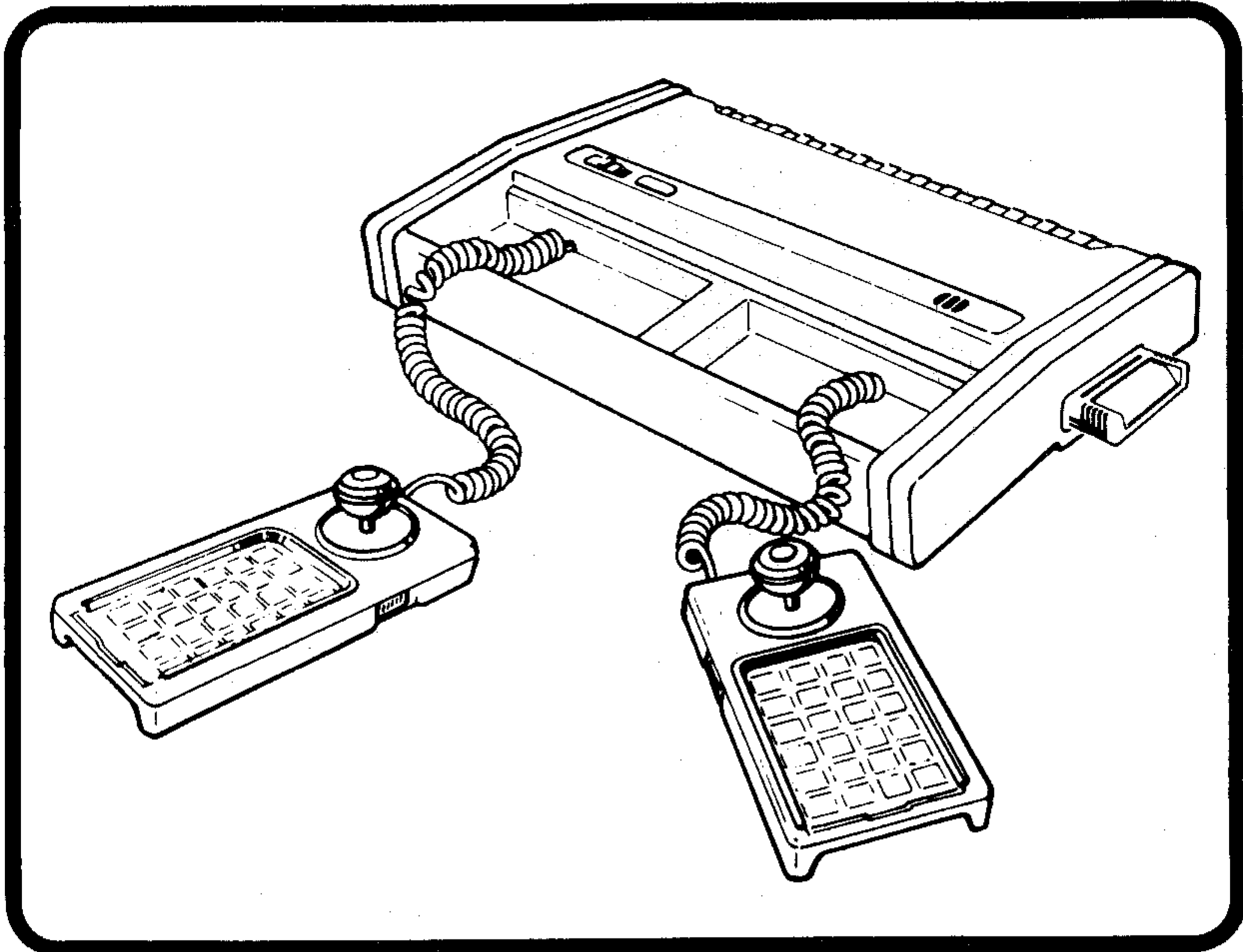


**THE
DICK SMITH**

Home Entertainment & Personal Computing System



Cat No. Y-1600



INSTRUCTIONS

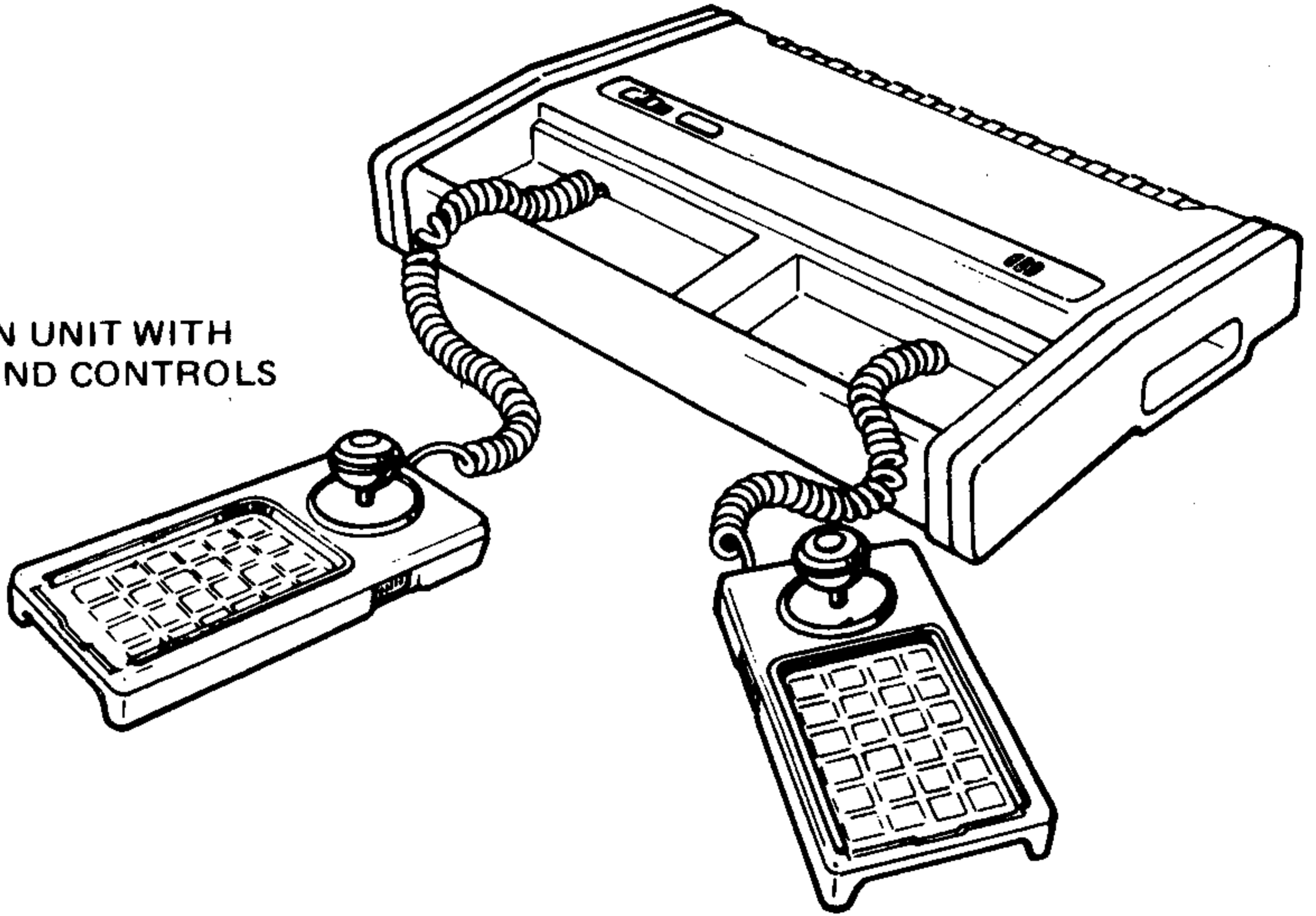


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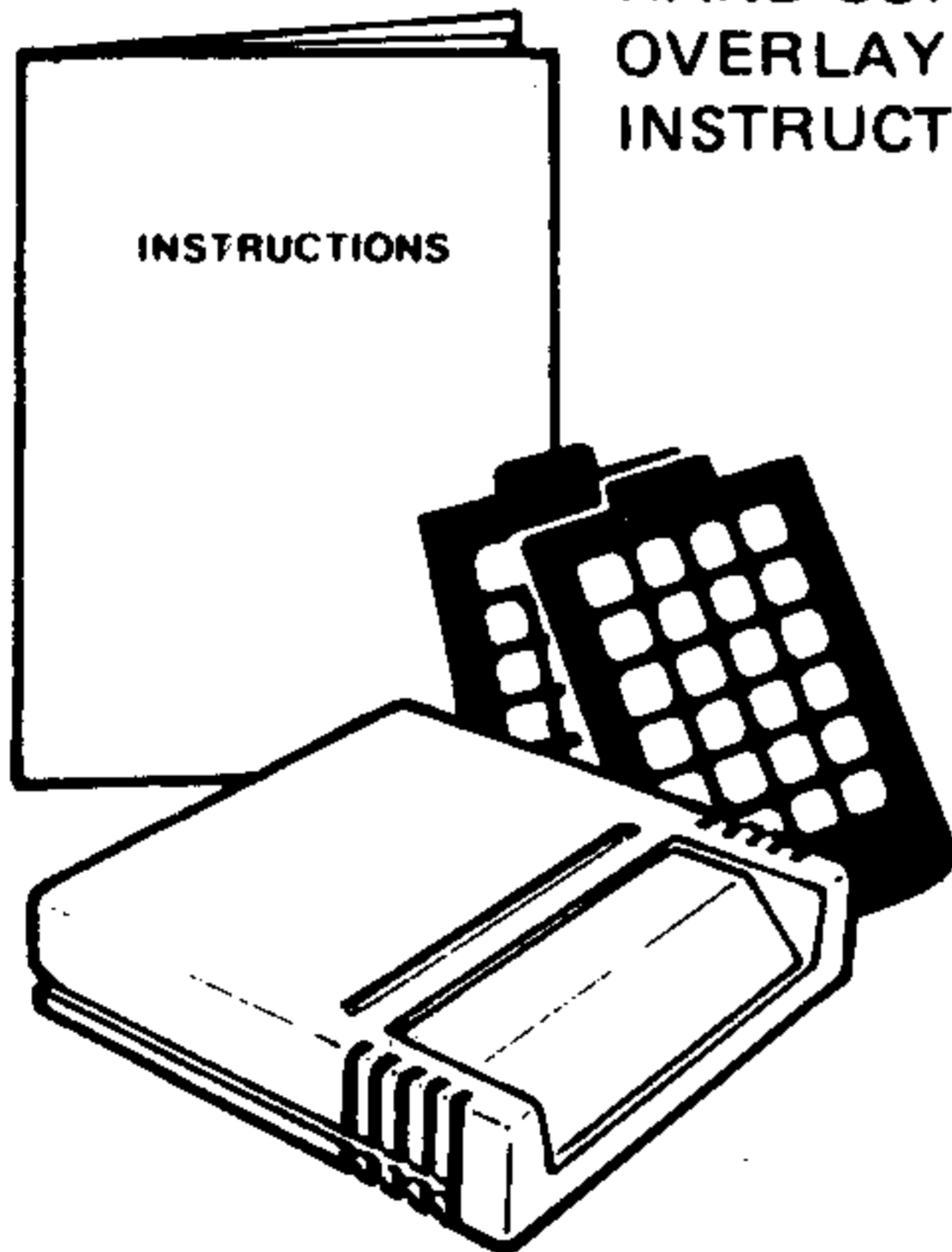
- 1. COMPONENTS**
- 2. HOW TO CONNECT YOUR TV WITH AERIAL SWITCH BOX.**
- 3. STEPS TO SET UP FOR A GAME**
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1. COMPONENTS

