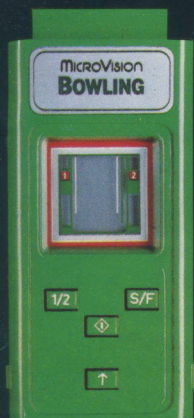


Other exciting game cartridges available, to be used with your Microvision master console.



MicroVision

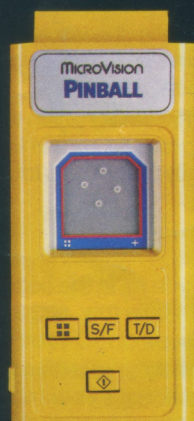
THE COMPUTER GAME SYSTEM



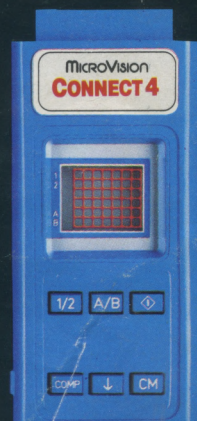
2 BOWLING
Ten-pin bowling at your finger-tips. It takes skill to get strikes and spares in this challenging action game.



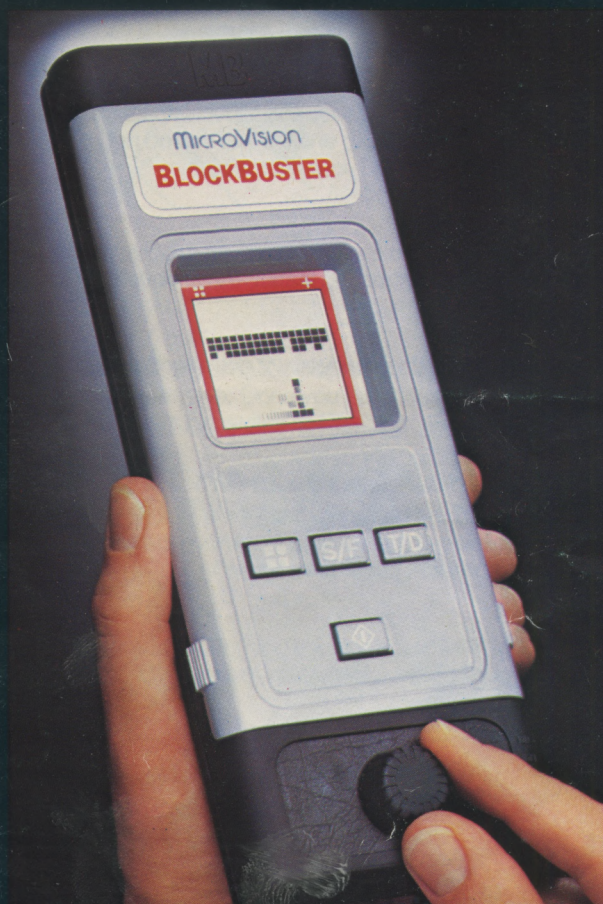
3 SHOOTING STAR
Use control and skill to shoot aerial targets of various speeds, size and altitudes out of the sky.



4 PINBALL
All the action of the amusement arcade – keep the ball flying and the bumpers ringing to score.



5 CONNECT 4
The great strategy game. Compete against the computer or a friend to get 4 markers in a row.



BLOCKBUSTER

INSTRUCTIONS

MICROVISION

BLOCKBUSTER

MICROVISION is a complete computer-game system designed to give years of pleasure to you and your family.

Take care of the console and the individual cartridges, and read this leaflet through before starting to play.

A travel pouch is provided for the console and cartridge as protection. Please read the 'Special Cautions' section in this leaflet to ensure that you do not accidentally damage your Microvision.

Contents

Microvision console pre-loaded with the Blockbuster cartridge; this instruction leaflet; travel pouch.

Batteries

To operate Microvision, you will need two 9 volt batteries (6F 22 C).

