

commodore TV GAME 3000H

You are now the proud owner of the latest technological development in Commodore's microprocessor TV GAME. You can play 4 different Games on your TV screen — with automatic on-screen scoring and realistic sounds. The TV GAME is for one, two or four players. Set up Tennis or Hockey for 4 players and compare your skills.

The Rifle/Pistol can be used for Target shooting — either with a moving target or "skeet". You may purchase your Rifle/Pistol from your local retailer where you purchased your TV GAME.

As your proficiency increases, you can use the "PRO" handicap — and the ball speed increases as the game proceeds.

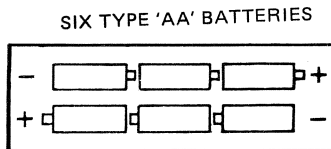
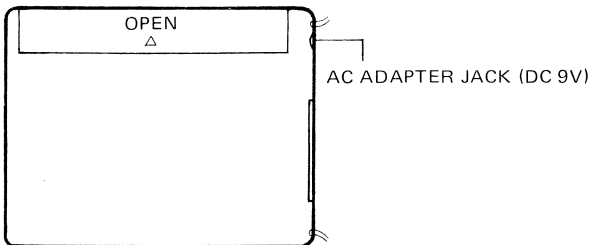
Your TV GAME provides complete color games — but can be used with either Color or Black & White sets (of course with B&W, you don't get color).

CAUTION: With prolonged playing periods of uninterrupted game use, the playing field lines of the TV GAME may show up as a shadow on your TV screen. To reduce this possibility, we recommend that you reduce the Brightness and Contrast controls on your TV set when you use the TV GAME. Also, the Game should be turned off when not in use.

POWER

BATTERY POWER

Remove cover and install six size 'AA' batteries. For longest life, we recommend that you use only the Alkaline type. Be sure you install them in the proper direction as shown.



AC POWER

You can operate the TV game directly from a source of 220/240 volts AC. Use Commodore's AC Adaptor specifically designed for this game

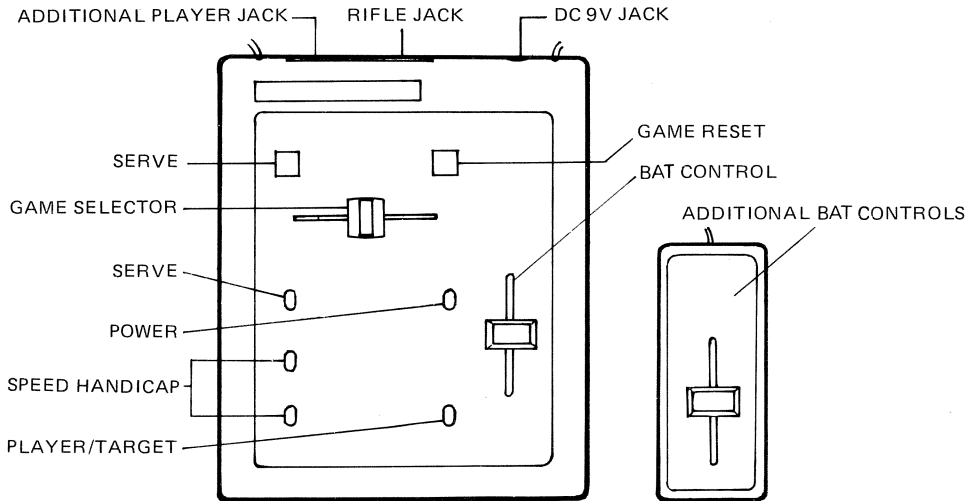
The correct type of adaptor for your T.V. game is as follows:—

Catalogue No. Type DC 708 in United Kingdom

Catalogue No. Type DC 709 in Europe except United Kingdom

You must use only the correct Commodore adaptor. Use of any other adaptor is liable to damage your T.V. game.

Connect one end to 220/240V AC and connect the other end to the DC 9V jack at the back of the cabinet.



POWER (ON/OFF) Switch

The TV Game is turned on by moving the switch to the ON position and it is off when the switch is moved to the OFF position.

SERVE (MANUAL/AUTO) Switch and SERVE Button

When the SERVE switch is set to MANUAL position, the game play will stop after each score; the game can only be restarted by pressing the SERVE button. When the Switch is set to AUTO position, the game is restarted automatically after each score.

