gridball             |
| 3. Hockey          | 8. Soccer               |
| 4. Squash          | 9. Basketball           |
| 5. Squash-Practice | 10. Basketball-Practice |

The 'Pro-Am' switches A and B on the Game Console will control the size of the players. Switch A determines the left player size and Switch B the right player. When set to the 'Pro' position the player will be smaller and the games are more difficult for that player. When a skilled player is playing against a less experienced player, the skilled player can play with his switch in the 'Pro' position while the other player's switch is left in the 'Am' position. This will effectively handicap the skilled player. Both switches may be set to 'Pro' to make a more challenging game for both teams.

Switch C determines the ball speed. In the 'Am' position the ball will always move at one slow speed. In the 'Pro' setting the ball will start at slow speed but after 7 consecutive hits it will move at high speed.

Do not attempt to use this cartridge with any other Video System or TV Game.

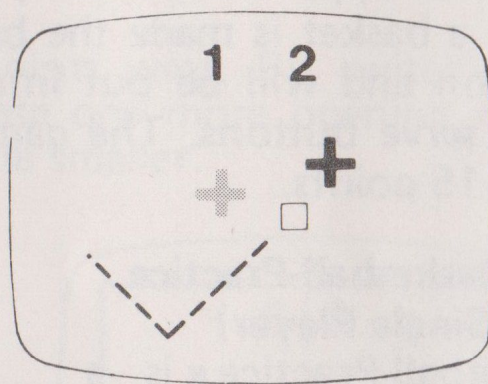
Note : You may find that the players cannot be moved completely to the top or bottom of the playing field. If this occurs re-adjust the Player Centering Control located at the back of the Game Console (where the Player Controls plug-in). Adjust this control so that the Joystick Controls will be able to move the players to the top and bottom boundaries of the screen.

When playing Gridball, the barriers may "roll" up or down the screen. This condition is also corrected by adjusting the Player Centering Control.

## SUPERSTAR GAMES

### 1. Space Target

When the Space Target game has been selected the TV will show a display similar to Figure 1-1. There will be a Target Sight for each player and the Target Sights are moved around the screen by the player controls. Targets



1-1

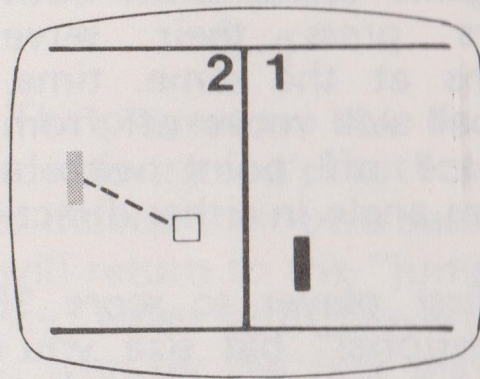
will travel at random from left to right across the screen. The players compete to see who can destroy the most targets. To destroy a target you must line-up the Target Sight over the moving target and then press the Serve/Fire button. If a target has been hit it will disappear from the screen and the successful player's score will increase by one. Each player is allowed only one shot at each target and the first player to score 15 is the winner. After 15 points are scored press the Reset button to start again.

The game may be made more difficult for either player by changing the Player Size switch to 'professional' since this will reduce the size of the Target Sight.

## 2. Tennis (Table Tennis)

With the tennis game the picture on the TV screen should be similar to Figure 2-1, with one "bat" per side, a top and bottom boundary, and a center "net". The individual player scores are counted and displayed automatically in the position shown. The exact details on game play will depend on the selection of Ball Speed, and Player Size that have been made. After the RESET BUTTON has been pushed the scores will be 0-0. The Game will start

when the player whose turn it is to serve, depresses his service button. At the start of play this will be the left player. Then after 5 serves, service changes to the opposing player. Service will automatically change after every 5 serves. If the ball hits the top or bottom boundary



2-1

it will assume the selected angle of reflection and continue in play. The players must control their bats in order to intersect the path of the ball. After being "hit" by a bat the ball will reverse direction and travel towards the other player, reflecting off the top and bottom as necessary until the other player hits the ball. This action will be repeated until one player misses the ball.

The score will then automatically be increased. This sequence will be repeated until a score of 15 is reached by one player. The game is then over. As in real tennis the players cannot cross over the net (center boundary line).

While the game is in progress you will be able to hear 3 distinct sounds. These different sounds indicate top and bottom reflections, bat hits, and scores.