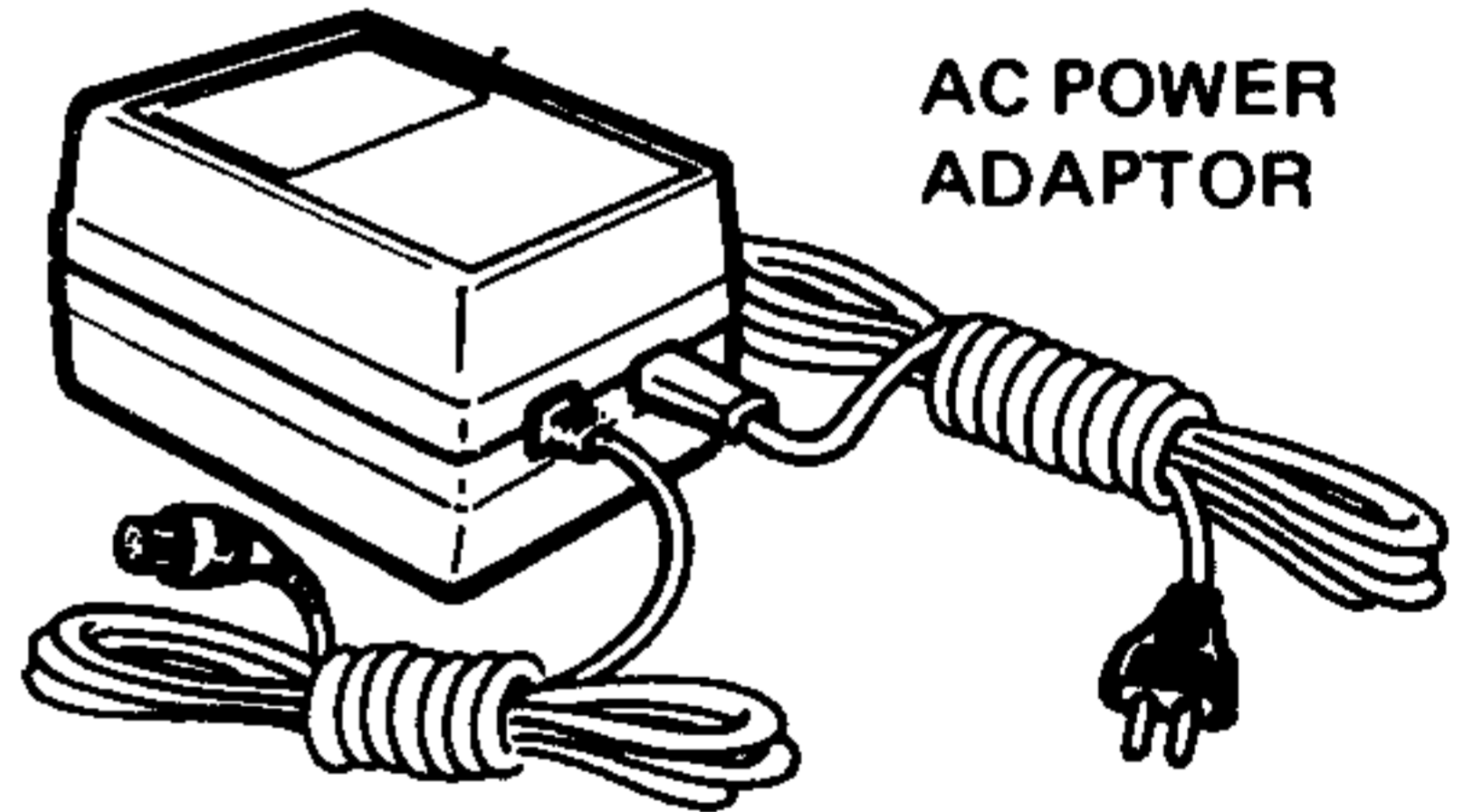
MAIN UNIT WITH
2 HAND CONTROLS



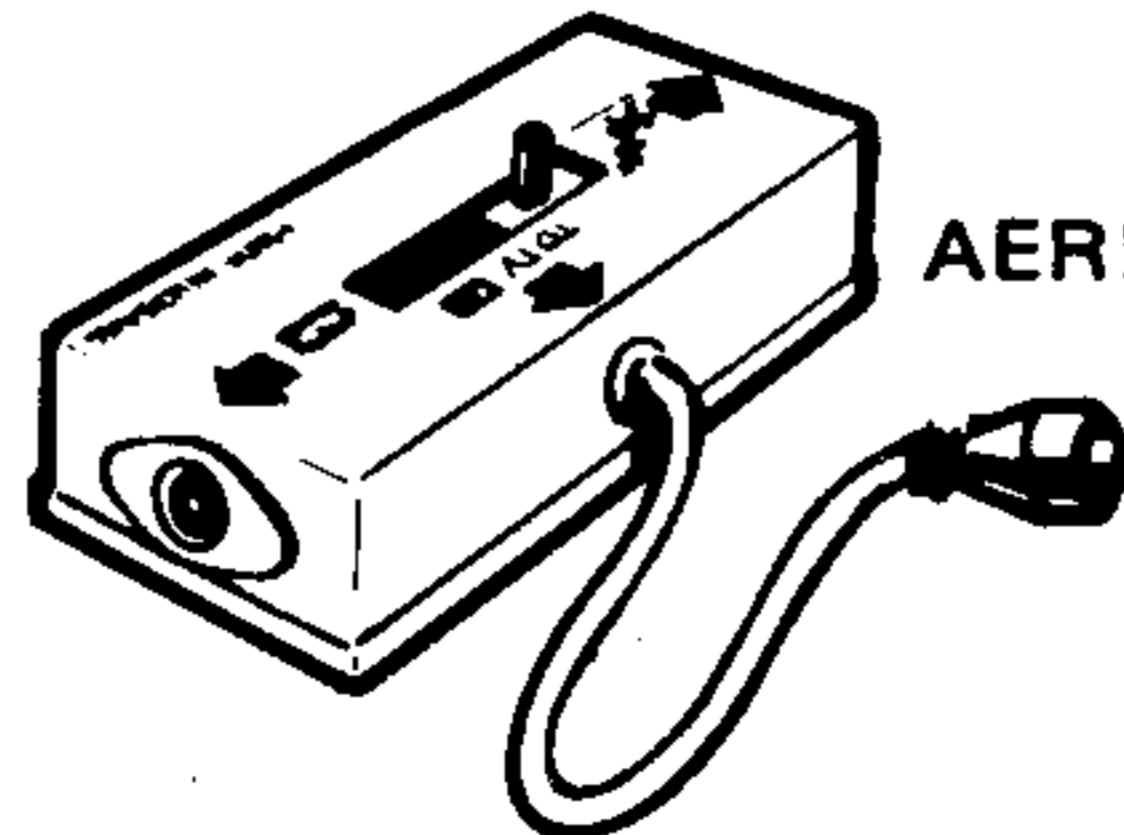
CARTRIDGE WITH
HAND CONTROL
OVERLAYS AND
INSTRUCTIONS



AC POWER
ADAPTOR



AERIAL SWITCH BOX



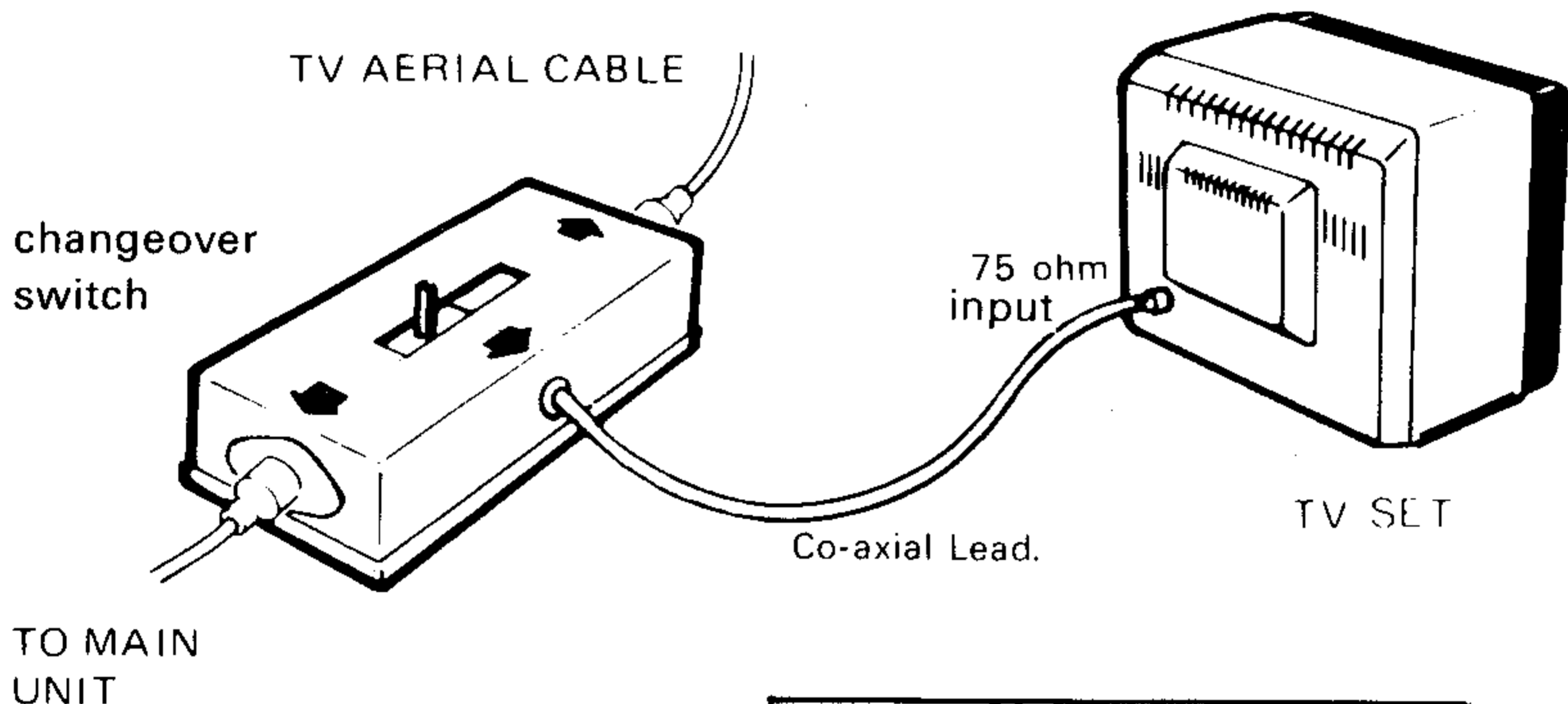
2. HOW TO CONNECT YOUR TV WITH AERIAL SWITCH BOX.

The Aerial Switch Box provides you with a convenient means in