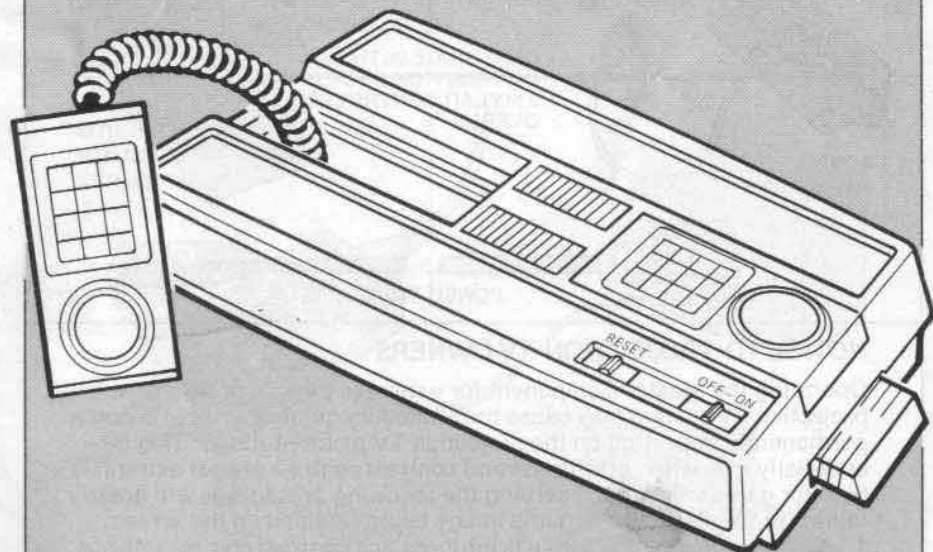


MATTEL ELECTRONICS®  
**Intellivision™** Intelligent Television

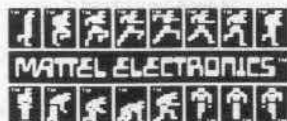
# MASTER COMPONENT OWNER'S MANUAL



FOR COLOUR TV VIEWING ONLY

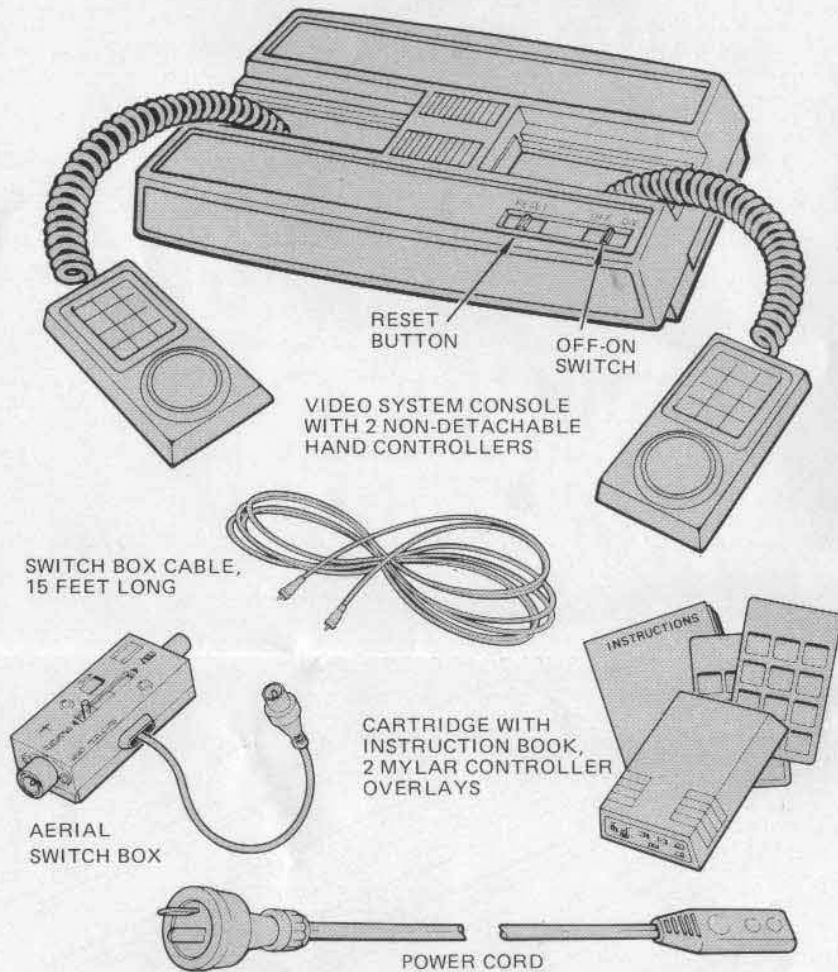
MATTEL ELECTRONICS®  
**Intellivision™**  
Intelligent Television