Press the GAME RESET button and the game will start over at 0-0.

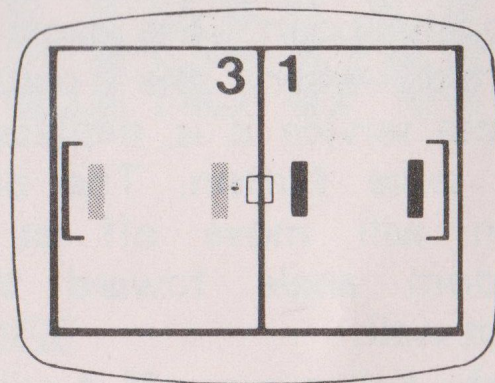
### 3. Hockey

The Hockey game playing field is shown in Figure 3-1. In this game each player has a goalkeeper and a forward. The goalkeeper is positioned in front of the goal and moves only up and down (vertically). The forward can move anywhere on the playing field. Both players on a team will move vertically together. To start the game both players must press their serve button at the same time. The puck (ball) will then move off from the face off point with a randomly selected angle in either direction. For added realism both players can move their forward to the center line for the face off before pressing their serve buttons.

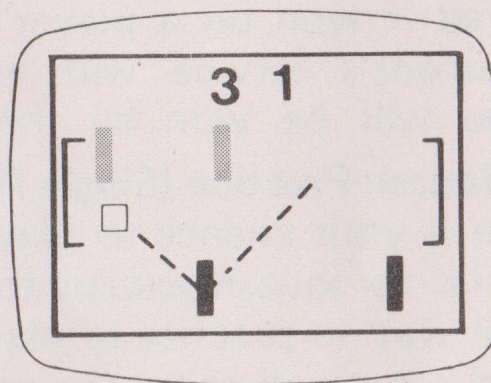
As the puck starts to travel the forward can either be brought back to help defend the goal or brought forward to try to intercept the puck.

If he succeeds in intercepting the puck it will pass through his bat and be redirected towards the goal at a new angle according to which section of the bat the puck passes through (see figure 3-2). If the puck is saved by the goalie or is reflected back from the end boundary the forward has the chance to intercept the outcoming puck and hit it back towards the goal.

Scoring is made in the hockey game when the puck passes through the goal. After a score has been made the puck will return to the face off position and both players must press their serve buttons at the same time to start the puck moving. The scoring and sounds are exactly like the tennis game — the first player to score 15 points wins.



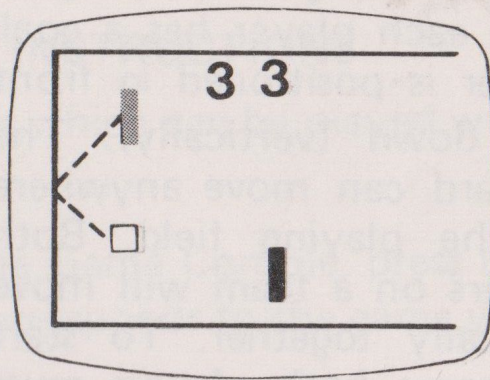
3-1



3-2

#### 4. Squash (Hand Ball)

This game is shown in Figure 4-1. There are two players who alternately hit the ball into the court. The game is started when the player whose service it is, depresses his serve button. The ball then will move off at a random angle toward the front wall.



4-1

As the ball moves off it will change to the color of the player who must then hit it. Should the wrong player intercept or hit the ball it will be considered a fault. Points will only be scored if won on a player's own service. Points won on the opponent's service will only cause a service change. The game will be won by the first player to score 15 points.

#### 5. Squash-Practice (Single Player)

Here is your chance to play against the TV game. The game is similar to squash except that there is only one player. It is a great way to practice or play against time. As you play the left hand score will show the number of balls served and the right hand score will show the number of times you are able to hit the ball in any given volley. After you are able to hit the ball 15 times in a row without losing a point you have "beaten" the TV game. When 15 points have been scored against you, you have lost the game. In this game you must use the right player control. You can make the game more difficult by choosing "professional" ball speed and player size.