using your television set for either normal TV programmes or for games

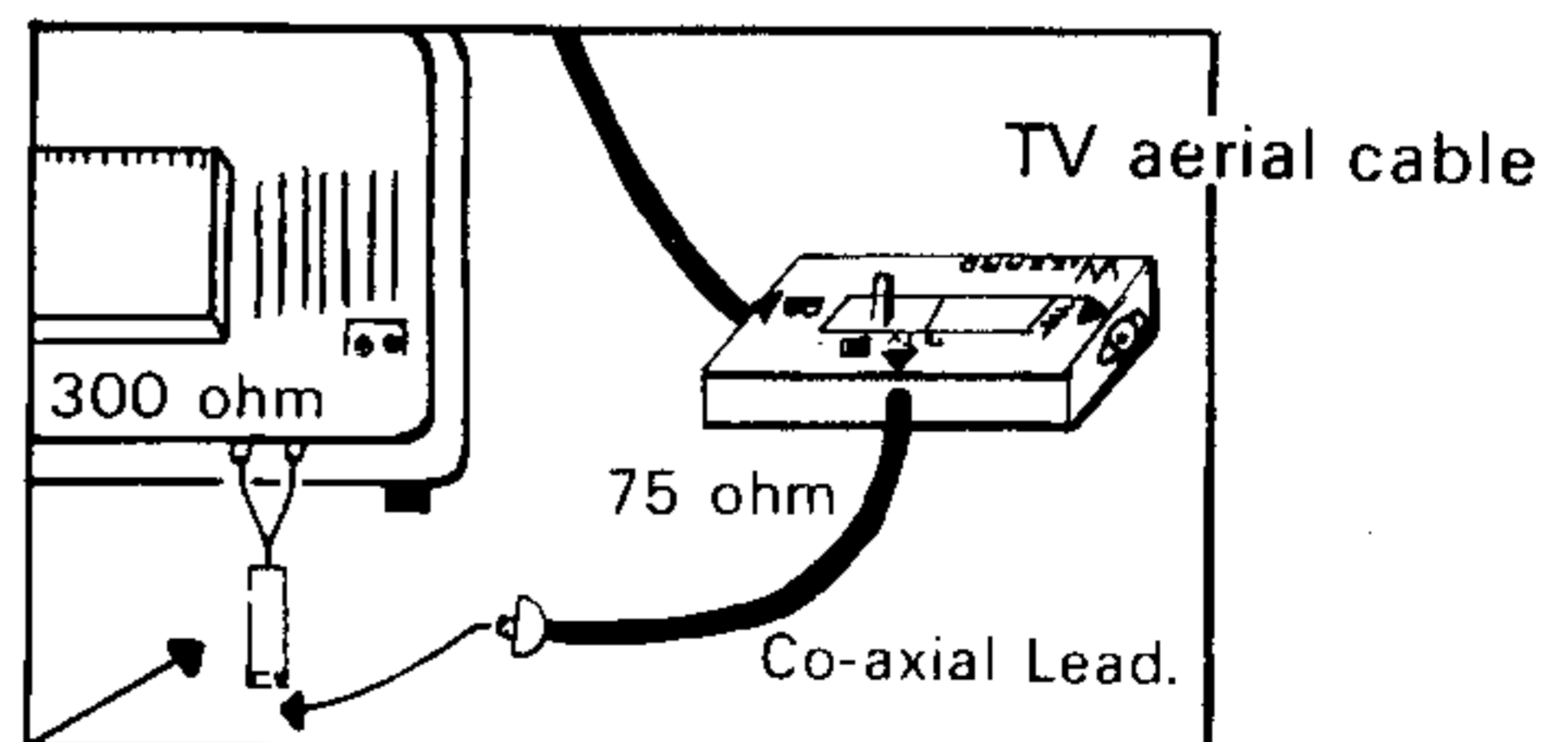
- Remove the co-axial aerial cable from your television set and connect it to the switch Box.
- Connect the co-axial cable from the switch box to the aerial socket of your television set.
- Connect the co-axial cable from the Main Unit to the Switch Box.