Distributed by:  
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a division of  
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2-12 Tennyson Road  
Gladesville, N.S.W. 2111  
Australia  
**PRINTED IN HONG KONG.**



Other electronic games  
available from Mattel Electronics  
Look for them!

## OPEN THE CARTON AND YOU WILL FIND THESE PARTS:



### NOTICE TO PROJECTION TV OWNERS

Operating the Master Component for extended periods of time on a projection TV system may cause the stationary game objects to become permanently imprinted on the projection TV picture tube(s). This is especially true when brightness and contrast controls are set extremely high for game viewing. Observing the following procedures will greatly minimize the chances of a game image being retained on the screen.

1. Always use lowest possible brightness and contrast control settings during game operation.
2. Games containing stationary white or light colored objects should not be played for extended periods of time.
3. Follow your projection TV owner's manual for proper viewing conditions for TV games as well as regular TV programming.

## HOW TO CONNECT THE AERIAL SWITCH BOX

The Aerial Switch Box enables you to use your television set for either regular television programming or for *Intellivision™*. Once the Aerial Switch Box is installed, a flick of the switch allows you to make your choice.

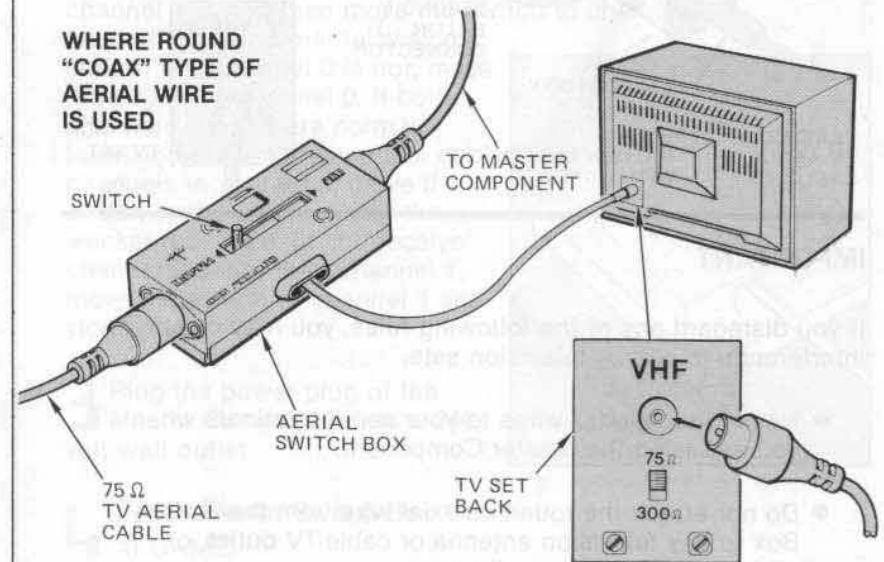
### CONNECTING THE AERIAL SWITCH BOX IS EASY, JUST FOLLOW THESE SIMPLE STEPS:

Disconnect the VHF aerial wire from your television set and connect it to the Aerial Switch Box using one of the methods shown below.

