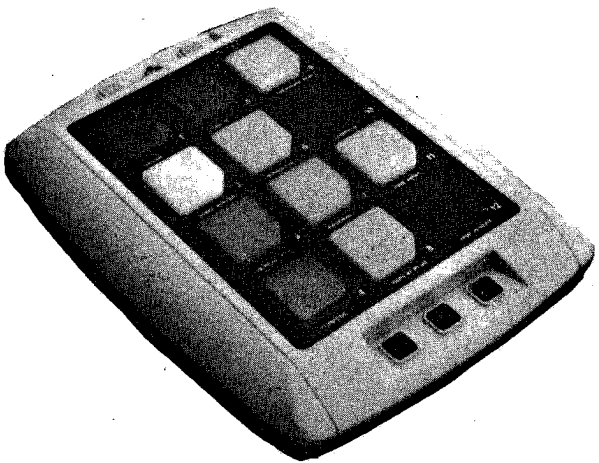
COMPUTERIZED ARCADE



OWNER'S MANUAL

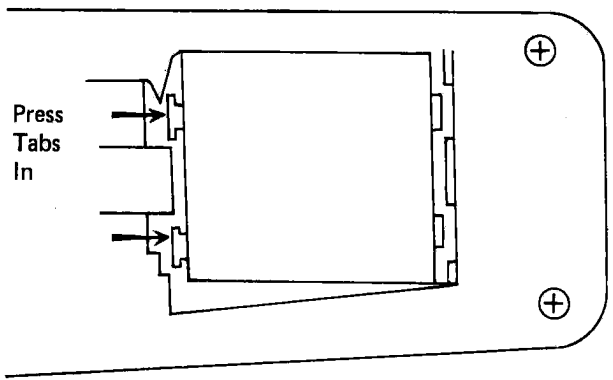
TANDY®

CUSTOM MANUFACTURED FOR RADIO SHACK, A DIVISION OF TANDY CORPORATION

Your new **TANDY–12 COMPUTERIZED ARCADE** provides 12 games for your entertainment. You can select to play against the Computer, a friend or even against yourself.

The Computerized Arcade requires four 1.5-volt C cell batteries and one 9-volt battery. For best results, we recommend that you use only Alkaline type batteries, such as Radio Shack's 23-551 and 23-553.

To install the batteries, press the two tabs on the back as illustrated and lift off the Battery Compartment Cover. Install batteries with polarity as indicated inside the Compartment. Snap the Battery Compartment Cover back into place.



Special Note: Never leave weak or dead batteries in the unit. Do not store the unit with batteries inside. When tones become weak and/or lights slow down, replace with fresh Alkaline batteries.

Setting up the TANDY–12

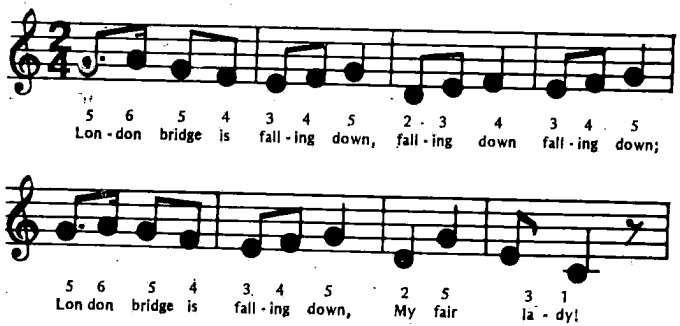
Follow these simple procedures to operate your TANDY–12 Computerized Arcade:

1. Set ON-OFF switch to ON position. (When not in use, leave this switch OFF – that saves battery power.)
2. Press and hold SELECT button until the desired game number button starts to flash. During play, press this button again to stop game play (or to advance to another game).
3. Press START button to start (or re-start) a game. A beep-tone will sound and the selected game number button will start to flash.
4. Proceed to play the selected game as described below. For best results, press the front part of each button as you play the game.

GAME 1: ORGAN

Press the buttons to play different tunes. Each of the 12 buttons produces a different note. For example, try this one:

LONDON BRIDGE



GAME 2: SONG WRITER

Press the buttons in desired sequence to play a tune (up to 44 notes, including rests). To include a rest (space) in your composition, press SPACE-2. To play back your composition, press PLAY-2/HIT-7. For continuous playback, press REPEAT-2. To stop continuous play, press SELECT. Try out your own composition!

GAME 3: REPEAT

The object of this game is to copy the musical note sequence which the Computer plays. The Computer will play one note and wait for you to repeat it; then it will play the first note plus a second and you must repeat them; then the first, second and third (which you must repeat) . . . and so on. If you fail to duplicate the Computer's sequence of notes, the Computer will flash numbers 1 and 8 along with their notes -- you lost!

Scoring

Number of correct notes	Flashing Light
1 – 11	none
12 – 22	Button 1
23 – 33	Button 2
34 and above	Button 3

GAME 4: TORPEDO

After setting to Game 4, press START and then any one of the buttons -- this "fires a torpedo" at the enemy sub. A flashing button with tone sound indicates that the sub is on the same row (up/down or left/right) as the button you've pressed. You have three shots to sink the sub. If you miss with all three, the correct button will flash, along with its tone -- you lost. If you score a direct hit -- the Computer plays a victory tune!

GAME 5: TAG – IT

After setting to Game 5, press START and one of the buttons will flash – *as quickly as possible*, press that button. If you press the button soon enough – (you "catch the mole") a short beeping tone will reward you. The game continues on for 110 tries. Catch as many moles as you can – but you have to be quick about it!