Even new batteries may be defective or weak, and may cause unsatisfactory operation of the console. Always ensure that your batteries are fresh and strong.

1. To insert the batteries, first lift the locking tab on the underside of the console to remove the battery compartment cover (see figure 1).

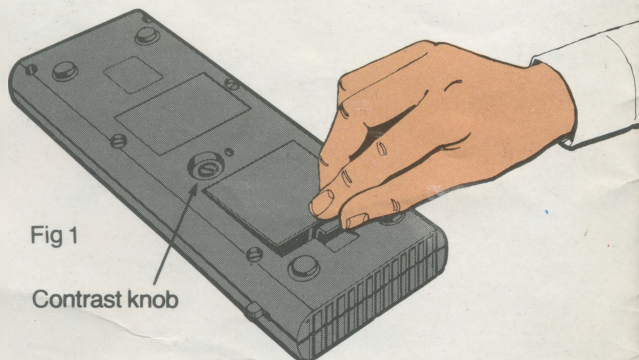
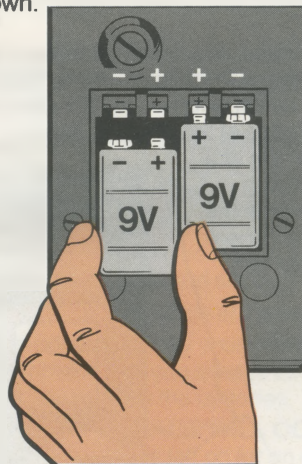


Fig 1

Contrast knob

2. Match the charges on the battery terminals with the symbols indicated on the outside of the battery compartment (see figure 2) and insert the batteries as shown.

Fig 2



The ON/OFF Switch


The ON/OFF switch is located on the lower right-hand edge of the console. Once you have loaded the batteries, push the switch to ON. You have received your Microvision game already loaded with the Blockbuster cartridge, so you will at once receive an image on your screen.

Microvision will not function if batteries are inserted incorrectly.

IMPORTANT: NEVER LEAVE THE GAME SWITCHED ON WHEN YOU ARE NOT PLAYING.

If the power is left on, and you are not actually playing the game, Microvision will alert you periodically with a signal.

The Contrast Knob

1. The contrast on the screen can be adjusted by means of the contrast control, marked with this symbol . It is located on the underside of the console (see figure 1).
2. To adjust the contrast, insert a fingernail into the groove in the contrast knob and turn it until you achieve the contrast you require.

Note: The contrast has been factory adjusted to room temperature (approximately 21°).

Changing Cartridges

Blockbuster is just one of many games you can play on your Microvision console. See the end of this leaflet for further details.

To change cartridges, you must first remove the Blockbuster cartridge from the console. To do this, ensure that the switch is turned to OFF. Then hold the sides of the cartridge at the grooves (see figure 3), and press firmly one side at a time, inwards, without forcing, to disengage the cartridge from the console. Slide the cartridge out.