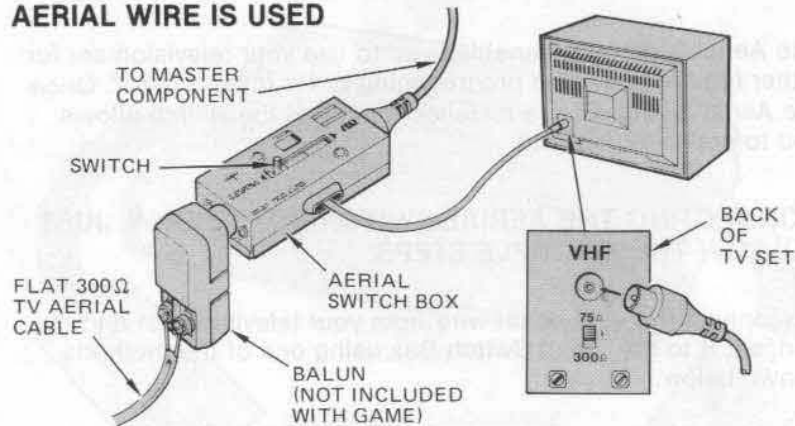
Then connect the round co-axial cable from the Aerial Switch Box to the VHF aerial socket of your television set.

NOTE: Follow the directions in your TV owner's manual or on the back of your television set to choose between the alternate "co-axial" VHF socket and the flat "twin lead" VHF screw terminals. For television sets fitted with this option you should choose the round co-axial socket when using the *Intellivision* Aerial Switch Box. Selection is normally by means of a switch on the rear of the television set.

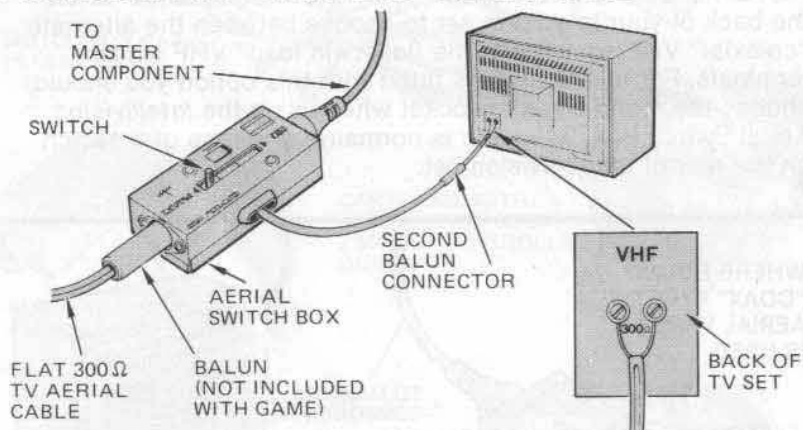
### WHERE ROUND "COAX" TYPE OF AERIAL WIRE IS USED



## WHERE FLAT "TWIN LEAD" TYPE OF AERIAL WIRE IS USED



## WHERE YOUR TELEVISION SET HAS ONLY PROVISION FOR "TWIN LEAD" AERIAL WIRE



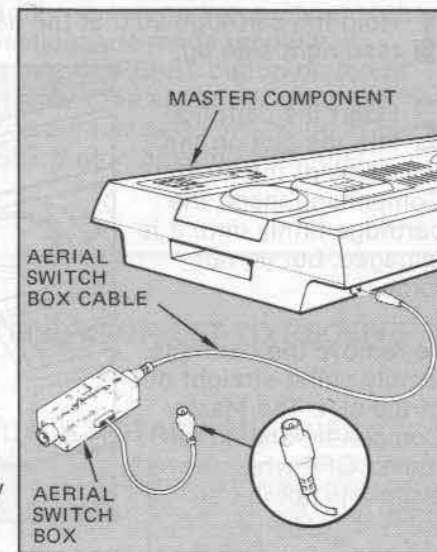
## IMPORTANT

If you disregard any of the following rules, you may cause interference to nearby television sets.

- Never attach extra wires to your aerial terminals when you are using the Master Component.
- Do not attach the round co-axial wire from the Switch Box to any television antenna or cable-TV outlet, or add the signals via a splitter.