Once the installation is done, you can change the switch to make your choice, between normal TV and your WIZZARD.

T.V. with normal 75 ohm connection.



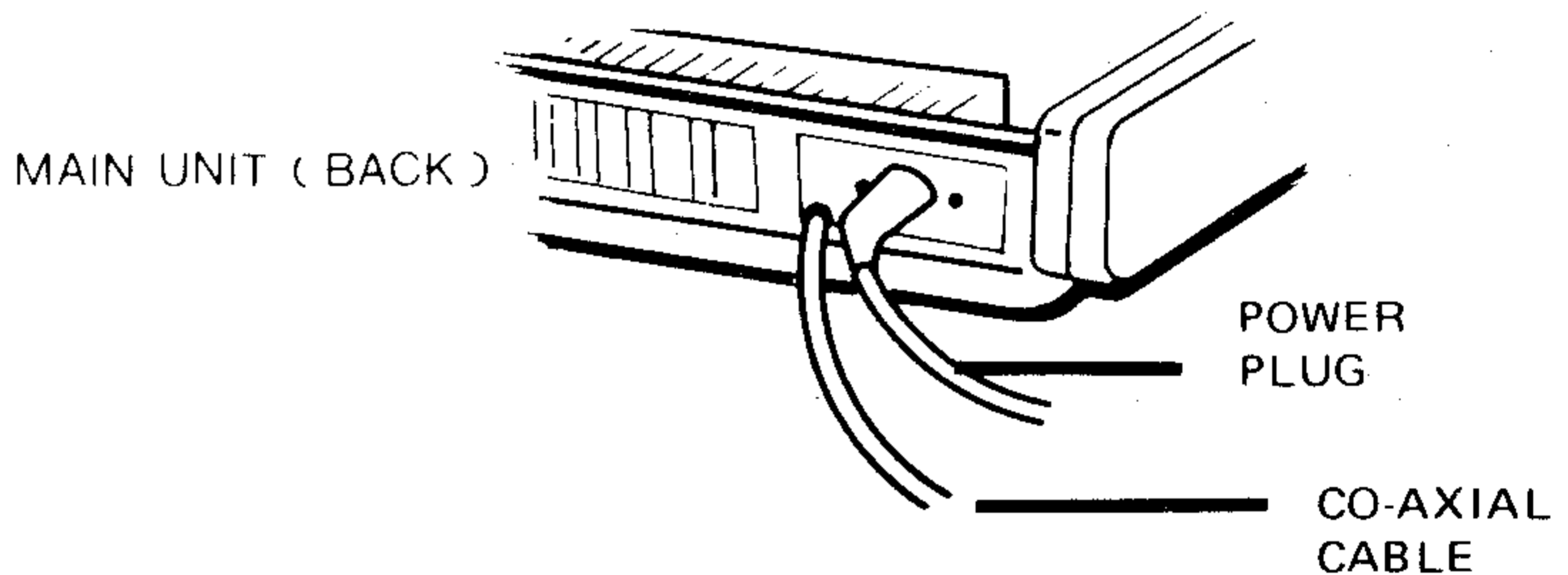
T.V. with 300 ohm connection.



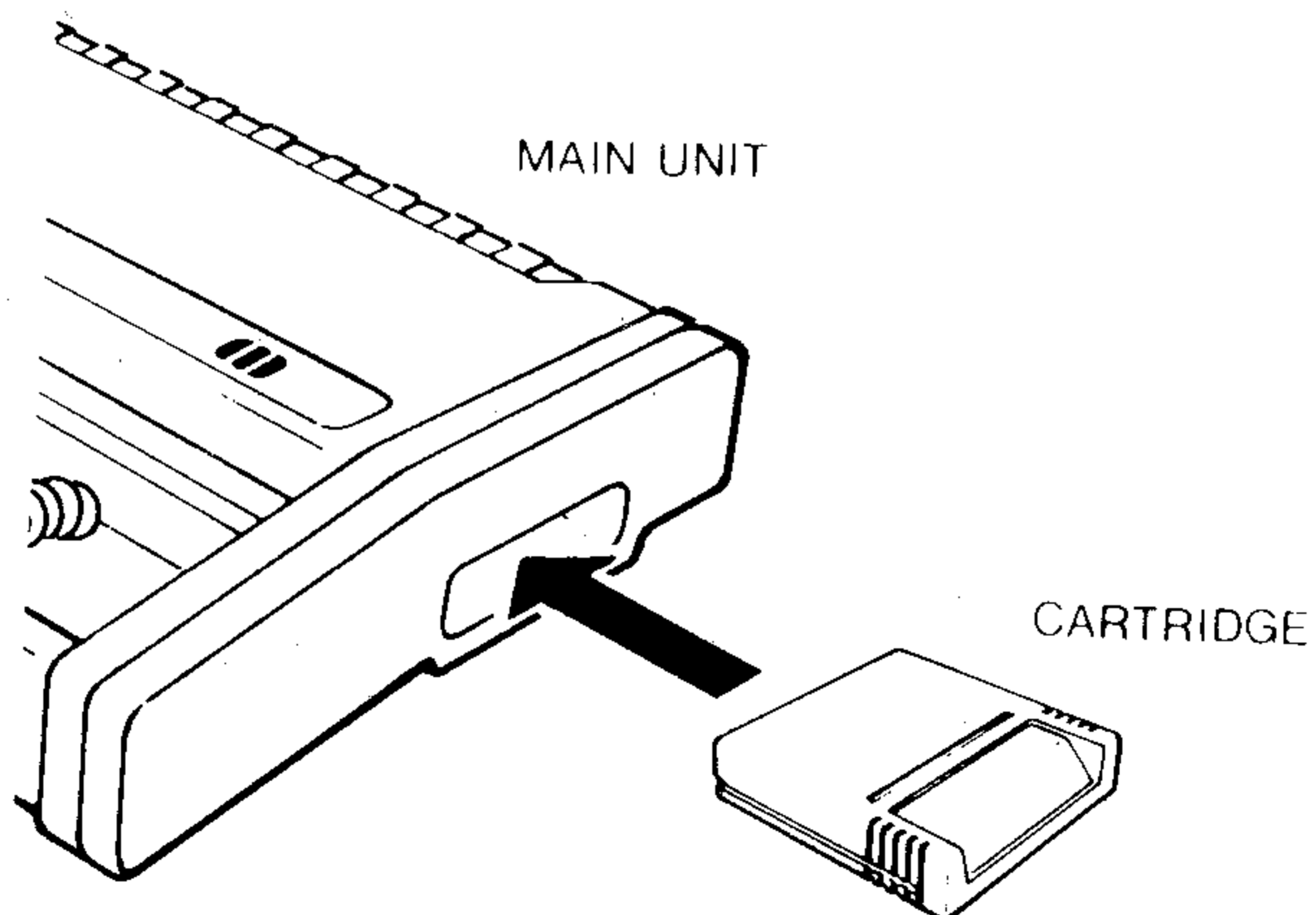
Balun Coil (only used when television has 300 OHM connection)
(L4454 \$1.95. TV game Balun coil. From any Dick Smith Store.)