SPEED HANDICAP LEFT and RIGHT (AMATEUR/PRO) Switches

Depending on the player's proficiency, use AMATEUR or PRO. In PRO position, the speed will increase after a 3rd return of the ball; it speeds up further after the 8th return. With AMATEUR, the speed will increase after a 3rd return; but will not speed up further.

PLAYERS (1.4/2)/TARGET (MOVING/SKEET) Switch

The PLAYERS and TARGET functions are determined by the Game selected. Below the Game switch are labels which indicate these functions; thus, for example, either 2 or 4 players can play TENNIS. For practice, use SQUASH and set PLAYERS/TARGET to 1.4 and use the left-hand paddle control.

When using the TARGET Game, you select MOVING or SKEET function with PLAYERS/TARGET.

GAME RESET Button

Use to reset the Game Score to 0:0 (either at the end of a game or at any time during a game). Depress 'Reset' after changing games.

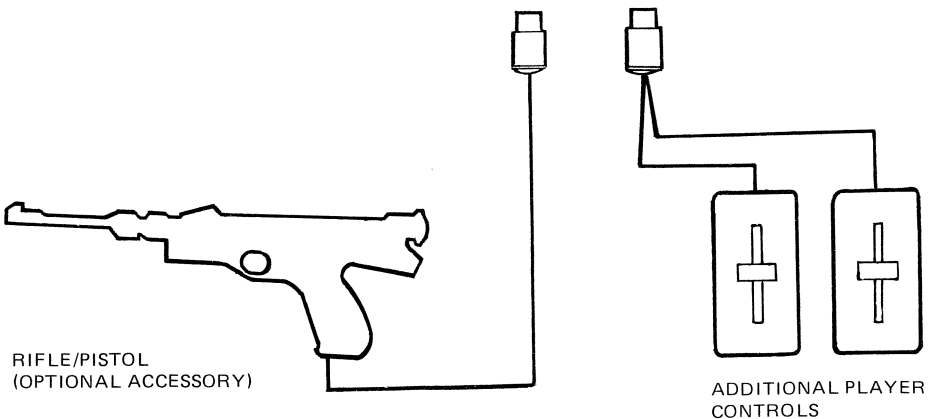
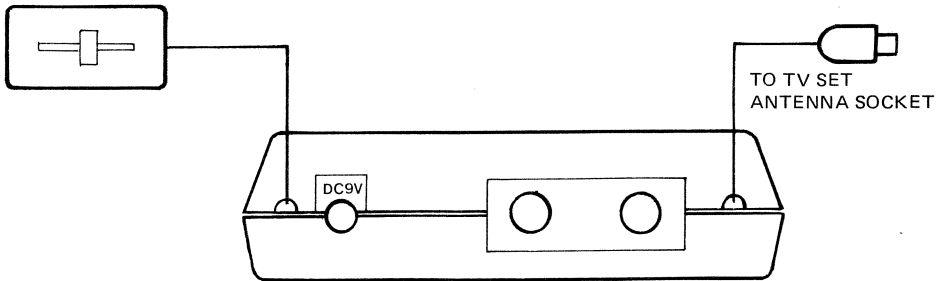
Game Selector (TENNIS/FOOTBALL/TARGET/SQUASH)

Select the Game you want to play – Tennis, Football, Target or Squash.

Player Controls

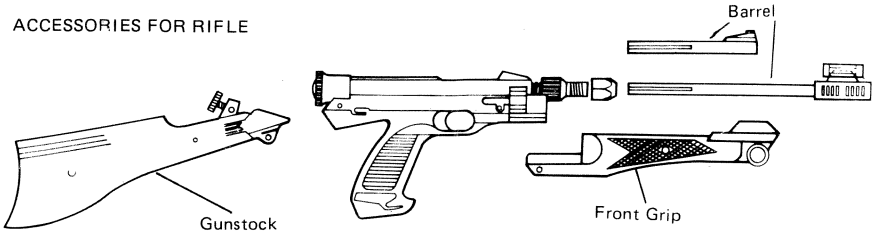
Use to move the paddles vertically on the TV screen. For 1 or 2 players use the controller built into the game housing and the permanently wired separate controller. Two extra Paddle Controls are provided for 4-player games – connect to the jack at the rear.