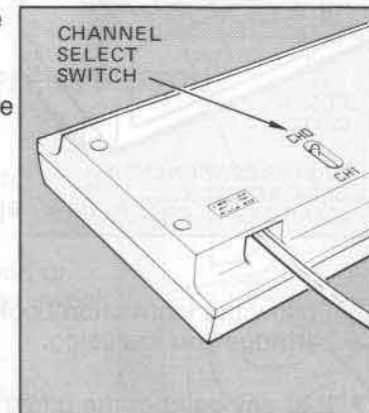
## HOW TO SET UP YOUR MASTER COMPONENT

- 1 Connect the Aerial Switch Box cable to the Aerial Switch Box by plugging into the socket marked GAME. Plug the other end of the cable into the Master Component socket in the rear of the Master Component on the right hand side. It makes no difference which end goes where; the cable is symmetrical.



Your *Intellivision* Aerial Switch Box is equipped with an adhesive backing for easy installation on the back of your TV set. Simply peel off the thin layer to expose the adhesive surface and place firmly on the desired mounting location.

- 2 Turn the Master Component over, face down, and see the switch labelled "CH 0 - CH 1". If channel 0 is a normal television station channel or cable channel in your area and channel 1 is not, then move the switch to channel 1. If channel 1 is a normal television station and channel 0 is not, move the switch to channel 0. If both channels 0 and 1 are normal television station channels or cable channels in your area, move the switch to the channel with the weaker reception. (If you receive channel 0 better than channel 1, move the switch to channel 1 and vice versa.)



- 3 Plug the power plug of the Master Component into a 240 volt wall outlet.

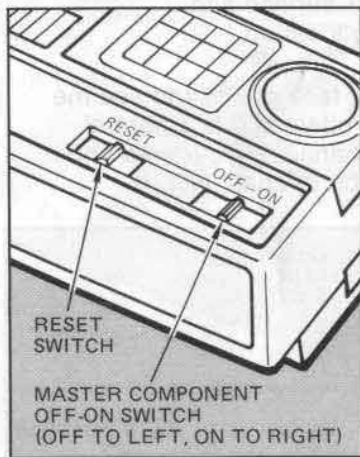
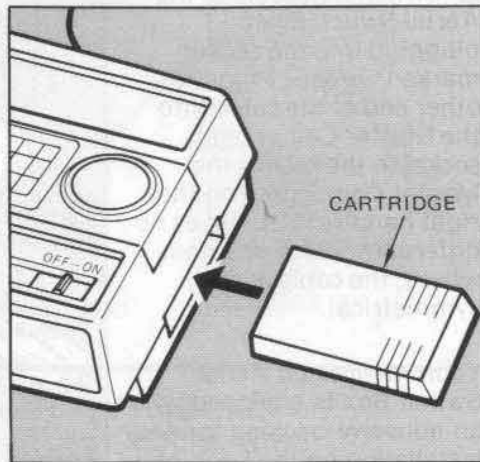
- 4 Set the Aerial Switch Box at GAME.

## HOW TO USE THE MASTER COMPONENT

- 1 Hold the cartridge so that the name of the game can be read right side up.

2 Insert the cartridge into the slot on the right side of the Master Component. Insert the cartridge firmly until it is engaged, but do not force it.

To remove the cartridge, simply pull it straight out of the slot. The Master Component should be turned OFF when the system is not in use.



- 3 Turn ON your television set and slide the Master Component ON-OFF switch to ON.

4 Select the same channel on your television set as was previously adjusted on the Master Component. The first thing you will see is a game title and copyright notice, if not, press the reset button.

5 Follow the instruction book for the individual game cartridge you are using.

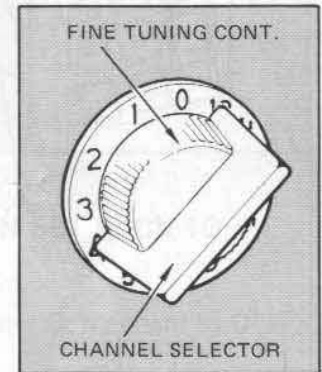
6 If at any point in the game you wish to start again, simply press the RESET button.