3. STEPS TO SET U

1. Make sure that the Main Unit Power Switch is off.
2. Connect the AC adaptor power plug to the Main Unit power socket.
3. Plug the wall plug of the AC adaptor into a normal wall AC outlet.



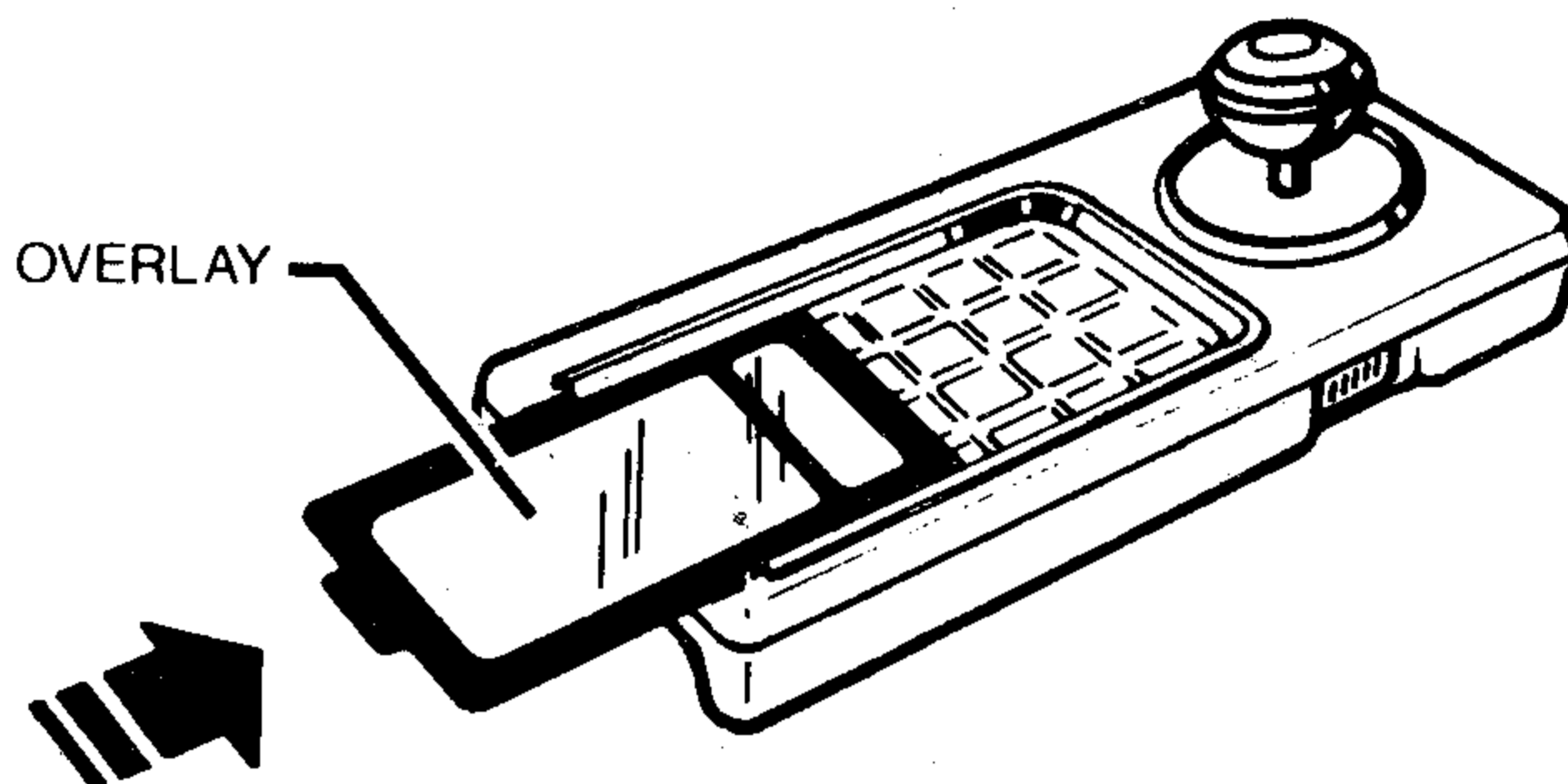
4. Push the switch on the Aerial switch Box to Game.
5. Insert the game cartridge into the Main Unit slot, so that the cartridge name can be read correctly from the side of the unit. Make sure the cartridge is completely inserted.



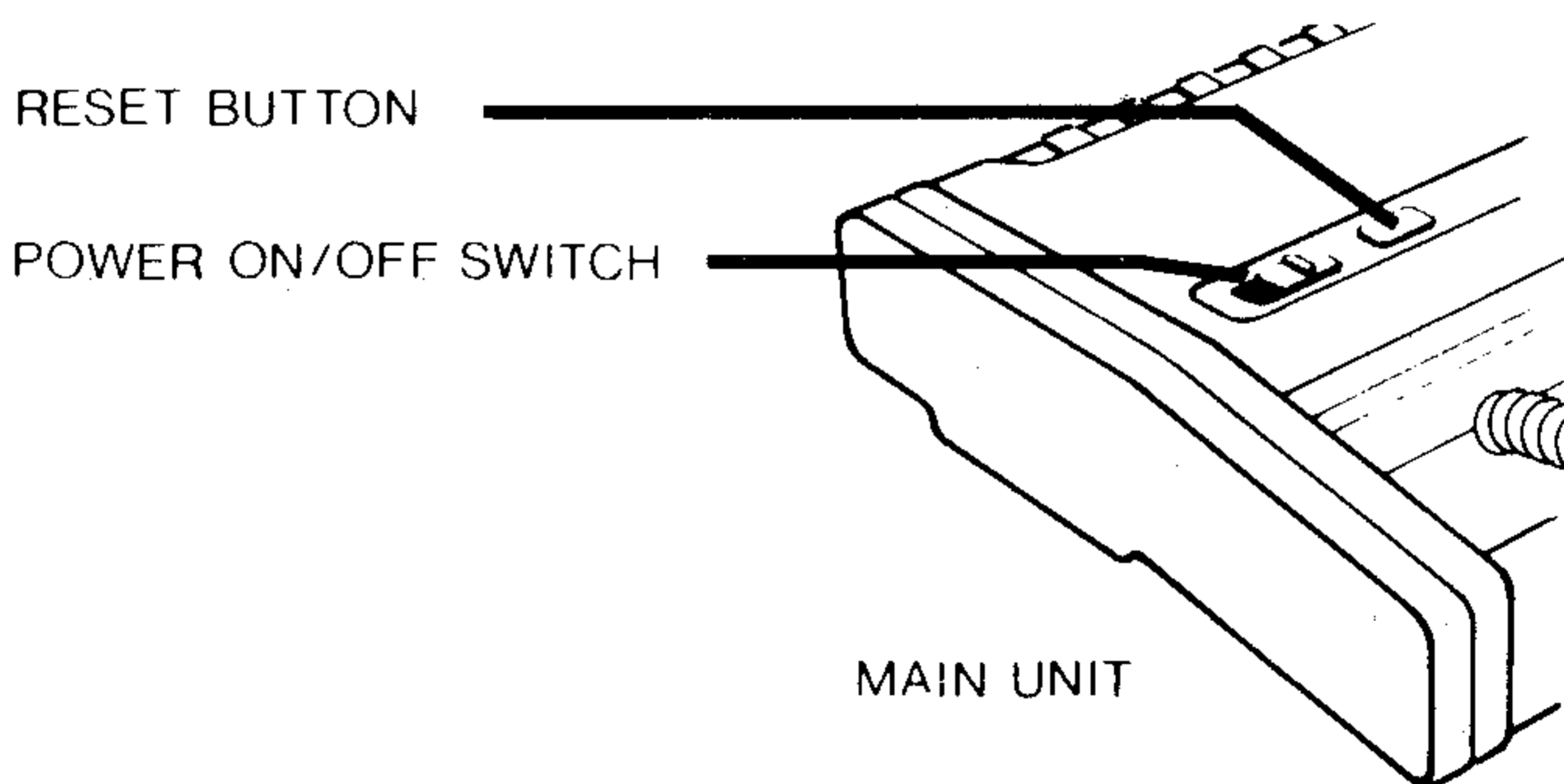
6.

