

ACTION MAX

User Manual



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WORLDS OF WONDER™

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What's Included

Base Unit



The base unit is the central control for all ACTION MAX game system elements. To it you connect: the game pistol, score signal, stereo headphones and your VHS VCR. The base unit also adjusts volume and distance, tracks your score, allows you to switch to different game play, and has the power switch for the ACTIONMAX game system.

Game Pistol



The game pistol is used to hit designated targets. Aim the game pistol by lining up the tab on the barrel's front with the notch in back. To assure accuracy, adjust the distance control on your base unit according to the distance between your game pistol and TV screen. The game pistol can work up to 15 feet away from the TV screen. You may need to move closer to the TV depending on the screen size, brightness or age of your TV set. The smaller and older your TV set is, the harder it is to hit a target.

Score Signal



The score signal lights when you hit a target. It indicates that points are being scored.

Stereo Headphones



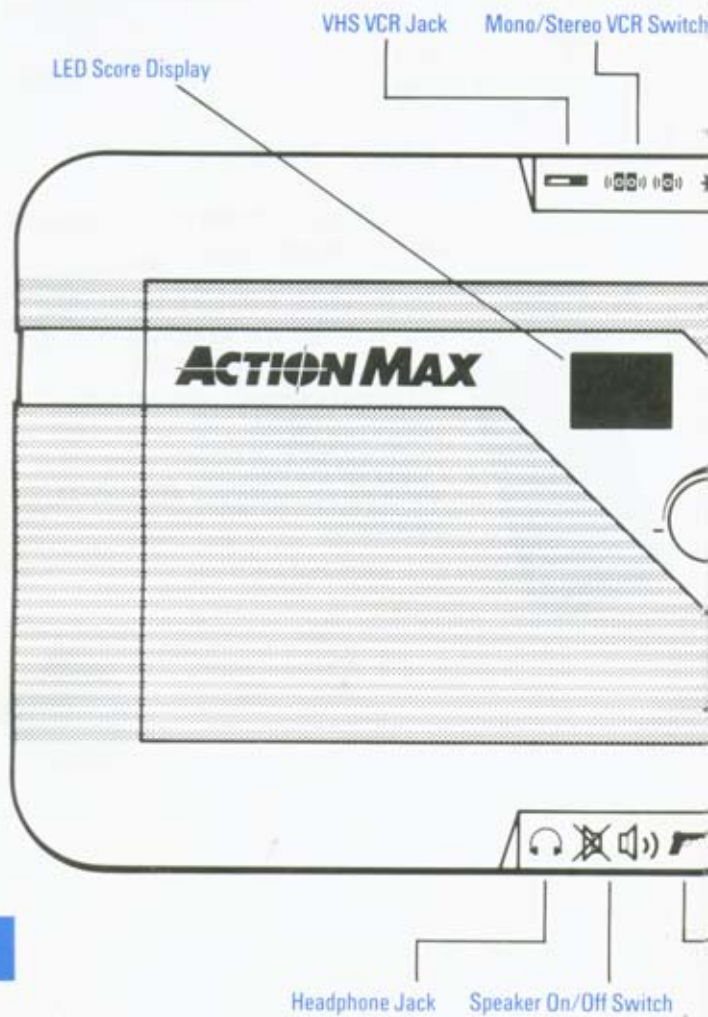
The stereo headphones put you in the middle of the action. Not only will you hear the stereo soundtrack and characters talking to you, you'll also hear the firing of your game pistol, "target hit," and shot ricochets. If you want to share the excitement with others in the room while you're wearing the headphones, move the speaker on/off switch to "on." Otherwise you can keep the fun all to yourself!

