

Tic-Tac-Toe, Shooting Gallery, Doodle, Quadra-Doodle (USA).txt
INSTRUCTIONS FOR
VIDEOCART-1
CARTRIDGE GAMES

Exclusively for use with the Fairchild Video Entertainment System.

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VIDEOCART is a trademark of Fairchild Camera and Instrument Corporation

On Your Mark

It may take two to tango, but all you need is one for fun with these exciting solo games.

Take the Videocart(TM)* cartridge and, with edge label facing you and top label facing up, insert it in the chute marked "insert cartridge" until it "clicks" into place. To remove the cartridge, press the "press to eject" bar, then slide the cartridge out of the game console.

Get Set

Once the cartridge is in place, press "RESET." The screen will show a G? The cartridge is asking you which game you want to play. Always press "RESET" before selecting a game.

Go

Press "1" for Tic-Tac-Toe.
Press "2" for Shooting Gallery.
Press "3" for Doodle.
Press "4" for Quadra-Doodle.

1. Tic-Tac-Toe

You play a game of Tic-Tac-Toe against the machine. You have the X's, the machine has the O's. The object is to get your three X's in a line before the machine gets its O's in a line. You always get to start first.

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How the Hand Controller Works in Tic-Tac-Toe. Either hand controller will work for Tic-Tac-Toe. The dot in the square indicates which playing position you are in. Moving the hand controller knob to the left or right steps this dot to automatically cycle to the next line so that eventually it will cycle through all nine positions. To get the feel of the cycle, simply push your knob left or right and see the resulting pattern. Remember to stop the dot in the playing position you wish let your controller knob return to its neutral center position.

Pull Up and Plunge Down. Once the dot is in the playing square where you want your "X," pull up on the hand controller and an "X" will appear in that square. The machine will then put in its "O" and the message "Your Turn" will appear telling you that you can move the dot to a new position. The machine will not respond if there is an X or an O already in the square.

To get rid of the game in progress, or for a new game at the conclusion of the one in play, plunge the hand controller down. This erases all X's and O's and starts a new game. No other hand controller movements work in Tic-Tac-Toe.

2. Shooting Gallery

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After Selecting Shooting Gallery, an S? will appear on the screen. The game is asking if you want to start. You can start right away with no time limit and an average speed or you can select the Time and Motion options mentioned in your console instruction booklet.

The object of Shooting Gallery is to shoot a "ball" from a "rifle" on the right side of the screen. The "rifle" is pre-positioned and will only change position when the target is hit. Each hit produces a new "rifle" position.

How the Hand Controller Works in Shooting Gallery. PLUNGE DOWN--You "fire" a shot from the "rifle" by plunging the hand controller down. After you program your options and press the START button, fire a few practice rounds to get the idea. No other hand controller movements work in Shooting Gallery. Either hand controller works in Shooting Gallery.

Scoring. The number on the bottom right side of the screen is the number of shots fired. The number on the bottom left side of the screen is the number of hits made. If either score goes past 99, the number will cycle through 00 and start counting with 01 again.

Two-Player Shooting Gallery

Compete with another player for more shooting gallery fun. Take turns setting a time limit and see who can make the most hits in a certain amount of time. Or go for the greatest number of hits out of a prearranged number of shots. You can see what your "batting average" is by dividing the number of hits (score on the left) by the number of shots(score on the right). For example, 30 hits out of 90 shots would mean you are batting .333.

3. Doodle

The only limit in this colorful game is your imagination! After selecting Doodle, a dot will appear in the middle of the screen and another dot will appear in the lower left corner of the screen. The dot in the middle is you, that is, the dot indicates where you are on the screen.

How the Hand Controller Works in Doodle. Either hand controller will work in Doodle.

FORWARD AND BACKWARD--moves your indicator dot up and down, from the top to the bottom of the screen.

LEFT AND RIGHT--moves your indicator dot left and right on the screen.

ROTATE RIGHT AND LEFT--Rotating right changes color. There are three colors in Doodle, red, green, and blue. One quick twist to the right changes color once. The dot in the lower left corner of the screen shows you what color you are working with. Your indicator dot will also be this color, but to be sure, look at the dot in the lower left corner. Rotating left turns the draw dot on the lower *right* corner of the screen. One quick twist to the left turns the draw dot on. When the draw dot is on, you will leave a trail on the screen when you move your indicator dot forward or backward, right or left, or any combination of these moves. Another quick twist to the left turns the draw dot off, and it will disappear from its right corner position. When the draw dot is off, you will erase whatever your indicator dot passes through. For a sure reference, look for the dot in the lower right corner of the screen. If it is there, you are drawing, if it is not, you are erasing.

After you have doodled, if you want the Quadra-doodle pattern to resume, push the START button on your console. The Quadra-doodle pattern will resume leaving whatever you draw on the screen as part of the pattern. If you go back to Quadra-doodle from Doodle by pushing the START button and the

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draw/erase dot is off(for erasing), you will start Quadra-erasing. That is,
the Quadra-doodle pattern will be generated but it will erase rather than
draw.

The best instruction for Doodle and Quadra doodle is: if you have a question
about what something does, try it and see! By experimenting and playing,
you will come up with a whole range of unique and interesting things these two
games can do!

Note: When Quadra-doodle is busy drawing its pattern, it sometimes gets
carried away and doesn't respond quickly to hand controller commands. Be
patient and keep trying, it will respond. Remember, momentary movements
with pauses between will enable you to get your desired results.

Have Fun

If you have any questions about this Videocart(TM)* cartridge or your Video
Entertainment System, call the Toll Free numbers on the back of your console
instruction booklet.

Other exciting Videocart(TM)* cartridges are available from Fairchild
Consumer Products. See them at your Fairchild dealers or, for more
information, write:

Fairchild Consumer Products
4001 Miranda Avenue
Palo Alto, CA 94304

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