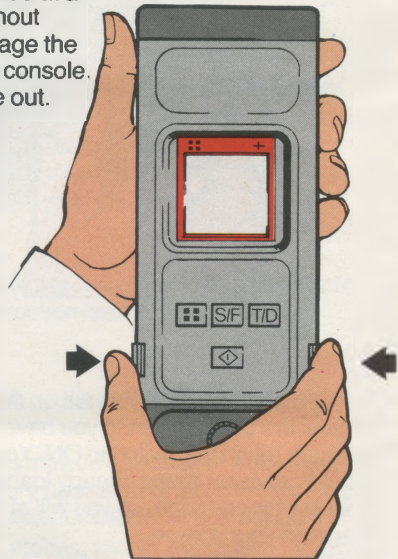


Fig 3

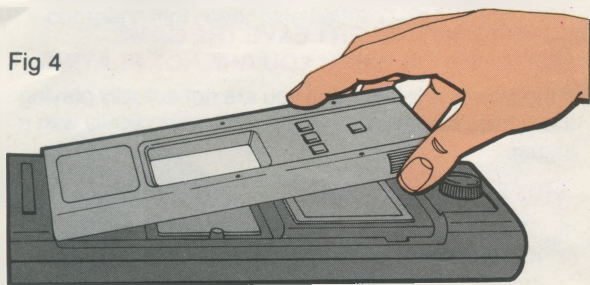


Fig 4

To reinsert a cartridge, check that the switch is off, and holding the cartridge at an angle (see figure 4) slide the top of the cartridge into the slot at the top of the console. Then press the sides down at the grooves to re-engage the cartridge.

Special Cautions

Please note that the liquid crystal display is sensitive and the precautions listed below should be carefully followed:

1. Use and store your Microvision console and cartridges at temperatures ranging from 0–40° Centigrade.
2. The display is sensitive to direct sunlight, abrupt temperature changes, high humidity or damp and to dust. Where these conditions are present, it is best to avoid using your game.
3. Do not press down on the screen area, or subject your game to impacts and shocks.
4. Do not handle the contacts at the top of the cartridge.
5. If you do not plan to play your game for a day or two, we recommend that you always turn the power off and that you remove the batteries.

PERMANENT DAMAGE WILL OCCUR to the display if the power is left on for an extended period of time.

6. Additional cartridges for your Microvision game should be stored in their boxes.

Replacing Batteries

1. When the batteries are losing power, the screen may blank out or the display may become erratic.
2. To replace batteries, turn the power off, remove the battery cover and replace them with fresh 9 volt batteries.

Game play for Blockbuster


Object of the game: To knock out all the blocks on the 3 layer wall using a 'ball' and 'paddle'.

1. Turn the console switch to ON.
2. Press the key marked ■■ which allows you to choose the number of balls that you want to play for each complete game. (You can choose 1, 3, 5, 7 or 9 balls) which will be shown below the ■■ symbol to the top left-hand side of the screen. If you do not press this key you will automatically be served 7 balls.
3. Press the speed key marked S/F which allows you to choose either a fast (F) or slow (S) serve. If you do not press this key the ball will automatically serve at a slow (S) speed.

4. Press the paddle key marked T/D to select the width of the paddle. You can choose double (D) or treble (T).

The double paddle requires considerable skill to master, since it only allows for diagonal play.

If you do not press this key you will automatically obtain a treble (T) paddle.

5. Press GO marked  and the score screen appears. Press GO again and the wall and paddle appear on the screen.

Note: If you do not press another key on the keyboard within approximately 10 seconds, the game will signal you and your running score will be displayed on the screen beneath the + symbol.

This will remind you that the game is still turned on.

6. Turn the Control Knob on the console to move the paddle from side to side (see figure 5).

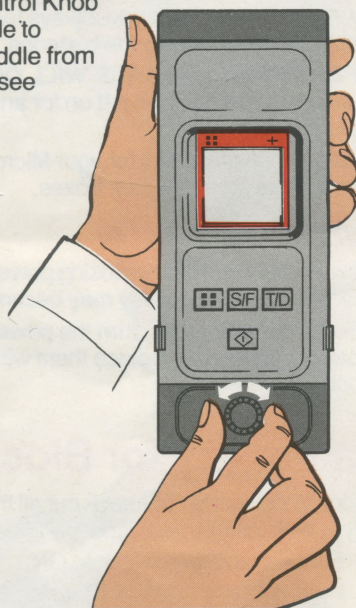
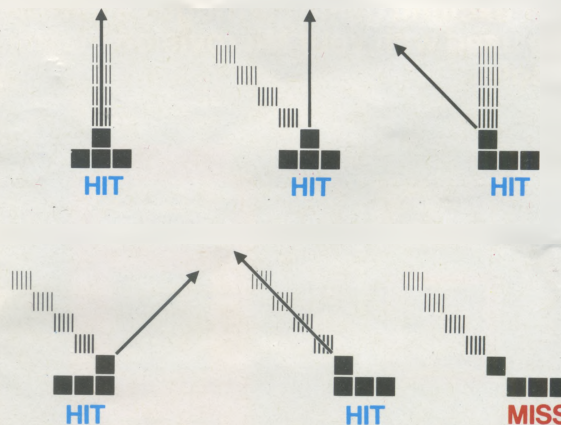