P FOR A GAME

6. Insert the particular game overlays into the hand controls.
7. Turn on the television set and select VHF CH1



8. Push Main Unit power switch to ON. If you are setting for the very first time, now tune the fine tune control to receive The Dick Smith WIZZARD game. NOTE: If your TV set has an AFT.(automatic fine tuning)button, make sure the switch is off when using the manual fine tune control. It may be necessary to push the reset button to get a clear picture.

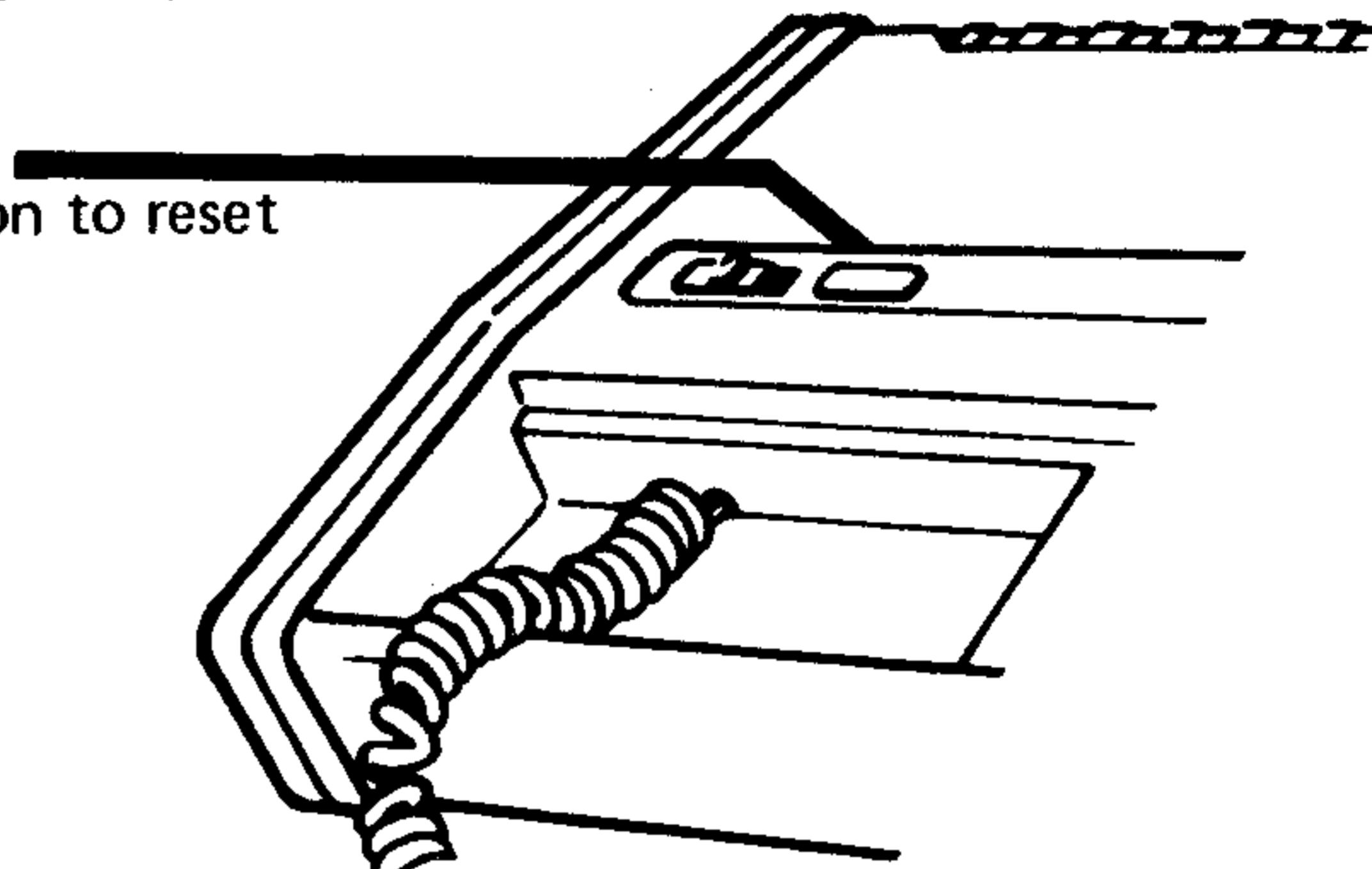


9. All of the cartridges include a demonstration sequence which will run when the Main Unit power switch is just turned on, and will continue to play until the Main Unit Reset button is pressed. This is to show you how the particular game plays.
10. Now follow the user manual for the particular Game cartridge you are using.

4. RESET A GAME.

If the Main Unit Reset button is pressed the system will terminate an unfinished game and will go to the very beginning of a game.

Push RESET button to reset for new game.



5. HOW TO USE HAND CONTROLS

The Main Unit includes 2 Hand Controls which are attached to it by coiled cables.

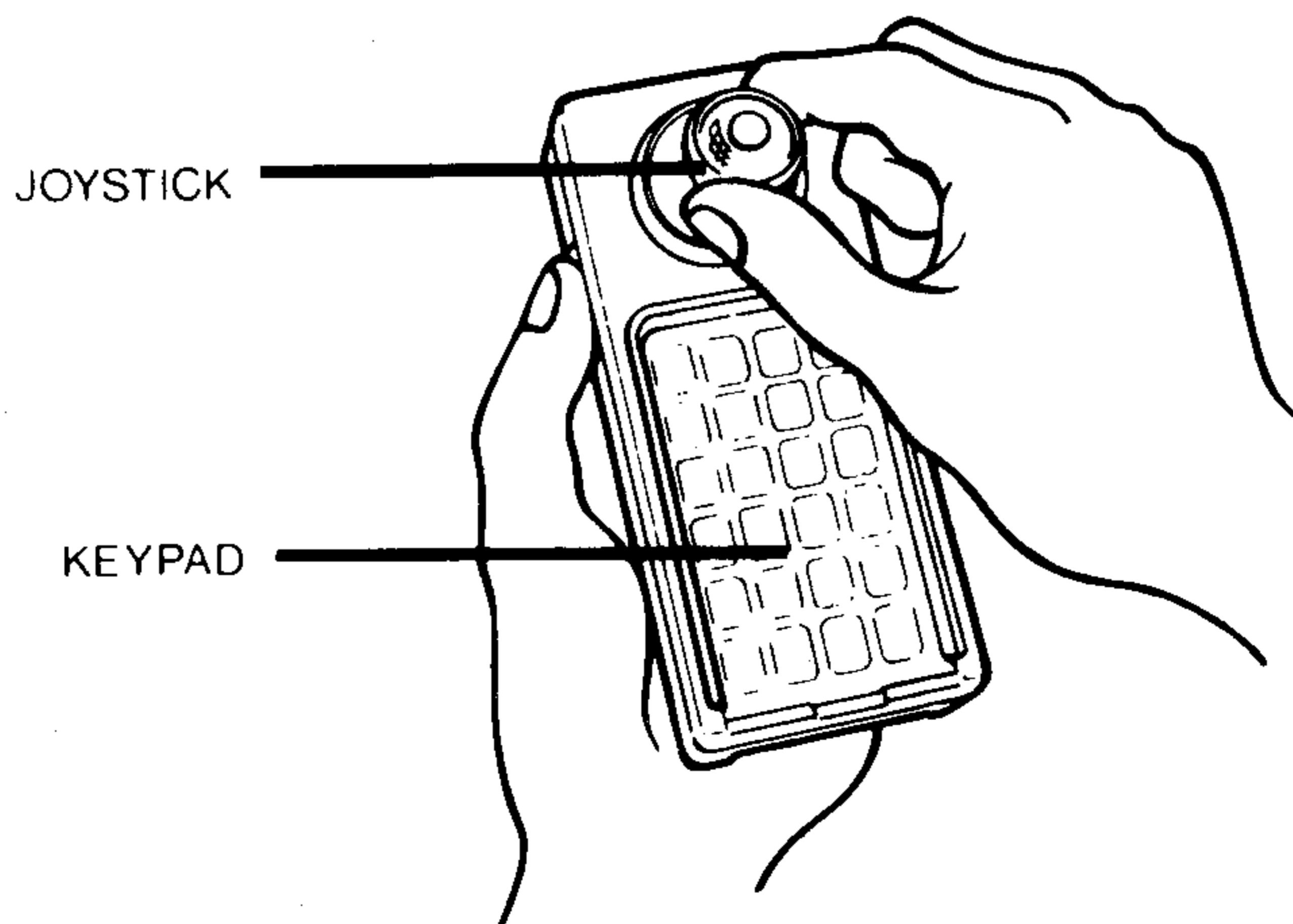
The Main functions of the hand controls are:

- to allow you to control games and
- they consist of 48 ASCII keys which enable you to write programmes with the system when upgraded to a personal computer.

TO OPERATE YOUR WIZZARD AS A HOME COMPUTER

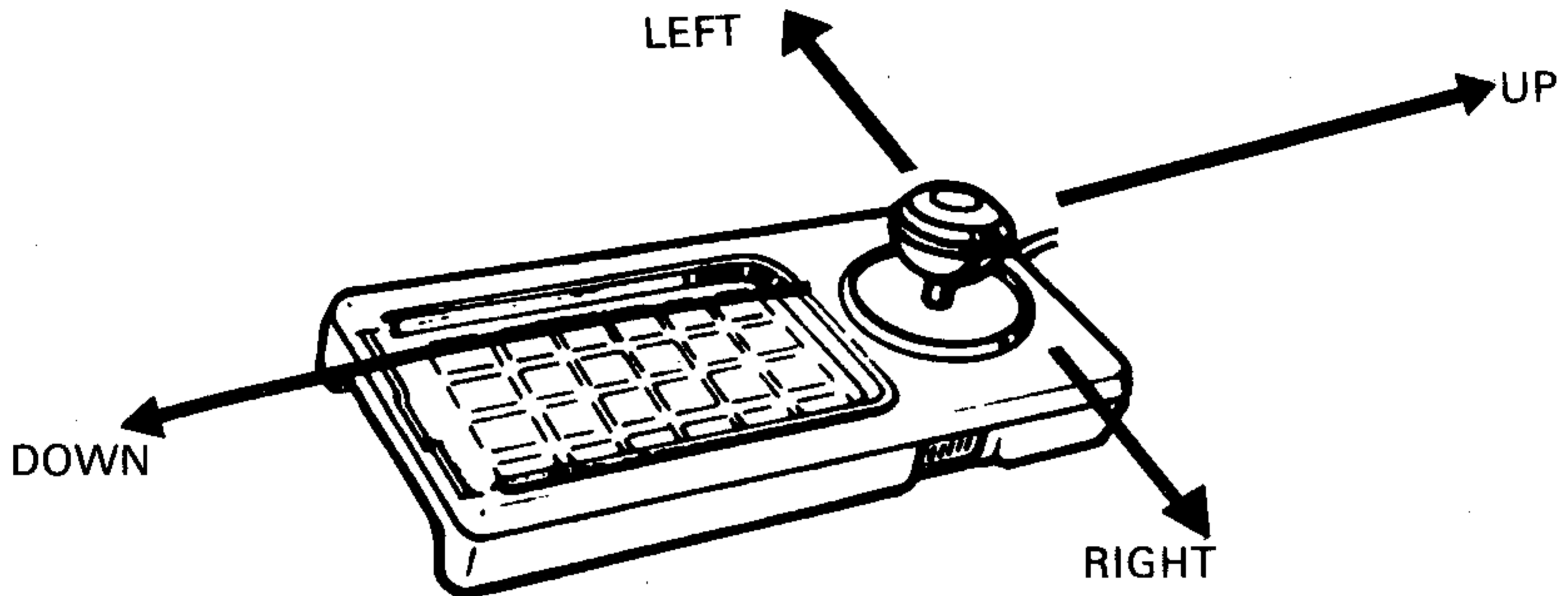
(when optional basic cartridge available.)

The full Basic Programme is included in the Basic Cartridge. Instructions of how to use your WIZZARD as a computer are included with this optional cartridge.



THE STRUCTURE OF THE HAND CONTROLS:

- Each side of the hand controller has a PUSH key which has a particular function shown by an OVERLAY of a game.
- Control joystick is unmarked, but it controls 16 discrete directions. Up on the joystick (away from the keypad) is UP on the television screen, DOWN on the joystick (towards the keypad) is DOWN on the television screen, the remaining 14 other directions points are equally spaced between these two.

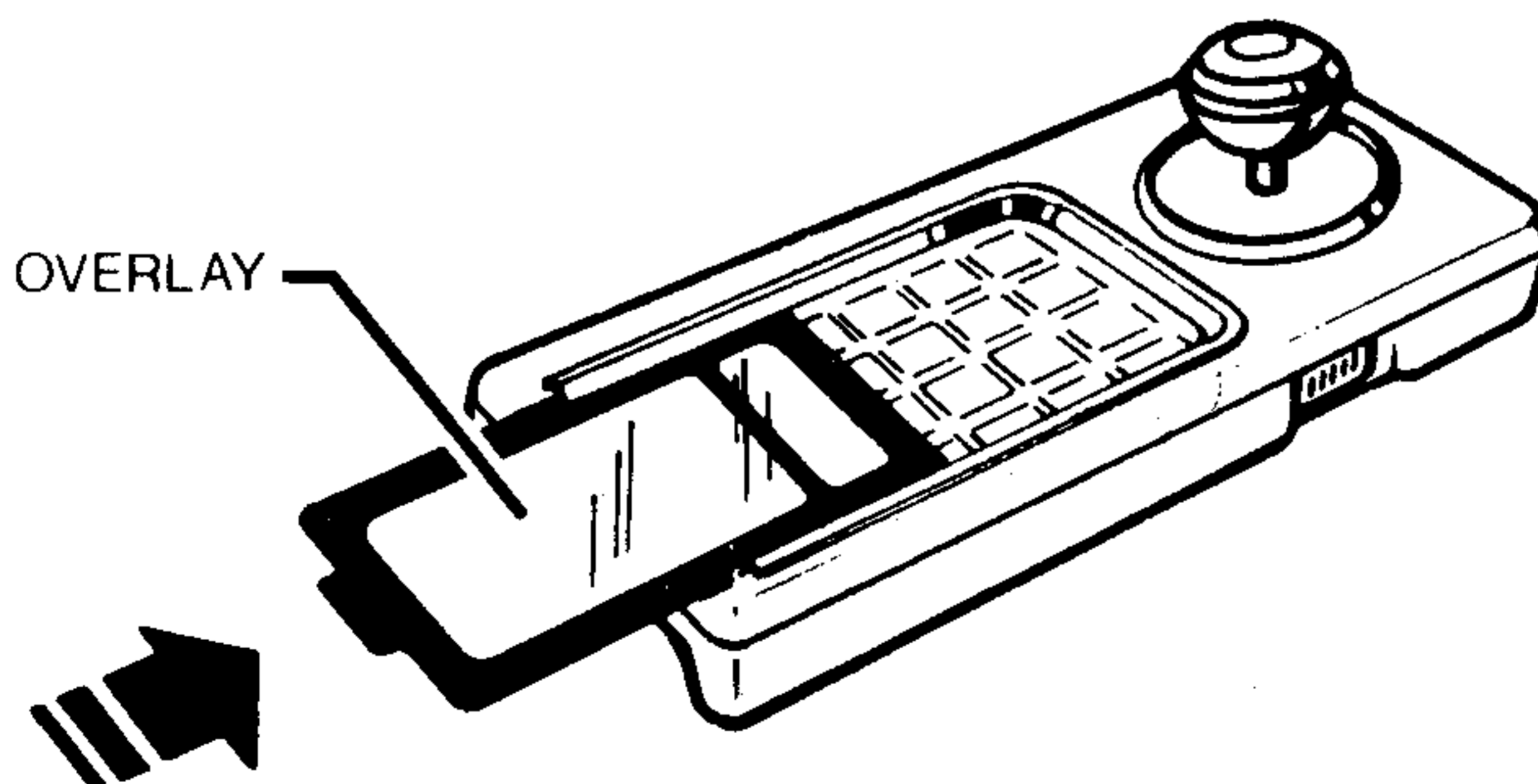


To move an object on the screen push the joystick in the direction in which you want motion to take place. To stop motion, stop pushing the joystick, and it will return to the centre position.