CONNECTION OF TV GAME TO TV SET AND CONNECTIONS OF OPTIONAL RIFLE/PISTOL AND ADDITIONAL BAT CONTROLS

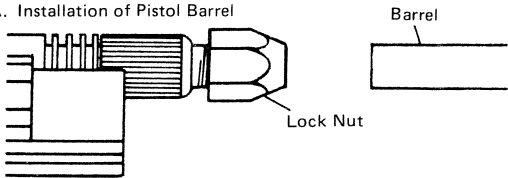


HOW TO ASSEMBLE THE OPTIONAL PISTOL AND/OR RIFLE

ACCESSORIES FOR RIFLE

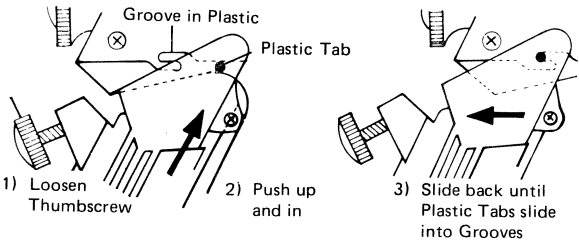


A. Installation of Pistol Barrel

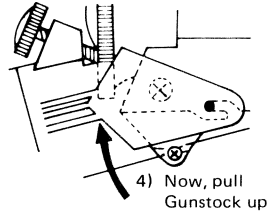


Loosen the Lock-Nut and slide the Barrel all the way into the Pistol. **Be sure the Barrel is straight and all the way in (or the Pistol/Rifle will not shoot straight).**

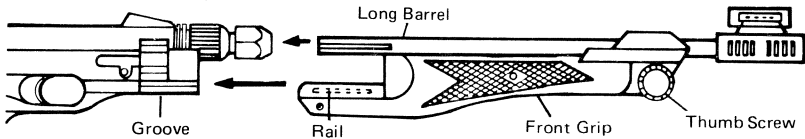
B. Installation of Gunstock for Rifle



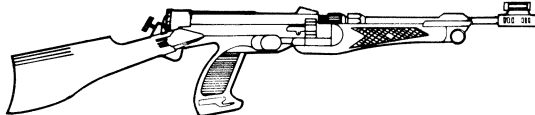
5) Tighten Thumbscrew



C. Installation of Front Grip of Rifle



Loosen Thumb Screw and slide long Barrel through the Front Grip and into the body of the Pistol. Slide the Front Grip to mate with the body of the Pistol. Tighten the Thumb Screw and Lock-Nut.



SETTING UP THE GAME

1. Switch off your T.V. set. Turn the volume control fully down.
2. If you are using the game with batteries remove the battery door from the underside of the control console and fit six batteries into the compartment, taking care to install the batteries the correct way round as marked inside the battery compartment.
Because batteries packed with machines will age and thus weaken — and can leak, thereby possibly causing serious damage — your T.V. game has not been packed with batteries at the factory.

When purchasing your T.V. game please ensure that you also purchase fresh batteries.

Remember it is sometimes possible for batteries to be inoperative even if fresh off the shelf since they may have been in stock longer than the dealer realised. If your T.V. game is inoperative or erratic upon first use please check it using further batteries.

3. If you have purchased the optional mains adaptor fit the jack plug on the lead from the adaptor into the socket on the back of the control console (see preceding diagram for location of socket) Plug the adaptor into the mains supply. Do not switch on yet.
4. Plug the separate hand control units into the socket marked “4-player” on the rear of the control console.
5. Remove the aerial plug from its socket at the back of your T.V. set and in its place fit the aerial lead from the control console (into the UHF aerial socket).
6. Set game selector switch to “Tennis”.
7. Set the four slide controls on hand controls to mid position.
8. Select two or four players as desired.
9. If you are using the optional mains adaptor switch on the mains supply.
10. Move the power switch on the control console to “ON”. Press the game reset button.
11. Switch on your T.V. set and tune it to receive the signal from the control console (on channel 36), by one of the following methods according to the type of television:—
 - (a) If set is fitted with rotary channel tuning dial, by turning the dial.
 - or (b) by pressing in one of the spare channel select buttons and turning the button to tune.
 - or (c) by pressing in one of the spare channel select buttons and turning the screw in the centre of the button.
 - or (d) for electronic touch tuning sets, by selecting one of the spare channels and turning the tuning thumb-wheel.
12. Tune the television until you have a sharp clear tennis court in your screen. The colour of the court is green (colour set only).