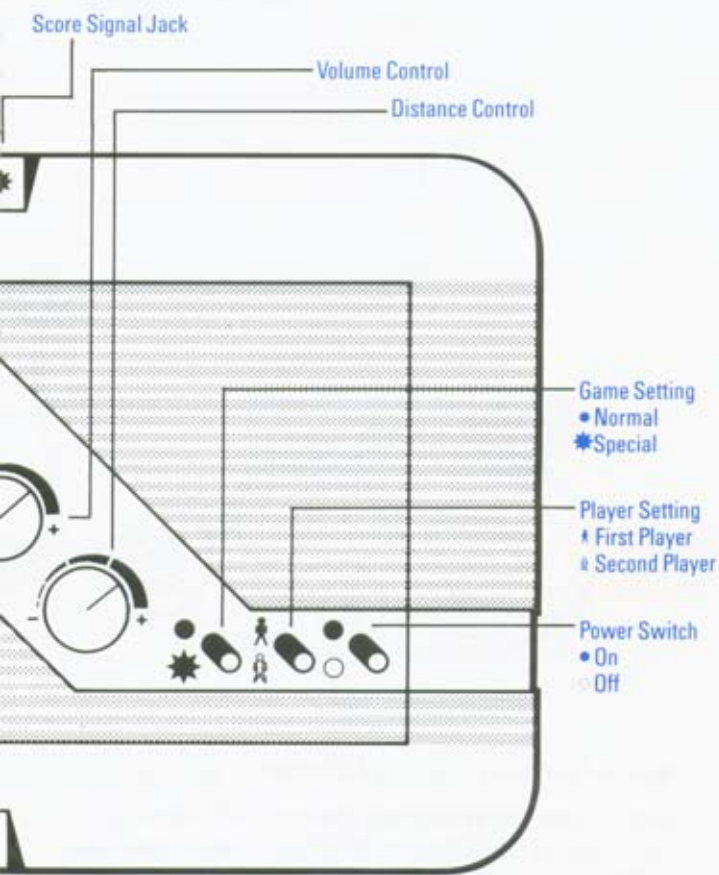
Game Video



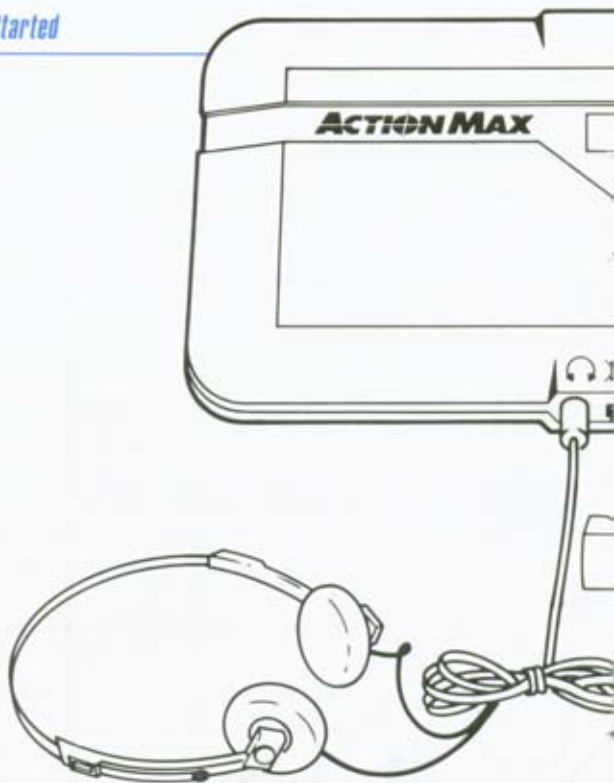
Your game video is the key to the action. Sonic Fury™ is one of the exciting VHS game videos filmed especially for the ACTIONMAX system. Live action flying footage puts you inside the cockpit of an F-14 fighter jet. Look for other game videos where you purchased your ACTIONMAX game system.