NOTE: If no playfield appears on your television screen or if a non-rational sequence of information appears on the screen, check to be sure that the cartridge is inserted properly, that the power is on and that all connections are made properly. If everything is correct, merely push the RESET button on top of Master Component. This will remedy the situation. What has happened is that the game program has been picked up at the wrong point. Pushing the RESET button gets the computer started at the beginning.

## HOW TO TUNE IN YOUR TELEVISION SET TO RECEIVE INTELLIVISION GAMES

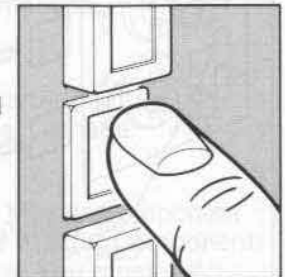
### FOR TELEVISION SETS WITH A ROTARY CHANNEL SELECTOR

- 1 Switch your television set to either channel 0 or 1, depending on where you set the Master Component switch.
- 2 Adjust the fine tuning knob for best picture performance on the game title and copyright notice.



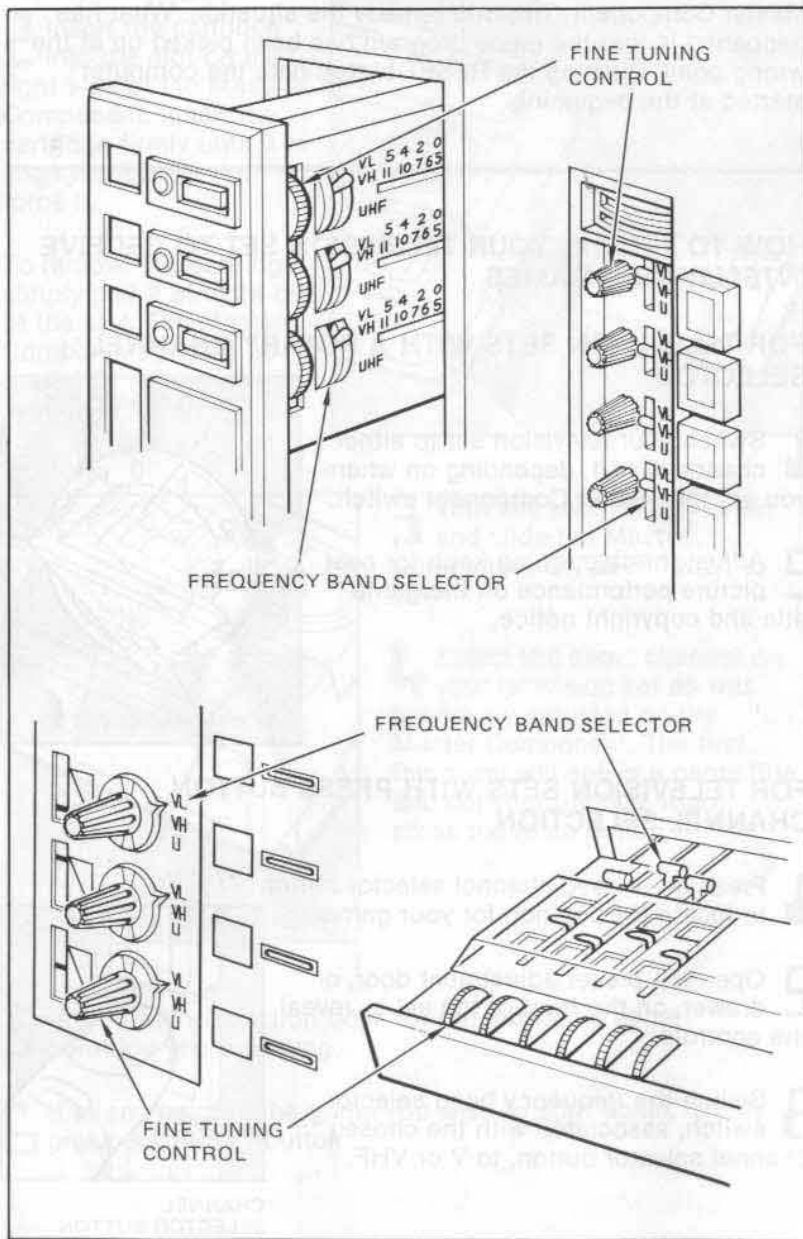
### FOR TELEVISION SETS WITH PRESS BUTTON CHANNEL SELECTION

- 1 Press an unused channel selector button to locate the position for your game.
- 2 Open the preset adjustment door, or drawer, on the front of the set to reveal the controls.
- 3 Switch the frequency band selector switch, associated with the chosen channel selector button, to V or VHF.