Fig 5

7. Press GO to serve the ball. Bounce the ball off the paddle into the wall. When the ball hits the wall, it eliminates a block. Try to volley the ball as many times as you can. If you are able to eliminate a complete wall, a new wall appears and the same ball is still in play.

The paddle will only strike a ball if the ball hits the top surface of the paddle with its leading edge as shown in the following diagrams.



8. When you miss a ball, your score (under the + mark) and the number of balls you have left (under the ■■ mark) appears on the screen.
9. Press GO to show the wall and the paddle. Press GO again to serve the next ball.
10. If you have the speed set on SLOW the pace quickens when you hit a block in the top row. If the pace is set on FAST, the rate remains fast at all times.
11. When you have played all the balls chosen at the beginning of the game, the game is over and you will see your score on the screen.
12. To start the game, press GO. Press GO again to show the score screen. Then press GO again to show the wall and paddle. Finally press GO a fourth time to serve the ball.

Scoring

You receive 1 point for each block you hit in the bottom row, 2 points for each block in the middle row, and 3 points for each block in the top row.

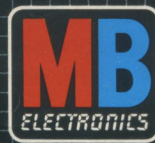
Each complete wall totals 96 points. After reaching 999 points, you must add 1,000's to the score that shows on the screen.

REMEMBER: Turn the power off when you are not playing the game!

4952-XGB 380

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MICROVISION

INTERCHANGEABLE CARTRIDGE

CONNECT 4

INSTRUCTIONS

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4971-XGB 580

Object of the Game

Compete against a friend or the computer to get four markers in a row horizontally, vertically or diagonally.

Playing the Game

1. Insert the cartridge into the black console and slide the switch on the console to ON. The option screen will appear. (Fig 1.) Adjust the contrast with the contrast control on the console.

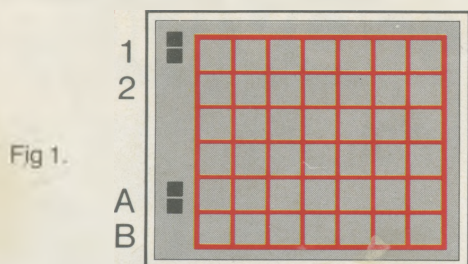


Fig 1.

2. The key marked 1/2 is used to select the number of players. If you want to play against the computer, select "1". If you are playing against a friend, select "2".
3. If you are playing against the computer, you can choose a skill level, (A or B). The machine is harder to beat on skill level B.
4. Press \blacktriangleleft to start the game. A marker will appear in the top row of the screen play area. It will look like this \blacksquare . The opponent's marker will look like this \blacksquare .
5. When playing against the computer, you may want it to take its turn first. In this case, you should press COMP and wait for the computer to take its turn before you take yours.
6. When you make a move, you must turn the control knob on the console so that the marker moves into the column you choose for your move. (Fig 2.) Be sure that you position the marker carefully.

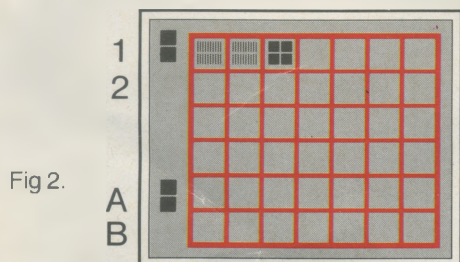


Fig 2.

7. Press \blacktriangledown to release the marker. It will then drop to the lowest available row in your chosen column. (Fig 3.)