Overview



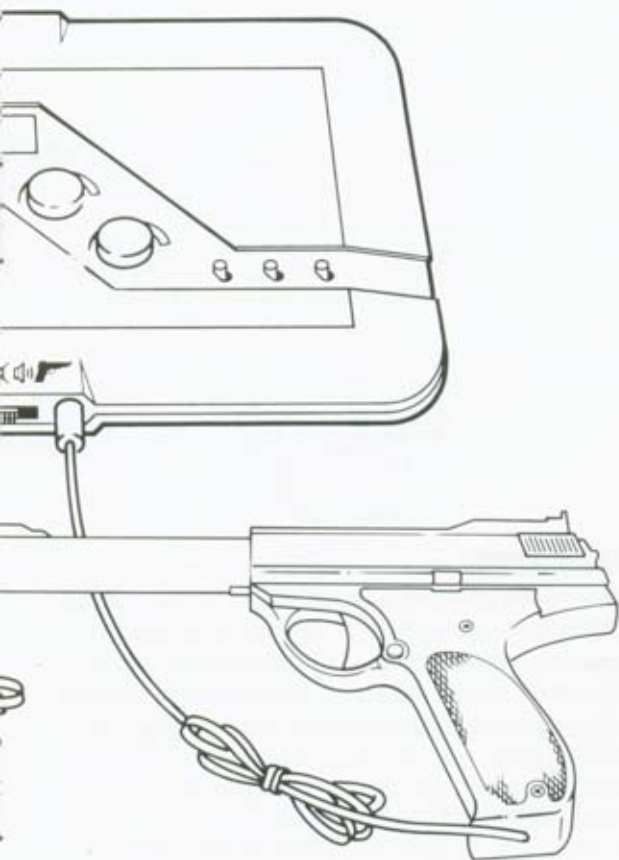


Game Pistol Jack

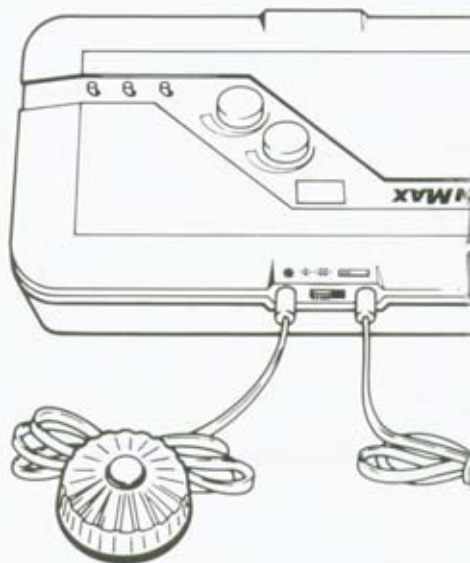


How do I get ready to use my ACTIONMAX game system?

Here are some step by step instructions that will help you get started playing your first ACTIONMAX game. Please follow along with these instructions and refer to the drawings provided. Once you've completed these steps, you'll be ready to play!

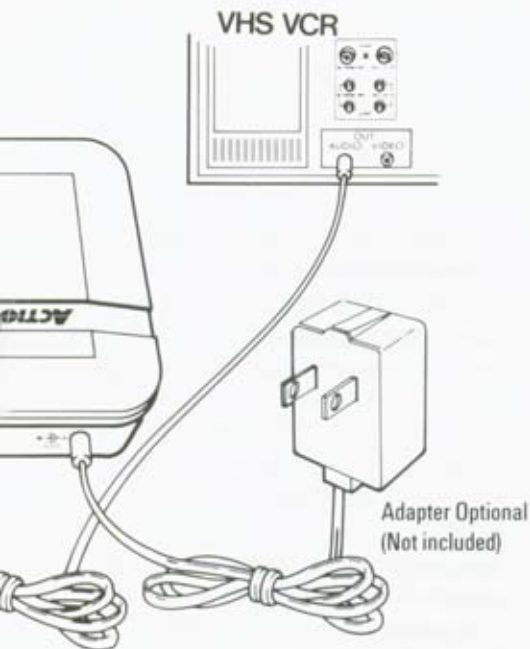


1. Set up your VCR as you would to watch a movie.
2. Make sure your ACTIONMAX game system is set up as follows:
 - Plug in stereo headphones and game pistol to the base unit.
 - Choose whether or not you want additional sound from the base unit speaker (speaker on/off switch).



- Connect one end of the enclosed audio cord to the base unit (VCR jack) and the other end to the *audio* output jack on your VCR. Depending on your VCR model you may not have a spare audio output jack to connect the ACTIONMAX system. If this is the case, free up a VCR audio jack by unplugging the TV connection cord currently inserted there, and either plug in the ACTIONMAX audio cord or plug in a Y adapter (like the Archer™ shielded Y adapter, available at Radio Shack) and then connect your TV and ACTIONMAX cords to that "Y."
- Adjust the base unit for compatibility with your VCR model to either mono or stereo (mono/stereo VCR switch). Using a mono VCR with the switch in the stereo position will result in excessive noise.
- Plug in the score signal cord to your base unit (score signal jack) and attach score signal with its suction cup to the bottom right corner of your TV screen.