You are now ready to play

Should you have any difficulty in tuning your set please refer to the operating instructions of your T.V. set for guidance, or contact the dealer from whom you purchased your T.V. game.

If you are still in difficulty please contact the Commodore Sales and Service Centre nearest you (see listing in this book).

PLAY

TENNIS (Game for 2 or 4 Players)

The TV screen will show the playing field, a center net and 2 players. If you have the additional Paddle Controls connected, there will be 4 players on the screen.

Adjust Player Controls to move the Player's paddles vertically.

Play will start after you press **GAME RESET**. If you leave **SERVE** in the AUTO position, the ball will be served automatically after each score. If you use **MANUAL** position, you must press **SERVE** button to serve the ball.

The ball will return off of a paddle at one of 5 angles – depending on what portion of the paddle is used to “hit” the ball.

To add excitement to the game, use the **PRO SPEED HANDICAP**. One player (or team) can use the **AMATEUR** position and the other the **PRO**. The ball will speed up after 3 returns have been made; it will speed up once more after 8 returns have been made. Thus there are three speeds – slow, medium and fast. Only a **PRO** player will receive the fast serves – if both players (or teams) are “Pro’s”, ball speed from both directions will be the same – automatically starting with slow, then medium and finally fast.

Play will continue till one player (or team) achieves a score of 21. Then the **GAME RESET** must be pressed to start a new game.

NOTE: After selecting a new Game, you must press **GAME RESET**.

FOOTBALL (Game for 2 or 4 players)

The TV screen will show the playing field, with two small openings at the ends; these are the goals.

Four players will be in action at all times. With 2-players, the paddle controls each operate 2 players (a “goalie” and a “forward”).

When using the 4-player option, the Goalie will be close to his goal and the Forward will be near the opposing goal.

A Forward can return a ball directed at him from the front. Or, he can deflect a shot coming from his end of the field.

Game speed and scoring is the same as noted above.

SQUASH (Game for 1 or 2 Players)

The TV screen will show a top and bottom border with a wall at the left.

For the 2-player option set **PLAYERS/TARGET** to 2. Both players appear at the right of the playing field. For “practice”, set **PLAYERS/TARGET** to 1-4 and use the left paddle control.

You can use either **SPEED HANDICAP** and either **MANUAL** or **AUTO SERVE**.

Press **GAME RESET** to start the game.

Ball speed functions the same as noted previously.

Play alternates between the players.

In Practice (1 player), only one player appears on the court. The score will show the number of points and the number of volleys returned on that point.

For example: 10 25 means the player missed point 10 after 25 volleys (25 returns before a miss).

NOTE: Turn the Game off when not in use. This will conserve the batteries. Never leave weak or dead batteries in the unit; even “leak-proof” types can leak damaging chemicals. If you are not going to use the Game for a few weeks, remove the batteries. These suggestions apply to all battery-operated devices . . . good points to remember.

TARGET (Game for 1)

NOTE: You must keep room lighting very dim to avoid inaccurate target scoring. If scoring does not seem accurate, be sure there are no room lights in front of the Pistol/Rifle, or lights reflecting off of the TV screen.

Connect the Pistol/Rifle to the jack on the rear of the Game.

Selecting **MOVING** or **SKEET**. **MOVING** will give a constantly moving target to shoot at. **SKEET** will give a target which skips across the screen, remaining stationary for about 1.5 seconds.

The Game is ready when you press **GAME RESET**. Aim the Pistol/Rifle at the target and pull the trigger. You can shoot up to 15 times. The score shows the number of shots at the left and the number of hits at the right. You can use either position of **SERVE** for Target practice – **MANUAL** or **AUTO**.