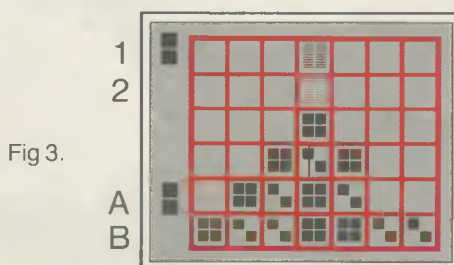


Fig 3.

8. When you are playing against the computer, you must wait for it to take its turn before each of yours.
9. Play continues with either the two players or one player and the computer taking turns to play. When a player or the computer lines four markers in a row (horizontally, vertically or diagonally), the console will signal that the game has been won. It will also signal if the game is a draw and the whole play area has been filled.
10. The player who lines four markers in a row is the winner.
11. When you want to re-start the game, press CM and select the options again.
12. Whilst you are playing you can make the computer take a turn for you by pressing COMP before your turn. But if you do this, the computer will continue with **your** markers. **You** will be playing with the computer's markers. If you want to keep your markers, press COMP again so that the computer takes another move and then you can continue with your markers.

REMEMBER: ALWAYS SWITCH THE POWER OFF WHEN YOU ARE NOT PLAYING THE GAME.



MicroVision

INTERCHANGEABLE CARTRIDGE

SHOOTING STAR INSTRUCTIONS

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Off Traston Road, Newport, Gwent.

4973-XGB 580

Object of the Game

Try to hit as many of the targets as you can. You can vary the size and speed of the target.

Playing the Game

1. Insert the cartridge into the black console and slide the switch on the console to ON. The option screen will appear. (Fig 1.)

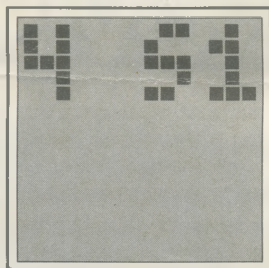


Fig 1.

2. Choose the size of target that you want by pressing the key marked '4 3 2 1 or C'. You can choose 4, 3, 2, 1 or C. If you choose C, the computer will at random select targets of varying widths.
3. Choose the speed of target that you want by pressing the key marked 'S/F'. You can choose Slow (S), Fast (F) or C. If you choose C, the computer will at random select varying speeds for the targets.
4. Press the Target key '⬢' to choose the number of targets to be sent against you. The number you choose (1-9) is multiplied by ten, so that if you want to shoot at twenty targets, you should press the key until 2 appears, and so on.
5. When you have selected the size, speed and number of targets, press the key marked '⬢' to start the game, and the first target will appear. (Fig 2.)

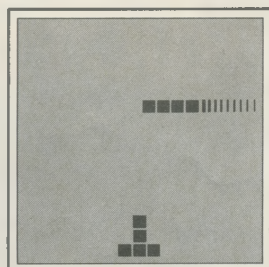


Fig 2.

6. You have three keys to use when firing at the targets. They are marked '⬢', '⬢', '⬢'. They fire missiles in the direction of the arrows. (Fig 3.)

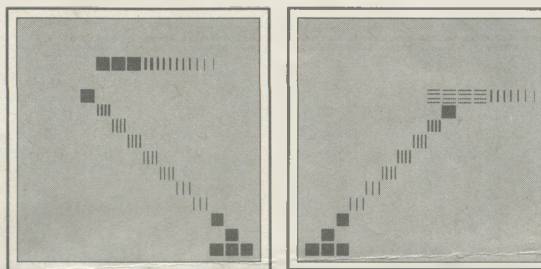


Fig 3.

7. Try to hit the target with your missiles. You only have one chance to shoot at each separate target.
8. When you score a hit, you will hear a signal. If you miss you will not hear a signal.
9. When all your targets have been launched, your score will appear on the screen. (Fig 4.)

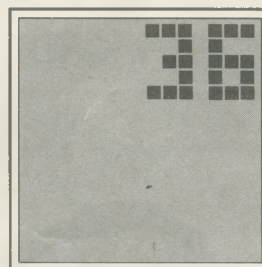


Fig 4.