CHANNEL SELECTOR BUTTON

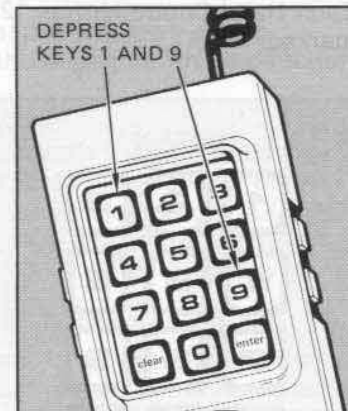
- 4 Adjust the fine tuning control, associated with the switch, to channel 0 or 1 depending on where you set the master component switch, for best picture performance on the game title and copyright notice.



## SELECTED OR AUTOMATIC INTERRUPTING

To interrupt your game, take any one of the 2 Hand Controllers and simultaneously depress keys 1 and 9. This Interrupt Call will cause the television screen to go blank and will freeze the game at the point you left it. To restart the game exactly where you stopped, just press any key on either Hand Controller and the game will be back exactly where you left off.

If you stop playing for more than 5 minutes, the game will be automatically interrupted (the screen will go blank) just as if you had made an Interrupt Call. To play again from where you stopped just press any key on either Hand Controller.



## HOW TO SWITCH YOUR TELEVISION SET BACK TO NORMAL USE

- 1 Push the OFF-ON switch on the Master Component to OFF (to the left).
- 2 Push switch on Aerial Switch Box to TV.
- 3 Your television set is now ready for normal use.

NOTE: It is advisable to remove the game cartridge from the Master Component so as to avoid accidental damage.

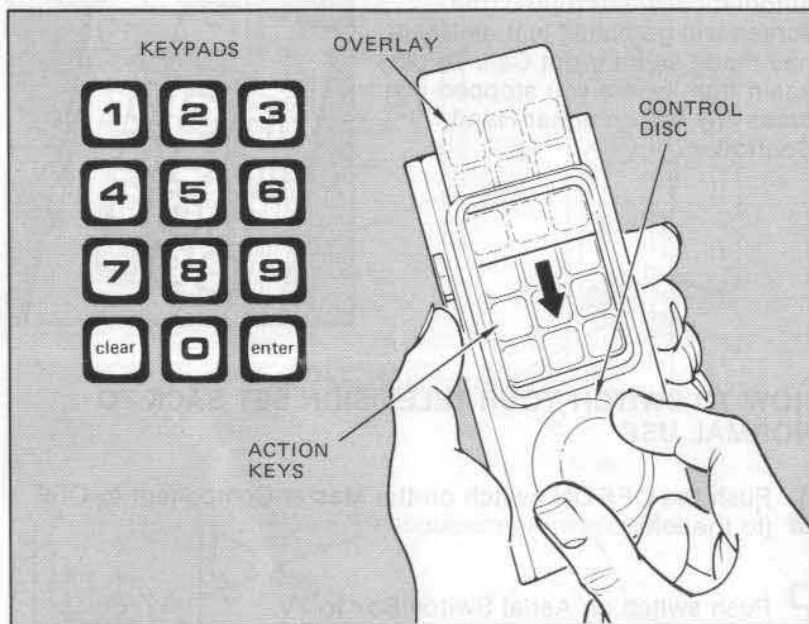
- 4 To remove the game cartridge from the Master Component simply pull it straight out of its slot. The Master Component should always be turned off when not in use. You must push the OFF-ON switch to the OFF position.