3. Power your ACTIONMAX system by either inserting 4 "C" batteries (ALKALINE strongly recommended) into the compartment under your base unit or connecting the ACTIONMAX



power adapter or a suitable power adapter [REDACTED] [REDACTED] output 9 VDC, 500ma, coax connector type (+) to center) to the base unit power jack. Batteries and the ACTIONMAX power adapter are sold separately and should be available where you purchased your ACTIONMAX game system.

4. Turn on your VCR. Put an ACTIONMAX VHS game video cassette (like Sonic Fury™) into your VCR. Press "play."
5. Turn on your ACTIONMAX base unit (power switch).
6. Put on your stereo headphones. Adjust the sound level using the Volume Control on your base unit.
7. Aim your game pistol. Adjust the Distance Control on your base unit to match your distance from the TV screen.
8. Get ready for action!
9. Remember to turn off the ACTIONMAX base unit to save battery life or electricity. If the game pistol has not been fired for five minutes, the base unit will begin to chime to let you know you've forgotten to turn it off.

How To Play

Do I Have To Use The Stereo Headphones To Play The Game?

Of course, it's possible to play the game with just the base unit speaker, but the headphones make the game experience more intense and more fun! To hear how the headphones work, practice firing at the screen. The shots from the game pistol will be heard in one ear, explosions and ricochet sounds in the other ear. During the program, action music and dialogue will be heard as well.

If you want friends in the room to share the excitement, move the speaker on/off switch on your base unit to the "on" position. Otherwise move the switch to "speaker off" position (see page 4).

How Do I Know If I've Won Or Lost The Game?

The ActionMax game system provides a constant challenge. So with each play, you can improve your performance—but you're never a loser!

The best measure of your skill is your score, which is recorded on your base unit. Play to beat your own best score or play against a friend. The base unit will track each player's score if you use the first player/second player switch (see page 5).

The ActionMax game system is not designed to be easy, so don't be discouraged if at first you're not hitting lots of targets. Keep trying! You'll get there.

**Is This The
Only Way To
Play My
ACTIONMAX
Game System?**

There are three ways to play the ActionMax game. In addition to the *Standard Game*, you can also play the *Reflex* or *Limited Ammunition Games*. You can try out these games by changing the game setting on the base unit.

The *Standard Game* challenges your speed, your accuracy and your ability to differentiate friend versus enemy targets. You gain points for hitting enemy targets and lose points for hitting a friendly target or for getting hit by an enemy that you missed. You'll know an enemy is firing back at you when you hear 4 shots going from ear to ear. The faster you hit the target after it starts blinking the more points you'll score (three, two, or one points possible). Missing a target does not subtract any points, but means any subsequent hit on that target scores only one point. To play with these rules, use the standard game setting (see page 5).

The *Reflex Game* tests how fast you can correctly react. When a target sequence begins, aim and fire as quickly as possible. The LED score display tracks the time it takes you to hit a target. If you're on target, the LED display will stop counting. You'll also hear "target hit" and 1, 2, or 3 chimes depending on how fast you scored your hit. If you miss the target or hit a friendly target you'll hear different sounds and the LED display will read 99. Only one shot is allowed per target sequence. Compete for

the fastest time! To play this game, turn the base unit power switch on *First*, then move the game setting to "Special."

The *Limited Ammunition Game* challenges you to make each shot count. If you miss four shots in a row, you lose 2 points. In this game you can only accumulate one point for each hit, but enemy targets do not fire back. For this game only, the score signal will not light up. To play *Limited Ammunition*, put the game setting on "Special" first, then turn on the base unit power switch.

How Do I Use The Game Pistol?

Using the game pistol is very simple and fun too! Just pick it up and shoot at the screen when the targets appear. You'll hear the sound of the game pistol through the stereo headphones.

Remember, the game pistol is light sensitive, so it will only work on your television screen. It shouldn't be used for other types of target games.