10. To start a new game, press '⬢' again to choose your options.
11. Press '⬢' again to launch a new set of targets.

REMEMBER: ALWAYS SWITCH THE POWER OFF WHEN YOU ARE NOT PLAYING THE GAME.

“Fault identification”

To help us locate and repair fault quickly,
please tick appropriate box and briefly describe nature of fault.

<input type="checkbox"/>	Dead Unit (No signals at all)	<input type="checkbox"/>	Broken Battery Clip
<input type="checkbox"/>	Light(s) Faulty Name which light		
<input type="checkbox"/>	Sound(s) Faulty Name which sound		
<input type="checkbox"/>	Control Key not functioning Name which Key		
<input type="checkbox"/>	Damaged or Missing Component Name which component		
<input type="checkbox"/>	Other Describe Fault		

Mail to: in United Kingdom: Milton Bradley Ltd., Reevesland Industrial Estate, Main Avenue South,
Off Traston Road, Newport, Gwent.

in Republic of Ireland: MB Ireland, Ballynaneashagh, Cork Road, Waterford, Eire.

Product Purchased Date of Purchase

Name and Address of Purchaser

Supplied by/(Dealer's name and address)

Dealer's Signature

Do not affix
Postage Stamps
if posted in
Gt. Britain,
Channel Islands
or N. Ireland

Milton Bradley Ltd.,
Freepost,
Newport,
Gwent NPT 8YZ

Warranty Registration Card

Although warranty registration is not required for warranty protection, please complete this card and return it within 10 days of purchase. *Please Print*

Name

Address

Postal Code Tel. No.

Occupation of Head of Household

1. Name of Product Purchased Date of Purchase

2. Was this product a gift or self purchase? Gift ☐ Self Purchase ☐

3. On what occasion was this product purchased or received as a gift? Christmas ☐ Birthday ☐ Other ☐

4. If a gift, was it purchased by: Father ☐ Mother ☐ Child ☐ Relative ☐ Other ☐

5. Was this product purchased for: Male ☐ Female ☐ Both ☐

6. What influenced your purchase or request of this item as a gift?

TV Commercial ☐ Friend's or Relatives recommendation ☐ Played before ☐
In-store display ☐ Sales person In-store ☐ Other ☐

7. Age of principal user: Under 3 ☐ 4-6 ☐ 7-10 ☐ 11-14 ☐ 15-19 ☐ 20-29 ☐ Over 30 ☐

8. How many children are there living at home? None ☐ One ☐ Two ☐ Three or more ☐

9. Is this your first electronic game or toy? Yes ☐ No ☐

Personal Thanks . . . from Milton Bradley Company for trying and enjoying one of our fine electronic products.

90 Day Limited Warranty

This electronic game is warranted by Milton Bradley Ltd. to the original purchaser for a period of 90 days from the original purchase date – under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if the game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Ltd. shall not be liable for loss of use of the game or any other loss, costs, expenses or damages howsoever caused whether arising by negligence or otherwise and whether direct or indirect.

During the warranty period, your game will either be repaired or replaced, without charge to the purchaser, when returned, shipping prepaid, to Milton Bradley Ltd.

Proof of purchase date of your game must be provided, either by completing and returning the accompanying warranty registration card within 10 days of purchase or by completing this guarantee slip and/or on production of a purchase receipt. In the event that your game is replaced, the replacement game will continue on the original warranty or for 30 days, whichever is the longer.

Important – before returning your game for repair, carefully read the mailing instructions below. Check the batteries and be sure that you do not return them with the game.

If the original package is available, re-pack the game in its liner and box. If the original box is not available, wrap carefully making sure to surround it with adequate padding. Do not send the batteries along with the game.

Complete questionnaire on reverse side of card and return with faulty game.

This warranty does not affect your statutory rights.