## THE HAND CONTROLLERS

The Master Component contains 2 Hand Controllers which are attached to it by coiled cables.

The Hand Controllers allow you (and your partner) to control the game.

Each Hand Controller has 12 keys on its keypad. These are marked:



What these keys mean is determined for each particular game by an OVERLAY. With each game cartridge there are 2 plastic cards which are the overlays; one overlay for each Hand Controller. The overlay can be pushed into a slot at the top of the keypad so as to fit exactly over the keys. Slip the overlay under the keypad frame as shown. The lip at the top of the Hand Controller will prevent the overlay from being pushed back out during normal game play. These overlays are designed for each particular game and determine the meaning of any keys you may use in each particular game. No electronic contacts are affected by the overlays. If you don't push the overlay in all the way, you might not get the action you want because you are pressing the wrong key under the overlay.

There are 2 action keys on each side of the Hand Controller. The top action keys on either side always have the same function; thus, it does not matter if a player is left or right handed.

The 2 lower action keys on either side may be used for different functions in some games. As with the keys on the keypad, the meaning of the action keys is shown by the overlay.

The disc at the base of the Hand Controller allows you to control directions of movements in those games where direction of movement is a factor.

The disc itself is unmarked, but underneath it are 16 points — 16 points on a compass — which indicate direction. UP on the disc (toward the keypad) is UP on the television screen; DOWN on the disc (away from the keypad) is DOWN on the television screen, the remaining 14 other direction points are equally spaced between these two points.

To move an object on the screen press down the disc near its rim for the direction in which you want movement to take place. To stop movement, stop pressing the disc.

For further instructions on the use of the disc, see the description of your particular game.

The keys in the keypad and the directional disc cannot be operated simultaneously. However, the action keys and the directional disc can.

When returning the Hand Controllers to the Master Component, coil the cable beneath it in its cradle. To avoid permanently over stretching the coils in the cables, they should not be pulled out to their extreme length.

**IMPORTANT:** When playing your INTELLIVISION game, make sure BOTH hand-held controllers are lifted out of their slots in the Master Component. Remove BOTH hand controllers even though you are using only one for the game.

## HOW TO TAKE CARE OF YOUR MASTER COMPONENT AND THE GAMES CARTRIDGES

1 Do not force games cartridges into the component slot.

**2** Games cartridges are designed to prevent their electronic circuitry from being touched. Do not stick fingers in the open end of the cartridge. You cannot get a shock or hurt yourself, but static electricity from your fingers can in some cases damage sensitive electronic components in the cartridge.

**3** Turn the Master Component OFF when not in use.

**4** Do not drop the Master Component. Handle games cartridges with care. Do not drop Hand Controllers on hard surfaces.

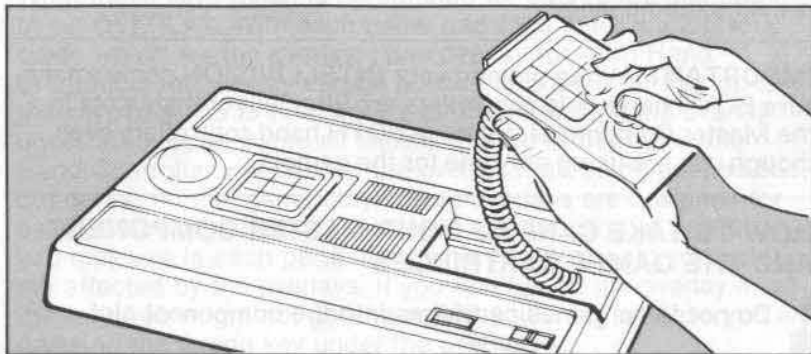
**5** Do not lift the Master Component by any of its wires. This can cause serious damage.

**6** Avoid exposing the games cartridges, the Master Component or Hand Controllers to excessive heat. Do not set large objects on top of the Master Component housing which would block ventilation openings.

**7** Do not spill liquids onto the cartridges, the Master Component or Hand Controllers.

**NOTE:** It is normal for the top of the Master Component to become warm during operation. The lower front corner of the Master Component will be slightly warm even when the Master Component OFF-ON switch is in the OFF position.