NOTE: If you don't hear a 'pitting' sound, the scoring is inaccurate, be sure the TV set is not in bright light and that you are not aiming toward bright lights (windows, sunlight, lamps, etc). Also, adjust brightness and contrast controls on your TV set for a brighter target and darker background.

Normally the Rifle will function well at the full length of the cable supplied (do not add more cable). However, you should realize that a smaller screen may not provide as accurate 'distance' shooting as a larger screen.

Due to the design of the Rifle aiming system and the way different people hold and aim the Rifle, you may not always hit the target even if you aim correctly – The Rifle may not be precise in aiming. Check your aim out at close range and then move away from the screen; then try shooting. If your aim is good at close range, but seems off at distances, try aiming to the side, above or below the target and see if your aim is on-target. This technique is similar to 'Sighting-In' on a real rifle (except with the game YOU must compensate, you cannot adjust the RIFLE).

The Pistol/Rifle incorporates precision circuitry. Avoid dropping or subjecting to severe physical shocks.

MAINTENANCE

- Do Not: Drop TV GAME.
- Do Not: Use excessive force on slide switches.
- Do Not: Use excessive force on controls.
- Do Not: Lift the unit by its connecting wires or cable.
- Do Not: Leave Game "On" when not in use.
- Do Not: Expose to excessive heat.
- Do Not: Open or tamper with the inside of the TV GAME.

After play, always turn set "OFF".

To clean the cabinet, do not use benzene, nailpolish remover or other solvents – use a rag moistened with mild liquid detergent to wipe surfaces.

Do not use abrasives, this will mar or scratch the cabinet and knobs.

Do not spill liquids into the set.

TROUBLESHOOTING CHECK LIST

Symptom:

Remedy:

Weak image on TV screen or noisy picture	Batteries not properly installed, low or dead. Check Antenna Connection.
No regular TV program	TV Antenna not reconnected to TV set.
Playing field fuzzy or unstable	Adjust with fine tuning of TV set for best picture.
Playing becomes erratic, picture is not sharp	Batteries need to be replaced.

GUARANTEE

Your new T.V. game carries a parts and labour guarantee for a period of one year from date of purchase. Registration of the guarantee is not required.

In the event of a defect occurring within this period you may at your option:—

1. Return the defective unit to the dealer from whom you purchased it who will return it on your behalf for repair at Commodore's nearest Service Centre, or exchange it; or
2. Return the defective unit to Commodore at the nearest address indicated overleaf. The unit should be carefully packed to avoid transit damage. The guarantee is valid only when a copy of your sales slip or similar proof of purchase accompanies your defective machine.

Commodore will then repair all defective components or, if necessary, replace the unit with the identical model.

The guarantee applies only to the original owner and does not cover:—

- Damage or malfunctions resulting from improper handling, accident or other unreasonable use not due to defects in materials or workmanship.
- Replacement of disposable batteries.
- Repairs attempted by any unauthorised person or agency.

This guarantee is offered as an extra benefit and does not affect consumers' statutory rights.

In cases where the guarantee does not apply an out of guarantee charge will be quoted to you. If satisfactory to you Commodore will request payment and then repair or replace your T.V. game and return to you.

COMMODORE SALES AND SERVICE CENTRES

Commodore Business Machines Inc.,
901, California Avenue,
Palo Alto,
California 94304,
USA.

Commodore Japan Ltd.,
Taisei-Denshi Building,
8-14 Ikue 1-Chome,
Asahi-Ku,
Osaka 535,
Japan.

Commodore Business Machines (Canada) Ltd.,
3370 Pharmacy Avenue,
Agincourt,
ONTARIO,
MIW 2K4,
Canada.

Commodore France SA,
Zone Industrielle, Departementale M14,
06510 Carros,
France.

Commodore Business Machines (UK) Ltd.,
Industrial Estate,
Eaglescliffe,
Stockton on Tees,
Cleveland TS16 OPN,
England.

Commodore Electronics (Hong Kong) Limited,
Watson's Estate,
Block C,
11th Floor,
Hong Kong.

Commodore Buromaschinen GMBH,
Frankfurter Str 171-175,
6078 Neu-Isenburg,
West Germany.

Commodore Switzerland SA,
Bahnhofstrasse 29-31,
2 Stock,
Postfach 666,
5001 Aarau,
Switzerland.