

PHILIPS VIDEOPAC

40

18 Variations



- 4 in 1 row
- 4 en 1 ligne
- 4 gewinnt
- 4 op 1 rij
- In fila per quattro
- 4 på række
- 4 i 1 rad
- 4 palloa 1 riviin
- 4 en 1 fila
- 1. alinhamento de 4

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PHILIPS

**EXPANDED MEMORY
MEMOIRE 4K OCTETS**



Instructions for use

4 in 1 row

(Pussycat & Hounddog)

(2 players) Press RESET
next press key 0

Your screen shows a playing field with 8 vertical columns of 6 "holes" each.

At the bottom you read two lines: "PUSSYCAT" (in red) and "HOUNDDOG" (in green). They represent the two rivals in this game. The pussycat is operated by the left handset, the hounddog by the right handset.

RED ALWAYS BEGINS! Normally speaking that means that PUSSYCAT will open the series. You can change this however by pressing key 8. The colours will reverse and HOUNDDOG may begin. At the end of each game the colours change automatically, so players alternate with the opening move.

At the top of the screen you read PRESS ENTER. When you do, the game will start. PRESS ENTER disappears, instead you see a red pussycat (if you have pressed key 8 first, a red hounddog will appear).

The purpose of the game is to get four "balls" in a row, either horizontally, vertically or diagonally.

Your pussycat (or hounddog) drops a ball in one of the vertical columns, every turn you get. You can determine which one by moving your pussycat (or hounddog) with the joystick of your handset. When his head is over the column you have selected, you press the action button and the ball will fall all the way down.

When the first ball has been dropped, a figure appears on the right-hand side (originally "000"). It indicates **the strategic strength of both players**. The higher your figure, the better your chances of getting four in a row. It changes every time a new ball is added. It's a very useful indicator! When your strategic indicator shows 124, you are only two moves away from winning. When it reads 125, it means that you only have to drop one ball in the right column to win the game!

The computer gives a signal when a game is over and clearly shows the winning four in a row. **Press the action button of either handset to**

start a new game. The computer pays special tribute to the winner as long as you keep the button depressed.

The computer keeps track of the score on the bottom, left-hand side. The animal that's ahead will show a triumphant smile.

If you don't want to be referred to as Pussycat or Hounddog, **you can key-in your own name** (max. 8 characters). First wait for your turn to play.

Playing against the computer
A real challenge and a formidable opponent! You may chose from three skill levels:

Microcat-1 (for beginners)
(1 player) Press RESET next press key 1 (use right handset)

Instead of "PUSSYCAT" you will now read "MICROCAT", that's the computer. MICROCAT appears in red and white, meaning that the computer will normally start the game. If you want to start first, press key 8 and the colours reverse. Press ENTER and the game begins.

Each time a game is finished, press RESET (Δ), 'SELECT GAME' is shown on the screen. Now:

- (a) Select another game.
- Or (b) Select another Videopac. Remove existing Videopac by placing one hand next to it, and pulling handle upwards. Replace Videopac in its box.

Refer now to Instructions for Use of the next Videopac. Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

MICROCAT uses a special micro-sensor. It appears as a Mu-sign on the right-hand side. It will move to the left, step by step and halting over every column, taking some time to calculate its chances. The Microcat will follow and drop his ball in the column, selected by the micro-sensor. Just try and beat the computer!

Microcat-II (for experienced players)

(1 player) Press RESET next press key 2 (use right handset)
This game is similar to the previous one but much more difficult! The micro-sensor is larger and will take more time to calculate the best position for his ball.

Microcat-III (for experts)

(1 player) Press RESET next press key 3 (use right handset)

Here's a real challenge for the experts! The micro-sensor appears extra big and takes all its time to find the best place to drop his ball. Do take your time. If you can win Microcat-III, you are either a genius . . . or just very lucky!

Microdog I, II and III

Microdog offers another

opportunity to compete with the computer. The games are very much like the Microcat games, including the three skill levels. **The main difference is that you can also call on the assistance of the computer for one or more moves!**

Microdog-I

(1 player) Press RESET next press key 5 (skill level 1) then press ENTER

Microdog-II

(1 player) Press RESET next press key 6 (skill level 2) then press ENTER

Microdog-III

(1 player) Press RESET next press key 7 (skill level 3) then press ENTER
Always use the left handset for all Microdog games.

Asking the computer for assistance

When you are in a tight spot or if you want to see whether the computer will do better than you do, you can ask the computer to take over for you for one or more moves.

When your Pussycat appears: Press key 1 (skill level 1) or key 2 (skill level 2) or key 3 (skill level 3)

On screen text PRESS ENTER appears, along with the micro-sensor sign. If you have keyed in your name, it will disappear, which is only fair of course.

Press ENTER and the Microcat (the computer) will take over.

You can take control again anytime, following this procedure, as soon as the Microcat appears on the screen: Press key 0 next press ENTER
The micro-sensor disappears and it's up to you again to instruct your Pussycat via your handset.

Microcat versus Microdog

Here's an interesting way to study the game by having the computer compete against itself!
(no player) Press RESET next press key 1 next press key 5 then press ENTER

Extra handicap with all games

You will soon find that the strategic indicators on the right-hand side are of great practical value during the game.

You can introduce an extra handicap anytime during a game by pressing CLEAR. The indicators will disappear. To make them reappear, simply press CLEAR again.

Check procedure

If you suspect a fault in the equipment follow this procedure (with a Videopac installed). Press RESET (Δ). The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen. If not, ensure that the

equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

Ask your dealer about the other Videopac cartridges that have been issued so far:

- | | |
|----------------------------|-------------------------------|
| 1. Race | 21. Secret of the Pharaohs |
| Spin-out | 22. Space Monster |
| Cryptogram | 23. Las Vegas Gambling |
| 2. Pairs | 24. Flipper Game |
| Space rendezvous | 25. Skiing |
| Logic | 26. Basket Game |
| 3. American Football | 27. Electronic Table Football |
| 4. Air-sea war | 28. Electronic Volleyball |
| Battle | 29. Dam Buster |
| 5. Blackjack | 30. Battlefield |
| 6. Tenpin Bowling | 31. Musician |
| Basketball | 32. Labyrinth Game |
| 7. Mathematician | Supermind |
| Echo | 33. Jumping Acrobats |
| 8. Baseball | 34. Satellite Attack |
| 9. Computer Programmer | 35. Electronic Billiards |
| 10. Golf | 36. Electronic Soccer |
| 11. Cosmic Conflict | Electronic Ice Hockey |
| 12. Take the Money and Run | 37. Monkeyshines |
| 13. Playschool Math | 38. Munchkin |
| 14. Gunfighter | 39. Freedom Fighters |
| 15. Samurai | 40. 4 in 1 Row |
| 16. Depth Charge | 41. Conquest of the World |
| Marksman | 42. Quest for the Rings |
| 17. Chinese Logic | 43. Pickaxe Pete |
| 18. Laser War | 44. Crazy Chase |
| 19. Catch the Ball | C7010. Chess module |
| Noughts and Crosses | A. Newscaster |
| 20. Stone Sling | |

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