Scoring

Number of Moles you catch	Flashing light
0 to 9	none
10 to 19	Button 1
20 to 29	Button 2
30 to 39	Button 3
40 to 49	Button 4
50 to 59	Button 5
60 to 69	Button 6
70 to 79	Button 7
80 to 89	Button 8
90 to 99	Button 9
100 to 109	Button 10
110	Button 11 (you caught 'em all)

After the 110th Mole has popped up, the Computer will play a little tune.

GAME 6: ROULETTE

This Casino style game can be played by two or more people; use the Playing Board and chips supplied. Select a dealer to handle bets and payout. Players should place their bets before starting the Roulette – then just press START. The flashing rotating light will start from button 5 and move clockwise; round it goes . . . where it stops no one knows . . . When the light stops moving and beeps are sounded, the Dealer should pay out and collect as shown on the Board.

Press START for another turn of the Roulette wheel. Note that SELECT will not stop game play or advance to another game unless the roulette has stopped movement.

ROULETTE BETS ARE AS FOLLOWS	PAYS
Single Number Bets	8 To 1
Split Bets (Any One Of The Two Numbers)	4 To 1
Odd or Even	1 To 1

NOTE: The Light will not stop on either number 6 or number 7

GAME 7: BASEBALL

Use the Playing Board for this game; one or two players can play. Standard baseball rules apply. Press START to start the game with a pitched ball. Flashing lights will move on the TANDY–12; try to hit the ball by pressing PLAY-2/HIT-7 button. A button will flash and tones will sound, indicating the result of your at-bat. Keep score using the chips supplied; place the chips on the Playing Board to keep track of the progress of runners and the game. Change sides after 3 outs.

Scoring

Flashing Button	Result
1	Triple
2	Out
3	Out
4	Single
5	Out
6	Home Run
7	Out
8	Out
9	Single
10	Out
11	Double
12	Out

GAME 8: REPEAT PLUS (for two or more players)

This is similar to Game 3 except that a player adds one more note after repeating the sequence of notes entered by the previous player. The Computer starts the game with a single note; the first player must press that key, plus one more. Then the second player presses the first two and adds one more note. (The Computer sounds a short beep to tell the next player it is his or her turn.) The third player (or back to the first player) repeats the sequence and adds one more. So the game continues till one player makes a mistake.

GAME 9: TREASURE HUNT

This game is similar to the very popular Master Mind game -- you must guess the 3 colors the Computer has

in mind (they must be in correct sequence). Watch out, the Computer may select the one color more than once. After selecting Game 9, press START to start the game. Enter your three color guesses. The Computer will tell you if you are right or wrong:

- It will play a tune if you guess correctly.
- Buttons 2 and 1 will flash if you have two colors correct.
- Button 1 will flash if you got one of the colors correct.
- If you don't get any right, the Computer will flash the correct colors and sound four notes -- you lose!

GAME 10: COMPETE

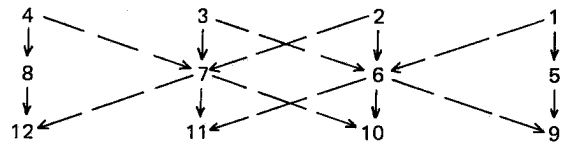
In this game two players check their reaction time against each other. One player is assigned buttons 1, 2, 3 and 4; the other player has 9, 10, 11 and 12. Press START to start the game. The Computer will flash 5, 6, 7 and 8 for a short time and then stop on one of these numbers. The players must press their button next to the stopped light. The quickest player wins. If one player makes a mistake, the other player is given a point. The first player with 5 points wins - the Computer will flash that player's buttons to show the winner.

GAME 11: FIRE AWAY

With this game, buttons 1, 2, 3 and 4 represent the attacking invaders; buttons 9, 10, 11 and 12 represent your missiles. Press START to start the game.

Buttons 1, 2, 3 and 4 will be flashing back and forth; when a short beep sounds and one of the center row (5 thru 8) of buttons lights this indicates an attacking invader.

The invaders attack in the following patterns (either straight ahead or diagonally):



To destroy an invader, fire one of your missiles (buttons 9 thru 12). A flash indicates you've destroyed the missile; a flash with tone indicates the invader destroyed your missile.

Scoring

Number of Invaders Shot Down	Button Flashing
1	1

2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12 or 13	12

GAME 12: HIDE'N SEEK

In this game you have to guess three numbers which the Computer has selected -- you have to guess them in order. The Computer uses only 9, 10, 11 and 12 for this game (it can use the same number twice).

Press START to start the game; then press your guess of three numbers, in any order (use only 9, 10, 11 and 12). If you get all three numbers right, the Computer will play you a tune. If you are completely wrong, the Computer will light the numbers in sequence, followed by four tones. If you are partially correct, the Computer will give you some clues as follows:

Flashing Buttons	Correct Number	Correct Order
Game Over	1	0
Game Over	2	0
Game Over	3	0
5 1	1	1
5 2 1	2	1
5 3 2 1	3	1
6 5 2 1	2	2
Tune	3	3

Try to guess the correct numbers, in the correct sequence, with the fewest possible tries.

MAINTENANCE

Avoid dropping the unit (it's rugged, but can be broken if it is continually dropped on a hard surface). Do not leave the unit outdoors in the rain or snow. Don't let any liquid get inside the case.

Never leave weak or dead batteries in the unit. Never store the unit with batteries inside; if you don't intend to use it for a couple of weeks or more, remove the batteries. If the sounds become weak and/or the lights become dim or slow down, time for new batteries. Use only alkaline type.

RADIO SHACK LIMITED WARRANTY

This equipment is warranteed against defects for 90 days from date of purchase. Within this period, we will repair it without charge for parts and labor. Simply **bring your sales slip** as proof of purchase date to any Radio Shack store. Warranty does not cover transportation costs. Nor does it cover equipment subjected to misuse or accidental damage.

This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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