- Each hand control has 24 keys on its keypad. Each key is marked with a different character.
- Each hand control can be detached by the user, by disconnecting the hand controller plug on the Main Unit. This is in case your hand control becomes damaged and requires repair.

FUNCTIONS OF KEYS

The function of the keys is determined by the OVERLAY of each particular game. With each game cartridge there are 2 OVERLAYS; one for each Hand Control. The OVERLAY can be pushed into a slot as shown in the diagram so as to fit exactly



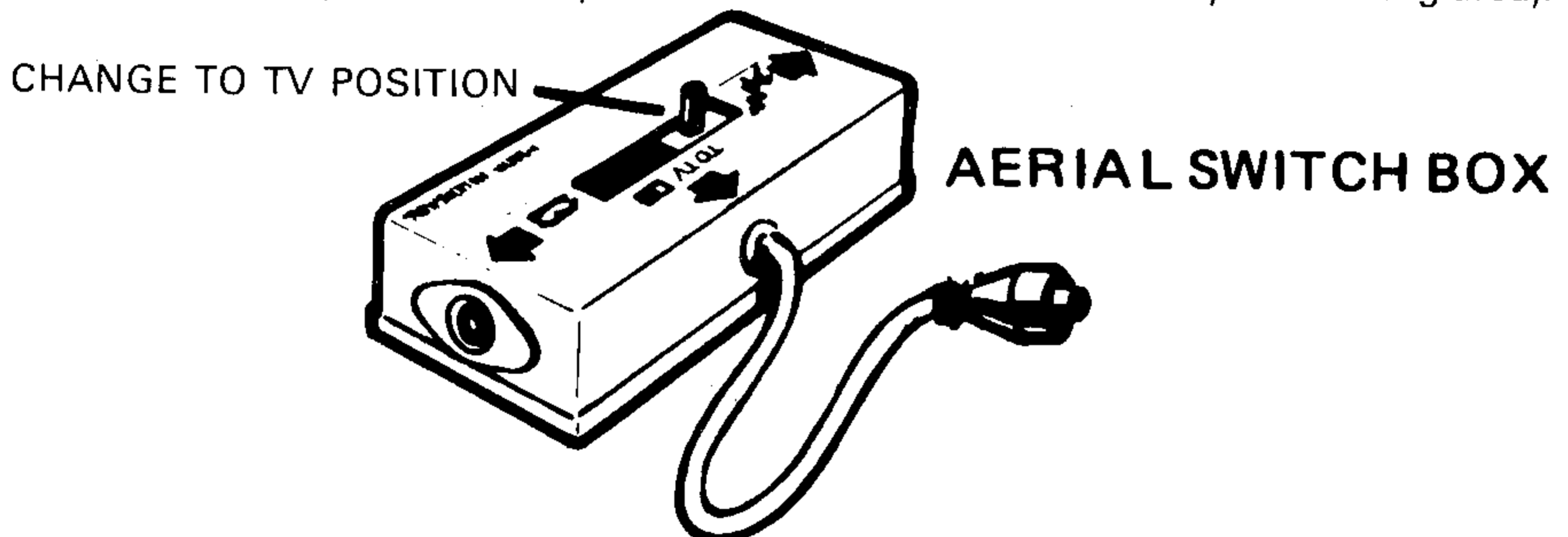
over the keys. You must make sure that the OVERLAY is all the way in the slot so that you can press the right key under the OVERLAY to get the action you want.

6. PRECAUTIONS

1. Keep the Main Unit, Hand Controls and Game Cartridges away from liquids.
2. Avoid exposing the game cartridges, the Main Unit or hand controls to excessive heat. Store in a dry place.
3. Switch off power when not in use.
4. Do not drop the Main Unit, Hand Controls or game Cartridges. Handle them with care.
5. Insert game cartridges into Main Unit slot slowly and make sure power is turned off when inserting or removing game cartridges from the Main Unit.
6. Do not stick fingers in the open end of the cartridges. The static electricity from your fingers may in some cases damage sensitive electronic components in the cartridges.
7. Remove game cartridge from the Main Unit when not in use.

7. SWITCH YOUR TELEVISION SET BACK TO NORMAL USE.

1. Turn off power.
2. Push switch on the Aerial Switch Box to TV antenna.
3. Your television set is now ready for normal use. (Some adjustment of the fine tune control may be necessary, if CH1 is a normal TV station in your viewing area).



8. SUMMARY OF SET UP PROCEDURES

1. Push the game cartridge into the Main Unit slot properly.
2. The AC adaptor is properly plugged into wall socket and the other end to the Main Unit.
3. Aerial Switch Box is set at Game.
4. All co-axial cables are properly plugged in.
5. The power switch of the Main Unit and your TV set are to 'ON'.
6. Tune to VHF CH1.

9. TROUBLE SHOOTING CHECKLIST.

SYMPTOM

No game image on TV screen or whitish-grey screen.

- Aerial switch not changed over
- Power supply not plugged in and switched on
- Game cable not properly plugged into aerial socket on TV.
- Main Unit power switch not turned on
- Faulty mains adaptor. Ask your dealer to check.
- Incorrect TV Channel selection.
- Fine tune requires adjusting

Poor Game Image

- Poor connections at TV aerial socket.
- TV set not fine tuned for best picture. Adjust TV set fine tuning control.
- Aerial switch not at correct position

Game Image Unsharp, unsteady or no colour

- TV set not fine tuned for best picture. Adjust TV set fine tuning, colour, or tint controls

Sound buzzes or is distorted.

- TV set not fine tuned. Adjust TV set fine tuning controls until both picture and sound are clear.

If none of the above work, Please contact your nearest Dick Smith Store or dealer.

90 DAY WARRANTY

Dick Smith Electronics Pty. Ltd. will at our option, repair or replace without charge, this product if it fails due to a defect in material or workmanship within 90 days following its purchase. Dick Smith Electronics Pty. Ltd. will not recognise a warranty claim if the equipment has been subject to misuse, incorrect installation, accident or if the serial number or circuitry of the set has been removed or tampered with in any way.

WARRANTY REPAIR

If your Wizzard should need servicing under warranty (see "Warranty") contact the dealer who sold you the set, or send the unit back to the address shown at the bottom of this page. All returns for warranty claim must include the original or a copy of your sales slip or invoice. This will be returned to you.

HOW TO SHIP RETURNS

If your dealer has service facilities, simply leave the unit with him. If you have purchased by other means (mail order for example)

you will be required to send the unit back to us. (See address below.) Please include a note explaining what you consider to be wrong with the unit.

Check the unit to see that all parts and screws are in place. Then wrap it in heavy paper or put it in a plastic bag. If the original carton is not available, place the unit in a strong carton that is at least 150mm larger in all three dimensions than the unit. Fill the carton equally around the unit with resilient packing material (shredded paper etc). Seal it with tape, tie it with strong cord, and ship it to us by prepaid freight or insured parcel post to the service department. All freight for warranty service must be paid for by the purchaser, both to and from the service department. It is very important that the shipment is **well packed and fully insured**. Damage claims must be settled between you and the carrier and this can delay repair and return of the unit to you. **Please make sure** that you include your name and address on the package so that we know who to send the repaired unit back to.

BY FREIGHT:

National Service Centre
Dick Smith Electronics Pty. Ltd.
396 Lane Cove Rd.
North Ryde, N.S.W. 2113

BY MAIL:

National Service Centre
Dick Smith Electronics Pty. Ltd.
P.O. Box 321
North Ryde, N.S.W. 2113