**8** To clean the exterior of your Master Component or the Hand Controllers use a soft, slightly dampened cloth, BUT ONLY AFTER YOU HAVE PUSHED THE OFF-ON SWITCH ON THE MASTER COMPONENT TO OFF (to the left) AND DISCONNECTED THE MASTER COMPONENT POWER CORD FROM THE WALL SOCKET.



## TROUBLE-SHOOTING CHECKLIST

### SCREEN IS BLANK

A game has been interrupted either by selection or automatically (page ). Press any key on either Hand Controller to get back into the game.

### NO TELEVISION PROGRAMS

Co-axial cable from Aerial Switch Box not properly plugged into (back of) TV set. Push it in.

Aerial Switch Box left on GAME. Switch it to TV.

Co-axial cable from aerial not properly plugged into Aerial Switch Box.

### BUZZING SOUND OR SOUND DISTORTION

Television set not properly tuned. Adjust controls to make sound and picture clear.

If you suspect you might be getting interference from a particularly strong TV station in your area, switch to the alternate channel or disconnect the TV aerial cable from your Aerial Switch Box and continue playing. You will have to reconnect the TV aerial to the Aerial Switch Box before you can resume normal TV program viewing.

### NO GAME SOUND EFFECTS

Volume control on television set turned down. Turn it up.

TV not fine tuned properly.

### NO PLAYING FIELD IMAGE OR WHITE-GRAY FLICKER ON SCREEN

Cartridge not properly inserted into slot. Push cartridge in properly. Press RESET.

Check all connections. Is power plug plugged into wall socket and wall socket switched on?

Master Component OFF-ON switch is on OFF. Push it to ON.

Check that you are on the right channel.

Aerial Switch Box set at TV, change to GAME.

Co-axial cable not properly plugged into Switch Box.

Aerial switch box loose or not plugged into TV.

### **EITHER SIDE OF PLAYING FIELD IMAGE NOT VISIBLE ON SCREEN**

Adjust horizontal hold on your television set.

### **PLAYING FIELD INDISTINCT OR FAINT**

Television set not properly adjusted. Adjust fine tuning, brightness and contrast controls.

Loose connections at aerial cable.

### **PLAYING FIELD BLURRED OR WOBBLY OR NO COLOUR**

Television set not properly fine tuned. Adjust television fine tuning or colour controls.

You may be getting interference from a particularly strong TV station in your area. Disconnect the TV aerial cable from your Aerial Switch Box and continue playing. You will have to reconnect the TV aerial to the Aerial Switch Box before you can resume normal TV program viewing.

## **90 DAY LIMITED WARRANTY**

THIS WARRANTY IS GIVEN IN ADDITION TO ANY WARRANTY IMPLIED BY STATUTE.

*INTELLIVISION™* Intelligent Television

Lifestyle Electronics, a division of Seventeen Pty. Ltd., 2-12 Tennyson Road, Gladesville, New South Wales, 2111, warrants to the original purchaser of its *INTELLIVISION* that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

During the warranty period Lifestyle Electronics will, at its option, repair or replace the product without charge for parts or labour. Return the product to the place of purchase from where it will be forwarded to an Authorised Service Dealer. Proof of date of purchase is required. Lifestyle Electronics reserves the right to utilise reconditioned parts in repairing the product or to utilise reconditioned units (carrying this same 90 Day Limited Warranty) in replacing the product.

This warranty does not apply if the product has been altered or repaired by anyone other than Lifestyle Electronics Authorised Service Dealer or has been subjected to purchaser abuse, accident, negligence, or damage subsequent to purchase. Please read the Owner's Manual carefully before using the product.

For service after the warranty period, call the following telephone number for the location of your nearest Authorised Service Dealer:

(02) 89 0421	New South Wales
(03) 543 1077	Victoria and Tasmania
(08) 268 5633	South Australia and Northern Territory
(07) 265 2984	Queensland
(09) 446 8955	Western Australia

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