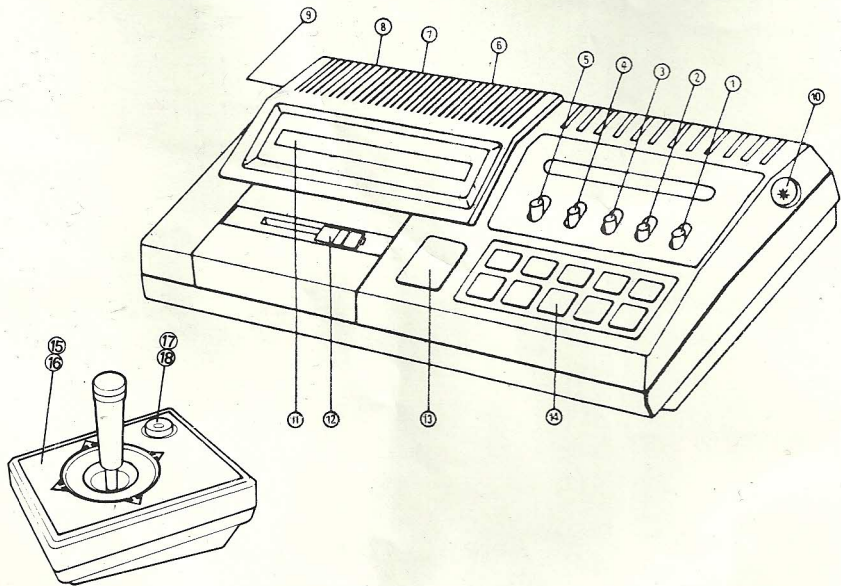


# **GRANDSTAND**

**COLOUR PROGRAMMABLE**

**OPERATION MANUAL**



## **CONTROLS:**

1. POWER ON/OFF Control
2. SPEED Switch
3. TEAM – R Switch
4. TEAM – L Switch
5. SERVE Switch (Auto/Manu)
6. GUN Input DIN Socket
7. Antenna Cable
8. External Power Input Jack
9. DIN Socket For Left Joystick Control
10. DIN Socket For Right Joystick Control
11. Plug-In Cartridge Socket
12. Volume Control
13. Game RESET Button
14. Game Select Buttons
15. 16. Left And Right Control Box
17. 18. SERVE/FIRE Buttons

Your Programmable Video System is one of the most advanced forms of Video Home Entertainment. Its plug-in cartridges insure against obsolescence. Your console can be played on any size TV screen, in black and white or color.

## **POWER**

Your Programmable Video System can be powered by six UM-2 batteries or AC adaptor.

1. Batteries: Remove the battery compartment door. Install six UM-2 "C" size batteries as indicated. Be sure to observe proper polarity or the game will not work and damage may occur to the electronic circuitry.
2. AC adaptor (battery eliminator) plug the adaptor into the mains (AC line). Plug the jack into (8) socket. The adaptor must be 9V at 150 mA with a positive center pin.

Note: It is advised that batteries should be removed from the console when using the adaptor.

## **INSTALLATION**

1. Attach antenna cable (7) to the terminals of your TV set.
2. Attach the Left (15) and Right (16) control boxes to their respective socket (9) (10).
3. Plug in AC adaptor to its socket (8). (If batteries are to be used, install the batteries).

## **SET UP**

1. Install cartridge in its nest (11). It is recommended that the SUPERSPORTIC cartridge should be used for initial set up. DO NOT FORCE the cartridge to be seated, it is keyed to fit into its nest when the label side of the cartridge faces the game select buttons.
2. Turn on the TV set.
3. Turn on the programmable (1), set switch (5) to AUTO' press reset button (13).
4. Turn channel selector of the TV set to the proper channel as indicated on the bottom of the console.
5. Adjust the fine tuning for the best picture.
6. You are now ready to play.

Note: Do not adjust your TV set without a cartridge in place.

Turn off the game (1) when inserting or removing cartridges.

Read the instructions on the individual cartridges as some of the controls differ in function.

## GENERAL CONTROL FUNCTIONS

- (1) Power Switch  
This turns the game on and off.
- (11) Volume  
You may have the sound come from your TV set or the game console.  
The volume control adjusts the sound level coming from the console.  
The TV set volume control adjusts the sound level coming from the TV set.
- (13) Reset Button  
Depress this button to start the game. It resets the on screen score to 0. It should be depressed after the power is tuned on.
- (17) (18) Serve Switch  
This switch is used in ball and paddle games to serve the ball when the **Automatic/Manual Switch** (5) is in the manual position. It is also used in the tank battle and shooting games to fire the gun.
- (2) (3) (4) Skill Switches (PRO/AM)  
This switch is used to increase the difficulty in playing the games. Read the individual instruction sheets that accompany each cartridge.
- (14) Game Select Buttons  
These buttons are used to select the desired game.
- (15) (16) Joysticks  
The movement of these controls the movement of the players.

### Effect on your television picture tube

There has been some speculation that "STILL" pictures similar to TV Games and Test Patterns may, after extensive use at high brightness, continue to be displayed after the TV receiver is switched off. To avoid this unlikely possibility it is recommended that the Brightness and Contrast be turned down when not actually playing the TV GAME.



**Technical data**

Operation voltage	: 9V DC (UM-2 x 6)
Power consumption	: 2.2 watts max.
TV system	: CCIR system (PAL system)
Dimension	: 259 (L) x 160(W) x 75(H)
Weight	: 1122 gm (without battery)
Accessories	: Two Joystick control player controllers equipped with 1.8m cable.

**NOTE:**

This console unit is played with cartridges which include:

Ball games, shooting games (with or without gun), stunt cycles, car race, submarine superb wipeout & shooting gallery. These are just the beginning of a whole series of games limitless in number.

**OWNER'S RESPONSIBILITY**

1. Avoid leaving batteries in control unit for a long time if not using it.
2. Avoid pouring any liquid to the game unit.
3. Avoid Dropping any part of game unit on floor or other hard surface.
4. Avoid lifting game unit by its wires.
5. Avoid leaving game unit in extreme temperatures area.
6. Keep cartridge socket and push keys away from dust. Always store game unit under dust protector when not using it.

**WARRANTY**

Your video game set is warranted against defective parts and workmanship for a period of 12 months, from the date of purchase. Any unit becoming faulty during this warranty period will be repaired or replaced at our option.

This warranty becomes invalid if the game set is damaged by accident, misuse neglect or if it has been tampered with in anyway. In the unlikely event that your video game set should need servicing within the warranty period, the unit should be returned to the store from which it was purchased, or returned directly to the address below, freight prepaid.

**Note**

All claims under this warranty must be accompanied by the warranty registration card and/or proof of purchase.

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