How Do I Keep Score?

Don't worry about keeping score yourself. The base unit will do it for you. Here's how you know how well you've done.

Check the red LED display located on your base unit. This is where your score will appear. If you score over 100 points during one game, the readout will only show the last two digits blinking. In other words, if you score 125 points, the LED display will be blinking and will show a score of 25

points. If the blinking score goes over another 100 points, the readout will return to being steady. Again, the hundredth digit will not be shown.

To gain points, all you have to do is hit the correct target. The faster you hit, the more you score. In standard play, you can earn 3, 2 or 1 points depending on how quickly you hit the target after it appears on screen. Try out the game a few times to see how this works.

At various times during the game, you may find yourself losing points instead of gaining points. If you are playing the standard game, this is because you have either hit a friendly target, or the enemy target you missed fired back at you. If you're playing the limited ammunition game, you will lose points if you miss four shots in a row.

To reset the score, flip the power switch off and on again. This will erase your score and reset it at zero.

A growing series of action-packed VHS game videos is available for you to play on your ACTIONMAX game system. Games involving ghost hunts, submarine adventures, police academy training and more. Each one has the fast paced excitement of the Sonic Fury game video.

**Can I Get
Different
Programs For
ACTIONMAX?**

What To Do If:

There's no picture on the screen

- Are the TV and VHS VCR turned on?
- Is the TV tuned to the VCR channel?
- Is the ActionMax game video properly inserted?
- Does a regular pre-recorded video cassette play properly on your TV/VCR?

There's no sound

- Is the base unit on?
- Are the batteries fresh or is the power adapter properly plugged in?
- Make sure the audio cable is not loose, and is connected to the right spot on the base unit and VCR.
- Is the base unit volume too low?
- Check the position of the "speaker on/off" switch.
- Is the headphone plugged in securely to its proper jack?

The score signal doesn't light

- Check to be sure that the cords of both the score signal and game pistol are securely connected to the base unit.
- Make sure the score signal is attached securely to the television screen.
- Make sure the bulb in the score signal is tightly in place. After lots of use, the bulb may need to be replaced. Use an 11mm 6.5 volt 150ma E10 light bulb.
- Check your accuracy on the practice target; adjust the distance control knob on the base unit to ensure your aim is adjusted to your distance from the television screen.

The base unit doesn't seem to be recording the score properly

- Adjust the contrast on your TV set to make the blacks darker and the whites brighter.
- Move closer to the TV. It's more difficult to hit targets when you're far away. The smaller and older your TV, the harder it is to score.
- Keep in mind that there are several game options. Check the game setting on your base unit to be sure it matches the game you want to play.

Fringes or noise bars appear on TV during the game

- Adjust the manual fine tuning control on the TV or the tracking on the VCR.

If you continue to have a problem operating your ACTIONMAX game system, re-check the detailed instructions on pages 7-10. If the problem still exists, please call the Worlds of Wonder Consumer Relations Department at 1-415-656-3171 from 8:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday, except holidays.

Do's & Don'ts

After you have finished playing with your ActionMax system, **Do** remove the program from your VCR.

Do keep the VHS game video away from dust, dirt and devices with magnets. The program will be protected if it is stored in its box when not in use.

Do keep fresh alkaline batteries in the base station at all times, or use only the recommended 9 volt adapter.

When disconnecting the power plug, game pistol or the audio plug from the base unit, **Do** pull from the plug itself—not from the wire.

Don't expose any part of the game system to extreme hot or cold.

Don't spill liquids on the game system or videos. To clean, use a soft, slightly damp cloth (water only!) with the system off.

Don't pull or yank the base station with the game pistol.

FCC Compliance

This product generates and uses radio frequency energy. Interference to radio and TV reception may occur if the product is not used according to instructions.

This product complies with the limits of a Class B computing device in accordance with the specifications of Subpart J of Part 15 of FCC Rules which provides for reasonable protection against such interference in the home. However, there is no guarantee that interference will not occur in a particular case.

If such interference occurs, you can try to correct the problem by: reorienting the antenna of your TV or radio; moving the product to a new position in the room; moving the product further away from the radio or TV.



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