#### 6. Target Practice

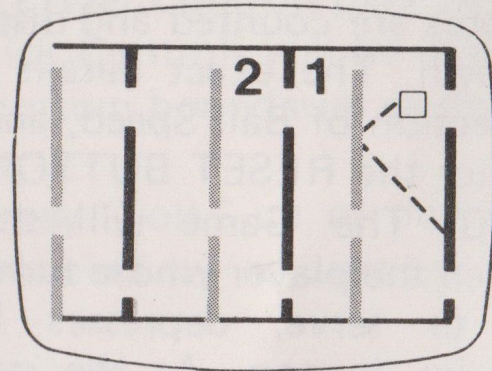
This game is similar to Space Target except it allows one person to play against the TV game. In this game only the Right Player Control is used. The left hand score indicates the number of targets missed and the right hand score the number of 'Hits'. When the score reaches 15 the game is over.

## 7. Gridball

The Gridball playing field is shown in Figure 7-1. Each player has three sets of vertically moving barriers with openings in them at various places. The object of the game is to push the ball through your opponent's barriers. When you get through the last barrier a point is scored.

The game starts when both players press their serve buttons at the same time. The ball will move off from the face off point with a random angle in either direction.

The first player to score 15 points wins. By switching to "professional" bat size you create one more opening in the barriers, but each opening is a little smaller.



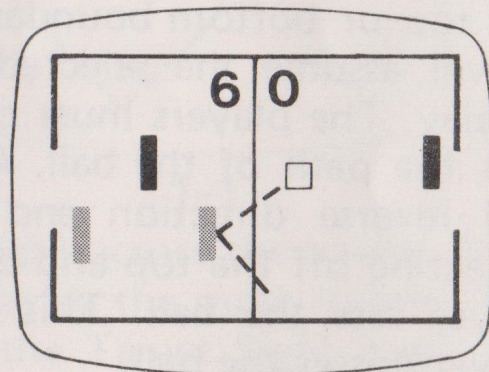
7-1

## 8. Soccer

The Soccer game playing field is shown in Figure 8-1. This game is similar to Hockey in that each player has a goal-keeper and a forward and the players move in the same manner as in Hockey.

To start the game the right player must press his serve button in order to "kick off" towards the left player's goal. After a goal is made the ball returns to the kick off point. The loser of the previous goal kicks off by depressing his serve button. The ball will then move away from the kick off point with a randomly selected angle but towards the goal of the winner of the previous point.

Scoring is made when the ball passes through the goal – the first player to score 15 points wins the match.

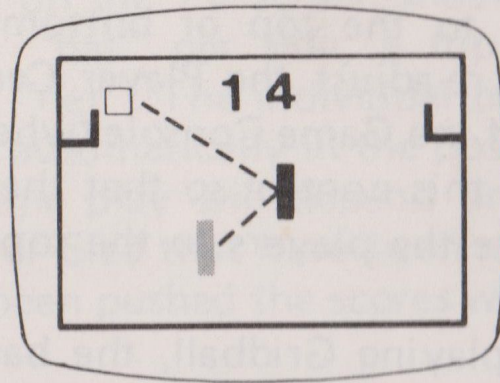


8-12

## 9. Basketball

The Basketball game uses the closed playing area as shown in Figure 9-1. To score points the players must hit the ball so that it will be deflected into their opponent's basket.

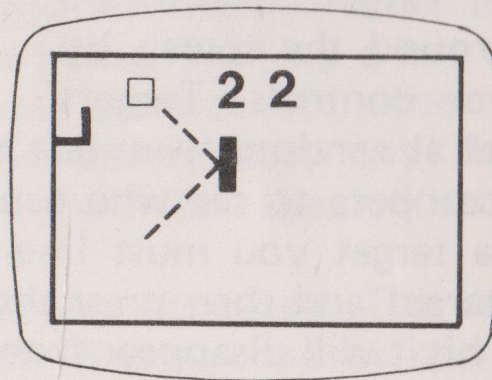
The game starts when both players press their serve buttons at the same time. The players are able to move to any position in the court in order to try to "shoot" the ball into their opponent's basket, or to defend their own basket. After a basket is made the ball will return to the "jump off" position and will be put into play, when both players press their serve buttons. The game is won by the first player to score 15 points.



9-1

## 10. Basketball-Practice (Single Player)

Basketball-Practice is a one player game played on a court as shown in Figure 10-1. The right player plays the game shooting into the left basket. The right hand score shows the number of shots taken (up to a maximum of 15) by the player without scoring. The left score shows the number of baskets made. Play starts when the right player's serve button is pressed.



10-12

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